



CLASS BIBLE

Storm Seeker

ALTERNATIVE CLASS FEATURES

CHAMPIONS OF VALOR (3.5)

BERRONAR VALKYRIE (PALADIN)

Berronar's Valkyries are female dwarf paladins of the goddess Berronar Truesilver. They study tactics and charge into battle to save male dwarf warriors.

Their special powers help them look after their allies and punish oathbreakers.

Hit Die: d10.

REQUIREMENTS

To take a Berronar Valkyrie paladin substitution level, a character must be a female dwarf, have Berronar as her patron deity, and be about to take her 3rd, 4th, or 6th level of paladin.

CLASS SKILLS

Berronar Valkyrie paladin substitution levels have the class skills of the standard paladin.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Berronar Valkyrie substitution levels.

Everbright Blessing (Su): Starting at 3rd level, a Valkyrie's armor, shield, and primary weapon are treated as if they had the everbright special ability; they shine like polished silver, they are immune to acid and rust attacks, and the armor provides her with resistance to acid 5.

This ability only applies to the items the Valkyrie is wearing; if the items are removed or dropped, they lose this property until she picks them up again.

This benefit replaces the divine health class feature gained by a standard paladin at 3rd level.

Valiant Rescue (Ex): Starting at 4th level, a Valkyrie gains a special ability to charge into harm's way to protect an ally.

A Valkyrie can charge into melee with a creature that threatens one of her allies and still make a full attack with a single melee weapon rather than a single attack.

During this charge she acts as if she had the Mobility feat; if she is mounted, this bonus also applies to her mount.

A Valkyrie can use this ability a number of times per day equal to 3 + her Charisma modifier.

This benefit replaces the turn undead class feature gained by a standard paladin at 4th level.

Binding Oath (Su): At 6th level, a Valkyrie gains the ability to magically link two willing individuals making an oath (or a legal agreement).

This link has two effects.

First, it informs both parties and the Valkyrie instantly if the oath is broken in any way.

Second, the individual who breaks the oath is fatigued for one day per paladin level of the Valkyrie at the time of the oath-binding.

A Valkyrie can bind an oath once per week as a full-round action.

For every three paladin levels gained thereafter, the Valkyrie can use this ability one extra time per week (2/week at 9th level, 3/week at 12th level, and so forth).

This benefit replaces the *remove disease* class feature gained by a standard paladin at 6th level.

A Berronar Valkyrie who selects this substitution level never gains the *remove disease* ability.

Touch of Fatigue (Sp): Beginning at 6th level, a Valkyrie can use *touch of fatigue* at will.

This ability is normally used to admonish those about to stray from their promises or to punish those guilty of minor infractions.

The save DC against this spell-like ability is 10 + the Valkyrie's Charisma modifier.

TABLE 2-2: BERRONAR VALKYRIE
SUBSTITUTION LEVELS

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
3rd	+3	+3	+1	+1	Everbright blessing
4th	+4	+4	+1	+1	Valiant rescue
6th	+6/+1	+5	+2	+2	Binding oath, <i>touch of fatigue</i>

BROKEN ONE (MONK)

These kind and enduring monks dedicated to Ilmater are focused on defending the faithful and temples of the Broken God while acting as agents of punishment against those who would cruelly harm others.

They combine the skills of healer and hunter in the service of their deity.

They often assist other servants of the Triad when injustices against the innocent have occurred.

Hit Die: d8.

REQUIREMENTS

To take a Broken One substitution level, a character must have Ilmater as her patron deity and be about to take her 3rd, 6th, or 7th level of monk.

CLASS SKILLS

Broken One substitution levels have the class skills of the standard monk class plus Heal and Survival.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the Broken One substitution levels.

Lay on Hands (Su): At 3rd level, a Broken One can gain the ability to heal wounds with her touch (see the paladin class feature, page 44 of the *Player's Handbook*).

If the character has a Charisma score of 11 or lower, she can heal a number of points of damage each day equal to her monk class level.

This benefit replaces the still mind class feature gained by a standard monk.

Tenacious Tracker (Su): Beginning at 6th level, a Broken One gains the ability to follow the trail of those cruel enough to torture and maim others. She receives Track as a bonus feat. She gains a +10 competence bonus on Survival checks made to track those with Loviatar as a patron deity. Furthermore, whenever she physically touches the flesh of one who has been injured within the previous hour by someone who has Loviatar as his patron deity, she receives a clear mental image of that person's true appearance. This benefit replaces the bonus feat gained by a standard monk at 6th level.

Slow Fall (Ex): A Broken One's slow fall ability is identical to a standard monk's ability at 6th level.

Locate Creature (Sp): Starting at 7th level, a Broken One can use *locate creature* once per day, but only when attempting to find a creature that has Loviatar as a patron deity. Her caster level is equal to her class level. This benefit replaces the wholeness of body class feature gained by a standard monk at 7th level.

TABLE 2-3:
BROKEN ONE SUBSTITUTION LEVELS

Level	Base				Special
	Attack	Fort	Ref	Will	
	Bonus	Save	Save	Save	
3rd	+2	+3	+3	+3	Lay on hands
6th	+4	+5	+5	+5	Tenacious tracker, slow fall 30 ft.
7th	+5	+5	+5	+5	Locate creature

CLAW OF THE SUN AND THE ANKH (PALADIN)

The first Mulhorandi order of paladins to worship a god other than Osiris, the Claw of the Sun and the Ankh serves Horus-Re.

Its fearless and fanatical soldiers are dedicated to energetically pursuing the evil minions of Set, relentlessly destroying them and their foul plans whenever they are found.

Hit Die: d10.

REQUIREMENTS

To take a Claw of the Sun and The Ankh substitution level, a character must have Horus-Re as his patron deity and be about to take his 1st, 6th, or 12th level of paladin.

CLASS SKILLS

Claw of the Sun and the Ankh substitution levels have the class skills of the standard paladin class.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Claw of the Sun and the Ankh substitution levels.

Bird of Prey (Su): Beginning at 1st level, once per day a Claw of the Sun and the Ankh can pay homage to his god by taking on aspects of a hawk.

His hands turn into claws that deal 1d4 points of damage; the attacks deal extra damage equal to one-half his paladin level to evil creatures.

These attacks are considered magic, good-aligned weapons for the purpose of overcoming damage reduction.

The paladin is considered to be proficient with these natural weapons while using this form.

This transformation lasts for a number of rounds equal to 3 + his Charisma modifier.

At 5th level, and every five levels thereafter, a Claw of the Sun and the Ankh can use this ability one extra time per day.

This benefit replaces the smite evil class feature gained by a standard paladin.

A Claw of the Sun and the Ankh never gains any smite evil attacks at later levels.

Smite Minions of Set (Su): A Claw of the Sun and the Ankh is tasked with eliminating members of the church of Set.

Starting at 6th level he can use a melee attack to attempt to smite a creature that has Set as its patron deity.

This otherwise functions as the paladin's normal smite evil class feature.

A Claw of the Sun and the Ankh can use this smite attack once per day, plus one extra time per day for every three levels gained beyond 6th.

This benefit replaces the standard paladin's *remove disease* class feature.

A Claw of the Sun and the Ankh who selects this substitution level never gains the *remove disease* ability.

Horus-Re's Glory (Su): Starting at 12th level, a Claw's armor shines brightly (as the *daylight* spell).

This illumination can be suppressed or resumed at will with a standard action.

This benefit replaces the 3rd-level spell slot gained by a standard paladin at 12th level.

From this point forward, a Claw of the Sun and the Ankh who selects this substitution level can prepare one less 3rd-level paladin spell than normal.

TABLE 2-4: CLAW OF THE SUN AND THE ANKH SUBSTITUTION LEVELS

Level	Base				Special
	Attack	Fort	Ref	Will	
	Bonus	Save	Save	Save	
1st	+1	+2	+0	+0	Aura of good, bird of prey, detect evil
6th	+6/+1	+5	+2	+2	Smite minions of Set
12th	+12/+7/+2	+8	+4	+4	Horus-Re's glory

CRESCENT MOON KNIGHT (PALADIN)

These unusual paladins of the Order of the Crescent Moon serve either Clangeddin Silverbeard or Selûne.

The order was founded by an alliance between humans and dwarves to defeat marauding lycanthropes; now, the descendants of the founders teach old family skills and pass heirlooms to the next generation of defenders.

Hit Die: d10.

REQUIREMENTS

To take a Crescent Moon Knight paladin substitution level, a character must have Clangeddin Silverbeard or Selûne as his patron deity, be related to or a close friend of one of the

founding families, and be about to take his 4th, 6th, or 10th level of paladin.

CLASS SKILLS

Crescent Moon Knight paladin substitution levels have the class skills of the standard paladin plus Knowledge (local Impiltur).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Crescent Moon Knight substitution levels.

Favored Enemy (Ex): At 4th level, a Knight gains lycanthropes as a favored enemy, just as if he were a 1st-level ranger.

Unlike standard ranger favored enemies, which are organized by monster type, the Knight's favored enemy bonuses apply to all lycanthropes regardless of type (for example, the bonuses apply against a human werewolf and a hill giant dire werebear).

This benefit replaces the turn undead class feature gained by a standard paladin at 4th level.

Cure Lycanthropy (Su): Starting at 6th level, a Knight becomes versed in the methods of curing lycanthropy. A Knight counts as a 12th-level cleric for the purpose of curing lycanthropy within 3 days of a lycanthrope's attack. A Knight can use his *remove disease* spell-like ability as if it were *break enchantment* or *remove curse* to cure a lycanthrope on the nights of the full moon.

Battlesong (Su): Once per day starting at 10th level, a Knight can begin an inspiring battle song as a standard action.

This song functions like a bard's inspire courage ability, using the Knight's paladin level minus 4 as his bard level. For example, a 10th-level paladin who selects this substitution level would receive a +1 morale bonus on the relevant rolls, while an 18th-level paladin would receive a +3 morale bonus.

A Knight need not have any ranks in Perform to use this class feature.

This benefit replaces the 2nd-level spell slot gained by a standard paladin at 10th level.

From this point forward, a Crescent Moon Knight who selects this substitution level can prepare one less 2nd-level paladin spell than normal.

TABLE 2—5: CRESCENT MOON KNIGHT SUBSTITUTION LEVELS

Level	Base				Special
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
4th	+4	+4	+1	+1	Favored enemy lycanthropes +2
6th	+6/+1	+5	+2	+2	Remove disease, cure lycanthropy
10th	+10/+5	+7	+3	+3	Battlesong

DARK MOON DISCIPLE (MONK)

The Monks of the Dark Moon are sorcerer-monks who have dedicated their bodies, minds, and souls to Shar, the Lady of Loss.

Because they deal with shadows and the Shadow Weave, they have developed special powers to take advantage of their connection to Shar.

Hit Die: d6.

REQUIREMENTS

To take a Dark Moon Disciple substitution level, a character must be a member of the Monks of the Dark Moon sect, have Shar as her patron deity, and be about to take her 3rd, 7th, or 12th level of monk.

CLASS SKILLS

A Dark Moon Disciple has the same selection of class skills as a standard monk does.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are features of the Dark Moon Disciple substitution levels.

Darkvision (Ex): At 3rd level, a Dark Moon Disciple gains darkvision with a range of 60 feet.

This benefit replaces the still mind class feature that the standard monk gains at 3rd level.

Shadow Blend (Su): In any conditions other than full daylight, a 7th-level Dark Moon Disciple can disappear into the shadows, gaining total concealment.

Artificial light does not negate this ability, though a *daylight* spell does.

This benefit replaces the wholeness of body class feature that the standard monk gains at 7th level.

Walk the Shadows (Su): At 12th level, a Dark Moon Disciple can jump from shadow to shadow.

This ability works like the *dimension door* spell, except that the Dark Moon Disciple can leave and arrive only in areas of shadowy illumination.

The caster level equals the character's monk level, and Dark Moon Disciple substitution levels count as monk levels for this purpose.

This ability is usable once per day.

This benefit replaces the abundant step class feature that a standard monk gains at 12th level.

DARK MOON DISCIPLE SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Base Damage*	AC Bonus	Unarmed Speed Bonus
3rd	+2	+3	+3	+3	Darkvision	+0/+0	1d6	+0	+10 ft.
7th	+5	+5	+5	+5	Shadow blend	+4/+4	1d8	+1	+20 ft.
12th	+9/+4	+8	+8	+8	Slow fall 60 ft., walk the shadows	+9/+9/+9/+4	2d6	+3	+40 ft.

DARKSONG KNIGHT (FIGHTER)

The Darksong Knights are elite soldiers of Eilistraee who further her many causes and hunt the yochlol, the demonic servants of the Spider Queen.

They develop an intricate, dancelike style of swordplay and special powers to defeat their demonic enemies.

Hit Die: d8.

REQUIREMENTS

To take a Darksong Knight substitution level, a character must have Eilistraee as her patron deity and be about to take her 2nd, 6th, or 8th level of fighter.

CLASS SKILLS

Darksong Knight substitution levels have the class skills of the standard fighter class plus Perform (dance).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Darksong Knight substitution levels.

Bonus Feat: A Darksong Knight's choice of bonus feats is identical to a standard fighter's bonus feats.

Dancing Feint (Ex): Starting at 2nd level, a Darksong Knight can use her Perform (dance) skill to feint in combat as if it were the Bluff skill.

Favored Enemy (Ex): At 4th level, a Darksong Knight gains yochlols as a favored enemy, just as if she were a 1st-level ranger.

Unlike standard ranger favored enemies, which are classified by monster type, the Knight's favored enemy bonuses apply only to yochlols, not all kinds of demons.

Combat Dancing (Ex): At 8th level, a Darksong Knight with at least 5 ranks in Perform (dance) gains a +2 dodge bonus against attacks of opportunity.

If she uses Spring Attack, she gains a +2 circumstance bonus on the attack roll made as part of the maneuver.

TABLE 2-6:
DARKSONG KNIGHT SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
2nd	+2	+3	+0	+0	Bonus feat, dancing feint
6th	+6/+1	+5	+2	+2	Bonus feat, favored enemy yochlols +2
8th	+8/+3	+6	+2	+2	Bonus feat, combat dancing

DUKAR (WIZARD)

These wizards of a dwindling order protect the tenuous peace under the Sea of Fallen Stars, working quietly and secretly to achieve their goals and rebuild their numbers. Many of their powers stem from living coral implanted under the skin of their hands.

Hit Die: d4.

REQUIREMENTS

To take a Dukar substitution level, a character must be about to take his 5th, 10th, or 15th level of wizard.

The first time a character takes a Dukar substitution level, he must undergo a secret Dukar ritual that implants the living coral under the skin of his palms (see Dukar hand coral, page 63).

The coral does not interfere with using his hands in any way.

If the Dukar somehow loses this coral, he loses his coral-related powers, but if he is implanted again he immediately regains his full abilities.

CLASS SKILLS

Dukar substitution levels have the class skills of the standard wizard class plus Swim.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Dukar substitution levels.

Bonus Spells (Ex): There are four Dukar orders, each with two associated schools of magic.

Upon taking his first Dukar substitution level, a Dukar chooses one order and can never change it thereafter (similar to choosing a wizard specialty school).

Each time a Dukar substitution level is taken, a Dukar adds two spells to his spell book; these must be from one or both of his order's associated schools of magic (either one from each or both from the same).

A specialist wizard Dukar is not restricted to choosing these bonus spells from his school of specialization, but he cannot use them to acquire spells from his prohibited school (therefore, choosing an order that studies one of your prohibited schools is normally a bad choice).

The orders are as follows.

Order	Color	Schools of Magic
Jhimar*	Red	Enchantment, evocation
Kupav	Blue	Aburation, transmutation
Maalirn	Green	Conjuration, divination
Numos	White	Illusion, necromancy

*The order of Jhimar was destroyed centuries ago and its knowledge and traditions are lost.

This class feature replaces the standard wizard's ability to add two spells to his spellbook each time he gains a wizard level.

Coral Claw (Ex): At 5th level, a Dukar can extend the coral under his skin to form sharp spikes on his hand, giving him a claw attack that deals 1d4 points of damage.

The Dukar is automatically proficient in the coral weapon and can extend or retract the coral as a swift action.

This benefit replaces the bonus feat normally gained by a 5th-level wizard.

Coral Power: At 10th and 15th level, a Dukar learns how to use his implanted coral in different ways.

Each time this ability is gained, a Dukar chooses one ability from the following choices.

Each ability can be taken twice, with increasing effect.

Acid (Ex): A Dukar adds 1d4 points of acid damage to all claw attacks (including those made with his coral claw; see above).

The acid quickly decays and cannot be stored for later use. A Dukar and his gear are not harmed by his own coral's acid.

This ability functions automatically, though a Dukar can suspend or resume this ability as a free action.

If a Dukar selects the ability a second time, the acid damage increases to 1d8 points.

Armor (Ex): Three times per day as a standard action, a Dukar can make his coral extend hard growths across his skin, giving him a +1 enhancement bonus to his natural armor bonus to AC.

These growths crumble to dust after 10 minutes.

If a Dukar selects this ability a second time, the enhancement bonus to his natural armor increases to +2.

Color Spray (Sp): A Dukar's coral gains the ability to glow intensely in confusing patterns.

At will as a standard action, a Dukar can use this light as a *color spray* effect.

Using this ability requires the Dukar to have one hand free, uncovered, and able to make gestures.

The save DC of this ability is Intelligence-based.

If a Dukar takes this ability a second time, the save DC of this ability increases by 2.

Wound Transfer (Su): A Dukar's coral develops the ability to transfer life energy by touch from him to another creature, healing its wounds at the expense of his own health.

Each use of this ability heals the target of 1d6 points of damage and deals a like amount of damage to the Dukar.

If a Dukar chooses this ability a second time, he heals the target of 2d6 points of damage and takes a like amount of damage per use.

This ability can never provide a target more hit points than its full normal total +10.

Any hit points gained beyond its normal maximum are treated as temporary hit points that last for up to 1 hour.

This benefit replaces the bonus feat normally gained by a 10th- or 15th-level wizard.

TABLE 2-7:
DUKAR SUBSTITUTION LEVELS

Level	Base				Special
	Attack	Fort	Ref	Will	
5th	+2	+1	+1	+4	Coral claw, bonus spells
10th	+5	+3	+3	+7	Coral power, bonus spells
15th	+7/+2	+5	+5	+9	Coral power, bonus spells

ETERNAL ORDER (PALADIN)

The primary duty of the Knights of the Eternal Order—Kelemvor's main order of paladins—is to hunt and destroy powerful undead.

They develop powerful undead-fighting powers by sacrificing other paladin abilities.

Hit Die: d10.

REQUIREMENTS

To take an Eternal Order substitution level, a character must have Kelemvor as her patron deity and be about to take her 1st, 3rd, or 6th level of paladin.

CLASS SKILLS

Eternal Order substitution levels have the class skills of the standard paladin class.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Eternal Order substitution levels.

Corpsestrike (Su): An Eternal Order paladin can, as a swift action, surround her weapon with a visible gray aura of holy power that sheds light equal to a candle.

Any weapon so affected can ignore any damage reduction (other than DR #/epic) possessed by an undead creature, regardless of its source.

This aura lasts for a number of minutes equal to the paladin's class level.

This benefit replaces the standard paladin's smite evil class feature.

Any time an Eternal Order paladin would later gain an extra smite evil attempt (such as at 5th level), she can instead use this ability one extra time per day.

Undead Knowledge (Ex): Each time an Eternal Order substitution level is taken, the character gains a cumulative +2 competence bonus on Knowledge (religion) checks concerning undead.

Eternal Vigor (Ex): Beginning at 3rd level, an Eternal Order paladin can ignore the effects of negative levels bestowed upon her by an undead creature.

This benefit replaces the standard paladin's divine health class feature.

Greater Turning (Su): At 6th level, an Eternal Order paladin gains the ability to perform a greater turning once per day in place of a regular turning, just as if she had access to the Sun domain.

This benefit replaces the standard paladin's *remove disease* class feature normally gained at 6th level.

At any level where a standard paladin gains an extra daily use of *remove disease*, an Eternal Order paladin instead gains another daily use of her greater turning ability.

TABLE 2-8:
ETERNAL ORDER SUBSTITUTION LEVELS

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+0	+0	Aura of good, <i>detect evil</i> , corpsestrike 1/day, undead knowledge
3rd	+3	+3	+1	+1	Aura of courage, eternal vigor, undead knowledge
6th	+6/+1	+5	+2	+2	Greater turning, undead knowledge

FANGSHIELDS BARBARIAN (BARBARIAN)

Barbarians of the Fangshields have few worries about traps, because they spend most of their time in their home territory rather than crawling through dungeons. They train their bodies to their physical peak so they can be the shock troops of the organization, relying on their speed and strength to decimate enemy creatures quickly. Other monsters can fight in formation against massed enemies, but the Fangshields barbarians are skilled at charging opposing monsters and battering them with a few powerful hits.

Hit Die: d12.

REQUIREMENTS

To take a Fangshields barbarian substitution level, a character must be a nonhumanoid creature about to take his 3rd, 5th, or 7th level of barbarian.

CLASS SKILLS

Fangshields barbarian substitution levels have the class skills of the standard barbarian class.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the Fangshields barbarian substitution levels.

Fast Charge (Ex): At 3rd level, a Fangshields barbarian gains a 10-foot enhancement bonus to his speed when he charges.

This applies to any type of movement the barbarian uses. This benefit replaces the trap sense class feature gained by a standard barbarian at 3rd level.

At any level where a standard barbarian gains a bonus to trap sense (6th, 9th, 12th, 15th, and 18th), a Fangshields barbarian instead increases the enhancement bonus to his charge speed by 10 feet.

Awesome Charge (Ex): At 5th level, a charging Fangshields barbarian in a rage can make an attack at the end of the charge as if he had the Awesome Blow feat (see page 303 of the *Monster Manual*), even if he does not have the normal prerequisites for that feat.

(Normally, Awesome Blow requires a standard action; this is a specific exception to that rule).

This benefit replaces the improved uncanny dodge class feature gained by a standard barbarian at 5th level.

Raging Vigor (Ex): At 7th level, a Fangshields barbarian gains the ability to direct his force of will inward, causing his injured body to heal itself.

As a standard action, he can spend one of his daily uses of rage to heal damage equal to twice his Hit Dice.

He can even use this ability if he is already raging.

This benefit replaces the standard barbarian's damage reduction gained at 7th level.

Instead, the Fangshields barbarian gains damage reduction 1/- at 10th level, and his damage reduction is treated as 1 point lower than normal from that point forward.

TABLE 2-9: FANGSHIELDS BARBARIAN SUBSTITUTION LEVELS

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
3rd	+3	+3	+1	+1	Fast charge (+10 ft.)
5th	+5	+4	+1	+1	Awesome charge
7th	+11/+6/+1	+7	+3	+3	Raging vigor

FANGSHIELDS DRUID (DRUID)

Druids of the Fangshields are the healers and nurturers of the group, acting on behalf of their more monstrous allies who cannot interact with "civilized" humanoids without causing fear and panic.

Hit Die: d8.

REQUIREMENTS

To take a Fangshields druid substitution level, a character must be a nonhumanoid creature about to take her 4th, 5th, or 7th level of druid.

CLASS SKILLS

Fangshields druid substitution levels have the class skills of the standard druid class.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the Fangshields druid substitution levels.

Spontaneous Curing (Su): At 4th level, a Fangshields druid can spontaneously convert prepared druid spells of 1st level or higher into *cure light wounds* spells, just as a cleric can.

Unlike a cleric, she cannot convert her prepared spells into any *cure* spell, just *cure light wounds*, nor can she apply metamagic feats to these spontaneously cast spells.

This benefit replaces the resist nature's lure class ability gained by a standard druid at 4th level.

Wild Shape Hands (Su): At 5th level, a Fangshields druid can use her wild shape ability to create simple dexterous hands if she doesn't have them already.

For example, a giant eagle, lammasu, or unicorn could use wild shape to change her feet, paws, or hooves into hands that work as well as human hands.

These hands lose any natural attacks they previously possessed, but otherwise still function like their original shape (a unicorn could walk or run at normal speed on her hoof-hands, for example).

She can make this change whenever she uses her wild shape, even when she assumes another form.

For example, a unicorn druid could take the form of a wolf with functional paw-hands.

This benefit is in addition to the standard druid's wild shape ability.

Wild Shape (Humanoid) (Su): At 7th level, a Fangshields druid can use her wild shape ability to assume a Medium humanoid form.

The humanoid form can resemble a human, dwarf, elf, or other Medium humanoid as the druid desires and has the appropriate racial traits for that race (according to the *polymorph* spell).

This ability is typically used by a druid to interact with humanoid settlements without drawing too much attention to herself.

However, the humanoid form retains some of a Fangshields druid's original monstrous appearance, much like how a lycanthrope in hybrid form has humanoid and animal features, resulting in a -4 penalty on Disguise checks made to pass as a humanoid.

The hybrid form can speak as well as a true humanoid, though the change of form does not give the druid knowledge of that form's language (a druid in the form of an elf wouldn't automatically know how to speak Elven, but could use her elf-mouth to speak any languages she did know).

Example: A giant eagle could wild shape into a humanlike humanoid, but she would resemble an eagle-human hybrid (much like an avoral guardinal); a treant taking the form of an elf hybrid would look like a tall elf with barklike skin and leaves in her hair (much like a dryad).

This benefit replaces the third use of wild shape per day gained by a standard druid at 8th level.

From this point forward, a Fangshields druid has one less daily use of wild shape than normal.

TABLE 2-10:
FANGSHIELDS DRUID SUBSTITUTION LEVELS

Level	Base				Special
	Attack	Fort	Ref	Will	
4th	+3	+4	+1	+4	Spontaneous curing
5th	+3	+4	+1	+4	Wild shape hands
7th	+5	+5	+2	+5	Wild shape (humanoid)

FANGSHIELDS RANGER (RANGER)

Rangers of the Fangshields use their skills to patrol the wildlands, as well as to spy on and hunt evil creatures.

However, some of the standard ranger class features are useless to creatures that lack hands to use manufactured weapons.

Fangshields rangers learn other abilities to take advantage of their nonhumanoid anatomy, helping them become dangerous leaders of beasts and animals.

Hit Die: d8.

REQUIREMENTS

To take a Fangshields ranger substitution level, a character must be a nonhumanoid creature about to take his 2nd, 4th, or 5th level of ranger.

CLASS SKILLS

Fangshields ranger substitution levels have the class skills of the standard ranger class plus Diplomacy.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are features of the Fangshields ranger substitution levels.

Combat Style (Ex): Often lacking hands, Fangshields rangers have a third option for their combat style: natural attacks.

If a ranger selects this combat style, at 2nd level he gains Multiattack (if he has more than one kind of natural attack) or Improved Natural Attack (if he has only one kind of natural attack) as a bonus feat.

At 6th level, a ranger with this combat style gains Weapon Focus for any one of his natural attack types.

At 11th level, a ranger with this combat option gains Weapon Focus for a second of his natural weapons, or Greater Weapon Focus for his natural weapon if he has only one kind.

A Fangshields ranger need not meet any of the normal prerequisites for these bonus feats.

Animal Companion (Ex): A Fangshields ranger uses the normal ranger animal companion rules, but because he is beastlike himself, he has a stronger bond with the animal. The ranger's effective druid level is treated as one-half his ranger level +2.

Lion and the Unicorn (Ex): At 5th level, a Fangshields ranger chooses an affinity for Nobanion or Lurue, even if he already has a patron deity (this doesn't cause a religious conflict).

If he chooses Nobanion, he gets a +1 sacred bonus to AC during the day; if he chooses Lurue, he gets a +1 sacred bonus to AC during the night.

He gets the benefit of this ability whether or not he is outside or knows the time of day.

This ability doesn't apply on a plane other than the Material Plane.

This benefit replaces the second favored enemy class feature gained by a standard ranger at 5th level.

TABLE 2-11: FANGSHIELDS RANGER SUBSTITUTION LEVELS

Level	Base				Special
	Attack	Fort	Ref	Will	
2nd	+2	+3	+3	+0	Combat style
4th	+4	+4	+4	+1	Animal companion
5th	+5	+4	+4	+1	Lion and the Unicorn

GOLDEN CUP (PALADIN)

Paladins who are members of the Order of the Golden Cup serve Ilmater and have dedicated themselves to healing the sick and weak and protecting the innocent.

Peaceful counterparts to the Companions of the Noble Heart (see page 100), they don't shy away from combating evil, but they allow their companions to actively hunt it down while they focus on protecting those who can't protect themselves.

Hit Die: d10.

REQUIREMENTS

To take a Golden Cup substitution level, a character must have Ilmater as her patron deity and be about to take her 3rd, 4th, or 10th level of paladin.

CLASS SKILLS

Golden Cup substitution levels have the class skills of the standard paladin class.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Golden Cup substitution levels.

Defend the Weak (Ex): Starting at 3rd level, a Golden Cup paladin can protect nearby allies in combat.

If she uses Combat Expertise, fights defensively, or uses the total defense action, she can grant the dodge bonus to AC from these actions to any single creature standing adjacent to her in addition to herself.

This benefit replaces the standard paladin's aura of courage class feature.

Shield Other (Sp): Beginning at 4th level, a Golden Cup paladin can use *shield other* as a spell-like ability.

She needs no focus for this ability, but she must be able to touch the character.

She can use this ability a number of times per day equal to her Charisma bonus (minimum 1/day), though she can't affect more than one target simultaneously (a second use ends the duration of any previous use).

Her caster level is equal to her paladin level.

This benefit replaces the standard paladin's turn undead class feature.

Expanded Healing (Su): Beginning at 10th level, a Golden Cup paladin can treat her paladin level as three higher than normal for the purpose of determining the maximum amount of healing she can bestow with her lay on hands ability per day.

She can also treat her caster level as three higher than normal for the purpose of any conjuration (healing) spell she casts.

This benefit replaces the third daily use of the smite evil ability gained by a standard paladin at 10th level.

From this point forward, she has one less daily use of smite evil than normal.

TABLE 2-12:
GOLDEN CUP SUBSTITUTION LEVELS

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
3rd	+3	+3	+1	+1	Defend the weak
4th	+4	+4	+1	+1	Shield other
10th	+10/+5	+7	+3	+3	Expanded healing

GOLDEN HANDS OF VERGADAIN (ROGUE)

The Golden Hands of Vergadain defend the interests of the dwarves, particularly in areas of commerce and trade.

Furthermore, the members of this organization work to eliminate threats to dwarven commercial ventures and recover goods stolen from dwarf merchants.

The training provided by the Golden Hands helps members track foes of the dwarves and deal with them appropriately.

Hit Die: d6.

REQUIREMENTS

To take a Golden Hands substitution level, a character must be a dwarf, a member of the Golden Hands of Vergadain, and about to take his 2nd, 3rd, or 6th level of rogue.

CLASS SKILLS

A Golden Hand of Vergadain has the same selection of class skills as a standard rogue does, plus Survival.

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All the following are features of the Golden Hands substitution levels.

Favored Enemy (Ex): A Golden Hand of Vergadain can choose any organization in Faerûn that opposes dwarves as a favored enemy, in the same way that a ranger chooses favored enemies.

The Golden Hand gains a +2 bonus on weapon damage rolls against recognized members of the chosen organization, and a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against such individuals.

This ability cannot be used to "detect" members of the chosen organization, and it applies only against actual members.

Thus, the Golden Hand cannot simply declare someone a member to gain the bonuses.

This benefit replaces the +1 bonus on Reflex saves that a standard rogue gains at 2nd level.

From this point forward, the Golden Hand's Reflex save modifier is 1 point lower than that of a standard rogue.

Track (@@): A Golden Hand of Vergadain gains Track as a bonus feat.

This benefit replaces the trap sense class feature that a standard rogue gains at 3rd level.

Any time thereafter that the Golden Hand would normally gain an increase in the trap sense ability, he gains a +1 bonus on any check made to track instead.

Urban Tracking (Ex): A Golden Hand of Vergadain can use the Gather Information skill to track targets in an urban setting.

The tracking DCs and results are the same, but the skill used is different.

This benefit replaces the +1 base attack bonus that a standard rogue gains at 6th level.

From this point forward, the Golden Hand's base attack bonus is 1 point lower than that of a standard rogue.

GOLDEN HANDS SUBSTITUTION LEVELS

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
2nd	+1	+0	+2	+0	Evasion, favored enemy
3rd	+2	+1	+3*	+1	Sneak attack +2d6, track
6th	+3	+2	+4*	+2	Urban tracking

*These values are each lowered by 1 if the character has also taken the 2nd Golden Hand substitution level.

GOLDEN LION (PALADIN)

The Order of the Golden Lion serves Torm and was created specifically to serve the Penance of Duty accepted by those of his faith.

Members of the order are a varied bunch but united in their devotion and strength of purpose. They develop special powers to defend good temples, defeat Faerûnian evils, and repair damage to the Weave. Hit Die: d10.

REQUIREMENTS

To take a Golden Lion paladin substitution level, a character must have Torm as her patron deity, maintain the appearance of her armor and helm in accordance with the standards of the order, and be about to take her 1st, 4th, or 6th level of paladin.

Furthermore, as part of an ongoing atonement for their church's hostilities toward other good churches in the years preceding the Time of Troubles, the Golden Lions pledge to help rebuild and defend these churches.

Once per month each Golden Lion must perform a quest for or spend a day defending a good temple of another faith. The Golden Lion must follow orders from this temple as if they came from her own temple, but can disregard any order that conflicts with her own faith or that would certainly result in her death (the good faiths involved understand the boundaries of the Penance of Duty and won't ask for things they wouldn't ask of their own champions of the faith).

CLASS SKILLS

Golden Lion substitution levels have the class skills of the standard paladin class.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Golden Lion substitution levels.

Detect Magic (Sp): A Golden Lion can use a *detect magic* effect at will.

Her caster level is equal to her paladin level.

This benefit replaces the standard paladin's *detect evil* ability.

Enemy of Strife (Su): Golden Lions are tasked with eliminating the Zhentarim and the churches of Bane and Cyric.

Beginning at 4th level, any smite evil attack used against a member of one of these groups (or a creature created or conjured by a member of one of these groups) automatically ignores any miss chance from concealment and overcomes damage reduction as if it were made with a good-aligned weapon.

This benefit replaces the standard paladin's ability to turn undead.

Restore the Weave (Sp): At 6th level, once per day a Golden Lion can repair a 5-foot cube of dead magic or wild magic area, returning it to its normal function.

This ability only works if the paladin stands in an area of normal Weave that is adjacent to the damaged area (in other words, it cannot create an "island" of normal Weave within a damaged area).

Slowly but surely, the Golden Lions can repair large problem areas.

This spell-like ability is the equivalent of a 3rd-level spell.

This benefit replaces the *remove disease* class feature gained by a standard paladin at 6th level.

At any level where a standard paladin gains an extra daily use of *remove disease*, a Golden Lion can instead gain another daily use of her *restore the Weave* ability.

TABLE 2-13:
GOLDEN LION SUBSTITUTION LEVELS

Level	Base				Special
	Attack	Fort	Ref	Will	
1st	+1	+2	+0	+0	Aura of good, <i>detect magic</i> , smite evil 1/day
4th	+4	+4	+1	+1	Enemy of strife
6th	+6/+1	+5	+2	+2	<i>Restore the Weave</i>

HARMONIOUS KNIGHT (PALADIN)

Paladins of the Harmonious Order, called Harmonious Knights, serve Milil and do good works in his name, though they tend to be egotistical and overly sure of themselves.

Milil grants paladins of this order musical abilities to complement their fighting.

Hit Die: d10.

REQUIREMENTS

To take a Harmonious Knight substitution level, a character must have Milil as his patron deity and be about to take his 1st, 6th, or 9th level of paladin.

CLASS SKILLS

A Harmonious Knight adds Perform to the standard paladin's list of class skills.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are features of the Harmonious Knight substitution levels.

Inspire Courage (Su): A Harmonious Knight can use songs to inspire courage in his allies and himself.

As a standard action, he can sing rallying or inspiring war songs that grant all allies that hear him a +1 morale bonus on attack and damage rolls.

This effect lasts as long as the Harmonious Knight sings, and for 5 rounds afterward.

This ability is usable once per day per paladin level, and Harmonious Knight substitution levels count as paladin levels for this purpose.

This benefit replaces the standard paladin's *detect evil* ability.

Inspire Competence (Su): A 6th-level Harmonious Knight with at least 4 ranks in Perform can use singing to help an ally (but not himself) succeed at a task.

The ally must be within 30 feet and able to see and hear the Harmonious Knight.

The ally gains a +2 competence bonus on skill checks made with a particular skill as long as she continues to hear the Harmonious Knight's singing (maximum 2 minutes).

Inspire competence is a mind-affecting ability and is usable once per day.

This benefit replaces the *remove disease* ability that the standard paladin gains at 6th level.

From this point onward, the character has one fewer weekly uses of *remove disease* than a normal paladin of his level does.

Inspire Greatness (Su): A 9th-level Harmonious Knight with at least 5 ranks in Perform can sing to inspire greatness in himself or one chosen ally as a standard action.

The effect lasts for as long as the ally hears the Harmonious Knight sing and for 5 rounds thereafter.

The affected ally gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (applying the target's Constitution modifier, if any, to both extra Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves.

The bonus Hit Dice count as regular Hit Dice for determining the effect of spells such as *sleep*.

HARMONIOUS KNIGHT SUBSTITUTION LEVELS

Level	Base	Fort	Ref	Will	Special	Spells per Day			
	Attack Bonus					1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura of good, inspire courage, smite evil 1/day	—	—	—	—
6th	+6/+1	+5	+2	+2	Inspire competence	1	—	—	—
9th	+9/+4	+6	+3	+3	Inspire greatness	1	0	—	—

HIGH ONE WARRIOR-WIZARD (WIZARD)

Some paladins of Azuth belong to the Order of the Swords of the High One.

These rare warriors must progress as paladins before studying wizardry fulltime, since they cannot multiclass freely.

This dual focus fuses their paladin training with their wizardry.

Hit Die: d4.

REQUIREMENTS

To take a level of High One warrior-wizard, a character must be a member of the Swords of the High One, have at least two paladin levels, and be about to take her 2nd, 4th, or 5th level of wizard.

CLASS SKILLS

High One warrior-wizards have all the class skills that a standard wizard does, plus Diplomacy, Handle Animal, Heal, and Ride.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are features of the High One warrior-wizard substitution levels.

Wizardly Smiting (Su): At 2nd level, a High One warrior-wizard can smite evil as a paladin (see page 44 of the *Player's Handbook*).

Her wizard levels stack with her paladin levels for the purpose of determining how many times per day she can use this ability.

This benefit replaces the 1st-level spell that a standard wizard gains at 2nd level.

From this point forward, the character has one fewer 1st-level spells that she can prepare per day than a standard wizard does.

Inspire greatness is a mind-affecting ability and is usable once per day.

This benefit replaces the second weekly use of *remove disease* that the standard paladin gains at 9th level.

From this point onward, the Harmonious Knight gains another daily use of inspire greatness or inspire competence (if he took the 6th Harmonious Knight level) instead of each additional weekly use of *remove disease* that he would otherwise have gained.

Reduce Armor Hindrances (Ex): The High One warrior-wizard's training in spellcasting allows her to ignore some of the hindrances of armor.

The arcane spell failure chance imposed by her armor is reduced by 20% (minimum 0%).

Thus, she can wear light armor without penalty, or medium or heavy armor with reduced penalties.

This benefit replaces the 2nd-level spell that a standard wizard gains at 4th level.

From this point forward, the character has one fewer 2nd-level spells that she can prepare per day than a standard wizard does.

Familiar Mount: If a High One warrior-wizard has access to a special mount based on her paladin levels, this creature gains the characteristics of a familiar as well as those of a paladin mount.

The High One warrior-wizard must dismiss her familiar (if she has one) to gain this benefit, but she takes no penalties for doing so.

She then uses her wizard level to determine the natural armor bonus, Intelligence, and special abilities that her familiar should have and applies those to her special paladin mount.

Her High One warrior-wizard levels count as wizard levels for this purpose.

The mount's natural armor bonuses from both sources stack, and it gains the greater of the two Intelligence scores. Thus, the mount has all the abilities of a special mount appropriate to the character's paladin level and a familiar appropriate to her wizard level.

Bonuses of the same type do not stack, except as noted above, and the mount cannot gain the same ability twice; it takes the better version to which it is entitled.

The High One warrior-wizard does not lose experience points if the familiar mount is killed because she can summon a new one according to the rules given for paladins.

This benefit replaces the bonus feat that a standard wizard gains at 5th level.

HIGH ONE WARRIOR-WIZARD SUBSTITUTION LEVELS

Level	Base	Fort	Ref	Will	Special	Spells Per Day									
	Attack Bonus					0	1	2	3	4	5	6	7	8	9
2nd	+1	+0	+0	+3	Wizardly smiting	4	1	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Reduce armor hindrances	4	3*	1	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Familiar mount	4	3*	2*	1	—	—	—	—	—	—

*These values could be reduced by 1 if the High One warrior-wizard took the previous substitution levels.

HIN DISCIPLE (MONK)

Halfling monks of the Hin Fist are trained to use a foe's size against it.

Their fighting style emphasizes bringing down larger foes and evading their attacks.

Hit Die: d6.

REQUIREMENTS

To take a Hin Disciple substitution level, a character must be a halfling member of the Hin Fist order and be about to take his 1st, 6th, or 9th level of monk.

CLASS SKILLS

A Hin Disciple has the same selection of class skills as a standard monk does.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are features of the Hin Disciple substitution levels.

Bonus Feats: At 1st level, a Hin Disciple monk may choose either Underfoot Combat or Stunning Fist as a bonus feat, instead of Improved Grapple.

At 2nd level, he can choose between Improved Trip and Combat Reflexes as a bonus feat.

He need not meet the prerequisites for these feats.

The Hin Disciple does not gain a bonus feat at 6th level.

Underfoot Combat: You can move into or through a space occupied by a Large or larger foe without provoking attacks of opportunity.

While you are in a square occupied by a Large or larger creature, you gain a +4 cover bonus to AC against all attacks, even those made by the creature whose space you occupy.

Blur of Motion (Ex): A 6th-level Hin Disciple with at least 5 ranks in Tumble can use the total defense option and still make a single attack in the same round.

Blur of motion is a full-round action that can be used only against Large or larger foes.

This benefit replaces the choice of bonus feats that a standard monk gains at 6th level.

The Harder They Fall (Ex): A 9th-level Hin Disciple monk who has taken Improved Trip may grant allies some of that feat's benefit.

When the Hin Disciple trips a foe whose square he occupies, every ally within melee reach of the downed foe may immediately make a single attack at its full attack bonus on that opponent.

Each ally also gains the +4 bonus on attack rolls for attacking a prone foe.

This attack is made on the Hin Disciple's turn and does not count against the number of attacks that the allies can make on their own turns.

No combination of feats or abilities can grant a second attack by any ally during the Hin Disciple's turn.

This benefit replaces the standard monk's improved evasion ability.

Furthermore, the Hin Disciple may never gain improved evasion from any class in the future.

HIN DISCIPLE SUBSTITUTION LEVELS

Level	Base	Fort	Ref	Will	Special	Flurry of Blows Attack Bonus	Unarmed	AC	Unarmed
	Attack Bonus						Base Damage*		Speed Bonus
1st	+0	+2	+2	+2	Bonus feat,	-2/-2 flurry of blows, improved unarmed strike	1d4	+0	+0 ft.
6th	+4	+5	+5	+5	Blur of motion, slow fall 30 ft.	+3/+3	1d6	+1	+20 ft.
9th	+6/+1	+6	+6	+6	The harder they fall	+6/+6/+1	1d8	+1	+30 ft.

*Base damage is for Small monks, since only Small monks qualify for these levels.

HOLY JUDGE (PALADIN)

This group of Tyr-worshipping paladins is focused primarily on its god's lawful aspects.

The Holy Judges hunt and punish criminals and lawbreakers, and they have a fervent hatred for devils, which they see as a terrible perversion of a lawful society.

Hit Die: d10.

REQUIREMENTS

To take a Holy Judge substitution level, a character must have Tyr as her patron deity and be about to take her 1st, 4th, or 6th level of paladin.

CLASS SKILLS

Holy Judge substitution levels have the class skills of the standard paladin class plus Knowledge (the planes).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Holy Judge substitution levels.

Favored Enemy (Ex): At 1st level, a Holy Judge gains devils as a favored enemy, just as if he were a 1st-level ranger. Unlike standard ranger favored enemies, which are classified by monster type, a Holy Judge's favored enemy bonuses apply only to devils, not all kinds of evil outsiders. At 5th level, and every five levels thereafter, the bonus granted by the Holy Judge's favored enemy class feature improves by 2.

This increase has no effect on any other favored enemies the Holy Judge might have.

This benefit replaces the standard paladin's smite evil class feature.

Censure Devil (Su): A Holy Judge on his home plane can utter words of censuring that can daze a devil within 30 feet.

The devil must succeed on a Will save (DC 10 + 1/2 paladin level + Cha modifier) or be dazed for 1 round.

A Holy Judge can use this ability a number of times per day equal to three + his Charisma modifier.

Zone of Truth (Sp): A Holy Judge can use a *zone of truth* effect once per week, using his paladin level as his caster level.

This benefit replaces the standard paladin *remove disease* class feature.

If the Holy Judge would later gain an extra weekly use of *remove disease*, he instead gains an extra weekly use of *zone of truth*.

TABLE 2-14:
HOLY JUDGE SUBSTITUTION LEVELS

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+0	+0	Aura of good, <i>detect evil</i> , favored enemy devils +2
4th	+4	+4	+1	+1	Censure devil
6th	+6/+1	+5	+2	+2	Zone of truth 1/week

LION LEGIONNAIRE (PALADIN)

The mighty wemic paladins of Nobanion are called the Legion of Lions; they are small in number but great in their bravery.

Unlike most of Lord Firemane's wemic followers, they travel outside the Shaar in search of evil, and partly because of their efforts Nobanion's faith has attracted humanoid followers.

Though most Lion Legionnaires are wemics, a small number are humanoids, and at least one lammasu is a member of this elite group.

Rather than traditional paladin abilities, they develop powers relating to Nobanion's strengths and tactics.

Hit Die: d10.

REQUIREMENTS

To take a Lion Legionnaire substitution level, a character must have Nobanion as his patron deity and be about to take his 3rd, 4th, or 5th level of paladin.

CLASS SKILLS

Lion Legionnaire substitution levels have the class skills of the standard paladin class plus Knowledge (nature).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Lion Legionnaire substitution levels.

Firemane Aura (Su): Once per day a Lion Legionnaire can create an aura of holy flame around his body.

As this ability activates, the paladin's hair or mane (if any) momentarily turns into a brilliant golden flame.

Any evil creature striking a Lion Legionnaire with a natural weapon, or a melee weapon that is not a reach weapon, takes damage equal to the Legionnaire's paladin level.

Half of this damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire.

This aura lasts for 1 minute.

This benefit replaces the standard paladin's aura of courage class feature.

Wild Fighting (Su): Lion Legionnaires develop a fighting style that gives them extra attacks at the cost of accuracy.

As a free action, a Lion Legionnaire can enter a state of wild fighting for 1 round.

During this round, a Legionnaire can make one extra attack with any one melee weapon (including natural weapons), but all attacks made during the round (including the extra attack) take a -2 penalty.

A Lion Legionnaire must use a full attack action to benefit from wild fighting.

A Lion Legionnaire can use this ability a number of times per day equal to three + his Charisma modifier.

This benefit replaces the turn undead class feature gained by a standard paladin at 4th level.

Flying Lion (Su): At 5th level, a Lion Legionnaire gains the ability to grow eagle's wings, as Nobanion himself sometimes does in battle.

Once per day as a full-round action, the Legionnaire grows feathered wings appropriate to the size of his body.

The wings remain for up to 10 minutes per paladin level, though he can dismiss them as a free action.

He can fly with the wings at his normal land speed, with poor maneuverability.

Nonleonine creatures who use this ability temporarily gain a lionlike appearance while it is used (catlike eyes, a thick mane of hair, and larger teeth).

This benefit replaces the special mount class feature gained by a standard paladin at 5th level (Nobanion's wemic paladins have no need for a quadruped mount to carry them into battle).

TABLE 2-15:
LION LEGIONNAIRE SUBSTITUTION LEVELS

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
3rd	+3	+3	+1	+1	Firemane aura
4th	+4	+4	+1	+1	Wild fighting
5th	+5	+4	+1	+1	Smite evil 2/day, flying lion

MYSTIC FIRE KNIGHT (PALADIN)

The Knights of the Mystic Fire serve Mystra by guarding her temples and questing for lost magical troves. They develop increased ability to use magic, counter hostile magic, and defeat enemy spellcasters.

Hit Die: d8.

REQUIREMENTS

To take a Mystic Fire Knight substitution level, a character must have Mystra as her patron deity and be about to take her 4th, 5th, or 6th level of paladin.

CLASS SKILLS

Mystic Fire Knight substitution levels have the class skills of the standard paladin plus Knowledge (arcana) and Spellcraft.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Mystic Fire Knight substitution levels.

Bonus Spell (Su): At 4th level, a Mystic Fire Knight gains a bonus 1st-level paladin spell slot as if from a high Wisdom score.

At 8th level, she gains a bonus 2nd-level paladin spell slot, at 11th level she gains a bonus 3rd-level paladin spell slot, and at 14th level she gains a bonus 4th-level paladin spell slot.

This benefit replaces the turn undead class feature gained by a standard paladin at 4th level.

Improved Spellcasting (Ex): When casting paladin spells, a Mystic Fire Knight can treat her caster level as equal to one-half her paladin level +2.

If she also has arcane spellcasting ability from another class, she can add her caster level from that class to this value to determine her paladin caster level.

Smite Evil (Su): In addition to the normal effect, when a Mystic Fire Knight of 5th level or higher hits a creature with her smite evil attack, that creature finds it temporarily difficult to cast spells or use spell completion or spell trigger items.

For 1 round, any attempt to complete one of these actions requires a successful Concentration check (DC 10 + paladin's level + Cha modifier + spell level); failure means that the action fails.

If a spell was being cast, the spell or spell slot is lost; if a magic item was being activated, the attempt merely fails. Multiple smite evil hits on the same creature don't have a cumulative effect.

This class feature augments, but does not replace, the standard paladin's smite evil class feature.

Spellshatter (Su): Once per day starting at 6th level, a Mystic Fire Knight can choose to deliver a targeted *greater dispel magic* effect with a melee attack.

The decision to use this ability must be made before the attack is rolled; if the attack misses, the effect is wasted. If the attack hits, treat this as if the Mystic Fire Knight had cast a targeted *greater dispel magic* on the creature struck, using her paladin level (plus any arcane caster level she might have from another class) as her caster level, up to a maximum of +20.

This benefit replaces the standard paladin's *remove disease* class feature.

If the Mystic Fire Knight would later gain an extra weekly use of *remove disease*, she instead gains an extra daily use of spellshatter.

TABLE 2-16: MYSTIC FIRE KNIGHT SUBSTITUTION LEVELS

Level	Base				Special
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
4th	+4	+4	+1	+1	Bonus spell, improved spellcasting
5th	+5	+5	+1	+1	Smite evil 2/day, special mount
6th	+6/+1	+5	+2	+2	Spellshatter

NOBLE HEART (PALADIN)

The Companions of the Noble Heart are aggressive knights in the service of Ilmater who have dedicated themselves to eliminating the evil of those who are known to enjoy the torturing and suffering of others.

In particular, they oppose members of the church of Loviatar and destroy them and their temples whenever possible.

When servants of the other members of the Triad crusade against Loviatar's servants, Noble Heart knights often join with them.

Hit Die: d10.

REQUIREMENTS

To take a Noble Heart substitution level, a character must have Ilmater as her patron deity and be about to take her 3rd, 4th, or 6th level of paladin.

CLASS SKILLS

Noble Heart substitution levels have the class skills of the standard paladin class plus Survival.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Noble Heart substitution levels.

Tenacious Tracker (Su): Beginning at 3rd level, a Noble Heart paladin gains the ability to follow the trail of those cruel enough to torture and maim others.

She receives Track as a bonus feat.

She gains a +10 competence bonus on Survival checks made to track those who have Loviatar as a patron deity. Furthermore, whenever she physically touches the flesh of one who has been injured within the previous hour by someone who has Loviatar as his patron deity, she receives a clear mental image of that person's true appearance. This benefit replaces the standard paladin's divine health class feature.

Sunder the Sadistic (Su): At 4th level, a Noble Heart paladin gains the ability to reduce to rubble objects and structures dedicated to evil.

Whenever she attacks an object owned by a character who has Loviatar as a patron deity, or an object that is part of a temple or other structure dedicated to Loviatar, she can ignore the object's hardness.

She can also use her smite evil class ability against such objects as if they were evil creatures.

This benefit replaces the standard paladin's ability to turn undead.

Delay Poison (Sp): The enemies of the Noble Heart paladin frequently employ poison in their efforts to spread evil and cruelty.

Starting at 6th level, a Noble Heart paladin can use a *delay poison* effect once per week using her paladin level as her caster level.

This benefit replaces the *remove disease* class feature gained by a standard paladin.

If she would later gain extra weekly uses of *remove disease*, the Noble Heart paladin instead gains extra weekly uses of *delay poison*.

TABLE 2-17:
NOBLE HEART SUBSTITUTION LEVELS

Level	Base				Special
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
3rd	+3	+3	+1	+1	Aura of courage, tenacious tracker
4th	+4	+4	+1	+1	Sunder the sadistic
6th	+6/+1	+5	+2	+2	<i>Delay poison</i> 1/week

PHOENIX DISCIPLE (MONK)

The Disciples of the Phoenix are unusual lawful good Kossuthan monks.

They are extremely disciplined and take some of their beliefs to painful extremes.

Obsessed with the power of fire to purify, they have developed strange monk abilities based on that concept. Hit Die: d8.

REQUIREMENTS

To take a Phoenix Disciple substitution level, a character must be lawful good, have Kossuth as his patron deity, and be about to take his 1st, 3rd, or 12th level of monk.

CLASS SKILLS

Phoenix Disciple substitution levels have the class skills of the standard monk class.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the Phoenix Disciple substitution levels.

Purifying Flame (Su): A Phoenix Disciple can transform his *ki* into purifying fire.

Once per round, a Phoenix Disciple can add 1d6 points of fire damage to any unarmed strike.

The decision to use this ability must be made before the attack is rolled; if the attack misses, the power is wasted.

A Phoenix Disciple can use this ability a number of times per day equal to his monk level.

This benefit replaces the bonus feat gained by a standard 1st-level monk.

Resistance to Fire (Ex): At 3rd level, a Phoenix Disciple develops a minor tolerance for fire.

He gains resistance to fire 5.

This benefit replaces the still mind class feature gained by a standard monk at 3rd level.

Fire Stride (Sp): At 12th level, a Phoenix Disciple gains the ability to use a *fire stride* effect (see page 69 of the

FORGOTTEN REALMS Campaign Setting) once per day, using his monk level as his caster level.

This benefit replaces the abundant step class feature gained by a standard monk at 12th level.

TABLE 2-18:
PHOENIX DISCIPLE SUBSTITUTION LEVELS

Level	Base				Special
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+2	+2	+2	Flurry of blows, purifying flame, unarmed strike
3rd	+2	+3	+3	+3	Resistance to fire
12th	+9/+4	+8	+8	+8	Fire stride, slow fall 60 ft.

PURPLE STAFF (CLERIC)

The Followers of the Purple Staff are a group of divine spellcasters trying to create a benign theocracy in the eastern part of the Dragon Coast.

These clerics carry a great deal of political power within the borders of the so-called "Holy Realm" and use their magic to aid the citizens of their new land.

Hit Die: d8.

REQUIREMENTS

To take a Purple Staff substitution level, a character must have Chauntea, Helm, Lathander, Nobanion, Selûne, or Sune as his patron deity and be about to take his 4th, 6th, or 9th level of cleric.

CLASS SKILLS

Purple Staff substitution levels have the class skills of the standard cleric class.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Purple Staff substitution levels.

Spontaneous Faith Healing (Su): At 4th level, a Purple Staff cleric gains the ability to spontaneously convert prepared cleric spells of 1st level or higher to cast *faith healing* in the same way she can convert them to cure spells.

Armed with this power, a Purple Staff cleric is easily able to deal with even the most severe injuries that common folk might suffer.

This class feature replaces the 2nd-level spell slot gained by a standard cleric at 4th level.

From this point forward, a Purple Staff cleric has one less 2nd-level spell slot than normal.

Imbue with Spell Ability (Sp): At 6th level, a Purple Staff cleric can use an *imbue with spell ability* effect to imbue a creature with a single 0- or 1st-level spell she has prepared. She can use this ability a number of times per day equal to one-half her class level.

With this power, an adventuring Purple Staff cleric can leave nonspellcaster lieutenants in town to act on her behalf in emergencies or to spread out her spells to help defend a larger area (though she is not limited to these purposes, of course).

This class feature replaces the 3rd-level spell slot gained by a standard cleric at 6th level.

From this point forward, a Purple Staff cleric has one less 3rd-level spell slot than normal.

Turn Invader (Su): At 9th level, a Purple Staff cleric is so devoted to protecting his homeland that he can use his ability to turn undead to frighten enemies of the Holy Realm.

When standing within the borders of his country, he can turn hostile monsters or enemies of the Holy Realm as a good-aligned cleric turns undead.

He cannot destroy such creatures outright using this ability.

TABLE 2-19:
PURPLE STAFF SUBSTITUTION LEVELS

Level	Base				Special
	Attack	Fort	Ref	Will	
	Bonus	Save	Save	Save	
4th	+3	+4	+1	+4	Spontaneous faith healing
6th	+4	+5	+2	+5	Imbue with spell ability
9th	+6/+11	+6	+3	+6	Turn invader

RED FALCON (PALADIN)

Members of the Order of the Red Falcon serve the Red Knight and have earned fame in Tethyr for their heroics. They have a reputation for being excellent military tacticians, and even their followers are a cut above the norm.

Hit Die: d10.

REQUIREMENTS

To take a Red Falcon substitution level, a character must have the Red Knight as her patron deity and be about to take her 2nd, 4th, or 6th level of paladin.

CLASS SKILLS

Red Falcon substitution levels have the class skills of the standard paladin class plus Knowledge (history).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Red Falcon substitution levels.

Brilliant Strategy (Ex): At 2nd level and higher, a Red Falcon can draw upon her instinct for battle to give her an amazing ability to predict the imminent actions of her enemies and her best options for taking advantage of those actions.

Activating this ability is an immediate action; it grants her an insight bonus to AC equal to her Charisma bonus (if any) for 1 round.

A Red Falcon can use this ability a number of times per day equal to one-half her class level.

This benefit replaces the standard paladin's divine grace class feature.

Expanded Spell List: At 4th level, a Red Falcon adds *augury* (2nd level), *deathwatch* (1st level), and *status* (2nd level) to her paladin spell list.

Military Knowledge (Ex): Each time a Red Falcon substitution level is taken, the character gains a cumulative +2 competence bonus on Knowledge checks concerning military history or strategy.

Turn Undead (Su): A Red Falcon is not as skilled at turning undead as a normal paladin.

She can only use this ability a number of times per day equal to her Charisma modifier.

Spontaneous Extend Spell (Su): At 6th level, once per day a Red Falcon can cast one of her spells as if she had prepared it with the Extend Spell feat.

Doing this does not require a higher-level slot or increase the casting time for the spell.

This class feature replaces the 1st-level spell slot normally gained at 6th level.

From this point forward, a Red Falcon has one less 1st-level paladin spell slot than normal.

Trained Militia: At 6th level, due to her leadership and skill at war, all cohorts and followers of the Red Falcon are treated as if they had Martial Weapon Proficiency in a single weapon of the Red Falcon's choice.

This benefit remains as long as the cohorts and followers remain in her service and as long as she meets with them at least once a month to refresh their training.

If more than a month goes by without such a meeting, the cohorts and followers lose this proficiency until she has the opportunity to train them again.

A Red Falcon can grant different weapon proficiencies to different cohorts and followers (they don't all have to gain longsword proficiency, for example).

TABLE 2-20: RED FALCON PALADIN
SUBSTITUTION LEVELS

Level	Base				Special
	Attack	Fort	Ref	Will	
	Bonus	Save	Save	Save	
2nd	+2	+3	+0	+0	Brilliant strategy, lay on hands, military knowledge
4th	+4	+4	+1	+1	Expanded spell list, military knowledge, turn undead
6th	+6/+1	+5	+2	+2	Military knowledge, remove disease 1/week, spontaneous extend spell, trained militia

RUBY ROSE KNIGHT (PALADIN)

Members of Sune's order of paladins, the Sisters and Brothers of the Ruby Rose, are known for their charm, beauty, and aversion to ugliness and evil.

They use the power of love to destroy evil and hideous things, and they draw strength from their many romances. Hit Die: d8.

REQUIREMENTS

To take a Ruby Rose Knight substitution level, a character must have Sune as her patron and be about to take her 3rd, 6th, or 12th level of paladin.

CLASS SKILLS

Ruby Rose Knight substitution levels have the class skills of the standard paladin class plus Bluff and Perform (dance, oratory, sing, and string instruments).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Ruby Rose Knight substitution levels.

Enduring Personality (Su): A 3rd-level Ruby Rose Knight is immune to any effect that would deal Charisma damage or Charisma drain.

This benefit replaces the standard paladin's divine health class feature.

Expanded Spell List: At 3rd level, a Ruby Rose Knight adds *love bite* (see page 56) to her paladin spell list (even though she can't actually cast the spell herself until at least 4th level).

Heroism (Sp): At 6th level, a Ruby Rose Knight can use a *heroism* effect once per week, using her class level as her caster level.

She can't use this spell-like ability on herself, only on another creature.

This benefit replaces the *remove disease* class feature gained by a standard paladin.

If she would later gain extra weekly uses of *remove disease*, a Ruby Rose Knight instead gains extra weekly uses of *heroism*.

Heroic Rapture (Su): At 12th level, once per day a Ruby Rose Knight can spend a full-round action embracing another creature to grant it great bravery.

The affected creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and a number of temporary hit points equal to the Ruby Rose Knight's paladin level.

The effect lasts for 1 minute.

This benefit replaces the 3rd-level spell slot gained by a standard paladin at 12th level.

From this point on, a Ruby Rose Knight has one less 3rd-level spell slot than normal.

TABLE 2-21: RUBY ROSE KNIGHT PALADIN SUBSTITUTION LEVELS

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
3rd	+3	+3	+1	+1	Aura of courage, enduring personality, expanded spell list
6th	+6/+1	+5	+2	+2	Heroism 1/week
12th	+12/+7/+2	+8	+4	+4	Heroic rapture

SHADOW CLOAK KNIGHT SUBSTITUTION LEVELS

Level	Base				Special	Spells per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th
4th	+4	+4	+1	+1	Favored enemy	0	—	—	—
6th	+6/+1	+5	+2	+2	Hide in plain sight	1	—	—	—
9th	+9/+4	+6	+3	+3	One with the darkness	1	0	—	—

SHADOW SWORD (RANGER)

Rangers of the Knights of the Shadow Sword patrol Myth Drannor and attempt to rid it of the evils living there.

SHADOW CLOAK KNIGHT (PALADIN)

For many decades, the gnome paladins belonging to the Knights of the Shadowy Cloak have worked to eliminate evil humanoids.

To minimize the possibility of retaliation against gnome communities, they have developed ways to work in secret. Hit Die: d10.

REQUIREMENTS

To take a Shadow Cloak Knight substitution level, a character must be a gnome, a member of the Knights of the Shadowy Cloak, and about to take her 4th, 6th, or 9th level of paladin.

CLASS SKILLS

A Shadow Cloak Knight has the same class skills as a standard paladin does, plus Hide and Move Silently.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are features of the Shadow Cloak Knight substitution levels.

Favored Enemy (Ex): A Shadow Cloak Knight paladin trains to fight the gnomes' traditional enemies and learns special tactics to defeat them.

She gains humanoids as her favored enemy type and can choose any of the humanoid subtypes indicated for rangers on page 47 of the *Player's Handbook*.

The Shadow Cloak Knight gains a +2 bonus on weapon damage rolls against her favored enemy and a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type.

Hide in Plain Sight (Ex): A 6th-level Shadow Cloak Knight can use her Hide skill even when she has nothing to hide behind, or when she is being observed.

To do so, she must be within 10 feet of any area of shadowy illumination in which she could hide, or in the dark.

She cannot hide in her own shadow, and she can hide in the shadow of a creature only if it is Large or larger.

She cannot use a creature's own shadow to hide from it.

One with the Darkness (Sp): Once per day, a Shadow Cloak Knight paladin can become invisible, as if using the 2nd level sorcerer/wizard spell *invisibility*.

Caster level equals paladin level, and Shadow Cloak Knight substitution levels count as paladin levels for this purpose.

They use their stealth and spell-power to aid the fighters of their order.

Hit Die: d8.

REQUIREMENTS

To take a Shadow Sword substitution level, a character must have Shaundakul as his patron and be about to take his 3rd, 6th, or 8th level of ranger.

CLASS SKILLS

Shadow Sword substitution levels have the class skills of the standard ranger class plus Knowledge (history).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are features of the Shadow Sword substitution levels.

Walk in Silence (Su): At 3rd level, a Shadow Sword gains the ability to move with amazing silence, receiving a +5 circumstance bonus on Move Silently checks for 1 round. The ranger activates this ability with a swift action and can use it a number of times per day equal to one-half his ranger level.

This ability only functions if the ranger is wearing light or no armor and carrying no more than a light load.

This benefit replaces the Endurance bonus feat gained by a standard ranger at 3rd level.

Bane Weapon (Su): At 6th level, a Shadow Sword learns how to temporarily turn any weapon he wields into a bane weapon (see page 224 of the *Dungeon Master's Guide*).

Activating this ability requires a full-round action, at which point the ranger must choose the type (and subtype, if appropriate) of creature against which the bane special ability will apply.

This choice must match a creature type (and subtype) of one of the ranger's favored enemies.

The effect lasts for a number of rounds equal to one-half the ranger's class level, and can be used a number of times per day equal to one + his Wisdom modifier (minimum 1/day).

The bane ability only functions while the weapon is in the ranger's hands.

The ranger can have no more than one weapon affected by this class feature at any time, nor can any weapon benefit from more than one application of this class feature (in either case, a second use immediately ends any previous effect).

This benefit replaces the improved combat style class feature normally gained at 6th level.

If a Shadow Sword ranger later gains combat style mastery, he instead gains improved combat style.

Portal Analysis (Su): At 8th level, a Shadow Sword gains the ability to sense *portals* and manipulate them in strange ways.

He automatically detects any *portal* within 10 feet and can thereafter study any *portal* within 10 feet as if using *analyze portal* (see page 66 of the *FORGOTTEN REALMS Campaign Setting*).

If he is able to activate the *portal*, once per day the Shadow Sword can enter it as if using the *portal well* spell (see page 56).

This benefit replaces the swift tracker class feature gained by a standard ranger at 8th level.

TABLE 2-22:
SHADOW SWORD SUBSTITUTION LEVELS

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
3rd	+3	+3	+3	+1	Walk in silence
6th	+6	+5	+5	+1	Bane weapon
8th	+8/+3	+6	+6	+2	Portal analysis

SHOOTING STAR (RANGER)

Rangers of the Order of the Shooting Star (see *Knights of the Mystic Fire*, page 102) serve Mystra by scouting, spying, and dealing with fiends and monstrosities created by magical experimentation.

Hit Die: d8.

REQUIREMENTS

To take a Shooting Star substitution level, a character must have Mystra as her patron deity and be about to take her 3rd, 4th, or 8th level of ranger.

CLASS SKILLS

Shooting Star substitution levels have the class skills of the standard ranger class plus Knowledge (arcana) and Spellcraft.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are features of the Shooting Star ranger substitution levels.

Weavespeak (Sp): Because the members of this order need to report their findings over long distances, starting at 3rd level a Shooting Star develops the power to use the Weave itself to transmit short messages.

Once per day the character can transmit a message of twenty-five words or less to the nearest cleric, paladin, or ranger of Mystra (the Shooting Star can't choose the recipient).

This ability only functions where the Weave is active, and it cannot jump planar boundaries; the ranger knows if either condition would prevent the message from reaching its target.

It is otherwise the equivalent of a *sending* spell.

This benefit replaces the Endurance bonus feat gained by a standard ranger at 3rd level.

Bonus Spells (Su): At 4th level, a Shooting Star gains a bonus 1st-level ranger spell slot as if from a high Wisdom score.

At 8th level she gains a bonus 2nd-level ranger spell slot, at 11th level she gains a bonus 3rd-level ranger spell slot, and at 14th level she gains a bonus 4th-level ranger spell slot.

This benefit replaces the animal companion class feature gained by a standard ranger at 4th level.

Improved Spellcasting (Ex): When casting ranger spells, a Shooting Star can treat her caster level as equal to one-half her ranger level +2.

If she also has arcane spellcasting ability from another class, she can add her caster level from that class to this value to determine her caster level.

Expanded Spell List: At 8th level, a Shooting Star adds *see invisibility* (2nd level) and *word of recall* (4th level) to her ranger spell list.

This replaces the standard ranger's swift tracker class feature.

TABLE 2-23:
SHOOTING STAR SUBSTITUTION LEVELS

Level	Base				Special
	Attack	Fort	Ref	Will	
	Bonus	Save	Save	Save	
3rd	+3	+3	+3	+1	<i>Weavespeak</i>
4th	+4	+4	+4	+1	Bonus spells, improved spellcasting
8th	+8/+3	+6	+6	+2	Bonus spells, expanded spell list
11th	+11/+6/+1	+7	+7	+3	Bonus spells
14th	+14/+9/+4	+9	+9	+4	Bonus spells

VIGILANT EYE OF HELM (PALADIN)

This paladin order of Helm is growing rapidly and impressing the common folk with its members' humility and self-sacrifice.

The Vigilant Eyes of Helm defend the innocent from threats and develop special ways of recognizing danger and protecting others.

Hit Die: d10.

REQUIREMENTS

To take a Vigilant Eye substitution level, a character must have Helm as her patron deity and be about to take her 1st, 3rd, or 4th level of paladin.

CLASS SKILLS

Vigilant Eye substitution levels have the class skills of the standard paladin class.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Vigilant Eye substitution levels.

Know Greatest Enemy (Su): A Vigilant Eye automatically knows which enemy in her presence is the most powerful (in game terms, which enemy has the highest CR).

This benefit applies only to enemies that she can see that are within 60 feet of her.

She does not need to use an action to know this, and this sense updates automatically if current foes leave or die or if new opponents arrive.

She doesn't know why the most powerful enemy is such (for example, she wouldn't know that the most powerful orc in a patrol was a 3rd-level barbarian), just that it is so. She doesn't know exactly how tough this enemy is, but does know if that enemy is significantly more powerful than her (in game terms, if its CR is 4 or more above her effective character level).

This benefit replaces the standard paladin's *detect evil* class feature.

Expanded Spell List: A Vigilant Eye adds *see invisibility* (2nd level) to her paladin spell list.

Vigilant Aid (Su): Starting at 3rd level, when a Vigilant Eye uses the aid another special attack in melee combat to give an ally a bonus to his AC, she only has to spend a move action rather than a standard action.

She can use more than one aid another special attack in a single round, but no ally can be aided more than once per round in this fashion.

This benefit replaces the standard paladin's divine health class feature.

Awesome Smite (Su): At 4th level, a Vigilant Eye gains the ability to repel enemies with powerful holy power.

As a standard action, she can spend a daily smite evil attempt and strike an evil creature as if she had the Awesome Blow feat (see page 303 of the *Monster Manual*), even if she does not have the normal prerequisites for that feat.

Note that the paladin doesn't also gain the normal benefit of smite evil.

She is treated as if one size category larger than normal for determining which creatures she can affect with this ability.

If she accidentally uses this ability against a creature that isn't evil, she deals normal damage but the Awesome Blow effect is not triggered, and it still counts as one of her daily uses of smite evil.

This benefit replaces the standard paladin's turn undead class feature.

TABLE 2-24:
VIGILANT EYE SUBSTITUTION LEVELS

Level	Base				Special
	Attack	Fort	Ref	Will	
	Bonus	Save	Save	Save	
1st	+1	+2	+0	+0	Aura of good, expanded spell list, know greatest enemy, smite evil 1/day
3rd	+3	+3	+1	+1	Aura of courage, vigilant aid
4th	+4	+4	+1	+1	Awesome smite

WARY SWORDKNIGHT (PALADIN)

Members of Arvoreen's Marchers kept halfling villages safe during Tethyr's Interregnum; the Wary Swordknights are the paladins of the order, and are known for their martial prowess and vigilant nature.

Hit Die: d10.

REQUIREMENTS

To take a Wary Swordknight substitution level, a character must be a halfling, have Arvoreen as her patron deity, and be about to take her 3rd, 4th, or 6th level of paladin.

CLASS SKILLS

Wary Swordknight substitution levels have the class skills of the standard paladin plus Listen and Spot.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the Wary Swordknight substitution levels.

Tougher than Small (Ex): When a Wary Swordknight is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), she is treated as one size larger if doing so is advantageous to her.

A Wary Swordknight is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect her.

The benefits of this class feature stack with effects that change her size category.

This benefit replaces the standard paladin's aura of courage class feature.

Uncanny Dodge (Ex): At 4th level, a Swordknight gains uncanny dodge (as the barbarian class feature of the same name).

This benefit replaces the standard paladin's turn undead class feature.

Haste (Sp): At 6th level, a Swordknight becomes able to use a *haste* effect on herself once per day.

Her caster level for this ability is equal to one-half her paladin level.

This benefit replaces the 1st-level spell slot gained at 6th level, as well as the *remove disease* class feature normally gained at 6th level.

From this point forward, a Wary Swordknight has one less weekly use of *remove disease* than normal.

TABLE 2-25: WARY SWORDKNIGHT SUBSTITUTION LEVELS

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
3rd	+3	+3	+1	+1	Divine health, tougher than small
4th	+4	+4	+1	+1	Uncanny dodge
6th	+6	+5	+2	+2	Haste (self) 1/day

WAYWARD WARDEN (PALADIN)

Wayward Warden paladins dedicate their lives to defending halfling communities and trade caravans. Because they use both stealth and honorable confrontation to achieve their goals, paladins in this organization train in abilities that use the sneakiness of their companions to the group's advantage.

Hit Die: d10.

REQUIREMENTS

WAYWARD WARDEN SUBSTITUTION LEVELS

Level	Base				Special	Spells per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th
3rd	+3	+3	+1	+1	Distracting presence, divine health	0	—	—	—
5th	+5	+4	+1	+1	Special mount, use your allies	0	—	—	—
10th	+10/+5	+7	+3	+3	Commanding presence	1	1	—	—

ZHENTARIM SOLDIER (FIGHTER)

The Zhentarim work across Faerûn to bring other realms under their influence and eventual control.

To that end, Zhentarim Soldiers learn that intimidation is as effective for coercing the masses as physical force is.

Hit Die: d10.

To take a Wayward Warden substitution level, a character must be a halfling, a member of the Wayward Wardens organization, and about to take her 3rd, 5th, or 10th level of paladin.

CLASS SKILLS

A Wayward Warden has the same class skills as a standard paladin does.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are features of the Wayward Warden substitution levels.

Distracting Presence (Su): When confronting evil, a Wayward Warden can focus the attention of her foes on herself, causing each of them to take a -4 penalty on Spot and Listen checks while she is present.

This benefit replaces the aura of courage class feature gained by a standard paladin at 3rd level.

Use Your Allies (Ex): When a Wayward Warden is flanking a foe at least one size category larger than herself, she deals an extra +1d6 points of damage on every attack.

This extra damage applies even if the foe cannot be flanked or is immune to flanking, but it does not apply when the foe is simply denied its Dexterity bonus.

Use your allies is otherwise the same as the rogue sneak attack ability (see page 50 in the *Player's Handbook*).

This benefit replaces the second daily use of smite evil that a standard paladin gains at 5th level.

From this point onward, she has one fewer daily use of smite evil than a standard paladin does.

Commanding Presence (Su): A 10th-level Wayward Warden can influence the battlefield with her very presence.

Once per day, as a standard action, she can grant her allies (but not herself) a competence bonus on attack rolls equal to her Charisma bonus (maximum +5).

Only allies within 60 feet of the Wayward Warden that can see and hear her are eligible to receive this bonus.

It lasts for 1 round per paladin level that the character possesses, and Wayward Warden substitution levels count as paladin levels for this purpose.

This benefit replaces the 3rd daily use of the smite evil ability that a standard paladin gains at 10th level.

From this point forward, she has one fewer daily use of smite evil than a normal paladin does, or two fewer uses if she also took the 5th-level Wayward Warden substitution level.

REQUIREMENTS

To take a Zhentarim Soldier substitution level, a character must be a member of the Zhentarim and about to take his 3rd, 5th, or 9th level of fighter.

CLASS SKILLS

A Zhentarim Soldier fighter has the same selection of class skills as a standard fighter does, plus Bluff and Diplomacy.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are features of the Zhentarim Soldier substitution levels.

Bonus Feat: A Zhentarim Soldier gains Skill Focus (Intimidation) as a bonus feat at 3rd level.

Extended Intimidation (Ex): A target successfully intimidated by a 5th-level Zhentarim Soldier suffers lasting effects.

Instead of ending when the Zhentarim Soldier leaves, as is normal for the Intimidate skill, the intimidation effect lasts for 24 hours after his departure.

Thereafter, the target's attitude toward the Zhentarim Soldier shifts to unfriendly, but a lingering fear remains. Whenever the Zhentarim Soldier returns to someone he has previously intimidated, he gains a +4 bonus on his Intimidate check to re-establish the effect.

Swift Demoralization (Ex): A 9th-level Zhentarim Soldier can use the demoralize opponent aspect of the Intimidate skill as a swift action rather than as a standard action.

ZHENTARIM SOLDIER SUBSTITUTION LEVELS

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
3rd	+3	+3	+1	+1	Bonus feat
5th	+5	+4	+1	+1	Extended intimidation
9th	+9	+6	+3	+3	Swift demoralization

CITYSCAPE (3.5)

CITY SOUL (DRUID)

The most powerful druids can transform themselves into elementals, representatives of the building blocks of reality itself.

A few urban druids, truly taken with the nature and order of the city, prefer more mundane forms.

Class: Druid.

Level: 16th.

Replaces: If you select this class feature, you do not gain the wild shape (elemental) ability, or later improvements to that class feature.

Benefit: At 16th level, the druid can use her wild shape (or city-shape) ability to become a Small, Medium, or Large animated object (MM 13) once per day.

These forms are in addition to her normal wild shape uses. In addition to the normal effects of wild shape, she gains all the animated object's extraordinary abilities, as well as many traits of the construct type (low-light vision, darkvision to 60 feet, and immunity to critical hits, poison, disease, paralysis, and stunning).

The precise form must be an object common to the city environment, such as a wagon, a statue, or the like.

(Talk to your DM in advance to determine what sorts of forms are available and what are off-limits).

The druid can assume the form of an animated object twice per day at 18th level, and three times per day at 20th level.

At 20th level, she can use this ability to turn into a Huge animated object.

Special: The Natural Spell feat functions with city soul just as it does standard wild shape.

CITY-SHAPE (DRUID)

The ability to transform into an animal is the hallmark of the druid, so much so that even many urban druids choose to retain it.

Some, however, prefer the ability to blend and maneuver within the streets of the city, sacrificing size for a wider range of forms.

Class: Druid.

Level: 5th.

Replaces: If you select this class feature, you do not gain all the aspects of standard wild shape (except for the ability to wild shape into an elemental at high levels, which remains unchanged) ability.

She can do this once a day to start with, but the frequency of her wild shapes increases as per the standard druid advancement chart.

At 8th level, the druid does not gain the ability to transform into Large animals.

Instead, she may transform into Small and Medium vermin, as well as animals.

At 11th level, the druid gains the ability to transform into Tiny animals and vermin.

At 12th level, the druid does not gain the ability to transform into plant creatures.

Instead, she may transform into an animal- or vermin-based swarm, so long as it fits within her standard wild shaping Hit Die limits.

At 15th level, the druid does not gain the ability to transform into Huge animals.

Instead, she gains the ability to transform into Large animals and vermin.

Special: The Natural Spell feat functions with city-shape just as it does standard wild shape.

CROWD-WALKER (DRUID, RANGER)

Certain individuals are comfortable among the throngs of citizens in even the most densely packed city.

They know how to maneuver deftly through such environs without impediment.

Class: Druid or ranger.

Level: 2nd (druid) or 7th (ranger).

Replaces: If you select this class feature, you do not gain woodland stride.

Benefit: When moving through a crowd, the crowd-walker moves at her normal rate, rather than requiring two squares of movement for every square as is normal.

In addition, light debris does not impede her movement, and she treats heavy debris as light debris.

Any other sort of rough terrain impedes her normally, however.

FEROCITY (BARBARIAN)

Where most barbarians define themselves by night-unstoppable rage, a few streetfighters and urban warriors have mastered different techniques.

By working up a surge of adrenaline, they hit just as hard, and substantially faster, than their counterparts, while dodging the inevitable counterattack.

Class: Barbarian.

Level: 1st.

Replaces: If you select this class feature, you do not gain rage, or any later improvements to that class feature, nor do you gain indomitable will.

Benefit: Once per day, the barbarian can enter a state of adrenaline-fueled fury, increasing both his physical might and his reaction time.

He temporarily gains a +4 bonus to Strength and a +4 bonus to Dexterity, but he takes a -2 penalty on ranged attack rolls beyond short range (30 feet).

He can enter this state as an *immediate* action, even when flat-footed at the start of combat, so he may apply the enhanced Dexterity modifier to his initiative check.

While in a state of ferocity, the barbarian cannot use any Charisma- or Intelligence-based skills (except for Intimidate), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function.

He can use any feat he has except item creation feats and metamagic feats.

Ferocity lasts for a number of rounds equal to 4 + his Constitution modifier (if positive).

The barbarian may prematurely end his state of ferocity. At the end of ferocity, he loses the ferocity modifiers and restrictions and become sickened (-2 on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies).

Abilities that normally render him immune to being sickened (such as the Strong Stomach feat, *Cityscape* 64) reduce the penalties to -1, but do not remove them entirely.

The barbarian can invoke ferocity only once per encounter.

At 1st level he can use this ability once per day.

At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level).

Greater Ferocity: At 11th level, his bonuses to Strength and Dexterity during ferocity each increase to +6.

In addition, the duration of his ferocity increases to 5 + your Constitution modifier (if positive).

Shifting Stance: At 14th level, while in a state of ferocity, he gains a +1 dodge bonus to Armor Class and Reflex saves.

In addition, while in a state of ferocity, the barbarian can stand from prone as a swift action that does not provoke attacks of opportunity.

If a foe that threatens him has a base attack bonus that is 4 points or more higher than his barbarian level, however, she gains an attack of opportunity as normal.

(These abilities replace indomitable will).

Relentless Ferocity: At 17th level, the duration of his ferocity increases to 6 + his Constitution modifier (if positive), and he no longer become sickened at the end of his ferocity.

In addition, the dodge bonus granted by his shifting stance ability becomes +2.

Unstoppable Ferocity: At 20th level, the barbarian's bonuses to Strength and Dexterity during ferocity each increase to +8.

GO TO GROUND (DRUID, SCOUT)

Just as most druids and scouts have an almost supernatural ability to avoid being tracked in the wild, so too have others

learned to blend in so fully with the urban throng that nobody remembers their passage.

Class: Druid or scout.

Level: 3rd.

Replaces: If you select this class feature, you do not gain trackless step.

Benefit: When you choose to "lay low", you become all but impossible to find without magical means.

All attempts to find you with Urban Tracking (*Cityscape* 64) simply fail outright.

HIDDEN STALKER (RANGER, SCOUT)

For those who know how to use them, the ever-shifting concealment of the throng and the back alleys of the city provide just as much opportunity for stealth as the shadows of the trees or the early morning fog.

Class: Ranger or scout.

Level: 13th (ranger) or 8th (scout).

Replaces: If you select this class feature, you do not gain the camouflage ability, and your hide in plain sight ability (gained at higher levels) is modified.

Benefit: Upon first gaining this ability, the hidden stalker no longer takes a -5 penalty on Hide checks when moving faster than half speed, nor does she take the standard -10 penalty when attempting to hide during a brief distraction. In addition, the presence of other people within 5 feet is considered sufficient cover for her to hide, making it easy for her to vanish into a crowd.

At the second level of this ability, the hidden stalker gains hide in plain sight, but this ability functions in any urban environment, rather than only in natural environments as written.

IRON CONSTITUTION (DRUID)

Natives to the worst and filthiest areas of the city have to contend with stench and illnesses of a sort rarely found in the wild, yet some have become so inured that they are all but immune.

Class: Druid.

Level: 4th.

Replaces: If you select this class feature, you do not gain resist nature's lure.

Benefit: The druid gains Strong Stomach (*Cityscape* 64) as a bonus feat, even if she does not meet the prerequisites.

If she already has this feat, she may instead choose any feat for which she does meet the prerequisites.

In addition, the druid gains a +2 bonus on saves against disease.

RIPOSTE (SCOUT)

While most scouts rely on mobility to overcome their opponents, some focus instead on taking advantage of the openings their foes provide in combat when making their own attacks.

Class: Scout.

Level: 1st.

Replaces: If you select this class feature, you do not gain skirmish or any later improvements to that class feature.

Ability: Any time the scout attacks a foe that has made a melee or ranged weapon attack against her within the past round (whether or not the attack hit you), her attack deals an extra 1d6 points of damage. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th). This extra damage applies only against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. She can apply this extra damage to ranged attacks, but only if the target is within 30 feet. At 3rd level, the scout gains a +1 competence bonus to Armor Class against any creature to which she has dealt riposte damage, as described above. This bonus lasts until the start of her next turn. If she deals riposte damage to more than one creature in a round, she gains this bonus against all of them; it is not limited to a single foe. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). The scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

RIVAL ORGANIZATION (RANGER)

A few urban rangers, devoted to a particular organization, guild, or church, prefer to focus their studies and their efforts against a rival group, instead of a specific race.

Class: Ranger.

Level: 1st.

Replaces: If you select this class feature, you do not gain favored enemy or any later improvements to that class feature.

Benefit: At 1st level, the ranger chooses one particular organization that he has studied in depth.

This could be a guild, a noble house, a church, or any similar specifically defined entity.

(See Chapter 3: Politics and Power in *Cityscape* for definitions and samples of these groups).

Due to his knowledge of how the organization operates, he gains a +2 bonus on Bluff, Intimidate, Gather Information, Knowledge (local), and Sense Motive checks made against, or pertaining to, members of that organization.

Likewise, due to his heightened awareness around these individuals, he gains a +2 bonus to Armor Class against members of this group.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional rival organization.

In addition, at each such interval, the bonus against any one rival organization (including the one just selected, if so desired) increases by 2.

ROOF-DWELLER (BARBARIAN)

Those who grow up on the streets of the city are often equally at home *above* the streets, where the rooftops provide an unseen highway.

Class: Barbarian.

Level: 1st.

Replaces: If you select this class feature, you do not gain fast movement.

Benefit: The barbarian gains Roofwalker (*Cityscape* 63) as a bonus feat, even if he does not meet the prerequisites.

Additionally, as of 6th level, he need not meet the prerequisites for the Roof-Jumper feat (*Cityscape* 62) if he chooses to take it, though it is not a bonus feat; the barbarian must still spend a feat slot to acquire it.

SKILLED CITY-DWELLER (VARIOUS)

The various wilderness-oriented skills are valuable indeed, but make less sense—and may prove less useful—for an urban character.

Class: Any class that has one or more of the “skills replaced”, as listed below, on its list of class skills.

Level: 1st.

Replaces: If you select this class feature, you do not gain the “skills replaced” as listed below.

Skilled City-Dweller

Skill Gained	Skill Replaced
Gather Information	Handle Animal
Knowledge (local)	Knowledge (nature)
Sense Motive	Survival
Tumble	Ride

Benefit: The skilled city-dweller gains one or more skills as class skills, at the expense of other skills.

If she does not have the proper skill to lose, she cannot gain the skill it grants as an urban benefit.

Note that she need not swap out all these skills.

A skilled city-dweller may pick and choose, but she cannot later change her mind.

STAND FAST (PALADIN)

While most paladins enjoy the companionship of a summoned mount, those who live amidst large populations often prefer to devote their energies toward protecting those around them and defending the city from outside threats.

Class: Paladin.

Level: 5th.

Replaces: If you select this class feature, you do not gain a special mount.

Benefit: Starting at 5th level, a paladin may use the following two abilities, once per day each, as an immediate action.

At 11th level, she may use each ability twice per day, and at 18th level she may use each ability three times per day.

? Add the paladin's divine grace (Charisma modifier) on the saving throw of all allies within 20 feet.

She must add this bonus on the same save for each of them; thus, she could add to everyone's Reflex save, or everyone's Will save, but she could not grant some a bonus on Reflex and others a bonus on Will.

She does not gain any bonus for using this ability, but neither does she lose her own divine grace bonus.

This bonus lasts for 1 round.

? Add the paladin's divine grace (Charisma modifier) on any roll she makes to resist a bull rush, disarm, grapple, sunder, or trip attack.

She cannot use this ability when she is making such an attack; it is defensive only.

STREETFIGHTER (BARBARIAN)

The ability to take a blow is valuable, but on the violent and crowded streets of the city, the winner of a brawl or a duel is often the one who can hit hardest and fastest.

Class: Barbarian.

Level: 7th.

Replaces: If you select this class feature, you do not gain damage reduction at 7th level, or any of the improvements to damage reduction at higher levels.

Benefit: The barbarian gains the ability to swiftly bring the fight to his foe and to hit him hard.

? At 7th level, the critical threat range of any charge attack he makes, or any attack he makes against a flat-footed foe, increases by 1.

(Thus, a greataxe would threaten a critical hit on a roll of 19 or 20).

This ability stacks with the Improved Critical feat or the *keen* weapon enhancement.

? At 10th level, the barbarian can make a single turn, up to 90 degrees, during a charge.

? At 13th level, the barbarian can charge through squares occupied by his allies or by noncombatants.

? At 16th level, the barbarian can move up to four times his speed when making a charge attack, rather than double.

? At 19th level, the barbarian acquires a "cleaving charge". If he drops an opponent on a charge attack, and he has at least 10 feet of movement remaining, he can immediately make a new charge attack against a second foe.

If he drops that foe and still has movement remaining, he can charge a third, and so on until he either fails to drop a foe, or runs out of movement.

All the other standard rules for a charge attack still apply, including the fact that he must have at least 10 feet of distance to make the charge.

? Even if he somehow gains the ability to make multiple attacks on a charge (such as with the *lion's charge* spell from the *Spell Compendium*), he must drop the foe on the first attack to use this ability.

Similarly, he cannot use this ability and Cleave or Great Cleave in the same round.

URBAN COMPANION (DRUID, RANGER)

The fearsome animal companions who accompany some casters in the wild are indeed a boon in combat, but a hulking wolf or creeping tiger is out of place in an urban environment.

Some characters believe that small and subtle is of greater value than massive and mighty.

Class: Druid or ranger.

Level: 1st (druid) or 4th (ranger).

Replaces: If you select this class feature, you do not gain an animal companion.

Benefit: The character gains the companionship of a smaller but far more intelligent creature than she otherwise would have.

This is identical to the sorcerer's ability to summon a familiar (PH 52), including all benefits granted and gained by the familiar, except as noted below.

Her functional level for determining the abilities of the companion is equal to her druid level or one-half her ranger level.

? She does not lose experience points if her urban companion is slain, and she requires only 24 hours to replace one who is lost.

? Her urban companion has total hit points equal to 3/4 her own hit points, rather than half as per a familiar.

? The urban companion gains the ability to speak with other animals of its kind when she has an effective master level of 1st, rather than 7th.

? When she reaches an effective master level of 7th, she can speak with animals of her companion's kind, as per *speak with animals*.

This is a supernatural ability that functions constantly, and it requires only a free action to reactivate if somehow dispelled.

URBAN SENSE (DRUID)

Druids native to the sprawling city master a widely differing range of skills than their wilderness-based counterparts.

Class: Druid.

Level: 1st.

Replaces: If you select this class feature, you do not gain nature sense.

Benefit: She gains a +2 bonus on Knowledge (local) checks and Sense Motive checks.

URBAN TRACKER (RANGER)

Many rangers of the city learn to hunt people down through interrogation and questioning, since following tracks is often all but impossible on the busy streets.

Class: Ranger.

Level: 1st.

Replaces: If you select this class feature, you do not gain Track as a bonus feat.

Benefit: He gains Urban Tracking (*Cityscape* 64) as a bonus feat.

VOICE OF THE CITY (DRUID, RANGER, SPIRIT SHAMAN)

For some, the ability to make oneself understood in the midst of any culture is of far greater value than the ability to influence the beasts of the wild.

Class: Druid, ranger, or spirit shaman.

Level: 1st.

Replaces: If you select this class feature, you do not gain wild empathy.

Benefit: Through a combination of body language, tone, and expression, the voice of the city can make herself understood by those who do not speak her language, and she can interpret their meaning the same way.

Simple concepts that can be conveyed in a few words (such as "Help!" or "Drop your weapon!") can be conveyed automatically.

More complex concepts require her to make a roll: d20 + her class level + either her Wisdom modifier (if trying to understand someone else) or Charisma modifier (if trying to make someone else understand her).

Roll each only once per conversation.

If she fails, she cannot try to communicate with that specific individual via this ability until she has gained a level.

(Thus, it is possible, if she succeeds in one roll but fails in the other, to hold a conversation where she can understand the other speaker but he cannot understand you, or vice-versa).

The DC of the roll depends on creature type and how closely the individual's language is related to any of her own.

The ability works most effectively with other humanoids.

In this case, if the individual's language uses the same alphabet as any language she knows, the DC is 20.

If it does not, the DC is 30.

(See Speak Language, PH 82, for this information).

The above DCs increase by 5 if the speaker is a fey, giant, or monstrous humanoid; they increase by 10 if the speaker is an elemental.

If the other individual is of any other creature type, she cannot communicate via this ability.

If the speaker is deliberately trying to make himself understood, the voice of the city gains a +2 circumstance bonus on this roll.

If she is attempting to interpret his speech from outside normal conversational distance (such as eavesdropping), she takes a -4 penalty on this roll.

In addition, she gains Speak Language as a class skill.

COMPLETE CHAMPION (3.5)

BARBARIAN

Barbarians who follow a spiritual path are often tied at some deep level to the wildlands that gave them birth. Such characters feel a kinship with the spirits of nature—especially animal spirits—and draw their power from these essences.

Divine barbarians are viewed with awe and sometimes fear by their tribes, and some such characters are considered holy people in the absence of any organized religion.

SPIRITUAL TOTEM

Choose a spiritual totem: bear, eagle, fox, lion, or wolf.

Once you do so, you are forever bound to that animal spirit. Your connection grants you special abilities based on the totem you have chosen (or that has chosen you, as some see it).

The DM can add more totems to the above list as desired, using those presented here as guidelines.

Level: 1st.

Replaces: This benefit replaces the fast movement class feature.

Benefit: You gain one of the abilities described below, depending on the chosen totem.

Each of these effects is a supernatural ability.

Bear Totem: The mighty bear is known for her crushing embrace, if you adopt her as your spiritual totem, you gain the improved grab ability (MM 310).

Eagle Totem: The eagle can see clearly over great distances and often notices details that are not obvious.

If you embrace him as your spiritual totem, you gain a +4 bonus on Search and Spot checks.

Fox Totem: The cunning fox uses stealth to gain the upper hand.

Should you choose her as your spiritual totem, you gain a +4 bonus on Hide and Move Silently checks.

Lion Totem: Regal and intimidating, the powerful lion is a symbol of nobility among the races of the wild.

By selecting him as your spiritual totem, you gain the pounce ability (MM 313).

Wolf Totem: The wolf is a loyal ally who uses pack tactics to subdue her foes.

If you choose her as your spiritual totem, you gain an additional +2 bonus on attack rolls when flanking an opponent.

TOTEM MANIFESTATION

As the bond between you and your totem grows closer, the spirit of your chosen animal reveals itself more strongly.

Level: 7th.

Replaces: This benefit replaces the damage reduction class feature, including all damage reduction increases gained at higher levels of the barbarian class.

Benefit: When you select this ability, your connection to your spiritual totem intensifies.

If you have not yet chosen a spiritual totem, you must do so now, but you gain only those abilities described here, not those for the spiritual totem alternative class feature.

Each of these effects is a supernatural ability.

Bear Totem: The powerful bear rewards your loyalty.

If you choose her as your spiritual totem, you gain 1 extra hit point per barbarian level.

Eagle Totem: The keen-eyed eagle grants you low-light vision if you adopt him as your spiritual totem.

If you have previously chosen the eagle as your spiritual totem, the bonus on Search and Spot checks increases by 1 at each level at which your damage reduction would increase (10th, 13th, 16th, and 19th levels).

Fox Totem: The quick fox grants you a +1 dodge bonus to Armor Class if you choose her as your spiritual totem.

This bonus increases by 1 at each level at which your damage reduction would increase (10th, 13th, 16th, and 19th levels).

Any condition that causes you to lose your Dexterity bonus to Armor Class (if any) also negates this dodge bonus.

Lion Totem: If you select the lion as your spiritual totem, he rewards you with the ability to loose a powerful and intimidating roar.

When you roar, every creature within a 30-foot radius must succeed on a Will save (DC 10 + 1/2 your barbarian level + your Str modifier) or be shaken for a number of rounds equal to your barbarian level.

This ability can be used once per day, and you gain an additional use per day at each level at which your damage reduction would increase (10th, 13th, 16th, and 19th levels).

Wolf Totem: The wolf is an intelligent hunter who can track her prey with uncanny accuracy and insight. If you choose her as your spiritual totem, you gain Track as a bonus feat.

In addition, you gain a +2 sacred bonus on Survival checks.

VIEW THE SPIRIT WORLD

Your link to the divine gives you an uncanny insight into the intricacies of the spirit world.

This unique perception lets you expand your senses into realms that few mortals can perceive.

Level: 5th.

Replaces: This benefit replaces the improved uncanny dodge class feature.

Benefit: Once per day, you can peer into the spirit world for a number of rounds equal to one-half your barbarian level (rounded down).

While doing so, you gain darkvision out to 60 feet, can see invisible creatures, and gain a +2 bonus on Search and Spot checks.

This is a supernatural ability.

BARD

You use music to entertain, to enlighten, and to boost the morale and abilities of those around you.

By using your special insight into the divine, you can tap into the very essence of the universe, bringing forth positive energy and channeling it to your allies through your songs.

Those who listen to your music become more capable of healing others and recovering from injury themselves.

HEALING HYMN

When you play your healing hymn, your allies can cast curative spells more effectively.

Furthermore, everyone around you feels rejuvenated and more fully rested when your hymn becomes a lullaby.

Level: 1st.

Replaces: This benefit replaces the *fascinate* bardic music ability.

Benefit: If you have 3 or more ranks in a Perform skill, you can use your music or poetics to create an area conducive to healing.

To be affected, an ally must be able to see and hear you perform.

The effect lasts as long as you continue performing and for 5 rounds thereafter.

An affected ally who casts any conjuration (healing) spell gains a +1 sacred (if you're good or neutral) or profane (if you're evil) bonus on the roll for each rank you have in the Perform skill.

This ability has no effect on spells cast from wands, scrolls, or other magic items.

In addition, if you use this ability for 1 full minute before you and your allies retire for the night, everyone in the group heals naturally as if he had completed 24 hours of bed rest (thus recovering twice his character level in hit points).

If the music is interrupted, the magic of the song is lost. Either use of *healing hymn* counts as one daily use of your bardic music ability.

This is a spell-like ability.

HYMN OF FORTIFICATION

By singing praises to the holy powers, you can cloak yourself or an ally in a protective sheath of sound.

This effect protects the subject from supernatural creatures, as well as their malign powers.

Level: 3rd.

Replaces: This benefit replaces the inspire competence bardic music ability.

Benefit: If you are a 3rd-level or higher bard with 6 or more ranks in Perform (oratory) or Perform (sing), you can grant protection from supernatural creatures.

This effect fortifies you or a single chosen ally within 30 feet against mental control and attacks from evil-aligned or summoned creatures.

In most respects, *hymn of fortification* mirrors the effects of the *protection from evil* spell.

If you wish to protect an ally with this ability, the two of you must be able to see and hear each other.

The effect lasts as long as you concentrate, up to a maximum of 2 minutes.

Each use of *hymn of fortification* counts as one daily use of your bardic music ability.

This is a spell-like ability.

CLERIC

Many clerics have a special gift for healing, but you have found ways to use that gift more precisely.

In your hands, no positive energy is ever wasted, and your touch provides the gift of healing to those around you.

POOL OF HEALING

By sacrificing some of your personal power, you permanently establish a link to the Positive Energy Plane through your deity or belief system.

The energy you draw from that plane obeys your direct command, and you can dispense it in the form of healing with a simple touch.

Level: 7th.

Replaces: To select this class feature, you must permanently sacrifice one of your 4th-level spell slots.

Benefit: You establish a pool of positive energy that you can use to heal yourself or others.

This pool contains enough positive energy to heal an amount of damage equal to $5 \times (1 + \text{your divine caster level})$ hit points per day.

You can dole it out with a touch, expending as much or as little of the pool at a time as you wish in much the same way as a paladin does with her lay on hands ability.

The pool automatically replenishes every time you prepare spells for the day.

You can also deal out this positive energy with a melee touch attack against any creature vulnerable to positive energy (such as undead), damaging it as if you had cast a *cure* spell upon it.

Example: Jozan, a 7th-level cleric of Pelor, gives up one of his 4th-level spell slots to set up his pool of healing. Every day, he can heal up to $5 \times (1 + 7) = 40$ points of damage, or deal that amount of damage to creatures powered by negative energy, or use the energy for a combination of those effects, up to the maximum available. At 10th level, he can heal up to 55 points of damage using this ability.

Pool of healing is a spell-like ability.

FIGHTER

Not all those who take up arms in the name of their faith are clerics or paladins.

Many are ordinary fighters, knights, and mercenaries who have placed their souls in the hands of the almighty gods. Few who fight on the front lines are unbelievers, and those with true faith can perform astounding feats of bravery in the names of their deities.

ALIGNED STRIKE

As a holy warrior, you can channel your faith into your attacks.

Level: 4th or any even-numbered higher level.

Replaces: This benefit replaces one of your fighter bonus feats.

Benefit: As a free action, you can orient your weapon along one alignment component that you possess.

For example, if you are chaotic good, you can make your weapon either chaotic- or good-aligned for the purpose of overcoming damage reduction.

This effect lasts until you choose to end it or change it (as a free action) to the other alignment component, or until you no longer wield the weapon.

Ammunition or a thrown weapon affected by this ability remains aligned until it either strikes a target or misses.

Aligned strike is a supernatural ability.

ARMOR OF GOD

Your belief protects you from attacks.

Level: 8th or any even-numbered higher level.

Replaces: This benefit replaces one of your fighter bonus feats.

Benefit: As an immediate action, you can reduce your base Will save to +0 and gain a bonus to your Armor Class equal to the amount of the reduction.

This effect lasts until the beginning of your next turn.

Armor of god is a supernatural ability.

RESOLUTE

Your faith bolsters your resolve, allowing you to stand firm against all foes.

Level: Any even-numbered level.

Replaces: This benefit replaces one of your fighter bonus feats.

Benefit: As an immediate action, you can reduce your base attack bonus by one-half and gain a bonus on your Will save equal to the amount of the reduction.

This effect lasts until the end of your next action.

This is a supernatural ability.

MONK

A monk treats her body as her temple, subscribing to her own ascetic code or to that of her order.

Though the path of the monk is spiritual in nature, and some monasteries are tied to churches, most monks distance themselves from the sectarian pursuits of the various divine orders.

Those who shift their focus from the perfection of their bodies and minds toward the service of a deity gain a new clarity of spirit.

HOLY STRIKE

Your fists and monk weapons gain the power of your beliefs and can strike your opponents for extra damage.

Level: 4th.

Replaces: This benefit replaces the *ki strike* (magic) class feature.

Benefit: When you hit an evil creature with your unarmed strike attack or with a monk melee weapon, your attack is considered good-aligned for the purpose of overcoming damage reduction and deals an extra 1d6 points of damage. *Holy strike* is a supernatural ability.

Special: Evil monks can select this ability, but their attacks are considered evil-aligned for the purpose of overcoming damage reduction.

PRAYERFUL MEDITATION

Your religious convictions protect you from the spells and magical abilities of those who oppose your beliefs.

Level: 3rd.

Replaces: This benefit replaces the *still mind* class feature.

Benefit: Your adherence to a religious path has developed in you a resistance to antithetical magic.

You gain a +2 bonus on saving throws against spells and effects from chaotic-aligned creatures and creatures with a moral (good/evil) alignment component opposite to yours.

This is a supernatural ability.

PALADIN

Clerics serve as priests, healers, and evangelists for their religions, while paladins are their deities' armed champions, imbued with some magical ability.

Some paladins, though, dedicate themselves more directly to serving their deity through strength of arms.

HOLY WARRIOR

By giving up your spellcasting ability, you gain access to bonus feats much as a fighter does.

This choice does not, however, close you off from divine influence—in fact, several of these feats actually increase your divine power.

Level: 1st.

Replaces: To select this class feature, you must sacrifice your spellcasting ability.

Benefit: You no longer gain spells as a paladin, but you can now select a bonus feat at 4th, 8th, 11th, and 14th levels.

You can select any feat from the following list for which you meet the prerequisites: any divine feat (see page 53), Cleave, Extra Smiting, Extra Turning, Great Cleave, Improved Smiting, Mounted Combat, Mounted Archery, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, and Trample.

This is an extraordinary ability.

Special: A paladin who selects this path can no longer use scrolls, wands, or other magic items that require access to a spell list, unless she has another spellcasting class that grants access to the appropriate spells.

UNDERDARK KNIGHT

If you dedicate yourself to overcoming evil in the Underdark, you might find little use for the paladin's most prized ally, the special mount.

By giving up the ability to call this devoted creature, you become a more mobile and effective fighter underground.

Level: 5th.

Replaces: This benefit replaces the *special mount* class feature.

Benefit: Whenever you are underground, you can draw upon the earth to gain the following abilities.

At 5th level, your base speed increases by 10 feet, and you gain a +2 circumstance bonus on Balance, Climb, and Jump checks.

You also gain low-light vision that functions as long as you remain underground.

If you already had low-light vision, you instead gain darkvision out to 60 feet while underground; if you already had darkvision, add 30 feet to its range.

At 7th level, you can use *spike stones* once per day, as the spell (caster level equals your paladin level).

At 12th level, you gain the earth glide extraordinary ability, which enables you to move through stone, dirt, or almost any other sort of earth except metal as easily as a fish moves through water (MM 98).

If you end your movement inside earth or stone, however, you begin to suffocate (DMG 304).

At 15th level, you can use *dimension door*, as the spell, once per day for every five paladin levels you possess (caster level equals your paladin level).

You must begin and end any such movement in contact with stone or earth.

RANGER

While all rangers are attuned to nature, not all seek intimate contact with the divine.

Some find that intense weapon training lets them defend their natural domains more effectively.

CHAMPION OF THE WILD

By surrendering your spellcasting ability, you focus your energies on becoming a weapon master.

You gain access to bonus feats much as a fighter does, but focused on your mastery of your chosen combat style.

Level: 1st.

Replaces: To select this class feature, you must sacrifice your spellcasting ability.

Benefit: You no longer gain spells as a ranger, but you can now select a bonus feat at 4th, 8th, 11th, and 14th levels. You can choose any feat from the following list for which you meet the prerequisites: Blind-Fight, Combat Expertise, Eyes in the Back of Your Head, Improved Disarm, Improved Favored Enemy, Improved Feint, and Improved Trip, as well as from one of the following lists, depending on your combat style.

Archery: Far Shot, Improved Precise Shot, Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Ranged Disarm, Ranged Pin, Ranged Sunder, Sharp-Shooting and Shot on the Run.

Two-Weapon Combat: Greater Two-Weapon Defense, Greater Two-Weapon Fighting, Improved Two-Weapon Defense, Improved Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse.

Special: A ranger who selects this path can no longer use scrolls, wands, or other magic items that require access to a spell list, unless he has another spellcasting class that grants access to the appropriate spells.

SPIRITUAL CONNECTION

You learn to speak with the spirits of the wild places. Although this ability does not automatically make such spirits well-disposed toward you, it does provide several benefits.

Level: 1st.

Replaces: This benefit replaces the wild empathy class feature.

Benefit: You can use *speak with animals* and *speak with plants*, as the spells (caster level equals your ranger level).

You can use any combination of these effects up to three times per day.

SPIRITUAL GUIDE

You are befriended by a spiritual guide that speaks to you and aids you as long as you remain in the wilderness.

Level: 4th.

Replaces: This benefit replaces the animal companion class feature.

Benefit: You gain a spiritual guide.

As long as you remain in natural surroundings (including underground caverns), this guide is a constant companion. Once you enter any civilized area larger than a hamlet, however, your spiritual guide leaves your side, returning only when you return to the wilds.

Although it cannot protect you from harm, your spiritual guide can warn you of impending danger.

As long as your spiritual guide is with you, you gain a divine bonus equal to one-quarter your ranger level (rounded down) on Handle Animal, Knowledge (nature), Listen, Search, Spot, and Survival checks.

In addition, you can use *commune with nature*, as the spell, once per day (caster level equals your ranger level).

You can also prepare and cast this spell normally from your ranger spell list.

ROGUE

Few characters are more secular in nature than rogues.

But when one of these masters of subterfuge devotes herself to a religion, she looks for ways to turn her assets toward her cause.

ANTIQUARIAN

You are incredibly knowledgeable about artifacts, relics, and antiques—especially those that are religious in nature.

Level: 1st.

Replaces: This benefit replaces the trapfinding class feature.

Benefit: When examining divine items and religious relics, you gain a bonus equal to your Wisdom modifier on all Appraise checks as an extraordinary ability.

In addition, if you examine a magic item created using a spell from the cleric or paladin list, or an item with special religious significance, you can attempt a Knowledge (religion) check (DC 10 + the item's caster level) to identify it exactly as a spell-like ability.

This works like the *identify* spell (caster level equals your rogue level) but requires no material component.

You can use this ability on only one item per day.

DEATH'S RUIN

You can channel the power of your faith when making sneak attacks against undead.

Level: 3rd.

Replaces: This benefit replaces the trap sense class feature, including trap sense bonuses gained at higher levels of the rogue class.

Benefit: You can make sneak attacks against undead creatures.

However, you roll only one-half your normal sneak attack dice (rounded down) when determining bonus damage for such attacks.

This is a supernatural ability.

FRIEND'S EVASION

By giving up one of your high-level special abilities, you've learned to protect others by using your own skills and abilities.

Levels: 10th, 13th, 16th, or 19th.

Replaces: This benefit replaces improved evasion as one of the rogue's special ability choices.

Benefit: When you select friend's evasion as a special ability, every ally adjacent to you gains evasion.

This is an extraordinary ability.

HOLY STALKER

When you give up one of your high-level special abilities, you gain a link to divine power that helps you destroy undead.

This divine energy comes to you through your religious beliefs but is tied to your own natural abilities in subterfuge.

Levels: 10th, 13th, 16th, or 19th.

Replaces: This benefit replaces crippling strike as one of the rogue's special ability choices.

Only non-evil rogues can select this class feature.

Benefit: When you select holy stalker as a special ability, you can channel positive energy into your sneak attacks to damage undead creatures.

When you successfully damage an undead creature in a situation in which you would normally apply sneak attack damage, you add 2 points of positive energy damage per sneak attack die you would normally roll.

However, you still cannot roll sneak attack dice against the creature.

This is a supernatural ability.

SORCERER

Some believe that sorcerers gain their link to arcane energy through draconic heritage.

If true, such a connection might seem to cut off divine influence, but perhaps it actually helps a sorcerer open a channel to a new reservoir of energy.

DIVINE COMPANION

By sacrificing a possible link to an earthly creature, you gain the ability to store arcane energy in a divine reservoir that takes the form of a spirit creature.

Linked to you through your own life essence, this divine companion can then transform that energy into beneficial effects.

Level: 1st.

Replaces: This benefit replaces the summon familiar class feature.

Benefit: You can spend 100 gp to perform a ritual dedicated to the deity of your choice and summon forth a spirit creature to aid you in your adventures.

This creature is both invisible and intangible, but it provides you with real benefits.

The divine companion stores arcane energy and redirects it to you according to your level and your needs.

To fill this reservoir, you must cast one or more targeted spells at this creature.

A spell so cast does not produce its normal effect; the companion simply absorbs the spell's energy.

It can store a number of spell levels equal to your arcane caster level.

You can cast spells into it at any time, but after you rest and recover your spell slots for the day, the divine companion loses any stored energy.

The divine companion exists outside reality and cannot be affected by spells, spell-like abilities, or any sort of antimagic effect or dispel check.

It cannot, however, release its arcane energy within an *antimagic field* or similar effect.

It uses your caster level for any checks required, and when it releases arcane energy, the level of the effect created equals the number of spell levels released.

The divine companion can release its stored spell energy in either of the following ways, at your command.

You can use each effect as often as you wish, until the companion's stored energy is depleted.

Healing (Su): As a standard action, you can order your divine companion to convert the energy it has stored into healing power.

This is the equivalent of a conjuration (healing) spell.

This effect heals you for 1d6 points of damage per stored spell level, or as many levels as you designate (up to the maximum currently stored).

Shielding (Su): As a swift action, you can order the creature to convert the energy it has stored into protecting you.

This is the equivalent of an abjuration spell that provides you with a deflection bonus to AC and a resistance bonus on saves each equal to the number of stored spell levels, or as many levels as you designate (up to the maximum currently stored).

This effect lasts for 1 round per arcane caster level you possess.

DOMAIN ACCESS

Your depth of belief allows you to channel divine power the way a cleric does.

By doing so, you gain access to a single cleric domain.

Level: 5th.

Replaces: To gain this benefit, you do not learn a new 1st-level sorcerer spell and a new 2nd-level sorcerer spell at 5th level.

From now on, you know one less sorcerer spell that you can cast at each subsequent level (not counting the domain spells from this alternative class feature).

Benefit: Choose one cleric domain.

If you worship a specific deity, the domain you choose must be one to which your deity grants access.

You gain the granted power of the chosen domain.

In addition, you can cast one domain spell of each spell level available to you per day from that domain.

WIZARD

It is a little-known fact that wizards can also gain power from their faith.

Though the majority of their power is drawn from formula and rote, some wizards enhance their spells with a touch of the divine.

Divine wizards combine their religious devotion with their discipline in the arcane arts.

DOMAIN GRANTED POWER

So great are the extent of your study and the depth of your faith that you can call upon the power of one of your deity's domains.

Level: 5th, 10th, 15th, or 20th.

Replaces: This benefit replaces the bonus feat gained by a wizard at 5th, 10th, 15th, or 20th level.

Benefit: Choose one cleric domain.

If you worship a specific deity, the domain you choose must be one to which your deity grants access. You now can use that domain's granted power as a cleric does, but you do not gain access to its spells or extra spell slots.

Special: If you take levels in a class that grants you a domain choice (such as cleric), you gain the full benefits of the domain in addition to the other domains available to you from that class.

SPONTANEOUS DIVINATION

You can use your connection to the divine to inquire about mysteries beyond mortal ken.

Level: 5th, 10th, 15th, or 20th.

Replaces: This benefit replaces the bonus feat gained by a wizard at 5th, 10th, 15th, or 20th level.

Benefit: You can spontaneously cast any spell of the divination school by sacrificing a prepared spell of equal or greater level.

For example, if you suddenly have need of the 2nd-level spell *locate object*, you can sacrifice a prepared 2nd-level spell (such as *mirror image*) or any prepared spell of a higher level to cast it on the spot.

COMPLETE MAGE (3.5)

ARCANE HUNTER (RANGER)

Rangers learn to track and hunt creatures of a certain type when choosing a favored enemy.

Some rangers concern themselves less with what a creature is, and more with what it does.

These rangers learn to identify signs of the arcane and make it their business to combat those who use arcane magic in opposition to their goals.

Class: Ranger.

Level: 1st.

Special Requirement: Knowledge (arcana) 1 rank.

Replaces: At 1st level, you do not select a favored enemy from Table 3-14 in the *Player's Handbook*.

At 5th, 10th, 15th, and 20th level, you can choose favored enemies as normal.

Benefit: At 1st level, you gain favored enemy (arcanists). This feature works just like the favored enemy ability (PH 47).

The bonuses granted apply to any character capable of casting arcane spells or using invocations (but not other spell-like abilities).

ARCANE STUNT (SWASHBUCKLER)

Every swashbuckler relies on her agility and quick wit to get her out of scrapes.

Some take this a step farther, learning magical tricks that boost their mobility or defense.

Class: Swashbuckler (see *Complete Warrior*).

Level: 1st.

Special Requirement: Knowledge (arcana) 1 rank.

Replaces: You lose the grace class feature and all later improvements to that ability.

Benefit: Choose one of the following spells: *blur*, *expeditious retreat*, *feather fall*, *jump*, or *spider climb*.

You can use that spell-like ability as a swift action (or, in the case of *feather fall*, as an immediate action); the duration of the spell is reduced to 1 round.

Your caster level is equal to your swashbuckler level.

At 11th level, you can choose a second spell-like ability from the list above, and the benefit gained from both of these spell-like abilities lasts for 2 rounds.

At 20th level, you can choose a third spell-like ability, and the benefit of each one lasts for 3 rounds.

You can use this ability a number of times per day equal to 1 + your Int modifier (minimum 1/day).

Regardless of the number of arcane stunts you possess, the same total daily limit applies to their use—that is, each day, an 11th-level swashbuckler with an Intelligence of 14 could use one of his spell-like abilities three times or one ability twice and the other once.

ARMORED MAGE (FIGHTER)

Rare is the fighter who hasn't envied the wizard's bag of magical tricks.

Although even the most basic arcane spell remains beyond a fighter's abilities, those who aspire to such talents can, with practice, learn to cast simple arcane spells while wearing light armor.

On its own, this alternative feature grants little benefit to a single-classed fighter; only in conjunction with one or more levels of sorcerer, wizard, or a similar arcane spellcasting class does this ability come into play.

Class: Fighter.

Level: 1st.

Special Requirement: Knowledge (arcana) 1 rank.

Replaces: You lose proficiency with medium armor and heavy armor.

Benefit: Choose one arcane spellcasting class, such as sorcerer.

You can avoid any chance of arcane spell failure for spells gained from this class as long as you restrict yourself to light armor and light shields.

This training does not extend to any other form of armor or shields, nor does this ability apply to spells gained from other spellcasting classes.

This benefit applies only to spells of a level equal to or lower than your fighter class level + 1.

CURSE BREAKER (PALADIN)

Most paladins use their divinely granted powers to combat diseases that plague their allies.

Paladins with an interest in the arcane—particularly those who battle necromancers—sometimes prefer to learn to counteract the effects of magical curses.

Class: Paladin.

Level: 6th.

Special Requirement: Knowledge (arcana) 1 rank.

Replaces: You do not gain the *remove disease* spell-like ability or any later improvement of that ability.

Benefit: At 6th level, you can produce a *remove curse* effect, as the spell, once per week.

You can use this ability one additional time per week for every three levels beyond 6th (twice per week at 9th, three times at 12th, and so forth).

Beginning at 12th level, you can spend two of your weekly uses to produce a *break enchantment* effect, as the spell.

These are spell-like abilities.

DIVINE COUNTERSPELL (CLERIC, PALADIN)

Although the ability to turn undead is arguably a defining cleric characteristic, some clerics (and paladins) find that they can be even more effective crusaders by opposing evil spellcasters.

The ability to negate an enemy spellcasters magic grants a character an unexpected edge.

Class: Cleric or paladin.

Level: 1st (cleric) or 4th (paladin).

Special Requirement: Knowledge (arcana) 1 rank.

Replaces: You do not gain the ability to turn or rebuke undead.

Benefit: You gain the supernatural ability to counter another spellcaster's magic through pure force of will.

This ability functions just as if you were using *dispel magic* to counter the spell, except that you add your cleric level (instead of your caster level) to the d20 roll.

You don't need to identify the spell the opposing spellcaster is casting to make the attempt.

If you don't have a cleric level, use your effective cleric level for the purpose of turning undead.

For example, a paladin would normally turn undead as a cleric of three levels lower; her effective cleric level for counterspelling is equal to her paladin level - 3.

You can attempt to counterspell a number of times per day equal to 1 + your Cha modifier.

A character with 5 or more ranks in Knowledge (arcana) gets a +2 bonus on counterspelling attempts when using this ability.

DIVINE MAGICIAN (CLERIC)

Deities influence the world through the divine spells they grant their worshippers.

Some clerics, however, choose to explore magical powers beyond those commonly provided by the gods.

By giving up some of their divine power, these clerics gain access to spells normally beyond their abilities.

This class feature can be chosen only once.

Class: Cleric.

Level: 1st.

Special Requirement: Knowledge (arcana) 1 rank.

Replaces: You gain only one domain (including spells and granted power) at 1st level, rather than two.

Benefit: You can add one 1st-level abjuration, divination, or necromancy wizard spell to your cleric spell list.

Each time you gain the ability to cast a new level of cleric spells, you can add a single wizard spell of the same level from one of those schools to your cleric spell list.

ELEMENTAL COMPANION (DRUID)

Every druid reveres nature, but some pay more respect to the fundamental building blocks of the natural world than to its flora and fauna.

By forgoing her bond with the animal kingdom, a druid can instead take on an elemental creature as her companion.

Class: Druid.

Level: 1st.

Special Requirement: Knowledge (the planes) 1 rank, Speak Language (Auran, Terran, Ignan, or Aquan).

Replaces: You do not gain an animal companion, nor do you gain wild empathy.

Benefit: You gain the companionship of a Small elemental (air, earth, fire, or water; your choice).

You must speak the language of your chosen elemental companion (Auran, Terran, Ignan, or Aquan, respectively).

Your elemental companion has the normal statistics of an elemental of its kind.

It does not gain any extra HD, natural armor adjustment, Strength or Dexterity adjustment, or extra tricks (it is intelligent enough to follow your spoken commands and thus needs no tricks).

It gains all other special abilities normally granted to an animal companion, with the exception of Multiattack.

At 4th level, your elemental grows into a Medium elemental of the same kind.

Its statistics change appropriately.

At 10th level, you can choose for your elemental companion to grow to a Large elemental of the same kind, with the appropriate changes to its statistics.

If you choose for your elemental to remain Medium, it instead gains 2 HD, +2 Strength, +2 Constitution, and damage reduction 5/-.

At 16th level, you can choose for your elemental companion to grow to a Huge elemental of the same kind, with the appropriate changes to its statistics.

If you choose for your elemental to remain at its current size, it instead gains an additional +4 HD, +4 Strength, +4 Constitution, and damage reduction 5/-.

All these benefits stack with existing statistics except for the damage reduction.

FOCUSED SPECIALIST (WIZARD)

Every wizard who calls himself a specialist takes pride in wielding his preferred form of magic.

Those who are exceptionally pure of purpose take this specialization to an entirely new level, disdaining breadth of skill in favor of even greater focus.

Class: Wizard.

Level: 1st.

Special Requirement: You must be a specialist wizard.

Replaces: You lose one spell slot from each level of wizard spells you can cast.

If you later gain the ability to cast higher-level wizard spells, you lose one spell slot from each new level of spells you can cast.

You must also choose another prohibited school of magic, which can't be divination.

Benefit: You can prepare two additional spells of your specialty school per spell level each day.

These extra spells are in addition to those normally granted to a specialist wizard.

This benefit doesn't apply to spells gained from classes other than wizard.

SOULWARP STRIKE (MONK)

The traditional monk seeks balance in body, mind, and soul, and through this equilibrium gains various combat talents.

A monk who learns the secret of the soulwarp strike masters an arcane talent of necromancy that infects her enemy's *ki*, producing an effect akin to terrible sickness.

Class: Monk.

Level: 1st.

Special Requirement: Knowledge (arcana) 1 rank.

Replaces: You do not gain the monk bonus feat normally acquired at 1st level.

Benefit: You know how to channel necromantic energy into your unarmed strikes.

You must declare that you are using this ability before you make your attack roll (thus, a failed attack roll ruins the attempt).

In addition to dealing its normal damage, your unarmed strike renders any living creature nauseated for 1 round, or sickened for 1 round if it succeeds on a Fortitude save (DC 10 + 1/2 your character level + your Wis modifier).

You can use this ability a number of times per day equal to your monk level, and no more than once per round.

Creatures immune to necromancy effects (such as constructs) are unaffected by this ability.

SPELL REFLECTION (MONK, RANGER, ROGUE, SCOUT)

Many masters of stealth share the signature talent to avoid explosive blasts of magical energy.

It takes only a little training, however, to twist this defensive flair into the ability to reflect magical attacks back upon their creator.

Class: Monk, ranger, rogue, or scout.

Level: 2nd (monk or rogue), 5th (scout), or 9th (ranger).

Special Requirement: Knowledge (arcana) 1 rank.

Replaces: You do not gain evasion.

(If you would later gain improved evasion as a special ability, you gain evasion instead).

Benefit: You gain the supernatural ability to reflect magical attacks back on their caster.

If an enemy misses with a spell or spell-like ability aimed at you, you can use an immediate action to redirect the effect back at its originator.

The spell or ability attacks the original caster (who makes a new attack roll using the same modifier as the original attack).

If it hits, the caster is subject to the normal effect of the spell or ability.

For example, if a 3rd-level wizard missed you with a *scorching ray*, you could use an immediate action to redirect the ray back to the wizard.

The wizard would immediately make a new ranged attack roll (using the same modifier) against his own touch AC; if the attack succeeds, the *scorching ray* deals its normal damage to the wizard.

This effect applies only to spells and spell-like abilities that require an attack roll.

Other spells and spell-like abilities that affect a target aren't subject to this reflection.

If a single spell or ability misses you more than once at the same time (such as *scorching ray* cast by a high-level caster), you can redirect each portion of the spell that missed.

Using the example above, if you were missed by two of the three rays from an 11th-level wizard's *scorching ray* spell, you could redirect only those two rays (but not the one that hit).

You can use this ability a number of times per day equal to 1 + your Dex modifier (minimum 1/day).

SPELL SENSE (BARBARIAN, ROGUE)

Most barbarians and rogues have a preternatural awareness of danger, whether the threat of a nearby invisible attacker or the hidden peril of a spear trap.

Some, however, fine-tune this ability to focus on magical attacks, granting them the ability to dodge the orbs, rays, and *eldritch blasts* of their enemies.

Class: Barbarian or rogue.

Level: 3rd.

Special Requirement: Knowledge (arcana) 1 rank.

Replaces: You do not gain the trap sense class feature (or any later improvements to that class feature).

Benefit: Beginning at 3rd level, you gain a +1 dodge bonus to your AC against spells and spell-like abilities.

This bonus increases by 1 for every three barbarian or rogue levels thereafter (to +2 at 6th level, +3 at 9th level, and so on to a maximum of +6 at 18th level).

This is an extraordinary ability.

SPELLBREAKER SONG (BARD)

Bards pride themselves on being masters of language and sound.

A rare few learn to use their voices to interfere with enemy spellcasters, twisting word and sound to defeat spells before they are cast.

Class: Bard.

Level: 1st.

Special Requirement: Knowledge (arcana) 1 rank, Perform (any) 3 ranks.

Replaces: You do not gain the countersong bardic music ability.

Benefit: You can use your music or poetics to interfere with spells that have verbal components.

Doing this costs one daily use of your bardic music ability and requires a standard action to start.

Enemy spellcasters within 30 feet of you take a 20% spell failure chance when casting any spell that has a verbal component (as if they were deafened).

You can maintain your spellbreaker song for 3 rounds.

This ability follows all the other appropriate rules for bardic music.

STALWART SORCERER (SORCERER)

Most sorcerers hide behind walls of steel, slinging spells at enemies safely distant.

You have no patience for such cowards and prefer to be near the front line.

Your breadth of magical knowledge might not compare with those craven weaklings, but you are proud to dive into the fray alongside the fighter.

If you play a sorcerer with this alternative class feature, consider taking at least one level of fighter and selecting the armored mage alternative class feature (see page 32).

Class: Sorcerer.

Level: 1st.

Special Requirement: Knowledge (arcana) 1 rank.

Replaces: Reduce by one the number of sorcerer spells known for your highest spell level (to a minimum of one).

As a 1st-level character, you have one 1st-level spell known rather than two.

When you would gain a second known spell from a higher level, apply this penalty to the new spell level but remove it from the lower level.

For example, at 5th level, you reduce your 2nd-level spells known from two to one but you gain the previously unavailable 1st-level spell (increasing your 1st-level spells known from three to four).

Benefit: You gain extra hit points equal to two times your sorcerer class level.

Every time you advance a level, you gain another 2 extra hit points.

(So, at 1st level you have 2 extra hit points, at 2nd level you have 4 extra hit points, and so on).

You also gain the Martial Weapon Proficiency feat for a melee weapon of your choice, as well as Weapon Focus with that weapon.

COMPLETE WARRIOR (3.5)

PALADIN

This variant paladin gains all the normal class features of the paladin, with the following changes and additions:

Spells: The paladin does not gain the ability to cast divine spells.

Blessed Weapon (Su): Any melee weapon wielded by a paladin of 6th level or higher is treated as good-aligned for the purpose of overcoming damage reduction.

Divine Might (Su): At 11th level and higher, the paladin can use a standard action to add a +4 bonus to her Strength, Wisdom, or Charisma score.

This ability may be used once per day, and its effect lasts for 1 minute per class level.

Tend to Mount (Su): A paladin of 13th level or higher who uses her lay on hands ability to heal her mount cures 5 points of damage per point of healing spent.

In addition, the paladin may use her lay on hands ability to end any one of the following adverse conditions affecting her mount, at the cost of 5 points of healing per condition unless otherwise noted: ability damage (costs 1 point per ability point restored), blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, or poisoned.

The paladin can remove adverse conditions at the same time that she heals damage, but any points of healing spent to end adverse conditions don't also cure hit point damage.

Holy Sword (Sp): At 16th level, a paladin gains the ability to use *holy sword* once per day, as a caster whose level is equal to one-half the paladin's class level.

RANGER

The variant ranger gains all the normal class features of the ranger, with the following changes and additions.

Spells: The ranger does not gain the ability to cast divine spells.

Fast Movement (Ex): At 6th level, the ranger's base land speed increases by 10 feet.

This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load.

Nature's Blessing (Su): At 11th level and higher, the ranger can use a standard action to add a +4 bonus to his Constitution, Dexterity, or Wisdom score.

This ability may be used once per day, and its effect lasts for 1 minute per class level.

Healing Touch (Sp): Once per day, a ranger of 13th level or higher can use either *neutralize poison* or *remove disease*, as a caster whose level is equal to one-half the ranger's class level.

Freedom of Movement (Sp): A ranger of 16th level or higher can use *freedom of movement* on himself once per day, as a caster whose level is equal to one-half the ranger's class level.

DRAGON MAGIC (3.5)

ASPECT OF THE DRAGON (DRUID)

Most druids revere animals as emblems of the natural world, but a few consider dragons even more deserving of their attention.

Those who feel this way show their respect by mimicking physical or mental aspects of dragonkind instead of taking the forms of lesser creatures.

Class: Druid.

Level: 5th.

Replaces: It you select this class feature, you do not gain wild shape (or any later improvements to that class feature, except for the ability to wild shape into an elemental).

Benefit: You can take on aspects of dragonkind.

Taking on one or more aspects is a swift action, and the effect lasts for 1 hour or until you dismiss it (a free action). The various aspects are described below.

At 5th level, you can have only one aspect in effect at a time.

At 8th level, you can take on up to two aspects simultaneously.

At 11th level, you can take on up to three aspects simultaneously.

At 15th level, the limit increases to its maximum of four simultaneous aspects.

Each aspect taken on counts as one daily use of the ability (see below).

Multiple versions of the same aspect don't stack.

At 5th level, you can use this ability once per day.

You gain additional uses per day at the same rate that you would normally gain uses of wild shape (from two per day at 6th level up to six per day at 18th level).

You are considered proficient with any natural attacks granted by the aspect, and you retain all your special abilities (unless the aspect specifically replaces them, such as the claws of the dragon aspect replacing your own claw attack, if you have one).

Breath of the Dragon: You can breathe a 30-foot cone of fire as a standard action.

The cone deals 1d6 points of damage per two druid levels; a successful Reflex save ($10 + 1/2$ your druid level + your Con modifier) halves this damage.

Each time you breathe, you must wait 1d4 rounds before you can use this breath weapon again.

Claws of the Dragon: You gain a +4 bonus to Strength, and your hands grow claws that can be used as primary natural attacks.

Each claw deals a certain amount of damage (1d6 points if you are Medium, 1d4 if you are Small, and 1d8 if you are Large) plus your Strength modifier.

These claws are treated as magic weapons for the purpose of overcoming damage reduction.

Heart of the Dragon: You gain a +4 bonus to Constitution and immunity to paralysis.

Mind of the Dragon: You gain a +4 bonus to Wisdom, darkvision out to 60 feet, low-light vision, and immunity to sleep effects.

Wings of the Dragon: You grow draconic wings that allow you to fly at your land speed with good maneuverability. You can't fly if you are wearing heavy armor or carrying a heavy load.

BREATHSTEALER (ROGUE)

Rogues are among the best dragon hunters in the world, and they have developed a special attack to counter the powerful signature ability of these great beasts.

Any rogue who expects to face dragons is advised to select this class feature.

Class: Rogue.

Level: 10th, 13th, 16th, or 19th.

(You can choose this alternative class feature at any of the given levels).

Replaces: If you select this class feature, you do not gain the standard rogue's special ability granted at that level.

Benefit: If you deliver a sneak attack against a dragon, you can choose to sacrifice two or more dice of extra damage that you would normally deal to delay the creature's next use of its breath weapon.

The delay is a number of rounds equal to 1/2 the number of dice sacrificed.

If the dragon is currently recharging its breath weapon, this delay replaces the normal recharge time (usually once every 1d4 rounds) if it is longer.

Multiple uses of this ability don't stack: use only the longer delay.

A dragon immune to extra damage from critical hits or sneak attacks is immune to this ability.

DRACONIC FIST (MONK)

Monks who follow the Way of the Draconic Fist seek to harness their inner ki just as dragons harness their innate magical ability.

While you give up versatility in combat, the ability to add energy to your unarmed strikes makes them more potent against a wide range of foes.

Class: Monk.

Level: 1st.

Replaces: If you select this class feature, you do not gain the standard monk's bonus feat at 1st level.

Benefit: When you select this class feature, choose one energy type from among acid, cold, electricity, or fire.

As a swift action, you can choose for your next unarmed attack made in this round to deal an extra 1d6 points of damage of the chosen energy type.

This extra damage improves to 2d6 points at 5th level, and by another 1d6 points every five levels thereafter.

You can use this ability a number of times per day equal to your class level.

DRAGONSCALE HUSK (VARIOUS)

Any warrior knows that skill in battle isn't enough; you must also guard against the attacks of your enemies.

A well-forged suit of armor can mean the difference between life and death, but a warrior whose very body is his armor has an immediate advantage.

Those who have the blood of dragons running in their veins can gain this benefit.

Class: Any standard class that grants proficiency in heavy armor, such as fighter or paladin.

Level: 1st (unless the class grants proficiency in heavy armor at a level other than 1st, in which case this feature can be taken only at that level).

Special Requirement: You must be of the dragonblood subtype (see page 4) to select this alternative class feature.

As long as you gain the dragonblood subtype at the same level that you would gain heavy armor proficiency, you can select this class feature, even if you would normally choose class features before selecting the option that grants you the subtype.

For example, a 1st-level human fighter who takes Dragontouched (see page 18) as one of his 1st-level feats could also select this class feature.

Replaces: If you select this class feature, you do not gain proficiency with any kind of armor.

If you would later gain some form of armor proficiency (such as by multiclassing or taking a feat), you can choose at that time to gain that proficiency, but you then lose this class feature.

If you already have proficiency with any kind of armor, you must lose that proficiency in order to select this class feature.

Benefit: You gain the extraordinary ability to grow a thick, scaly hide that protects you like armor.

The dragonscale husk resembles the scales of a dragon of your choice (selected when you gain the class feature).

The husk requires 8 hours to grow, but this process can take place at night while you are sleeping.

Your scaled hide grants you a bonus to your Armor Class equal to 6 + 1/3 your class level in the class that granted you heavy armor proficiency (+7 bonus to AC at 3rd level, +8 bonus to AC at 6th level, and so on, up to a maximum +12 bonus to AC at 18th level).

Multiple classes that grant this proficiency stack for determining the dragonscale husk's total bonus.

This bonus doesn't stack with any feat, racial trait, or other special ability that would grant you a bonus to Armor Class.

In addition, as you attain higher levels, your husk grants you increasing resistance to acid, cold, electricity- and fire.

You gain resistance 5 at 5th level, resistance 10 at 10th level, resistance 15 at 15th level, and resistance 20 at 20th level.

Your dragonscale husk is treated as medium armor for the purpose of determining your speed and whether you can use class features or other special abilities.

It allows a maximum Dexterity bonus to Armor Class of +2 and has an armor check penalty of -4.

You can sleep in your husk without penalty.

You cannot wear any other armor while your husk is present.

Your husk isn't treated as armor for the purpose of being affected by spells or other abilities.

You can't grant it an enhancement bonus with *magic vestment*, nor can you imbue it with special properties, as you could a normal suit of armor.

You can't take off your dragonscale husk, but you can choose to shed it.

Doing this requires 10 minutes of concentration and results in your sloughing off a pile of scales that crumble to dust if handled.

DRAKKEN FAMILIAR (HEXBLADE, SORCERER, WIZARD)

Arcane spellcasters, even those who don't claim the blood of dragons as their own, often have a special link with dragonkind.

One manifestation of this link is the caster's familiar, which can take on draconic characteristics.

Class: Hexblade (see *Complete Warrior*), sorcerer, or wizard. Level: 4th (hexblade) or 1st (sorcerer or wizard).

Replaces: If you select this class feature, your familiar does not gain all the benefits normally accorded to a familiar.

See below to determine which alternative benefits it gains, and which standard benefits these replace.

Benefit: Your familiar is a drakken version of a normal animal (see the sidebar on page 107).

It gains the dragonblood subtype and all the benefits of being a familiar, except as described below.

When your familiar would normally gain the ability to deliver touch spells, it gains a breath weapon instead.

This breath is a 15-foot cone of fire, usable once per hour, that deals a number of points of damage equal to 1d6 + twice your class level (levels of different classes that are entitled to familiars stack for this purpose).

A successful Reflex save ($10 + 1/2$ your total class levels for determining the familiar's abilities) halves the damage dealt.

When your familiar would normally gain the ability to speak with animals of its kind, it instead gains the ability to speak with creatures of the dragon type.

DRAKKENSTEED MOUNT (PALADIN)

Paladins who revere dragons or draconic deities, though few in number, sometimes summon dragon-descended beasts known as drakkensteeds (see page 113) to serve as their special mounts.

Unlike a standard warhorse, unicorn, or other special mount used by paladins, drakkensteeds are more than just outstanding members of mundane races—they are nearly legendary beasts seen by few and mastered by even fewer.

Class: Paladin.

Level: 5th.

Replaces: If you select this class feature, you do not gain the standard paladin's special mount.

Benefit: You gain the service of a loyal drakkensteed.

It functions in all ways as any other special mount gained by a paladin (including advancing its statistics, gaining special abilities, and so forth), except that it can't command animals.

FAVORED OF BAHAMUT/FAVORED OF TIAMAT (FAVORED SOUL)

Although humanoid worshipers of draconic gods are unusual, their numbers are growing.

No one knows whether these deities have taken an active hand in gifting lesser creatures with divine blessings, or whether the ranks of the faithful swell only by chance.

Either way, those who serve Bahamut or Tiamat as divine emissaries can manifest draconic abilities and sorcerous powers, much to the surprise of their enemies.

Class: Favored soul (see *Complete Divine*).

Level: 3rd.

Special Requirement: You must be devoted to either Bahamut or Tiamat to select this class feature.

Replaces: If you select this class feature, you do not gain the Weapon Focus feat with your deity's favored weapon at 3rd level, and you do not gain the Weapon Specialization feat with your deity's favored weapon at 12th level.

Furthermore, other class features gained at later levels change, as described below.

Benefit: You grow claws that deal damage (1d6 points if you are Medium, 1d4 if you are Small, and 1d8 if you are Large).

As a full attack, you can make one primary natural attack with each of your two extremities, or you can make one secondary natural attack with one claw when attacking with a melee weapon.

The claws are treated as magic weapons for the purpose of overcoming damage reduction.

In addition, you can choose a sorcerer spell (rather than a cleric spell) as your newly learned 1st-level spell.

As long as the spell remains on your list of spells known, you can treat it as being on your class spell list for all purposes.

You also gain the Dragontouched feat (page 18) as a bonus feat.

At 12th level, you can learn one additional sorcerer spell as if it were a cleric spell.

This spell can be one of your newly learned 5th- or 6th-level spells, or you can use your ability to replace an existing known spell with a new sorcerer spell.

At 17th level, instead of growing batlike or feathered wings, you grow draconic wings that resemble those of your deity.

At 20th level, instead of gaining damage reduction 10/silver or 10/cold iron, you gain damage reduction 10/epic.

INSPIRE AWE (BARD)

Though occasionally derided as the "weak cousin" of the sorcerer, a bard can tap into a fragment of the same draconic power that fuels sorcerer magic.

A bard who learns this ability no longer inspires courage in his allies, but instead creates fear in those who oppose him.

Class: Bard.

Level: 1st.

Replaces: If you select this class feature, you do not gain inspire courage (or any later improvements to that class feature).

Benefit: A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire awe in his enemies, rendering them shaken.

To be affected, an enemy must be within 30 feet and be able to hear the bard perform.

The effect lasts for as long as the enemy hears the bard perform and for 1 round thereafter.

Each enemy can attempt a Will save to negate the effect; the DC is equal to the bard's Perform check result.

Regardless of the success or failure of the save, no creature can be affected by inspire awe more than once in a 24-hour period.

Inspire awe is a mind-affecting fear effect.

At 8th level, the range of this effect extends to 60 feet.

At 14th level, the effect lasts for 5 rounds after the enemy can no longer hear the bard perform.

At 20th level, any enemy who fails to save becomes frightened for 1 round, then shaken for the remainder of the duration.

PHYNXKIN COMPANION (DRUID, RANGER)

A druid or ranger who adventures in regions rich with draconic influence can gain an alternative animal companion, a phynxkin (see page 116), that serves him as loyally as any other animal companion would.

Class: Druid or ranger.

Level: 1st (druid) or 4th (ranger).

Replaces: If you select this class feature, you give up your standard choice of animal companion, and your animal companion does not gain all benefits normally accorded to it (see below).

Benefit: You gain a phynxkin as an animal companion.

Treat it as an animal for the purpose of determining the effects of your skills, feats, spells, and other abilities.

When your phynxkin would normally gain the devotion special quality, both you and the phynxkin instead gain immunity to fear effects, but only while you are within 30 feet of each other.

When your effective druid level for determining your animal companion's abilities reaches 7th, you can replace your animal companion with a dire phynxkin animal companion (see page 117).

Doing this reduces your effective druid level for determining its abilities by six.

REBUKE DRAGONS (CLERIC, PALADIN)

Though the destruction (or control) of undead is common to many divinely oriented characters, the deities also recognize the ancient power of the dragons as a primal force.

Some reward their followers with the ability to instill such creatures with awe or command them as minions.

Class: Cleric or paladin.

Level: 1st (cleric) or 4th (paladin).

Replaces: If you select this class feature, you do not gain the ability to turn or rebuke undead.

Benefit: You channel divine energy to rebuke (awe) or command (control) dragons.

This ability functions as an evil cleric rebuking undead. It is more difficult to rebuke or command dragons that share your moral or ethical bent.

Any dragon that shares one alignment component with you is treated as having turn resistance +2 against this ability.

Any dragon that shares both alignment components with you is treated as having turn resistance +4 against this ability.

You can also use this ability to bolster a dragon against an attempt by another creature to use its own rebuke dragons ability (the same way an evil cleric can bolster undead against turning).

To bolster a dragon, you must share at least one alignment component with the dragon.

An attempt to rebuke dragons counts as an attempt to turn or rebuke undead for the purpose of qualifying for or activating divine feats, or for using other abilities that require you to expend a use of your turn or rebuke ability.

SHAMANIC INVOCATION (DRAGON SHAMAN)

Most dragon shamans channel the raw power of dragonkind through their auras and breath weapons.

Some, thanks to a stronger spiritual link to their totem, learn a more advanced method of wielding draconic power: the invocations normally associated with dragonfire adepts (see page 24).

Though they never display the range and skill of dragonfire adepts, the shamans enjoy the versatility of the invocations.

Class: Dragon shaman (see *Player's Handbook II*).

Level: 5th.

Replaces: If you select this class feature, you do not learn a new draconic aura at 5th level (and can never know more than six draconic auras, at 9th level and higher).

Benefit: You learn one of the least draconic invocations (see page 78) available to dragonfire adepts.

Using this invocation follows all the standard rules applicable to dragonfire adepts, except that you ignore any arcane spell failure chance.

Your caster level for the invocation is equal to your dragon shaman level minus four.

UNCANNY BRAVERY (BARBARIAN, ROGUE)

Many barbarian tribes revere dragons, while others see them as akin to natural disasters.

Regardless, some barbarians learn to steel themselves against the bloodcurdling fear that these great beasts can create in weak-minded targets.

This ability also benefits rogues who try to plunder dragon hoards.

Although they hope to complete the task without awakening the dragon, only the truly stupid fail to plan for such a possibility.

Class: Barbarian or rogue.

Level: 5th (barbarian) or 8th (rogue).

Replaces: If you select this class feature, you do not gain improved uncanny dodge.

Benefit: You are immune to the frightful presence of dragons.

You gain a +4 morale bonus on saving throws against all other forms of fear.

DROW OF THE UNDERDARK (3.5)

BARD

When adventurers think of drow arcanists, they picture the horrifically deadly drow wizards or the demonically imbued warlocks.

The bard would almost certainly beat the bottom of the list of arcane classes associated with the drow.

What surface-dwellers fail to realize, however, is that the drow have an ancient bardic tradition—one that transforms the traveling entertainer, trickster, and storyteller of the surface into one of the most horrific taskmasters and assassins of the Underdark.

DEADLY KNOWLEDGE

Drow bards do not travel the world, and thus do not gain the broad range of understanding other bards have.

Instead, they study a means of death-dealing normally associated with other classes.

Level: 1st.

Replaces: If you select this class feature, you do not gain the standard bard's bardic knowledge ability.

In addition, you can use your bardic music one fewer time per day than other bards (minimum 1).

Benefit: You are trained in the use of poison.

You never risk poisoning yourself when applying poison to a weapon.

CLERIC

Everything you do, everything you are, is devoted heart and soul to Lolth: to spreading her power across the Underdark, and, of course, to cementing your own base of power among the drow.

How better to honor the Weaver of Webs, after all, than to ensure that so potent and loyal a servant as yourself can direct her minions?

MASTER OF SPIDERS

Spiders—the favored of Lolth and the totems of your race—respond to your call, bowing before you as they do before the divine mistress you both serve.

Level: 1st.

Replaces: If you select this class feature, you do not gain the standard cleric's ability to turn or rebuke undead.

Benefit: You can rebuke or command vermin as an evil cleric rebukes or commands undead.

When commanding spiders, you gain a +4 bonus to your effective turning level.

This ability otherwise works exactly as rebuke undead.

You can use this ability in place of turn or rebuke undead for the purpose of qualifying for divine feats.

DRUID

Druids are rare among drow communities.

Most drow spellcasters pursue either the faith of Lolth or one of a variety of arcane paths.

However, a rare few exist who seek a different, more natural connection between themselves and their subterranean environment.

Drow druids forgo the ability to assume animal forms, preferring the shape of their revered totem: the spider.

SPIDER SHAPE

After extensive indoctrination by drow priestesses, you use wild shape to assume the form of vermin.

Level: 5th.

Replaces: If you select this class feature, you do not gain the ability to wild shape into an animal at 5th level.

Benefit: Beginning at 5th level, you can turn yourself into any Small or Medium monstrous spider.

You are not mindless, and thus do not gain immunity to mind-affecting spells and abilities.

You can take the shape of a Large monstrous spider at 8th level, a Tiny monstrous spider at 11th level, and a Huge monstrous spider at 15th level.

This class feature otherwise functions as the normal wild shape ability.

It doesn't affect your ability to wild shape into plant creatures or elementals (gained at 12th and 16th level, as normal).

Special: Because they have a stronger connection to scorpions than to spiders, drow in the EBERRON campaign setting who select this alternative class feature instead gain the ability to wild shape into monstrous scorpions.

FAVORED SOUL

Viewed with a combination of awe and jealous hatred by other drow, the favored souls of Lolth hold substantial power in their society, but also occupy a truly precarious position.

As Lolth's "elite", favored souls are expected, even more than others, to be able to defend themselves and their positions from other drow who seek to take them.

Otherwise, they clearly weren't worthy after all, were they?

Favored souls often compete with clerics for positions in the priesthood and other high offices.

SENSE PREY

The Weaver of Webs has graced you with the predatory senses of her favored minions.

Although you are no longer as resistant to damage as other favored souls, it is almost impossible for the enemy to hide from you.

Level: 5th.

Replaces: if you select this class feature, you do not gain the standard favored soul's energy resistance at 5th, 10th, and 15th level.

Benefit: Three times per day, you can use a standard action to gain tremorsense (MM 316) out to of 5 feet for 1 round per class level.

This is a supernatural ability.

At 10th level your tremorsense extends to 20 feet, and at 15th level to 30 feet.

FIGHTER

Drow fighters strike fast and melt away before their opponents have a chance to mount a counterattack.

Rather than using heavy armor or picking feats that emphasize direct assaults, drow fighters employ techniques that exploit their natural advantages.

In exchange for a fighter's access to heavy armor, a drow fighter gains strong first-strike capability.

HIT-AND-RUN TACTICS

The drow specialize in guerrilla warfare, picking off their foes with poisoned bolts and slipping away into the darkness.

Each attack wears their opponents down, until their numbers are so reduced that the drow can sweep in and capture them.

If you select the hit-and-run tactics class feature, you sacrifice some AC, but make up for the loss with improved reflexes and accuracy when attacking unsuspecting foes.

Level: 1st.

Replaces: By selecting the hit-and-run alternative class feature, you give up proficiency with heavy armor and tower shields, even if you already have those proficiencies from another class.

You can't gain either of these proficiencies by multiclassing later, but you can gain them by selecting the appropriate feats.

Benefit: At 1st level, you gain a +2 bonus on initiative checks.

In addition, when attacking a flat-footed opponent within 30 feet, you can add your Dexterity bonus (if any) as a competence bonus on weapon damage rolls.

ROGUE

Rogues are common in drow society, fewer in number only than clerics and wizards.

They are silent killers, spies, and informants.

It falls to them to gather intelligence about rival houses and to eliminate challengers within the hierarchy.

For these tasks, drow rogues cultivate the ability to safely utilize poison.

POISON USE

Poison is used widely in drow society.

For the dark elves, it is a vital tool in the race for survival.

From the popular drow sleep poison to the bevy of spider venoms extracted from Lolth's favored creatures, drow have mastered a variety of toxins that wreak havoc with their opponents' bodies.

Level: 1st.

Replaces: If you select this class feature, you do not gain the trapfinding ability gained at 1st level.

Benefit: You are trained in the use of poison.

You are never at risk of accidentally poisoning yourself when applying poison to a weapon.

SWASHBUCKLER

The drow swashbucklers fills an interesting niche in dark elf society.

Their culture of treachery and betrayal offers opportunities for those with wit and skill to rise far.

For drow, the swashbuckler class is usually a male pursuit, and well-born sons of the great houses are the most likely to cultivate the abilities this class offers.

A rare few drow swashbucklers are renegades: outcasts from drow society, bucking the traditions and loyalties to the matriarchs to seek their own fortunes.

Drow swashbucklers give up some of their mobility across difficult terrain to gain a more tactical understanding of movement.

SWIFT AND DEADLY

A drow swashbuckler who wields two weapons gains the ability to better maneuver around his opponents.

Level: 7th.

Replaces: If you select this class feature, you do not gain Acrobatic Charge at 7th level.

Benefit: When wielding two weapons, if you hit at least once with each weapon in the same round, you can take a 5-foot step as a swift action.

This doesn't count against your normal limit of one 5-foot step per round, and you can use this ability even if you've already moved in the round.

WARLOCK

Warlocks among the drow occupy an oddly dichotomous position.

They have strong links to the Abyss and to Lolth, but those ties more directly bind them to Lolth's servants—her demons—than to the Spider Queen herself.

Thus, although warlocks can occupy positions of power and even become priestesses, drow expect them to be serving the church and the great houses rather than running them.

VENOMOUS BLOOD

The fluids within your body become like the venom of the spiders themselves.

Those who would feast upon your flesh have cause to be sorry, and the poison within renders you resistant to poisons from without.

Level: 8th.

Replaces: If you select this class feature, you do not gain the standard warlock's fiendish resilience at 8th, 13th, and 18th level.

Benefit: At 8th level, you gain a +5 bonus on saves against poison.

At 13th level, your blood becomes poisonous.

Any creature that damages you with a bite attack, or that swallows you whole, is exposed to this poison (contact; Fort DC to + 1/2 your warlock level + Cha modifier; 1d3 Str/1d3 Str).

You are immune to your own poisonous blood.

At 18th level, you can bring the poison of your blood to the surface of your hand and apply it to a held weapon or to your next *eldritch blast*.

It requires a move action to manifest and apply the poison, and you can do so three times per day.

In this more concentrated form, initial and secondary damage are 1d6 Strength each.

The poison lasts until you make an attack with the weapon or *eldritch blast* or until the start of your next turn, whichever comes first.

Applying the poison to your *eldritch blast* doesn't prevent you from applying *eldritch essence* or *blast shape* invocations as normal.

WIZARD

Wizards are among the most feared and admired nondivine members of drow society.

Despite their innate resistance to magic, the drow have great respect for both the spells and the knowledge available to these masters of the arcane arts.

Although they are not directly tied to Lolth in the way divine casters and warlocks are, their devotion to the Spider Queen and indeed, their very upbringing within society—has led to the development of race-specific wizard traits.

ABYSSAL SPECIALIST

Most wizards who choose to specialize do so in a specific school.

Many drow wizards instead focus on a variety of spells closely linked to the powers and objectives of the Weaver of Webs.

The basic mechanic for specialization is the same, but the specifics differ.

Level: 1st.

Replaces: If you select this class feature, you cannot specialize in a school of magic, and you lose the ability to cast spells from a prohibited school.

You must select one school of magic to serve as your prohibited school, and you can never cast spells from it or use spell completion and spell trigger devices connected to it, as per normal specialist rules.

You may not select divination as your prohibited school.

Benefit: You are considered specialized, but not in a specific school.

Rather, you gain all the benefits of specialization with a group of spells that includes all those of the following subschools and/or descriptors: chaotic, compulsion, darkness, evil, and fear.

You gain all the standard benefits of specialization as applied to this group of spells, as though it were a school unto itself.

DUNGEONSCAPE (3.5)

BARBARIAN

Your purpose in the dungeon is to fight, plain and simple. With your fast movement and melee prowess, you can reach trouble before it can get to your comrades.

In close quarters, where tactical movement is important, Combat Reflexes can be advantageous.

If you set up a blocking position in a 10-footwide hallway, no enemy can get past you easily.

As always, Power Attack and Cleave are your friends.

Your uncanny dodge and trap sense abilities help you avoid surprise dangers, and damage reduction lets you endure more blows than most.

Consequently, a party stuck without a rogue (or similar character) might depend on you to take care of traps—simply because you'll get hurt less if you fail.

When the party is faced with obstacles, your high Strength allows you to move aside heavy objects, break down doors, and so forth.

You can use Power Attack to help bust through inanimate objects more quickly.

If you need an extra edge to accomplish such a task (especially if you're in a hurry), it might even be worth expending a use of your rage to get the job done.

ALTERNATIVE CLASS FEATURE: TRAPKILLER

You have a knack for avoiding and disabling traps.

Your keen instincts help you avoid danger, while your great strength enables you to disrupt dangerous devices.

Level: 3rd.

Replaces: If you select this alternative class feature, you do not gain the trap sense ability.

Benefit: Beginning at 3rd level, you gain trapfinding; see the rogue class feature, PH 50), except that you can use Survival instead of Search to locate traps.

However, you take a –5 penalty on such checks because of your comparative unfamiliarity with the mechanisms and triggers involved.

Once you find a mechanical trap, you can attempt to disarm it by making an attack roll.

You succeed if the result exceeds the Disable Device DC of that trap.

Only traps with moving mechanisms or gears (such as shifting floor panels, dropping portcullis gates, or arrow traps) can be disarmed in this manner; simple pitfalls and most magic traps have no mechanism to be so disrupted. You must be able to reach the trap with a melee attack to make a disarm attempt.

If you fail to disarm the trap, you automatically spring it.

BARD

You are the expert at solving peculiar problems.

Bardic knowledge can give you information about the dungeon's purpose or origin as a whole, the secret answer to an ancient riddle, or the name and powers of a magic item.

If the party gets stuck, give bardic knowledge a try.

The *legend lore* spell can supplement this ability.

Your bardic music has many useful functions, so you shouldn't waste it on situations that aren't truly dangerous. Don't underestimate the inspire competence ability, though; it improves crucial skill checks, especially Disable Device and Climb, when poor rolls can mean serious trouble.

For your spell selections, focus on utility spells and those that mislead opponents.

Light, *know direction*, *animate rope*, *detect secret doors*, *gaseous form*, *dimension door*, *freedom of movement*, *shadow walk*, and *find the path* make navigation and movement smooth.

Illusion spells, even simple ones such as *ghost sound*, can trick enemies who are unaware of your presence.

Even your cantrips have wide utility: *Detect magic* can sort the treasure hoard, *mage hand* can grab a set of keys from a hook or drop a rock on a trap's trigger plate, *mending* can fix a damaged coil of rope, and *open/close* can crack a door or trapped chest from a safe distance.

Don't skimp on your *cure* spells—you'll need them.

ALTERNATIVE CLASS FEATURE: LORE SONG

Bardic music serves many purposes, aiding your allies or manipulating your enemies.

You have refined your performance of another group of bardic songs, full of lost knowledge, obscure lore, and relevant anecdotes.

These lore songs inspire you to come up with new solutions to difficult problems.

Level: 1st.

Replaces: If you select this alternative class feature, you do not gain the bardic knowledge ability.

Benefit: Once per day, as an immediate action, you can gain a +4 insight bonus on a single attack, check, or save.

You gain one additional daily use of this ability at every odd-numbered bard level (3rd, 5th, and so on).

ALTERNATIVE CLASS FEATURE: MIMICKING SONG

You use your bardic music to create background noise consistent with your adventuring environment, shielding the sounds made by yourself and your adventuring party as you move through dangerous areas.

Level: 1st.

Replaces: If you select this alternative class feature, you do not gain the countersong bardic music ability.

Benefit: Mimicking song is a spell-like ability that requires you to have 3 or more ranks in a Perform skill.

Using mimicking song counts as one of your daily uses of bardic music.

You grant a +2 bonus on the Move Silently check of all allies within 30 feet (including yourself).

This bonus increases by 2 for every five bard levels you have (to a maximum bonus of +10 at 20th level).

This effect lasts as long as you continue performing.

CLERIC

In the dungeon, as elsewhere, your main function is to heal and protect.

Your healing spells make you one of the most essential members of a dungeoneering party.

Your defensive spells also keep your party out of danger.

Putting ranks in the Heal skill can improve your ability to salve your companions' wounds, as can the Sacred Healing and Sacred Purification feats from *Players Handbook II*.

And of course, you are the party's bastion against undead attack.

Choose domains that play to your strengths such as Healing or Protection) or that overcome dungeon difficulties.

The Travel domain can negate obstacles, and the Sun domain gives you some extra offensive magic and more power to face undead-infested dungeons.

You are also a competent melee combatant who can support the fighter or barbarian in your party.

You might instead choose to reinforce this role, enhancing your fighting ability with combat-focused feats such as Weapon Focus or Divine Armor (PH2 88).

ALTERNATIVE CLASS FEATURE: DIVINE RESTORATION

When you or your teammates lose your strength in the middle of a dungeon, you can't always "call it a day" and rest.

You can restore the party's hit points by trading spells for healing magic, but other setbacks besides physical injury might impede your progress: insidious disease, vermin poison, or noxious fumes.

By focusing your divine purpose, you can restore your party's lost abilities.

Level: 3rd.

Replaces: If you select this alternative class feature, you sacrifice one of your domain granted powers.

Benefit: At 3rd level, select one of your chosen cleric domains.

You can still select and cast spells from that domain list, but you no longer can use the domain's granted power.

Instead, you gain the ability to spontaneously cast *lesser restoration*, *restoration*, or *greater restoration* by sacrificing a prepared spell of the same level.

For example, Jozan is 3rd level and selects this alternate class feature.

He had chosen the Healing and Protection domains at 1st level.

He gives up the Healing domain granted power.

He no longer casts healing spells at +1 caster level, but he can sacrifice a prepared 2nd-level spell to spontaneously cast *lesser restoration*.

At 7th level, he'll be able to sacrifice a 4th-level spell to cast *restoration*, and at 13th level, a 7th-level spell to cast *greater restoration*.

Special: When spontaneously casting a *restoration* spell, you must still expend the required components.

DRUID

Like the cleric, your purpose in the dungeon is to heal and support.

Your nature-based abilities that depend on vegetation or being outdoors won't help here, so focus on healing and enhancement spells such as *barkskin*, *bull's strength*, and *greater magic fang* (which works either on yourself in wild shape or on your animal companion).

Spells that facilitate dungeon movement are worthwhile, including *spider climb*, *warp wood*, *air walk*, *control water*, and *freedom of movement*, and offensive spells such as *call lightning* can be powerful even in close quarters underground.

At low levels, bypassing obstacles can be difficult.

You can command an animal companion or creature summoned with a *summon nature's ally* spell (assuming you can communicate with it) to perform a trick that will assist you.

For example, a badger could burrow under a door, an eagle could carry a grappling hook to a high ledge, or a monkey could crawl through a narrow passage and lift a latch.

By taking a wild shape, especially the elemental forms available to you at higher levels, you can navigate unusual terrain yourself and overcome obstacles the others cannot. Make sure to select the Natural Spell feat so you can use your magic while in wild shape.

ALTERNATIVE CLASS FEATURE: ROOT WALKER

You are a child of the underworld.

While other druids dwell in lush forests and rolling fields, you tend to the mushroom tangles and lichen beds that lie beneath their feet.

Level: 1st.

Replaces: If you select this alternative class feature, you do not gain any of the following abilities: wild empathy at 1st level, woodland stride at 2nd level, and resist nature's lure at 4th level.

Benefit: At 1st level, you gain vermin empathy.

This ability functions just like wild empathy (PH 35) except that you can improve the attitude of vermin instead of animals, even though vermin are usually nonintelligent.

At 2nd level, you gain the ability to move over stone, rock, and earthen debris at your full speed without taking damage or suffering any other impairment.

This ability functions only with natural surfaces.

Magically altered surfaces, such as those created by *soften earth and stone* or *spike stones*, affect you normally. At 4th level, you gain resistance to the powers of creatures most abhorrent to nature. You gain a +4 bonus on saving throws against the spell-like abilities of aberrations.

FIGHTER

Your role in the dungeon is to fight strategically, protecting the weaker members of the party by holding off enemies. Ranged attacks are certainly possible in larger chambers, but your greatest strength is holding the line in melee. Focus your feats on those that enhance melee combat in tight spaces where movement is limited, such as Combat Reflexes, Cleave and Great Cleave, or Whirlwind Attack. Setting up tactical “pinch points”, as mentioned in the barbarian’s entry above, will let you deliver more pain than usual.

The Vexing Flanker feat (PH2 85) makes a flanking position even more deadly against enemies.

If you’re worried about being caught in the dark, Blind-Fight can be useful.

Your Strength-based skills (Climb and Jump) are vital in the dungeon, allowing you to cross or exploit obstructing terrain.

Unless you specialize in light armor and Dexterity-based combat, you’ll need maximum ranks to make up for your armor check penalty.

Aside from these considerations, your function isn’t much different from that in other situations.

A blade is a blade in the dungeon or in the wilderness.

ALTERNATIVE CLASS FEATURE: DUNGEON CRASHER

Survival in a dungeon requires more than skill at arms and a stout shield.

Traps, hazards, falling portcullises, and other threats can pose as much danger as an enraged troll.

But you cannot help your impetuous nature.

When others might move ahead cautiously and search for traps and other hidden dangers, you charge forward, ignoring the traps you set off and splintering doors and obstacles.

Level: 2nd.

Replaces: If you select this alternative class feature, you do not gain the fighter bonus feats at 2nd level and at 6th level.

Benefit: You excel at overwhelming traps, smashing through doors, and pushing aside your enemies.

At 2nd level, you gain a +2 competence bonus on saves and to your Armor Class when attacked by traps.

You also gain a +5 bonus on Strength checks to break a door, wall, or similar obstacle.

In addition, you gain a special benefit when making a bull rush.

If you force an opponent to move into a wall or other solid object, he stops as normal.

However, your momentum crushes him against it, dealing an amount of bludgeoning damage equal to 4d6 points + twice your Strength bonus (if any).

At 6th level, the bonuses when dealing with traps increase to +4, and the bonus on Strength checks to break objects increases to +10.

The damage you deal when bull rushing an opponent into a wall increases to 8d6 points three times your Strength bonus.

MONK

You are the party member most able to bypass dungeon obstacles, and you also provide combat support. Your varied class skills, substantial skill points, and lack of reliance on armor make you ideally suited to focusing on essential dungeoneering skills.

Climb, Hide, Jump, Listen, Move Silently, Spot, and Tumble are all good choices; depending on your ability scores, either dominate in one area or select a balanced array.

In combat, use your great mobility to set up flanking positions for other characters (especially the rogue).

The Tumble skill can protect you from attacks of opportunity and allow you to move about the battlefield safely.

The Acrobatic Strike feat (PH2 71) makes tumbling even more worthwhile.

For your bonus feats, Combat Reflexes and Improved Trip are useful selections: Knock foes prone, then slam them as they try to rise or crawl away.

Your other class features have broad utility in the dungeon, especially slow fall and immunity to disease and poison.

At higher levels, the abundant step ability lets you bypass most obstacles with ease.

ALTERNATIVE CLASS FEATURE: STANDING JUMP

While most monks gain a fluid grace that allows them to move with astounding speed, you have learned how to focus your energy and expel it in one quick burst.

Level: 3rd.

Replaces: If you select this alternative class feature, your fast movement ability is reduced.

You gain a +10-foot enhancement bonus to speed at 12th level and another +10-foot bonus at 18th level.

Benefit: At 3rd level, you can make a standing long jump with ease.

The check DCs for your long jumps do not require a 20-foot running start and do not double when you leap from a standing position.

At 6th level, you apply this skill to high jumps.

The check DCs for your high jumps do not double when you leap from a standing position.

You lose these benefits when wearing armor (even light armor) or when carrying a medium or heavy load.

ALTERNATIVE CLASS FEATURE: WALL WALKER

You have the uncanny ability to travel along vertical surfaces for a short time.

Level: 4th.

Replaces: If you select this alternative class feature, you do not gain the slow fall ability.

Benefit: Beginning at 4th level, as a move action, you can run up or down a vertical surface a total distance of 20 feet without making a Climb check.

You add 10 feet to this distance at 6th level and every two levels thereafter, up to your maximum speed.

You can use this ability only once per round (so you can’t make a double move up or down a wall).

If you do not reach the top of the vertical surface or find a suitable hand- or foothold, you must make a Climb check appropriate to the surface.

If you succeed on the check, you can use this ability again in the next round.

Otherwise, you fall or make no progress, as determined by the check result.

You can't use this ability to traverse a ceiling or overhang.

PALADIN

Your purpose in the dungeon is to fight and guard against evil.

The typical dungeon is full of wicked creatures and magic. Your detect evil and smite evil abilities are more likely to come into play in a dungeon than elsewhere.

Take advantage of *detect evil* whenever possible to prevent surprise and give the advantage to you instead of to your adversaries.

Use your smite cautiously—don't waste it on a weaker being if you suspect greater evil lies ahead.

Lay on hands provides all-important healing and can give the cleric a chance to use offensive or support spells.

If you encounter undead that are particularly hard to hit, using lay on hands as a touch attack can more effectively damage them and conserve your party's resources.

Divine health protects you from diseases that can debilitate a party.

When facing creatures or environmental hazards that can cause disease, stay in front to protect your companions.

Your ability to use *remove disease* at 6th level lets you do even more.

For your spell selection, gauge the party's overall capability to deal with damage, disease, and other ill effects.

If they can easily handle those problems, pick spells that grant combat bonuses, such as *bless*, *bull's strength*, *prayer*, and *holy sword*.

If not, *cure* and *restoration* spells, *delay poison*, *shield other*, *remove curse*, and *neutralize poison* might be better choices. Don't bring your mount into the dungeon.

Few dungeons are constructed to allow a horse or other large creature to pass, especially with the added height of a rider, so a mount is usually only a hindrance (and faces unnecessary danger).

ALTERNATIVE CLASS FEATURE: DIVINE SPIRIT

Most paladins form a special relationship with a celestial mount that aids them in battle.

You, however, spend most of your time fighting below the ground or in enclosed spaces, where a mount is of little use. Instead, you have forged a bond with celestial spirits whose aid you can call upon when needed.

Level: 5th.

Replaces: If you select this alternative class feature, you do not gain the special mount ability.

Benefit: Upon reaching 5th level, you can call upon your deity for aid in the form of a celestial spirit.

Using this ability is a standard action that does not provoke attacks of opportunity.

See below for detailed spirit descriptions and rules.

Your paladin level determines which kinds of celestial spirits answer your summons.

Paladin Level

5th–10th

11th–15th

16th–19th

20th+

Spirit Summoned

Spirit of healing

Spirit of combat

Spirit of heroism

Spirit of the fallen

You can summon the spirit available at your current level as well as any that became available at lower levels.

The following entries describe how each of the different spirits function.

Unless otherwise specified, all spirits share some characteristics, as set out below.

- A spirit occupies a 5-foot square on the battle map.
- When summoned, a spirit appears on the battlefield within 30 feet of you.

You can use a free action to have it move once per round.

The spirit has a land speed of 30 feet.

- All spirits are insubstantial and transparent.

Any creature can move through them normally, and they do not block line of sight or line of effect.

- A spirit cannot attack or be attacked.

It is not undead and cannot be turned.

It is subject to *dispel magic*, *dismissal*, or *banishment* as if it were a summoned creature, using your paladin level as the caster level.

- If you lose line of sight to a spirit, it disappears immediately.

- Each spirit available to you can be summoned once per day.

- A spirit remains for a number of rounds equal to your paladin level, until it is dismissed, or until special conditions in the spirit's description are met.

Spirit of Healing: This spirit increases your ability to heal damage dealt to you or your allies.

When summoned, it can heal an amount of damage equal to twice the amount you can heal using your lay on hands ability.

To use its healing ability, you or an ally must begin or end your turn in the same square as the spirit.

That character can then use a standard action to transfer some or all of the hit points from the spirit to herself.

Once the spirit has used all its healing ability, it dissipates.

Spirit of Combat: This spirit enhances combat ability.

Whenever an ally (including yourself) is adjacent to the spirit of combat or occupying its space, that character gains holy fervor.

Holy fervor grants a +1 sacred bonus on attacks and damage rolls for every four paladin levels you possess (up to a maximum of +5 at 20th level).

In addition, affected characters' weapons are treated as good-aligned for the purpose of overcoming damage reduction.

Spirit of Heroism: This spirit automatically occupies your space and does not leave until dismissed or dispelled, or the duration of the summoning ends.

You gain DR 10/–.

In addition, you gain the benefit of the Diehard feat (even if you do not meet the prerequisite) and can use your lay on hands ability as a free action once per round instead of as a standard action.

Spirit of the Fallen: While you or any of your allies are adjacent to this spirit, it grants fast healing 10 to those characters.

If an affected character's hit points drop to 0 or fewer while within 30 feet of this spirit, it revives that character at the start of his next turn, allowing him to take his action as normal.

The character heals an amount of damage equal to twice your paladin level, though if his hit points are still at -10 or below, he still dies.

The spirit can use its revive ability once per round.

A spirit of the fallen cannot revive creatures whose bodies have been destroyed (such as by a *disintegrate* spell), nor can it reverse the effects of bodily changes, such as from *flesh to stone* or *baleful polymorph*, or other effects that slay a character without dealing damage.

RANGER

Even in the dungeon, you excel at scouting and also provide combat support.

Your Track bonus feat lets you find enemies who don't want to be found, so max out your Survival skill to help with the difficult task of tracking creatures over dungeons' stone surfaces.

Most of the essential dungeon skills (see the sidebar on page 42) are in your class skill list, so you can become an ideal dungeoneer.

Hide and Move Silently provide much-needed stealth.

If the party has no rogue, focus on skills that will let you fill a similar role, and consider the Nimble Fingers feat to compensate for not having Disable Device and Open Lock as class skills.

When selecting a favored enemy, try to anticipate creature types that are more prevalent in dungeons, such as aberrations, monstrous humanoids, evil outsiders, undead, or vermin.

Dungeoneering need not make archery a bad choice of combat style.

Sometimes a situation will simply not leave enough room to move into melee, making archery a powerful alternative even in cramped quarters.

Take Point Blank Shot and Precise Shot to nullify the disadvantages posed by small rooms and narrow corridors. As with the druid, if you have an animal companion, select a creature with a special mode of movement, such as a badger, eagle, or owl.

For your spells, stick with choices that work in a dungeon.

Detect snares and pits, *jump*, *pass without trace*, *freedom of movement*, and *commune with nature* speed travel and facilitate stealth even if you're not outdoors.

Barkskin, *bear's endurance*, and other ability boosters support your party with combat advantages.

Remove disease and *freedom of movement* can deal with setbacks.

If your party is short on healing, make sure to prepare plenty of *cure* spells.

ALTERNATIVE CLASS FEATURE: TRAP EXPERT

Many rangers journey across the wild lands of the surface, but you are trained to descend deep into the earth.

Level: 1st.

Replaces: If you select this alternative class feature, you do not gain the Track feat at 1st level or the swift tracker ability at 8th level.

Benefit: You gain the trapfinding ability of the rogue.

In addition, you gain Disable Device as a class skill.

You can use the Search skill to locate traps with a DC higher than 20, and you can use Disable Device to bypass a trap or disarm magic traps.

See the rogue class feature (PH 50).

ROGUE

Your purpose in the dungeon is, frankly, to do everything. You are the skill expert, and the rest of your party relies on your expertise.

Other characters probably do not have Disable Device, Knowledge (dungeoneering), and Open Lock, so make sure you have plenty of ranks in those skills.

Increase your stealth with Hide and Move Silently, both for setting up sneak attacks and because you'll often be ahead of the party, looking for traps—max out your Search skill as well.

Balance and Tumble help avoid the (literal) pitfalls of dungeon delving.

You are the best character to disarm traps.

Your class skills and special abilities let you deal with most traps easily.

Don't forget to purchase a set of thieves' tools (preferably masterwork) and a 10-foot pole or other reaching device to test traps from a distance.

In combat, sneak attacks are your specialty.

With Tumble, you can move through a crowd of creatures to set up flanking opportunities.

The Acrobatic Strike and Combat Acrobat feats (both in *Player's Handbook II*) provide attack bonuses and reduce movement penalties while you are tumbling.

Combat Reflexes, Mobility, and Spring Attack all increase your combat options.

ALTERNATIVE CLASS FEATURE: QUICK FINGERS

Sometimes only a few seconds make the difference between stopping the descent of a spiked ceiling and coming to a messy end.

Through countless hours of practice, you have learned to make quick work of traps.

But this speed comes at a price.

Because you focus on disarming traps, you react more slowly when a trap activates.

Level: 3rd.

Replaces: If you select this alternative class feature, you do not gain trap sense +1 at 3rd level.

Instead, you gain trap sense +1 at 6th level, with an additional increase of +1 every four levels thereafter (to a maximum of +4 at 18th level).

Benefit: When you use Disable Device to disarm a trap, the time required to perform the check is reduced.

Use the following table in place of the one on page 72 of the *Player's Handbook*.

Device	Time	Disable Device DC
Simple	1 move action	10
Tricky	1 standard action	15
Difficult	1 full-round action	20
Wicked	1d4 rounds	25+

ALTERNATIVE CLASS FEATURE: PENETRATING STRIKE

Creatures that have immunity to extra damage from sneak attacks are a bane to rogues everywhere. Particularly in ancient tombs where undead are common, rogues must rely on their wits to survive. You have spent a significant amount of time studying this problem and have learned ways to harm even such resilient opponents.

Level: 3rd.

Replaces: If you select this alternative class feature, you do not gain trap sense.

Benefit: whenever you flank a creature that is immune to extra damage from sneak attacks, you still deal extra damage equal to half your normal sneak attack dice.

This benefit does not apply against creatures that cannot be flanked, nor against foes that are otherwise denied their Dexterity bonus to AC or flat-footed but not flanked.

SORCERER

In the dungeon, as elsewhere, you are the blaster. With a limited spell selection, you're better off focusing on damage-dealing spells—especially those that take advantage of confined space—than trying to plan for contingencies.

Burning hands, *flaming sphere*, *fireball*, *lightning bolt*, *cloudkill*, and *chain lightning* work best when enemies are close together (and prove the point that your party members shouldn't travel in a tight pack).

Also consider force and sonic spells, and those that ignore spell resistance (as many conjuration spells do), so you have the best chance of dealing maximum damage to any sort of enemy.

A few movement-enhancing spells, such as *fly* and *dimension door* are certainly worth learning.

For 0-level spells, *light* is always good, *mage hand* and *open/close* can test for traps, *ghost sound* can trick sentries, and *arcane mark* helps you find your way in mazes. Concentration, Knowledge (arcana), and Spellcraft are your most useful class skills.

If you have some points left to spend, consider cross-class skills that are useful in the dungeon, especially Spot.

When it comes to feats, Combat Casting will keep you from losing spells in a sticky situation, and Spell Focus (evocation) improves your offensive capability.

Be careful about area spells that can harm your own party members; consider Sculpt Spell (*Complete Arcane* 83) to leave safe spaces when you don't have the opportunity to target your effects perfectly.

ALTERNATIVE CLASS FEATURE: SPELL SHIELD

As a powerful spellcaster, you're likely to attract the attention of powerful opponents, and your teammates can't always protect you.

Spell shield lets you use your spells' energy to offset damage that might otherwise kill you.

Level: 1st.

Replaces: If you select this alternative class feature, you do not gain a familiar.

Benefit: By achieving oneness with the magical energy from which you draw your power, you make it part of your life force.

As an immediate action when you take damage from any source, you can attempt to sacrifice spell energy instead of losing hit points.

Expend a spell slot as if you had cast a spell of that level.

Then, make a Concentration check with a DC equal to 15 + the level of the sacrificed spell.

If you succeed, you ignore an amount of damage equal to five times the level of the spell slot you gave up.

If you fail, you still lose the spell, but the magical energy fails to negate any of the damage.

For example, Hennes finds himself in the way of a black dragons breath.

Although he succeeded on his saving throw he is still going to take 22 points of acid damage.

As a 7th-level sorcerer, Hennes can sacrifice a spell of up to 3rd level.

He chooses a 3rd-level spell, so the DC of his Concentration check is 18.

Hennes gets a result of 22 and magically negates 15 points of the acid damage, taking only 7 points.

Special: You can attempt to deflect damage as often as you wish, but you can make only one attempt per round.

Special: If an attack's damage has multiple sources (such as that of a *flaming sword*, which deals both weapon damage and fire damage), you must choose which source to negate.

Special: If an attack must deal damage to have a secondary effect (such as poison from a snake's bite), negating all the damage also prevents the secondary effect.

WIZARD

Your role in the dungeon is to understand and overcome.

Decipher Script, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (history), and Spellcraft all give you access to lore others might not have.

It's a good idea to coordinate with other arcane casters and Knowledge specialists (especially bards) to avoid needless duplication of expertise.

For feats, Combat Casting is always a good choice, and your high number of bonus feats lets you focus on useful metamagic or item creation.

Your choice of spells depends largely on what type of dungeon you enter.

You should always have some basic combat spells available, such as *mage armor*, *magic missile*, and *fireball*.

For the rest, pick utility spells, including illusions to trick guards, ways to escape dangerous conditions (such as *feather fall*), movement enhancers (*fly*, *dimension door*), and finders of hidden hazards and benefits (*detect secret doors*, *arcane eye*).

Dispel magic negates many sorts of hazards.

As you proceed through a dungeon, you can adapt your spell selections accordingly.

It can be worthwhile to leave a spell slot or two open to allow emergency preparation for a specific situation, and the Alacritous Cogitation feat (*Complete Mage* 37) lets you do it on the fly.

You can use Scribe Scroll to prepare utility spells such as *knock*, *detect secret doors*, *rope trick*, and *gaseous form* ahead of time, leaving space for more offensive power.

The XP cost for scribing low-level spells is minimal, and the flexibility it allows is well worth the price.

Wands of useful low-level spells, such as *detect magic*, *feather fall*, and *mage armor*, are also handy.

ALTERNATIVE CLASS FEATURE: WIZARD OF SUN AND MOON

You have attuned yourself to the motions of the cosmos. The sun does more than mark off the day as it travels across the sky.

It alters the magic you command and the spells available to you.

When in the sun's warm embrace, you can cast one set of spells.

When you journey into the dark, or when the moon hangs in the sky, you gain access to a second set of spells.

This alternative class feature does not give you more spells to cast; it gives you more to prepare and choose from.

Level: 1st.

Replaces: If you select this alternative class feature, you do not gain a familiar.

Benefit: You can designate one slot per spell level above 0 as the union of sun and moon.

When you prepare your spells, you can prepare two spells for one or more of these slots.

Designate one of the two as a spell of the moon and the other as a spell of the sun.

You can cast the moon spell only if you are underground or aboveground during the night, and you can cast the sun spell only when you are aboveground during daylight hours.

If you cast one of these paired spells, it takes effect normally, but you no longer can use that spell slot to cast the spell from the opposite environment.

For example, Mialee is a 5th-level wizard with Intelligence 16.

She selects this class option and prepares her spells for the day as follows.

In the list, a superscript M denotes a spell of the moon, which can be cast only underground, or at night aboveground, and a superscript S denotes a spell of the sun, which can be cast only aboveground in daylight.

3rd—*daylight*^M, *displacement*, *suggestion*

2nd—*blur*, *mirror image*^M, *scorching ray*, *Tasha's hideous laughter*^S

1st—*animate rope*^S, *hypnotism*, *magic missile*, *magic weapon*^M, *sleep*

0—*acid splash*, *daze*, *read magic*, *resistance*

If Mialee casts *daylight* while underground, she marks that spell plus its environmentally opposite spell of the same level (in this case, *displacement*) off her list of prepared spells.

EXEMPLARS OF EVIL (3.5)

BLASPHEMOUS INCANTATION (CLERIC)

Not all evil deities or fiendish powers are concerned with undead.

Some grant their mortal servants the ability to channel their unholy will in the form of a blasphemous incantation.

Class: Cleric.

Level: 1st (cleric).

Special Requirement: To select this class feature, you must be evil.

If your alignment changes to something other than evil, you lose access to this class feature until your alignment is restored to evil.

Replaces: If you select this alternative class feature, you lose the ability to rebuke undead.

Benefit: You can call upon your evil master to smite your enemies.

All good creatures within 30 feet must succeed on Fortitude saves (DC 10 + 1/2 your caster level + your Cha modifier) or become sickened for a number of rounds equal to your Charisma modifier (minimum 1 round).

You can utter a blasphemous incantation a number of times per day equal to 3 + your Cha modifier.

If you have 5 or more ranks in Knowledge (religion), the DC of the Fortitude save increases by 2.

Blasphemous incantation is a supernatural ability.

CELESTIAL SLAYER (RANGER)

Rangers specialize in hunting and defeating certain sorts of foes.

Sometimes, a ranger's choice of enemy—as well as his single-minded pursuit of that enemy's destruction—draws the dread attention of evil entities from the Lower Planes. The character becomes better able to resist and combat the forces of good, at the expense of his soul.

Class: Ranger.

Level: 1st.

Special Requirement: To select this alternative class feature, you must be evil.

If your alignment changes to something other than evil, you lose access to this class feature until your alignment is restored to evil.

Replaces: If you select this class feature, you do not gain wild empathy, animal companion, or woodland stride.

Benefit: You gain spell resistance equal to 10 + your class level against spells and spell-like effects that have the good descriptor.

In addition, when you roll to confirm a critical hit against a creature of the good subtype, you gain a +4 competence bonus on the roll.

FAVORED OF THE FIENDS (FAVORED SOUL)

Cultists of archdevils and demon princes are uncommon and secretive, but they are a potent force for evil in the world.

On occasion, when a servant proves his devotion to his vile masters, he undergoes a profound transformation.

Class: Favored soul (*Complete Divine* page 6).

Level: 3rd.

Replaces: If you select this class feature, you do not gain the Weapon Focus feat at 3rd level, nor do you gain the Weapon Specialization feat at 12th level.

Benefit: Your nails lengthen into ragged claws and your teeth extend into sharp fangs, dealing damage as indicated on the following table.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Your claws are your primary natural weapons.

When you are not wielding a weapon, you can use your claws when making an attack action.

When making a full attack, you can use both claws and your bite.

When wielding a weapon, you can use the weapon as your primary attack and your bite as a natural secondary attack. In addition, if you have a free hand, you can also attack with a claw as an extra natural secondary attack.

Your natural attacks count as if they were evil-aligned for the purpose of overcoming damage reduction.

FEIGN DEATH (MONK, RANGER, ROGUE)

A clever villain has many contingencies in place, so that if a plan goes awry, he can beat a hasty retreat.

In exchange for some ability to evade damage, he can enter a state that is indistinguishable from death.

Class: Monk, ranger, or rogue.

Level: 2nd (monk or rogue) or 9th (ranger).

Replaces: If you select this class feature, you do not gain the evasion ability.

If your class would grant you improved evasion at a higher level, you instead gain evasion.

Benefit: As an immediate action, you can enter a catatonic state in which you appear to be dead.

While feigning death, you cannot see or feel anything, but you retain the ability to smell, hear, and otherwise follow what is going on around you.

While under the effect of this ability, you are immune to all mind-affecting spells and abilities, poison, sleep, paralysis, stunning, disease, ability drain, negative levels, and death effects.

Attempts to resuscitate you, such as *raise dead* or *reincarnation*, automatically fail, though *resurrection* and *true resurrection* immediately end your feign death ability.

Spells and other effects that assess your current condition, such as *status* and *deathwatch*, indicate that you are dead.

However, a character who succeeds on a Heal check (DC 15 + 1/2 your level + your Con modifier) can discern that you are actually alive.

You can remain in the catatonic state indefinitely, though you still require food, water, and air.

Emerging from feigned death is a standard action.

INSPIRE HATRED (BARD)

Motivated by a desire to spread havoc and sow discord, some villainous bards abandon the techniques that inspire heroes to greatness.

Instead, they prey upon secret longings and buried frustrations to awaken the hate that resides in mortal hearts.

Class: Bard.

Level: 9th.

Special Requirement: You must have 12 ranks in a Perform skill to use this ability.

Replaces: If you select this class feature, you do not gain the bardic music ability to inspire greatness.

Benefit: You can use music, poetics, or fiery oratory to evoke hatred in a single living creature within 30 feet that has an Intelligence score of 3 or higher.

For every three levels you attain beyond 9th, you can target one additional creature with a single use of this ability (two creatures at 12th level, three at 15th, four at 18th, and so on).

To inspire hatred, you must sing, speak, or perform, and the target must hear you.

The target is entitled to a Will save (DC 10 + 1/2 your bard level + your Cha modifier) to resist this mind-affecting ability.

The effect lasts for as long as the target hears you and for 5 additional rounds thereafter.

An affected creature develops an unreasoning hatred of another creature that you indicate.

The affected creature attacks the object of its hate as directed, to the exclusion of other opponents.

If the affected creature is attacked, it can defend itself as normal, but as soon as possible, it resumes attacking the object of its hate.

Creatures compelled to attack an ally can attempt a new Will save each round to break free from this supernatural effect.

INVISIBLE FIST (MONK)

Monks who follow the Path of the Invisible Fist learn to harness their *ki* to conceal themselves from detection.

With further training, these monks learn to blink between the Material Plane and the Ethereal Plane.

To gain this versatility, they sacrifice their ability to escape unscathed from area effects.

Class: Monk.

Level: 2nd.

Replaces: If you select this class feature, you do not gain the evasion ability, nor do you gain improved evasion at 9th level.

Benefit: As an immediate action, you can become invisible for 1 round.

You must wait 3 rounds before you can use this ability again.

At 9th level, as an immediate action, you can use *blink*, as the spell, for a number of rounds equal to your Wisdom modifier (minimum 1 round).

You must wait 3 rounds before you can use this ability again.

Invisible fist is a supernatural ability.

MIMIC (ROGUE)

Many villains specialize in avoiding detection so that they can work behind the scenes to achieve their nefarious goals.

To this end, they spend a fair amount of time developing techniques to mask their appearance, at the expense of their normal training in foiling traps.

Class: Rogue.

Level: 1st, 3rd, 6th, 9th, 12th, 15th, and 18th.

Special Requirement: You must have a Charisma of 12 or higher to select this alternative class feature.

Replaces: If you select this feature, you do not gain the trapfinding ability.

Benefit: Once per day, you can use *disguise self* as a caster whose level equals your class level.

At 3rd level and every three levels thereafter, you can reduce your bonus on trap sense by 1 to gain an additional use of mimic.

At your discretion, when using *disguise self*, you can spend two uses of the spell-like ability to produce the effect as a swift action rather than a standard action.

SPONTANEOUS AFFLICTION (DRUID)

Druids who give up their rapport with most wild creatures can call upon the assistance of nature's smallest beings.

Such characters punish those who would despoil the wilderness by infecting them with a mild illness.

Class: Druid.

Level: 1st.

Replaces: If you select this class feature, you do not gain the ability to spontaneously convert prepared spells into *summon nature's ally* spells.

Benefit: You can transform the stored energy of a spell you have prepared and use it to weaken your enemies.

To use spontaneous affliction, you must spend a standard action and sacrifice a prepared spell.

All humanoids within 30 feet of you must succeed on a Fortitude save (DC 10 + 1/2 your class level + your Cha modifier) or become sickened for a number of rounds equal to the level of the spell sacrificed.

UNHOLY FURY (BARBARIAN)

When a barbarian taps into his buried anger, he unleashes his wrath and turns into a brutal killing machine.

Although many barbarians learn to control this violence, some exult in it, reveling in the slaughter they create.

Class: Barbarian.

Level: 1st.

Special Requirement: To select this alternative class feature, you must be chaotic evil.

If your alignment changes to anything else, this ability reverts to the standard rage ability until your alignment is restored to chaotic evil.

Replaces: If you select this class feature, you do not gain the barbarian's standard fast movement ability.

Benefit: Once during a rage, you can unleash your unholy fury to smite a nonchaotic evil creature.

You add your Charisma bonus to your attack roll and deal an extra 1 point of damage per barbarian level.

If you accidentally use this ability against a creature that is chaotic evil, the smite has no effect, but the ability is still used up for the duration of your rage.

MAGIC OF INCARNUM (3.5)

BARBARIAN

The duskling's savage nature lends itself well to life as a barbarian.

She channels incarnum to enhance her speed and defense, relying on her race's natural link to this mystical energy rather than pure physical prowess.

Though not quite as tough as a typical barbarian, she makes up for this with her ferocious determination and powers of incarnum.

Hit Die: d10.

REQUIREMENTS

To take a duskling barbarian substitution level, a character must be a duskling about to take her 1st, 7th, or 11th level of barbarian.

CLASS SKILLS

Duskling barbarian substitution levels grant the same class skills as the standard barbarian class, plus Knowledge (the planes).

Skill Points at Each Level: 4 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All of the following are features of the duskling barbarian racial substitution levels.

Incarnum Speed (Su): A duskling barbarian can channel incarnum to dramatically improve her land speed and her ability to react to danger.

Every point of essentia invested in this class feature increases the character's base land speed by 10 feet, but only while wearing medium, light, or no armor and not carrying a heavy load.

This is an enhancement bonus, and thus does not stack with a duskling's racial ability to increase her speed.

A duskling barbarian also gains an insight bonus on initiative checks equal to twice the invested essentia.

This benefit replaces a standard barbarian's fast movement class feature gained at 1st level.

Incarnum Defense (Su): At 7th level, a duskling barbarian gains the ability to use incarnum to protect herself against damage.

Investing a point of essentia in this class feature grants damage reduction 1/- and 1 point of resistance to all types of energy (acid, cold, electricity, fire, and sonic); every additional point of essentia invested increases this damage reduction and resistance to energy by 1.

This benefit replaces a standard barbarian's damage reduction class feature gained at 7th level.

A duskling barbarian who selects this substitution level never gains damage reduction from her barbarian class levels.

Incarnum Rage (Su): Beginning at 11th level, when a duskling barbarian enters a rage, she gains 2 points of essentia.

This essentia disappears when the rage ends.

This benefit replaces a standard barbarian's greater rage class feature gained at 11th level.

If a duskling barbarian would later gain the mighty rage class feature, she instead gains greater rage.

TABLE 3-6: DUSKLING BARBARIAN RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Illiteracy, rage 1/day, incarnum speed
7th	+7/+2	+5	+2	+2	Incarnum defense
11th	+11/+6/+1	+7	+3	+3	Incarnum rage

CLERIC

An azurin cleric dedicates herself not only to a deity or pantheon, but also to the power of incarnum.

Just as most azurins cleave to polarized alignments, azurin clerics take extreme positions on morals and ethics. Azurin clerics prefer to battle foes opposed to their alignment, and work best with other incarnum-wielding characters.

Hit Die: d8.

REQUIREMENTS

To take an azurin cleric substitution level, a character must be an azurin about to take her 1st, 4th, or 9th level of cleric.

CLASS SKILLS

Azurin cleric substitution levels grant the same class skills as the standard cleric class, plus Knowledge (the planes). Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All of the following are features of the azurin cleric racial substitution levels.

Chaotic, Evil, Good, and Lawful Spells: An azurin cleric who selects any azurin cleric substitution level loses the ability to cast any spells of an alignment that doesn't match her own.

For example, a chaotic good azurin cleric can't cast evil or lawful spells.

This restriction replaces the standard cleric restriction regarding what alignment of spells the cleric can cast.

Channel Incarnum (Su): An azurin cleric channels incarnum rather than mere positive or negative energy. Once per round as a free action, an azurin cleric can grant herself bonus essentia equal to her Charisma bonus or one-half her cleric level (whichever is lower), minimum 1. This essentia lasts for 1 round.

The character can use this ability a number of times per day equal to 3 + her Charisma modifier.

This benefit replaces a standard cleric's ability to turn or rebuke undead gained at 1st level.

An azurin cleric can use this ability in place of turn or rebuke undead to qualify for any divine feat, and can spend

daily uses of this feat to power divine feats as if they were daily uses of turn or rebuke undead (though doing so requires a standard action rather than a free action unless the feat states otherwise).

Soultouched Weapon (Su): Beginning at 4th level, an azurin cleric can use incarnum to imbue her weapon with the power of her soul's convictions.

This requires a move action and grants a single held melee weapon an alignment for the purpose of overcoming damage reduction.

The alignment chosen must be part of the azurin cleric's alignment; for example, a chaotic good azurin cleric could choose to make her weapon chaotic or good, but not lawful or evil.

A neutral azurin cleric gains no benefit from this class feature.

While this ability is in effect, an azurin cleric can also invest essentia in the affected weapon.

The weapon gains an insight bonus equal to the invested essentia on damage rolls against creatures whose alignment includes a component opposed to the chosen alignment.

For example, a good weapon would deal an extra 1 point of damage per point of invested essentia against evil creatures (whether lawful evil, neutral evil, or chaotic evil).

The effects of this ability last for a number of rounds equal to 3 + one-half her class level.

An azurin cleric can use this ability a number of times per day equal to 3 + her Charisma modifier.

This benefit replaces the 2nd-level spell slot gained by a standard cleric at 4th level.

From this point forward, the number of 2nd-level spell slots possessed by an azurin cleric is reduced by one.

Distribute Incarnum (Su): A 9th-level azurin cleric can enhance the essentia pools of nearby allies by distributing free-flowing incarnum in the environment.

This requires the cleric to sacrifice a cleric spell of 5th level or higher (a standard action that does not provoke attacks of opportunity) and grants all allies (including herself) within 30 feet bonus essentia equal to the spell's level.

All affected characters can immediately invest this essentia without spending an action (though currently invested essentia may not be shifted).

The essentia lasts until the end of the cleric's next turn.

If an ally has no essentia pool, she can instead choose to heal 1 hp of damage per point of essentia that would be granted.

This applies equally to all living and undead creatures, regardless of whether the cleric would normally spontaneously cast *cure* or *inflict* spells.

This benefit replaces a standard cleric's ability to spontaneously cast *cure* or *inflict* spells of 5th level and above.

TABLE 3-5: AZURIN CLERIC RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Channel incarnum	As standard cleric
4th	+3	+4	+1	+4	Soultouched weapon	See text
9th	+6/+1	+6	+3	+6	Distribute incarnum	As standard cleric

INCARNATE

An aasimar incarnate sees himself as a representative of his celestial forebears and a defender of his mortal kin.

More martially minded than most incarnates, an aasimar who takes up this mantle is a stalwart champion of the weak and downtrodden.

He embodies good as much as any creature (short of an angel) can, which manifests itself in his method of shaping and wielding incarnum.

An aasimar incarnate's number of soulmelds, total essentia, and chakra binds are as detailed on Table 2–2: The Incarnate.

Hit Die: d8.

REQUIREMENTS

To take an aasimar incarnate substitution level, a character must be a neutral good aasimar about to take his 1st, 3rd, or 7th level of incarnate.

CLASS SKILLS

Aasimar incarnate substitution levels grant the same class skills as the standard incarnate class, plus Diplomacy.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All of the following are features of the aasimar incarnate racial substitution levels.

Martial Weapon: An aasimar incarnate trains for combat more rigorously than a traditional incarnate.

At 1st level, he can select any martial melee weapon and gain the Martial Weapon Proficiency and Weapon Focus feats with that weapon.

Aasimar incarnates tend to select the warhammer (since this is the weapon created by the good *incarnum weapon* soulmeld).

This benefit does not replace any incarnate class feature.

Incarnum Radiance (Su): An aasimar incarnate recognizes that strong defense is not the only tool required against the forces of evil—one must be able to strike true against the foes of good.

In addition to the normal effect of the incarnum radiance, while it is active the incarnate's natural and weapon attacks are treated as good-aligned for the purpose of overcoming damage reduction.

If he has the *incarnate weapon* soulmeld shaped (see page 72), that weapon deals an extra 1d6 points of damage to creatures with the evil subtype while the incarnum radiance is active.

An aasimar incarnate cannot grant his allies this additional benefit with the share incarnum radiance class feature.

This benefit augments, but does not replace, the standard incarnate's incarnum radiance class feature.

Share Incarnum Radiance (Su): An aasimar incarnate, despite his strong dedication to good, recognizes that not all creatures have the moral fortitude to stand strongly against evil.

Whenever he chooses to share the effect of his incarnum radiance with nearby allies, he can grant its benefit to any nonevil ally (rather than just any good ally).

He must make this choice at the time the radiance is activated.

An aasimar incarnate cannot share the good alignment of his attacks (see Incarnum Radiance, above) with allies.

This benefit augments, but does not replace, the standard incarnate's share incarnum radiance class feature.

TABLE 3–4: AASIMAR INCARNATE RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Meldshaping
1st	+0	+2	+0	+2	Aura, detect opposition, martial weapon	As standard incarnate
3rd	+1	+3	+1	+3	Expanded soulmeld capacity +1, incarnum radiance 1/day	As standard incarnate
7th	+3	+5	+2	+5	Share incarnum radiance	As standard incarnate

INCARNATE

A gnome incarnate is a righteous and cunning servant of the cause of good.

Often dedicated to Garl Glittergold, the god of gnomes, a gnome incarnate is a living testament to the traditions of the race.

His link to the souls of gnomes past, present, and future gives the gnome incarnate a special place of honor among their people, which he holds quite sacred.

A gnome incarnate's number of soulmelds, total essentia, and chakra binds are as detailed on Table 2–2: The Incarnate.

Hit Die: d6.

REQUIREMENTS

To take a gnome incarnate substitution level, a character must be a neutral good gnome about to take his 1st, 2nd, or 7th level of incarnate.

CLASS SKILLS

Gnome incarnate substitution levels grant the same class skills as the standard incarnate class, plus Hide.

Gnome incarnates recognize the value in not being seen, whether as part of an ambush or simply to evade an enemy's detection.

Skill Points at Each Level: 4 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All of the following are features of the gnome incarnate racial substitution levels.

Racial Defense (Su): A gnome incarnate serves on the front line of defense for his village or town.

He relies on the knowledge of the souls within him to guide him in battling his people's most dangerous foes.

A gnome incarnate gains an insight bonus on damage rolls made against kobolds, goblinoids, and giants equal to one-half the number of soulmelds he has shaped.

If at least one other gnome ally is within 30 feet and visible to the incarnate, this insight bonus instead equals the number of soulmelds shaped.

This benefit replaces the standard incarnate's detect opposition class feature gained at 1st level.

Detect Thoughts (Sp): A gnome incarnate recognizes that foreknowledge of an enemy's plans makes the best tool for battle.

As long as a soulmeld is bound to his crown chakra, he can use *detect thoughts* once per day.

The save DC is equal to 12 + his Cha modifier, and his caster level is equal to his meldshaper level.

This benefit does not replace any class feature.

Share Incarnum Radiance (Su): A gnome incarnate can share some of his race's natural talents with his allies.

Whenever he shares his incarnum radiance with allies, his allies gain a +4 dodge bonus to AC against giants, in addition to the normal benefit of the incarnum radiance. If the creature already has a racial trait that grants a dodge bonus to AC against giants (such as a dwarf or gnome), this bonus does not stack with that benefit—only the better bonus applies.

This benefit augments, but does not replace, the standard incarnate's share incarnum radiance class feature.

TABLE 3-9: GNOME INCARNATE RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Meldshaping
1st	+0	+2	+0	+2	Aura, racial defense	As standard incarnate
2nd	+1	+3	+0	+3	Chakra bind (crown), <i>detect thoughts</i>	As standard incarnate
7th	+3	+5	+2	+5	Share incarnum radiance	As standard incarnate

INCARNATE

Whereas most tieflings feel trapped between their mortal and fiendish heritages, the tiefling incarnate has no problem in balancing these two parts of herself. Indeed, she embraces both her mortal soul and her infernal blood.

Despite being a native outsider, she forges a strong bond with her mortal heritage, as represented by her use of incarnum.

At the same time, her fiendish nature is well displayed by her incarnum-fueled abilities.

A tiefling incarnate's number of soulmelds, total essentia, and chakra binds are as detailed on Table 2-2: The Incarnate.

Hit Die: d6.

REQUIREMENTS

To take a tiefling incarnate substitution level, a character must be a neutral evil tiefling about to take her 1st, 3rd, or 7th level of incarnate.

CLASS SKILLS

Tiefling incarnate substitution levels grant the same class skills as the standard incarnate class, plus Bluff and Hide. Skill Points at Each Level: 4 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All of the following are features of the tiefling incarnate racial substitution levels.

See in Darkness (Su): A tiefling incarnate's natural tendency toward living in shadow manifests itself as an uncanny ability to see through such gloom.

If she has a shaped soulmeld that occupies her brow chakra, she can see normally in magical darkness, such as that created by a *darkness* spell.

This benefit does not replace any incarnate class feature.

Incarnum Radiance (Su): A tiefling incarnate's incarnum radiance class feature functions normally, with one addition.

As long as the tiefling is not within an area of bright illumination (that is, as long as she is in darkness or shadowy illumination), she gains concealment (20% miss chance), even against creatures able to see normally in such conditions.

This benefit augments, but does not replace, a standard incarnate's incarnum radiance class feature.

Telepathy (Su): A tiefling incarnate can mingle the soul energy of mortals with her fiendish mind to grant her the ability to communicate telepathically with any other creature within 100 feet that has a language (see page 316 of the *Monster Manual*).

This ability only functions as long as a tiefling incarnate has a soulmeld bound to her crown chakra.

This benefit replaces a standard incarnate's share incarnum radiance class feature gained at 7th level.

TABLE 3-13: TIEFLING INCARNATE RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Meldshaping
1st	+0	+2	+0	+2	Aura, detect opposition, see in darkness	As standard incarnate
3rd	+1	+3	+1	+3	Expanded soulmeld capacity +1, incarnum radiance 1/day	As standard incarnate
7th	+3	+5	+2	+5	Telepathy	As standard incarnate

MONK

A skarn monk takes his race's dedication to "perfection of form" to great extremes, tuning his body, mind, and soul to extraordinary purity.

As part of this perfection, he learns to channel incarnum to achieve various effects and also gains the ability to use his arm spines with tremendous effectiveness.

Hit Die: d8.

REQUIREMENTS

To take a skarn monk substitution level, a character must be a skarn about to take his 1st, 5th, or 10th level of monk.

CLASS SKILLS

Skarn monk substitution levels grant the same class skills as the standard monk class, plus Intimidate.

Skill Points at Each Level: 4 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All of the following are features of the skarn monk racial substitution levels.

Spine Strike (Ex): For all purposes related to monk class features, a skarn monk can treat his arm-spine attack as if it were an unarmed strike.

This includes using it as part of a flurry of blows, *ki* strike, and the increased damage dealt by arm spines as the skarn monk gains levels (1d8 at 4th level, 1d10 at 8th level, and so forth).

This benefit replaces a standard monk's unarmed strike class feature gained at 1st level.

Defensive Insight (Su): As a skarn monk becomes more in tune with the soul energy flowing through his body, he learns to rely on this insight to aid his defense.

Beginning at 5th level, a skarn monk gains a +1 insight bonus to AC for every point of *essentia* invested in this class feature.

Insight bonuses to AC apply at all times, even against touch attacks or when a skarn monk is flatfooted, immobilized, or helpless.

Wearing armor, carrying a shield, or carrying a medium or heavy load has no effect on this AC bonus.

A skarn monk gains 1 point of *essentia* at 5th level.

This benefit replaces a standard monk's AC bonus gained at 5th level and improved every five levels thereafter.

(A skarn monk still adds his Wisdom bonus to his AC).

Shape Soulmeld (Su): A skarn monk's perfection of body and soul is so strong that at 10th level, he gains the ability to shape a single soulmeld (as long as he has a Constitution score of 11 or higher).

A skarn monk can shape this soulmeld each day, following the normal rules for meldshaping (see page 49).

This soulmeld must be chosen from the soulborn class list.

A skarn monk's meldshaper level is equal to one-half his monk level.

The save DC (if any) for the soulmeld is equal to 10 + invested *essentia* + his Wis modifier.

This benefit replaces a standard monk's *ki* strike (lawful) class feature gained at 10th level.

Chakra Bind (Arms): A skarn monk can bind a soulmeld (see above) to his arms chakra, following the normal rules for chakra binds (see page 51).

TABLE 3-12: SKARN MONK RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Bonus feat, flurry of blows, spine strike
5th	+3	+4	+4	+4	Purity of body, defensive insight
10th	+7/+2	+7	+7	+7	Slow fall 50 ft., shape soulmeld, chakra bind (arms)

RROGUE

A rilkan rogue is typically a silver-tongued trickster or charlatan, or perhaps simply a charismatic daredevil. She relies on personality and passion for adventure to win the day.

Despite her considerable talents of interaction and deception, though, she is quite capable of holding her own in a fight—all the better to survive the anger of a deceived merchant or a spurned suitor.

Hit Die: d6.

REQUIREMENTS

To take a rilkan rogue substitution level, a character must be a rilkan about to take her 1st, 3rd, or 10th level of rogue.

CLASS SKILLS

Rilkan rogue substitution levels grant the same class skills as the standard rogue class, plus Speak Language.

Skill Points at Each Level: 8 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All of the following are features of the rilkan rogue racial substitution levels.

Improved Flanking (Ex): A rilkan rogue who is flanking an opponent gains a +4 bonus on attacks instead of a +2 bonus on attacks.

Any other rilkans flanking the same opponent also benefit from this improved bonus.

Other, nonrilkan characters flanking with the rilkan rogue don't gain this increased bonus.

This benefit replaces a standard rogue's sneak attack ability gained at 1st level.

Instead, a rilkan rogue gains sneak attack at 3rd level and reduces the extra damage dice indicated by 1d6.

Bardic Knowledge (Ex): A rilkan rogue picks up a lot of stray knowledge while interacting with others.

Starting at 3rd level, she can make a special bardic knowledge check with a bonus equal to her rogue level plus her Intelligence modifier to see whether she knows some relevant information about local notable people, legendary items, or significant places.

This is otherwise identical to the bard's class feature of the same name (see page 28 of the *Player's Handbook*).

This benefit replaces the standard rogue's trap sense class feature gained at 3rd level.

A rilkan rogue who selects this substitution feature never gains trap sense from her rogue levels.

Bonus Feat: At 3rd level, a rilkan rogue selects one of the following feats as a bonus feat: Deceitful, Diligent, Investigator, Negotiator, or Persuasive.

Fortunate Reflexes (Ex): A rilkan rogue enjoys living life on the edge, taking risks that other rogues might avoid.

Beginning at 10th level, a rilkan rogue can choose to reroll any failed Reflex save.

The rogue must take the result of the reroll, even if it's worse than the original roll.

If the original roll is a natural 1, the rilkan rogue can't use this ability.

This benefit replaces the standard rogue's special ability gained at 10th level.

Furthermore, a rilkan rogue forever forfeits the ability to gain improved evasion as a rogue class feature.

(She can still gain improved evasion from some other source).

TABLE 3-11: RILKAN ROGUE RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Trapfinding, improved flanking
3rd	+2	+1	+3	+1	Sneak attack +1d6, bardic knowledge, bonus feat
10th	+7+2	+3	+7	+3	Fortunate reflexes

SOULBORN

A dwarf soulborn has a strong link to the souls of his ancestors and gains special benefits from their knowledge. Unlike most soulborns, the dwarf soulborn pays particular homage to a deity—in this case, Moradin Soulforger, the god of the dwarves.

Believing that incarnum is a precious gift from Moradin, a dwarf soulborn prefers to wield the same weapon as his deity and is rewarded for this choice.

A dwarf soulborn's number of soulmelds, total essentia, and chakra binds are as detailed on Table 2-3: The Soulborn. Hit Die: d12.

REQUIREMENTS

To take a dwarf soulborn substitution level, a character must be a lawful good dwarf about to take his 1st, 3rd, or 9th level of soulborn.

CLASS SKILLS

Dwarf soulborn substitution levels grant the same class skills as the standard soulborn class, plus Knowledge (dungeoneering).

Dwarf soulborns display an uncanny ability to recognize and identify the denizens and hazards encountered below the surface of the world.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All of the following are features of the dwarf soulborn racial substitution levels.

Smite Opposition (Su): A dwarf soulborn can deliver smite attacks just as a normal soulborn.

However, if he delivers the smite with a warhammer, he can increase the bonus on the attack roll by 1 (as if his Charisma were 2 points higher).

This ability reflects his innate link to the Hammer of Souls wielded by Moradin.

This effect augments, but does not replace, a standard soulborn's ability to smite opposition.

Stoneborn Insight: A dwarf soulborn's channeling of incarnum invests him with the insights of his ancestors, both in matters of stoneworking and combat.

This ability takes the form of an insight bonus equal to the number of soulmelds he has shaped on the following checks and rolls.

- Appraise and Craft checks regarding stone or metal.
- Search checks related to his stonecunning racial trait (see page 15 of the *Player's Handbook*).
- Damage rolls made against orcs, goblinoids, or giants.

This benefit replaces the standard soulborn's bonus feat gained at 3rd level.

Share Incarnum Defense (Su): Moradin recognizes that a dwarf soulborn is one of the god's champions in the world and a faithful servant of the dwarf people.

As such, he is rewarded with greater ability to bolster his dwarf allies.

A dwarf soulborn can share his incarnum defense with any dwarf within 30 feet that he can see as a free action (rather than by touch as a standard action).

This benefit augments, but does not replace, the standard soulborn's share incarnum defense class feature.

TABLE 3-7: DWARF SOULBORN RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Meldshaping
1st	+1	+2	+0	+0	Aura, smite opposition 1/day	As standard soulborn
3rd	+3	+3	+1	+1	Stoneborn insight	As standard soulborn
9th	+9/+4	+6	+3	+3	Share incarnum defense 1/day	As standard soulborn

SOULBORN

To those who do not recognize her special gift, an elf soulborn might appear unnaturally tranquil and patient. Her special contact with the souls of her people perpetually reminds her of the value of a long-term outlook.

Even if she fails in her tasks, she knows that her soul will inform those who come after her of what has come before. As befits their heritage, they tend to be keen-eyed archers.

An elf soulborn's number of soulmelds, total essentia, and chakra binds are as detailed on Table 2-3: The Soulborn. Hit Die: d10.

REQUIREMENTS

To take an elf soulborn substitution level, a character must be a chaotic good elf about to take her 1st, 2nd, or 7th level of soulborn.

CLASS SKILLS

Elf soulborn substitution levels grant the same class skills as the standard soulborn class, plus Search and Spot.

Regardless of her other talents, an elf soulborn tends to keep her powers of vision strong as a measure of respect for her ancestors.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All of the following are features of the elf soulborn racial substitution levels.

Smite Opposition (Su): An elf soulborn's link to the master archers of her race allows her to charge her bow attacks with the power of incarnum.

She can deliver smite attacks just as a normal soulborn.

However, she can deliver this smite attack with either an arrow fired from a bow or with a melee attack (unlike the normal smite opposition attack, which can only be delivered with a melee attack).

The foe to be smited must be within 30 feet of her to deliver the smite attack by an arrow.
This effect augments, but does not replace, the standard soulborn's ability to smite opposition.
Incarnum Defense (Su): The incarnum that fuses to an elf soulborn's being changes her mind and body as well. This manifests at 2nd level, when her eyes become solid orbs of deep forest green, with no visible pupil or iris. She gains immunity to enchantment (charm) effects. This benefit augments, but does not replace, the standard soulborn's incarnum defense class feature.

Vigilance of the Ancestors (Ex): As a side effect of channeling incarnum, an elf soulborn benefits from the inherent vigilance of her people.
The range of her low-light vision improves to triple normal human sight.
Whenever a soulmeld occupies an elf soulborn's brow chakra, she gains improved visual acuity.
She gains an insight bonus on Search and Spot checks equal to twice the invested essentia.
If a soulmeld is actually bound to her brow chakra, the range increment of any bow she uses increases by one-half. This benefit replaces the standard soulborn's bonus feat gained at 7th level.

TABLE 3-8: ELF SOULBORN RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Meldshaping
1st	+1	+2	+0	+0	Aura, smite opposition 1/day	As standard soulborn
2nd	+2	+3	+0	+0	Incarnum defense	As standard soulborn
7th	+7/+2	+5	+2	+2	Vigilance of the ancestors	As standard soulborn

TOTEMIST

A halfling totemist is a bit of an outsider, even among her own people.

She tends to avoid social interaction with other people, preferring instead the quiet solitude of her spiritual link with the souls of the beast world.

When she or her people are threatened, however, she becomes a fierce defender.

Though not as physically tough as a typical totemist, the halfling is more athletic and agile than others of her class. A half ling totemist's number of soulmelds, total essentia, and chakra binds are as detailed on Table 2-4: The Totemist.

Hit Die: d6.

REQUIREMENTS

To take a half ling totemist substitution level, a character must be a half ling about to take her 1st, 3rd, or 8th level of totemist.

CLASS SKILLS

Halfling totemist substitution levels grant the same class skills as the standard totemist class, plus Climb, Hide, Jump, and Move Silently.

A typical half ling totemist is athletic and stealthy, much like the beasts whose powers she shares.

Skill Points at Each Level: 4 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All of the following are features of the halfling totemist racial substitution levels.

Low-Light Vision (Su): A halfling totemist manifests some of the physical nature of the wild beasts whose souls she channels.

As long as any soulmeld occupies her brow chakra, she gains low-light vision, enabling her to see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination.

This benefit does not replace any class feature.

Wild Vigor (Su): A half ling totemist draws on the power of nature to gain minor physical benefits, depending on the soulmelds that she has shaped.

If she has a soulmeld occupying her arms chakra, she gains a +2 competence bonus on Swim checks.

If she has a soulmeld occupying her feet chakra, she gains a +2 competence bonus on Jump checks.

If she has a soulmeld occupying her hands chakra, she gains a +2 competence bonus on Climb checks.

This benefit replaces the standard totemist's totem's protection class feature gained at 3rd level.

Fast Movement (Ex): Like the beasts of the world, a halfling totemist can dart quickly across the battlefield.

Her land speed is faster than the normal for her race by 10 feet.

This benefit applies only when she is wearing no armor or light armor and carrying no more than a light load.

This is otherwise identical to the barbarian's fast movement class feature (see page 25 of the *Player's Handbook*).

This benefit replaces a standard totemist's ability to rebind a totem soulmeld gained at 8th level.

A halfling totemist instead gains that class feature at 12th level, and thereafter the number of times per day she can use that ability is reduced by one.

TABLE 3-10: HALFLING TOTEMIST RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Meldshaping
1st	+0	+2	+2	+0	Wild empathy, illiteracy, low-light vision	As standard totemist
3rd	+2	+3	+3	+1	Wild vigor	As standard totemist
8th	+6/+1	+6	+6	+2	Fast movement	As standard totemist

MASTERS OF THE WILD

(3.0)

INTIMIDATION RULES (BARBARIAN)

It's an unfortunate fact that the barbarian, regardless of his might, can still fail to intimidate foes who are cowed by the stylish bard or the magnetic sorcerer.

The two optional rules presented here are designed to make the barbarian a bit more frightening.

These rules work whether the barbarian is raging or not, though rage does increase their effectiveness.

Raging Intimidation: A raging barbarian gains a +4 bonus to both his Strength and his Constitution scores.

This variant also grants him a +4 morale bonus on his Intimidate checks.

After all, when a barbarian begins to scream and froth at the mouth, just about anyone is a little more likely to do what he says.

Intimidation through Strength: Sometimes it's appropriate to change the key ability score of a particular skill.

While Intimidation is usually a function of Charisma, this rule allows the barbarian to apply his Strength modifier rather than his Charisma modifier to Intimidate checks.

This assumes, of course, that he accompanies such attempts with appropriate displays of might, such as breaking objects or showing off impressive muscles.

A barbarian who is raging is even better at intimidation because of his increased Strength score.

URBAN RANGER (RANGER)

The *Player's Handbook* describes rangers as forest denizens who can use the natural camouflage of the woods to advantage.

Soveliss, girded in his tree-trunk-brown studded leather, is ready at a moment's notice to disappear among the trees.

This is a fine lifestyle for the majority of rangers, but some prefer to stalk foes through other terrain.

The urban ranger is the king of the streets, capable of tracking a foe through a marketplace or across a castle parapet.

To play an urban ranger, use the rules from the ranger class description in Chapter 3 of the *Player's Handbook*.

Every rule mentioned there also applies to an urban ranger. With your DM's permission, however, you can adopt a few modifications designed to make your character more effective in the unorthodox urban terrain.

- Make the following class skill switches: Animal Empathy for Gather Information and Knowledge (nature) for Knowledge (local).

Saying goodbye to an exclusive class skill is hard, but you need as many ranks in Gather Information and Knowledge (local) as you can get.

- Trade the Track feat for the Shadow feat (see Chapter 2). This gives you an edge in following someone through city streets.

Also, you might want to adopt the special use of the Hide skill called Tail Someone, as described in Chapter 2.

- Take an organization or culture rather than a creature type as a favored enemy.

For example, you might choose the Knights of the Hart, which would allow you to use your favored enemy bonuses against elves and humans who belong to that organization, but not against other elves and humans.

Be sure to make such a choice in concert with your DM, or you could end up with a favored enemy you never encounter.

- Swap out a few ranger spells for bard spells of equal level. Here are some trades to consider: *detect snares and pits* for *detect secret doors*, *speaking with animals* for *message*, *speaking with plants* for *detect thoughts*, *plant growth* for *phantom steed*, and *tree stride* for *dimension door*.

You might want to see if your DM would let you trade for spells from different class lists as well, though you're unlikely to get *chain lightning* out of the deal.

An urban ranger who wants to adopt a prestige class might consider the watch detective, the foe hunter, or the bloodhound (see Chapter 5).

All those focus on improving the ranger's best attributes without advancing the naturalistic aspect of the class.

Below are statistics for an urban ranger created with these variant rules: the dwarven constable Sergeant Reginald Fitz-Louis and his trusty mastiff, Baskerville.

VARIANT FAVORED ENEMY RULES

Some favored enemy choices have significantly less utility than others—namely outsiders and those types that are immune to critical hits.

The variant rules presented here make these choices more appealing.

As with all variant rules, a player wishing to utilize these must first get the DM's consent.

Favoring Subtypes of Outsiders: In this variant, the ranger can choose a subtype of outsider as a favored enemy.

The available options are air, chaotic, earth, evil, fire, good, lawful, water, and no subtype.

A ranger who chooses chaotic outsiders, for example, gains favored enemy bonuses against chaos beasts, demons, djinn, ghaeles (a type of celestial), lillends, slaadi, and titans, whereas one who chooses outsiders with no subtype gains bonuses against aasimars, half-celestials, half-fiends, jann, ravigs, and tieflings.

When choosing among these options, consider your ranger's alignment and the conditions in which he normally adventures.

Favoring Subraces of Your Own Race: A good or neutral ranger cannot select his own race as a favored enemy, but his enemies can, which is disconcerting.

In this variant, a ranger can select a subrace of his own race as a favored enemy.

Generally, the DM should allow this only when it corresponds to deep divisions within that race.

For example, a high elf could select drow, but not gray elves.

Similarly, hill dwarves might select derro or duergar, but not deep dwarves.

Half-orcs (especially if raised among humans) could choose orcs.

This variant also allows the ranger to choose others of his own race who come from a hostile country as a favored enemy.

Defensive Favored Enemy Bonuses: A ranger using this variant gains his favored enemy bonus on Hide and Move Silently checks instead of on damage, Bluff checks, and Sense Motive checks against a particular favored enemy. Also, he can use his favored enemy bonus as a dodge bonus as if using the Dodge feat.

(That is, each round he must designate one favored enemy opponent against whom the AC bonus applies, and he gains no bonus when flatfooted).

The ranger retains his other bonuses on Listen, Spot, and Wilderness Lore checks.

Once you choose this option for a particular favored enemy, you may not reverse the decision.

This variant is recommended for rangers who choose constructs, elementals, oozes, plants, or undead as favored enemies, though other members of the class may find it useful as well.

WILD SHAPE UPDATE (DRUID)

"They tickle and itch, but you get used to feathers. Never quite get used to the eggs, though."

—The druid Kelliana of Blue Tribe

Wild shape is one of the druid's most useful and flexible class features.

The following version of this ability supersedes the one presented in the *Player's Handbook*.

WILD SHAPE

At 5th level, a druid gains the spell-like ability to turn herself into a Small or Medium-size animal (but not a dire animal or a legendary animal) and back again once per day. The druid may adopt only one animal form per use of this ability.

The creatures available as *wild shape* forms include some giant animals (as described in Appendix I of the *Monster Manual*) but not beasts, magical beasts, or anything with a type other than animal.

The druid may use *wild shape* to become a dog or a giant lizard, for example, but not an owlbear.

The form chosen must be that of an animal she is familiar with.

For example, a druid who has never been outside a temperate forest could not become a polar bear.

The druid can freely designate the new form's minor physical qualities (such as fur, feather, or skin color and texture) within the normal ranges for an animal of that kind.

The new form's significant physical qualities (such as height, weight, and gender) are also under her control but must fall within the norms for the animal's species.

The druid is effectively disguised as an average member of the new form's species, gaining a +10 bonus on her Disguise checks as long as she maintains the form.

This change of form never disorients the druid.

Upon changing to an animal form, she regains lost hit points as if she had rested for a day, though this healing does not restore temporary ability damage or provide any other benefits of resting for a day, and changing back does not heal her further.

If slain, the druid reverts to her original form, though she remains dead.

When the change occurs, the druid's equipment, if any, melds into her new form and becomes nonfunctional.

Material components and focuses melded in this way cannot be used to cast spells.

When the druid reverts to her true form, any objects previously melded into the animal form reappear in the same locations they previously were and are once again functional.

Any new items the druid wore in animal form (such as a saddle, rider, or halter) fall off and land at her feet; any that she carried in a body part common to both forms (mouth, hands, or the like) at the time of reversion are still held in the same way.

The druid acquires the physical and natural abilities of the creature whose form she has taken while retaining her own mind.

Physical abilities include size as well as Strength, Dexterity, and Constitution scores.

Natural abilities include armor, natural weapons (such as claws, bite, or gore), sensory abilities (such as low-light vision), and similar gross physical qualities (presence or absence of wings or gills, number of extremities, and so forth).

Natural abilities also include mundane movement capabilities, such as walking, swimming, and flying with wings.

The druid also gains all the racial bonuses and feats of the animal form selected.

She does not gain any supernatural or spell-like abilities (such as breath weapons or gaze attacks) of her new form, but does gain all the form's extraordinary abilities.

All these alterations last until the *wild shape* ends.

The druid's new scores and faculties are average ones for the species into which she has transformed.

She cannot, for example, turn herself into a wolf with a Strength of 20.

Likewise, she cannot change into a bigger or more powerful version of a creature (or a smaller or weaker version).

The druid retains her own Intelligence, Wisdom, and Charisma scores, level and classes, hit points (despite any change in her Constitution score), alignment, base attack bonus, and base save bonuses.

(New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses).

The druid also retains her own type (for example, humanoid), extraordinary abilities, and spell-like abilities, but not her supernatural abilities.

She loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make.

(The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech).

Though the druid retains any spells she previously carried, her new form may not permit her to use them.

Unless the chosen form is one with prehensile hands (such as a monkey or an ape) or some other manipulative appendage, the druid may not be able to manipulate material components and focuses for spells—even if those are not melded into her new form.

Likewise, her lack of a humanlike voice means she cannot cast spells with verbal components or activate command word items.

In the same manner, the lack of appropriate appendages may prevent her from using manufactured weapons and magic items.

If the usability of a particular spell or item is in doubt, the DM makes the decision.

The druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table 3–8 in the *Player's Handbook*.

In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level.

At 12th level and beyond, she can take the form of a dire animal.

At 16th level, the druid may use *wild shape* to change into a Small, Medium-size, or Large elemental (air, earth, fire, or water) once per day.

She gains all the elemental's special attacks and special qualities when she does so, regardless of ability type (that is, she gains the supernatural and spell-like abilities of the elemental as well as extraordinary ones).

She also gains the elemental's feats and racial skill bonuses for as long as she maintains the *wild shape* while retaining her own creature type (humanoid in most cases).

At 18th level, she can assume elemental form three times per day.

ORIENTAL ADVENTURES (3.0)

BARBARIAN

As described in the *Player's Handbook*, barbarians are outsiders—and this is no less true in the lands of *Oriental Adventures*.

Barbarian characters in Rokugan might include certain Unicorn clan warriors, Yabankin from the cold northern steppes, Ujik-hai from the lands of the Burning Sands, or nezumi “bushi”.

In other campaign settings, steppe nomads, jungle-dwelling tribes, and wild korobokurus are all barbarians. Whatever their origins, barbarians are likely to use strange weapons, wear outlandish clothing and armor, speak foreign languages, and fumble through the rigid and ritualized formalities of “civilized” culture.

Adventures: As described in the *Player's Handbook*, adventuring is the best way for a barbarian character—whatever his origin—to find a place in civilized society. Though few barbarians will ever earn the recognition of a daimyo or any kind of social status, with an adventuring party a barbarian can feel like an equal among samurai and shugenjas.

For some barbarians, that is enough; others quest after the impossible, hoping by the greatness of their deeds to win a place among the nobility.

Background: Barbarians, by definition, come from cultures outside the centers of civilization.

Barbarian adventurers often find their way to the kingdoms and empires because of hard times in their home lands, such as famine or invasion.

In Rokugan, Unicorn clan barbarians may wander the Empire simply because they love to travel, and find themselves drawn into adventure after adventure along the way.

Races: In Rokugan, humans of the Unicorn clan, humans from foreign lands, and nezumi are the most likely races to adopt the barbarian class.

In addition to these barbarian peoples, goblins and ogres of the Shadowlands may be barbarians.

In other campaign settings, korobokurus are often barbarians, while most other barbarians are human.

Other Classes: In Rokugan, Unicorn clan barbarians consider themselves to be samurai, and view themselves with the same haughty pride that the samurai do, regarding only shugenjas as near-equals.

Other barbarians, and all barbarians in other campaign settings, either look up to the noble samurai and shugenjas, or regard them as weaklings softened by the comforts of civilization.

Barbarians are most comfortable with rangers, who often share their rough edges, or rogues.

Though most barbarian societies include sorcerers, shamans, or adepts, barbarians generally mistrust shugenjas and other spellcasters until they've proven themselves worthy of trust.

Game Rule Information: As described in the *Player's Handbook*.

In Rokugan, barbarians often wear armor and use weapons and other equipment that is not native to the civilized Empire.

Use the normal equipment tables in the *Player's Handbook* for such gear.

FIGHTER

Fighters in *Oriental Adventures* are experienced soldiers, bandit leaders, battle-hardened mercenaries, grasping warlords—any trained warrior who, for reasons of personal honor or lowly birth, does not live up to the high standards of the samurai.

The code of *bushido* does not apply to ordinary fighters.

Ronin are fighters, as are many professional soldiers.

In Rokugan, even some clan samurai—particularly Scorpions who have no use for *bushido*—are fighters as well.

Adventures: Most fighters adventure for the sake of acquiring power and wealth.

A few hope to follow the example of the famous Rokugani ronin Ginawa (now Akodo Ginawa), who saved Emperor Toturi during the Battle at Oblivion's Gate and was rewarded with an honored place among the clans.

Background: Ronins fall into two categories: “Clan ronins” are members of the great clans who have fallen out of favor with their lord.

The most common reason for this is somehow allowing the lord to die—either in battle or under an assassin's blade.

Clan ronins cling to the hope of regaining their lost honor.

“True ronins” have never belonged to one of the clans, usually coming from a ronin family.

Other fighters in Rokugan include some Scorpion bushi, who usually do not meet the alignment restriction of the samurai class, and mercenaries, including many members of the Yoritomo family.

Fighters in other campaign settings generally follow the guidelines in the *Player's Handbook*.

Races: In Rokugan, humans are the most common fighters, but nezumi and Shadowlands creatures can become fighters as well.

A ratling fighter is unusually well trained for his species, and may have studied with a Crab samurai, for example. In other campaign settings, members of all races may be fighters.

Most hengeyokai fighters are crabs, dogs, foxes, raccoon dogs, or rats in their animal form, and they tend to be tough, with a wild fighting style.

Korobokuru fighters represent the elite of their military (most korobokurus are barbarians).

Spirit folk fighters come from a variety of backgrounds, like humans.

Vanara fighters usually rely on speed over brute strength, but they show tremendous bravery and loyalty in battle.

Other Classes: While honorable samurai in Rokugan might look down upon ordinary fighters, fighters may share that disdain.

Bushido is a crutch, some fighters believe, and they put little faith in those whose lives are dictated by its constraints.

Fighters associate more often with rogues and sorcerers than with samurai and shugenjas.

In other campaign settings, fighters recognize the need for support in the realms of magic and stealth, and work well with shamans, wu jen, rogues, and monks.

Game Rule Information: As described in the *Player's Handbook*, with the following addition.

Bonus Feats: Prone Attack and Superior Expertise (both described in Chapter 4 of this book) are added to the list of fighter bonus feats.

MONK

Monasteries where monk characters are trained in the spiritual and martial arts are far more common in *Oriental Adventures* than in the world described in the *Player's Handbook*.

Adventures: Monk adventurers are common, since their beliefs and lifestyle lend themselves to activity in the world.

While some monks devote their time and energy to training samurai in clan dojos, teaching the scriptures in secluded monasteries, or striving to perfect themselves in isolation, many others take their lessons and practice on the road, finding promising students among the ranks of adventurers and even ronin.

After all, who has more need of the teachings of enlightenment than those who are on the front line of the battle against darkness?

And what good is the perfection of discipline if it does not hold up when tested in the real world?

Background: As described in the *Player's Handbook*, monks usually receive their training either in a monastery or under the mentorship of an individual *sensei*.

People from all walks of life may find training in monasteries—foundlings or orphans who are raised by the monks, heimin or hinin peasants, samurai nobles, retired generals, spirit folk and hengeyokai, and even the rare ratling, korobokuru, or vanara all may dedicate their lives to enlightenment and learn the spiritual and physical disciplines of a monk.

Whatever their social or racial origin, monks devote their whole loyalty to the path of enlightenment, claiming kinship only with other monks, not with clan or family.

In the Celestial Order of Rokugan's society, monks are equal to the farmer heimins, whatever their birth.

The monks of Rokugan are vigilant champions of enlightenment, opponents of the darkness—whether that darkness is manifested in the Shadowlands or in simple ignorance.

Since the Battle of Oblivion's Gate, the monks of Rokugan have come to realize that their philosophy of withdrawal from the world was not sufficient to protect the world from darkness, and they have adopted a more aggressive strategy of teaching the clans the truths of the Tao.

As a result, the ranks of the monks are swelling, and many samurai and shugenjas are learning at least the basic teachings of Shinsei.

Races: In Rokugan, most monks are human, and a large number are drawn from the Dragon clan.

Nonhuman monks are extremely rare exceptions to the general rule that monasteries are a human establishment.

In other campaign settings, the near-human races (hengeyokai and spirit folk) are much more likely to adopt the monk class than the more wild-natured korobokurus, nezumi, or vanaras.

The nonhuman races do not have monasteries of their own, but train and study in human communities or with a human *sensei*.

Other Classes: In Rokugan, although monks tend to have different goals and values than members of other classes, they believe that they have an obligation to teach and work among the broader population of the Empire.

They may sometimes approach the task with condescension, but in general they recognize the importance of nonmonks in defending Rokugan from the evil that has nearly destroyed it in the past.

They teach them so that all the people of Rokugan might become enlightened, the better to resist the darkness.

In other campaign settings, monks recognize their interdependence on other characters and tend to cooperate well with members of all other classes.

Game Rule Information: Except as noted below, monks in *Oriental Adventures* conform to the rules given in the *Player's Handbook*.

Class Skills: Knowledge (religion) is a class skill for monks.

Weapon Proficiency: Monks are proficient with the following weapons: butterfly sword, club, crossbow (light or heavy), dagger, javelin, jitte, kama, nunchaku, quarterstaff, sai, shuriken, and tonfa.

Monks can use any of the following weapons with their unarmed base attack bonus: butterfly sword, club, jitte, kama, lajatang, nekode, nunchaku, quarterstaff, sai, three-section staff, and tonfa.

Bonus Feats: At 1st, 2nd, and 6th level, a monk can sacrifice a class ability (stunning attack at 1st, Deflect Arrows at 2nd, or Improved Trip at 6th) in order to gain a different bonus martial arts feat.

The monk can choose any feat listed on Table 6–1: Martial Arts Feats, but she must meet all the prerequisites for the feat she selects.

This bonus feat can help a monk qualify for mastery of a martial arts style.

Multiclass Monks: Monks in *Oriental Adventures* can multiclass and freely return to the monk class.

RANGER

Often called scouts or trackers, rangers in *Oriental Adventures* are warriors with an uncanny connection to the

earth and an equally uncanny dedication to warfare against a chosen enemy.

The archetypal ranger in Rokugan is the Hiruma scout: a Crab samurai who knows the Shadowlands like the back of his hand and fights its evil denizens with unmatched skill and ferocity.

Adventures: Rangers may be among the most “adventurous” characters in *Oriental Adventures*, at least as adventuring is generally understood in *DUNGEONS & DRAGONS*.

Rangers are more likely than any other character to venture into the wilderness for the express purpose of killing monsters.

Also, they work with armies of samurai and warriors, leading them through dangerous terrain and scouting out enemy positions.

Background: Among the Crab clan of Rokugan, the skills of rangers are taught in a formal school, which prides itself on being an integral part of the Empire’s defense against the Shadowlands.

Other rangers undergo more informal training, often under the guidance of a mentor or parent.

Races: In Rokugan, rangers are most commonly found among the Crab (particularly the Hiruma family and its scout school), the Unicorn, and the nezumi.

In other campaign settings, nonhumans often make excellent rangers, due to their close connection with the natural and spirit worlds.

Hengeyokai rangers are often cats, cranes, foxes, hares, monkeys, raccoon dogs, rats, or sparrows in their animal form, and they use the concealment and natural abilities of that form to their advantage in scouting and spying.

Korobokuru rangers are excellent trackers, and they feel a close kinship with the nature spirits around their homes. Spirit folk rangers are at home in natural surroundings and bring a variety of special abilities to bear to increase their effectiveness.

Vanara rangers use great stealth and agility to make themselves effective scouts and deadly foes of their favored enemies.

Other Classes: In Rokugan, most human rangers view themselves as samurai, regarding other samurai as equals, shugenjas nearly that well, and other classes as somewhere far below their station.

All rangers tend to be pragmatic enough, however, to value the contributions of any member of an adventuring party, no matter their station, and cooperate as equals in an adventuring party, even if social equality is out of the question.

Game Rule Information: As described in the *Player’s Handbook*.

Although rangers can fight with two weapons, few rangers in Rokugan do so.

ROGUE

From lower-class street thieves and highway bandits to scheming courtiers and nobles, rogues are common but often nearly invisible in *Oriental Adventures*.

Some appear in far less roguish guises: as officials, diplomats, and envoys (most such characters, however, have the expert or aristocrat NPC classes).

Rogues in *Oriental Adventures* are no easier to categorize than their standard counterparts, for they are at least as varied in their skills, roles, and backgrounds.

Adventures: Rogues adventure for a wide variety of reasons, but underlying them all is a common thread: Rogues adventure because it serves their personal goals.

Whether those goals are as base as self-advancement and power or as complex as a Scorpion’s web of loyalties, rogues’ own desires usually spur them into adventure.

Background: Most rogues are self-taught or learn their skills under a shady mentor in a life on the street.

The schools of the Scorpion clan of Rokugan, however—including the Bayushi samurai school and particularly the secretive Shosuro school—specifically train their students in rogue abilities, skills, and techniques.

Scorpion clan rogues, naturally, maintain a high degree of loyalty to each other, while other rogues typically do not trust other rogues any more than absolutely necessary.

Races: Scrounging nezumi are perhaps the quintessential rogues of Rokugan.

Among humans, Scorpions and lower-class peasants and outcasts are the most common rogues.

Rogues are common among the races of the Shadowlands as well.

In other campaign settings, hengeyokai rogues range from stealthy cat and rat burglars to brutish raccoon dog bandits. Spirit folk rogues are typically those who feel alienated from human society because of their spirit ancestry.

Vanara rogues are not usually criminally inclined, but their limitless curiosity often gets them into trouble.

Other Classes: Rogues prefer to be in control of any given situation.

At one extreme, this manifests as a desire to make their own decisions and not be accountable to a leader figure. Rogues with this philosophy work well with anyone who does not try to boss them around.

At the other extreme are rogues who seek to manipulate others to their own advantage.

Given that preference, these rogues are happy to work with members of other classes—as long as those others can be tricked or coerced into doing what the rogue wants them to do.

Fanatical devotees of *bushido*, like most samurai, can be a problem if they are too smart or strong-willed, and monks with their rigid ways of thinking are difficult to manipulate as well.

In general, rogues enjoy working with rangers, ronins, and even barbarians.

Game Rule Information: As described in the *Player’s Handbook*, except as noted below.

Weapon and Armor Proficiency: Rogues are proficient with the blowgun, crossbow (hand or light), dagger, punching dagger, dart, kama, light mace, ninja-to, nunchaku, composite shortbow, shortsword, tonfa, and wakizashi.

Medium-size rogues are also proficient with the club, heavy crossbow, heavy mace, morningstar, and quarterstaff.

SORCERER

Sorcerers in Rokugan are arcane spellcasters who cast nonelemental magic.

These sorcerers include the feared and reviled blood sorcerers called maho-tsukai, as well as nezumi shamans

and outlanders such as Yabanjin and Ujik-hai (see the barbarian class entry).

Like barbarians, most sorcerers are outsiders in Rokugan—though maho-tsukai may try to pass as normal shugenjas. In other campaign settings, sorcerers are virtually indistinguishable from wu jen in the minds of most people. Like the sorcerers described in the *Player's Handbook*, many sorcerers claim descent from dragons (the dragons described in this book, not the dragons of the *Monster Manual*).

Adventures: Most sorcerers adventure in order to acquire greater magical power.

A blood sorcerer might search for scrolls penned by the greatest maho-tsukai of history, the undead sorcerer Iuchiban.

A nezumi or outlander sorcerer might adventure for the same reason a barbarian character does: to fit in, either with an adventuring party or in Rokugan's broader society. **Alignment:** Blood sorcerers are universally evil.

Other sorcerers tend toward chaos, and few sorcerers care enough about others to be good.

Many sorcerers are true neutral.

Background: Like barbarians, sorcerers (even blood sorcerers) are outsiders in Rokugan, where magic is ritualized and controlled by the shugenjas.

Outlander and nezumi sorcerers usually feel that their powers have chosen them, rather than the other way around, and feel a burden and responsibility to use them properly.

Such characters are usually trained by older shamans and sorcerers in their tribe or pack.

Blood sorcerers, on the other hand, seek out magical power for power's sake, and corrupt their souls and bodies to acquire it.

They learn the rituals of their power from banned scrolls and hidden texts, or even from the oni of the Shadowlands.

Races: Humans from foreign lands and nezumi are the most likely of the common races to become sorcerers.

Blood sorcerers are always human, and they may come from any clan—particularly the Phoenix and Unicorn. Shadowlands creatures, including goblins and ogres, may also be sorcerers.

Other Classes: By reputation, sorcerers are feared and shunned by members of most other classes.

Most sorcerers don't mind at all—they use the fear and respect of others to help them accomplish their own goals. Occasionally, a sorcerer may choose to associate with others and develop personal relationships with them.

Game Rule Information: As described in the *Player's Handbook*.

Sorcerers can use either the wizard/sorcerer spell list from the *Player's Handbook* or the wu jen spell list in Chapter 7. To cast the most powerful forms of maho (blood magic), which relies on drawing blood to power spells, blood sorcerers must adopt the maho-tsukai prestige class, described in Chapter 12.

PLANAR HANDBOOK (3.5)

BARBARIAN

Barbarians who strike beyond their homeland sometimes find that they go far indeed.

Barbarians have no trouble with the dangers, the miles, and the wonders that traveling entails, and planar travel, while more grand, offers a barbarian a chance to refine his abilities with extraplanar enemies in mind.

Hit Die: d12.

REQUIREMENTS

To take a barbarian planar substitution level, a character must be about to take his 3rd, 7th, or 11th level of barbarian.

CLASS SKILLS

Barbarian planar substitution levels have the class skills of the standard barbarian class plus Knowledge (the planes) (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the barbarian's planar substitution levels.

Portal Sense (Su): The barbarian's raw instincts provide him with a supernatural sense concerning portals, planar breaches, and other passages between planes.

A barbarian who takes the 3rd-level planar substitution level instantly becomes aware of any portal within 30 feet of his location, even if such a portal is normally invisible.

In a sense, the barbarian seems to "sniff" out the portal.

If the barbarian spends a few rounds "sniffing" around (taking a standard action each round to do so), he learns additional information about the portal (the rounds spent analyzing the portal need not be consecutive): **Round 1:**

Whether the portal is one-way or two-way.

Round 2: Any special circumstances governing the portal's use, such as knowing that it can be activated only at specific times of the day (but not what those times are) or if a special key or command word is needed to activate the portal (but not what that key or command word is).

Round 3: A brief sense of the area the portal leads to; essentially, the barbarian gains as much information as if he were allowed to see the portal's destination for 10 seconds, without the benefit of any other sense or analysis.

This benefit replaces the trap sense class feature gained by a standard barbarian at 3rd level.

From now on, whenever the barbarian gains a standard barbarian level that grants an improvement to his trap sense, he gains the indicated bonus minus 1 (trap sense +1 at 6th level, trap sense +2 at 9th level, and so on).

Planar Damage Reduction (Ex): The barbarian toughens his body against injuries perpetrated by unnatural creatures.

A barbarian who takes the 7th-level planar substitution level gains the ability to shrug off some additional amount of injury from each blow or attack made by an outsider or extraplanar creature.

Subtract 2 points from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack made by an outsider or extraplanar creature.

In effect, this benefit grants damage reduction 2/– against the attacks of outsiders or extraplanar creatures.

This benefit replaces the damage reduction 1/– gained by a standard barbarian at 7th level.

From now on, whenever the barbarian gains a standard barbarian level that grants an improvement to his damage reduction, he gains the indicated amount minus 1 (1/– at 10th level, 2/– at 13th level, and so on).

However, the planar damage reduction value stacks with the barbarian's damage reduction against attacks from outsiders or extraplanar creatures.

For example, a 10th-level barbarian would have damage reduction 3/– against outsiders and extraplanar creatures, but damage reduction 1/– against all other creatures.

Menacing Rage (Su): The barbarian gains an especially potent fury against unnatural creatures not native to the Material Plane.

A barbarian who takes the 11th-level planar substitution level generates an intangible aura of danger whenever he rages.

This aura weakens hostile outsiders and creatures with the extraplanar subtype within 20 feet.

Any outsider or extraplanar creature within that area must attempt a Will save (DC 10 + 1/2 barbarian's class level + barbarian's Con modifier).

Those who fail the saving throw take a –2 penalty on attack rolls, checks, and saves against the barbarian for 24 hours. This is a mind-affecting ability.

A creature that makes its initial save is not affected by that same barbarian's menacing rage for 24 hours.

This benefit replaces the greater rage class feature gained by a standard barbarian at 11th level.

If the barbarian later qualifies for the mighty rage class feature, he gains greater rage instead.

TABLE 2–1: BARBARIAN PLANAR SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
3rd	+3	+3	+1	+1	Portal sense
7th	+7/+2	+5	+2	+2	Planar damage reduction
11th	+11/+6/+1	+7	+3	+3	Menacing rage

BARD

Some hold that if one had the eyes to see, the world would be revealed as a symphony of celestial music, each theme playing out its part on the stage of reality.

For some bards, this intuition is true.

When they let the scales slip from their eyes, they see the underlying overture of music that connects all levels of reality.

With this knowledge, they gain some ability to add refrains of their own choosing.

This fine-tuning bypasses spellcasting and directly affects what others see as reality.

Hit Die: d6.

REQUIREMENTS

To take a bard planar substitution level, a character must be about to take his 3rd, 6th, or 12th level of bard.

CLASS SKILLS

Bard planar substitution levels have the class skills of the standard bard class.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are features of the bard's planar substitution levels.

Each benefit takes the place of one of the standard bardic music abilities and costs one daily use of bardic music.

Planar Inspiration (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill who selects this planar substitution benefit can use his music or poetics to protect his allies from the alignment traits of a plane.

The bard must perform for a full minute, spending a standard action to concentrate on his performance each round.

At the end of the performance, he makes a Perform check (DC 15 for mild alignment traits, or DC 25 for strong alignment traits).

The bard can't take 10 on this check.

Success indicates that the bard and each ally within 30 feet who heard the bard perform for the full minute don't take the normal penalty on checks made on planes whose alignments differ from their own (see Alignment Traits, page 149 of the *Dungeon Master's Guide*) for 24 hours. This is a mind-affecting ability.

This benefit replaces the inspire competence bardic music ability gained by a standard bard at 3rd level.

Portal Dissonance (Su): A bard of 6th level or higher with 9 or more ranks in a Perform skill who selects this planar substitution benefit can use music or poetics to influence intraplanar and extraplanar portals, moderate or severe planar breaches, and other discrete passages between planes (complete planar breaches cannot be affected).

The portal, breach, or other qualifying passage to be affected must be centered within 60 feet.

The bard must know about the portal.

Each round of the performance, he attempts a DC 20 Perform check.

The bard can't take 10 on this check.

Success indicates that the bard can redirect the portal destination to the mouth of any other active portal or breach he has personally traveled through in the past 30 days.

Redirection automatically fails if the portal chosen as the temporary endpoint is no longer active.

Only creatures and objects are affected by redirection, not traits (which leak through planar breaches).

Creatures that enter the portal from the bard's side of the portal, or creatures that would otherwise arrive at the bard's location through the portal, instead arrive at the endpoint of another portal chosen by the bard this round.

The portal to which the bard redirects travelers continues to connect to its original destination; if a redirected creature attempts to go back through the bard-influenced portal, it doesn't return to the bard's location, but instead to that portal's natural endpoint.

The bard may keep up the dissonance for 10 consecutive rounds (this counts as one of the bard's bardic music uses per day).

This benefit replaces the *suggestion* bardic music ability gained by a standard bard at 6th level.

If the bard later qualifies for the *mass suggestion* bardic music ability, he gains the *suggestion* ability instead.

Planar Discordance (Su): A bard of 12th level or higher with 15 or more ranks in a Perform skill who selects this planar substitution benefit can attempt to create a minor planar breach (as the *precipitate breach* spell in Chapter 5).

The bard must perform for 1 full minute, spending a standard action each round to concentrate on the performance.

At the end of the performance, the minor breach comes into existence with an onset time of 1d4 rounds, as indicated by the *precipitate breach* spell description. If the bard has further uses of his bardic music ability for the day, he may attempt to exacerbate the breach further, as described in the spell description.

This benefit replaces the *song of freedom* bardic music ability gained by a standard bard at 12th level.

TABLE 2-2: BARD PLANAR SUBSTITUTION LEVELS

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
3rd	+2	+1	+3	+3	Planar inspiration
6th	+4	+2	+5	+5	Portal dissonance
12th	+9/+4	+4	+8	+8	Planar discordance

CLERIC

Clerics who focus on the planes trade their ability to turn undead for control over extraplanar creatures.

Outsiders view skilled planar clerics with awe or fear.

Hit Die: d8.

REQUIREMENTS

To take a cleric planar substitution level, a character must be about to take his 4th, 7th, or 11th level of cleric.

CLASS SKILLS

Cleric planar substitution levels have the class skills of the standard cleric class.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the cleric's planar substitution levels.

Planar Dismissal (Su): By selecting this planar substitution benefit at 4th level, a cleric trades away some of his power over undead creatures to gain the ability to dismiss a summoned extraplanar creature (such as a fiendish wolf brought by a *summon monster II* spell) by channeling the power of his faith through his holy (or unholy) symbol. To attempt this, the cleric spends a turn/rebuke attempt and makes a level check (1d20 + cleric level) against a DC of 11 + the caster level of the summoner.

If the summoning creature doesn't have a caster level, use its Hit Dice instead.

The cleric gets a +2 bonus on this check if the summoned creature's alignment has at least one component opposed to his own (for instance, a lawful good cleric gets a +2 bonus if the creature's alignment includes either the chaotic or evil component, while a lawful neutral cleric gains the bonus only against chaotic summoned creatures).

Success indicates that the summoned creature is returned to its home plane.

Each attempt affects only a single creature, chosen by the cleric, that is within 60 feet and visible to the cleric.

A cleric can't dismiss a summoned creature whose Hit Dice exceed his caster level + his Cha modifier.

A cleric who selects this planar substitution benefit reduces his cleric level by three for the purpose of turning undead. For example, a 4th-level cleric with the planar dismissal ability turns undead as a 1st-level cleric.

Planar Domain: A 7th-level cleric whose alignment is other than neutral can give up the two domains that he gained as a 1st-level cleric in exchange for a planar domain that matches his alignment (see Table 2-3: Planar Domains). The cleric need not worship a deity listed as one of the typical deities for the domain.

A neutral cleric can't select a planar domain.

The cleric immediately loses the granted powers of his exchanged domains.

Skills that were treated as class skills due to a granted power are treated as cross-class skills for this and all future cleric class levels (though the cleric doesn't lose any skill ranks for skill points already spent from previous levels).

He can no longer fill domain spell slots with domain spells from the exchanged domains.

In return, the cleric gains a planar domain that matches his alignment, gains its granted power, and from now on may fill his domain spell slots with the spells appropriate to that domain.

See Chapter 5: Spells for more information on planar domains.

TABLE 2-3: PLANAR DOMAINS

Domain	Required Alignment
Abyss	Chaotic evil
Arborea	Chaotic good
Baator	Lawful evil
Celestia	Lawful good
Elysium	Neutral good
Hades	Neutral evil
Limbo	Chaotic neutral
Mechanus	Lawful neutral

Planar Banishment (Su): By selecting this planar substitution benefit at 11th level, a cleric trades away his ability to spontaneously cast *cure* or *inflict* spells of 6th level or higher in order to gain the ability to banish extraplanar creatures from his home plane.

The cleric can "lose" any prepared spell of 6th level or higher that is not a domain spell in order to cast *banishment*. (If the cleric loses a spell of 7th level or higher, calculate the save DC as if the *banishment* spell had been heightened to that level).

TABLE 2-4: CLERIC PLANAR SUBSTITUTION LEVELS

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
4th	+3	+4	+1	+4	Planar dismissal
7th	+5	+5	+2	+5	Planar domain
11th	+8/+3	+7	+3	+7	Planar banishment

DRUID

The forces of nature, both subtle and grand, are manifestations of a deeper reality, where cosmic spheres revolve about each other in an awesome celestial dance. That dance generates the energy behind the fury of a storm, the brilliant sun, and even the vitality of life. The druid who understands the ecological connections between the seen and unseen is more capable, more

knowledgeable, and more tuned into the events that move in all realms of existence.

Hit Die: d8.

REQUIREMENTS

To take a druid planar substitution level, a character must be about to take his 4th, 9th, or 13th level of druid.

CLASS SKILLS

Druid planar substitution levels have the class skills of the standard druid class plus Knowledge (the planes) (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the druid's planar substitution levels.

Resist Extraplanar Might (Ex): A 4th-level druid who selects this planar substitution benefit gains a +2 bonus on saving throws against the spell-like abilities of outsiders. This benefit replaces the resist nature's lure class feature gained by a standard druid at 4th level.

Planar Tolerance (Ex): A planar druid of 9th level or higher becomes attuned to the nature of the planes she visits and gains immunity to their natural planar effects.

Any effect that would be negated by the *planar tolerance* spell (see page 103) is negated by this druid ability.

Unlike the spell, this ability affects only the druid herself. This benefit replaces the immunity to venom class feature gained by a standard druid at 9th level.

Counter Summoning (Su): Some druids who walk the planes come to believe that excessive summoning of extraplanar creatures constitutes an abuse of the planes themselves, and they learn to deal with this problem at the source.

A planar druid of 13th level or higher can ready a standard action to counter a *summon monster* spell or any spell-like ability that summons an extraplanar creature.

This ability functions exactly as a counterspell using *dispel magic*, except that the druid need not cast a spell to make the attempt.

The druid must make a caster level check against a DC of 11 + the opponent's caster level (if the opponent does not have a caster level for its summoning ability, use its Hit Dice instead).

Success indicates that the spell or spell-like ability is countered.

This benefit replaces the a thousand faces class feature gained by a standard druid at 13th level.

TABLE 2-5: DRUID PLANAR SUBSTITUTION LEVELS

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
4th	+3	+4	+1	+4	Resist extraplanar might
9th	+6/+1	+6	+3	+6	Planar tolerance
13th	+9/+4	+8	+4	+8	Counter summoning

FIGHTER

Planar travelers often have some fighting skill.

Those devoting a substantial amount of time and effort to the pursuit of planar puissance gain additional powers and tactics useful against planar foes.

Hit Die: d10.

REQUIREMENTS

To take a fighter planar substitution level, a character must be about to take his 4th, 8th, or 12th level of fighter.

CLASS SKILLS

Fighter planar substitution levels have the class skills of the standard fighter class plus Knowledge (the planes).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the fighter's planar substitution levels.

Planar Study (Ex): At 4th level, a planar fighter learns the secrets of combating foes encountered on the planes.

He gains a +2 bonus on all weapon damage rolls against elementals, outsiders, and creatures that would have the extraplanar subtype while on the Material Plane (such as a fiendish dire wolf).

This benefit replaces the bonus feat gained by a standard fighter at 4th level.

Align Puissance (Su): Once per day, for a number of rounds equal to his fighter class level, a planar fighter of 8th level or higher can use a standard action to align himself so that any weapon he wields is aligned good, evil, lawful, or chaotic, as he chooses.

A weapon that is aligned can overcome the damage reduction of certain creatures, usually outsiders of the opposite alignment.

This ability has no effect on a weapon that already has an alignment, such as a holy sword.

It affects all other weapons wielded by the fighter, but not his unarmed strikes or natural weapons.

The ability comes from the fighter, not the weapon, so if he subsequently gives away or loses the weapon, it does not remain aligned.

Likewise, while the fighter is under the effect of this ability, any weapon he picks up acts as if aligned in the manner he activated.

This benefit replaces the bonus feat gained by a standard fighter at 8th level.

Aura of Stability (Su): As a standard action, a planar fighter of 12th level or higher can activate a *dimensional anchor* effect (see page 221 of the *Player's Handbook*) on himself with a duration of a number of rounds equal to his class level.

In addition, anyone with whom he is grappling is likewise affected by the *dimensional anchor* ability while they are grappling.

Spell resistance applies, and the caster level of the ability equals the fighter's class level.

This benefit replaces the bonus feat gained by a standard fighter at 12th level.

TABLE 2-6: FIGHTER PLANAR SUBSTITUTION LEVELS

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
4th	+4	+4	+1	+1	Planar study
8th	+8/+3	+6	+2	+2	Align puissance
12th	+12/+7/+2	+8	+4	+4	Aura of stability

MONK

Monks who travel the planes do so for a wide variety of reasons, ranging from seeking to restore an ancient artifact to their temple to a much more general quest for enlightenment.

The magnificent diversity of the planes lead many monks to adventure, and few return to quiet monastic study without having spent at least some time exploring. Living out a classic paradox, most find both more and less than they anticipate.

Hit Die: d8.

REQUIREMENTS

To take a monk planar substitution level, a character must be about to take her 5th, 13th, or 16th level of monk.

CLASS SKILLS

Monk planar substitution levels have the class skills of the standard monk class plus Knowledge (the planes) (Int). Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the monk's planar substitution levels.

Resistant Body (Ex): At 5th level, a planar monk successfully hardens her body against one type of energy (acid, cold, electricity, fire, or sonic), gaining resistance 5. This benefit replaces the purity of body class feature gained by a standard monk at 5th level.

Axiomatic Soul (Ex): At 13th level, a planar monk gains spell resistance equal to her class level +15.

This spell resistance applies only to effects generated by chaotic outsiders.

This benefit replaces the diamond soul class feature gained by a standard monk at 13th level.

Ki Strike (Su): At 16th level, a planar monk's unarmed attacks are treated as cold iron weapons for the purpose of overcoming damage reduction.

This benefit replaces the *ki strike* (adamantine) class feature gained by a standard monk at 16th level.

TABLE 2-7: MONK PLANAR SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Damage	AC Bonus	Unarmored Speed Bonus
5th	+3	+4	+4	+4	Resistant body	+2/+2	1d8	+1	+10 ft.
13th	+9/+4	+8	+8	+8	Axiomatic soul	+9/+9/+9/+4	2d6	+2	+40 ft.
16th	+12/+7/+2	+10	+10	+10	Ki strike (cold iron), slow fall (80 ft.)	+12/+12/+12/+7/+2	2d8	+3	+50 ft.

PALADIN

Dedicated to upholding law, promoting good, and serving as an example for others in the name of their god, paladins seem to live their lives as an effort to carry a tiny bit of their deity's plane wherever they go.

If they have done their jobs well, spending time on the plane in question will be like coming home, and bringing that same sense of beneficial transformation to other planes will be a worthwhile challenge for a truly worthy champion.

Better than members of any other class, paladins can be agents who embody the tenets of an entire plane of existence.

Alignment: Lawful good.

Hit Die: d10.

REQUIREMENTS

To take a paladin planar substitution level, a character must be about to take her 4th, 6th, or 10th level of paladin.

CLASS SKILLS

Paladin planar substitution levels have the class skills of the standard paladin class plus Knowledge (the planes) (Int). Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the paladin's planar substitution levels.

Smite Evil Outsider (Su): A planar paladin of 4th level or higher can attempt to smite an evil outsider with one normal melee attack.

She adds her Charisma bonus (if any) to the damage dealt by the attack.

In addition, the attack is treated as good-aligned for the purpose of overcoming damage reduction.

If the paladin accidentally smites a creature that is not an evil outsider, the smite has no effect, but the ability is still used up.

A paladin may use this ability a number of times per day equal to 1 + her Cha modifier (minimum 1).

If the paladin is on a plane that is both good-aligned and lawful-aligned (such as the Seven Mounting Heavens of Celestia), she also adds her Charisma bonus (if any) to the attack roll.

A planar paladin can use smite evil and smite evil outsider on the same attack, and the bonuses stack.

This benefit replaces the ability to turn undead gained by a standard paladin at 4th level.

Celestial Mount: A paladin who chooses this planar substitution benefit at 6th level may apply the celestial template (see page 31 of the *Monster Manual*) to her special mount.

The mount gains darkvision out to 60 feet, spell resistance equal to its Hit Dice + 5 (maximum 25), and resistance to acid, cold, and electricity 5 (or resistance 10 if it has 8 or more Hit Dice).

If the mount has 4 or more Hit Dice, it also gains damage reduction (5/magic for Hit Dice 4 to 11, or 10/magic for Hit Dice 12 or more), and its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

It also gains a smite evil attack, allowing it to deal extra damage once per day equal to its Hit Dice (maximum +20) with a single melee attack against an evil foe.

This benefit replaces the *remove disease* class feature gained by a standard paladin at 6th level.

From now on, whenever the paladin gains a standard paladin level that allows her to use *remove disease* more frequently, she gains the indicated number of uses per week minus 1 (1/week at 9th level, 2/week at 12th level, and so on).

Alignment Purity (Ex): A 10th-level paladin who chooses this planar substitution benefit can ignore the penalty to Intelligence-, Wisdom-, and/or Charisma-based checks that she would normally take when on a plane that is chaotic- or evil-aligned.

Her spirit and determination are so pure that she effectively brings her own planar alignment traits wherever she goes.

This ability only affects the paladin, not any other allies or foes in her vicinity.

This benefit replaces the ability to smite evil three times per day gained by a standard paladin at 10th level.

From now on, whenever the paladin gains a standard paladin level that allows her to smite evil more frequently, she gains the indicated number of uses per day minus 1 (3/day at 15th level, 4/day at 20th level, and so on).

TABLE 2-8: PALADIN PLANAR SUBSTITUTION LEVELS

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
4th	+4	+4	+1	+1	Smite evil outsider
6th	+6/+1	+5	+2	+2	Celestial mount
10th	+10/+5	+7	+3	+3	Alignment purity

RANGER

Rangers from the Material Plane stalk and protect forests and hills, and the same is true for rangers who live on other planes.

Of course, they may be crystal forests and hills of flame, but the deep personal connection and dedication remain exactly the same.

Whatever the nature of a planar ranger's chosen home, he is as comfortable there as a noble is upon his throne.

He can sense trouble on the wind, glean details of recent events from a single footprint, and know the habits of the local flora and fauna the way a mother bear knows her cubs. Hit Die: d8.

REQUIREMENTS

To take a ranger planar substitution level, a character must be about to take her 4th, 8th, or 13th level of ranger.

CLASS SKILLS

Ranger planar substitution levels have the class skills of the standard ranger class plus Knowledge (the planes) (Int).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are features of the ranger's planar substitution levels.

Planar Animal Companion (Ex): At 4th level, a planar ranger can select a celestial or fiendish animal as his animal companion.

Doing this reduces the ranger's effective druid level by one. For example, a 4th-level planar ranger (with an effective druid level of 1st) can select an animal from the normal list of potential companions.

When he reaches 8th level, that companion would gain the bonus Hit Dice and other special abilities granted to the animal companion of a 3rd-level druid.

He can't select a celestial leopard or fiendish wolverine until he reaches 10th level (effective druid level 4th).

Unlike a typical animal companion, the planar animal companion is a magical beast.

However, the ranger (and only the ranger) can still affect it with his spells as if it were an animal.

To gain a celestial companion, a ranger must have a nonevil alignment.

To gain a fiendish companion, a ranger must have a nongood alignment.

If the ranger's alignment changes to one that is ineligible for the companion, the companion either turns on the

ranger or leaves at its earliest convenience, depending on its natural tendencies.

Portal Intuition (Ex): At 8th level, a planar ranger becomes an expert at tracking quarry across planes and through various portals and breaches.

When examining a portal, the ranger may attempt to determine to which plane the portal leads.

To do this, he must succeed on both a DC 20 Survival check and a DC 20 Knowledge (the planes) check.

The ranger can also use this ability to determine whether or not a planar breach occurred within 20 feet of a particular spot within the last 24 hours.

To do this, he must succeed on a DC 20 Search check.

If the ranger determines that a breach did occur in the area, he may then use this ability to ascertain where it led.

This benefit replaces the swift tracker class feature gained by a standard ranger at 8th level.

Planar Tracking (Sp): Once per day, a ranger who chooses this substitution benefit can use *plane shift* as a spell-like ability (with a caster level equal to his class level) in order to follow his quarry.

He must be tracking a favored enemy, and he must be at the spot where the creature traveled from one plane to another.

Unlike with the *plane shift* spell, the ranger has no chance of deviation from the intended destination.

He and anyone he brings with him arrives in the exact spot that his quarry did.

Spells that prevent planar travel (such as *dimensional lock*) affect this ability as they would any casting of *plane shift*.

The ranger does not automatically pick up his quarry's trail when he arrives on the new plane.

He must use his Track feat to find the creature's tracks and pick up the hunt.

But he has the advantage of knowing that his target definitely passed that way.

This benefit replaces the camouflage class feature gained by a standard ranger at 13th level.

TABLE 2-9: RANGER PLANAR SUBSTITUTION LEVELS

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
4th	+4	+4	+4	+1	Planar animal companion
8th	+8/+3	+6	+6	+2	Portal intuition
13th	+13/+8/+3	+8	+8	+4	Planar tracking

ROGUE

The only thing more varied and unpredictable than a rogue's intentions are the infinite planes of reality.

No matter what a rogue wants to do, no matter what treasure or information or experience she seeks, it can be found somewhere on the planes.

A rogue who spends her life exploring the twisting realities and the gossamer walls that separate them comes away with a unique insight into the way the cosmos functions.

She may not have a scholar's ability to understand it, nor a poet's skill to describe it, but the rogue has something eminently more useful—she knows the loopholes built into the laws of reality and how to bend them ever so slightly to her advantage.

Hit Die: d6.

REQUIREMENTS

To take a rogue planar substitution level, a character must be about to take her 6th, 10th, or 16th level of rogue.

CLASS SKILLS

Rogue planar substitution levels have the class skills of the standard rogue class plus Knowledge (the planes) (Int).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are features of the rogue's planar substitution levels.

Breach Sense (Ex): A 6th-level planar rogue gains an intuitive sense that alerts her of the imminent opening of a nearby conduit between the planes.

She automatically detects the activation of any portal or the opening of any planar breach within 30 feet of her, as well as any spell or effect that crosses over or through the planes (such as *summon monster*, *teleport*, or *plane shift*) used within 30 feet of her.

The rogue may immediately attempt a DC 25 Spot check to pinpoint the exact location of the portal, breach, or effect, as long as she has line of sight to it.

For example, a planar rogue would detect a demon teleporting to a spot within 30 feet of her, and with a DC 25 Spot check could even pinpoint the precise location where the demon appeared (though she would lose this precision as soon as the demon moved).

This benefit replaces the improvement to the trap sense class feature gained by a standard rogue at 6th level.

From now on, whenever the rogue gains a standard rogue level that grants an improvement to her trap sense, she gains the indicated bonus minus 1 (trap sense +2 at 9th level, trap sense +3 at 12th level, and so on).

Slip the Bonds (Su): A rogue who chooses this substitution benefit at 10th level knows how to slip momentarily into the periphery of the plane she is on.

Once per day as a free action, she can turn ethereal for a single round.

This benefit replaces the special ability gained by a standard rogue at 10th level.

Blink (Sp): By 16th level, a planar rogue's understanding of how to skirt the periphery of a plane is such that she can use a *blink* effect on herself once per day.

This effect lasts for a number of rounds equal to 1/2 her rogue level (rounded down).

This benefit replaces the special ability gained by a standard rogue at 16th level.

TABLE 2-10: ROGUE PLANAR SUBSTITUTION LEVELS

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
6th	+4	+2	+5	+2	Breach sense
10th	+7/+2	+3	+7	+3	Slip the bonds
16th	+12/+7/+2	+5	+10	+5	Blink

SORCERER

Though many claim a sorcerer's power derives from draconic heritage, a few sorcerers believe that their arcane prowess comes from an even purer source—the planes themselves.

It isn't uncommon to see sorcerers traveling the multiverse in search of support for this belief.

Unlike other spellcasters, the sorcerer has a limited ability to customize his talents for planar adventuring.

With a small list of spells known, the sorcerer who wishes to adapt to life on the planes must choose his tools wisely. Even so, the wide variety of challenges awaiting the planar sorcerer demands a slightly more adaptable approach to spellcasting.

Hit Die: d4.

REQUIREMENTS

To take a sorcerer planar substitution level, a character must be about to take her 5th, 9th, or 13th level of sorcerer.

CLASS SKILLS

Sorcerer planar substitution levels have the class skills of the standard sorcerer class plus Knowledge (the planes) (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the sorcerer's planar substitution levels.

Force-Charged Energy (Su): At 5th level, a planar sorcerer can lace his spells with pure force, the better to affect the various energy-resistant elementals and outsiders he faces. At the sorcerer's option, half of the energy damage dealt by a spell he casts is replaced by force damage.

This effect can be applied to any spell that deals acid, cold, electricity, fire, or sonic damage.

The maximum spell level to which a planar sorcerer can apply this effect is one lower than the highest level of sorcerer spell that he can cast.

For instance, a 5th-level planar sorcerer can apply this effect to 0-level and 1st-level sorcerer spells, while an 18th-level planar sorcerer can apply it to spells of up to 8th level.

This benefit replaces the ability to learn a new 2nd-level spell gained by a standard sorcerer at 5th level.

From now on, the sorcerer's number of 2nd-level spells known at any class level is one less than the value shown on Table 3-17, page 54 of the *Player's Handbook*.

Extraplanar Spell Penetration (Ex): A 9th-level planar sorcerer can imbue his spells with the ability to penetrate the spell resistance of extraplanar creatures more readily. Three times per day, for 1 round each time, the sorcerer can add his Charisma bonus to all his caster level checks made to overcome the spell resistance of extraplanar creatures.

This benefit replaces the ability to learn a new 4th-level spell gained by a standard sorcerer at 9th level.

From now on, the sorcerer's number of 4th-level spells known at any class level is one less than the value shown on Table 3-17, page 54 of the *Player's Handbook*.

Spontaneous Planar Summoning (Su): A 13th-level planar sorcerer learns to summon extraplanar creatures spontaneously.

When he chooses this planar substitution benefit, a sorcerer selects one of the following categories: elementals (creatures of the elemental type), celestial creatures (creatures with the celestial template), or fiendish creatures (creatures with the fiendish template).

He can use any spell slot to spontaneously cast a *summon monster* spell of the same level, but he can use that spell to summon only creatures of the selected category.

For example, a 13th-level sorcerer who chose elementals could use one of his 6th-level spell slots to cast *summon monster VI*.

He could use that spell to summon a single Large elemental, or 1d3 Medium elementals (from the 5th-level summoning list).

He could not use the spell to summon creatures that weren't elementals.

This benefit replaces the ability to learn a new 6th-level spell gained by a standard sorcerer at 13th level.

From now on, the sorcerer's number of 6th-level spells known at any class level is one less than the value shown on Table 3-17, page 54 of the *Player's Handbook*.

TABLE 2-11: SORCERER PLANAR SUBSTITUTION LEVELS

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
5th	+2	+1	+1	+4	Force-charged energy
9th	+4	+3	+3	+6	Extraplanar spell penetration
13th	+6/+1	+4	+4	+8	Spontaneous planar summoning

WIZARD

While other spellcasters may have a vested interest in a particular planar viewpoint, the wizard prefers a more open policy toward the planes.

To a wizard, the planes represent knowledge and power, and the wizard who can learn the secrets of the planes without regard to those planes' alignments or other traits is a true master of magic.

More so than many other classes, the wizard already has the ability to customize her abilities with an eye to the planes, simply through the spells she learns and prepares each day. If a wizard learns *plane shift* and *planar tolerance*, then the caster is self-customized to adventure on the planes.

But the planar wizard goes a step beyond this adaptation, learning to channel the pure power of the planes themselves in her spells.

Hit Die: d4.

REQUIREMENTS

To take a wizard planar substitution level, a character must be about to take her 6th, 10th, or 14th level of wizard.

CLASS SKILLS

Wizard planar substitution levels have the class skills of the standard wizard class.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the wizard's planar substitution levels.

Unimpeded Magic (Su): A 6th-level planar wizard learns to overcome planar impediments to her spellcasting.

When casting a wizard spell that would normally be impeded because of a plane's magic traits (such as a fire spell on the Elemental Plane of Water), the spell functions normally without need for a Spellcraft check.

This benefit replaces the 3rd-level spell slot gained by a standard wizard at 6th level.

From now on, the wizard can prepare one less 3rd-level wizard spell than indicated on Table 3-18, page 55 of the *Player's Handbook*.

Planar Spellcasting (Su): A 10th-level planar wizard learns to channel planar energy through her spells.

Upon gaining this ability, the wizard chooses to make her spells anarchic (chaotic), axiomatic (lawful), celestial (good), or fiendish (evil).

Her spells gain the indicated alignment descriptor.

The wizard can choose any of the four options, regardless of her own alignment.

Against creatures of the opposed alignment, she gains a +1 bonus on caster level checks made to overcome spell resistance, and her spell save DCs are increased by 1.

If she casts a spell that normally has the same alignment descriptor that she would apply, or whenever she casts a spell on a plane with an alignment trait that matches the alignment she chose, the bonuses increase to +2.

These effects apply only to the character's wizard spells; any spellcasting ability gained from another class functions normally.

For example, the spells of a wizard choosing to cast fiendish spells gain the evil descriptor.

She gains a +1 bonus on caster level checks to overcome the spell resistance of good-aligned creatures, and good-aligned creatures attempting to save against her spells do so against a DC that is 1 higher than normal.

If she casts a spell that would normally be an evil spell (such as *contagion*), or if she casts any spell on an evil-aligned plane (such as the Abyss or the Nine Hells), these values would increase by 2 instead of by 1.

This benefit replaces the bonus feat gained by a standard wizard at 10th level, as well as the two spells a standard 10th-level wizard learns for free.

Enhanced Magic (Su): A 14th-level planar wizard learns how to channel the essence of a specific plane's enhanced magic trait through her spells.

Upon gaining this ability, the wizard must choose a specific plane that she has visited (other than the Material Plane).

Three times per day, the wizard may spend a standard action to channel that plane's magical essence.

The next spell she casts (if cast within 1 minute) is enhanced as if she were casting it on that plane, applying any magic traits normal to that plane.

This ability doesn't apply any other planar magic traits to the wizard's spells, such as wild magic or impeded magic.

For example, a planar wizard who chose to channel the essence of the Elemental Plane of Fire would maximize and enlarge the next spell she cast after activating this ability (as if she had applied the Maximize Spell and Enlarge Spell meta magic feats, but without adjusting the spell slot used), as long as that spell has the fire descriptor.

This benefit replaces the 7th-level spell slot gained by a standard wizard at 14th level.

From now on, the wizard can prepare one less 7th-level wizard spell than indicated on Table 3-18, page 55 of the *Player's Handbook*.

TABLE 2-12: WIZARD PLANAR SUBSTITUTION LEVELS

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
6th	+3	+2	+2	+5	Unimpeded magic
10th	+5	+3	+3	+7	Planar spellcasting
14th	+7/+2	+4	+4	+9	Enhanced magic

PLAYER'S HANDBOOK 2

(3.5)

BARBARIAN

All stand in awe at the berserker fury you tap at will, enhancing your strength and toughness at the expense of reason.

But what do cultured people know of the frozen wastes or hellish jungles that forged your earliest experiences? The cruel vicissitudes of growing up "savage" were normal to you.

When your older brother was lost on a bear hunt one day, and your younger sister died of disease in the howling dark late one night, how could you know that in other places, they might not have had to die?

These and other experiences marked you, and you stand apart from those born into the comforts of civilization.

Suggested Backgrounds (choose one): Gladiator, Mariner, Tribal Origin.

Suggested Personality Archetypes (choose one): Challenger, Explorer, Mercenary, Orphan, Renegade, Savage, Seeker, Simple Soul, Wanderer.

CHARACTER THEMES

One or both of the following character themes could apply to you.

Fearless: You are made of stern stuff.

You're not foolish, but you're not afraid to test your mettle and resourcefulness against any foe.

If you are told a foe is beyond your ability to defeat, you need more evidence than merely the claim.

You do not boast, but make bold statements that echo your experiences and resolve.

Once you are actually embroiled in a conflict, you prefer a quick, urgent battle cry.

A battle cry is a yell intended to rally your allies while putting fear into the hearts of enemies.

See the Barbarian Battlecries sidebar and create a few of your own battlecries tailored to your experience.

"Fear cannot thwart my will."

"I braved the deadly glacier's darkest, coldest crevasse [/disease-rotted deep jungle] for three days—this trial cannot compare with that feat."

"If you fear to cross swords with the foe, pray for a quick death, for you'll never find fulfillment in this life."

"It is in hours such as these that heroes are born!"

"Fear breeds fear!"

Tattooed: Your flesh is scribed with one or more pictures or symbols that signify your connection with the ancient principles of your barbarian past.

One or more of the following tattoos adorn your body.

Arrowhead: You wear this simple pointed tattoo on your forehead.

You believe that it lends you alertness in your dealings, both in combat and in your perception of the lies others tell you.

Most people are certainly distracted by it.

Bear: Across your chest is tattooed a mighty bear, whose inexhaustible strength is your strength, and whose capacity to keep fighting even when sorely wounded is a quality you also possess.

Butterfly: This stylistically rendered winged thing is (you claim) a butterfly, and you tell all who admire it that it signifies everlasting life.

Circle: This tattooed open circle (or hoop) is the universal symbol of wholeness, female power, and infinity.

If you are female, you have this emblem tattooed on your forehead, and all who see it know that you are an avatar of the feminine spirit.

Crossed Swords: The weapons you choose to wield say a lot about you, but they gain greater significance when their representations are tattooed upon your flesh.

Such tattoos are tokens of good luck, and as long as they are visible, you know that you cannot suffer lasting defeat.

Demon: By tattooing a demonic image on your chest (instead of a bear), you indicate to others that you have no love for piety, show no mercy to your enemies, and don't care the least bit for propriety.

Dragon Scales: Your cheeks are tattooed with radiant dragon scales, which indicate the position of authority that was yours prior to your leaving your savage land, or the chieftom that awaits you when you one day return to forge a mighty barbarian horde.

Lightning: Jagged lines scribed down your lower jaw and neck represent bolts of swift lightning, and you believe their presence lends you swiftness of pace and possibly of thought.

Mask: In lieu of other facial tattoos, you've chosen to cover your face with a single tattoo representing a fierce animal or monster, a nature spirit, or an ancestor.

Your tribal shaman convinced you that the application of such a painful and encompassing (and disfiguring!) tattoo would allow you to more easily contact the spirit world and gain the power of the spirit or animal represented by the mask.

Alternatively, you were shunned or cast out by your tribe. The tattoo covering your face forever marks you as an outcast to your tribe, unworthy to associate with the people of your birth.

Naga: Instead of snakes spiraling up your arms, you have tattooed human-headed nagas!

The nagas represent anarchy and indicate to others who understand the symbol that you follow no law but your own, civilization be damned.

Snake: Tattooed snakes coil around your upper arms, simple but colorful.

Their heads point toward your head, imparting their wisdom to you in spirit, if not in voice.

Spider: On the palm of one of your hands, hidden in normal dealings with strangers, the tattoo of a night-dark spider lurks with five of its legs extending up onto the undersides of your fingers.

To you (and others familiar with the symbology), the spider represents trickery and even death, though others might say treachery instead of trickery.

When engaged in trickery (or treachery), it is your habit to reveal your open palm to the victim of your trick (or double-cross) as the nature of your action becomes apparent to them.

Sun Rays: On the backs of your hands are tattooed the long rays of the golden sun.

Just like you can count on the sun rising daily, people can count on you, as this tattoo signifies.

Toad: You believe that this minor tattoo you wear on one shoulder helps protect you from witchcraft, evil spells, and demonic influences.

BERSERKER STRENGTH

The decision of when to rage is one of the toughest faced by a barbarian.

Selecting the berserker strength class feature in place of rage removes the need for this often complicated tactical decision, replacing it with an automatically activated boost to your combat prowess and durability.

In short, when the going gets tough, you get tougher.

Level: 1st.

Replaces: If you select this class feature, you do not gain rage (or any later improvements to that class feature).

Benefit: Whenever your current hit point total is below 5 × your barbarian level, your berserker strength automatically activates.

You gain a +4 bonus to your Strength score, a +2 bonus on saves, damage reduction 2/–, and a –2 penalty to your AC. The damage reduction granted by berserker strength stacks with any similar kind of damage reduction.

There is no limit to the number of times per day your berserker strength can activate.

While berserker strength is active, you have the same limitation on actions as a barbarian in rage (PH 25).

You cannot voluntarily end your berserker strength, although you automatically drop out of it while unconscious, helpless, or (most likely) when you receive healing to bring your current hit points above the threshold.

At 11th level (or if you would gain the greater rage class feature from any class), your berserker strength improves instead.

The bonus to your Strength score improves to +6, your bonus on saves improves to +3, and you gain damage reduction 3/– (or your existing damage reduction of the same kind improves by 3).

At 20th level (or if you would gain the mighty rage class feature from any class), your berserker strength instead improves again.

The bonus to your Strength score improves to +8, your bonus on saves improves to +4, and you gain damage reduction 4/– (or your existing damage reduction of the same kind improves by 4).

Any effect that would normally apply only during your rage applies whenever your berserker strength is active.

STARTING PACKAGES

Package 1: The Destroyer

Half-Orc Barbarian

Ability Scores: Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills: Climb, Jump, Swim.

Feat: Power Attack.

Weapons: Greataxe (1d12/×3), five javelins (1d6, 30 ft.).

Armor: Scale mail (+4 AC).

Other Gear: Standard adventurer's kit, 9 gp.

Package 2: The Hunter

Elf Barbarian

Ability Scores: Str 15, Dex 16, Con 10, Int 10, Wis 13, Cha 8.

Skills: Climb, Handle Animal, Listen, Survival.

Feat: Track.

Weapons: Battleaxe (1d8/×3), shortbow with 20 arrows (1d6/19–20, 60 ft.).

Armor: Studded leather (+3 AC), heavy steel shield (+2 AC).

Other Gear: Standard adventurer's kit, 1 gp.

Package 3: The Whirlwind

Human Barbarian

Ability Scores: Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills: Climb, Intimidate, Jump, Listen, Swim.

Feat: Two-Weapon Fighting, Weapon Focus (kukri).

Weapons: Two kukris (1d4/18–20), five javelins (1d6, 30 ft.).

Armor: Scale mail (+4 AC).

Other Gear: Standard adventurer's kit, 4 gp.

BARD

You roam the bright kingdoms and less savory regions of the world alike, amassing lore, negotiating tricky deals, scouting, gambling, spying, relaying messages, and telling epic stories.

You work magic with your music, influencing the hearts and minds of both friends and foes.

In the end, the best stories end up being about you.

Suggested Backgrounds (choose one): Artisan, Drifter, Mariner, Noble Scion.

Suggested Personality Archetypes (choose one): Agent, Daredevil, Explorer, Innocent, Mercenary, Orphan, Rebel, Renegade, Royalty, Trickster, Wanderer.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Military Historian: This character theme requires you to have at least one rank in Knowledge (history).

You are a student of conflict, an expert on the subject of the famous battles between prehistoric tribes, ancient militaries, and modern armies between kings and necromancers.

Now and then, you regale your friends with snippets of these histories.

You find it all so interesting that you know everyone else would feel the same way, if only they were exposed to the sagas.

"We could learn something from the Battle of Rakdar, fought three hundred years ago.

When the army of King Yria encountered an allied army of eight kings at Rakdar, it was utterly decimated by the much larger force. King Yria learned the value of alliances then."

"The Battle of Ceschremi sent ten thousand warriors to their graves, because reinforcements didn't arrive when Emperor Drezzar ordered.

Over the years, his generals had taken the money meant to keep reinforcements at the ready and instead bought fine mansions for themselves in the countryside.

Those were later burned by the Ceschremi army, which advanced unopposed."

Negotiator: In some groups, your diplomatic skills will exceed those of all your friends.

To be a good negotiator, you must be fair, but stern.

While the Diplomacy skill provides the mechanical resolution of a scene, DMs enjoy hearing the gist of your negotiating points as a precursor to attempting the skill check.

Really, it's all about the "spin".

With the proper spin, even a three-day-dead orc can be made to sound enticing.

For example, if you are attempting to explain to a city official why your group was responsible for so much destruction in a recent street altercation, you might say:

"Your honor, consider the devastation that would have otherwise been wrought. Consider the buildings unburnt, lives saved, and money still safely in coffers precisely because of our actions!"

On the other hand, if you are trying to trade in an unneeded magic weapon for some other trifle that you or a friend would prefer, try:

"Your eyes miss nothing, madam, but of course you couldn't know that this blade was once the boyhood dagger of the playwright Isheuan.

Indeed, his honeyed words are a delight to all.

And this blade was grasped in that same hand that also takes so ably to the pen.

Consider its value now!"

Riddlemaster: You absorb stories, but you collect riddles. A good riddle is a treasure in itself, and "a thorough knowledge of riddles keeps the intellect flexible and sharp", as you are fond of saying.

More than that, a knowledge of riddles can prove useful in negotiations with certain enigmatic beasts, prideful kings, or any foe whose conceit compels it to agree to test of riddles to resolve a dispute.

Every bard knows at least a few riddles.

Beyond these beginning few, you are constantly on the lookout for more, whether through research in dusty tomes, or by riddling with strangers and friends, ally or foe, even when there is nothing at stake.

In this way, you are able to collect ever more riddles for your growing repertoire.

You are also adroit at creating your own riddles.

How To Write A Riddle: Use three rules when writing a riddle.

- 1) Pick an word or phrase as the answer to your riddle.
- 2) Turn the word or phrase over and over in your head, free-associating and making note of any unusual or off-the-wall idea that comes to mind.
- 3) Come up with clues about these ideas you've just generated.

Put it all together, tidy it up, and you might have just created a riddle that will last the ages.

Spy: Even if you don't have a commission, you can play up the fact that you *might* be working under official authority—after all, you've (supposedly) done so in the past.

Purchase a leather-bound journal (in game), and keep copious notes about all your surroundings, exploits, and the doings of your acquaintances.

At some later point, your habits could reveal an important clue that was missed earlier.

To prevent anyone else from gleaning the same information, you keep this journal in a cipher.

Ciphers: A cipher is a way to record information in such a way that it is obscured to those without special knowledge. In most cases, this special knowledge is a key (for simple ciphers) that provides the necessary insight for rearranging letters into their proper order or otherwise rendering a message legible.

If you end up *actually* acting as a spy for a merchant guild, temple, or other organization, you can pass a note every few sessions to the DM using a simple cipher—assuming the DM aids you in this endeavor.

One of the simplest ciphers replaces each letter of the alphabet with a different letter that is a certain number of letters away.

For instance, if the cipher is "letter +1" (replace each letter with the one that follows it in the alphabet), then the message "J bn b tqz", when decrypted, reads "I am a spy".
Storyteller: You are a repository of stories both ancient and contemporary.

From the wealth of stories at your disposal, the lessons of history and adages of past bards and sages are at your fingertips.

Use this knowledge to your advantage when you wish to influence an ally's (or foe's) opinion about something, such as a plan of action or a proposed agreement.

By preceding your point with a reference to a story (real or made up), you lend additional weight to the point you make immediately afterward.

Most sentient creatures feel the pressure of precedent of others' past experience on a similar matter, even if you've invented the story on the spot (as long as they don't know you're making it up).

Of course, it's better if you actually have a story, or a piece of history told as a story, in mind before you attempt this tactic.

For example, when confronted with a particular thorny problem, especially if you see a solution, stroke your chin and say:

"This reminds me of the time Prince Voltred tried to enter his falcon in the archery contest.

Funny thing about that..."

Or, when you disagree with a conclusion, try:

"The slave Medricar thought the same thing, when he once escaped his master to live in the forest.

He figured he could survive on the wild herbs and honey he would find.

Good thing he changed his mind..."

Or, when you believe not enough forethought has gone into an ally's proposed course of action:

"Might work, yes, but you remember Darvn, who rushed into the Cave of the Yellow Skull?

If he had just watched a little longer, he'd have seen the giant sleeping behind the stone."

BARDIC KNACK

Wandering bards learn more mundane skills and less esoteric knowledge on their travels.

If you select this class feature, you have done a little bit of everything; maybe you spent a few months as a wilderness guide, and you also had a cousin in an ambassador's retinue who regaled you with tales of courtly intrigue.

The bardic knack class feature makes you more capable of accomplishing simple tasks with a wide variety of skills.

You don't need to dabble in noncritical skills (unless you want to be considered trained in their use), freeing up your skill points to focus on a small range of crucial skills.

Level: 1st.

Replaces: If you select this class feature, you do not gain bardic knowledge.

Benefit: When making any skill check, you can use 1/2 your bard level (rounded up) in place of the number of ranks you have in the skill (even if that number is 0).

For example, a 5th-level bard would have the equivalent of 3 ranks in Appraise, Balance, Bluff, and so on (but only for the purpose of making skill checks).

You can't take 10 on checks when you use bardic knack (to take 10 you have to use your actual ranks).

If the skill doesn't allow untrained checks, you must have at least 1 actual rank to attempt the check.

STARTING PACKAGES

Package 1: The Controller

Half-Elf Bard

Ability Scores: Str 10, Dex 14, Con 13, Int 12, Wis 8, Cha 15.

Skills: Bluff, Diplomacy, Disguise, Gather Information, Knowledge (local), Perform, Sense Motive.

Languages: Common, Elven, Celestial.

Feat: Skill Focus (Perform).

Weapons: Longsword (1d8/19–20), shortbow with 20 arrows (1d6/×3, 60 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Common musical instrument, spell component pouch, standard adventurer's kit, 9 gp.

Spells Known: 0—*detect magic*, *lullaby*, *mage hand*, *prestidigitation*.

Package 2: The Problem Solver

Gnome Bard

Ability Scores: Str 8, Dex 14, Con 10, Int 12, Wis 13, Cha 15.

Skills: Bluff, Concentration, Craft (alchemy), Listen, Perform, Spellcraft, Use Magic Device.

Languages: Common, Gnome, Goblin.

Feat: Arcane Flourish*.

Weapons: Longsword (1d6/19–20), shortbow with 20 arrows (1d4/×3, 60 ft.).

Armor: Studded leather (+3 AC), Other Gear: Common musical instrument, spell component pouch, standard adventurer's kit, 4 gp.

Spells Known: 0—*dancing lights*, *detect magic*, *mage hand*, *read magic*.

Package 3: The Vanguard

Human Bard

Ability Scores: Str 10, Dex 14, Con 13, Int 12, Wis 8, Cha 15.

Skills: Concentration, Diplomacy, Escape Artist, Listen, Perform, Spot, Tumble.

Languages: Common, Draconic.

Feats: Combat Expertise, Still Spell.

Weapons: Rapier (1d6/18–20), five javelins (1d6, 30 ft.).

Armor: Studded leather (+3 AC), light wooden shield (+1 AC, 5% arcane spell failure).

Other Gear: Common musical instrument, spell component pouch, standard adventurer's kit, 22 gp.

Spells Known: 0—*detect magic*, *ghost sound*, *light*, *message*.

CLERIC

You are a representative of an almighty deity's authority in the mortal world.

You give thanks daily to the good fortune that put you in such an enviable position.

You know firsthand that the places of natural beauty, the structure of societies, and even existential cosmic laws would falter and perhaps collapse altogether without divine influence and intervention.

However, deities work through agencies other than mere divine decree.

In fact, gods prefer to work through intermediaries such as you when possible.

You use the power of your deity to make your god's will manifest.

In doing so, your lot improves, as you are raised slowly up in the eyes of the deity you serve with each deed you accomplish in your god's name.

Suggested Backgrounds (choose one): Artisan, Ascetic, Noble Scion.

Suggested Personality Archetypes (choose one): Agent, Companion, Crusader, Innocent, Leader, Martyr, Orphan, Prophet, Royalty, Sage, Seeker, Simple Soul, Theorist.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Giver of Blessings: Since you are an instrument of your deity's will, you often find yourself (along with your companions) in tight spaces.

In such circumstances, it is customary for you to bless yourself and your companions with your god's beneficence immediately prior to taking desperate action.

Keeping such blessings to a minimum number of words is a good idea, given that you are usually only moved to give a blessing when circumstances are dire.

You are partial to one or more of the following blessings (substituting your deity's name for Pelor):

"Refresh and gladden our spirits.

Purify our hearts.

Illumine our powers.

We lay our hope in Pelor's hands."

"Bless us, oh Pelor, and these thy weapons which we are about to deploy in thy name, through your beneficence."

"We humbly beseech you from the bottom of our hearts to succor us in our necessity."

Missionary: You believe without question that others would benefit by conversion to the worship of your deity. You have taken it upon yourself to be a propagator of your religion, and draw upon one of the following methods of proselytization.

Conversion through Exhortation: You are a strident evangelist who exhorts others to consider your deity's worship at every opportunity.

For instance, whenever you heal a companion, you murmur:

"Through Pelor's grace, be healed.

If your belief were greater, how much greater would the relief from your wounds be?"

On the other hand, when smiting enemies, you scream (regardless of whether your friends have yet converted):

"When you cross me, you cross the great god Pelor and earn his wrath, and the wrath of all his disciples!"

Conversion by Example: You never exhort your companions to convert, but instead serve your deity lovingly and well. You heal your companions at need, smite enemies, and accomplish other duties required by the company you keep.

After months of showing how the grace of Pelor helps you through example, you are ready to choose your moment. At some point your aid, healing prayer, or other good work will come at just the precise moment to save or renew one of your companions.

This is the time to whisper persuasively in his or her ear: *"Consider what Pelor has done for you—it is through his aid that I have aided you.*

If you say so now, I will tell you more of Pelor later."

In this way, you can slowly bring one or more of your companions into the fold.

Prayerful: You know that maintaining the channels of communication between yourself and your deity is necessary, not just when your god grants your spells, but all day through.

However, the adventuring life being what it is, your prayers are short and sweet, and you drop them into conversation when possible.

For instance, whenever you make a particularly forceful assertion, you append one of the following phrases (substituting your deity's name for Pelor):

"...as Pelor's grace demands."

"...just as Pelor sweeps aside foes."

"...so that Pelor may smile upon us."

"...in Pelor's name, let it be so."

"...in this we ask Pelor's aid."

"...and in so doing we will be instruments of Pelor's peace."

"...and in this we shall have Pelor's divine aid."

"...for behold, Pelor has smiled on us from the very beginning."

"...and may all sin in Pelor's eyes be washed from our souls, so that our purposes are pure."

Sermonizer: You are familiar with the trials and travails of your deity, especially if your god or one of his saints or other associated entities was forced to undergo a great trial to reach a higher spiritual understanding or vision.

You are given to dropping in bits and pieces of this story prior to expressing your point.

You hope that by being made aware of holy example, your companions will see the wisdom of your words.

For instance, you might say as part of your arguments (substituting your deity's name for Pelor):

"...but as the One Hundred Writs of Pelor tell us..."

"...lest we suffer as Pelor suffered in his many trials..."

"...but even the purest hearts can fall."

Remember Eyria, the devoted paladin of Pelor?

Renowned for her piety and courage, she was slain in battle with a death knight, but in her destruction she was victorious."

"...long before you were born and long after you've become but dust, Pelor's disciples will continue their good works and see to it that Pelor's will is accomplished."

Soldier of Divinity: You stand a little closer to the paladin ideal than other clerics.

You disdain blessings and prayers, and you avoid healing your compatriots except in the direst of circumstances. Instead, you select your spells, feats, and magic items so that your deity's divine grace directly infuses your strength at arms and defense.

If you pray for just the right combination of aid, your ability to fight your god's battles comes close to equaling any warrior's combat ability, and in some cases exceeds those capabilities.

Of course, being a soldier of your deity doesn't mean that you can't be prayerful (see above), though your pleas to your god take on a much more military context:

"Move, infidel, or feel divine wrath."

"Kill them all, Pelor commands it!"

SPONTANEOUS DOMAIN CASTING

After a while, clerics can start looking very similar.

Even with a variety of domains to choose from, domain spells take up such a small portion of the average cleric's repertoire that they don't have much effect on the overall feel of the character.

With spontaneous domain casting, though, your domain choice becomes a more important element of your character.

You won't be able to provide as much healing to your party as a typical cleric, but the ability to prepare *cure* or *inflict* spells in your domain spell slots keeps you from falling too far behind in that area.

Level: 1st.

Replaces: If you select this class feature, you do not gain the ability to spontaneously convert prepared spells into *cure* or *inflict* spells.

Benefit: You can convert stored spell energy into the spells of one of your domains.

Pick one of your two domains.

You can "lose" any prepared spell (other than a domain spell) to cast any spell of the same level or lower on that domain list.

Your choice is permanent unless an alignment change, deity change, or other dramatic event leaves you incapable of accessing the domain.

In addition, when preparing spells you can choose to fill any or all of your domain spell slots with either *cure* or *inflict* spells (depending on whether you would normally convert prepared spells to *cure* or *inflict* spells) of the same level.

Example: Crucius is a cleric of Heironeous with the Good and War domains.

At 1st level, he chooses to spontaneously cast War domain spells.

Thereafter, he can lose a prepared 1st-level spell to cast *magic weapon*, a prepared 2nd-level spell to cast *spiritual weapon* (or *magic weapon*), and so on.

Furthermore, in each domain spell slot he can prepare a spell from the Good domain, a spell from the War domain, or a *cure* spell of the same level.

STARTING PACKAGES

Package 1: The Defender

Dwarf Cleric of Moradin

Ability Scores: Str 12, Dex 8, Con 16, Int 10, Wis 15, Cha 11.

Skills: Concentration, Knowledge (religion).

Feat: Improved Turning.

Weapons: Morningstar (1d8), light crossbow with 20 bolts (1d8/19–20, 80 ft.).

Armor: Scale mail (+4 AC), heavy wooden shield (+2 AC).

Other Gear: Spell component pouch, standard adventurer's kit, wooden holy symbol, 2 gp.

Class Features: Channels positive energy; Good and Protection domains.

Spells Prepared: 1st—*command*, *protection from evil*D, *shield of faith*; 0—*detect magic*, *light*, *resistance*.

D: Domain spell.

Package 2: The Destroyer

Half-Orc Cleric of Heironeous

Ability Scores: Str 16, Dex 10, Con 12, Int 6, Wis 15, Cha 11.

Skill: Concentration.

Feats: Divine Justice*, Martial Weapon Proficiency (longsword), Weapon Focus (longsword).

Weapons: Longsword (1d8/19–20), 2 javelins (1d6, 20 ft.).

Armor: Scale mail (+4 AC), heavy wooden shield (+2 AC).

Other Gear: Spell component pouch, standard adventurer's kit, wooden holy symbol, 5 gp.

Class Features: Channels positive energy; Good and War (longsword) domains.

Spells Prepared: 1st—*bless*, *divine favor*, *magic weapon*D; 0—*guidance*, *resistance*, *virtue*.

D: Domain spell.

Package 3: The Healer

Human Cleric of Pelor

Ability Scores: Str 14, Dex 8, Con 12, Int 10, Wis 15, Cha 13.

Skills: Concentration, Diplomacy, Heal.

Feats: Combat Casting, Sacred Healing*.

Weapons: Longspear (1d8/×3), light crossbow with 20 bolts (1d8/19–20, 80 ft.).

Armor: Scale mail (+4 AC).

Other Gear: Spell component pouch, standard adventurer's kit, wooden holy symbol, 12 gp.

Class Features: Channels positive energy; Healing and Sun domains.

Spells Prepared: 1st—*endure elements*, *protection from evil*, *sanctuary*; 0—*detect magic*, *detect poison*, *light*.

D: Domain spell.

DRUID

Your secret instruction occurred in caves and forests sacred to life.

You learned clandestine verses, the names of stars and constellations, the cycle of the seasons, sacred songs, formulas for prayers and incantations, rules of divination and magic, and the language of animals.

To this day, you still learn; as a druid, you are a lifelong student of the natural world.

Why isn't everyone?

After witnessing the fury of a storm, the splendor of the setting sun, and the spirit-cleansing power of a grove of aspen trees, only the most stonehearted would not be moved to protect and conserve them, and what's more, rejoice and cherish the slow-growing, natural elements of the world that form the foundation of everything else. Without the web of sun, rain, growth, death, and rebirth in nature, the vaunted civilizations of men, elves, dwarves, and other creatures would crumble like dust.

Suggested Backgrounds (choose one): Ascetic, Farm Hand, Tribal Origin.

Suggested Personality Archetypes (choose one): Agent, Crusader, Explorer, Innocent, Martyr, Orphan, Prophet, Renegade, Sage, Savage, Wanderer.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Conservationist: You espouse a philosophy you like to call the "conservation ethic".

The conservation ethic promotes the measured use, allotment, and protection of natural lands and waters.

You employ your ethic as an aid in your efforts to sustain the natural world: its forests, lakes, seas, and all the strange and wondrous creatures that live within it.

In order to engender a similar ethic in your companions and others that you meet, you offer poetic references to nature when traveling, when first seeing a new vista, or when you otherwise deem appropriate:

"Spend a heartbeat and notice every waving leaf, every tendril of mist in the dark woods, and every humming insect."

"The deer, the wolf, the oak, the fish, and the great birds are our fellows, and they can be wronged, just as you can be wronged."

"An unchecked and untempered appetite will devour green plains and leave behind only a barren wasteland."

"What soul can't find peace and spiritual renewal in the forlorn cry of the whippoorwill or the arguments of the frogs around a pond at night?"

"Whatever happens to the wild places, the pure waters, and the teeming beasts soon happens to us."

An invisible web connects all things."

Friend of Animals: Small and relatively defenseless animals have no greater friend than you.

While you know that nature is not merciful, and that the weak and old are destined to be food for young, strong predators, you also know that mercy can selectively apply to nature.

To this end you know by sight dozens, if not hundreds, of individual small animals such as birds, gophers, and rabbits. You don't bore your humanoid companions with all the names you've given all the little creatures that you recognize, unless asked.

You always carry with you a small bag in which you keep crumbs, old bones, jerky, grain, thistle, or other treats that animals enjoy, and leave them as small offerings when convenient.

"See that one?"

Hawks rarely live as long as Shrieker.

He's a tough old bird."

"Sometimes my friends find me around the campfire at night, and tell me stories of their day."

Hunter: You are displeased when those who should know better exploit nature.

But you retain a burning hatred for those things that are nature's bane by virtue of their mere existence; you hate that which is unnatural, including aberrations (such as beholders and carrion crawlers) and undead (such as zombies and vampires).

From time to time, you lead raids against such creatures, especially when they encroach on natural wonders and lands that you revere.

Even while such creatures are still contained, it is better to excise them before they can cause damage to the natural world, rather than wait for the damage to happen as it inevitably will.

Undead in particular have no connection to nature—they exist apart from it, a mockery of the normal cycles of life.

Nature cries out each moment they are suffered to exist.

"Those not of creation deserve no part in it."

"This aberration's body must be displayed as a warning to the others."

Judge: You are the guardian of unwritten ancient laws inspired by nature.

As someone with such knowledge, you believe you have the power to judge those who have sinned against the natural order.

When you judge, you can sentence the malefactor to be excommunicated from sacred groves, the deep woods, and all other places where nature still reigns supreme.

To the extent you are able to communicate your judgments to other druids, wild animals, treants, and other creatures of the wild, your judgments stand.

Of course, the easiest way to ensure your judgment is to take matters into your own hands against those who have sinned most heinously (such as undead, through their mere existence).

In most cases, other druids are willing to abide by your judgments, if you show through your actions that you are willing to abide by theirs.

However, no civilized court of law, whether a council of village elders or a king's tribunal, recognizes the right of druids and their judgments.

That's all right with you—neither do you recognize their right over sovereign nature.

"Primeval justice is the first arbiter and final authority."

"The laws of man pale before the law of nature."

Philosopher: Nature is red in tooth and claw, regardless of what the sentimental philosophies of so-called civilization might claim.

To truly cherish all life, you embrace the fact that bad things and good are all part of the evolving environment. When events unfold that seem initially bad or ruinous, you philosophically attempt to provide perspective to your companions.

"In the landscape of spring, there is neither better nor worse. The flowering branches grow naturally, some long, some short."
"Nature's tranquility comes like a fresh wind that blows away cares like autumn leaves."

"There are no sermons in stones.

It is easier to get a spark out of a stone than a moral."

"We cannot command nature except by obeying her."

"Nature teaches us to either adapt or perish."

Teacher: Unlike many druids, who can come across as sullen and rough (albeit steadfast in their beliefs), you enjoy teaching others just why it is so important that nature have a protector such as yourself.

After all, it is not obvious to the casual observer that life exists only through a subtle connection and deep interaction with all other living things.

Think about it—where does the food you eat come from?

We eat meat, and we eat greens.

If we kill all the meat animals, or the land where the animals graze, what are you going to eat?

If we build over all the farms with sprawling cities, who is going to grow your potatoes and barley?"

"There is power in nature apart from what magic or resources we can extract from it.

Sure, a grove of trees will build a house—but it can also house a spirit."

"Consider the herders and shepherds who conserve their cattle and sheep from season to season, extracting milk, wool, and even meat while ensuring the health of the overall herd.

It is no different with the plains, forests, and lakes.

We need to be tree stewards, grass shepherds, and lake wardens if we want to continue to enjoy the bounty nature provides year after year."

Star Watcher: You spend so much time in the wild that you recognize the stars and constellations of the night sky as easily as you note the smell of flame on the wind or the spoor of a mountain cat about to give birth.

You know the various epicycles and positions of the celestial bodies, but more important, you hold that your knowledge of the positions of stars, comets, moons, and planets is useful in understanding, interpreting, and organizing knowledge about what has come before, what's going on now, and what will one day come to pass.

You like to say to your companions concerning your predilection for the stars: *"...by looking up I see downward"*.

In addition, you make a point to see the stars at least once a week, and more often if possible.

If you are prevented from seeing the open sky, you at least have your personally constructed star chart, a scroll of paper on which you've inked the various stars, planets, and other celestial bodies important to you.

You can while away long hours poring over your charts and drawing complicated designs meant to unleash your intuitive side, so that visions of the future might become clear.

"I saw a comet once that was part of no star chart I had studied. I named it after my secret desire."

"The stars are wise beyond all else.

They looked on as this world formed, and they'll look on after this world has run through its history to the end."

SPONTANEOUS REJUVENATION

By selecting the spontaneous rejuvenation alternative class feature, you can provide the party with plenty of healing without trampling on the cleric's role.

Level: 1st.

Replaces: If you select this class feature, you do not gain the ability to spontaneously convert prepared spells into *summon nature's ally* spells.

Benefit: You can transform the stored energy of a spell you have prepared to invigorate you and your allies.

To use spontaneous rejuvenation, you must spend a standard action and sacrifice a prepared spell.

All allies within 30 feet of you (including yourself) gain fast healing for 3 rounds.

The fast healing amount is equal to the spell's level.

For example, if you sacrifice *remove disease*, a 3rd-level spell, each ally gains fast healing 3 for 3 rounds.

The fast healing granted by this class feature doesn't stack with itself or with fast healing from other sources.

SHAPESHIFT

Taking the shapeshift alternative class feature means you can focus on your actions in combat (rather than worrying about your animal companion) while still unleashing nature's fury upon your foes.

Level: 1st.

Replaces: If you select this class feature, you do not gain an animal companion at 1st level, nor do you gain the wild shape class feature at 5th level (or any variation of that class feature at later levels, such as the ability to wild shape into an elemental at 16th level).

Benefit: You can shapeshift at will into powerful animal or nature-oriented forms.

Each time you use this ability, you can choose the exact look that your shapeshifted form takes.

Druids pick animals from the terrain and climate they're most familiar with.

For example, a druid from a jungle might adopt the form of a black panther when in predator form, while one from the taiga might shapeshift into a white wolf.

The two forms look different, but functionally they're identical.

This is a supernatural ability.

It requires only a swift action to shapeshift.

If you are capable of taking more than one form, you can shapeshift directly between two forms without returning to your normal form.

There's no limit to the number of times per day you can change forms, nor to the amount of time you can spend in a shapeshifted form.

You retain your normal Hit Dice, hit points, base attack bonus, base saving throw bonuses, and skill ranks regardless of your form.

You also retain your normal ability scores, though each form grants a bonus to your Strength score.

You keep all extraordinary, supernatural, and spell-like special attacks and qualities of your normal form, except for those requiring a body part your new form does not have.

All your held, carried, or worn gear melds into your new form and becomes nonfunctional until you return to your normal form.

You cannot speak in shapeshifted form, and your limbs lack the precision required to wield a weapon or perform tasks requiring fine manipulation.

You can't cast spells or activate magic items while in shapeshifted form, even if you have the Natural Spell feat or other ability that would allow you to cast spells while wild shaped.

Unless otherwise noted in the descriptions below, you retain your size and space when you adopt a new form.

You always retain your type and subtypes, regardless of the nature of the form assumed.

You don't gain any special attacks or qualities while shapeshifted except as described below.

When you shapeshift into a form other than your own, you gain natural weapons (and reach with those weapons) as described below.

These natural weapons gain an enhancement bonus on attack rolls and damage rolls equal to 1/4 your druid level, and at 4th level and higher they are treated as magic weapons for the purpose of overcoming damage reduction. The damage dice given are for Medium druids; smaller or larger druids should adjust those values according to the table on page 28 of the *Dungeon Master's Guide*.

If knocked unconscious or slain in shapeshifted form, you revert to your original form.

Predator Form: This form, traditionally that of a wolf, panther, or other predatory mammal, is the first one a shapeshifting druid learns.

While in predator form, you gain a primary bite attack that deals 1d6 points of damage.

You have the reach of a long creature of your size (5 feet for Small or Medium).

You gain a +4 enhancement bonus to Strength, and your natural armor bonus improves by 4.

Your base land speed becomes 50 feet.

At 4th level, you gain Mobility as a bonus feat whenever you are in predator form (even if you don't meet the prerequisites).

Aerial Form: At 5th level, you can shapeshift into a flying creature.

Traditionally resembling an eagle, vulture, or bat, the aerial form enables fast travel and the ability to soar out of harm's way.

While in aerial form, you gain a primary talon attack that deals 1d6 points of damage.

You have the reach of a long creature of your size (5 feet for Small or Medium).

You gain a +2 enhancement bonus to Strength and a +2 enhancement bonus on Reflex saves, and your natural armor bonus improves by 2.

You gain a fly speed of 40 feet (good maneuverability).

At 7th level, you gain Flyby Attack as a bonus feat whenever you are in aerial form.

Ferocious Slayer Form: At 8th level, you can shapeshift into a large and fierce predatory form, such as a tiger, brown bear, or dire wolf.

While in ferocious slayer form, you gain a primary bite attack that deals 1d8 points of damage and two secondary claw attacks that each deal 1d6 points of damage.

Your size increases by one category (to a maximum of Colossal), and you have the reach of a long creature of your size (5 feet for Medium or Large).

You gain a +8 enhancement bonus to Strength and a +4 enhancement bonus on Fortitude saves, and your natural armor bonus improves by 8.

Your base land speed changes to 40 feet.

At 10th level, you gain Improved Critical (bite) and Improved Critical (claw) as bonus feats whenever you are in ferocious slayer form.

Forest Avenger Form: At 12th level, you can take the form of a massive plantlike creature, similar to a shambling mound or a treant.

(Druids not native to forest terrains typically rename this form to fit their environment).

While in forest avenger form, you gain a pair of primary slam attacks that deal 1d8 points of damage each.

Your size increases by one category (to a maximum of Colossal) and you have the reach of a tall creature of your size (5 feet for Medium, 10 feet for Large).

You gain a +12 enhancement bonus to Strength and a +4 enhancement bonus on Fortitude and Will saves, and your natural armor bonus improves by 12.

Your base land speed becomes 20 feet.

You gain damage reduction 5/slashing while in forest avenger form.

At 14th level, you gain Improved Overrun as a bonus feat while in forest avenger form (even if you don't meet the normal prerequisites).

Elemental Fury Form: At 16th level, you can shapeshift into a giant form of air, earth, fire, or water (your choice each time you shapeshift).

While in elemental fury form, you gain a pair of primary slam attacks that deal 2d6 points of damage each.

Your size increases by two categories (to a maximum of Colossal), and you have the reach of a tall creature of your size (10 feet for Large, 15 feet for Huge).

You gain a +16 enhancement bonus to Strength and a +4 enhancement bonus on Fortitude, Reflex, and Will saves, and your natural armor bonus improves by 16.

You do not gain any new modes of movement in elemental fury form, nor does your base land speed change.

You gain immunity to extra damage from critical hits while in elemental form.

You also gain immunity to an energy type related to the element chosen (air = electricity, earth = acid, fire = fire, water = cold).

You don't need to breathe while in elemental fury form.

At 18th level, you gain Great Cleave as a bonus feat while in elemental fury form (even if you don't meet the normal prerequisites).

STARTING PACKAGES

Package 1: The Beastmaster

Halfling Druid

Ability Scores: Str 8, Dex 14, Con 14, Int 8, Wis 15, Cha 13.

Skills: Handle Animal, Ride, Survival.

Languages: Common, Druidic, Halfling.

Feat: Animal Affinity.

Weapons: Longspear (1d6/×3), sling with 20 bullets (1d3, 50 ft.).

Armor: Hide (+3 AC).

Other Gear: Spell component pouch, standard adventurer's kit, 9 gp, 8 sp.

Class Feature: Riding dog animal companion.

Spells Prepared: 1st—cure light wounds, speak with animals; 0—cure minor wounds (2), detect magic.

Package 2: The Feral Beast

Elf Druid

Ability Scores: Str 13, Dex 14, Con 12, Int 8, Wis 15, Cha 10.

Skills: Listen, Spot, Survival.

Languages: Common, Druidic, Elven.

Feat: Alertness.

Weapon: Spear (1d8/x3), sling with 20 bullets (1d4, 50 ft.).

Armor: Hide (+3 AC).

Other Gear: Spell component pouch, standard adventurer's kit, 12 gp, 8 sp.

Class Feature: Hawk animal companion.

Spells Prepared: 1st—cure light wounds, longstrider; o—cure minor wounds, know direction, light.

Package 3: The Warden

Human Druid

Ability Scores: Str 10, Dex 12, Con 14, Int 8, Wis 15, Cha 13.

Skills: Concentration, Knowledge (nature), Spot, Survival.

Languages: Common, Druidic.

Feats: Augment Summoning, Spell Focus (conjunction).

Weapons: Scimitar (1d6/18–20), sling with 20 bullets (1d4, 50 ft.).

Armor: Leather (+2 AC), light wooden shield (+1 AC).

Other Gear: Spell component pouch, standard adventurer's kit, 1 gp, 8 sp.

Class Feature: Wolf animal companion.

Spells Prepared: 1st—cure light wounds, entangle; o—cure minor wounds, detect magic, flare.

ANIMAL COMPANIONS

The list below is a compilation of all terrestrial animals eligible to be chosen as animal companions, organized by minimum druid level required. Apply the parenthetical adjustment to the druid's level for purposes of determining the companion's characteristics and special abilities.

If the campaign takes place wholly or partly in an aquatic environment, consult *Stormwrack* for a list of additional appropriate animal companions.

1st Level

Badger
Brixashulty^{†RW}
Camel
Caribou^F
Chordevoc^{†RW}
Climbdog^{AE}
Dire rat
Dog
Dog, riding
Eagle
Hawk
Horse, light
Horse, heavy
Jackal^S
Owl
Pony
Serval^S
Snake, Small viper
Snake, Medium viper
Swindlespitter^{M3}
Vulture^S
Wolf
†Halfling druids only

4th Level (–3)

Ape
Axebeak^{AE}
Badger, dire
Bat, dire
Bear, black
Bison
Boar
Brixashulty^{†RW}
Cheetah
Chordevoc^{†RW}
Fleshrazer^S
Hawk, dire^{††M2, RW/S}
Jackal, dire^S
Leopard
Lizard, monitor
Snake, constrictor
Snake, Large viper
Toad, dire^{M2}
Weasel, dire
Wolverine
†Nonhalfling druids only
††Raptoran druids only

7th Level (–6)

Ape, dire
Ankylosaurus, cave^{MH}
Bear, brown
Boar, dire
Crocodile, giant
Deinonychus
Eagle, dire^{RS}
Hawk, dire^{††M2, RW/S}
Lion
Megaloceros^F
Protoceratops^S
Rhinoceros
Snake, Huge viper
Terror bird^{FF}
Tiger
Wolf, dire
Wolverine, dire
††Nonraptoran druids only
10th Level (–9)
Allosaurus^{M2, AS}
Bear, polar
Bloodstriker^{M3}
Glyptodon^F

Hippopotamus^S
Horse, dire^{M2}
Lion, dire
Megaraptor
Puma, dire^S
Snake, dire^{M2}
Snake, giant constrictor
Tiger, saber-toothed^F
Tortoise, dire^S
Triceratops, cave^{MH}
Tyrannosaurus, cave^{MH}
Vulture, dire^S

13th Level (–12)

Ankylosaurus^{M2, AS}
Bear, dire
Diprotodon^S
Elephant
Elk, dire^{M2}
Fhorse^{FF}
Lizard, giant banded^S

16th Level (–15)

Bear, dire polar^F
Elephant, dire^{M2}
Hippopotamus, dire^S

Indricother^{FF}
Mammoth, woolly^{†*}
Mastodon^{M3}
Mastodon, grizzly^{M2}
Megatherium^{FF}
Quetzalcoatlus^{M2, AS}
Rhinoceros, dire^{FF}
Tiger, dire
Triceratops
Tyrannosaurus

*Listed in previous source as available at a different level.

A: See D&D v.3.5 *Accessory Update* for new statistics
AE: *Arms & Equipment Guide*

F: Frostburn

FF: *Fiend Folio*

M2: *Monster Manual II*

M3: *Monster Manual III*

MH: *Miniatures Handbook*

RS: *Races of Stone*

RW: *Races of the Wild*

S: *Sandstorm*

FAVORED SOUL

You are a free agent of your deity, unfettered by the strictures of a clerical hierarchy.

You wander from place to place, wielding your power to advance the causes you deem worthy in the eyes of your god, or else you choose a great crusade against that which offends your deity, requiring a lifelong commitment and unswerving purpose.

While the cleric comes to his power through study and discipline, you are the recipient of a great gift—or, as some perceive it, a terrible curse.

How you wield the divine power burning in your heart is up to you.

This class appears in the *Complete Divine* supplement.

Suggested Backgrounds (choose one): Ascetic, Drifter, Noble Scion.

Suggested Personality Archetypes (choose one): Companion, Crusader, Innocent, Martyr, Prophet, Seeker, Wanderer.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Mystic: You aspire to the divine in every aspect of your life. The difficulties and dangers around you are only temporary; you keep your eyes firmly fixed on matters of the spirit, which are all that truly matter.

You have little interest in wealth, fame, or creature comforts, since these things are transitory too.

Instead, you seek enlightenment, understanding, and spiritual growth.

Some might see you as oblivious or irrational, but those are unfair characterizations.

You simply have the ability to look past fear, pain, and suffering to the eternal rewards that will surely follow. You possess moral and physical courage in abundance, because you do not fear death or injury. You don't go out of your way to get hurt or killed, of course, but there is no point in fearing pain or death when you know that your spirit will survive.

While your comrades might not always appreciate your detachment from matters of the physical world, you are compassionate (or careful, at least, if you are evil) and fearless.

Nothing discourages you.

Seek out adventures for the right reasons—aiding others, gaining knowledge, advancing the cause of your deity, or (if you are not good) hardening your soul and accruing power for the day when you leave your fleshly existence behind. Monetary gain for its own sake interests you little, but the growth you experience in taking on any challenging experience—such as recovering an ancient treasure—means that you do not necessarily spurn your companions' quests for material gain.

When circumstances permit, contemplate decisions carefully.

You are not given to hasty action or impetuosity.

Even in combat, you remain calm and deliberate.

Speak slowly and thoughtfully; avoid undue excitement.

When you encourage your friends, remind them that very little in the world around them has the power to do them true and lasting injury.

"Courage, friends; all this has happened before, and will happen again."

"Pain is illusory!

It exists only in the mind."

"True strength lies within."

"Death is a doorway, nothing more."

Fear it not."

Prophet: The hand of a deity is upon you, and you are not always in control of your words or actions.

From time to time you give yourself over completely to the will of your deity, and say or do things that you had no intention of saying or doing.

Driven by impulses you cannot control or understand, you might be capable of astonishing acts of courage or awful treachery—it all depends on the whim of your deity.

When you play a prophetic character, you do not surrender control of your character to the Dungeon Master.

However, you should ask your DM to look for the occasional opportunity to communicate unusual information through your character's words or actions.

When confronting an evil lord, your comrades might be inclined to guard their words and avoid a fight in the middle of his castle—but the prophet might suddenly blaze forth with a ringing condemnation of the lord's secret wickedness, possibly enumerating crimes you and the other players had no direct knowledge of beforehand. Even if your Dungeon Master does not provide you with *ex cathedra* material for the game session, you should listen to your intuition.

Don't watch your words and don't rethink impetuous actions.

Take these impulses as signs that your character is caught in the grip of her deity, and let the chips fall where they may.

Work with your Dungeon Master to create a few interesting prophecies for the campaign.

The best prophecies are ones that can come true in unexpected ways.

"The third moon draws nigh; beware!"

"One of you will fall tonight."

"We shall triumph, and yet we shall fail."

"I cannot see all that follows from the deeds of this day."

Scourge of Unbelievers: You are your deity's chosen instrument of vengeance, punishment, and righteous wrath.

It falls to you to defend the innocent and harry the iniquitous.

You are driven, never able to rest as long as your deity's enemies remain at large.

Since you have an inclusive view of who might be considered an enemy of your deity, that means you rarely rest at all.

Examine your deity's alignment, description, and dogma or credo and create a list of the creatures or people you need to smite first.

Anybody not on that list is irrelevant...unless, of course, they can be recruited as allies in your ongoing crusade.

When your adventures pit you against foes that your deity has no special distaste for, you chafe for the opportunity to finish up and return to what's truly important: bringing the wrath of your deity down upon his or her enemies.

You are frequently inspired to scream or snarl imprecations, letting your foes know exactly who you are and exactly why you are punishing them.

"Pelor's light will sear you, spawn of darkness!"

"Pelor commands your destruction, infidel!"

"Naught shall avail you against the might of Pelor, demon!"

I will hurl you screaming back into the Abyss!"

DEITY'S FAVOR

The favored soul enjoys the flexibility of spontaneous spellcasting, but her limited spell selection can hinder her ability to provide the healing expected from a divine caster. Choosing the deity's favor class feature means you'll be a bit less potent in combat, but lets you use the spells you're already casting to help you and your allies last longer in a fight.

Favored souls who choose this option should expect a lot of requests for support spells such as *bless*, *bull's strength*, and *prayer*, but remember that your *cure* spells gain this benefit as well.

Level: 3rd.

Replaces: If you select this class feature, you do not gain the deity's weapon focus or deity's weapon specialization class features (you still gain proficiency with your deity's favored weapon).

Benefit: Beginning at 3rd level, whenever you cast a favored soul spell, you can choose any one ally affected by that spell (including yourself) to gain temporary hit points equal to three times the spell's level.

These temporary hit points last for up to 1 minute per level of the spell.

If the spell would also grant temporary hit points, use only the larger value and its duration.

If you use this ability on a creature that is still under the effect of a previous use, the new temporary hit points overlap (do not stack with) the temporary hit points the creature had remaining.

Beginning at 12th level, you can choose to grant these temporary hit points to any number of allies affected by the spell.

STARTING PACKAGES

Package 1: The Defender

Dwarf Favored Soul of Moradin

Ability Scores: Str 13, Dex 10, Con 14, Int 8, Wis 15, Cha 12.

Skills: Concentration.

Feat: Shield Specialization* (heavy).

Weapon: Warhammer (1d8/×3), five javelins (1d6, 30 ft.).

Armor: Scale mail (+4 AC), heavy wooden shield (+2 AC).

Other Gear: Spell component pouch, standard adventurer's kit, 31 gp.

Package 2: The Healer

Halfling Favored Soul of Yondalla

Ability Scores: Str 12, Dex 12, Con 12, Int 8, Wis 15, Cha 13.

Skills: Heal.

Feat: Spontaneous Healer (Complete Divine).

Weapons: Short sword (1d4/19–20), five javelins (1d4, 30 ft.).

Armor: Scale mail (+4 AC), heavy wooden shield (+2 AC).

Other Gear: Spell component pouch, standard adventurer's kit, 33 gp.

Package 3: The Vanguard

Human Favored Soul of Kord

Ability Scores: Str 14, Dex 10, Con 12, Int 8, Wis 15, Cha 13.

Skills: Concentration, Diplomacy.

Feats: Combat Casting, Combat Focus*.

Weapons: Greatsword (1d12/19–20), five javelins (1d6, 30 ft.).

Armor: Scale mail (+4 AC).

Other Gear: Spell component pouch, standard adventurer's kit.

FIGHTER

You are an adventuring opportunist, willing to go wherever the next fight leads you.

You'll take up quests, you'll accept commissions, and you'll even consider taking on leadership roles, as long as you can practice your warrior's craft.

You know fighting—none know it better.

Other combatants with exotic martial styles or those who mix spells with swords obscure what is most important—who's the best?

Who can put their sword in an enemy's guts first?

You, that's who.

You are a straight-up, no-nonsense person, and you know the value of your hard-won, long practiced skills.

While you take great risks in hopes of receiving an equally big payout, for you the thrill of combat is at least as compelling as the loot at adventure's end.

The alternative class features presented here provide alternatives to the traditional full attack routine.

The fighter who takes one or more of these options seeks the flexibility to alter his tactics based on the situation he faces.

Against a foe that has a high AC or damage reduction, trading less useful second, third, or fourth attacks for tangible benefits represents a significant boon to the fighter.

Suggested Backgrounds (choose one): Gladiator, Guttersnipe, Noble Scion, Soldier.

Suggested Personality Archetypes (choose one): Challenger, Companion, Leader, Martyr, Mercenary, Orphan, Rebel,

Renegade, Royalty, Seeker, Simple Soul, Strategist, Theorist.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Comrade in Arms: In a fight, your best weapons are your friends.

Your skill in arms can get you only so far, but without a friend to screen attacks while you drink down a potion of curing and an ally with whom you can flank a monster, your ability to win in the face of any odds would be greatly diminished.

Though you're not ordinarily a sentimental person, the bonds of warfare link you with your companions, and you consider them brothers and sisters to a significant degree. You regularly put yourself in harm's way for their sake, and you like to believe they'd do the same for you.

"We can take them if we work as a team!"

"I'll charge straight in—you take the left flank, and you the right. And how about some archery to distract them?"

Formally Trained: Unlike many fighters, you have a special pedigree—your skill in the craft comes from formal training in an academy.

Your academy training imparted to you all the right-of-way rules in regard to attacks and defenses, should you ever be called upon to fight in a noble tournament, as opposed to the desperate battles below the ground in which you usually find yourself embroiled.

You know all the proper terms for swordsmanship, and know that all blades fall into four major categories: foils, epees, sabers, and longswords (which are either one- or two-handed affairs).

Your knowledge of all the specializations and names of the thousands of blade types is nearly encyclopedic, especially with regard to the more obscure types of blades utilized by swordsmen of distant countries.

While this knowledge has little practical application, you do enjoy showing it off to your companions.

"The difference between the bokuto, a wooden training sword, and the suburito is actually very small—the suburito is slightly heavier."

"The dao is like a saber—but the dao lacks a hand guard, which somewhat limits your options in a fight."

"If it's a sword, it has a tip, a blade, a fuller, and a hilt made up of the guard, grip, and pommel."

"A fuller?"

A fuller is a rounded groove on the flat side of a blade.

Although sometimes called 'blood grooves', their purpose is really to lighten the blade."

"Kukri is actually pronounced khu-khoo-ree."

Practice Makes Perfect: For you, daily exercise is more than something to get your blood running—you see it as a requirement of your craft.

With first light, you're up doing pushups, stomach crunches, running in place, and then the all-important swordplay, whether with a comrade or practicing forms on your own.

Afterward, you spend time oiling your equipment against rust and sun, and of course give your blade a little time with the whetstone.

You certainly won't go more than a week without your practice, and you prefer a daily regimen.

Self-Taught: Your academy was the street, and your craft is unpolished but well tested.

You don't know and don't care for all the "jargon" a few who claim to be warriors spout.

You know swords, you know bows—you know how to use them, who cares what they're called?

The information doesn't help you in a fight, and it might get you killed if you worry too much about the cutting edge versus the thrusting tip and the rest of that sort of nonsense.

"I know swords—that's all I need."

"I knew a fellow who liked to talk fancy, just like you."

He's dead now."

ELUSIVE ATTACK

You know that the key to winning any fight is not getting hit, so you trade offensive power for a steadier defense.

Level: 6th.

Replaces: If you select this class feature, you do not gain the fighter bonus feat at 6th level.

Benefit: At 6th level, you master a technique of combining offense and defense.

As a full-round action, make one attack at your highest base attack bonus.

Until the start of your next turn, you gain a +2 dodge bonus to AC.

This bonus improves to +4 at 11th level and to +6 at 16th level.

COUNTERATTACK

Every offensive move creates an opening for a counterattack, and you know how to exploit this facet of combat to its fullest.

Level: 12th.

Replaces: If you select this class feature, you do not gain the fighter bonus feat at 12th level.

Benefit: At 12th level, you learn to hold back some of your offensive prowess to enable a potent counterattack.

As a full-round action, make one melee attack at your highest base attack bonus.

At any time before the start of your next turn, you can use an immediate action to make a melee attack (using your highest base attack bonus) against an enemy that attacks you in melee.

OVERPOWERING ATTACK

You never waste time wounding your opponent, instead concentrating on delivering one solid strike.

Level: 16th.

Replaces: If you select this class feature, you do not gain the fighter bonus feat at 16th level.

Benefit: At 16th level, you can focus your attention in combat to deliver a single deadly attack.

As a full-round action, make one attack at your highest base attack bonus.

That attack deals double damage, as do any other attacks you make before the start of your next turn.

STARTING PACKAGES

Package 1: The Archer

Elf Fighter

Ability Scores: Str 15, Dex 15, Con 12, Int 10, Wis 12, Cha 8.

Skills: Jump, Spot (cc).

Feats: Point Blank Shot, Precise Shot.

Weapons: Spear (1d8/×3), dagger (1d4/19–20, 10 ft.), longbow with 40 arrows (1d8/×3, 100 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 4 gp.

Package 2: The Defender

Dwarf Fighter

Ability Scores: Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills: Craft (weaponsmithing), Intimidate.

Feats: Iron Will, Weapon Focus (dwarven waraxe).

Weapon: Dwarven waraxe (1d10/×3), shortbow with 20 arrows (1d6/×3, 60 ft.).

Armor: Scale mail (+4 AC), heavy steel shield (+2 AC).

Other Gear: Standard adventurer's kit, 4 gp.

Package 3: The Destroyer

Human Fighter

Ability Scores: Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb, Intimidate, Jump.

Feats: Cleave, Power Attack, Weapon Focus (greatsword).

Weapons: Greatsword (2d6/19–20), shortbow with 20 arrows (1d6/×3, 60 ft.).

Armor: Scale mail (+4 AC).

Other Gear: Standard adventurer's kit, 4 gp.

HEXBLADE

Nothing fazes you.

Like the warlock, you are a son of darkness, gifted with powers that others find unnerving (at best) or outright evil (the usual case).

Your adventures carry you far and wide, because you rarely find it easy to stay in the same place for long.

Sooner or later the whispers and guarded glances begin again, and it is time to move on.

No one understands your powers, and most people you meet wonder exactly how you're going to stab them in the back when you finally show your true colors.

Hexblades have a bad reputation in many quarters, but whether you're the exception or the rule is up to you.

This class appears in the *Complete Warrior* supplement.

Suggested Backgrounds (choose one): Artisan, Drifter, Gutter snipe, Soldier.

Suggested Personality Archetypes (choose one): Daredevil, Mercenary, Orphan, Rebel, Renegade, Wanderer.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Darkhunter: Sometimes evil is the best weapon to wield against evil.

You are a grim and dark avenger, using your baleful abilities to hunt down and slay villains and monsters more evil than yourself.

Even if your methods and motivations are not particularly pure, who can question your results?

As a sworn enemy of evil, you do not hesitate before taking on a quest to destroy or drive off even the most horrible monster.

You commit to the hunt with little expectation of reward. But once you've chosen an enemy to defeat, you'll stop at nothing to come out on top.

Bargain away your orc captives to the mind flayers to gain passage through their territory to the place where your true adversary lairs?

No problem.

Sanitize an outbreak of lycanthropy by killing all the bitten villagers?

It's hard, but necessary.

You rarely indulge in cruelty or excess, but you can be a remorseless foe indeed.

You are absolutely convinced that you are the only person who really knows what's going on in most situations.

Cut off people who talk too much, before they waste more of your time.

Don't bother to tell people what you are going to do, and never explain your actions afterward.

Your companions don't have the stomach for the work at hand, so it would be better if they didn't get in your way or question your methods.

You can always find new allies.

Darkhunters are silent, nameless figures who do not deign to speak to their foes—or their allies, for that matter.

When they do, they tend to be terse, grim, and blunt.

"Enough talk.

Now it's time to die."

"Go home, bar your door, and ignore anything you hear outside from sundown to sunrise.

You may live to see the dawn."

"Do not follow me.

I will kill anyone who does."

"I've seen worse."

Sellsword: You are a sword for hire—nothing more, nothing less.

You judge the worthiness of a cause by the amount of money it can put in your pocket.

While you always look out for number one, you do recognize the value of loyalty to your comrades—you don't have many friends in this world, so it's smart to stay on the good side of the few you have.

Since your powers are poorly understood, you go to some lengths to hide them from people you don't know.

Let them think you're simply a fighter, or perhaps a fighter-sorcerer.

Witch-hunts, sinister rumors, and ugly accusations are all bad for business.

Besides, it's useful to keep a few tricks up your sleeve; you never know when a surprise hex might be the only way to save your skin.

You rarely get worked up over the opposition, because to you, it's all business.

Ogres rampaging through the province?

You can fix that.

Demons murdering the priests of Pelor?

You'll adjust your rates and take your best shot at stopping them.

You need a record for reliability and success if you're going to make any real money.

Others might view you as cold or heartless, but you know that it's wisest to avoid emotional entanglements.

You can't stand it when people start acting against their self-interest in the name of a nebulous "cause", and you detest deal-breakers.

When dealing with potential employers, look them right in the eye and state your terms.

"What's in it for me?"

"I'm not getting paid to do that."

"The dragon wasn't in the contract."

If you want the dragon taken care of, you're going to have to up your offer."

"Nothing personal."

It's just business."

"Sounds like you have a real problem."

It's going to cost you."

Tormented Champion: Dark powers manipulate you.

People you love get hurt, causes you support founder and collapse, and places you visit fall into ruin.

You have been marked for a tortured and restless existence, and your fate is to be a harbinger of doom and woe.

You swing from morose depression to desperate acts of blazing anger.

Most of the time, you struggle with despondency and gloom.

Make dark pronouncements and dire predictions about things you observe, and point out flaws in your allies' plans.

Sometimes you are moved to rail against your fate and lash out with blind, unreasoning anger at whatever obstacle or foe frustrates you.

You might leap headlong into a throng of enemies, heedless of your safety.

Or you might shake your fist at the gods and curse them bitterly.

"The vampire's been watching us the whole time."

We're doing exactly what he wants."

"Some of us aren't getting out of this alive."

"You'll get halfway across, the rope will break, and you'll fall into the river there and be swept away into some black, airless cavern where you'll die trying to claw your way through cold, hard stone."

"Is that all you've got?"

DARK COMPANION

By mixing arcane spells with martial talents, the hexblade blurs the traditional line between fighter and sorcerer.

Replacing the familiar—a link to traditional forms of arcane magic—with a unique fighting companion helps establish the hexblade's difference from the sorcerer.

In combat, a dark companion functions like a floating hex that you can place upon your foes.

By weakening the defenses of enemies, your dark companion makes your spells and attacks (and those of your allies) more powerful.

Level: 4th.

Replaces: If you select this class feature, you do not gain a familiar.

Benefit: At 4th level, you can create an illusory companion resembling a panther, spun from the darkness of the night.

Doing so takes 24 hours and uses up magic materials that cost 100 gp.

Once created, your dark companion stands with you in battle, hindering your enemies' defenses.

Any enemy adjacent to your dark companion takes a –2 penalty on its saves and to its AC.

Your companion's speed is equal to yours (including all modes of movement you possess) and it acts during your turn each round.

It follows your mental commands perfectly—in effect, it is merely an extension of your will.

Your dark companion has no real substance, and thus can't attack or otherwise affect creatures or objects.

It occupies a 5-foot space.

Even though any creature can enter a dark companion's 5-foot space without restriction, it must occupy its own space in order to have any effect on enemies.

It is immune to any damage or other effects that might harm creatures, though it can be dispelled or suppressed just like a spell effect.

Your dark companion is treated as a spell whose level is equal to 1/4 your hexblade level.

If it is dispelled, it automatically reforms at your side 24 hours later.

A dark companion can't create flanking situations, nor does it provoke attacks of opportunity from movement, because enemies automatically recognize it as an illusion. If it is more than 120 feet from you at the start of your turn, or if you ever lose line of effect to it, it instantly reappears adjacent to you.

STARTING PACKAGES

Package 1: The Defender

Gnome Hexblade

Ability Scores: Str 13, Dex 13, Con 14, Int 10, Wis 8, Cha 14.

Skills: Bluff, Spellcraft.

Feat: Armor Proficiency (medium).

Weapons: Greatsword (1d8/19–20), short bow with 20 arrows (1d4/×3, 60 ft.).

Armor: Scale mail (+4 AC).

Other Gear: Standard adventurer's kit, 4 gp.

Package 2: The Destroyer

Human Hexblade

Ability Scores: Str 15, Dex 13, Con 12, Int 10, Wis 8, Cha 14.

Skills: Concentration, Intimidate, Spellcraft.

Feat: Power Attack, Cleave.

Weapons: Greataxe (1d12/×3), five javelins (1d6, 30 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 10 gp.

Package 3: The Skirmisher

Elf Hexblade

Ability Scores: Str 15, Dex 15, Con 10, Int 10, Wis 8, Cha 14.

Skills: Diplomacy, Knowledge (arcana).

Feat: Dodge.

Weapons: Glaive (1d10/×3), warhammer (1d8/×3), longbow with 20 arrows (1d8/×3, 100 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 14 gp.

MARSHAL

War is your true calling.

You follow the shrill ring of steel on steel and the harsh cries of the carrion birds, for it is on the battlefield that you demonstrate your true worth.

When the specter of war is far away, you take service with a strong lord, state, or cause, training other warriors and preparing your warband for the day when battle finally comes to the land in which you reside.

Or, if that does not suit you, you search out combat wherever it awaits—perhaps you skirmish against orc raiders threatening the kingdom's frontier, fight for a rebellious duke who is trying to throw off the king's rule in his lands, or travel abroad to far and exotic lands in search of a battle worthy of your talents.

When you take up the haphazard career of an adventurer, you're only passing the time until something big comes along.

This class appears in the *Miniatures Handbook* supplement. Suggested Backgrounds (choose one): Artisan, Mariner, Noble Scion, Soldier.

Suggested Personality Archetypes (choose one): Challenger, Crusader, Leader, Mercenary, Royalty, Strategist, Theorist.

CHARACTER THEMES

One or both of the following character themes could apply to you.

Black Knight: You are a hero of the first rank, a bold and inspiring leader of men—but you do not want to be recognized.

Knights entering the lists sometimes cover their heraldic devices with sable cloths to keep their identities a secret; you likewise do not display the emblems you have won, and adopt a simple nom de guerre so that no one will know who you are.

Decide why you desire anonymity.

You could be a noble of high birth, expected to spend your days engaged in statecraft instead of roaming the land as a nameless adventurer.

You adopt your guise so that you will be free to aid people with the point of your sword instead of wasting time with the intrigues of the court.

You might have a fearsome enemy that you cannot defeat, and so you remain hidden so that the people around you will not become the victims of your adversary.

Or perhaps you are actually infamous, known for a terrible defeat on a distant battlefield.

You carry the guilt of hundreds of lost lives, even though you might not have ever had any chance to triumph.

If your DM agrees, you are a member of the nobility.

Design your house's heraldic insignia and motto, so that you can describe what you reveal when you finally choose to unmask your shield.

Since you are trying to remain mostly anonymous, you don't view it as your role to be the bold and inspiring leader of your party.

Instead, you are satisfied to be a stalwart comrade and loyal follower, using your abilities to help your friends defeat their foes.

You do your best to avoid the spotlight and give credit to your allies for your successes.

"I may have struck the last blow, but the troll was dead on its feet by then.

Mialee's fireball made all the difference."

"Valor is its own reward."

"I was there, certainly, and I suppose I played a small part.

But my companions deserve the credit for defeating the dragon."

"Give my share to the temple of St. Cuthbert."

"Who I am is not important.

What is important is that the werewolf has been slain.

Your town should be safe now."

Leader of the Company: A marshal combines personal charisma, leadership, and tactical acumen like no other character.

You are a born leader, the equal of a paladin.

Everyone expects flowery speech from the bard or persuasive words from the sorcerer, but the marshal and the paladin are heroes that warriors want to follow.

You possess sincerity, purpose, and valor, and your potent auras allow you to manifest these virtues for your allies.

Not only are you a skilled diplomat, but you are the absolute best choice for the job of battle commander.

Since you can easily change the benefit your aura provides, it behooves your allies to follow your lead.

They'll do better in the fight if they take actions that make use of your aura.

For example, if you choose the minor auras *over the top* or *master of opportunity*, you provide a real incentive for your friends to charge or move past enemies to reach the foe you want them to fight.

When you use your auras this way, say something inspirational!

You should strongly consider the Leadership feat if you are roleplaying a marshal of this type.

If the other players at the table don't listen to you, at least your cohort or followers will.

"Ignore the lizardfolk!

The druid is our true foe!"

"Surround the gray render and strike from the flank!

That is the quickest path to victory!"

"Stand your ground here, and let the orcs come to us!

We'll cut them down as they climb the rampart!"

"Follow me!

Now is the time to strike!"

ADRENALINE BOOST

As a marshal, you make everyone on your team more effective at what they do.

While the traditional marshal accomplishes some of that by improving his allies' mobility, by choosing adrenaline boost you instead to take on some of the cleric's ability to bolster the health of your allies.

It's particularly effective in rallying injured comrades, making it a good ability to save until things start looking grim.

Level: 4th.

Replaces: If you select this class feature, you do not gain the grant move action class feature.

Benefit: Starting at 4th level, you can exhort your allies to discover a reservoir of energy they didn't think they had.

Once per day, as a standard action, you can grant temporary hit points equal to your marshal level to any or all of your allies within 30 feet (but not to yourself).

If the ally's current hit point total is no more than half his full normal hit points, the number of temporary hit points granted to that character is doubled (to twice your marshal level).

This ability only affects allies with an Intelligence score of 3 or higher who can hear you and understand your language.

The temporary hit points last for up to 1 minute per marshal level.

At 8th level, you can use this ability twice per day.

You can use it three times per day at 12th level, four times per day at 16th level, and five times per day at 20th level.

If you use this ability on a creature that is still under the effect of a previous use, the new temporary hit points overlap (do not stack with) the temporary hit points the creature had remaining.

STARTING PACKAGES

Package 1: The Defender

Dwarf Marshal

Ability Scores: Str 14, Dex 13, Con 14, Int 8, Wis 10, Cha 13.

Skills: Intimidate, Listen, Spot.

Feat: Shield Specialization (heavy).

Weapons: Dwarven waraxe (1d10/×3), warhammer (1d8/×3), 5 javelins (1d6, 30 ft.).

Armor: Scale mail (+4 AC), heavy wooden shield (+2 AC).

Other Gear: Standard adventurer's kit, 6 gp.

Aura: Force of Will.

Package 2: The Second-Rank Warrior

Elf Marshal

Ability Scores: Str 14, Dex 15, Con 10, Int 10, Wis 8, Cha 15.

Skills: Diplomacy, Listen, Sense Motive, Spot.

Feat: Combat Reflexes.

Weapons: Glaive (1d10/×3), shortbow with 20 arrows (1d8/×3, 100 ft.).

Armor: Scale mail (+4 AC).

Other Gear: Standard adventurer's kit, 26 gp.

Aura: Master of Tactics.

Package 3: The Vanguard

Human Marshal

Ability Scores: Str 14, Dex 13, Con 12, Int 10, Wis 8, Cha 15.

Skills: Diplomacy, Intimidate, Knowledge (nobility and royalty), Sense Motive, Spot.

Feats: Battlefield Inspiration (*Miniatures Handbook*), Improved Initiative.

Weapons: Longsword (1d8/19–20), five javelins (1d6, 30 ft.).

Armor: Scale mail (+4 AC), heavy steel shield (+2 AC).

Other Gear: Standard adventurer's kit, 20 gp.

Aura: Motivate Dexterity.

MONK

You were introduced to martial techniques in a distant, hard-to-reach monastery.

You first learned the eighteen basic empty-hand techniques.

You learned the "heart-mind-fist" kata, you learned how to swing an eyebrow-height staff, and you finally learned how to deliver the potent cannon punch.

After that, you were ready to begin actual training in the truly deadly martial arts.

Years later you emerged, a champion of your martial style, but still a student seeking continual improvement and perfection through martial discipline.

One day you hope to join the great masters of your art, focusing your *ki* so precisely that you transcend the mortal realm altogether and partake of immortality.

Suggested Backgrounds (choose one): Artisan, Ascetic, Gladiator.

Suggested Personality Archetypes (choose one): Agent, Challenger, Companion, Crusader, Innocent, Martyr, Orphan, Prophet, Seeker, Wanderer.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Enlightened One: You follow a meditative way of life considered by some a religion, by others a profound philosophy, and by the uninformed simply a routine.

You regard your constant search for enlightenment as a way of life, work, and an art form.

One of the precepts of your philosophy is "sitting meditation" in which you sit quietly once a day, directing your awareness toward your core and breathing deeply for at least 5 minutes.

As an "enlightened one", you know many parables, called *koans*, that teach wisdom if considered long enough.

"An enlightened one lived a simple life in a hut at the foot of a mountain.

One evening a thief visited the hut only to discover there was nothing to steal.

The enlightened one caught him and told the rogue, 'You've traveled far to find me, so you should not leave empty-handed.

Here, have my robe as a gift'.

Confused, the thief nevertheless took the robe.

Nude, his eyes on the full moon, the enlightened one said, 'I wish I could have given him this beautiful moon'."

"An enlightened one visited a terminally ill man and asked, 'Shall I lead you on?'

The sick man replied, 'I came here alone and I go alone.

What help could you be?'

The enlightened one answered, 'If you think you really come and go, that is your delusion.

Let me show you the path on which there is no coming and no going'.

These words revealed the true path so clearly that the sick man smiled and passed on."

History Keeper: Every monastery has its own story of origin, describing where it gained its particular style and what ancient master popularized the particular specialized form of martial arts taught there.

Every monastery puts in a claim as the oldest, or alleges to teach the most "pure" form of the martial arts.

You don't fret about it because you know your monastery is actually the oldest and the most authentic.

You like to tell the story of how your monastery learned the secrets of its current style.

"The ancient and legendary master Chandharma founded our temple five hundred years ago, and the monks took him in.

In thanks, Chandharma trained the monks in the original, true forms and katas.

I know the very style that ancient Chandharma once taught my forebears."

"Northern" Stylist: Your monastery taught a particular style of martial arts referred to as the northern style.

This style features long steps, extended postures and wide stances, jumping, kicking, and dramatic acrobatic flourishes.

The northern style is known for a great variety of attack forms.

When you use any one of these forms, you call out the attack name in a strong, confident voice, which steadies you and frightens your enemies with your poise.

"Long Fist!" You use this punch attack to spear past your foe's guard when least expected.

"Tumbling Fist!" A tumbling fist is the strike you make after you've tumbled into the perfect position to strike at your foe.

"Quivering Palm!" This famous strike needs no explanation. Even if you're not powerful enough to use the discipline, the name alone inspires fear in your enemies.

"Red Fist!" Whenever you draw first blood, you like to scream this out, just to unnerve your foe.

"Flood Fist!" When you use a flurry of blows, you are using the famous flood fist, where you seek to overwhelm your foe's defenses under a flood of staggering blows.

"Flower Fist!" This disingenuous, fast and deceptive blow is made whenever you foe is off guard, whether he is surprised, flanked, or otherwise not effectively defending himself.

"Southeastern" Stylist: Your monastery taught a particular style of martial art referred to as the southeastern style. This style features fists, elbows, shins, feet, and knees to strike at opponents, as well as briefly held grapples that set an opponent up for a particularly egregious elbow or knee attack.

Unlike other martial styles, the southeastern style is specifically designed to incorporate fitness and toughness, which allows a southeastern style fighter the endurance to accept pain and ignore fatigue in a fight.

When you use a southeastern style attack form, you call out the attack name in a strong, confident voice, which steadies you and frightens your enemies with your poise.

"Kao Dode!" As part of an attack, you jump and bring your knee up into your opponent's stomach, side, or if low enough, your opponent's head.

"Kao Loi!" You spring up off one leg and switch in midair to strike with the knee of the other leg.

This confusing strike is dramatic when successful.

"Kao Tone!" The simplest knee strike, you simply bring one knee up directly into your foe's stomach, side, or head (if low enough).

Sometimes this is aided if you grab your foe by the head and jerk him forward at the same time.

"Southern" Stylist: Your monastery taught a particular style of martial art referred to as the southern style.

This style features short steps and close fighting, with arms close to the chest, elbows held low and ready to offer protection against blows to the stomach or sides.

Most important, the southern style is distinguished by five animals.

When you use any one of these styles, you call out the animal you are emulating in a strong, confident voice, which steadies you and frightens your enemies with your poise.

"Tiger!" You emulate the tiger to express qualities of fearlessness and aggression.

The tiger attacks in a straight line.

When you charge, you are emulating the tiger, the most aggressive of the five "southern" animals.

"Crane!" You emulate the crane to avoid your enemies' attacks, no matter how they come at you.

When fighting defensively, you are emulating the crane.

"Leopard!" You emulate the leopard to maximize your agility. After all, pound for pound the leopard is one of the strongest animals, and also the fastest.

When you tumble into position to attack your opponents, you are emulating the leopard.

"Snake!" You adopt the fluidity of snakes to better close with your opponents and hurt them from positions they are unready to defend against.

When you grapple an opponent, you imitate the sinuous, fluid motion of the snake.

"Dragon!" You emulate the dragon for a broad array of needs. When you attack under the guise of the dragon, your attacks are strong and hard.

When you make a stunning attack, you are emulating the dragon.

A signature attack is the three-finger claw ("Dragon Claw!")—the index, thumb and middle fingers make hard pinching attacks to your foe's muscles and tendons.

When striking with the dragon claw, you have incredible stunning power because the blow originates in your stomach and hips, then flows up as you rotate forward into the blow, which culminates in the stunning claw.

Staffmaster: While you are adept at closed and open hand styles of martial arts, you are particularly skilled with the use of a long quarterstaff.

Instead of the standard length quarterstaff, you prefer a 7- to 8-foot-long, flexible staff that you refer to as your "flowing water staff" or sometimes your "dragon pole".

Instead of attacking with either end, you usually grasp one end of the staff and use it to make devastating thrust attacks, diversionary "slap" attacks, and to deflect the blows of your foes, letting them slide off your staff like water.

DECISIVE STRIKE

Flurry of blows can be exciting to use—just look at all the attack rolls you can make—but in practice it can lead to a flurry of misses.

The decisive strike alternative class feature turns your typical combat maneuver from a whirl of action into a methodical and devastating attack.

Level: 1st.

Replaces: If you select this class feature, you do not gain flurry of blows (or any later improvements to that class feature).

Benefit: As a full-round action, make one attack with an unarmed strike or a special monk weapon, using your highest base attack bonus but taking a –2 penalty on this attack roll.

If the attack hits, it deals double damage (as does any other attack you make before the start of your next turn).

If you use this strike to deliver a stunning attack, increase the save DC to resist the stun by 2.

This is an extraordinary ability.

At 5th level, the penalty on the attack roll lessens to –1, and at 9th level it disappears.

At 11th level, you can make two attacks when using this class feature, though no more than one attack can target a single creature.

Both attacks use your highest base attack bonus.

STARTING PACKAGES

Package 1: The Defender

Human Monk

Ability Scores: Str 13, Dex 15, Con 12, Int 10, Wis 14, Cha 8.

Skills: Balance, Listen, Sense Motive, Spot, Tumble.

Feats: Combat Focus*, Dodge, Stunning Fist.

Weapon: Unarmed strike (1d6), sling with 10 bullets (1d4, 50 ft.).

Armor: None.

Other Gear: Standard adventurer's kit (without sunrods), 1 gp, 3 sp.

Package 2: The Destroyer

Half-Orc Monk

Ability Scores: Str 15, Dex 15, Con 12, Int 8, Wis 14, Cha 6.

Skills: Climb, Jump, Tumble.

Feat: Improved Grapple, Improved Natural Attack, Weapon Focus (unarmed strike).

Weapon: Unarmed strike (1d8), sling with 10 bullets (1d4, 50 ft.).

Armor: None.

Other Gear: Standard adventurer's kit (without sunrods), 1 gp, 3 sp.

Package 3: The Skirmisher

Elf Monk

Ability Scores: Str 13, Dex 17, Con 10, Int 10, Wis 14, Cha 8.

Skills: Hide, Listen, Move Silently, Tumble.

Feat: Ability Focus (stunning fist), Stunning Fist.

Weapon: Unarmed strike (1d6), sling with 10 bullets (1d4, 50 ft.).

Armor: None.

Other Gear: Standard adventurer's kit (without sunrods), 1 gp, 3 sp.

PALADIN

You have power over evil, given you by your glorious, almighty deity.

Your devotion and pure, unwavering desire provides strength that illuminates the darkest souls, saving some and punishing those that can't be redeemed.

Your faith wards you from harm, inoculates you from fear, and gives you the hands of a healer—but your hands are equally dynamic on the hilt of an avenging sword pledged to divinity.

When wizards scheme, you pray.

When dragons roar, you take up your sword, fearless.

When devils from the Hells steal innocent souls, you respond with sacred vengeance and send them fleeing back to the pit whence they came.

Suggested Backgrounds (choose one): Ascetic, Noble Scion, Soldier.

Suggested Personality Archetypes (choose one): Agent, Companion, Crusader, Leader, Martyr, Prophet, Royalty, Strategist.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Bound in Honor: You follow a strict code of honor.

Whenever a situation arises that might touch upon your code, you voice the particular precept of your code, as if part of a prayer to your deity.

In doing so, you hope that others will be inspired by your good example, and perhaps begin to follow parts of the code themselves.

Your code includes two or more of the following principles. You might enunciate additional principles not described here, depending on the deity or cause you serve.

"Before all else, a paladin is faithful."

The faith of a paladin requires no proof—it is a heartfelt knowledge that the goodness you do, or the evil you allow to flourish, is all that you take from this world to the next.

"A paladin's valor is a measure of her faith."

When things begin to go bad, your valor proves itself.

When knocked low, you get up.

You do not run from conflict if it can be won, and most especially, you never leave compatriots to a fight that is yours to win.

Fear is something that only less valorous men and women experience.

"Humility in all things."

You are modest regarding your own importance and always submit to your deity's will.

You know your place, but your place is important.

You are not proud or arrogant, though you challenge the unenlightened with your creed.

"Patience outlasts all."

You understand that it might take your entire life span to make a difference in the world—you don't hurry, you persevere.

You have the god-supported tenacity not to quit your tasks, once taken up.

"Loyalty to true friends, vengeance to betrayers and foes."

You know that strength flows from solidarity, and solidarity only comes when all trust each other.

Defeating the evils that plague the world is possible if all are loyal.

Those who betray loyalty must be dealt with swiftly.

"Benevolence is a balm to all souls."

A paladin is charitable and desires to safeguard others from influences that would destroy their innocence or end their lives.

Benevolence is no less a tool of your deity than your sword. *"Integrity is the foundation on which all things of value are built."* You adhere to the ethical and moral standards of your deity, acting in all ways as a beacon of truthfulness that others might emulate.

Your character and sense of self relies upon your honesty.

How can one be truthful "to a fault"?

"Mercy for those that deserve mercy."

Sometimes even the righteous can stray from the true path, and thus you must occasionally show compassion.

However, mercy for unrepentant evildoers is tantamount to doing evil yourself.

"Generosity is the left hand of [your deity]."

When you are willing to give of your wealth, or even more important, your time, you show the real strength and depth of your belief in your deity.

Only someone truly comfortable with her faith has the spiritual reserve to be generous.

Chivalrous: You seek to be a paragon of the concepts of justice and morality in behavior between people.

As such, you are brave in battle, loyal to your deity, and willing to sacrifice yourself for that belief (see Bound in Honor, above).

Toward your fellows you are merciful, humble, and courteous.

Most important, you are gracious and gentle to those worthy of high regard, and you might even seek to court someone you admire.

If that person is unavailable and married to someone else, especially if he or she is of higher status, your chivalry leads you into a type of "courtly love".

You dedicate your life to the object of your affection, expressing your appreciation from afar through an intricate system of colors and ribbons worn on behalf of your beloved and favors done in his or her name.

It's an elaborate dance, a game that the players freely enjoy without expectation of commitment.

"For the Lady who has my heart, I dedicate this quest."

"Leave this to me—honor commands that the final blow be mine."

Merciless: Do any deserve mercy?

No.

Leniency and compassion are words used to describe weak dealings toward those who have been judged and found wanting.

This doesn't mean that you seek to kill all those who, in your judgment, are weak and faithless, but it does mean that such creatures do not deserve your respect.

"There is no mercy, there is only judgment."

Moral Philosopher: Moral conduct, morality, and the correctness of moral thought are paramount to you; however, you know that morals vary by culture.

Is one moral code better than another?

Is an ethical code better, or as your brothers and sisters in your order claim, are ethics a mortal-contrived sham that hides the true reach of morals?

You don't know, but you wonder.

"An ethical code establishes tradeoffs toward the greater good, and weighs all the negative and positive results of an action, apart from moral absolutes."

"Thus, decisions are based upon the greatest good for the greatest number."

Reverent: You begin almost every utterance with a reference to your god.

"As the truth of [your deity] tells us..."

"If [your deity] allows..."

"In the name of [your deity], the beneficent, the merciful..."

If you do not begin an utterance with a reference to your deity, you wrap up with one.

"...as [your deity] commands."

"...may [your deity] light and guard me."

"...that all may know the wisdom and majesty of [your deity]."

Zealous: You are a fervent servant of your deity.

You are diligent in your duties, show enthusiasm in performing them on your deity's behalf, and display a powerful interest in anything related to your deity, whether it's support or opposition.

You show your zeal to your friends and foes in one or more of the following ways.

Exultant: You are joyful and proud when you think of your deity, and are given to rejoicing and triumphal shouts.

See the Paladin Battlecries sidebar.

Disciple: You know the history of your deity, and those saints and other people important to your deity.

You know the trials and tribulations of your deity and/or your deity's saints, and you reenact those trials in a yearly ceremony.

Moreover, you dress according to a strict interpretation of any doctrine your deity dispenses.

Missionary: You know with your gut that others would be happier if they worshiped your deity as you do.

To this end you consistently (though not constantly—annoyance isn't a tool of conversion) exhort friends and strangers to convert.

Tattooed: You've shaved your head and proudly display a tattoo of your deity's holy symbol across your brow and naked head.

Tract Giver: You always carry with you several tracts that describe the glories of your deity, and pass these out (or leave them to be found) wherever you think they'll do the most good.

(To this end, you have an arrangement with a printer, or at least a letterist).

You are not a vocal missionary, preferring to work in more subtle ways.

"Consider the benefits that would be yours if you find grace with [your deity]—surety, confidence, and comradeship, at the very least!"

CHARGING SMITE

Despite the glorious vision of a shining knight atop a warhorse charging into combat, the reality in the D&D game is that it's far from easy (and sometimes impossible) to bring a big animal along on your dungeon crawl.

To avoid the drain on time and resources created by a special mount you might not even be able to use, you can select the charging smite alternative class feature instead. You still leap into the fray, taking the fight to the enemy, but you do so in a manner that better matches the typical combat found in a D&D game.

Level: 5th.

Replaces: If you select this class feature, you do not gain a special mount.

Benefit: Beginning at 5th level, if you smite evil on a charge attack, you deal an extra 2 points of damage per paladin level to any evil creature you hit (in addition to the normal bonus damage dealt by a smite).

If the charge attack misses, the smite ability is not considered used.

This is a supernatural ability.

STARTING PACKAGES

Package 1: The Cavalier

Elf Paladin

Ability Scores: Str 13, Dex 12, Con 12, Int 8, Wis 12, Cha 15.

Skill: Ride.

Feat: Mounted Combat.

Weapons: Longsword (1d8/19–20), lance (1d8/×3), shortbow with 20 arrows (1d6/×3, 60 ft.).

Armor: Scale mail (+4 AC), heavy wooden shield.

Other Gear: Standard adventurer's kit, wooden holy symbol, 21 gp.

Package 2: The Destroyer

Dwarf Paladin

Ability Scores: Str 13, Dex 8, Con 16, Int 10, Wis 12, Cha 13.

Skills: Knowledge (nobility and royalty), Sense Motive.

Feat: Power Attack.

Weapons: Greataxe (1d12/×3), five javelins (1d6, 30 ft.).

Armor: Scale mail (+4 AC).

Other Gear: Standard adventurer's kit, wooden holy symbol, 34 gp.

Package 3: The Vanguard

Human Paladin

Ability Scores: Str 12, Dex 8, Con 14, Int 10, Wis 13, Cha 15.

Skills: Diplomacy, Heal, Sense Motive.

Feats: Improved Initiative, Shield Specialization (heavy).

Weapons: Longsword (1d8/19–20), two javelins (1d6, 30 ft.).

Armor: Chain shirt (+4 AC), heavy wooden shield (+2 AC).

Other Gear: Standard adventurer's kit, wooden holy symbol, 10 gp.

RANGER

You travel to places where few others dare to tread.

Relying on a potent combination of stealth, woodcraft, magic, and fighting skill, you are the master of the wilderness.

Where others see a trackless forest, you see an impenetrable refuge.

Where others see a burning desert, you see a deadly trap for enemies you lure within.

Where others see impassable mountains, you see high roads to new lands.

You are the ultimate explorer, self-reliant and adaptable. No other adventurer comes close to your independence and sheer versatility.

Suggested Backgrounds (choose one): Drifter, Farm Hand, Mariner, Soldier, Tribal Origin.

Suggested Personality Archetypes (choose one): Agent, Explorer, Orphan, Rebel, Renegade, Savage, Seeker, Wanderer.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Bounty Hunter: Unlike other rangers, you are equally at ease in the wilderness or in the cities and towns of humankind.

You hone your woodcraft and tracking skills to use them against other people instead of forest-dwelling monsters. You might be a cold-hearted mercenary, an intrepid tracker, or even an outlaw or highwayman who uses woodcraft to get close to your quarry.

For you, the lore of the wilderness is a tool that you employ for your particular ends.

Your choice of favored enemy makes you more effective at tracking (and defeating) particular quarry, so choose wisely.

It's not unusual for a bounty hunter to choose his own race as a favored enemy—not because you're a misanthropic killer, but simply because you want to be especially good at following villains who happen to be of your race through the wilderness.

Keep a record of each quarry you stalk over the course of your career, and preferably a trophy or souvenir from each success.

Show off your trophies and boast a little about your victories when you have the chance.

You want word to get around about who you are and what you do, so that villains who find you on their trail will be more likely to panic, slip up, and make a fatal mistake.

"The price is 100 gold—no less, no more."

"Only one bounty has ever escaped me—so far."

"I keep a constant eye out, just in case."

Driven Avenger: When you were a child, your town was burned to the ground by orcs, or displacer beasts devoured your family, or a dragon hunted your tribe to extinction. Whatever the tragedy, you have been left with an endless thirst for vengeance against the monster or monsters that ruined your life.

The monsters responsible for your loss are at the top of your list of favored enemies.

Your back-story prominently features a tragic loss at the hands, claws, talons, or fangs of these monsters.

Create a suitable tale of woe and suffering, and write it down—you'll tell it over and over again to anyone who asks.

In any situation or challenge you confront, look for signs that your mortal enemies are somehow involved.

For example, if drow enslaved your village, you should suspect drow involvement in almost any problem you encounter.

"The drow are behind this."

"You'll see."

"Only drow attack with such precision."

"I didn't like the way that innkeeper was watching us."

"I bet he's secretly in league with the drow, spying on us for them!"

"The only good drow is a dead drow."

Master of Beasts: You have allies everywhere you go.

The birds and beasts are your friends, and even the fiercest creatures suffer your presence.

While your animal companions do not help you in battle like the druid's help her, you value them for more than their fighting skill.

Animals give you senses that you otherwise would not possess, allow you to keep watch over vast areas without being seen, and can carry messages over great distances. Avoid fighting naturally occurring animals if possible.

Instead of killing a cave-dwelling brown bear in your path, see if you can lure it away from its lair or merely frighten it off.

Sometimes you have to resort to lethal methods to fight off dangerous animals, but there is no honor in such a battle; you should help your companions to avoid encounters of this sort instead of killing animals that are only acting as their nature dictates.

It's not unusual for a ranger of this sort to be uncomfortable around other people.

Keep your thoughts to yourself, and don't use two words when one will do.
 People are cruel and deceitful, but you can always trust an animal to act in accordance with its nature.
 When you have to interact with humanoids, stay short and to the point, and speak bluntly.
 When you can, use animal metaphors to make your point.
"If you hope to catch Drethaas, you must run like the deer all day and through the night."
"Can you keep up with me?"
"The ogre is licking its wounds in its den."
"Now we can finish the monster."
"We have his scent now."
"He won't get away."
"I have the eyes of an eagle."
"No orc will pass by this place unseen."
 Wayfinder: You live for the opportunity to tread new lands and see things no one has seen before.
 You measure yourself against the raw power of nature by crossing unfordable rivers, climbing impassable mountains, and mastering uncrossable deserts.
 The lure of treasure and the challenge of fearsome foes serve only as excuses for you to head out on your next journey.
 Before you die, you want to see more of the world than anyone before you has seen.
 You are restless and uneasy in times of idleness.
 You chafe at long delays, because when you're waiting for something to happen you're stuck in one spot.
 Urge your companions to push on another mile, venture into just one more room, or at least give you a chance to scout just over the next hill before stopping for the night.
 Keep a journal of your travels, noting the weather, the creatures you encountered, the places you visited, and the spot where you camped for each night.
 Overland travel is your special area of expertise, so make sure you voice your opinion when the party debates the question of how to move from one place to another.
 If your friends are wise, they'll listen to you.
 Because you are widely traveled and interested in a variety of things, you naturally relate new experiences to things you've seen or done before.
"This cave's a little bit like that second chamber in the Caverns of Creeping Shadows."
"You remember, the one with the weird green-glowing fungus-balls and the gricks?"
"Do you think we might find gricks here too?"
"Let's find a safer place to cross."
"In my experience, this is just the sort of mountain stream that will batter you to pieces and carry you over a waterfall if you fall in."
"I don't want to have to go looking for your body."
"This desert's got nothing on the Anvil of Searing Pain."
"Now that was a desert."
"Careful!"
"I'll bet you these orcs are headhunters, like those Blood Moon warriors we ran into a few months back."
"Look, they've got kukris just like those Blood Moon orcs."

DISTRACTING ATTACK

A ranger's animal companion isn't nearly as tough as a druid's, and thus works best as a scout or occasional flanker in combat.

If your ranger would prefer to avoid the hassle of taking care of an animal companion, you can get some of the same benefit with the distracting attack alternative class feature. Though not as effective as an actual flanker, the ability to spread out your attacks to affect multiple enemies is a nice side effect.

Level: 4th.

Replaces: If you select this class feature, you do not gain an animal companion.

Benefit: Beginning at 4th level, whenever you hit an enemy with a weapon attack (whether melee or ranged), that enemy is considered flanked by you for the purpose of adjudicating your allies' attacks.

For example, if your rogue ally attacked that enemy, not only would she gain a +2 bonus on her melee attack roll but she could also add her sneak attack damage to a successful melee attack.

This flanked condition lasts until either the enemy is attacked by one of your allies or until the start of your next turn, whichever comes first.

This is an extraordinary ability.

This ability has no effect on creatures that can't be flanked.

STARTING PACKAGES

Package 1: The Archer

Elf Ranger

Ability Scores: Str 12, Dex 17, Con 12, Int 10, Wis 13, Cha 8.

Skills: Climb, Hide, Listen, Move Silently, Spot, Survival.

Feat: Point Blank Shot, Track.

Weapons: Longsword (1d8/19–20), longbow with 20 arrows (1d8/×3, 100 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 19 gp.

Package 2: The Hunter

Half-Elf Ranger

Ability Scores: Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8.

Skills: Hide, Knowledge (nature), Listen, Move Silently, Spot, Survival.

Feat: Alertness, Track.

Weapons: Longsword (1d8/19–20), dagger (1d4/19–20, 10 ft.), longbow with 20 arrows (1d8/×3, 100 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 17 gp.

Package 3: The Skirmisher

Human Ranger

Ability Scores: Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8.

Skills: Climb, Heal, Hide, Jump, Move Silently, Spot, Survival.

Feats: Dodge, Mobility, Track.

Weapon: Longsword (1d8/19–20), short sword (1d6/19–20), 3 javelins (1d6, 30 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 5 gp.

DO ONE JOB, AND DO IT WELL

While rangers have a lot of skill points to spend, you will find that it's just not possible to maximize your skill ranks in all the things that rangers do. Depending on your particular character theme, you might need to prioritize your skill purchases as follows.

Bounty Hunter: Craft (trapmaking), Ride, Search, Survival, Use Rope. Survival is the most important of these for a tracker.

ROGUE

The world owes you a living.

You are the ultimate opportunist, keeping your eyes open for the next big chance to come your way.

Fortune favors the bold, and while you might not always fight with noteworthy valor, you certainly have the boldest of aspirations.

You are a trickster, a rascal, a scoundrel.

You don't fight fair, and if you can help it, you don't fight at all.

Stealth, guile, and daring are your weapons.

Why fight when another act of daring—such as an impossible climb or a brazen bluff—might serve to help you pass an obstacle and deliver the prize into your hands?

Suggested Backgrounds (choose one): Artisan, Drifter, Guttersnipe, Mariner.

Suggested Personality Archetypes (choose one): Agent, Challenger, Daredevil, Explorer, Mercenary, Orphan, Rebel, Renegade, Simple Soul, Strategist, Trickster, Wanderer.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Braggart: You have a true gift for self-aggrandizement and letting your mouth run away from you.

Sometimes this can lead to trouble, but let's face it: Anyone as clever, quick, and good-looking as you *should* be renowned for her deeds, and shouldn't knuckle under in the face of so-called authority.

If some jumped-up constable or high so-called noble doesn't like the way you carry yourself, it's his problem, not yours.

He probably wishes he had half your charm and style.

Take every opportunity to insult, belittle, and deride your enemies.

What better way to show off your wit and inventiveness, while entertaining your friends?

Don't let a combat pass without a quip.

"Are you trying to kill me with your axe or your breath, you malodorous fiend?"

"Hey, you dried-up old husk of a wizard!

You wanted to live forever looking like that?"

"Where's the evil plan?"

Come on, you've got to have an evil plan!

How can you call yourself a crazed cultist if you don't have an evil plan?"

Make sure stories told about your deeds reflect well on you; if part of the story is a little boring or doesn't cast you in a good light, there's no harm in adding some embellishment. There's no conversation that can't be improved by talking about yourself a little—or a lot.

You're the most interesting person around, after all.

Cross-class skills such as Gather Information and Intimidate can be useful, too.

Driven Avenger: Hide, Listen, Move Silently, Spot.

Master of Beasts: Handle Animal, Knowledge (nature), Ride.

Wayfinder: Climb, Knowledge (geography), Survival, Swim, Use Rope.

"Was Lord Gerratt there when I stole the Dragon Egg Ruby from under a demilich's skull?"

Did he stand next to me when I faced down the frost giant jarl with nothing but this kukri so that my friends could get away? Then Lord Gerratt can wait a few hours, because I'm not leaving this tavern while the music's still playing and everyone is dancing."

"Yes, yes, that's all very interesting, but let's talk about me."

Above all, maintain your self-confidence!

If you don't believe in yourself, who will?

People exaggerate their troubles, so you should feel free to whittle them back to size.

"Oh, sure I've fought dragons before!"

Great big ones, fire-breathing of course, bigger than castles!

They're not so tough."

"They just call it the Tomb of Horrors to scare off the morons."

It's a sham, a put-on!

We'll walk right in and steal every last copper from the place, just you wait and see!"

Common-Born Hero: You view yourself as a champion of the people, fighting against injustice and tyranny with a sly sense of humor, a larcenous streak, and an intuitive grasp of the art of derring-do.

You can't stand to let a bully go unpunished, and most monsters and villains are nothing more than particularly big and scary bullies.

While you are certainly happy to profit from your adventures, you live for the gratitude and appreciation of the common folk.

Returning a stolen treasure to its rightful owner—especially an owner who is otherwise impoverished—is more satisfying than simply enriching yourself.

Even if it's difficult to part with a hard-won prize, you trust that suitable rewards will follow when you do the right thing.

You don't have to give away everything you find, but you should see to it that your successful adventures help as many people as possible.

More so than most other characters, you take an interest in the common people you encounter in your travels.

Keep a list of the minor NPCs you encounter, as well as what they need or what they want.

Ask your DM to provide your character with opportunities to meet and help common folk if these are not a feature of his game.

(DMs will appreciate it if you don't pester them for details on every person in the village, though).

"Madam, why so sad?"

Here, take this gold coin and buy your family a feast!"

"I swear on the blood of my mother, there will be justice in this town!"

Skulk: You're an artist, not a common thief.

You are a bold and daring warrior, but instead of putting your faith in ironmongery and clumsy charges, you seek victory in the shadows.

You have no battle cry or trademark move—you don't want to be seen or heard before you strike.

Some might question your courage, but none can doubt your effectiveness.

Surprise is your biggest asset, so you are a master of skills and talents that let you creep into places where you can take your enemy unaware.

Seek out opportunities to scout out the lay of the land and locate potential enemies without a big, noisy party of adventurers at your heels, giving away your position and waking up every monster in the dungeon.

If you can silently take out a weak or unsuspecting foe on your own, great—but remember, it's your job to avoid giving the villains a chance to strike back.

Make sure you can handle anything you start when your allies aren't at hand.

You are rarely loud or boastful; you know what you can do, and that's the only measure that counts.

You find it easier to speak little and hear much, keeping your opinions to yourself.

When you do voice an opinion, you tend to be terse and offer little or no explanation.

"I'll take care of the sentries."

"Give me ten minutes to get into position before the rest of you storm in."

"Five ogres ahead—two sleeping, three more awake."

"I don't want to leave them behind us."

Specialist: You are a consummate professional.

Master of a set of rare and valuable skills, you view adventures as jobs—nothing more and nothing less.

You don't accompany adventuring parties to test yourself against ferocious monsters or to halt the depredations of murderous villains.

You go along for your fair cut of the loot, and you have no use for the thickheaded heroics of muscle-bound sword swingers or crusading zealots.

If you wind up in a fight, you probably bungled the job.

Rogue specialists come in four basic flavors: lockpicks (who concentrate on Open Lock), trapfinders (who need Search and Disable Device), swindlers (who use Bluff, Disguise, and Gather Information), and acrobats (who rely on Balance, Jump, Climb, and Tumble).

In each case, the key to success is your ability to amass a lot of ranks in key skills other characters are unlikely to duplicate.

Magic can eventually obviate the usefulness of a swindler, lockpick, or acrobat thanks to spells such as *charm person* or *levitate*, but trapfinders provide a capability that is very hard to replace.

If you are going to be a specialist, consider being a trapfinder first.

Keep notes on various obstacles you encounter, especially the ones you can't get around or through on your first try. Someday you're going to go back with the right tools (or perhaps a little more training) and defeat each and every one.

You can be opinionated, and you believe that most obstacles can be overcome through the use of your special skills.

You are confident and pragmatic.

"I never met a lock I couldn't open."

"Better let me go first."

Otherwise someone's likely to get killed."

"Hmmmph."

Goblin-work.

Shoddy."

DISRUPTIVE ATTACK

More than perhaps any other character, a rogue's ability to fully contribute to a fight varies dramatically based on the enemies she faces.

Against a mummy, flesh golem, or shambling mound, the rogue's damage-dealing drops precipitously.

The disruptive attack alternative class feature allows a rogue to be effective in combat against such creatures by making them vulnerable to the attacks of her and her allies.

It's also useful against creatures vulnerable to your sneak attacks, creating interesting tactical decisions for you in such fights.

Level: 4th.

Replaces: If you select this class feature, you do not gain uncanny dodge at 4th level.

Instead, you gain uncanny dodge at 8th level (when you would normally gain improved uncanny dodge).

Benefit: Beginning at 4th level, through careful study you're able to find exploitable flaws in any creature's tactics and defenses.

Whenever you hit a target that is flat-footed against your attack, or whenever you hit a target that you flank, you can choose to sacrifice your sneak attack damage in order to apply a –5 penalty to that creature's AC for 1 round.

Multiple hits on the same target don't stack.

This extraordinary ability works even against creatures normally immune to extra damage from sneak attacks, such as undead.

STARTING PACKAGES

Package 1: The Archer

Halfling Rogue

Ability Scores: Str 6, Dex 17, Con 12, Int 13, Wis 14, Cha 10.

Skills: Climb, Disable Device, Hide, Listen, Move Silently, Open Lock, Search, Spot, Tumble.

Languages: Common, Goblin, Halfling.

Feat: Point Blank Shot.

Weapon: Morningstar (1d6/×3), light crossbow with 20 bolts (1d6/19–20, 80 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, thieves' tools, 10 gp.

Package 2: The Duelist

Elf Rogue

Ability Scores: Str 10, Dex 17, Con 10, Int 14, Wis 8, Cha 13.

Skills: Balance, Bluff, Disable Device, Hide, Listen, Move Silently, Open Lock, Search, Spot, Tumble.

Languages: Common, Draconic, Elven, Orc.

Feat: Combat Expertise.

Weapons: Rapier (1d6/18–20), dagger (1d4/19–20, 10 ft.), shortbow with 20 arrows (1d6/×3, 60 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, thieves' tools, 6 gp.

Package 3: The Explorer

Human Rogue

Ability Scores: Str 13, Dex 15, Con 12, Int 14, Wis 10, Cha 8.

Skills: Climb, Disable Device, Gather Information, Hide, Jump, Listen, Move Silently, Open Lock, Search, Spot, Tumble.

Languages: Common, Goblin, Undercommon.

Feat: Alertness, Combat Reflexes.

Weapons: Longspear (1d8/×3), morningstar (1d8), light crossbow with 20 bolts (1d8/19–20, 80 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, thieves' tools, 5 gp.

SCOUT

You navigate difficult terrain as easily as a commoner walks down a cobbled lane.

Your natural talent and intensive training forged you into the ideal investigator of both the green wilds and the dark depths.

Where your compatriots find themselves caught on brambles, tripped up on potholes, and wounded by caltrops, you flow, jump, and sweep through all distractions offered by the mute landscape.

Your ability to travel into difficult-to-reach locations complements your ability to evade the eyes of both friend and foe.

You are seen only where and when you choose to be.

Quick, trackless, difficult to pin down, and able to pierce both physical barriers and lightless expanses, you are lethal when you decide to make your presence known, whether in a direct attack or when you make your report to the eager company ready to act on the intelligence you gathered.

This class appears in the *Complete Adventurer* supplement.

Suggested Backgrounds (choose one): Drifter, Mariner, Soldier.

Suggested Personality Archetypes (choose one): Agent, Daredevil, Explorer, Orphan, Rebel, Renegade, Seeker, Wanderer.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Game Hunter: You eat what you kill, and you're none too fond of fancy meals served in taverns.

To you, hunting animals for food in their proper season, by climate, and factoring in animal diversity is a philosophy and even a way of life.

You'd never eat a spawning fish out of season, and you recoil in disgust at the thought of dining on veal or herded animals.

This means you're kept busy hunting for your sustenance, but luckily you know how to prepare and preserve large catches in ways that ensure you can comfortably eat for a month or more between big hunts.

Of course, you prefer fresh game to preserved, so whenever you can give jerky a rest in favor of quail, squab, or coney, you take time to set up a snare or head into the brush, only to emerge an hour later with your fresh prize in hand.

You are not stingy with freshly caught game, and you know many different ways of preparing your catch.

You cook for your compatriots as much as they'll allow, and you enjoy trying new preparations with natural spices, seasonings, and novel presentations.

"I know a recipe for coney better than anything you'll ever taste in town."

"It's not the season for salmon—don't insult me by trying to serve it."

Military Heritage: You come from a military tradition, having served either in the king's army or in a large, respected mercenary company.

You distinguished yourself, though you never achieved high rank.

On the other hand, you were a noncommissioned officer, and those who outranked you depended upon your scouting expertise.

Because of your military heritage, you are familiar with military jargon, and speak of "flanking maneuvers" and how "strategy is large scale while tactics are small scale".

Moreover, you like to assess all adventuring (and perhaps even social) situations in terms of seven strategic principles that served you well while you were "in service".

"Figuring out the objective is half the battle."

Once you throw out all distracting factors, what are you really hoping to achieve?

"With enough munitions, we can mount a credible offense."

You're not afraid to pay for magic arrows and other high-quality offensive "hardware".

"Without cooperation, we have nothing."

You know the value that teamwork and mutual aid adds to any dangerous situation.

You like to work out tactics ahead of time, and to establish who in the party is responsible for what duty.

"We have to concentrate our attacks!"

It's foolish to scatter attacks across multiple enemies—if members of your party concentrate their attacks on a dangerous foe, that foe would be brought down quicker, and thus unable to deal its own damage as long.

Then, on to the next foe.

"Always look for tactical advantage, then maneuver to reach those positions."

You point out to others in your party where each might be positioned for best possible effect.

See Tactician on page 58 under the warmage character themes.

"Surprise is one of my favorite weapons."

You like to sneak ahead and get the lay of the land before engaging enemies.

"Keep it simple!"

Plans are well and good, but complicated schemes go out the window the moment the first arrow is fired.

Plans that are too involved almost always collapse.

Sniper: You are especially skilled in field craft and marksmanship, allowing you to target selected enemies from concealment at range.

Ideally, you move into a position against a foe unaware of your presence, use as few attacks as possible to down the target, then withdraw without being seen.

Of course, in a conflict when you support a larger party of adventurers, you do not withdraw, but instead rely on your comrades to keep the foe or foes from attacking you directly.

In return, you concentrate your fire against foes most dangerous to your party.

You developed your field skills on your own, or perhaps you were trained in a military detachment of the king's guard or in a special unit fielded by a large mercenary company.

World Traveler: You've seen it all.

Well, you've seen a lot in your travels, and you don't mind audibly comparing the place where you currently find yourself with other places you've allegedly traveled to.

Even when you haven't physically traveled to a locale you like to brag about, you indicate (if pinned down) that you've read all about the locale in question; after all, a scout has to keep on top of these sorts of things.

"The way this tower is laid out reminds me of Tarmind Spire."

Tarmind—the spire was named after the sorcerer who built it—was a demonbinder.

Tarmind Spire was where he caged all the demons he bound.

Anyway, keep an eye out for demons."

"This waterfall puts me in mind of the Falls of Shandarm.

Those falls plunge a hundred feet in a roaring cascade of white whose thunder can be heard for miles.

Local tribes cast coins, gems, even magic items into it, thinking that their sacrifice will grant them fortune and long life.

I don't know if that's true, but there's a fortune hidden below the cataract.

Maybe we should search the basin here?"

"Whenever I travel through a mine, I think of the Mines of Minwray.

The dwarves found the Minwray mine—they didn't delve it themselves.

It was a great barrow of interconnected passages, following the vein of some mysterious mineral, delved by a vanished race.

By the time the dwarves found it, the mineral was completely exhausted.

But the dwarves expanded the dig, hoping to find some trace of what the mysterious Minwray had mined so assiduously."

"I hate these deep ravines—did I ever tell you about the Skarvos Ravine?

Twenty miles long and half a mile deep, the ravine shelters a sprawling citadel of crude dark stone in the deepest, darkest root of the fissure.

No one's ever returned from the citadel who explored it, so no one knows what is inside."

DUNGEON SPECIALIST

The scout's mobility gives her a significant advantage over foes in combat.

While any scout can hold her own in an underground setting, some specifically train for the dark, enclosed spaces found in dungeon environments.

If you select the dungeon specialist alternative class feature, you give up some of your speed to turn the dungeon into a three-dimensional combat environment.

You'll shine in small rooms and tight corridors, though area spells become a bit more dangerous for you.

Level: 3rd.

Replaces: By choosing the dungeon specialist alternative class feature, you give up both fast movement (normally gained at 3rd level and improved at 11th level) and evasion (normally gained at 5th level).

Benefit: At 3rd level, you gain a climb speed equal to one-half your base land speed (rounded down to the next 5-foot increment), and you can attack with a light weapon normally while climbing.

At 11th level, your climb speed improves to equal your base land speed.

Having a climb speed grants you a +8 racial bonus on Climb checks and allows you to take 10 on Climb checks even if rushed or threatened.

You also retain your Dexterity bonus to AC while climbing, and enemies gain no special bonus on attacks against you while you are climbing.

See Movement Modes, MM 311, for more details.

At 5th level, you learn to use confining areas to your advantage.

Whenever you are standing on the ground and adjacent to a wall, you gain a +2 bonus to AC and opponents gain no bonus on their attack rolls when flanking you.

This is an extraordinary ability.

You lose both of these benefits when wearing medium or heavy armor or when carrying a medium or heavy load.

STARTING PACKAGES

Package 1: The Archer

Halfling Scout

Ability Scores: Str 12, Dex 17, Con 12, Int 10, Wis 13, Cha 8.

Skills: Climb, Disable Device, Hide, Listen, Move Silently, Open Lock, Search, Spot.

Feat: Point Blank Shot.

Weapons: Spear (1d6/×3), dagger (1d3/19–20), shortbow with 20 arrows (1d4/×3, 60 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, thieves' tools, 20 gp.

Package 2: The Hunter

Elf Scout

Ability Scores: Str 14, Dex 17, Con 10, Int 10, Wis 13, Cha 8.

Skills: Disable Device, Hide, Listen, Move Silently, Open Lock, Search, Spot, Survival.

Feat: Track.

Weapons: Spear (1d8/×3), throwing axe (1d6, 10 ft.), shortbow with 20 arrows (1d6/×3, 100 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, thieves' tools, 15 gp.

Package 3: The Skirmisher

Human Scout

Ability Scores: Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 8.

Skills: Disable Device, Hide, Jump, Listen, Move Silently, Open Lock, Search, Spot, Tumble.

Feats: Dodge, Two-Weapon Fighting.

Weapons: Two short swords (1d6/19–20), 5 javelins (1d6, 30 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, thieves' tools, 30 gp.

SORCERER

You weave spells like poets compose sonnets.

You require no dusty tomes, no grueling apprenticeships, no protracted study of arcane phenomena—all you need is your inborn talent to wield raw magic.

As a child, you knew you were different from others, and when you uttered your first spontaneous spell, your suspicions were confirmed—sorcery infused your blood! But where did this awesome gift arise from?

Could it be a mere knack, or is it true that you can claim dragons as ancestors?

It might be that your ability to manifest magic through mere force of will is your inheritance from those ancient creatures.

Suggested Backgrounds (choose one): Artisan, Ascetic, Drifter, Noble Scion.

Suggested Personality Archetypes (choose one): Companion, Daredevil, Innocent, Mercenary, Orphan, Renegade, Royalty, Sage, Seeker, Simple Soul, Wanderer.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Mysterious Stranger: No one knows the real you, and you prefer to keep it that way.

Though you have allies, and might even have a few friends, your background is a mystery to all.

Of course, in the absence of fact, rumor and legend rush to fill the void.

While you might not actively spread misinformation, it pleases you to hear others tell fantastic stories about where (and how) you were born or raised, your exploits, and the true extent of your powers.

When other characters ask about your background, don't ever give a straight reply.

Dance around the truth, making ominous statements in place of answers.

Let them believe what they would like—and let your actions give them every reason to believe the most fantastic possibilities.

A few ranks of Bluff (and/or cross-class ranks of Intimidate) are particularly useful for pulling off this theme.

In keeping your secrets, it's useful to be able to lie directly to someone's face, or to stare someone in the face until he or she slinks away nervously.

"Many before you have pondered my origin.

Your questions, like those, must remain unanswered...for your own safety."

"You wouldn't be the first to make the mistake of underestimating my power."

Genealogist: You amass oral histories, search records, and seek out family stories to discover the truth about your ancestors and living relatives.

Though your overall goal is to prove that you are indeed descended from dragons, you've acquired a lot of secondary knowledge concerning now-defunct kingdoms, the movement of people across the landscape, great wars and philosophical movements, and other historical curiosities. While still ongoing, your search of your family history has led you to uncover distant cousins and even a few buried family secrets.

For instance, you learned that your great grandfather didn't die in service to the king's guard as everyone believes.

It turns out he shipped to sea with a privateer.

Over the course of decades, he worked to become the captain of his own ship.

You've never been able to discover the final fate of your grandfather's ship, but you are constantly on the lookout for fresh information.

Despite the interesting revelations you discover and the people you now know you can count as distant relatives, your true quest remains: You've never once turned your mind from the thought of your dragon ancestry.

"My grandfather had secrets that no one could have guessed.

I wonder if he had a hidden hoard?"

"You'd do well to learn your own ancestry.

How do you truly know what you are if you don't know from where you've come?"

Misunderstood Rebel: You've never fit in.

No one understands you, and truth to tell, you don't care anymore.

Your dark, brooding clothing, pale features, and much-tattooed flesh is part of who you are, and if people can't accept that, it's their problem, not yours.

Moreover, you relish locations that others find horror-inducing, including necropolises, haunted citadels, and cursed cathedrals.

Though you still draw breath, you feel as if you have something in common with ghosts, vampires, and other humanoid-shaped undead—although none have yet seemed overly interested in doing anything other than attempting to kill you.

You have a knack for writing dark and dismal tales, and whether with pen or out loud, you have composed several stories featuring cursed families, being buried alive, and the fall of cities into hellish rifts.

"Who cares?"

"I wrote a story once about a girl who was dead for a year and never knew it..."

Pretender: This character theme relies on you having taken 1 or more ranks in Bluff.

Your natural charisma leads you into making preposterous, but somehow reasonable-sounding claims regarding a wide variety of topics.

You most effectively use this talent when playing games of chance, especially cards.

For instance, when playing the high-stakes game of three-dragon ante, your ability to bluff effectively is a tactic you've come to rely on when you want to make the other players believe your weak hand is strong, or that your strong hand is weak, depending on how the dragons fall.

However, when you are faced with stressful situations, your propensity to invent answers to hard questions out of whole cloth could get you into trouble at least as often as it helps.

For example, when challenged by guards asking for credentials necessary to allow you and your friends past some threshold, you launch into a song-and-dance meant to distract:

"Well, of course I'd normally give you the countersign, but didn't you get the news?"

Spies are about, invisible, just waiting to overhear someone give the countersign at this entry.

Can you imagine if they learned the countersign?

Can you imagine if it was because you required me to give it to you now?"

"The Grand Duke sent for me.

Don't give me any claptrap about not knowing who I am or that I am not on the list—the Grand Duke asked for me by name!

If you don't let me past RIGHT now, I can guarantee that when I finally do see the Duke a half-hour from now because you've delayed me, I'll tell him right off I was delayed because of YOU!

WHAT'S YOUR NAME, GUARD?" METAMAGIC SPECIALIST

With a limited selection of spells at his fingertips, it's natural for a sorcerer to turn to metamagic feats to gain flexibility in effects.

If the idea of playing a sorcerer who efficiently twists his spells into new shapes and sizes excites you, the metamagic specialist alternative class feature is the way to go.

Though you must forgo the benefits of a familiar to pursue this path, some sorcerers relish not having to keep track of such a vulnerable accessory.

Level: 1st.

Replaces: If you select this class feature, you do not gain a familiar.

Benefit: You can apply metamagic feats that you know to sorcerer spells without increasing the casting time.

This benefit even lets you quicken your sorcerer spells with the Quicken Spell feat.

You can use this class feature a number of times per day equal to 3 + your Int modifier (minimum 1).

This is an extraordinary ability.

STARTING PACKAGES

Package 1: The Battle Mage

Gnome Sorcerer

Ability Scores: Str 10, Dex 13, Con 16, Int 8, Wis 10, Cha 15.

Skills: Concentration.

Feat: Toughness.

Weapon: Spear (1d6/×3), dagger (1d3/19–20, 10 ft.), light crossbow with 20 bolts (1d6/19–20, 80 ft.).

Armor: None.

Other Gear: Spell component pouch, standard adventurer's kit, 14 gp.

Spells Known: 1st—*mage armor*, *ray of enfeeblement*, *shocking grasp*; 0—*acid splash*, *daze*, *detect magic*, *read magic*, *touch of fatigue*.

Package 2: The Blaster

Halfling Sorcerer

Ability Scores: Str 6, Dex 15, Con 14, Int 12, Wis 10, Cha 15.

Skills: Bluff, Concentration, Knowledge (arcana).

Languages: Common, Draconic, Halfling.

Feat: Spell Focus (evocation).

Weapons: Longspear (1d6/×3), dagger (1d3/19–20, 10 ft.), light crossbow with 20 bolts (1d6/19–20, 80 ft.).

Armor: None.

Other Gear: Spell component pouch, standard adventurer's kit, 11 gp.

Spells Known: 1st—*color spray*, *magic missile*, *obscuring mist*; 0—*acid splash*, *detect magic*, *disrupt undead*, *light*, *ray of frost*.

Package 3: The Infernal Summoner

Human Sorcerer

Ability Scores: Str 8, Dex 13, Con 14, Int 12, Wis 10, Cha 15.

Skills: Bluff, Concentration, Knowledge (arcana), Spellcraft.

Languages: Common, Infernal.

Feats: Infernal Sorcerer Heritage, Infernal Sorcerer Howl.

Weapons: Longspear (1d6/×3), dagger (1d3/19–20, 10 ft.), light crossbow with 20 bolts (1d6/19–20, 80 ft.).

Armor: None.

Other Gear: Spell component pouch, standard adventurer's kit, 11 gp.

Spells Known: 1st—*grease*, *mage armor*, *summon monster I*; 0—*acid splash*, *detect magic*, *daze*, *message*, *read magic*.

SWASHBUCKLER

You'll do nearly anything on a dare, going so far as to risk your life to prove your panache.

You have a style all your own.

Agile and swift, witty and charming, you are the toast of the town wherever you go, although sometimes your antics earn you the displeasure of authority figures and the annoyance of your more conservative compatriots.

Luckily, you excel both with your swift blade and your equally agile tongue.

You can charm even the most stonehearted long enough to make your getaway.

Seeking fame, praise, and perhaps hoping to right the occasional injustice, you leap into action, glorying in the life of a famous hero.

This class appears in the *Complete Adventurer* supplement.

Suggested Backgrounds (choose one): Drifter, Gladiator, Mariner, Noble Scion.

Suggested Personality Archetypes (choose one): Challenger, Daredevil, Rebel, Trickster, Wanderer.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Avenger: Someone wronged you in the past, and you've made it your mission to put that misdeed right and bring justice, or at least vengeance, to bear.

You can be heard frequently muttering the name of the person whom you blame for your present state.

You keep your blade especially sharp, you like to explain to anyone who will listen, so that when the time comes for you to exact justice, your foe's blood will soak the earth. See the Driven Avenger on page 54 under the ranger character themes.

"I keep a special blade as sharp as a dragon's tooth for the final blow I'll strike."

"If justice can't be mine, then I claim vengeance."

Braggart: You are given to making incredible claims and boasts.

See the rogue character theme of the same name on page 56.

Clothes Horse: You dress in conspicuous, flashy clothes. Dun-colored leather, gray, and tan—these are colors for dullards.

You prefer brilliant red, hunter green, navy blue, snowy white, and coal black, but color alone doesn't make the ensemble—it is the fashion!

Though a courtier's outfit will set you back 30 gold pieces, you own several widely different sets.

On the days when you are less likely to soil your clothing in sewer water or in the blood of your foes, you trot out your finest noble outfits, made pricier by your personalized touches.

"Take a care you don't get any of your blood on my new silk doublet, you knave!"

Daredevil: Your audacity sometimes leads you to perform dangerous stunts merely to prove to others that few things are beyond your reach, when you set your mind to them. Sometimes, with enough time and resources, you can rig a stunt so that it looks dangerous to onlookers, but actually includes hidden safety features.

However, your stunts are frequently as dangerous as they appear.

Baiting a Monster: While you are adventuring, sometimes a dangerous beast needs to be lured into a particular location so it can be dealt with more easily, while other times a monster is in too formidable a tactical location to attack. That's when you shine.

You declare straightaway that you're up to baiting the creature so that it'll move in the desired direction.

Invective works, as does a swift attack and retreat, but sometimes you end up snatching a valuable item and running.

"You call that a monster?"

"I've seen more dangerous claws in a barnyard!"

Master Magician: You claim you can endure anything, even being buried alive.

Why, you've gone a full seven days being buried alive in a coffin under 6 feet of earth, or so you claim.

If secretly allowed to make preparations to obtain food (and air), or if you can make a deal with a friend with the right spells to check up on you now and then, you might just take another dare to try eight days!

"It's true, that one time I almost died, but that was just to impress the ladies."

Escapist: You brag that there is no restraint from which you can't free yourself (to employ this character theme, you should have 1 or more ranks in Escape Artist).

Whether manacles, chains, ropes, or other restraint devices, you claim you've never been foiled.

To keep your record safe, you take extensive precautions, including keeping "rigged" sets of manacles and stocks to practice with, and as an extreme, occasionally swallowing a

skeleton key good for unlocking many types of manacles and vaults.

When necessary, you can regurgitate the key, though it's an unpleasant process.

"The Tarterian Depths of Carceri couldn't hold me.

Do you think your puny cell has a chance?"

Leaping a Pit: Ten feet?

No problem.

Twenty?

Just as easy.

Your friends know that fissures are your specialty and rarely dare you to span them, although on occasion putting on a little paying show by jumping a horse across a river isn't out of the question.

You take it in stride that it's best to have several extra healing potions on hand during such an event—after all, you've learned that your fame actually increases after a failed attempt if you are terribly injured.

"It's okay...it's not as far across as it looks."

Humorist: Your natural charisma leads you to entertain your friends and larger groups by making them laugh.

You employ a wide variety of tools toward this end, including jokes, relating amusing situations (sometimes with comedic embellishment), or acting the fool.

"What do you do if an orc attacks you with a crossbow?"

Pick up the crossbow and shoot the orc."

"Two orc mercenaries are walking down the street when one collapses.

He doesn't seem to be breathing and his eyes are glazed.

The other rushes up the steps of a nearby temple and finds a cleric.

He gasps: 'My friend is dead!'

What can I do?"

The cleric says: 'Calm down, I can help.

First, let's make sure he's dead'.

The orc rushes away, then returns a moment later, cleaning blood off his blade.

He says, 'Okay, now what?"

"At dinner one night, the goblin child cries, 'Mommy, Mommy!

When are we going to have Aunt Gruma for dinner?"

The mother replies, 'Quiet, we haven't even finished your grandmother yet'."

Negotiator: In some groups, your diplomatic skills exceed those of your friends.

See the bard character theme of the same name on page 34.

Pretender: Your natural charisma leads you to make preposterous, but somehow reasonable-sounding claims regarding a wide variety of topics.

See the sorcerer character theme of the same name on page 61.

SHIELD OF BLADES

The typical swashbuckler is best suited to fighting a single foe.

Some, however, practice using a pair of light weapons to fend off attacks from all around them.

The shield of blades alternative class feature is designed for swashbucklers who fight with two weapons.

Though it requires a full attack action to use the ability, the AC bonus applies against all attackers (even invisible ones), unlike the dodge bonus gained by the traditional swashbuckling style.

Level: 5th.

Replaces: If you select this class feature, you do not gain the dodge bonus class feature (or its improvements at 10th, 15th, and 20th level).

Benefit: Beginning at 5th level, you become adept at defending yourself when wielding a pair of light weapons. You gain a +2 shield bonus to your AC whenever you attack with at least two light weapons during your turn.

(Despite the name of this class feature, you can use any light weapon to gain the benefit, even unarmed strikes or natural weapons).

This AC bonus lasts until the start of your next turn.

This is an extraordinary ability.

This bonus increases by 1 for every five levels beyond 5th (+3 at 10th level, +4 at 15th level, and +5 at 20th level).

You lose this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

STARTING PACKAGES

Package 1: The Destroyer

Half-Orc Swashbuckler

Ability Scores: Str 15, Dex 15, Con 10, Int 12, Wis 8, Cha 10.

Skills: Climb, Escape Artist, Jump, Tumble, Swim.

Languages: Common, Abyssal, Orc.

Feats: Two-Weapon Fighting, Weapon Finesse.

Weapons: Two short swords (1d6/19–20), dagger (1d4/19–20, 10 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 13 gp.

Package 2: The Duelist

Human Swashbuckler

Ability Scores: Str 13, Dex 15, Con 10, Int 14, Wis 8, Cha 12.

Skills: Balance, Bluff, Diplomacy, Escape Artist, Jump, Sense Motive, Tumble.

Languages: Common, Elven, Goblin.

Feats: Combat Expertise, Weapon Finesse, Weapon Focus (rapier).

Weapons: Rapier (1d6/18–20), dagger (1d4/19–20, 10 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 13 gp.

Package 3: The Skirmisher

Elf Swashbuckler

Ability Scores: Str 13, Dex 17, Con 10, Int 14, Wis 8, Cha 10.

Skills: Balance, Bluff, Climb, Escape Artist, Jump, Tumble.

Languages: Common, Elven, Orc, Sylvan.

Feats: Dodge, Weapon Finesse.

Weapons: Rapier (1d6/18–20), dagger (1d4/19–20, 10 ft.), two javelins (1d6, 30 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, 11 gp.

WARLOCK

You deal with things other people cannot even imagine.

Only through your determination and willpower do you resist being utterly consumed by the dark power you wield. You walk the earth, free to work good or evil with your so-called gift.

But even if you choose to resist evil's lure, it is a struggle you must win each and every day of your life.

Magic is a part of your being in a way that not even the most powerful sorcerer or wizard will ever know.

In your heart burns a strange and terrible font of power, giving you the ability to perform uncanny feats with only a flick of the wrist or a wave of the hand to show for it.

You are capable enough in battle, but your real strength lies in your ability to bedevil and blight your enemies with a variety of noxious curses and sinister tricks.

Few people care to associate with you—but those who do find you to be a capable companion indeed.

This class appears in the *Complete Arcane* supplement.

Suggested Backgrounds (choose one): Ascetic, Drifter, Gutter snipe.

Suggested Personality Archetypes (choose one): Challenger, Daredevil, Orphan, Renegade, Strategist, Theorist, Trickster, Wanderer.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Hellion: You are an *enfant terrible*, a troublemaker who cares nothing for the expectations or sensibilities of the people around you.

You delight in scandalizing those who seek to censure your behavior.

Never apologize for your actions or conceal your true nature.

If the common folk are frightened of warlocks, let them be frightened!

You savor the taste of their fear.

When dealing with the powerful, dispense with etiquette and tact and speak your mind.

You take pleasure in the gasps of shock and daggerlike glances of those who think you're uncouth.

The unwritten rules of discourse and behavior are silly and outmoded anyway, so you flaunt them at every opportunity.

You don't need to be obscene, vile, or gross, but you feel no need to moderate your behavior or watch your words.

"All power is evil.

Haven't you learned that yet?"

"Stand aside, constable!

No one stops me from going where I like and doing what I please!

Or would you prefer to be a toad?"

"You'd like my head on a pike, would you?"

Well, here it is—come take it if you can!

Otherwise, leave me be!"

Possessed: You are a plaything for the sinister powers that created you.

Several different spirits or personas constantly vie for control of your body.

Your own persona rarely loses control outright, but its dominance is shaky enough that other personas can speak, gesture, or even force you to begin various actions before you manage to regain control.

For example, you find yourself leveling your *wand of lightning bolt* at your ally's back before you drag down your wand hand with your other arm.

You threaten yourself with vile oaths and imprecations.

You might even wake up to find that you are far from the place where you went to sleep, and people tell you that you did and said things you have no memory of.

All in all, you present a profoundly unnerving spectacle.

Make strange, unconnected gestures at the gaming table.

Point a pencil or pen at one of your fellow players, and then suddenly "notice" that your hand is doing something you didn't want it to and pull it down.

Create several distinct voices that argue with each other.

Make sure the other players know what you're doing so they don't have you committed; remember, a little bit of this sort of behavior goes a long way.

When roleplaying a warlock with this trait, you don't have to betray your friends or take actions harmful to yourself or your allies.

But you should certainly say things that are incongruous with the actions you perform.

"I can hold off the ogres, but only if the elf dies first.

No, wait, he's my friend.

Definitely the ogres first."

Reformed: You have done terrible wrongs in your life.

You have mocked the holy, plundered the weak, harried the just, and murdered the innocent.

But now you repent of the evil you inflicted on the world, and earnestly strive to atone for your many crimes.

By turning the powers of darkness against other evildoers, you hope to make amends as best you can.

In your travels, you might encounter those who know of your evil past.

Such people might assume that your reformation is nothing more than a cynical attempt to escape justice, or perhaps a cruel sham designed to provide you with opportunities to indulge in even greater wickedness than before.

In some lands you are reviled, and you walk abroad at no small risk of imprisonment or execution.

In all fairness, you deserve such treatment after what you did.

"I've done...great evil.

Those deeds darkened my soul, and every day I do all I can to erase that stain."

Supernatural Stricture: You are a supernatural creature, and you are subject to laws and strictures that other adventurers never experience.

Others might think of these as superstitions or taboos, but for you they are immutable laws.

For instance, you must choose a random way to go anytime you encounter a crossroads, unless someone tells you the way.

(City streets and dungeon corridors don't usually count as crossroads).

You refuse to enter a home without an invitation.

Domestic animals panic at your approach.

You refuse to set foot on sacred ground, or you cannot look a blue-eyed person in the face.

Whatever your stricture is, it rarely puts your life in danger, but it is occasionally inconveniencing to you, and memorable to anyone who witnesses your odd behavior.

There are three basic ways to handle this sort of limitation in play.

Voluntary Compliance: You observe the stricture through roleplaying alone.

Compliance to Avoid a Penalty: You observe the stricture because violating it would bring about a minor penalty.

Inviolable Law: You are absolutely incapable of defying the stricture.

Ideally, a supernatural stricture should, on rare occasions, force you to choose or avoid an action that most other characters would not give a second thought.

If you get lost at crossroads, you might have to wait for hours at a lonely intersection in the countryside for someone to come along and show you which way to go.

If you make domestic animals panic, you might find it impossible to ride a horse, and thus walk instead of ride when traveling overland.

"I'm sorry, but I may not cross this threshold without an invitation.

Won't you invite me in?"

FIENDISH FLAMEWREATH

By their very nature, a warlock's powers are unusual and unpredictable.

Some warlocks manifest a visible sign of their fiendish prowess, developing the ability to wreath themselves in burning flames to deal damage to attackers.

Giving up your fast healing means you're less capable of bouncing back after a fight, but the deterrence factor of the fiendish flamewreath alternative class feature might result in you taking less damage entirely.

Level: 8th.

Replaces: If you select this class feature, you do not gain the fiendish resilience class feature normally gained at 8th level (or the improvements to that class feature gained at 13th and 18th level).

Benefit: Beginning at 8th level, you know the trick of fiendish flamewreath.

Once per day you can immolate yourself in wispy flames that don't hurt you but deal 1d6 points of fire damage to any creature striking you with its body or a handheld weapon.

Creatures wielding weapons with exceptional reach, such as longswords, are not subject to this damage if they attack you.

Activating your fiendish flamewreath is a free action; it lasts for 2 minutes or until you take another free action to end it. The flames provide light equivalent to a torch, but can't be extinguished except by you.

This is a supernatural ability.

At 13th level, your fiendish flamewreath deals 2d6 points of fire damage.

At 18th level, the damage improves to 5d6 points.

STARTING PACKAGES

SUPERNATURAL PENALTIES AND BONUSES

Talk with your DM about whether or not you should be subject to a penalty for breaking a stricture, and if so, what the right sort of penalty should be. Generally, a -1 penalty on caster level or saving throws for 24 hours is not unreasonable for breaking a stricture.

If you are liable to a penalty for your supernatural stricture, you are accepting a penalty that offers no benefit other than an

WARMAGE

Magic's application to warfare is more than an academic's theory—it is your life!

You dream of blasts of devastating magic, spells of steel, and the clarion horn calling the warriors to battle.

The stamp of marching troops is the sound dearest to your ears, though the blast of a fireball ripping through the ranks of massed line of enemies has its place.

You graduated near the top of your class from the war college, where every day you drilled in the dark predawn light, through the heat of the day, until the bugle played its nightly signal that today's training was done.

The magic of war is ingrained in you, and you ache to release it on the battlefield, or in a smaller skirmish where your skills will be all the more visible.

This class appears in the *Complete Arcane* supplement.

Suggested Backgrounds (choose one): Gladiator, Noble Scion, Soldier.

Package 1: The Blaster

Halfling Warlock

Ability Scores: Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15.

Skills: Concentration, Knowledge (arcana), Spellcraft.

Languages: Common, Goblin, Halfling.

Feat: Point Blank Shot.

Weapons: Longspear (1d6/×3), dagger (1d4/19–20, 10 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 28 gp.

Invocations: Least—eldritch blast, frightful blast.

Package 2: The Controller

Elf Warlock

Ability Scores: Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15.

Skills: Bluff, Concentration, Intimidate.

Languages: Common, Elven, Orc.

Feat: Necropolis Born (*Complete Arcane*).

Weapon: Morningstar (1d8).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 29 gp.

Invocations: Least—eldritch blast, miasmic cloud.

Package 3: The Problem Solver

Human Warlock

Ability Scores: Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15.

Skills: Bluff, Concentration, Spellcraft, Use Magic Device.

Languages: Common, Infernal.

Feats: Communicator (*Complete Arcane*), Skill Focus (Use Magic Device).

Weapons: Longspear (1d8/×3), morningstar (1d8), two

daggers (1d4/19–20, 10 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 20 gp.

Invocations: Least—devil's sight, eldritch blast.

interesting roleplaying hook. To balance this out, you should have a supernatural gift that occasionally provides a modest bonus (+1 bonus on caster level or saving throws for 24 hours). The gift should be something that is not under your control. For example, you might receive the benefit of your gift on the night of the new moon, during a thunderstorm, or when you carry a lock of hair from a man hanged for murder. Work with your DM to create a flavorful and appropriate gift for your warlock.

Suggested Personality Archetypes (choose one): Agent, Challenger, Leader, Royalty, Strategist.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Foul-Tempered: A student of hard knocks, you are given to bouts of abusive or venomous language, though you pepper your speech with choice bits of invective even when you're not blaming a subordinate, censuring a compatriot, or expressing your bitter and deep-seated ill will regarding all that walk on two and four legs.

Though you've been known to swear a blue streak, you've also learned that using foul language is far more effective if rationed—a choice curse or shout at just the right moment has far more impact than a constant stream of epithets...though on occasion the situation calls for just such a string of slurs and imprecations.

You've also found that it helps company unity if you swear mostly at foes and restrain from applying your venomous tongue to your compatriots.

"What are you looking at, cave creeper?"

"Where to, chief?"

"Idiocy drips from the fool's mouth."

Military Heritage, High Rank: You come from a military tradition, having served either in the king's army or in a large, respected mercenary company.

You distinguished yourself and even achieved a reasonably high rank.

When you emerged from your war college you were commissioned as a company grade officer and thus began your service as a lieutenant, but soon advanced to captain. You still proudly wear the rank insignia of a captain, despite having been discharged from the company you originally served.

You wear the insignia as a shoulder patch.

Others who served recognize your insignia, and you recognize theirs.

Because of your military heritage, you are familiar with military jargon and make use of it, as well as elements of military strategy.

See the **Military Heritage** entry on page 58 under the scout character themes.

Military Historian: This character theme requires you to have at least 1 rank in Knowledge (history).

You are a student of conflict, an expert on the subject of the famous battles between prehistoric tribes, ancient militaries, and modern armies between kings and necromancers.

See the bard character theme of the same name on page 34. **Tactician:** While a military strategy is an overall plan for a large conflict, tactics are the actual means used to attain a goal in a particular fight.

As someone who achieved the rank of captain, you know effective tactics and like to employ them in a fight, depending on the situation.

Camouflage: When at all possible, you attempt to hide the presence of yourself and your party from potential enemies, hoping to discourage ranged weapon accuracy and targeting until you can close, or even completely hide from an enemy force until you are ready to attack.

"Change into your darkest clothes, and don't forget to rub charcoal across your faces".

Decoy: One of your favorite tactics is the use of a decoy. Whether a spell that provides the illusion of a powerful heroic ally or a monster in your thrall, or just a loud noise or fabricated conversation, you use a decoy to distract a foe or foes from what is truly important—usually you and your group's true position and strength.

"We need the illusion of dragon charging their line—then we can sneak in around back."

Ambush: When possible, you prefer to attack your foes from concealment when they least expect such an assault.

Good options include striking from dense underbrush or firing ranged weapons from a high position.

"We have to establish a killing ground, position two groups to cut off any escape, and post someone to keep watch so we know when to launch the ambush."

Frontal Assault: Sometimes, the best tactic is a direct, hostile advance toward the foe.

The hope is to overwhelm the enemy with your strength. However, you know that it's rank stupidity to call for a frontal assault against a foe in a fortified position.

"We've run out of options."

Time for a suicide strike...er, frontal assault!"

Pincer Movement: If you are with a group large enough to pull it off, and if you're fighting a foe in numbers large enough for it to matter, you like to employ a tactic called the pincer movement, where you attack the massed flanks of the opponent simultaneously in a pinching motion after your foe has committed forward.

Your forces ideally respond by moving out to surround the foes.

"Surround them, envelop them, don't let any escape!"

Flying Wedge: In some ways like a frontal assault but more refined, a flying wedge is a charge where all your allies are arrayed in a V shape.

You put a bruiser at the point of the V, hoping to breach the foe's line; then the following attackers can widen the gap. This maneuver carries a certain risk: If the foe can slow or pause the wedge, you've given your foe an opportunity to try a pincer movement of its own.

"Beat him down, break the line, bowl them over!"

ECLECTIC LEARNING

Some warmages find the limited range of their spell selection chafing.

These characters yearn for the sorcerer's or wizard's utility spells, such as *invisibility*, *dimension door*, or even the humble *detect magic*.

While you will never have as wide an access to such spells as other arcane casters, the eclectic learning alternative class feature gives you at least a taste of what your fellow arcanists already enjoy (without significantly watering down your battlefield focus).

If you take this option, choose carefully which spells to learn.

Focus on spells that will remain useful as long as possible—while *eagle's splendor* might seem like a good choice at 6th level, by the time you can afford a good *cloak of Charisma* you might regret that earlier choice.

Level: 3rd, 6th, 11th, or 16th.

Replaces: If you select this class feature, you do not gain the advanced learning class feature normally gained at a particular level.

The choice you make at one level has no bearing on the choice you make at a later level—you could choose eclectic learning at 3rd and 6th level, advanced learning at 11th level, and then eclectic learning again at 16th level.

Benefit: At 3rd, 6th, 11th, or 16th level, you can choose to add a new spell to your list that would normally be outside your area of expertise.

The spell must be a sorcerer/wizard spell, but it can be from any school.

The spell is treated as being one level higher than normal (for example, *invisibility*, a 2nd-level sorcerer/wizard spell, would be treated as a 3rd-level warmage spell for you).

You must be capable of casting spells of the new spell's adjusted level—for instance, you can't choose a 3rd-level sorcerer/wizard spell at 6th level, because the spell is treated as a 4th-level spell for you.

STARTING PACKAGES

Package 1: The Battle Mage

Gnome Warmage

Ability Scores: Str 8, Dex 14, Con 15, Int 12, Wis 8, Cha 15.

Skills: Concentration, Intimidate, Spellcraft.

Languages: Common, Gnome, Goblin.

Feat: Battle Caster (Complete Arcane).

Weapon: Longspear (1d6/×3).

Armor: Scale mail (+4 AC).

Other Gear: Spell component pouch, standard adventurer's kit.

Package 2: The Blaster

Human Warmage

Ability Scores: Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15.

Skills: Concentration, Intimidate, Knowledge (arcana), Spellcraft.

Languages: Common, Draconic.

Feats: Lightning Reflexes, Spell Focus (evocation).

Weapons: Spear (1d8/x3), light crossbow with 20 bolts (1d8/19–20, 80 ft.).

Armor: Leather (+2 AC).

Other Gear: Spell component pouch, standard adventurer's kit, 1 gp.

Package 3: The Sharpshooter

Halfling Warmage

Ability Scores: Str 6, Dex 16, Con 13, Int 12, Wis 10, Cha 15.

Skills: Concentration, Spellcraft, Spot (cc).

Languages: Common, Elven, Halfling.

Feat: Point Blank Shot.

Weapons: Spear (1d8/x3), light crossbow with 20 bolts (1d8/19–20, 80 ft.).

Armor: Leather (+2 AC).

Other Gear: Spell component pouch, standard adventurer's kit, 1 gp.

WIZARD

Given time enough, you hope to discover every secret of magic ever penned.

The arcane secrets of the world excite you like nothing else, and the discovery of a new tome, scroll, or magical treatise makes your heart skip a beat, your face flush, and your breath come quick.

Each new libram of spells you discover is another intellectual fortune, and the anticipation of what you'll find is nearly as satisfying as the actual identification of a spell wholly new to your library.

While you hate leaving your sanctum with its library and arcane equipment that you use to determine the magical secrets of magic items and artifacts, it is good to now and then venture from the laboratory and actually utter the incantations, hexes, and powerful spells that you prepare daily.

The craft you pursue is an art, and like any pursuit, it requires practice.

Suggested Backgrounds (choose one): Artisan, Ascetic, Noble Scion.

Suggested Personality Archetypes (choose one): Agent, Challenger, Crusader, Innocent, Mercenary, Renegade, Royalty, Sage, Seeker, Strategist, Theorist, Trickster.

CHARACTER THEMES

One or more of the following character themes could apply to you.

Doting Master: Your familiar is more than a mere adjunct of your power—it is your companion, friend, and confidant.

Whenever you eat, whether informally, or at an inn or even at a formal party, you always make certain that your familiar samples the best tasting portions of the meal.

You worry about your familiar's ability to stay warm, or at least fashionable, and so you've ordered a few custom pieces of clothing with which to outfit your familiar, including a vest, paw (or talon) gloves, and goggles.

Whether or not your familiar is smart enough to respond, you ask its opinion on weighty matters.

While you are immensely proud of your familiar, you cast a critical eye at the familiars of other wizards and arcanists who keep pets.

You know that your bond with your familiar, and better yet the skill your familiar displays, is a reflection of your worth. "Never mind them, Piggin."

We know we're right, even if they choose not to bow to our superior knowledge of things arcane."

"This pie is succulent!"

Come, get a taste, Little Browning!

Where are you?"

"Look there, Tibb."

A raven!

So bedraggled, so thin.

Poor thing looks like it's on its last feathers, doesn't it?"

Evil Curious: You've always told yourself that you merely enjoy magic—who wouldn't?

It's the best thing about living, isn't it?

But you've recently realized that your impulse control might not be what it should when it comes to the discovery of new tomes and items.

No matter how evil the previous owner of the item or tome, you can't help but be curious about the spells within.

However, you also know that true evil is a lure that can cage your mind and will just as effectively as an illithid can, and it can consume all your good works and past accomplishments.

To avoid that fate, you constantly look for items and or spells that might serve as an "insulator" so that you can study evil tomes and items with some amount of spiritual protection.

You've heard that such spells exist, however fallible, and you intend to find them.

"I have safeguards to protect me against any influences beyond my own will!"

"We must understand this if we are going to learn what we need to defeat the threat!"

Knowledgeable: As a master wizard, steeped in the arts arcane, you know a lot about a lot, much of which is esoteric to your comrades unschooled in wizardry.

That is no reason not make regular use of your large and mysterious vocabulary in day-to-day conversation, or to reference various entities of great power and or wizardly significance when you are surprised or otherwise disturbed. You are also familiar with a great many tomes and don't mind referencing them in regular conversation, especially if you claim to have penned a few of your own.

"By the silver scales of the Denebic Water Dragon!"

"Just as the gaze of Shandalfar pierces any murk..."

"If the dread power of the Spell of Utter Ruination could be used as a measure..."

"If I knew the words to the Citrine Wall of Finality, things would be different here, but..."

"This path reminds me of the Twelve Unsolvables of the Demon King Tatharok."

"Oh ho!"

You'd argue with the author of *The Power of the Wizard—The Earth, The Planes, and the Magical Path to Enlightenment?*

"I don't hold too much with the mysticism infused with the spells discussed in Drawing Down the Moon, or any mysticism, really. I'm more about the art, not the theory."

"Well, according to what I've read in *Magical Monsters: A Bestiary of Fearsome Creatures...*"

IMMEDIATE MAGIC

Other than having a single additional spell of each spell level, a specialist wizard functions like any other wizard. Your evoker's *fireball* spell deals as much damage as that of a conjurer, diviner, or necromancer, and doesn't look any different.

By taking the immediate magic alternative class feature, you gain a useful trick that sets you apart from other specialists.

Though giving up your familiar is a hardship, it means you have one less thing to worry about in a fight.

Level: 1st.

Replaces: If you select this class feature, you do not gain a familiar.

Benefit: You gain a spell-like ability that reflects your chosen school of magic.

Activating this ability is an immediate action, and you can use this spell-like ability a number of times per day equal to your Intelligence bonus (minimum 1).

Its equivalent spell level is equal to one-half your wizard level (minimum 1st), and the caster level is your wizard level.

The save DC (if any) is equal to 10 + 1/2 your wizard level + your Int modifier.

This is an extraordinary ability.

You can't activate this ability in response to an attack that you aren't aware of.

For instance, if an invisible rogue strikes at you, you can't activate urgent shield to gain a bonus to your AC against the attack.

All effects last until the start of your next turn unless otherwise noted.

To select this ability, you must also choose to specialize in a school of magic.

The spell-like ability gained depends on your specialty (see below).

Urgent Shield (*abjuration*): You create a temporary shield of force that grants you a +2 shield bonus to AC.

Abrupt Jaunt (*conjuration*): You teleport up to 10 feet.

You can't bring along any other creatures.

Glimpse Peril (*divination*): You get a flash of foresight into the danger lying in your future.

You gain a +2 insight bonus on the next saving throw you make before your next turn.

Instant Daze (*enchantment*): When an enemy that has HD equal to or less than your wizard level makes a melee attack against you, you can render him dazed (Will negates).

This is a compulsion, mindaffecting ability.

Counterfire (*evocation*): When a visible enemy within 60 feet targets you with a ranged attack or spell, you can respond with a glowing arrow of force.

This requires a ranged touch attack to hit and deals 1d6 points of damage per three wizard levels.

Both attacks resolve simultaneously (neither can disrupt the other).

Brief Figment (*illusion*): You create a figment double of yourself (similar to *mirror image*).

The image lasts until it is struck or until the start of your next turn.

Cursed Glance (*necromancy*): When a visible enemy within 60 feet targets you with an attack or spell, you can respond with a curse.

If the enemy fails a Will save, he takes a -2 penalty to AC and on saving throws.

Sudden Shift (*transmutation*): You temporarily change your form to grant yourself a climb, fly, or swim speed equal to your current land speed.

If you activate this ability during your turn, it lasts until the end of that turn; otherwise it lasts until the end of your next turn.

STARTING PACKAGES

Package 1: The Blaster

Elf Wizard (Evoker)

Ability Scores: Str 8, Dex 15, Con 12, Int 15, Wis 12, Cha 10.

Skills: Concentration, Knowledge (arcana), Knowledge (the planes), Spellcraft.

Languages: Common, Draconic, Elven, Orc.

Feats: Scribe Scroll, Spell Focus (evocation).

Weapons: Quarterstaff (1d6), shortbow with 20 arrows (1d6/x3, 60 ft.).

Armor: None.

Other Gear: Spell component pouch, spellbook, standard adventurer's kit, 4 gp.

Spells Prepared: 1st—burning hands, magic missile, shield; 0—detect magic, light, ray of frost.

Spellbook: All 0-level spells plus burning hands, mage armor, magic missile, obscuring mist, shield.

Specialty School: Evocation (prohibited schools: enchantment, illusion).

Package 2: The Controller

Gnome Wizard (Enchanter)

Ability Scores: Str 6, Dex 13, Con 14, Int 15, Wis 10, Cha 14.

Skills: Bluff (cc), Concentration, Knowledge (local), Spellcraft.

Languages: Common, Draconic, Gnome, Goblin.

Feats: Scribe Scroll, Spell Focus (enchantment).

Weapons: Club (1d4), light crossbow with 20 bolts (1d6/19–20, 80 ft.).

Armor: None.

Other Gear: Spell component pouch, spellbook, standard adventurer's kit, 3 gp.

Spells Prepared: 1st—charm person, sleep; 0—daze, light, read magic.

Spellbook: All 0-level spells plus charm person, expeditious retreat, silent image, sleep, shield.

Specialty School: Enchantment (prohibited schools: conjuration, necromancy).

Package 3: The Problem Solver

Human Wizard (Diviner)

Ability Scores: Str 8, Dex 13, Con 14, Int 15, Wis 12, Cha 10.

Skills: Concentration, Craft (alchemy), Decipher Script, Knowledge (arcana), Spellcraft.

Languages: Common, Draconic, Elven.

Feats: Combat Familiar, Grenadier, Scribe Scroll.

Weapons: Quarterstaff (1d6), dagger (1d4/19–20, 10 ft.), light crossbow with 20 bolts (1d8/19–20, 80 ft.).

Armor: None.

Other Gear: Spell component pouch, spellbook, standard adventurer's kit, 1 gp.

Spells Prepared: 1st—cause fear, comprehend languages, protection from evil; 0—detect magic, light, read magic.

Spellbook: All 0-level spells plus cause fear, comprehend languages, enlarge person, protection from evil, summon monster I.

Specialty School: Divination (prohibited school: evocation).

RACES OF DESTINY (3.5)

BARBARIAN

Most half-orcs are raised in harsh lands, far from civilization.

They tap into their inner anger and power to become devastating berserkers who charge into combat with relish. Those who grew up among orcs are particularly fond of huge, cleaving weapons that can reap terrible destruction. This substitution allows a half-orc barbarian to sacrifice some of his intuitive defenses to become more aggressive in combat.

Hit Die: d12.

REQUIREMENTS

To take a half-orc barbarian substitution level, a character must be a half-orc about to take his 2nd, 5th, or 7th level of barbarian.

CLASS SKILLS

Half-orc barbarian substitution levels have the class skills of the standard barbarian class.

Skill Points at Each Level: 4 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the half-orc barbarian racial substitution levels.

Reckless Charge (Su): At 2nd level, the half-orc barbarian gains a +4 bonus on attack rolls when making a charge, but takes a -4 penalty to AC.

These values replace the normal bonus and penalty accorded to a charging character.

This benefit replaces the standard barbarian's uncanny dodge ability.

If the barbarian would later gain improved uncanny dodge as a barbarian class feature, he gains uncanny dodge instead.

Insightful Rage (Ex): While raging, a half-orc barbarian of 5th level or higher gains a +4 bonus on Will saves to disbelieve illusion spells.

This benefit replaces the standard barbarian's improved uncanny dodge ability.

Two-Handed Strike (Ex): The half-orc barbarian focuses his combat talents toward massive, two-handed melee weapons.

At 7th level, the half-orc barbarian gains a +2 bonus on damage rolls with any two-handed melee weapon.

This benefit replaces the standard barbarian's damage reduction 1/- gained at 7th level.

From this point forward, the half-orc barbarian's damage reduction is treated as one point less than the noted value (1/- at 10th level, 2/- at 13th level, and so forth).

TABLE 6-5: HALF-ORC BARBARIAN RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
2nd	+2	+3	+0	+0	Reckless charge
5th	+5	+4	+1	+1	Insightful rage
7th	+7/+2	+5	+2	+2	Two-handed strike

BARD

Blessed with a smooth grace and demeanor that many find appealing, the half-elf bard is a common sight.

The half-elf bard gives up some of her performance abilities to become more well versed in social interaction and negotiation.

Hit Die: d6.

REQUIREMENTS

To take a half-elf bard substitution level, a character must be a half-elf about to take her 1st, 6th, or 8th level of bard.

CLASS SKILLS

Half-elf bard substitution levels have the class skills of the standard bard class.

Skill Points at Each Level: 6 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the half-elf bard's racial substitution levels.

Soothing Voice (Su): A 1st-level half-elf bard with 3 or more ranks in Diplomacy can spend one daily use of her bardic music to use a composed, steady voice and reason to calm the emotions in others around her.

This ability works in much the same way as the half-elf bard's *fascinate* ability, with the following differences.

The creature to be soothed must be within 30 feet of the bard and must be able to understand the language she is speaking.

To use this ability, the half-elf bard makes a Diplomacy check.

Her check result is the DC for each affected creature's Will save against the effect.

On a success, the creature is affected as if by the *calm emotions* spell.

The effect lasts as long as the creature listens to the bard, although the creature may wander off on its own if there is nothing to keep its interest.

This benefit replaces the standard bard's ability of countersong.

Command (Sp): A 6th-level half-elf bard with at least 9 ranks in Diplomacy may spend one daily use of her bardic music to issue a *command* (as the spell) to a creature within 30 feet.

Alternatively, the *command* can affect all creatures that the bard has affected with her soothing voice or *fascinate* ability.

A Will saving throw (DC 11 + bard's Cha modifier) negates the effect.

This benefit replaces the standard bard's ability of *suggestion*. **Secrets of the Diplomat:** At 8th level, a half-elf bard adds the following spells to her spells known: 1st—*command*; 2nd—*zone of truth*; 4th—*sending*.

This benefit replaces the 4th-level spell learned by a standard bard at 8th level.

From now on, the bard knows one fewer 4th-level bard spell than normal (not counting the spells she learned from this substitution feature).

TABLE 6-2: HALF-ELF BARD RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Bardic music, bardic knowledge, <i>fascinate</i> , inspire courage +1, soothing voice	As standard bard
6th	+4	+2	+5	+5	<i>Command</i>	As standard bard
8th	+6/+1	+2	+6	+6	Secrets of the diplomat	As standard bard

CITY-BONDED (URBAN SOUL)

Urban souls who desire a deep connection to a specific city may take this substitution level instead of the 10th level of the urban soul prestige class.

For more information on substitution levels, see Chapter 6.
Hit Die: d8.

CLASS SKILLS

The city-bonded substitution level grants the class skills of the urban soul prestige class plus Diplomacy and Sense Motive.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are features of the city-bonded substitution level.

These three substitution benefits replace the 10th-level urban soul's *citywalk* ability; the character still receives the benefits of the citybred senses and *hear the city* class features.

City Bond (Su): This class feature offers greater power within your city in exchange for the flexibility to travel. As long as you remain within the boundaries of your chosen city, you do not age.

(If you leave the city, you age normally).

Your class features that depend on your being inside a city function only when you're within the boundaries of your chosen city.

This bond enables you to draw more strongly on the collective strength of the city, even if it's not the largest urban environment.

For the purposes of your class features, your chosen city is considered a metropolis, regardless of its actual size.

If your city's population drops below 5,000 inhabitants, you lose access to your class features until the population grows again.

Intracity Teleport (Sp): You can magically travel between any two points within your city at will.

This class feature functions like the *greater teleport* spell, except that it requires a full-round action, and both the origin and destination must be within your city.

Urban Renewal (Sp): As a city-bonded urban soul, the cityscape is yours to command.

You gain access to the following spell-like abilities: *disintegrate* (objects only), *stone shape*, and *wall of stone*.

You can use these abilities a total of five times per day, split up however you choose (two *disintegrates* and three *walls of stone*, for example).

Your caster level is equal to your urban soul level.

TABLE 5-9: THE CITY-BONDED URBAN SOUL HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
10th	+7	+7	+7	+3	Citybred senses +6, <i>hear the city</i> 2/day, city bond, intracity teleport, urban renewal

DRUID

While most orcs revere their primary deity, Gruumsh, others are drawn to the primal brutality of nature. Half-orc druids are noted for their brute strength and force of will, summoning animals that are more powerful than normal and fighting with impressive physical prowess.
Hit Die: d10.

REQUIREMENTS

To take a half-orc druid substitution level, a character must be a half-orc about to take her 1st, 4th, or 6th level of druid.

CLASS SKILLS

Half-orc druid substitution levels have the class skills of the standard druid class, plus Intimidate.

CLASS FEATURES

All the following are features of the half-orc druid racial substitution levels.

Tough Animal Companion (Ex): The half-orc druid tends to attract physically powerful specimens.

Her animal companion gains Toughness as a bonus feat.

Bully Animal (Ex): Beginning at 4th level, when the half-orc druid uses her wild empathy ability, she adds her Strength modifier to the check instead of her Charisma modifier.

This benefit replaces the standard druid's resist nature's lure ability.

Augmented Nature's Allies (Su): Starting at 6th level, any animal summoned by a half-orc druid with a *summon nature's ally* spell gains a +4 bonus to Strength and Constitution.

These bonuses don't stack with those granted by the Augment Summoning feat.

This benefit replaces the standard druid's ability to use wild shape one additional time per day.

From this point on, the half-orc druid's number of daily wild shapes is reduced by one (2/day at 7th level, 3/day at 10th level, and so on).

TABLE 6-6: HALF-ORC DRUID RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Tough animal companion, nature sense, wild empathy	As standard druid
4th	+3	+4	+1	+4	Bully animal	As standard druid
6th	+4	+5	+2	+5	Augmented nature's allies	As standard druid

FIGHTER

Lacking the bonus feat of humans and the high Dexterity of elves, half-elf fighters are not particularly common. Those who do take up a life of the blade often become talkative swashbucklers who blend quick swordplay with a sharp tongue.

They seek to confuse and demoralize foes, rather than overcoming them with brute force.

Hit Die: d8.

REQUIREMENTS

To take a half-elf fighter substitution level, a character must be a half-elf about to take her 1st, 2nd, or 6th level of fighter.

CLASS SKILLS

Half-elf fighter substitution levels have the class skills of the standard fighter class, plus Bluff, Diplomacy, and Sense Motive.

Skill Points at Each Level: 4 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the half-elf fighter racial substitution levels.

Blade Focus (Ex): The half-elf fighter focuses his combat talents on fighting with slender blades.

At 1st level, the half-elf fighter gains a +1 bonus on attack rolls with the longsword and rapier.

This bonus does not stack with the bonus from Weapon Focus, but is treated as the equivalent of Weapon Focus for the purposes of qualifying for feats, prestige classes, and so on that require the feat.

For example a half-elf fighter with this ability could take Weapon Specialization (rapier) without selecting Weapon Focus (rapier) as a separate feat.

This benefit replaces the standard fighter's 1st-level bonus feat.

Main-Gauche (Ex): At 2nd level, the half-elf fighter learns how to fight using a dagger in his off-hand in defense as well as offense.

The half-elf fighter is treated as having the Two-Weapon Fighting feat when wielding a longsword or rapier in one hand and a dagger in his other hand.

In addition, the half-elf fighter gains a +1 bonus to AC during any round that fights defensively while wielding weapons in this manner.

This bonus is treated as the equivalent of Two-Weapon Fighting for the purposes of qualifying for feats and prestige classes that require the feat.

This benefit replaces the standard fighter's 2nd-level bonus feat.

Confusing Banter (Ex): The 6th-level half-elf fighter combines defensive tactics with a stream of wordplay aimed at tricking his opponent into letting his guard down. Whenever a half-elf fighter fights defensively, he may attempt a Bluff or Diplomacy check as a free action,

opposed by his opponent's Sense Motive check (the opponent may also add his base attack bonus on this check).

If the half-elf fighter wins, he gains a +2 bonus on attack rolls against that creature until the end of his next turn.

This ability only functions against creatures with Intelligence scores of 3 or higher.

It is a language-dependent, mind-affecting ability.

This benefit replaces the standard fighter's 6th-level bonus feat.

TABLE 6-3: HALF-ELF FIGHTER RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Blade focus
2nd	+2	+3	+0	+0	Main-gauche
6th	+6/+1	+5	+2	+2	Confusing banter

PALADIN

At first glance, the concept of a half-orc paladin seems a contradiction in terms.

But those rare half-orcs with the necessary dedication to law and goodness become the most zealous protectors of righteousness.

Hit Die: d12.

REQUIREMENTS

To take a half-orc paladin substitution level, a character must be a half-orc about to take his 1st, 3rd, or 6th level of paladin.

CLASS SKILLS

Half-orc paladin substitution levels have the class skills of the standard paladin class, except that Diplomacy is dropped and Intimidate is added.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the half-orc paladin racial substitution levels.

Righteous Fury (Ex): A half-orc paladin can fly into a fury of righteous fervor once per day, dealing powerful blows to his enemies.

Entering a righteous fury is a free action.

While in a righteous fury, the half-orc paladin gains a +2 morale bonus on melee weapon damage rolls.

This bonus increases by 1 for every four class levels, to +3 at 4th level, +4 at 8th level, up to a maximum of +7 at 20th level.

The half-orc remains in this fury for 1 round plus 1 round per point of Charisma bonus (minimum 1 round).

At 5th level, and at every five class levels thereafter, the half-orc paladin may enter this righteous fury one additional time per day.

This benefit replaces the standard paladin's smite evil ability.

A half-orc paladin who selects this substitution feature never gains any daily uses of smite evil.
 Aura of Awe (Su): Beginning at 3rd level, a half-orc paladin is immune to fear (magical or otherwise).
 In addition, evil creatures within 10 feet of the character take a –2 penalty on saves against fear effects (or on checks made to resist his Intimidate attempts).
 This substitution feature replaces the base paladin's aura of courage ability.

Remove Fatigue (Sp): At 6th level, a half-orc paladin can remove the fatigued condition from all allies within a 30-foot burst centered on him.
 (This has no effect on exhausted allies).
 He can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times per week at 12th, and so forth).
 This benefit replaces the standard paladin's *remove disease* ability.
 A half-orc paladin who selects this substitution feature never gains any weekly uses of *remove disease*.

TABLE 6–7: HALF-ORC PALADIN RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Aura of good, <i>detect evil</i> , righteous fury 1/day	As standard paladin
3rd	+3	+3	+1	+1	Aura of awe, divine health	As standard paladin
6th	+6/+1	+5	+2	+2	Remove fatigue 1/week	As standard paladin

RANGER

Not all rangers spend their entire lives in the untamed wilds of the forests and hills.
 Some half-elves find a mix of rural and urban life to their taste, and temper their wilderness lore with the ability to interact well with a wide range of individuals.
 The half-elf ranger is the ultimate investigator and bounty hunter.
 She finds social skills just as important for survival as fighting prowess.
 Hit Die: d8.

REQUIREMENTS

To take a half-elf ranger substitution level, a character must be a half-elf about to take her 1st, 4th, or 13th level of ranger.

CLASS SKILLS

Half-elf ranger substitution levels have the class skills of the standard ranger class, plus Gather Information and Speak Language.

Skill Points at Each Level: 6 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the half-elf ranger racial substitution levels.

Urban Tracking (Ex): The half-elf ranger gains Urban Tracking (see page 154) as a bonus feat.

An 8th-level ranger with Urban Tracking can cut the time required per Gather Information check to 30 minutes without taking the normal –5 penalty on the check.
 (This benefit augments, but does not replace, the standard 8th-level ranger class feature of swift tracker).

This benefit replaces the Track feat normally gained as a bonus feat by a standard 1st-level ranger.

Street Magic: At 4th level, a half-elf ranger adds the following spells to her class spell list: 1st—*comprehend languages*, *detect secret doors*, *message*; 2nd—*detect thoughts*, *tongues*; 3rd—*phantom steed*; 4th—*dimension door*.

A ranger who selects this substitution feature loses the following spells from her class spell list: 1st—*detect animals or plants*, *detect snares and pits*, *entangle*, *summon nature's ally I*; 2nd—*snares*, *summon nature's ally II*; 3rd—*command plants*, *diminish plants*, *plant growth*, *summon nature's ally II*, *tree shape*; 4th—*commune with nature*, *summon nature's ally IV*, *tree stride*.

Skill Mastery (Ex): At 13th level, a half-elf ranger becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier.

When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so.

This benefit replaces the standard ranger's camouflage ability.

TABLE 6–4: HALF-ELF RANGER RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+2	+0	1st favored enemy, Urban Tracking, wild empathy	As standard ranger
4th	+4	+4	+4	+1	Animal companion, street magic	As standard ranger
13th	+13/+8/+3	+8	+8	+4	Skill mastery	As standard ranger

RACES OF STONE (3.5)

BARBARIAN

The wild, tribal lifestyle of the goliath lends itself naturally to life as a barbarian.

Some goliath barbarians tap into the race's natural connection to the power of the mountains to gain increased strength and durability, but at the cost of some of the barbarian's traditional agility.

The goliath barbarian can choose three racial substitution levels: one at 1st level, one at 5th level, and the last at 7th level.

Hit Die: d12.

REQUIREMENTS

To take a goliath barbarian substitution level, a character must be a goliath about to take his 1st, 5th, or 7th level of barbarian.

CLASS SKILLS

Goliath barbarian substitution levels have the class skills of the standard barbarian class plus Knowledge (nature) (Int). Skill Points at Each Level: 4 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the goliath barbarian's racial substitution levels.

Mountain Rage (Ex): A goliath barbarian who takes the 1st-level racial substitution level can tap into the mountain's strength to increase his size and power during a rage. When he rages, his size category increases to Large. (Although his size category increases by one step, the goliath barbarian's height only increases by a foot or so and his mass only increases by about 30–40%, so his equipment still fits normally).

This change increases the barbarian's space and reach to 10 feet and applies a –1 penalty on attack rolls and to AC.

However, he does not gain additional benefits on weapon size and grapple checks, since he already has them from his powerful build ability.

The goliath barbarian also gains an additional +2 bonus to his Strength when he enters his mountain rage.

Mountain rage replaces the standard barbarian's rage ability, and when a barbarian would normally gain extra uses of the rage ability per day, he instead gains extra uses of the mountain rage ability.

However, the barbarian gains these benefits in addition to the normal benefits and penalties of his rage (+4 Strength, +4 Constitution, +2 on Will saves, and –2 to AC).

The barbarian is also still fatigued for the duration of the encounter when his rage ends.

If the goliath barbarian's rage bonuses improve from other effects (such as greater rage), the extra Strength bonus from mountain rage stacks.

Fortification (Ex): A goliath barbarian who takes the 5th-level racial substitution level develops a tough hide that allows him extra protection against potentially devastating attacks.

When a critical hit or sneak attack is scored on a goliath barbarian with this substitution benefit, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

This benefit replaces the standard barbarian's improved uncanny dodge ability.

Skin of Stone (Ex): A goliath barbarian who takes the 7th-level racial substitution level gains the ability to shrug off some amount of injury from most attacks.

He gains damage reduction 2/adamantine.

At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction increases by 2 points.

This benefit replaces the standard barbarian's 7th-level damage reduction ability, as well as the damage reduction gained at higher levels.

TABLE 6–7: GOLIATH BARBARIAN RACIAL SUBSTITUTION LEVELS

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Mountain rage 1/day
5th	+5	+4	+1	+1	Fortification
7th	+7/+2	+5	+2	+2	Skin of stone

BARD

Weavers of illusion and subtle masters of the sentient mind, gnome bards focus their talents toward abilities related to their racial strengths.

Their magic includes access to more illusions than other bards can master, and their bardic music is able to inspire or negate fear, as well as bolster allies' minds against outside influence.

Hit Die: d6.

REQUIREMENTS

To take a gnome bard substitution level, a character must be a gnome about to take his 1st, 3rd, 6th, or 11th level of bard.

CLASS SKILLS

Gnome bard substitution levels have the class skills of the standard bard class.

Skill Points at Each Level: 6 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the gnome bard's racial substitution levels.

Gnome Cantrips: A gnome bard who takes the 1st-level racial substitution level adds the following 0-level spells to his bard spells known: *dancing lights*, *ghost sound*, and *prestidigitation*.

This benefit replaces two of the cantrips a bard normally knows at 1st level.

Thus, a 1st-level gnome bard with this substitution level knows two cantrips of his choice plus the three mentioned here.

Counter Fear (Su): A gnome bard who takes the 1st-level racial substitution level and has 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that cause fear.

In each round when the bard uses his counter fear ability, he makes a Perform check.

Any ally within 30 feet of the bard (including the bard himself) that is affected by a fear effect can use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher.

If a creature within range of the counter fear effect is already under the influence of a fear effect, it gains another saving throw against the effect each round it hears the bard perform, but it must use the bard's Perform check result for the save.

Counter fear has no effect against effects that don't allow saves.

The bard can keep up the counter fear ability for 10 rounds. This substitution feature replaces the base bard's countersong bardic music ability.

Inspire Defiance (Su): A gnome bard who takes the 3rd-level racial substitution level and has 6 or more ranks in a Perform skill can use his music or poetics to help his allies

(including himself) resist outside control and discern truth from illusion.

To be affected, an ally must be within 30 feet and able to hear the bard perform.

The effect lasts for as long as the ally hears the bard perform and for 5 rounds thereafter.

An affected ally receives a +2 circumstance bonus on saving throws against illusions and mind-affecting spells and effects.

This benefit replaces the standard bard's inspire competence bardic music ability.

Phantasmal Song (Su): A gnome bard who takes the 6th-level racial substitution level and has 9 or more ranks in a Perform skill can use music or poetics to create an eerie melody with phantasmal echoes in the minds of those who hear it.

While the music itself is unsettling, the phantasmal component is downright terrifying, with effects that build as the bard continues to play.

Enemy creatures within 30 feet of the bard who can hear the music become shaken (Will negates; DC 10 + 1/2 bard's level + bard's Cha modifier).

Any creature affected by phantasmal song (that is, who failed the initial Will save) that remains within range and hears the song for at least 3 consecutive rounds becomes frightened instead of shaken.

The effect lasts as long as the bard performs and for 1 round after he stops, or until the affected creature moves more than 30 feet from the gnome bard.

The effects of multiple phantasmal songs do not stack with one another.

Thus, a creature within the area of two phantasmal songs must save against both, but can still only become shaken on the first round even if it fails both saves.

However, a phantasmal song's effect can stack with other fear effects (such as from the *cause fear* spell).

See page 294 of the *Dungeon Master's Guide* for more information on fear effects.

Phantasmal song is an illusion (phantasm), mind-affecting fear effect.

This benefit replaces the standard bard's *suggestion* bardic music ability.

Secrets of Bardic Trickery: A gnome bard who takes the 11th-level racial substitution level adds the following spells to his spells known: 1st—*color spray*; 2nd—*touch of idiocy*; 4th—*phantasmal killer*.

This benefit replaces the standard bard's ability to learn a new 4th-level spell at 11th level and his ability to exchange a spell he knows for a new spell of the same level.

From now on, the gnome bard's number of 4th-level spells known is one fewer than the value shown on Table 3-5, page 28 of the *Player's Handbook*.

TABLE 6-4: GNOME BARD RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Bardic music, bardic knowledge, gnome cantrips, counter fear, <i>fascinate</i> , inspire courage +1	Same as bard
3rd	+2	+1	+3	+3	Inspire defiance	Same as bard
6th	+4	+2	+5	+5	Phantasmal song	Same as bard
11th	+8/+3	+3	+7	+7	Secrets of bardic trickery	Same as bard

CLERIC

The dwarf cleric dedicates herself to her clan and the forge. She takes an active role in defending her people, often serving on the front lines of a battle.

In exchange for greater martial ability and power when casting spells of the earth, the cleric gives up her ability to turn or rebuke undead and some of her spellcasting prowess.

Hit Die: d10.

REQUIREMENTS

To take a dwarf cleric substitution level, a character must be a dwarf about to take her 1st, 4th, or 8th level of cleric.

CLASS SKILLS

Dwarf cleric substitution levels have the class skills of the standard cleric class plus Knowledge (dungeoneering) (Int).

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the dwarf cleric's racial substitution levels.

Smite Giants (Su): A dwarf cleric who takes the 1st-level racial substitution level can attempt to smite a giant with a melee attack, similar to the way a paladin smites an evil creature.

She adds her Constitution bonus (if any) to her attack roll and deals an extra 1 point of damage per cleric level.

The cleric can use this ability a number of times per day equal to 1 + her Con modifier (minimum once per day).

If the cleric accidentally smites a creature that is not a giant, the smite has no effect but still counts as one of the cleric's daily smite attempts.

This substitution benefit replaces the standard cleric's ability to turn or rebuke undead.

Hammer Specialist (Ex): A dwarf cleric's dedication to the forge-god results in exceptional skill with the warhammer. A dwarf cleric who takes the 4th-level racial substitution level gains the Martial Weapon Proficiency (warhammer) feat (if she doesn't already have it).

She also gains a +2 bonus on damage rolls when wielding a warhammer in melee.

This racial substitution level is only available to dwarf clerics who follow Moradin (or any other deity whose favored weapon is a warhammer).

This benefit replaces the 2nd-level spell slot gained by a standard cleric at 4th level.

From now on, the cleric can prepare one fewer 2nd-level cleric spell than indicated on Table 3-6, page 31 of the *Player's Handbook*.

Earthen Spell Power (Ex): A dwarf cleric who takes the 8th-level racial substitution level draws power from the earth when casting certain spells.

When she is in contact with the ground, the cleric's effective caster level when casting spells with the earth descriptor (or any spell from the Earth domain, such as *stoneskin*) increases by one.

This increase applies when determining level-dependent spell variables and on caster level checks.

This increase stacks with other spell power abilities, such as from the hierophant prestige class.

This benefit replaces the 4th-level spell slot gained by a standard cleric at 8th level.

From now on, the cleric can prepare one fewer 4th-level cleric spell than indicated on Table 3–6, page 31 of the *Player's Handbook*.

TABLE 6–1: DWARF CLERIC RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Smite giants
4th	+3	+4	+1	+4	Hammer specialist
8th	+6/+1	+6	+2	+6	Earthen spell power

DRUID

The goliath race venerates nature in its various forms, and druids are the most prominent spellcasters, divine or otherwise, among goliath tribes.

Goliath druids forge particularly strong bonds with the earth and stone of their environment, granting them and their animal companions unusual powers related to elemental earth.

Hit Die: d8.

REQUIREMENTS

To take a goliath druid substitution level, a character must be a goliath about to take her 1st, 6th, or 12th level of druid.

CLASS SKILLS

Goliath druid substitution levels have the class skills of the standard druid class.

Skill Points at Each Level: 4 + Int modifier (or four times this quantity as a beginning character).

CLASS FEATURES

All the following are features of the goliath druid's racial substitution levels.

Elemental Bond (Ex): A goliath druid who takes the 1st-level racial substitution level forges a bond with the Elemental Plane of Earth, allowing her to summon more or more powerful earth creatures than normal.

When casting a *summon nature's ally* spell to summon a creature with the earth subtype, the goliath druid may treat the spell as if it were the next-higher-level version of that spell.

This benefit allows her to summon a single more powerful creature than she might otherwise be able to summon, or

more of the same type of creature that she could normally summon.

For example, a goliath druid who casts *summon nature's ally* I could summon a single Small earth elemental (as if she had cast *summon nature's ally* II).

When casting *summon nature's ally* V, the druid could summon one Huge earth elemental, one average xorn, 1d3 Large earth elementals, or 1d4+1 Medium earth elementals or minor xorns (as if she had cast *summon monster* VI).

A goliath druid with this ability who casts *summon nature's ally* IX can summon two elder earth elementals (instead of one).

A goliath druid who selects this substitution level permanently gives up her ability to summon creatures that have the air, fire, or water subtype.

Earth Companion (Ex): A goliath druid who takes the 6th-level racial substitution level can imbue her animal companion with the power of elemental earth.

The animal companion's Strength increases by 2, and its Dexterity is reduced by 2.

Its natural armor bonus increases by 3.

It gains a burrow speed of 10 feet (or, if it has a burrow speed, that speed increases by 10 feet).

The companion gains the earth mastery extraordinary ability (+1 bonus on attack rolls and damage rolls if both it and its foe touch the ground; if an opponent is airborne or waterborne, the earth companion takes a –4 penalty on attack rolls and damage rolls).

It also gains damage reduction 5/magic as an extraordinary ability.

The companion's type doesn't change, but it gains the earth subtype.

If a goliath druid replaces her animal companion with a new one, she can apply this effect to the new companion, but only if the reduction in her effective druid level reduction would not make the new companion unavailable to her.

The previous companion loses the special abilities when it leaves the druid.

For the purpose of determining her animal companion's bonus Hit Dice, special abilities, and so on, the effective level of the goliath druid who selects this substitution level is reduced by three, per the Alternate Animal Companions table on page 36 of the *Player's Handbook*.

Wild Shape (Earth) (Su): A goliath druid who takes the 12th-level racial substitution level can use her wild shape ability to change into an earth elemental with the same size restriction as for animal forms.

The druid's maximum HD limit when taking earth elemental form (either with this ability or with her wild shape [elemental] ability gained at 16th level) is equal to her druid level +1.

This benefit replaces the standard druid's 12th-level wild shape (plant) ability.

TABLE 6–8: GOLIATH DRUID RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Animal companion, elemental bond, nature sense, wild empathy	same as druid
6th	+4	+5	+2	+5	Earth companion, wild shape 2/day	same as druid
12th	+9/+4	+8	+4	+8	Wild shape (earth)	same as druid

FIGHTER

The prototypical image of dwarfhood is the heavily armored fighter.

Many dwarves pursue this class, and most multiclass dwarves have at least a single level of fighter to augment their abilities.

The dwarf fighter gives up versatility to specialize in the arts of war most needed in dwarf communities.

He focuses on traditional fighting styles and takes advantage of the dwarf's lack of mobility.

Hit Die: d12.

REQUIREMENTS

To take a dwarf fighter substitution level, a character must be a dwarf about to take his 1st, 2nd, or 8th level of fighter.

CLASS SKILLS

Dwarf fighter substitution levels have the class skills of the standard fighter class plus Knowledge (dungeoneering) (Int).

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the dwarf fighter's racial substitution levels.

Axe Focus (Ex): A dwarf fighter who takes the 1st-level racial substitution level focuses his combat talents on axe-fighting.

He gains a +1 bonus on attack rolls with the following weapons: battleaxe, dwarven waraxe, greataxe, handaxe, throwing axe, and the axe head of a dwarven urgrosh.

(At the DM's option, this bonus might also apply to the new axe-related weapons featured in Chapter 7).

This bonus does not stack with the bonus from Weapon Focus, but it is treated as the equivalent of Weapon Focus for the purpose of qualifying for feats, prestige classes, and anything else that requires that feat.

For example, a dwarf fighter with this ability could take Weapon Specialization (battleaxe) without selecting Weapon Focus (battleaxe) as a separate feat.

This benefit replaces the bonus feat gained by a standard 1st-level fighter.

Racial Foes (Ex): A dwarf fighter who takes the 2nd-level racial substitution level specializes in battling his race's common enemies.

He gains a +2 bonus on weapon damage rolls against orcs, goblinoids, and giants.

This benefit replaces the bonus feat gained by a standard 2nd-level fighter.

Heavy Armor Expertise (Ex): A dwarf fighter who takes the 8th-level racial substitution level becomes as one with his heavy armor.

When wearing heavy armor, he gains a +1 bonus to his AC. This benefit replaces the bonus feat gained by a standard 8th-level fighter.

TABLE 6-2: DWARF FIGHTER RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Axe focus
2nd	+2	+3	+0	+0	Racial foes
8th	+8/+3	+6	+2	+2	Heavy armor expertise

ILLUSIONIST

Gnomes are inherently drawn to the magic of illusion, and most gnome wizards choose to specialize in that school.

As a gnome illusionist advances in level, her intimate familiarity with illusions allows her to cast certain illusion spells more easily than other wizards, to cast illusions that last longer than normal, and to make her spells harder to detect and dispel.

These abilities make gnome illusionists the subtlest of all their kind and—some would argue—the most effective.

Hit Die: d4.

REQUIREMENTS

To take a gnome illusionist substitution level, a character must be a gnome about to take her 1st, 5th, or 10th level of illusionist.

CLASS SKILLS

Gnome illusionist substitution levels have the class skills of the standard wizard class.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the gnome illusionist's racial substitution levels.

Gnome Illusion Spells: A gnome illusionist who takes the 1st-level racial substitution level uses her wizard level as the caster level for her racial spell-like abilities.

In addition, she can prepare and cast the following illusion spells at the indicated spell level, rather than at their normal spell level: 0 level: *silent image*, *ventriloquism* 1st

level: *Leomund's trap*, *minor image* 2nd level: *illusory script*, *major image* 3rd level: *illusory wall* 4th level: *persistent image*

5th level: *programmed image* In exchange for this benefit, a gnome illusionist must choose one of the following schools of magic from which she can cast spells (in other words, one that she has not given up access to as the price for specializing in illusion): evocation, transmutation, or conjuration.

The gnome illusionist's effective caster level for spells of this school is equal to her actual caster level minus one.

At 1st level, she cannot cast any spells from the selected school.

Extended Illusions (Su): A gnome illusionist who takes the 5th-level racial substitution level gains the ability to create illusions that last longer than normal.

When she casts any illusion spell that has a duration other than instantaneous, the duration of the spell is doubled.

A spell with a duration of concentration lasts for the duration of the illusionist's concentration plus 1d4 rounds.

A spell with a duration of concentration plus a certain increment of time lasts for the duration of the illusionist's concentration plus double that increment of time.

Thus, a *mirror image* spell cast by a 10th-level gnome illusionist lasts for 20 minutes, a *silent image* spell lasts for the duration of the caster's concentration plus 1d4 rounds, a *minor image* spell lasts for the duration of the caster's concentration plus 4 rounds, and a *mirage arcana* lasts for the duration of her concentration plus 20 hours.

This benefit replaces the bonus feat gained by a standard wizard at 5th level, as well as the two spells a standard 5th-level wizard learns for free.

Insidious Illusions (Su): A gnome illusionist who takes the 10th-level racial substitution level can cast illusion spells that are harder for other creatures to detect or pierce. When any creature employs a divination spell, spell-like ability, or magic item (such as *detect magic* or *true seeing*) that would detect or pierce an illusion spell cast by the gnome illusionist, that creature must make a caster level check

(DC 11 + the gnome illusionist's caster level) to successfully detect or pierce the illusion.

The detecting creature can check only once for each divination spell or effect used, no matter how many of the gnome illusionist's illusion spells are operating in an area. This benefit replaces the bonus feat gained by a standard wizard at 10th level, as well as the two spells a standard 10th-level wizard learns for free.

TABLE 6-5: GNOME ILLUSIONIST RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Gnome illusion spells	Same as illusionist
5th	+2	+1	+1	+4	Extended illusions	Same as illusionist
10th	+5	+3	+3	+7	Insidious illusions	Same as illusionist

RANGER

Hampered to some extent by her size, the gnome ranger learns to play off her other strengths.

By embracing her connection to burrowing animals, the gnome ranger can attract an animal companion that can support her in combat.

Against her favored enemies, she favors tactics of stealth more than interaction, and she truly shines when she chooses the traditional foes of her race as favored enemies. Her magic likewise draws on her racial abilities, allowing her to cast illusions unavailable to most rangers.

The combination of these abilities makes the gnome ranger a fearsome ambusher who fights with the ferocity of the badger.

Hit Die: d8.

REQUIREMENTS

To take a gnome ranger substitution level, a character must be a gnome about to take her 1st, 4th, or 8th level of ranger.

CLASS SKILLS

Gnome ranger substitution levels have the class skills of the standard ranger class.

Skill Points at Each Level: 6 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the gnome ranger's racial substitution levels.

Gnome Favored Enemy (Ex): A gnome ranger who takes the 1st-level racial substitution level may select a type of creature from among those given on Table 3-14: Ranger Favored Enemies, page 47 of the *Player's Handbook*.

Due to her extensive study of her chosen type of foe and training in the proper techniques for combating such creatures, she gains a +2 bonus on Hide, Listen, Move Silently, Spot, and Survival checks when using these skills against creatures of this type.

Likewise, she gets a +2 bonus on weapon damage rolls against such creatures.

If the gnome ranger chooses humanoid (goblinoid), humanoid (reptilian), or giant as her favored enemy, both bonuses rise to +3.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table.

In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

For example a 5th-level gnome ranger has two favored enemies; against one she gains a +4 bonus on Hide, Listen, Move Silently, Spot, and Survival checks and weapon damage rolls, and against the other she has a +2 bonus. At 10th level, she has three favored enemies, and she gains an additional +2 bonus, which she can allocate to the bonus against any one of her three favored enemies.

Thus her bonuses could be either +4, +4, +2 or +6, +2, +2.

If the gnome ranger selected humanoid (goblinoid), humanoid (reptilian), or giant as one of her favored enemies, the bonus on Hide, Listen, Move Silently, Spot, and Survival checks and weapon damage rolls increases by 3 instead of 2.

If the ranger chooses humanoids or outsiders as a favored enemy, she must also choose an associated subtype, as indicated on the table on page 47 of the *Player's Handbook*. If a specific creature falls into more than one category of favored enemy (for instance, devils are both evil outsiders and lawful outsiders), the ranger's bonuses do not stack; she simply uses whichever bonus is higher.

See the *Monster Manual* for more information on types of creatures.

This benefit replaces the standard ranger's 1st-level favored enemy class feature.

Burrowing Animal Companion (Ex): If a gnome ranger takes the 4th-level racial substitution level and chooses a badger, dire badger, or wolverine as her animal companion (or any other mammalian animal with a burrowing speed), her effective druid level equals 1/2 her ranger level + 3, instead of 1/2 her ranger level.

(If she chooses a dire badger or a wolverine, her effective druid level is still reduced by 3, per the Alternate Animal Companions table on page 36 of the *Player's Handbook*).

In addition, she can use her racial *speak with animals* ability to speak with her animal companion at will.

This benefit replaces the standard ranger's ability to share spells with her animal companion.

Gnome Ranger Spells: A gnome ranger who takes the 8th-level racial substitution level adds *blur*, *invisibility*, and *misdirection* to the list of 2nd-level ranger spells she can prepare and cast.

These spells replace *barkskin*, *snare*, and *wind wall* on the ranger spell list.

Although she cannot cast them yet, she also adds *greater invisibility* and *phantasmal killer* to her list of 4th-level ranger spells.

These spells replace *commune with nature* and *tree stride* on the ranger spell list.

TABLE 6-6: GNOME RANGER RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+2	+0	Gnome favored enemy, Track, wild empathy	Same as ranger
4th	+4	+4	+4	+1	Burrowing animal companion	Same as ranger
8th	+8/+3	+6	+6	+2	Gnome ranger spells	Same as ranger

ROGUE

Although the ponderous goliath might seem ill suited to the stealthy life of a rogue, tribes rely on rogue scouts to help them survive in their hostile environments. Goliath rogues embrace their people's toughness and durability in exchange for some of the rogue's traditional agility.

Hit Die: d8.

REQUIREMENTS

To take a goliath rogue substitution level, a character must be a goliath about to take her 2nd, 3rd, or 8th level of rogue.

CLASS SKILLS

Goliath rogue substitution levels have the class skills of the standard rogue class plus Survival (Wis).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All the following are features of the goliath rogue's racial substitution levels.

Mettle of Mountains (Ex): A goliath rogue who takes the 2nd-level racial substitution level has durability that allows her to shrug off magical effects that would otherwise harm her.

She gains a +4 bonus on her Fortitude saves.

If the goliath rogue makes a successful Fortitude saving throw that would normally reduce a spell's effect, she suffers no effect from the spell at all.

Only those spells with a Saving Throw entry of "Fortitude partial", "Fortitude half", or similar entries can be negated through this ability.

If the goliath rogue later gains improved evasion as a rogue special ability, her mettle of mountains ability improves instead.

Now, while she still suffers no effect on a successful Fortitude saving throw against a spell or ability as described above, a failed Fortitude save results in the effect that a successful Fortitude save would normally bring about.

For instance, a goliath rogue would take no damage from a *disintegrate* spell if she succeeded on her Fortitude save, and would only take 5d6 points of damage if she failed the save. This benefit replaces the standard rogue's 2nd-level evasion ability.

Wild Sense (Ex): A goliath rogue who takes the 3rd-level racial substitution level becomes more in tune with her natural surroundings.

She gains a +1 bonus on Knowledge (nature) checks and Survival checks in aboveground natural environments.

This bonus increases to +2 when the goliath rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th level, and to +6 at 18th level.

This benefit replaces the standard rogue's 3rd-level trap sense ability, as well as the higher-level improvements of the ability.

Fortification (Ex): A goliath rogue who takes the 8th-level racial substitution level develops a tough hide that allows her extra protection against potentially devastating attacks. When a critical hit or sneak attack is scored on a goliath rogue with this substitution benefit, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

This benefit replaces the standard rogue's 8th-level improved uncanny dodge ability.

TABLE 6-9: GOLIATH ROGUE RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
2nd	+1	+0	+3	+0	Mettle of mountains
3rd	+2	+1	+3	+1	Sneak attack +2d6, wild sense +1
8th	+6/+1	+2	+6	+2	Fortification

SORCERER

In most dwarf communities, sorcerers are relatively rare. Dwarves don't tend to have the force of personality required for top-notch sorcerers; thus they often prefer wizardry instead.

However, a dwarf sorcerer can tap into other reservoirs of power—including the very earth itself—to enhance his arcane aptitude.

To do this, he gives up some of his versatility, but the power gained is substantial.

Hit Die: d6.

REQUIREMENTS

To take a dwarf sorcerer substitution level, a character must be a dwarf about to take his 1st, 5th, or 9th level of sorcerer.

CLASS SKILLS

Dwarf sorcerer substitution levels have the class skills of the standard sorcerer class plus Knowledge (dungeoneering) (Int).

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the dwarf sorcerer's racial substitution levels.

Arcane Earthbond (Su): A dwarf sorcerer who takes the 1st-level racial substitution level can draw power and support from an arcane bond he forges with the earth.

Doing so takes 24 hours and uses up magic materials that cost 100 gp.

The arcane earthbond ability grants a dwarf sorcerer the Alertness feat whenever he is in contact with the ground. He also enjoys damage reduction 1/adamantine when in contact with the ground.

This benefit replaces the standard sorcerer's ability to gain a familiar.

If the dwarf gains a familiar from another class (such as wizard), his sorcerer levels don't stack to determine the familiar's abilities.

Power of Stone (Su): A dwarf sorcerer who takes the 5th-level racial substitution level learns to channel his spell power through the earth.

As long as both he and his target are touching the ground, the range of any spell he casts that targets or affects that creature or object is increased by 50%, and the save DC for the spell increases by 1.

If the spell targets multiple creatures or objects, all the targets must be touching the ground for the sorcerer to gain the benefits of this ability.

This benefit replaces the standard sorcerer's ability to learn a new 2nd-level spell at 5th level.

From now on, the dwarf sorcerer's number of 2nd-level spells known is one fewer than the value shown on Table 3-17, page 54 of the *Player's Handbook*.

Earth Meditation (Ex): A dwarf sorcerer who takes the 9th-level racial substitution level learns to focus his meditations on the quiet power of the earth beneath him.

If the dwarf sorcerer spends his 8 hours of rest and 15 minutes of concentration to prepare spells while in contact with the ground, he can add his Constitution bonus (if any) to his Charisma score to determine his bonus sorcerer spell slots.

This benefit replaces the standard sorcerer's ability to learn a new 4th-level spell at 9th level.

From now on, the dwarf sorcerer's number of 4th-level spells known is one fewer than the value shown on Table 3-17, page 54 of the *Player's Handbook*.

TABLE 6-3: DWARF SORCERER RACIAL SUBSTITUTION LEVELS

Level	Base	Fort	Ref	Will	Special
	Attack Bonus				
1st	+0	+0	+0	+2	Arcane earthbond
5th	+2	+1	+1	+4	Power of stone
9th	+4	+3	+3	+6	Earth meditation

RACES OF THE DRAGON (3.5)

BARD

Despite their inclination for sorcery, spellscapes make excellent bards, exploiting their racial affinity for arcane magic and superior charm.

However, knowledge of arcane mysteries remains an important part of a spellscale bard's abilities.

Hit Die: d6.

REQUIREMENTS

To take a spellscale bard substitution level, a character must be a spellscale about to take his 1st, 3rd, or 6th level of bard.

CLASS SKILLS

Spellscale bard substitution levels have the class skills of the standard bard class.

Skill Points at Each Level: 6 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the spellscale bard racial substitution levels.

Draconic Bardic Knowledge (Ex): A spellscale bard has special interest in events, items, and individuals important to dragons.

Upon taking the 1st-level racial substitution level, a spellscale bard's keen interest in dragon lore grants him a +5 competence bonus on any bardic knowledge check related to dragons, so long as he maintains a number of ranks in Knowledge (arcana) equal to or greater than his bard class level.

Inspire Arcana (Su): Beginning at 3rd level, a spellscale bard can spend one daily use of bardic music to make a single allied arcane spellcaster more powerful.

To use this ability, a spellscale bard must have 3 or more ranks in Perform and a number of ranks in Knowledge (arcana) equal to or greater than his bard class level.

The ally must be within 30 feet of and able to see and hear the spellscale bard, and the bard must be able to see the ally. As long as the chosen arcane spellcaster continues to hear the bard's performance, she casts her arcane spells with a +1 bonus to her caster level.

The effect lasts as long as the spellscale bard concentrates, up to a maximum of 2 minutes.

A bard can't inspire arcana upon himself.

Inspire arcana is a mindaffecting ability.

This substitution feature replaces the standard bard's inspire competence class feature.

Superior Suggestion (Sp): A spellscale bard who takes the 6th-level racial substitution level draws on his knowledge of his sorcerous ancestors to enhance his *suggestion* ability. So long as he maintains a number of ranks in Knowledge (arcana) equal to or greater than his bard class level, a spellscale bard gains a +2 bonus on the save DC whenever he uses his *suggestion* bardic music ability.

This substitution feature augments the standard bard's *suggestion* class feature, and it replaces the 2nd-level spell slot gained by a standard bard at 6th level.

From 6th level on, a spellscale bard who takes this substitution level can cast one less 2nd-level spell per day than shown on Table 3-4 (PH 27).

TABLE 6-12: SPELLSCALE BARD RACIAL SUBSTITUTION LEVELS

Level	Base	Fort	Ref	Will	Special	Spellcasting
	Attack Bonus					
1st	+0	+0	+2	+2	Bardic music, draconic bardic knowledge, countersong, <i>fascinate</i> , inspire courage +1	Same as bard
3rd	+2	+1	+3	+3	Inspire arcana	Same as bard
6th	+4	+2	+5	+5	Superior suggestion	One less 2nd-level spell; see text

CLERIC

Dragonblood creatures are naturally inclined toward arcane magic.

Some hear the call of a deity, however, and become clerics instead.

Dragonblood clerics focus on the elemental affinities of their draconic bloodline.

Hit Die: d8.

REQUIREMENTS

To take a dragonblood cleric substitution level, a character must have the dragonblood subtype and be about to take her 1st, 5th, or 9th level of cleric.

CLASS SKILLS

Dragonblood cleric substitution levels have the class skills of the standard cleric class.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are class features of the dragonblood cleric racial substitution levels.

Notes: The following substitution level class features require the dragonblood cleric to select one energy type from among acid, cold, electricity, fire, and sonic.

The energy type must be the same for all these substitution features.

A half-dragon who takes one or more of these substitution levels must choose the energy type that matches her breath weapon (if possible).

If a half-dragon cleric's breath weapon doesn't have an energy type, she can choose any energy type so long as it is the same for all substitution level class features.

A dragonblood cleric who doesn't take the 1st-level racial substitution level can expend turn undead uses in place of turn energy uses if she takes the 5th- or 9th-level racial substitution levels.

Turn Energy (Su): Starting at 1st level, a dragonblood cleric can channel the elemental power of dragons to grant her and her allies protection from energy a number of times per day equal to 3 + her Charisma modifier.

Using this ability is a standard action that does not provoke attacks of opportunity.

The cleric and all allies within 30 feet gain temporary immunity to the specified energy type.

Each protected ally remains immune until the effect protects him from 5 points of energy damage per cleric level, after which the effect is discharged for that ally.

If it is not discharged, the benefit of the effect fades after 1 minute per cleric level.

The cleric can exclude herself and any allies she chooses from the effect.

Turn energy overlaps and does not stack with the effect of the *resist energy* spell.

If a character is warded by both this effect and *resist energy*, this effect absorbs damage until it is discharged.

Turn energy stacks with the effect of the *protection from energy* spell.

This substitution level class feature replaces the standard cleric's turn or rebuke undead class feature.

For a dragonblood cleric, turn energy counts as turn or rebuke undead for the purpose of meeting prerequisites for feats, prestige classes, and so on.

Energy Barrier (Su): A dragonblood cleric who takes the 5th-level racial substitution level can expend one of her turn energy (or turn undead) uses for the day to create a wall of energy.

This ability functions like the benefit of the Exhaled Barrier feat (see page 101), except as noted below.

Any creature passing through the wall takes 1d6 points of energy damage per two cleric levels the dragonblood cleric possesses.

If the cleric creates the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

Either way, a successful Reflex save (DC 10 + 1/2 the cleric's class level + her Con modifier) halves this damage.

This substitution feature replaces the 3rd-level spell slot gained by a standard cleric at 5th level.

From 5th level on, a dragonblood cleric who takes this substitution level can prepare one less 3rd-level spell per day than shown on Table 3-6 (PH 31).

Energy Sustenance (Su): A dragonblood cleric who takes the 9th-level racial substitution level can expend one of her turn energy (or turn undead) uses for the day to gain the benefit of energy sustenance.

The energy type selected for this ability can now heal the cleric.

To use energy sustenance, the cleric expends a turn energy use as an immediate action when she is subjected to an attack that deals energy damage of the specified type.

If she does so, she heals 1 point of damage for every 3 points of damage the attack would otherwise deal.

If the amount of healing would cause the cleric to exceed her full normal hit points, she gains any excess as temporary hit points that last for up to 1 hour.

When a dragonblood cleric uses this ability, she willingly fails any saving throw against the incoming energy effect.

This substitution feature replaces the 5th-level spell slot gained by a standard cleric at 9th level.

From 9th level on, a dragonblood cleric who takes this substitution level can prepare one less 5th-level spell per day than shown on Table 3-6 (PH 31).

TABLE 6-6: DRAGONBLOOD CLERIC RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Turn energy	Same as cleric
5th	+3	+4	+1	+4	Energy barrier	One less 3rd-level spell; see text
9th	+6/+1	+6	+3	+6	Energy sustenance	One less 5th-level spell; see text

FIGHTER

Kobold fighters train to master the use of the spear, the traditional weapon of kobolds. They forego learning how to use some armor in exchange for learning to dodge attacks. Kobold fighters exercise arduously throughout their careers, striving to overcome some of the physical deficiencies they inherit as kobolds.

Hit Die: d10.

REQUIREMENTS

To take a kobold fighter substitution level, a character must be a kobold about to take his 1st, 2nd, or 4th level of fighter.

CLASS SKILLS

Kobold fighter substitution levels have the class skills of the standard fighter class, plus Profession (miner) and Search.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are class features of the kobold fighter racial substitution levels.

Spear Focus (Ex): A 1st-level kobold fighter focuses his combat talents on spear fighting.

He gains a +1 bonus on attack rolls with the following weapons: longspear, shortspear, and spear.

At the DM's option, this bonus might also apply to other spearlike weapons.

This bonus does not stack with the bonus from Weapon Focus, but it is treated as the equivalent of Weapon Focus for qualifying for feats, prestige classes, and anything else that requires that feat.

A kobold fighter who has this ability could take Weapon Specialization (spear) without selecting Weapon Focus (spear) as a separate feat.

This substitution feature replaces the standard fighter's 1st-level bonus feat and medium armor proficiency.

Dodge (Ex): A kobold fighter who takes the 1st-level racial substitution level gains Dodge as a bonus feat.

This substitution feature replaces the standard fighter's heavy armor proficiency.

Constitution Boost (Ex): At 2nd level, a kobold fighter increases his Constitution score by 2 points.

This substitution feature replaces the standard fighter's bonus feat gained at 2nd level.

Strength Boost (Ex): A kobold fighter who takes the 4th-level racial substitution level increases his Strength score by 2 points.

This substitution feature replaces the standard fighter's bonus feat gained at 4th level.

TABLE 6-9: KOBOLD FIGHTER RACIAL SUBSTITUTION LEVELS

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Spear focus, Dodge
2nd	+2	+3	+0	+0	Constitution boost (Con +2)
4th	+4	+4	+1	+1	Strength boost (Str +2)

PALADIN

Lawful good dragonborn often become paladins.

The class is in harmony with their dedicated nature to sanctify themselves through honorable service in the Dragonfall War.

Many of the paladin's abilities make a dragonborn character extraordinarily well suited for fighting the spawn of Tiamat.

Hit Die: d10.

REQUIREMENTS

A dragonborn paladin normally takes substitution levels at 1st level and when she would take her 4th and 5th paladin levels.

However, a paladin who becomes a dragonborn later in her career can choose to retroactively take any or all dragonborn paladin substitution levels as replacements for class levels she has already gained.

CLASS SKILLS

Dragonborn paladin substitution levels have the class skills of the standard paladin class, plus Knowledge (arcana).

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are class features of the dragonborn paladin racial substitution levels.

Detect Dragonblood (Sp): A 1st-level dragonborn paladin can use *detect dragonblood* at will.

This is a divination effect similar to a *detect evil* spell, except that it detects dragonblood creatures of any alignment.

A dragonborn paladin can scan a 60-degree arc each round.

By concentrating for 1 round, she knows if any dragonblood creatures are within the arc; concentrating for 2 rounds reveals the exact number of such creatures; and concentrating for 3 rounds reveals their exact locations.

This ability is the equivalent of a 2nd-level spell.

This substitution feature replaces the standard paladin's *detect evil* class feature.

Bahamut's Blessing (Su): At 4th level, a dragonborn paladin who uses her smite evil ability against evil dragons and dragonbloods gains an additional +2 bonus on the attack roll.

She also deals 1 extra point of damage per two paladin levels.

For example, a 13th-level dragonborn paladin with a 20 Strength and armed with a +2 *longsword* deals 1d8+26 points of damage when using smite evil against an evil dragonblood (+13 from normal smite evil, +6 from Bahamut's blessing, +5 from Str, and +2 from the longsword).

This substitution feature replaces the standard paladin's turn undead ability.

Fearless Special Mount (Sp): A 5th-level dragonborn paladin's special mount is immune to the frightful presence of dragons, in addition to having the standard qualities of a special mount.

This substitution feature replaces the improvement in base attack bonus normally gained by a 5th-level paladin.

From 5th level on, a dragonborn paladin's base attack bonus is 1 lower than that of a standard paladin of her level.

TABLE 6–8: DRAGONBORN PALADIN RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+0	Aura of good, <i>detect dragonblood</i> , smite evil 1/day	Same as paladin
4th	+4	+4	+1	+1	Bahamut's blessing	Same as paladin
5th	+4	+4	+1	+1	Fearless special mount, smite evil 2/day	Same as paladin

RANGER

Kobold rangers are not deterred by their size, forging lifelong relationships with their preferred dire weasel companions, who more than make up for their masters' physical shortcomings.

A kobold ranger is a sentinel for her tribe, riding the fringes of her lands in search of enemies and threats. Nothing slows a kobold ranger in pursuit of prey.

Hit Die: d8.

REQUIREMENTS

To take a kobold ranger substitution level, a character must be a kobold about to take her 1st, 4th, or 7th level of ranger.

CLASS SKILLS

Kobold ranger substitution levels have the class skills of the standard ranger class.

Skill Points at Each Level: 6 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are class features of the kobold ranger racial substitution levels.

Kobold Favored Enemy (Ex): A kobold ranger who takes the 1st-level racial substitution level gains the normal ranger favored enemy bonus on checks and damage rolls, but the skills affected by the bonus are Hide, Listen, Move Silently, Spot, and Survival instead of those given for the standard ranger.

If a kobold ranger selects fey, humanoid (dwarf), or humanoid (gnome) as her favored enemy, she gains a +3 bonus against the chosen creature type instead of the standard +2.

Bonuses against such creatures also increase by 3 every time the kobold ranger gains a new favored enemy, instead of the standard +2 increase.

This substitution feature replaces but is otherwise identical to the standard ranger's favored enemy class feature (PH 47).

Dire Weasel Companion (Ex): A kobold ranger who takes the 4th-level racial substitution level gains a dire weasel animal companion.

This ability functions like the druid's animal companion ability, treating the kobold ranger's effective druid level as half her ranger level, instead of half her ranger level –3. A kobold ranger cannot select from an alternative list of animal companions; she is restricted to choosing a dire weasel as her animal companion.

This substitution feature replaces the standard ranger's animal companion class feature.

A kobold ranger who takes this substitution level gains Track as a bonus feat and the wild empathy ability (PH 47), just as a standard ranger does.

Kobold Ranger Spells: A kobold ranger who takes the 4th-level racial substitution level replaces certain spells on her ranger spell list with kobold alternatives.

For 1st-level ranger spells, *steal size** replaces *entangle*.

A kobold ranger also exchanges the 2nd-level ranger spells *speak with plants* and *spike growth* for *local tremor** and *soften earth and stone*.

She replaces the 3rd-level ranger spells *command plants*, *diminish plants*, *plant growth*, and *tree shape* with *meld into stone*, *spike stones*, *stone shape*, and *stoneskin*.

Stone tell replaces the 4th-level ranger spell *tree stride*.

* New spells described in Chapter 7.

Subterranean Stride (Ex): A kobold ranger who takes the 7th-level racial substitution level can move across dense rubble or natural stone floors at her normal speed, ignoring any effects related to terrain (DMG 60).

However, a rock surface that is enchanted or magically manipulated to impede motion still affects her.

This substitution feature replaces the standard ranger's woodland stride class feature.

TABLE 6–10: KOBOLD RANGER RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+2	+0	Kobold favored enemy, Track, wild empathy	Same as ranger
4th	+4	+4	+4	+1	Dire weasel companion, kobold ranger spells	Same as ranger
7th	+7/+2	+5	+5	+2	Subterranean stride	Same as ranger

ROGUE

Kobold rogues pride themselves on their comprehensive understanding of trap dynamics.

Trapmaking is an art, a passion, and a racial pastime.

Many kobolds dabble in trapmaking, and kobold rogues who do so gain additional insights into dealing with such devices.

Kobold rogues are notoriously cowardly and fragile, however, and greatly prefer stealth and retreat over face-to-face conflict.

Hit Die: d4.

REQUIREMENTS

To take a kobold rogue substitution level, a character must be a kobold about to take her 1st, 3rd, or 8th level of rogue.

CLASS SKILLS

Kobold rogue substitution levels have the class skills of the standard rogue class, plus Knowledge (dungeoneering).

Skill Points at Each Level: 8 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are class features of the kobold rogue racial substitution levels.

Rapid Retreat (Ex): A kobold rogue who takes the 1st-level racial substitution level gains the ability to retreat quickly from dangerous situations.

Any time a kobold rogue with this substitution feature uses the withdraw action, she gains a 5-foot bonus to her speed.

Shrewd Trapfinding (Ex): Starting at 1st level, each time a kobold rogue takes a substitution level, she gains a cumulative +2 competence bonus on Search checks to find traps and on Disable Device checks to disarm traps.

This bonus is lost if the kobold rogue does not have a number of ranks in Craft (trapmaking) equal to or greater than her rogue class level.

This substitution feature alters but does not replace the standard rogue's trapfinding class feature.

Improved Trap Sense (Ex): At 3rd level, a kobold rogue gains an intuitive sense that alerts her to danger from traps. This is the same as the rogue's trap sense class feature, except that the bonus granted on Reflex saves and to AC is +2 instead of +1.

A kobold rogue's trap sense continues to improve at the normal rate (to +3 at 6th level, +4 at 9th, and so on).

This extra bonus is lost, reducing the kobold rogue's trap sense bonus to the normal rogue value if the kobold rogue does not have a number of ranks in Craft (trapmaking) equal to or greater than her rogue class level.

This substitution feature augments the standard rogue's trap sense class feature.

Evasive Skitter (Ex): A kobold rogue who takes the 8th-level racial substitution level gains the ability to move out of the area of dangerous spells and effects.

A kobold rogue who succeeds on a Reflex save against a spell or effect gains the normal benefit for the successful save, and she can choose to move out of the area of the spell or effect.

She must take the shortest path available to her, and she can't move farther than her speed.

If more than one path of equal distance is available, she can choose which path to use.

If no such path is available, the kobold rogue can't use this ability.

This movement provokes attacks of opportunity as normal for movement.

Example: A kobold rogue with a speed of 30 feet is within the area of a *fireball* spell.

She successfully saves against the spell, so she takes no damage from the blast and can move out of the spell's area by the shortest route available.

This substitution feature replaces the standard 8th-level rogue's improved uncanny dodge class feature.

TABLE 6-11: KOBOLD ROGUE RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Rapid retreat, shrewd trapfinding +2, sneak attack +1d6
3rd	+2	+1	+3	+1	Improved trap sense +2, shrewd trapfinding +4, sneak attack +2d6
8th	+6/+1	+2	+6	+2	Evasive skitter, shrewd trapfinding +6

SORCERER

Kobolds, spellscales, and the members of other dragonblood races tap into their innate draconic talents to achieve greater heights of sorcerous power.

Forgoing any pretense of mundane pursuits, a dragonblood sorcerer explores new approaches to casting arcane spells.

Hit Die: d4.

REQUIREMENTS

To take a dragonblood sorcerer substitution level, a character must have the dragonblood subtype and be about to take his 1st, 4th, or 7th level of sorcerer.

CLASS SKILLS

Dragonblood sorcerer substitution levels have the class skills of the standard sorcerer class, minus Craft and Profession, plus Use Magic Device.

In addition, a dragonblood sorcerer who takes the 1st-level racial substitution level gains a class skill from his Draconic Heritage feat.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are class features of the dragonblood sorcerer racial substitution levels.

Arcane Insight (Ex): A 1st-level dragonblood sorcerer's racial talent with magic grants him keen insights into arcane mysteries.

Each time he selects a dragonblood sorcerer substitution level, he gains a cumulative +2 insight bonus on Knowledge (arcana) checks.

Draconic Heritage: A 1st-level dragonblood sorcerer gains Draconic Heritage as a bonus feat.

This substitution feature replaces the standard sorcerer's familiar class feature.

Spell-Like Ability: A dragonblood sorcerer who takes the 4th-level racial substitution level gains the ability to transform a sorcerer spell he knows into a spell-like ability. A spell chosen for this ability can't have a costly material component, an XP cost, or any sort of focus, and it can't be a spell of the highest level the sorcerer can cast.

The chosen spell is removed from the sorcerer's list of spells known, reducing his number of known spells of that level by one, and the sorcerer loses one spell slot of that spell level—as well as one spell slot from the next higher level of spells he is able to cast.

In return for those two spell slots, he gains the ability to use the chosen spell as a spell-like ability three times per day, using his sorcerer level as the caster level.

Each time a dragonblood sorcerer who has this substitution level feature gains access to a new spell level, he can exchange the spell chosen for this ability for a new one.

He returns the previously chosen spell to his list of spells known and regains both lost spell slots.

He then chooses a new spell, subject to the limitations given above.

He loses that spell from his spells known list along with one spell slot of the newly chosen spell's level and a spell slot one level higher than the chosen spell.

Bonus Spells Known: A dragonblood sorcerer who takes the 7th-level racial substitution level adds four spells to his list of known sorcerer spells.

The spells added depend on the dragonblood sorcerer's alignment or draconic heritage. A dragonblood sorcerer who is good-aligned must choose the good list of known spells, and vice versa. One descended from a particular kind of dragon is treated as if he shared that dragon's alignment for the purpose of this substitution feature, regardless of his own alignment. For example, a half-red dragon sorcerer, or a sorcerer with Draconic Heritage (red dragon), is treated as evil-aligned for determining which bonus spells known he gains. Dragonblood sorcerers who are neither good nor evil and have no distinct draconic heritage can choose which set of spells to add.

If a dragonblood sorcerer already knows any of the listed spells, he can pick another spell that a sorcerer would ordinarily have available at that same level.
Evil: 1st—*charm person*; 2nd—*darkness, resist energy*; 3rd—*suggestion*.
Good: 1st—*bless*; 2nd—*fog cloud, resist energy*; 3rd—*fly*.
 The chosen list of spells known replaces the normal additions to the sorcerer's list of spells known (one 1st-level spell, one 2nd-level spell, one 3rd-level spell) gained at 7th level.

TABLE 6-7: DRAGONBLOOD SORCERER RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Arcane insight +2, Draconic Heritage	Same as sorcerer
4th	+2	+1	+1	+4	Arcane insight +4, spell-like ability	See text
7th	+3	+2	+2	+5	Arcane insight +6, bonus spells known	See text

RACES OF THE WILD (3.5)

CLERIC

The raptoran cleric gains extra powers from his dedication to the pact made between his race and the denizens of the Elemental Plane of Air.

While not as combat-oriented as a typical cleric, a raptoran cleric can bring powerful servants of air to do his bidding. Hit Die: d6.

REQUIREMENTS

To take a raptoran cleric substitution level, a character must be a raptoran about to take his 1st, 3rd, or 7th level of cleric. A raptoran cleric must have selected either the Air domain (see page 185 of the *Player's Handbook*) or the Sky domain (see page 174 of this book) to select a raptoran cleric substitution level.

CLASS SKILLS

Raptoran cleric substitution levels grant the same class skills as the standard cleric class.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the raptoran cleric's racial substitution levels.

Air Mastery (Ex): Beginning at 1st level, airborne creatures take a –1 penalty on attack and damage rolls against a raptoran cleric.

This substitution feature replaces the standard cleric's heavy armor proficiency gained at 1st level.

Empathy of the Winds (Ex): A 1st-level raptoran cleric gains a strong bond with air and its denizens.

He learns Auran as a bonus language (in addition to the languages available to him because of his race and the Speak Language skill).

He gains a +4 circumstance bonus on Diplomacy checks made to interact with natives of the Elemental Plane of Air.

If he has the ability to bolster air creatures (such as from the Air domain), he gains a +4 bonus on turning checks made to do so.

Allied air elementals within 60 feet of the cleric gain a +1 morale bonus on attack rolls and damage rolls.

Air Summoning Talent (Ex): Beginning at 3rd level, a raptoran cleric can summon certain creatures of air more easily than other clerics can.

Add the following monsters to the list of creatures that the cleric can summon with the appropriate *summon monster* spell:

Summon monster II: Small air elemental

Summon monster III: Air mephit

Summon monster IV: Medium air elemental

Summon monster V: Large air elemental

Summon monster VI: Huge air elemental

Summon monster VII: Greater air elemental

Summon monster VIII: Elder air elemental

This substitution feature removes all spells with the earth descriptor from the standard cleric's spell list.

If a spell would only have the earth descriptor due to a particular version of the spell (such as a *summon monster* spell used to summon an earth elemental), the spell remains on the cleric's spell list but the version with the earth descriptor cannot be cast.

Open the Wind-Gate (Ex): A 7th-level raptoran cleric can use the *planar ally* spells to call a more powerful air elemental than would normally be allowed.

The cleric can call an 8 HD Large air elemental with *lesser planar ally*, a single 16 HD Huge air elemental (or two 8 HD Large air elementals) with *planar ally*, or a single 24 HD elder air elemental (or multiple Large and/or Huge air elementals totaling 24 HD) with *greater planar ally*.

The costs associated with these spells remain the same.

However, if any of the called air elementals die while in the service of the cleric, the cleric loses access to this ability for seven days and takes a –1 penalty on attack rolls, saves, and checks during that period.

This substitution feature replaces the standard cleric's ability to call creatures other than air elementals with the various *planar ally* spells.

TABLE 6-8: RAPTORAN CLERIC RACIAL SUBSTITUTION LEVELS

HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Air mastery, empathy of the winds, turn or rebuke undead	As standard cleric
3rd	+2	+3	+1	+3	Air summoning talent	As standard cleric
7th	+5	+5	+2	+5	Open the wind-gate	As standard cleric

DRUID

The halfling druid often follows a more pragmatic approach in exploring his link to the natural world.

He gives up some of his innate ability to summon allies, while strengthening his bond with his animal companion (which is commonly used as a mount by the otherwise slow-moving halfling).

His expanded skill selection allows him to serve as a capable scout.

Hit Die: d8.

REQUIREMENTS

To take a halfling druid substitution level, a character must be a halfling about to take his 1st, 5th, or 13th level of druid.

CLASS SKILLS

Halfling druid substitution levels grant the same class skills as the standard druid class, plus Climb, Hide, Jump, and Move Silently.

Skill Points at Each Level: 6 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the halfling druid's racial substitution levels.

Spontaneous Casting: Halfling druids often use their animal companions as mounts, and they have developed a method of enhancing their animal companions' mobility and defenses by channeling their own spell energy.

A halfling druid can channel stored spell energy into specific spells that he hasn't prepared ahead of time.

He can "lose" a prepared spell to cast any spell from the following list of the same level or lower, but he may only target himself or his animal companion with the spell (if it has a target).

For example, a halfling druid who has prepared *call lightning* (a 3rd-level spell) may lose *call lightning* to cast *protection from energy*, *spider climb*, or *jump*, but may only target himself or his animal companion with the spell. (A halfling druid's ability to share spells with his animal companion works normally with these spells).

1st: *jump*

2nd: *spider climb*

3rd: *protection from energy*

4th: *freedom of movement*

5th: *tree stride*

6th: *summon nature's ally VI*

7th: *summon nature's ally VII*

8th: *summon nature's ally VIII*

9th: *summon nature's ally IX*

This substitution feature replaces the standard druid's ability of spontaneous casting.

Enhanced Link (Ex): In addition to the normal benefits gained by the druid's link to his animal companion, a halfling druid gains a +4 circumstance bonus on all Ride checks made in conjunction with his animal companion. He takes no penalty for riding his animal companion without a saddle.

In addition, as long as the halfling druid rides his animal companion, his animal companion shares the druid's woodland stride and trackless step class features (assuming the druid has these class features).

This substitution feature augments, but does not replace, the standard druid's link class feature (described on page 36 of the *Player's Handbook*).

Undersized Wild Shape (Su): A halfling druid's Small size limits his wild shape ability (including his elemental wild shape and any other wild shape options he gains from feats or other special abilities), reducing them by one size category.

However, he can use his wild shape ability one additional time per day (2/day at 5th level, 3/day at 6th, 4/day at 7th, and so forth).

At 5th level, a halfling druid gains the ability to turn himself into any Tiny or Small animal.

He gains wild shape (Medium) at 8th level, wild shape (Diminutive) at 11th level, and wild shape (Large) at 15th level.

At 16th level, he gains the ability to use wild shape to transform into a Tiny, Small, or Medium elemental; he can transform into a Large elemental at 20th level.

This class feature is otherwise identical to the standard druid's wild shape ability.

This substitution feature replaces the standard druid's wild shape ability.

Camouflage (Ex): A halfling druid of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

This substitution feature replaces the standard druid's a thousand faces class feature.

TABLE 6-5: HALFLING DRUID RACIAL SUBSTITUTION LEVELS

HIT DIE: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Animal companion, enhanced link, nature sense, spontaneous casting, wild empathy	As standard druid
5th	+3	+4	+1	+4	Undersized wild shape (2/day)	As standard druid
13th	+9/+4	+8	+4	+8	Camouflage	As standard druid

FIGHTER

The raptoran fighter is a sentinel of the skies, swooping on foes and bringing death from above.

A raptoran fighter gives up some of her versatility and defensive prowess, but gains significant airborne advantages.

Hit Die: d10.

REQUIREMENTS

To take a raptoran fighter substitution level, a character must be a raptoran about to take her 1st, 4th, or 8th level of fighter.

CLASS SKILLS

Raptoran fighter substitution levels grant the same class skills as the standard fighter class.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the raptoran fighter's racial substitution levels.

Encumbered Flight (Ex): A 1st-level raptoran fighter can glide while carrying a medium load.

When the character gains flight after undertaking her Walk of the Four Winds, she can fly while carrying a medium load.

This substitution feature replaces the standard fighter's heavy armor proficiency gained at 1st level.

Airborne Strike (Ex): A 4th-level raptoran fighter gains the ability to use superior positioning to deal extra damage in melee.

Whenever the raptoran is flying and higher than her opponent, she gains a +2 bonus on melee weapon damage rolls.

This substitution feature replaces the standard fighter's bonus feat gained at 4th level.

Fast Flight (Ex): An 8th-level raptoran fighter's glide and fly speeds are 10 feet faster than the norm for her race.

Fast flight is considered a racial bonus to speed, so it stacks with enhancement bonuses from spells and magic items.

This substitution feature replaces the standard fighter's bonus feat gained at 8th level.

TABLE 6-9: RAPTORAN FIGHTER RACIAL SUBSTITUTION LEVELS

HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Encumbered flight, bonus feat
4th	+4	+4	+1	+1	Airborne strike
8th	+8/+3	+6	+2	+2	Fast flight

MONK

Monk seems a counterintuitive selection for the halfling at first glance, since the halfling incurs significant penalties to her ability to deal damage in melee because of her Small size.

A halfling monk, however, can learn to focus on mobility and eventually even neutralize some of the larger creatures' advantages over her.

Hit Die: d6.

REQUIREMENTS

To take a halfling monk substitution level, a character must be a halfling about to take her 1st, 2nd, or 7th level of monk.

A halfling monk who selects any racial substitution level for her monk class can freely multiclass between the monk and rogue classes.

CLASS SKILLS

Halfling monk substitution levels grant the same class skills as the standard monk class.

Skill Points at Each Level: 6 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the halfling monk's racial substitution levels.

Skirmish (Ex): A halfling monk relies on mobility to deal extra damage and improve her defense.

At 1st level, a halfling monk deals an extra 1d6 points of damage on all attacks during any round in which she moves at least 10 feet.

The extra damage applies only to attacks made with unarmed strikes or special monk weapons (that is, the weapons a normal monk can use as part of a flurry of blows; see page 40 of the *Player's Handbook*), and only on attacks taken during the monk's turn.

This bonus increases to an extra 2d6 points of damage at 11th level.

The extra damage only applies against a living creature with a discernible anatomy.

Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage.

The monk must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Halfling monks can apply this additional damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 5th level, the monk also gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet.

The bonus applies as soon as the monk has moved 10 feet, and lasts until the start of her next turn.

This bonus improves to +2 at 15th level.

The monk loses this ability when wearing armor or when carrying a medium or heavy load.

This substitution feature replaces the standard monk's flurry of blows ability.

A halfling monk who selects this substitution level gains no benefit from any feature that improves or augments the flurry of blows class feature (such as the 11th-level monk's greater flurry ability).

Bonus Feat: At 2nd level, a halfling monk gains Weapon Finesse as a bonus feat.

This substitution feature replaces the standard monk's bonus feat gained at 2nd level.

Size Matters Not (Ex): At 7th level, a halfling monk learns to neutralize some of the natural advantage gained by particularly large opponents.

A halfling monk with Improved Grapple gains a +4 bonus on grapple checks made against opponents at least two size categories larger than herself.

This is in addition to the +4 bonus granted by the feat.

A halfling monk with Stunning Fist gains a +4 bonus on her stunning fist DC for stunning attacks made against opponents at least two size categories larger than herself.

This substitution feature replaces the standard monk's wholeness of body ability gained at 7th level.

TABLE 6-6: HALFLING MONK RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	AC Bonus	Unarmored Speed Bonus
1st	+0	+2	+2	+2	Bonus feat, skirmish, unarmed strike	1d4	+0	+0 ft.
2nd	+1	+3	+3	+3	Weapon Finesse, evasion	1d4	+0	+0 ft.
7th	+5	+5	+5	+5	Size matters not	1d6	+1	+20 ft.

HIT DIE: D6

PALADIN

Though elves typically tend toward chaos and freedom over law and order, an elf paladin can become a beacon of righteousness.

He gives up some of his single-minded dedication in exchange for abilities that work well with his racial aptitudes.

Hit Die: d10.

REQUIREMENTS

To take an elf paladin substitution level, a character must be an elf about to take his 1st, 3rd, or 5th level of paladin.

CLASS SKILLS

Elf paladin substitution levels grant the same class skills as the standard paladin class, plus Survival.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the elf paladin's racial substitution levels.

Ranged Smite Evil (Su): An elf paladin can only deliver his smite evil attacks with a longbow (or composite longbow) or shortbow (or composite shortbow).

The target must be within 30 feet for the paladin to use this ability.

This ability otherwise functions identically to the normal smite evil class feature described on page 44 of the *Player's Handbook*.

This substitution feature replaces the standard paladin's class feature of smite evil.

At each level at which the paladin would normally gain an additional daily use of smite evil, the elf paladin instead gains a daily use of ranged smite evil.

Aura of Freedom (Su): A 3rd-level elf paladin radiates an aura that helps his allies resist effects that would influence their minds.

Each ally within 10 feet of him gains a +4 morale bonus on saving throws against enchantment effects.

This ability functions while the paladin is conscious, but not if he is unconscious or dead.

This substitution feature replaces the standard paladin's ability of aura of courage.

Unicorn Mount (Sp): A 5th-level elf paladin gains the service of a unicorn to serve him in his crusade against evil. This ability is identical to the paladin's special mount class feature, except that the paladin is treated as six levels lower than normal for the purpose of determining the mount's bonus HD, natural armor adjustment, and Strength adjustment (but not other special abilities).

The unicorn serves as a loyal steed regardless of the paladin's gender.

For example, an elf paladin's unicorn mount doesn't gain the adjusted statistics of a 5th-level paladin's mount (+2 HD, +4 natural armor adjustment, and +1 Strength adjustment—see page 45 of the *Player's Handbook*) until the paladin is 11th level.

It gains the other special abilities of a paladin's mount at the normal levels (empathic link, improved evasion, share spells, and share saving throws at 5th level, improved speed at 8th level, *command* at 11th level, and spell resistance at 15th level).

The unicorn mount may only use its *command* ability on horses, ponies, donkeys, and mules.

This substitution feature replaces the standard paladin's class feature of special mount.

TABLE 6-2: ELF PALADIN RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Aura of good, detect evil, ranged smite evil 1/day	—
3rd	+3	+3	+1	+1	Aura of freedom, divine health	—
5th	+5	+4	+1	+1	Ranged smite evil 2/day, unicorn mount	As standard paladin

HIT DIE: D10

RANGER

The elf ranger combines sylvan grace with deadly skill, moving effortlessly through the wilds in search of his prey. He isn't quite as tough as a typical ranger but enjoys extra bonuses against his race's favored enemies and can befriend a powerful elven hound.

Hit Die: d6.

REQUIREMENTS

To take an elf ranger substitution level, a character must be an elf about to take his 1st, 4th, or 10th level of ranger.

CLASS SKILLS

Elf ranger substitution levels grant the same class skills as the standard ranger class, plus Balance.

Skill Points at Each Level: 8 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the elf ranger's racial substitution levels.

Elf Favored Enemy (Ex): An elf ranger's favored enemy ability grants him a +2 bonus on Hide, Listen, Move Silently, Spot, and Survival checks used against creatures of the chosen type, and a +2 bonus on weapon damage rolls against such creatures.

If the elf ranger chooses humanoid (orc), undead, or "servants of Lolth" as his favored enemy, these bonuses rise to +3.

"Servants of Lolth" includes drow, monstrous spiders of all sizes, and driders; this is an addition to the normal list of options for a ranger's favored enemy found on page 47 of the *Player's Handbook*.

This substitution feature replaces the standard ranger's 1st-level favored enemy class feature.

This substitution feature also affects the elf ranger's later improvements to his favored enemy ability.

Each time an elf ranger gains a new favored enemy, he can increase the bonus for one favored enemy by 2, or by 3 if he

chooses to increase his bonus against orcs, undead, or the servants of Lolth.

Elven Hound Companion (Ex): A 4th-level elf ranger can select an elven hound (see page 189) as his animal companion, even though the creature is a magical beast. For the purpose of any of the ranger's spells that affect animals, as well as his use of Handle Animal or wild empathy on the companion, the elven hound is treated as an animal.

Strongheart Slayer (Ex): A 10th-level elf ranger gains a +4 morale bonus on Will saves against the spells and spell-like abilities of drow and driders, and a +4 morale bonus on Fortitude saves against the poison of monstrous spiders. This substitution feature replaces the standard ranger's 10th-level third favored enemy class feature, as well as the additional +2 (or +3) bonus against an existing favored enemy.

The elf ranger instead gains his third favored enemy at 15th level.

TABLE 6-3: ELF RANGER RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+2	+0	Elf favored enemy, Track, wild empathy	—
4th	+4	+4	+4	+1	Elven hound companion	As standard ranger
10th	+10/+5	+7	+7	+3	Strongheart slayer	As standard ranger

HIT DIE: d6

ROGUE

A halfling takes to life as a rogue as if born to it—a claim with which many other races would readily agree.

A halfling rogue gives up some of her prowess in melee combat in exchange for increased talent with thrown weapons and an extra touch of halfling luck.

Hit Die: d6.

REQUIREMENTS

To take a halfling rogue substitution level, a character must be a halfling about to take her 1st, 3rd, or 10th level of rogue.

CLASS SKILLS

Halfling rogue substitution levels grant the same class skills as the standard rogue class.

Skill Points at Each Level: 8 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the halfling rogue's racial substitution levels.

Ranged Sneak Attack (Ex): A halfling rogue is particularly talented at delivering sneak attacks with slings and thrown weapons.

Whenever a halfling rogue delivers a ranged sneak attack with a thrown weapon or sling, she deals an extra 1d6 points of damage.

However, her melee sneak attack damage is reduced by 1d6 (0 points of damage at 1st level, an extra 1d6 points at 3rd

level, an extra 2d6 points at 5th level, and so forth, to a maximum of an extra 9d6 points at 19th level).

This ability doesn't give the halfling rogue the ability to deal sneak attack damage to creatures she otherwise couldn't affect (whether due to their anatomy, concealment, range, or any other reason).

This substitution feature augments, but does not replace, the standard rogue's sneak attack ability.

Thief's Luck (Ex): At 3rd level, a halfling rogue gains a second chance against certain dangers.

She can reroll any Reflex save she has just rolled.

If she chooses to use this ability (which must be decided before the result of the original save is known), she must abide by the second roll.

She may use this ability once per day at 3rd level and one additional time per day for every three levels gained thereafter.

She can't use this ability more than once per round.

This substitution feature replaces the standard rogue's ability of trap sense.

A halfling rogue with this substitution feature never gains trap sense from rogue levels.

Sniping Mastery (Ex): A halfling rogue who has hidden at least 10 feet away from her target can make one or more ranged attacks, then immediately hide again as a free action.

She takes only a -10 penalty on her Hide check to do so (rather than the normal -20; see page 76 of the *Player's Handbook*).

This substitution feature replaces the standard rogue's special ability gained at 10th level.

TABLE 6-7: HALFLING ROGUE RACIAL SUBSTITUTION LEVELS

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Ranged sneak attack +1d6, melee sneak attack +0, trapfinding
3rd	+2	+1	+3	+1	Ranged sneak attack +2d6, melee sneak attack +1d6, thief's luck
10th	+7/+2	+3	+7	+3	Sniping mastery

SORCERER

The raptoran sorcerer has an almost instinctive command of the magical forces required to manipulate the air beneath his wings.

He loses some versatility in spellcasting but gains the ability to cast additional air-based spells and even the service of an elemental familiar.

Hit Die: d4.

REQUIREMENTS

To take a raptoran sorcerer substitution level, a character must be a raptoran about to take his 1st, 5th, or 11th level of sorcerer.

CLASS SKILLS

Raptoran sorcerer substitution levels grant the same class skills as the standard sorcerer class.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the raptoran sorcerer's racial substitution levels.

Air Magic: The following spells are considered to be on a raptoran sorcerer's class spell list (and thus may be selected as known spells at the appropriate levels):

4th level: *air walk*

5th level: *control winds*

7th level: *wind walk*

8th level: *whirlwind*

A raptoran sorcerer gains this class feature if he selects any of the indicated raptoran sorcerer substitution levels (1st, 5th, or 11th).

Elemental Familiar (Ex): A 1st-level raptoran sorcerer can obtain a Small air elemental as a familiar.

The elemental's hit points are equal to its normal hit points or one half its master's hit points, whichever are greater. The elemental familiar does not gain the ability to speak with animals.

This familiar otherwise functions identically to the standard sorcerer's familiar ability.

This substitution feature replaces the standard sorcerer's familiar ability gained at 1st level.

Command the Winds: A 5th-level raptoran sorcerer adds *gust of wind*, *whispering wind*, and *wind wall* to his list of spells known.

Wind wall is henceforth treated as a 2nd-level spell for the raptoran sorcerer.

This substitution feature replaces the standard sorcerer's ability to learn a new 2nd-level spell at 5th level.

From this point on, the raptoran sorcerer's number of 2nd-level spells known (not including the *gust of wind*, *whispering wind*, and *wind wall* spells) is one less than the value shown on Table 3-17, page 54 of the *Player's Handbook*.

Spell on the Wing (Ex): When airborne and casting a spell with a casting time of 1 standard action or less, a raptoran sorcerer of 11th level or higher can move both before and after spellcasting, provided that his total distance moved is not greater than his speed.

This substitution feature replaces the standard sorcerer's ability to learn a new 5th-level spell at 11th level.

From this point on, the raptoran sorcerer's number of 5th-level spells known is one less than the value shown on Table 3-17, page 54 of the *Player's Handbook*.

TABLE 6-10: RAPTORAN SORCERER RACIAL SUBSTITUTION LEVELS

HIT DIE: D4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Air magic, elemental familiar	As standard sorcerer
5th	+2	+1	+1	+4	Air magic, command the winds	As standard sorcerer
11th	+5	+3	+3	+7	Air magic, spell on the wing	As standard sorcerer

WIZARD

Elves are naturally enthralled by the study of magic, and many of history's most famous wizards were elves.

Elf wizards typically prefer a general approach to magic, recognizing the value in versatility.

Hit Die: d4.

REQUIREMENTS

To take an elf wizard substitution level, a character must be an elf about to take her 1st, 3rd, or 5th level of wizard.

CLASS SKILLS

Elf wizard substitution levels grant the same class skills as the standard wizard class, plus Search.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

CLASS FEATURES

All the following are features of the elf wizard's racial substitution levels.

Generalist Wizardry: A 1st-level elf wizard begins play with one extra 1st-level spell in her spellbook.

At each new wizard level, she gains one extra spell of any spell level that she can cast.

This represents the additional elven insight and experience with arcane magic.

The elf wizard may also prepare one additional spell of her highest spell level each day.

Unlike the specialist wizard ability, this spell may be of any school.

This substitution feature replaces the standard wizard's ability to specialize in a school of magic.

Natural Link (Su): At 3rd level, an elf wizard's link to her familiar strengthens.

The bonus on skill checks, saves, or hit points granted by the familiar doubles.

For example, the cat familiar of an elf wizard grants a +6 bonus on Move Silently checks (rather than +3), a weasel familiar grants a +4 bonus on Reflex saves (rather than +2), and a toad familiar grants +6 hit points (rather than +3). This increase only applies when the familiar is within arm's reach of the wizard; when the creature is farther away than that, the normal bonus applies (unless the familiar is more than one mile away, in which case no bonus applies, as described on page 52 in the *Player's Handbook*).

This substitution feature replaces the standard wizard familiar's ability to deliver touch spells (normally gained by

the familiar of a 3rd-level wizard) and the familiar's ability to speak with animals of its kind (normally gained by the familiar of a 7th-level wizard).

If the wizard's familiar already has either of these abilities (for instance, if the character is a multiclass sorcerer/wizard), it loses those abilities when the wizard selects this substitution level.

Bonus Feat: At 5th level, an elf wizard gains a bonus feat, chosen from the following list: Defensive Archery, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, or Weapon Focus (longbow/composite longbow or shortbow/composite shortbow only).

The wizard must still meet all prerequisites for a bonus feat. This substitution feature replaces the standard wizard's bonus feat gained at 5th level.

TABLE 6-4: ELF WIZARD RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Generalist wizardry, summon familiar, Scribe Scroll	As standard wizard
3rd	+1	+1	+1	+3	Natural link	As standard wizard
5th	+2	+1	+1	+4	Bonus feat	As standard wizard

HIT DIE: D4

SANDSTORM (3.5)

BARBARIAN

Barbarians are common in the waste, where survival often comes down to having a few basic skills and the ability to outrun or outfight predators.

In very few waste locales is any kind of law enforced—aside from tribal codes and customs—so barbarians are perfectly at home.

This variant barbarian gains all the class features of the standard barbarian, except as noted below.

Wastelands Trap Sense (Su): At 3rd level, a waste barbarian adds the bonus from his trap sense class feature to Reflex saves made against natural hazards of the wastes, as well as to his Armor Class against attacks made by natural hazards. Hazards of the wastes include dangers such as lava pools, slipsand, softsand, and other terrain features (see Chapter 1).

This ability replaces the benefits a standard barbarian receives from having trap sense.

Bonus Feat: A 5th-level waste barbarian gains a bonus feat, which must be drawn from the following list: Blazing Berserker†, Endurance, Great Fortitude, Heat Endurance†, Improved Heat Endurance†, Judged by Aurifar†, Sand skimmer†, Scorpion's Resolve†, and Self-Sufficient.

A wasteland barbarian must meet all the prerequisites for a bonus feat in order to select it.

This ability replaces the standard barbarian's improved uncanny dodge ability.

† New feat described later in this chapter.

Wastelands Damage Reduction (Su): A waste barbarian toughens his body against injuries dealt by the rigors of the wastes.

At 8th level, a wasteland barbarian gains damage reduction 1/— against wasteland creatures and hazards.

This benefit stacks with the barbarian's normal damage reduction.

This benefit replaces the standard barbarian's third daily use of the rage ability gained at 8th level.

From this point forward, the waste barbarian can rage one less time per day than indicated on Table 3-3: The Barbarian, page 25 of the *Player's Handbook*.

CLERIC

Clerics are a necessity in waste societies, both because of their healing magic and their ability to protect large groups from the environment with spells such as *control weather*, *create water*, *endure elements*, *heroes' feast*, and *resist energy*.

A number of deities hold sway over the waste, and their interests sometimes overlap or compete with those of more widely worshiped deities who share their domains (such as Sun or Fire).

Deities who oversee precious resources, and those responsible for the harmful aspects of the desert climate, receive special reverence.

Table 2-5 provides a list of deities with a connection to the waste, along with their alignments, domains, and favored weapons.

TABLE 2-5: DEITIES OF THE WASTELAND

Deity	Alignment	Domains	Favored Weapon
Al-Ishtus	NE	Animal, Death, Destruction, Evil, War	Whip
Aurifar	N	Fire, Luck, Summer [†] , Sun, Travel	Heavy spiked shield
Azul	LE	Evil, Law, Plant, Thirst [†] , Water	Whip
Haku	CG	Air, Chaos, Good, Protection, Travel	Scimitar
Joramy	NG	Destruction, Fire, War	Quarterstaff
Kikanuti	NG	Earth, Good, Magic, Protection, Plant, Summer [†]	Clay pot (mace)
Set	CE	Air, Chaos, Destruction, Evil, Strength	Spear
Solanil	NG	Animal, Good, Healing, Protection, Summer [†] , Travel, Water	Quarterstaff
Tem-Et-Nu	LN	Knowledge, Magic, Nobility [†] , Travel, War	Kama
Zoser	CN	Air, Chaos, Destruction, Sand [†] , Summer [†]	Spiked chain

† New domain described in Chapter 5.

The table isn't intended to be a desert pantheon, but it is a survey of possible desert deities. You should ask your DM which deities are available for your character.

DEITIES OF THE WASTE

Just as the waste is harsh and unforgiving, so too are many of its deities—though a few can be helpful and even generous.

Al-Ishtus claims dominion over desert-dwelling vermin, such as the scorpion, and monstrous humanoid raiders and marauders of the waste.

His followers make offerings of bloody gems and jewelry to appease him.

His symbol is a scorpion with its tail raised to strike, and his clerics often dip the point of their holy symbol's tail in scorpion venom for use against unsuspecting opponents. Venom plays a major part in the worship of Al-Ishtus.

In fact, disputes between members of his cult are frequently solved by having each one stung repeatedly by a scorpion until one or the other dies.

The survivor is declared the winner of the dispute.

Al-Ishtus appears either as an old man in vermin-infested rags or as a scorpion ranging from Tiny to Colossal size.

Aurifar, the Caliph of the Sky, is the deity of the midday sun who deigns to let lesser deities bear his litter to his throne each morning, then back to his resting place each evening.

Stern, unyielding Aurifar rules the skies during the hottest part of the day, passing judgment on all in his sight, deciding who lives or dies.

Typically worshiped by fire giants, efreet, and other fire creatures, Aurifar appears as a glowing ball of light and unbearable heat.

He can also take the form of a mute giant who carries this ball of light and heat (from which his divine voice speaks).

His symbol is a golden disc polished to a mirrorlike sheen. Aurifar and his servants are implacable enemies of the undead.

Azul is worshiped among the people of the waste as a deity of rain.

Waste-dwellers seek Azul's favor so that they have enough water.

Azul's typical worshipers are druids, peasants, and travelers setting out across the burning lands.

His symbol is a jagged red line enclosing drops of water, and he appears as a plump, smiling youth with scrubbed cheeks wearing a simple, white gown.

A pool, often formed from a natural spring, always rests at the heart of a temple dedicated to Azul, and priests and soldiers fiercely guard this holy of holies.

Azul demands blood sacrifice in return for his blessings, and angering him always brings terrible drought.

Thus, each spring, the priests drown someone to satisfy the deity, while a small sacrificial animal is typically offered before a caravan departs for the waste.

Azul's most fanatical followers belong to the fierce desert nomads, who fall upon unwary travelers, taking slaves to sacrifice or use as labor for building more temples.

Haku, known as Master of the Desert Wind, is the patron of waste nomads.

He represents the free spirit of the wanderer, as well as the wild nature of the desert whirlwinds.

His worshipers include rangers, travelers, and beings of the air.

Haku's symbol is a stylized gust of wind.

He appears as a nomadic human with a noble, haughty manner, dressed in flowing robes and headgear and carrying a bright scimitar.

Many waste adventurers are followers of Haku, and caravan leaders pay him homage for his power over travel.

Joramy embodies the fury and beauty of volcanoes.

She is not only passionate and a lover of argument for argument's sake, but also good-natured and the champion of those devoted to a cause.

Her holy symbol is a volcano.

Her worshipers are often revolutionaries and charismatic leaders.

Joramy is one of the deities of the GREYHAWK setting and is detailed further in the *Living Greyhawk Gazetteer*.

Kikanuti is the principal deity of the bhukas, who revere her as the source of all life and their protector in the time before the Emergence.

The great cavern below the earth, from which the bhukas claim they and all other people first emerged, is thought of as her womb, and the Upper World is her hearth, where she warms and nurtures her children.

Her symbol is a tall clay pot painted with a stylized bird. She appears in many forms, embodied in the ritual masks worn by bhuka dancers, but most commonly as a bhuka woman with braids of corn ears, wearing a brightly painted tunic.

She is cordial with Haku, who embodies some aspects of the migration that scattered her children across the waste. Maglubiyet, the patron deity of brutal goblinoids, is her sworn enemy.

She considers him an enslaver of his people, keeping them beneath the earth and blind to the full joy of living.

For his part, Maglubiyet wishes to seize Kikanuti's power over the fertility of the earth and extend his dominion.

Goblinoid tribes in the mountains bordering waste areas often raid bhuka territory, forcing those people to retreat into ever more inaccessible terrain.

Set is a jealous and evil deity.

A being of pure chaos and evil, Set appears as a powerful man with a bestial head resembling a donkey, with a curved snout and upright, square-tipped ears.

He also has a long, forked tail.

He sometimes appears in animal form as a hunting dog, a hippopotamus, or a wild boar.

His symbol is a coiled cobra.

Set opposes everything the good deities of the waste represent.

Power hungry and bitter at his lack of recognition by most waste-dwellers, Set instructs his followers to bide their time.

Most lurk in hidden temples, plotting mischief against any waste-dweller that catches their eye.

Followers of Set frequently try to cause pain and anguish for other temples, or any settlements with a strong religious foundation.

Solanil is the deity responsible for the existence of oases. She protects those who survive the rigors of the wastes by journeying from oasis to oasis, and her worshipers propitiate her by burying the seeds of fruit-bearing plants and trees in her oases.

Druids and rangers pay homage to Solanil, as do groups of monks and most janni.

Her symbol is a pool of water at the base of a date tree.

When she shows herself to mortals, she appears as a beautiful woman of middle years with a warm smile and either a basket of fresh fruit or a jug of cool water.

Her most devout worshipers make pilgrimages across the waste, ensuring that those who enjoy her hospitality are not squandering her gifts by taking more than they can use.

Although they are generally a peaceful lot, clerics of Solanil have been known to stir up the people who rely on her oases to punish those who misuse such gifts.

Tem-Et-Nu, the deity of rivers, is the primary matron of the pantheon of the plains folk.

She is the bringer of life (in the form of water) and the provider of wealth (the commerce that shipping brings), as well as the means to victory (by carrying the armies of the plains folk swiftly into battle).

Sorcerers and wizards of the plains folk revere her for her amazing intellect, and bards tell of her beauty and nobility.

She is always depicted as a shapely woman with the head of a hippopotamus (her sacred animal).

Tem-Et-Nu is a demanding deity, and those attacked by hippopotami are said to have incurred her wrath.

Many such survivors take up roles of service in one of Tem-Et-Nu's temples, repaying the debt of a life spared.

Zoser is an unpredictable being whose heart rejoices in the wild dance of desert whirlwinds.

Although he is not evil, he is heedless of the devastation his storms wreak.

Dervishes (see the *Complete Warrior* supplement) are his most devoted followers, imitating his capricious might in their deadly battle dances.

Travelers in the waste also pay homage to Zoser in hopes that he pass them by.

His symbol is a stylized drawing of a tornado.

He most often appears as a towering whirlwind, dark with dust, in whose depths a vague humanoid outline can be seen.

Sometimes he instead takes the form of a lone traveler, cloaked in sand-colored robes that flutter around him even when the air is calm.

Temples to Zoser take the form of tall spires, usually natural pinnacles or buttes, with an open-air altar at the very tip.

Priests scatter incense and colored dust on the wind while worshipers chant songs of praise and dance frenziedly—it is not uncommon for an overenthusiastic worshiper to fall from a spire.

Zoser and Haku share many of the same aspects, but their relationship is cool.

DESERT PANTHEONS

If you want an Egyptian-themed campaign, consider the following pantheon, adapted from *Deities and Demigods*.

TABLE 2-6: EGYPTIAN DEITIES

Deity	Alignment	Domains	Favored Weapon
Re-Horakhty	LG	Good, Law, Sun, War	Khopesh
Anubis	LN	Law, Magic, Repose [†]	Mace
Apep	NE	Evil, Fire, Sand [†]	Heavy pick
Bast	CG	Chaos, Destruction, Protection, Strength, War	Spiked gauntlet
Hathor	NG	Protection, Good, Luck	Longsword
Imhotep	NG	Earth, Healing, Knowledge, Rune [†]	Quarterstaff
Isis	NG	Good, Magic, Protection, Water	Quarterstaff
Nephthys	CG	Chaos, Good, Protection, Repose [†]	Mace
Osiris	LG	Air, Earth, Good, Law, Plant, Repose [†]	Light flail
Ptah	LN	Knowledge, Law, Travel	Mace
Set	CE	Air, Chaos, Destruction, Evil, Strength	Spear
Sobek	LE	Animal, Evil, Water	Shortspear
Thoth	N	Knowledge, Magic, Rune [†]	Quarterstaff

[†] New domain described in Chapter 5.

The following Babylonian-inspired deities might also be useful in a desert campaign.

TABLE 2-7: BABYLONIAN DEITIES

Deity	Alignment	Domains	Favored Weapon
Anu	LN	Air, Knowledge, Law, Protection	Mace
Anshar	NE	Evil, Magic, Trickery	Dagger
Dahak	CE	Chaos, Death, Evil	Scimitar
Druaga	LE	Evil, Law, Trickery	Mace
Enlil	NG	Good, Luck, War	Heavy pick
Enki	LN	Earth, Magic, Water	Mace
Gilgamesh	NG	Good, Strength, Travel, War	Mace
Girru	LG	Fire, Good, Law, Magic	Morningstar
Ishtar	N	Magic, Strength, Summer†, War	Light flail
Ki	N	Animal, Luck, Plant	Quarterstaff
Marduk	LN	Air, Law, Protection	Net
Nanna-Sin	CG	Chaos, Luck, Good	Battleaxe
Nergal	NE	Death, Earth, Evil	Longsword
Utu	CG	Chaos, Fire, Good, Sun	Scimitar

† New domain described in Chapter 5.

DRUID

Druids are common in the waste, experts at living in harmony with that harsh environment. Some druids seek to help their people survive and prosper through careful use of the waste's resources, while others

WASTELAND ANIMAL COMPANIONS

Any of the following animals are appropriate for a wasteland druid to select as an animal companion at 1st level: bat, camel, chuckwalla (treat as lizard), coyote (treat as dog), donkey, hawk, horned lizard (see page 194), hyena, moon owl (treat as owl), serval (see page 194), snake (Tiny or Small viper), tressym (from the *FORGOTTEN REALMS Campaign Setting*), or vulture (see page 195). Druids of sufficiently high level can also choose the following animal companions, applying the indicated adjustment to the druid's level (in parentheses) to determine the companion's characteristics and special features.

4th level or Higher (Level -3)

Crocodile*
Dire bat
Lizard, monitor
Peccary (treat as boar)
Puma (treat as leopard)
Snake, Large viper
Dire toad* (*Monster Manual II*)

7th Level or Higher (Level -6)

Crocodile, giant*
Deinonychus (dinosaur)
Dire hawk (*Monster Manual II*)

specialize in turning the already inhospitable climate against intruders.

Wasteland druids select their animal companions from among those mentioned in the Wasteland Animal Companions sidebar.

This variant druid gains all the class features of the standard druid, except as noted below.

Sandskimmer: At 2nd level, a wasteland druid gains Sand skimmer as a bonus feat.

This benefit replaces the standard druid's woodland stride class feature.

Heat Endurance: At 4th level, a wasteland druid gains Heat Endurance (see page 50) as a bonus feat.

If she already has Heat Endurance, the druid gains Improved Heat Endurance instead and need not meet the prerequisites for that feat.

This benefit replaces the standard druid's resist nature's lure class feature.

Wild Shape (Waste Vermin) (Su): Beginning at 10th level, a wasteland druid can use her wild shape ability to assume the form of a Small to Large vermin found in the waste environment, such as a brine swimmer (see page 195), giant ant lion (see page 196), giant termite (see page 197), monstrous scorpion, or monstrous spider.

This ability otherwise follows all the rules for wild shape found on page 36 of the *Player's Handbook*, and the druid can assume additional larger sizes of vermin as her level increases.

This benefit replaces the standard druid's increase fourth daily use of the wild shape ability gained at 10th level.

From this point forward, the waste druid can use wild shape one less time per day than indicated on Table 3-8: The Druid, page 35 of the *Player's Handbook*.

Dire peccary (treat as dire boar)
Protoceratops (dinosaur)†
Rhinoceros
Snake, Huge viper

10th Level or Higher (Level -9)

Dire puma†
Dire snake (*Monster Manual II*)
Dire tortoise†
Dire vulture†
Hippopotamus††

13th Level or Higher (level -12)

Diprotodon†
Elephant
Giant banded lizard†

16th Level or Higher (level -15)

Dire elephant (*Monster Manual II*)
Roc
Dire rhinoceros (*Fiend Folio*)
Triceratops (dinosaur)

† New creature described in Chapter 6.

* Available only in an aquatic environment, such as a river.

PALADIN

Even the waste has need of heroes pledged steadfastly to a holy creed.

Paladins native to the waste may choose to use a diprotodon (see page 148) or a war camel (see page 193) as a special mount.

RANGER

Rangers of the waste are fierce protectors of their homeland.

They are masters of desert camouflage and have adapted weaponry and tactics that mimic those of creatures that share their environment.

Desert nomads are most likely to produce rangers, with a wandering lifestyle that prepares them well for the role. Wasteland rangers select their animal companions from among those mentioned in the Wasteland Animal Companions sidebar.

This variant ranger gains all the normal class features of the ranger, with the changes below.

Heat Endurance: At 3rd level, a wasteland ranger gains Heat Endurance (see page 50) as a bonus feat.

If he already has Heat Endurance, the ranger gains Improved Heat Endurance instead and need not meet the prerequisites for that feat.

This benefit replaces the standard ranger's Endurance bonus feat.

Sandskimmer: At 7th level, a wasteland ranger gains Sandskimmer as a bonus feat.

This benefit replaces the standard ranger's woodland stride class feature.

Waste Hunter (Ex): At 10th level, a wasteland ranger chooses a specific kind of favored enemy native to the waste from among the types or subtypes he has already chosen.

UNIQUE SPELLS

The bard, paladin, and ranger spell lists in the *Player's Handbook* (as well as similar lists in other books) contain a number of spells that don't appear on other classes' spell lists. In general, any character who enters one of these prestige classes should gain access to spells unique to that class's spell list from the

MULTICLASSING AND VARIANT CLASSES

Multiclassing between variants of the same class is a tricky subject, and the DM has to make rulings based on what is appropriate for his campaign. In cases where a single class offers a variety of paths (such as the totem barbarian or the monk fighting styles), the easiest solution is simply to bar multiclassing between different versions of the same class (just as a character can't multiclass between different versions of specialist wizards). For variants that are wholly separate from the character class—such as the bardic sage or the urban ranger—multiclassing, even into multiple variants of the same class, is probably okay. Identical class features should stack if gained

(For example, he could choose dunewinders if he has magical beasts as a favored enemy).

He gains an additional +2 bonus on weapon damage rolls, and on Bluff, Listen, Sense Motive, Spot, and Survival checks against creatures of this kind.

In addition, the ranger gains a +2 bonus on saves against the chosen creature's special abilities and damage reduction 2/— against its physical attacks.

This benefit replaces the new favored enemy gained at 10th level by a standard ranger, but the waste ranger's bonuses against previously selected favored enemies increase as if he had gained a new favored enemy.

SORCERER

Sorcerers of the waste often fulfill the role of shamans among the more savage people.

Many have the blood of brass dragons in their veins, giving them bronze complexions and blazing eyes.

Familiar: Sorcerers in waste regions can summon different familiars than those in more temperate climates.

In addition to the familiars described in the *Player's Handbook*, a waste sorcerer can summon a horned lizard (see page 194) as a familiar.

A horned lizard familiar gives its master a +2 bonus on Will saves.

WIZARD

Wizards of the waste usually specialize in fire magic, and many have either the Searing Spell metamagic feat or the Drift Magic feat (both described in the next section).

Wizards are usually found only among literate people.

Familiar: As described for the sorcerer class, wizards in the waste can select the horned lizard as a familiar.

UNEARTHED ARCANA (3.5)

Player's Handbook, at the same levels indicated for the standard class. At the DM's discretion, spells unique to that class's spell list found in other books may also be available, but on a case-by-case basis. The DM may require such spells to be researched or learned specifically by the character, rather than simply making them freely available.

from multiple versions of the same class (except for spellcasting, which is always separate).

In any case, only the first version of a favored class is treated as favored; a halfling rogue/wizard who later begins gaining levels in the wilderness rogue variant class can't treat both the rogue and wilderness rogue classes as favored, only the class gained first (in this case, rogue). Under no circumstances does spellcasting ability from multiple classes (even variants of the same class) stack. A character with levels of bard and levels of bardic sage has two separate caster levels and two separate sets of spells per day, even though the classes are very similar.

HOUSE RULE: SPONTANEOUS DOMAIN CASTING

Rather than allowing a cleric to prepare one spell each day from either of his domains, allow the cleric to spontaneously cast any domain spell in place of a prepared spell of the same level or lower.

This functions identically with the cleric's ability to spontaneously cast *cure* spells. The cleric "loses" a prepared spell to cast either one of his domain spells of the same level or lower.

This house rule reduces a cleric's overall spell power by one spell per spell level, and makes his choice of domains much more significant. A cleric of Kord who selects the Chaos and Luck domains seems a very different spellcaster from one who selects the Good and Strength domains.

If you use this variant, the Healing domain loses much of its appeal, since six of the nine spells associated with that domain are *cure* spells and thus available for spontaneous casting by all clerics who channel positive energy. (To a lesser extent, this variant diminishes the value of the Destruction domain, but since only three of that domain's spells are *inflict* spells, the effect is much less severe.) Consider granting clerics who select the Healing domain the ability to use d12s instead of d8s when casting *cure* spells. Thus, such a cleric's *cure light wounds* spell would cure 1d12 damage +1/level, and his caster level is treated as one higher than normal thanks to the granted power.

BEHIND THE CURTAIN: SPONTANEOUS CASTING

This option trades versatility—one of the divine spellcaster's strengths—for sheer spellcasting power (much like the difference between sorcerers and wizards). Since the cleric and druid spell lists depend on versatility of effect, particularly defensive or utilitarian spells, the spontaneous-casting divine caster is allowed to know more spells per spell level than the sorcerer (by adding domain spells or *summon nature's ally* spells on the list of spells known). No longer is the divine caster the character who can come up with any effect under the sun; instead, he becomes a much more specialized member of the adventuring group.

HOUSE RULE: DRUID DOMAINS

In my campaign, each druid may choose a single domain from the following list: Air, Animal, Earth, Fire, Plant, Sun, and Water. The druid gains a bonus spell of each spell level, which may be used only to prepare a domain spell of that level (or of a lower level, if affected by a metamagic feat). The druid also gains the domain's granted power, except as noted below.

ABJURER

Masters of protective magic, abjurers can fill many roles in a campaign, from bodyguard to battlemage to adventurer. Although it lacks offensive options, the school of abjuration provides some of the most effective combat spells in the game.

An evoker or transmuter might find it easier to bring down large groups of foes, but an abjurer is far more likely to bring herself and her companions through a fight alive. In a campaign with a high degree of intrigue or political machinations, the protective abilities of an abjurer can guard against foes both obvious and unexpected, and rival groups of abjurers, all with slightly different powers, might vie for prominence among each nation's schemers and courtiers.

In combat-heavy campaigns, realms might employ abjuration specialists to protect against the battle magic of their rivals, and in any campaign, adventurers might come

Alternatively, you can simply eliminate the normal cleric's ability to spontaneously cast *cure* or *inflict* spells. This makes the selection of the Healing domain (or the Destruction domain, for evil clerics) into an extraordinarily powerful choice, but simultaneously places a dramatic limitation on the average cleric's ability to heal damage. If you use this option, you might want to allow a cleric of any good deity to select the Healing domain as one of his domains.

For example, a 1st-level cleric of Obad-Hai has selected access to the domains of Air and Animal. He may cast one 1st-level spell for being a 1st-level cleric, plus one 1st-level bonus spell because of his 15 Wisdom. Instead of preparing one domain spell (either *obscuring mist* or *calm animals*) each day, he may spontaneously cast *obscuring mist* or *calm animals* in place of either or both of his prepared 1st-level spells. He does not prepare domain spells. If this cleric had chosen the Earth and Plant domains, he could spontaneously cast *magic stone* or *entangle* in place of either or both of his prepared 1st-level spells.

If you use the Druid Domains house rule described elsewhere in this chapter, you could allow such characters to use these same spontaneous casting rules (either in addition to or in exchange for the existing druid ability to spontaneously cast *summon nature's ally* spells).

—Andy Collins

This variant has the secondary effect of individualizing the divine casters in your game, since no two characters choose to learn the same set of spells. With only a limited number of spells known from which to choose, characters must make tough choices each time they gain new spells known. For instance, is it more important that a 4th-level cleric learn *cure moderate wounds*—particularly if he already knows *cure light wounds*—or *bear's endurance*? Should your druid learn *resist energy* as a 2nd-level spell, or should she wait until she gains access to 3rd-level spells and learn *protection from energy* instead? The cleric's choice of domains becomes crucial, because those areas form the backbone of his available spells.

Druids who select the Animal domain or the Plant domain gain Skill Focus (Knowledge [nature]), since Knowledge (nature) is already a class skill for druids.

A druid who chooses the Sun domain gains the ability to turn undead 1/day as a cleric of her level, and cannot perform a greater turning.

—Andrew Finch

to rely on the skills of an abjurer to protect against the dangers of dungeon and wilderness.

Resistance to Energy (Su): Once per day, an abjurer using this variant can create a mystical shield that grants herself or any one creature that she touches limited protection against a chosen energy type (acid, cold, electricity, fire, or sonic).

The affected creature gains resistance equal to 5 plus one-half the abjurer's class level against the chosen energy type. Activating this ability is a standard action.

Once activated, the protection lasts for 1 hour.

This protection overlaps with (and does not stack with) the effects of spells such as *resist energy*.

An abjurer using this variant permanently gives up the ability to obtain a familiar.

Aura of Protection (Ex): Once per day, a 5th-level abjurer using this variant can generate a protective aura that shields against both physical and magical attacks.

When the abjurer generates this field, she gains a deflection bonus to her Armor Class and a resistance bonus on all saving throws equal to her Intelligence modifier. This ability requires a standard action to activate, and each use protects against only one attack or spell.

Once activated, the protective aura lasts for 1 minute or until the abjurer is attacked or required to make a saving throw, whichever comes first.

An abjurer using this variant can use this ability one additional time per day for every five class levels gained above 5th.

An abjurer using this variant does not gain bonus feats for advancing as a wizard.

Spontaneous Dispelling (Ex): At 5th level, an abjurer using this variant gains the ability to spontaneously cast the spell *dispel magic*.

This ability is similar to the cleric's ability to spontaneously cast *cure* spells, with a few exceptions.

The abjurer can "lose" four or more levels of prepared spells to cast *dispel magic*.

The prepared spells can be of any level or combination of levels as long as the total spell levels add up to four or more (0-level spells don't count).

For example, an abjurer using this variant could lose two 2nd-level spells or one 1st-level spell and one 3rd-level spell to cast *dispel magic*.

At 11th level, an abjurer can "lose" seven or more levels of prepared spells to spontaneously cast *greater dispel magic*.

An abjurer using this variant can use it in conjunction with a readied action to use *dispel magic* or *greater dispel magic* as a counterspell.

An abjurer using this variant does not gain additional spells per day for being a specialist wizard.

ASPECT OF NATURE (DRUID)

Instead of taking animal form, a druid with this variant form of wild shape takes on one or more aspects of nature when she uses her wild shape ability.

At 5th level, a druid may take on one aspect from those described below.

At 8th level, the druid can take on up to two aspects simultaneously.

At 11th level, she can take up on to three aspects simultaneously, and at 15th level the limit increases to its maximum of four simultaneous aspects.

(Some aspects can only be combined with certain other aspects, as indicated in their descriptions).

Each aspect taken on counts as one daily use of the druid's wild shape ability.

Multiple versions of the same aspect don't stack.

Taking on one or more aspects is a standard action (which does not provoke attacks of opportunity), and the effect lasts for 1 minute per druid level.

Some aspects, as noted in their descriptions, have a minimum druid level as a prerequisite.

A druid may take on one aspect per day for every daily use of wild shape she is entitled to.

For instance, a 5th-level druid could normally use wild shape once per day, so she could assume an aspect once per day.

A 10th-level druid could take on four aspects per day and can choose to take on two aspects simultaneously (which would use up two of the druid's daily uses).

Unless otherwise noted in an aspect's description, a druid who assumes an aspect of nature retains her own type and subtype(s), keeps her extraordinary, supernatural, or spell-like abilities, and retains her ability to communicate and cast spells.

She is considered proficient with any natural attacks granted by the aspect.

Agility: The druid gains a +8 bonus to Dexterity but takes a -4 penalty to Strength.

Prerequisite: Druid level 8th.

Aquatic: The druid grows gills, enabling her to breathe underwater (while retaining her ability to breathe air).

Webbing between her fingers and her toes grants her a swim speed of 40 feet (or 30 feet if wearing medium or heavy armor or carrying a medium or heavy load) and a +8 bonus on her Swim checks.

Elemental Air: The druid's body becomes gaseous (as the *gaseous form* spell, except that she can fly at a speed of 100 feet with perfect maneuverability and doesn't lose her supernatural abilities while in this form).

While in this form, the druid has immunity to poison, *sleep*, paralysis, and stunning, as well as any other immunities provided by the *gaseous form* spell.

The druid cannot cast spells while this aspect is in effect.

She can't combine this aspect with any other aspect except for agility and endurance.

Prerequisite: Druid level 16th.

Elemental Earth: The druid's body becomes stony and rocklike.

While in this form, the druid has immunity to poison, *sleep*, paralysis, and stunning.

She gains a slam attack that deals bludgeoning damage equal to a morningstar of the druid's size (1d8 for Medium druids, 1d6 for Small druids).

Her natural armor bonus becomes +8 (replacing any other natural armor bonus the druid has, though enhancement bonuses to natural armor still apply normally).

She also gains damage reduction 10/magic.

The druid cannot cast spells while this aspect is in effect.

She can't combine this aspect with any other aspect except for endurance and vigor.

Prerequisite: Druid level 16th.

Elemental Fire: The druid's body bursts into flame.

While in this form, the druid has immunity to fire, poison, *sleep*, paralysis, and stunning.

In addition, any creature struck by the druid in melee (whether with a weapon, unarmed attack, or natural weapon) takes an extra 1d6 points of fire damage and must succeed on a Reflex save or catch fire for 1d4 rounds (see *Catching on Fire*, page 303 of the *Dungeon Master's Guide*).

The save DC is 10 + 1/2 druid level + druid's Con modifier.

Creatures hitting the druid with natural weapons or unarmed attacks while this aspect is in effect take 1d6 points of fire damage and also catch fire unless they succeed on the Reflex save noted above.

The druid also gains damage reduction 10/magic.

The druid cannot cast spells while this aspect is in effect.

She can't combine this aspect with any other aspect except for agility and endurance.

Prerequisite: Druid level 16th.

Elemental Water: The druid's body becomes semi-fluid.

While in this form, the druid gains a +10 bonus on Escape Artist checks, resistance to fire 10, and immunity to poison, *sleep*, paralysis, and stunning.

She gains a swim speed of 90 feet and a +8 bonus on her Swim checks.

Her touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are Large or smaller.

The druid can dispel magical fire she touches as if she had cast *greater dispel magic* on it.

She also gains damage reduction 10/magic.

The druid cannot cast spells while this aspect is in effect.

She can't combine this aspect with any other aspect except for endurance and vigor.

Prerequisite: Druid level 16th.

Endurance: The druid gains a +4 bonus to Constitution.

Prerequisite: Druid level 8th.

Flight: The druid grows wings (feathery or batlike, at her option) that enable her to fly at a speed of 40 feet with average maneuverability (or 30 feet if wearing medium or heavy armor or carrying a medium or heavy load).

Plant: The druid's body becomes plantlike.

While in this form, the druid gains a +10 bonus on Hide checks made in areas of forest, overgrowth, or similar terrain.

She gains immunity to poison, *sleep*, paralysis, and stunning.

She gains a slam attack that deals bludgeoning damage equal to a light mace of the druid's size (1d6 for Medium druids, 1d4 for Small druids).

Her natural armor bonus becomes +4 (replacing any other natural armor bonus the druid has, though enhancement bonuses to natural armor still apply normally).

She can't combine this aspect with any other aspect except for vigor.

Prerequisite: Druid level 12th.

Poison: The druid gains a bite attack that deals bludgeoning, piercing, and slashing damage equal to a dagger of the druid's size (1d4 for a Medium druid, or 1d3 for a Small druid).

In addition, the bite delivers a toxic venom (Fortitude save DC 10 + 1/2 druid's level + druid's Con modifier; initial and secondary damage 1d6 Con).

Scent: The druid gains the scent ability, as described on page 314 of the *Monster Manual*.

Speed: The druid gains a +30-foot enhancement bonus to her base land speed.

Tooth and Claw: The druid gains a primary bite attack (at her full base attack bonus) and two secondary claw attacks (at her base attack bonus -5 and adding only half her Strength bonus on damage rolls).

The bite attack deals bludgeoning, piercing, and slashing damage equal to a short sword of the druid's size (1d6 for a Medium druid, or 1d4 for a Small druid), while the claws deal piercing and slashing damage equal to a dagger of the druid's size (1d4 for a Medium druid, or 1d3 for a Small druid).

Vigor: The druid gains a +8 bonus to Strength but takes a -4 penalty to Dexterity.

Prerequisite: Druid level 8th.

BARBARIAN

A barbarian who prefers crafty hunting over pure ferocity might choose to exchange his rage ability for certain ranger class features.

Gain: Favored enemy (as ranger); archery combat style, improved archery combat style, and archery combat style mastery (as ranger).

Lose: Rage, greater rage, indomitable will, tireless rage, mighty rage.

BARD

A rare bard might display a special link to nature and the mysterious world of the fey.

Such characters tend to be more aloof and less inspiring than standard bards.

Gain: Animal companion (as druid), nature sense (as druid), resist nature's lure (as druid), wild empathy (as druid).

Lose: Bardic knowledge, inspire courage, inspire competence, inspire greatness, inspire heroics.

BARDIC SAGE (BARD)

The bardic sage focuses his efforts on learning, research, and the power of knowledge.

Alignment: The bardic sage must be neutral good, neutral, or neutral evil.

The true pursuit of knowledge cares little for ethical extremes.

A bardic sage who becomes chaotic or lawful cannot progress in levels as a bardic sage, though he retains all his bardic sage abilities.

Base Save Bonuses: The bardic sage has good Will saves, but has poor Fortitude and Reflex saves.

CLASS FEATURES

The bardic sage has all the standard bard class features, except as noted below.

Spellcasting: A bardic sage learns and casts spells as a normal bard, with a few exceptions.

In addition to the normal number of spells known, a bardic sage knows one divination spell of each spell level he is capable of casting.

For example, a 1st-level bardic sage knows four 0-level bard spells plus one 0-level bard spell of the divination school (such as *detect magic*, *know direction*, or *read magic*).

The bardic sage's number of spells per day does not change.

To learn or cast a spell, a bardic sage must have an Intelligence score (not Charisma score) equal to at least 10 + the spell level.

All other spellcasting factors, including bonus spells and save DCs, are still determined using the bardic sage's Charisma score.

Add the following spells to the bardic sage's class spell list:

1st—*detect chaos/evil/good/law*; 2nd—*zone of truth*; 3rd—*arcane sight*; 4th—*analyze dweomer* (lowered from 6th), *sending*; 5th—*contact other plane*, *greater scrying* (lowered from 6th); 6th—*true seeing*, *vision*.

Bardic Knowledge: A bardic sage gains a +2 bonus on all bardic knowledge checks.

Bardic Music: A bardic sage's powers of inspiration are not as persistent as those of a traditional bard.

His ability to inspire courage, inspire greatness, or inspire heroics lasts only 3 rounds after the ally can no longer hear the bardic sage sing, rather than the normal 5 rounds.

BATTLE SORCERER (SORCERER)

The battle sorcerer is no weak arcanist, hiding behind the fighters.

Instead, she is a capable physical combatant who mixes magical prowess with fighting skill.

Hit Die: d8.

Base Attack Bonus: The battle sorcerer uses the base attack bonus progression of the cleric.

Class Skills: Remove Bluff from the battle sorcerer's class skill list.

Add Intimidate to the battle sorcerer's class skill list.

CLASS FEATURES

The battle sorcerer has all the standard sorcerer class features, except as noted below.

Weapon and Armor Proficiency: At 1st level, a battle sorcerer gains proficiency with any light or one-handed martial weapon of the character's choice.

She also gains proficiency with light armor.

Spellcasting: A battle sorcerer can cast sorcerer spells derived from her class levels of battle sorcerer while in light armor without the normal arcane spell failure chance. A battle sorcerer has fewer daily spell slots than a standard sorcerer.

Subtract one spell per day from each spell level on Table 3-16: The Sorcerer, page 52 of the *Player's Handbook* (to a minimum of zero spells per day).

For example, a 1st-level battle sorcerer may cast four 0-level spells and two 1st-level spells per day (plus bonus spells, if any).

A battle sorcerer knows fewer spells per spell level than a standard sorcerer.

Subtract one spell known from each spell level on Table 3-17: Sorcerer Spells Known, page 54 of the *Player's Handbook* (to a minimum of one spell per spell level).

For example, a 4th-level battle sorcerer knows five 0-level spells, two 1st-level spells, and one 2nd-level spell.

When she reaches 5th level, the battle sorcerer learns one additional 1st-level spell, but doesn't learn an additional 2nd-level spell (since two minus one is one).

CLERIC

Some clerics prefer to be champions of good (or evil), standing at the forefront of the battle against the enemy.

Gain: Smite evil, if the cleric would normally channel positive energy, or smite good, if the cleric would normally channel negative energy (as paladin); aura of courage (as paladin).

Lose: Turn undead.

CLOISTERED CLERIC (CLERIC)

The cloistered cleric spends more time than other clerics in study and prayer and less in martial training.

He gives up some of the cleric's combat prowess in exchange for greater skill access and a wider range of spells devoted to knowledge (and the protection of knowledge).

Most cloistered clerics are nonchaotic, since they believe that a disciplined lifestyle lends itself better to learning.

Hit Die: The cloistered cleric uses a d6 for his Hit Die (and has hit points at 1st level equal to 6 + Con modifier).

Base Attack Bonus: The cloistered cleric's lack of martial training means that he uses the poor base attack bonus.

Class Skills: The cloistered cleric's class skill list includes Decipher Script, Speak Language, and all Knowledge skills (from the Knowledge domain, see below).

The cloistered cleric gains skill points per level equal to 6 + Int modifier (and has this number $\times 4$ at 1st level).

CLASS FEATURES

The cloistered cleric has all the standard cleric class features, except as noted below.

Weapon and Armor Proficiency: Cloistered clerics are proficient with simple weapons and with light armor.

Lore (Ex): Thanks to long hours of study, a cloistered cleric has a wide range of stray knowledge.

This ability is identical to the bard's bardic knowledge class feature, using the cloistered cleric's class level in place of the bard level.

Deity, Domains, and Domain Spells: Most cloistered clerics worship deities associated with knowledge and learning, including (but not necessarily limited to) Boccob, Vecna, and Wee Jas.

Other deities who might have cloistered clerics among their clergy include Corellon Larethian, Moradin, Pelor, and Yondalla.

In addition to any domains selected from his deity's list, a cloistered cleric automatically gains Knowledge as a bonus domain (even if Knowledge is not normally available to clerics of that deity).

He gains the Knowledge domain granted power and may select his bonus domain spell from the Knowledge domain or from one of his two regular domains.

Spellcasting: Add the following spells to the cloistered cleric's class spell list: 0—*message*; 1st—*erase*, *identify*, *unseen servant*; 2nd—*fox's cunning*; 3rd—*illusory script*, *secret page*, *tongues* (reduced from 4th level); 4th—*detect scrying*; 6th—*analyze dweomer*; 7th—*sequester*; 9th—*vision*.

CONJURER

One of the most versatile schools of magic, conjuration offers its disciples an effective solution to nearly any task: Simply summon the appropriate monster and let it solve the problem.

In combat, high-level conjurers fight from behind wave after wave of summoned foes, and in most battles they simply direct their summoned allies into the conflict.

In addition to these vaunted summoning powers, conjuration provides effective combat spells and access to teleportation magic.

While virtually any campaign can benefit from rival groups of conjurers serving diverse agendas, conjurers are particularly effective in combat-heavy campaigns.

Campaigns that feature a great deal of long-distance travel or travel between planes also benefit from including diverse groups of conjurers, because their specialty facilitates travel and encourages a thorough understanding of the creatures of the Outer Planes.

Rapid Summoning (Ex): Any time a conjurer using this variant casts a *summon monster* spell, its casting time is 1 standard action rather than 1 full round.

(Creatures so summoned can only take a standard action in the round they are summoned).

Conjurers using this variant gain the normal benefits from enhancing a *summon monster* spell with the Quicken Spell feat.

A conjurer using this variant permanently gives up the ability to obtain a familiar.

Enhanced Summoning (Ex): At 1st level, a conjurer using this variant gains the Augmented Summoning feat for free instead of the Scribe Scroll feat.

At 5th level, the conjurer's summoned creatures become particularly tough to dispel.

Add 2 to the DC of any caster level check made to dispel the conjurer's summoned creatures.

At 15th level, this addition to the DC increases to 4.

At 10th level, the conjurer's summoned creatures gain an additional +2 bonus to Strength and Constitution.

At 20th level, these bonuses increase to +4.

These bonuses stack with those granted by the Augmented Summoning feat.

A conjurer using this variant does not gain bonus feats for advancing as a wizard.

Spontaneous Summoning (Ex): Conjurers using this variant can "lose" a prepared spell to cast any *summon monster* spell of a lower level.

For example, a conjurer who has prepared *greater invisibility* (a 4th-level spell) may lose that spell to cast *summon monster I*, *summon monster II*, or *summon monster III*.

A conjurer using this variant does not gain additional spells per day for being a specialist wizard.

Note: Since conjurers using this variant obviously summon monsters frequently, the DM should require the conjurer's player to prepare simple record sheets ahead of time for each monster that the character commonly summons.

It is also important to emphasize speedy play on the part of the conjurer and his summoned monsters.

DIVINE BARD (BARD)

Not all bards are arcanists; some derive their special powers from a divine tradition.

In many primitive cultures, the divine bard takes the place of the cleric or the adept as the guide of the people's religious beliefs.

CLASS FEATURES

The divine bard has all the standard bard class features, except as noted below.

Spellcasting: A divine bard learns and casts spells as a normal bard, with some minor exceptions.

A divine bard's spells are divine spells, not arcane spells.

To learn or cast a spell, a divine bard must have a Wisdom score (not Charisma score) equal to at least 10 + the spell level.

All other spellcasting factors, including bonus spells and save DCs, are still determined using the bardic sage's Charisma score.

Like druids, paladins, and rangers, divine bards need not designate a specific deity as the source of their spells.

However, a divine bard can't cast spells of an alignment that doesn't match his.

Thus, divine bards cannot cast lawful spells (since bards can't be lawful).

Neutral divine bards can't cast any spells associated with an alignment (and are thus relatively rare).

Add the following spells to the divine bard's class spell list: 0—*create water*, *cure minor wounds*; 1st—*detect evil/good/law*, *protection from evil/good/law*; 2nd—*consecrate*, *desecrate*, *gentle repose*; 3rd—*magic circle against evil/good/law*, *prayer*; 4th—

remove disease, *speak with dead*, *sending*; 5th—*divination*, *restoration*; 6th—*commune*, *hallow*, *unhallow*, *raise dead*.

DIVINER

Seekers of knowledge, hoarders of lore, and master spies, diviners are perhaps the most underrated specialist wizards. Because they must give up access to only one other school of magic, they are also the most versatile specialists.

More than any other specialists, diviners excel at gathering information, and an adventuring party that includes a diviner is much more likely to prepare properly for an adventure.

Many campaigns benefit from featuring more than one type of divination specialist, and diviners can play important parts in any game revolving around information gathering.

Campaigns that feature mysteries and detective-style adventures, themes of prophecy and oracles, or large amounts of social interaction and espionage all make excellent forums for a diviner's powers.

In campaigns that feature variant diviners with different class abilities, one simple way to add more variety is to make each distinct group of specialists experts in and proponents of a different form of divination.

In game terms, this divergence is represented by altering the material components for some divination spells.

For example, one group of diviners might favor osteomancy and require a collection of bones to use as components for their spells.

Enhanced Awareness (Ex): A diviner using this variant adds Sense Motive to her list of class skills.

In addition, she gains minor benefits when casting certain divination spells.

She needs only to study an item for 10 minutes (rather than 1 hour) when casting *identify*.

An *arcane eye* cast by the diviner travels at 20 feet per round when studying its surroundings (rather than 10 feet per round).

Add +1 to the saving throw DCs of the character's divination spells.

(This bonus stacks with the bonus from the Spell Focus and Greater Spell Focus feats).

A diviner using this variant permanently gives up the ability to obtain a familiar.

Bonus Feat List: A diviner using this variant gradually grows in awareness and perceptive ability, but at the expense of her metamagic capabilities.

The diviner may not select a metamagic feat as a wizard bonus feat (that is, those feats gained at 5th, 10th, 15th, and 20th level).

However, the following feats are added to the list of bonus feats available to her at those levels: Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes, and Skill Focus (Spot, Listen, or Sense Motive only).

Prescience (Ex): Gifted with extraordinary insight and perceptive abilities, a diviner using this variant can add an insight bonus equal to her Intelligence modifier to any attack roll, saving throw, skill check, or level check she makes.

The diviner can use this ability once per day, plus one additional time per day for every five class levels attained.

Using this ability is a free action that can be taken out of turn if needed, but the character must choose to use this ability before the die roll is made.

A diviner using this variant does not gain additional spells per day for being a specialist wizard.

DOMAIN WIZARD (WIZARD)

A wizard who uses the arcane domain system (called a domain wizard) selects a specific arcane domain of spells, much like a cleric selects a pair of domains associated with his deity.

A domain wizard cannot also be a specialist wizard; in exchange for the versatility given up by specializing in a domain instead of an entire school, the domain wizard casts her chosen spells with increased power.

Some of the arcane domains described below have the same name as a divine domain.

Regardless of any apparent similarity, these domains have no connection to one another.

CLASS FEATURES

The domain wizard has all the standard wizard class features, except as noted below.

Arcane Domain: At 1st level, a domain wizard selects an arcane domain from those listed below.

(At the DM's discretion, the player might create an alternatively themed domain instead).

Once selected, the domain may never be changed.

A domain wizard automatically adds each new domain spell to her list of known spells as soon as she becomes able to cast it.

These spells do not count against her two new spells known per wizard level.

A domain wizard casts spells from her chosen domain (regardless of whether the spell was prepared as a domain spell or a normal spell) as a caster one level higher than her normal level.

This bonus applies only to the spells listed for the domain, not all spells of the school or subtype whose name matches the domain name.

In some cases, an arcane domain includes spells not normally on the wizard's class spell list.

These spells are treated as being on the character's class spell list (and thus she can use wands or arcane scrolls that hold those spells, or even prepare those spells in her normal wizard spell slots).

Spellcasting: A domain wizard prepares and casts spells like a normal wizard.

However, a domain wizard gains one bonus spell per spell level, which must be filled with the spell from that level of the domain spell list (or with a lower-level domain spell that has been altered with a metamagic feat).

No Prohibited Schools: Unlike a specialist wizard, a domain wizard need not select any prohibited schools or domains. All wizard spells are available to her to learn.

ABJURATION DOMAIN

0—resistance; 1st—shield; 2nd—resist energy; 3rd—dispel magic; 4th—remove curse; 5th—Mordenkainen's private sanctum; 6th—greater dispel magic; 7th—banishment; 8th—mind blank; 9th—prismatic sphere.

ANTIMAGIC DOMAIN

0—detect magic; 1st—protection from chaos/evil/good/law; 2nd—obscure object; 3rd—dispel magic; 4th—minor globe of invulnerability; 5th—break enchantment; 6th—antimagic field;

7th—spell turning; 8th—protection from spells; 9th—Mordenkainen's disjunction.

BATTLE DOMAIN

0—daze; 1st—true strike; 2nd—protection from arrows; 3rd—greater magic weapon; 4th—fire shield; 5th—Bigby's interposing hand; 6th—Tenser's transformation; 7th—power word blind; 8th—moment of prescience; 9th—time stop.

COLD DOMAIN

0—ray of frost; 1st—chill touch; 2nd—chill metal (as 2nd-level druid spell); 3rd—sleet storm; 4th—wall of ice; 5th—cone of cold; 6th—Otiluke's freezing sphere; 7th—delayed blast frostball (as delayed blast fireball, but deals cold damage instead of fire damage); 8th—polar ray; 9th—comet swarm (as meteor swarm, but deals cold damage instead of fire damage).

CONJURATION DOMAIN

0—acid splash; 1st—mage armor; 2nd—web; 3rd—stinking cloud; 4th—summon monster IV; 5th—wall of stone; 6th—acid fog; 7th—summon monster VII; 8th—maze; 9th—gate.

DIVINATION DOMAIN

0—detect magic; 1st—detect secret doors; 2nd—see invisibility; 3rd—arcane sight; 4th—arcane eye; 5th—prying eyes; 6th—true seeing; 7th—greater arcane sight; 8th—discern location; 9th—foresight.

ENCHANTMENT DOMAIN

0—daze; 1st—charm person; 2nd—Tasha's hideous laughter; 3rd—suggestion; 4th—confusion; 5th—hold monster; 6th—greater heroism; 7th—insanity; 8th—mass charm monster; 9th—dominate monster.

EVOCATION DOMAIN

0—light; 1st—magic missile; 2nd—flaming sphere; 3rd—lightning bolt; 4th—shout; 5th—wall of force; 6th—Bigby's forceful hand; 7th—Mordenkainen's sword; 8th—Otiluke's telekinetic sphere; 9th—Bigby's crushing hand.

FIRE DOMAIN

0—flare; 1st—burning hands; 2nd—scorching ray; 3rd—fireball; 4th—wall of fire; 5th—cone of fire (as cone of cold, but deals fire damage instead of cold damage); 6th—summon monster VI (fire creatures only); 7th—delayed blast fireball; 8th—incendiary cloud; 9th—meteor swarm.

ILLUSION DOMAIN

0—ghost sound; 1st—disguise self; 2nd—invisibility; 3rd—major image; 4th—phantasmal killer; 5th—shadow evocation; 6th—mislead; 7th—mass invisibility; 8th—scintillating pattern; 9th—shades.

NECROMANCY DOMAIN

0—disrupt undead; 1st—ray of enfeeblement; 2nd—false life; 3rd—vampiric touch; 4th—fear; 5th—waves of fatigue; 6th—circle of death; 7th—control undead; 8th—horrid wilting; 9th—energy drain.

STORM DOMAIN

0—ray of frost; 1st—obscuring mist (as 1st-level cleric spell); 2nd—gust of wind; 3rd—lightning bolt; 4th—ice storm; 5th—control winds (as 5th-level druid spell); 6th—chain lightning; 7th—control weather; 8th—whirlwind (as 8th-level druid spell); 9th—storm of vengeance (as 9th-level cleric spell).

TRANSMUTATION DOMAIN

0—mage hand; 1st—expeditious retreat; 2nd—levitate; 3rd—haste; 4th—polymorph; 5th—baleful polymorph; 6th—disintegrate; 7th—reverse gravity; 8th—iron body; 9th—shapechange.

DRUID

The druid might choose to give up her wild shape ability in exchange for becoming a swift and deadly hunter.

Gain: Bonus to Armor Class when unarmored (as monk, including Wisdom bonus to AC), fast movement (as monk), favored enemy (as ranger), swift tracker (as ranger), Track feat (as ranger).

Lose: Armor and shield proficiency, wild shape (all versions).

DRUIDIC AVENGER (DRUID)

The druidic avenger channels her inner fury to wreak vengeance upon those who injure the natural world.

This comes at a price, however, since the avenger must give up some of her own sensitivity to nature.

Class Skills: Add Intimidate to the avenger's list of class skills.

Eliminate Diplomacy from the avenger's list of class skills.

CLASS FEATURES

The druidic avenger has all the standard druid class features, except as noted below.

Animal Companion: An avenger does not gain the service of an animal companion.

Fast Movement (Ex): A druidic avenger's base land speed is faster than the norm for her race by 10 feet.

This ability is identical to the barbarian ability of the same name.

Rage (Ex): An avenger can enter a furious rage, identical to that of a barbarian.

An avenger can use this ability once per day at 1st level, and one additional time per day for every five levels above 1st.

An avenger does not gain the greater rage, indomitable will, or mighty rage abilities.

Spontaneous Casting: An avenger cannot channel stored spell energy into summoning spells.

Tireless Rage (Ex): At 17th level and higher, an avenger no longer becomes fatigued at the end of her rage.

Wild Empathy: A druidic avenger takes a -4 penalty on wild empathy checks.

ENCHANTER

Charmer, schemer, deceiver, pacifist: An enchanter can be all these and more.

As a practitioner of one of the most subtle schools of magic, an enchanter might charm a guard into opening a well-defended gate that fifty warriors couldn't take by force. Good-aligned enchanters use their powers to seek out truth and encourage others onto the path of good, while their evil counterparts bend others' minds at their whim and gather personal power as rapidly as possible.

Campaigns that feature a large amount of social scenarios, political intrigue, or investigation benefit greatly from the inclusion of variant enchanters.

These spellcasters, skilled in the manipulation of others and capable of concealing their own identities, make excellent villains and manipulators, or even investigators skilled at using magic to draw the truth out of opponents. Players and DMs alike should also consider the ramifications that enchantment spells and similar effects have on a game world.

Is casting *charm person* legal?

Is a character legally responsible for actions taken while charmed?

Do most of the campaign's inhabitants know that enchantment effects exist?

Are there folk remedies that supposedly provide protection against enchantment effects?

Do they actually work?

Having ready answers to these and similar questions not only adds consistency to the game, but also clarifies and highlights the role of the enchanter.

Cohort: Upon reaching 6th level, an enchanter using this variant gains the service of a loyal cohort of the player's choice (with the DM's approval).

The cohort is a 4th-level character when first gained; after that point, follow the normal rules described in the Leadership feat (page 106 of the *Dungeon Master's Guide*) to determine the cohort's level, but treat the enchanter's level as being two lower than normal.

The enchanter doesn't gain any followers from this ability.

If the enchanter selects the Leadership feat, he attracts followers as normal, the penalty to the enchanter's effective level is eliminated, and the enchanter automatically qualifies for the "special power" modifier to his Leadership score.

An enchanter using this variant permanently gives up the ability to obtain a familiar.

Social Proficiency (Ex): Enchanters using this variant are as proficient at manipulating others through mundane means as they are at influencing their minds magically.

Add the following skills to the character's list of wizard class skills: Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive.

The enchanter also gains a +2 competence bonus on checks involving one of these skills (player's choice) every five levels (5th, 10th, 15th, and 20th).

This bonus can only be applied once to each skill.

An enchanter using this variant does not gain bonus feats for advancing as a wizard.

Extended Enchantment (Su): Enchanters using this variant ensnare the minds of others more easily with their magic, and as a result their enchantment spells last longer than those cast by other spellcasters.

Once per day, plus one additional time per two class levels gained above 1st, an enchanter using this variant can cast a spell from the enchantment school as if it were enhanced by the Extend Spell metamagic feat.

This enhancement does not affect the spell's level.

This ability cannot be used to extend a spell with a duration of concentration, instantaneous, or permanent.

An enchanter using this variant does not gain additional spells per day for being a specialist wizard.

EVOKER

Masters of the raw power of magical energy, evokers can turn the tide of a battle with a single powerful spell, leveling groups of foes faster than any other practitioner of magic.

Where some wizards focus on careful spell preparation and protective spells to survive combat encounters, evokers simply blast away with powerful energy attacks.

Their prodigious offensive abilities ensure that evokers become the center of an adventuring group's battle plan.

Campaigns that include large numbers of wizards aligned to different nations are particularly suitable for variant evokers, since each nation develops unique cadres of evokers to serve in battle.

Groups of militant evokers marching in unison with more conventional groups can change the tide of nearly any battle.

In addition, campaigns that include themes of primal energy, raw nature, or extreme elemental conditions can all benefit from introducing evokers with variant abilities. Evokers in these sorts of campaigns might explore the raw essence of magic, struggling to harness its energies in new and unique ways.

Energy Affinity (Ex): Evokers using this variant must choose an energy type (acid, cold, electricity, fire, or sonic). This choice is made upon character creation and cannot be altered thereafter.

Any time the character casts an evocation spell with the chosen energy type, she casts the spell as if her caster level were one higher (affecting range, duration, damage, caster level checks, and any other factor influenced by caster level).

An evoker using this variant permanently gives up the ability to obtain a familiar.

Energy Substitution (Ex): An evoker of 5th level or higher using this variant can substitute energy of one type for another.

When casting a spell that has an energy descriptor (acid, cold, electricity, fire, or sonic), the evoker can change the energy descriptor and the spell's effects to energy of a different type.

Using this ability is a free action that must be declared before the spell is cast.

The evoker can use this ability once per day for each five class levels he has attained (1/day at 5th, 2/day at 10th, and so on).

An evoker using this variant does not gain bonus feats for advancing as a wizard.

Overcome Resistance (Ex): The energy spells of an evoker using this variant can ignore some or all of a target's resistance to energy.

Using this ability is a free action that must be announced before the evoker casts the spell to be affected.

Every creature affected by the spell is treated as if its resistance to the spell's energy type was 10 points lower, to a minimum of 0.

(This lowered resistance applies only to this spell; other effects with the same energy descriptor must get through the creature's normal resistance).

The overcome resistance ability does not give the affected spell any ability to affect creatures with immunity to the spell's energy type, nor does the affected spell have any additional effect on creatures that do not have resistance to energy.

An evoker may use this ability one time per day, plus one additional time per day for every two class levels attained beyond 1st (2/day at 3rd, 3/day at 5th, and so forth).

An evoker using this variant does not gain additional spells per day for being a specialist wizard.

FAVORED ENVIRONMENT (RANGER)

Instead of selecting a type of creature against which to apply a bonus on certain skills and damage rolls, the ranger selects a specific natural environment and gains bonuses when in that environment.

At 1st level, a ranger may select a natural environment from among those given on Table 2–3: Ranger Favored Environments.

TABLE 2–3: RANGER FAVORED ENVIRONMENTS

Environment	Examples
Aquatic	sea, ocean (on or under water)
Desert, cold	tundra
Desert, temperate or warm	badlands, sandy desert
Forest, cold or temperate	forest
Forest, warm	jungle
Hills	rugged terrain up to 2,000 feet elevation
Marsh	bog, moor, swamp
Mountain	rugged terrain above 2,000 feet elevation
Plains	farmland, grassland, steppe, prairie
Underground	dungeons, caverns

Due to the ranger's experience in that environment, he gains a +2 bonus on Hide, Listen, Move Silently, Spot, and Survival checks when using these skills in that environment.

He also gains the same bonus on Knowledge (nature) checks made in association with that environment (or on Knowledge [dungeoneering] checks made in association with underground environments, if the ranger has selected underground as a favored environment).

At 5th level and every five levels thereafter (at 10th, 15th, and 20th level), the ranger may select an additional favored environment from those given on the table and gains an identical bonus on the appropriate skill checks in that environment.

In addition, at each such interval, the bonuses in any one favored environment (including the one just selected, if so desired) increase by 2.

For example, a 5th-level ranger has two favored environments.

In one he has a +4 bonus on the appropriate skill checks, and in the other he has a +2 bonus.

At 10th level, he has three favored environments, and he gains an additional +2 bonus, which he can allocate to any of his three favored environments.

Thus, his bonuses could be either +4, +4, and +2 or +6, +2, and +2.

If the ranger chooses desert or forest, he must also choose a climate type, as indicated on the table (either "cold" or "temperate or warm" for desert, or "cold or temperate" or "warm" for forest).

The DM may rule that a ranger can't select an environment that he has never visited.

FIGHTER

Some fighters prefer stealth and cunning over martial skill. This variant can also be combined with the thug variant described earlier in this chapter.

Gain: Sneak attack (as rogue).

Lose: Bonus feats.

FIGHTING STYLES (MONK)

In literature and lore, the combat styles and aptitudes of a monk depend greatly on where (or by whom) she was trained.

The monk in the *Player's Handbook*, however, presents only a relatively limited variety of options to personalize your monk.

A 1st-level monk (regardless of character level) may select one of the fighting styles described below.

By selecting one of these fighting styles, she dictates which bonus feats she gains at 1st, 2nd, and 6th level (when a monk normally gains one of two bonus feats, as given in the *Player's Handbook*).

In addition, at 1st level she gets a +2 bonus on checks involving a skill of her selection (in exchange for the freedom of choice she gives up by preselecting her bonus feats).

Finally, she gains a bonus ability at 6th level if she has met the listed prerequisites by that time.

If the character hasn't yet met the prerequisites, she doesn't gain the bonus ability, even if she meets the prerequisites at some later time.

These fighting styles serve a variety of purposes in a campaign.

Each one might symbolize a different monastery, creating a rivalry (friendly or unfriendly) between their students.

Perhaps a specific master teaches each style only to a few select students, meaning that a monk must prove herself worthy before pursuing the training.

Or maybe each monk simply chooses her own way in life, styling herself after great martial artists of the past.

A monk can abandon her fighting style by selecting a different bonus feat at 2nd or 6th level; however, if she does so, she loses the bonus on skill checks gained at 1st level and never gains the bonus ability of the fighting style (even if she meets the prerequisites).

COBRA STRIKE

Monks of the Cobra Strike School specialize in agility and defense.

By making herself hard to pin down, the Cobra Strike monk forces the enemy to fight on her terms.

1st-Level Skill Bonus: Escape Artist.

1st-Level Feat: Dodge.

2nd-Level Feat: Mobility.

6th-Level Feat: Spring Attack.

6th-Level Bonus Ability: The dodge bonus to Armor Class granted by your Dodge feat increases to +2.

Prerequisites: Balance 4 ranks, Escape Artist 9 ranks.

DENYING STANCE

The Denying Stance monk seeks to neutralize the opponent's maneuvers, thwarting him at every turn until he becomes so frustrated that he makes a crucial error.

1st-Level Skill Bonus: Tumble.

1st-Level Feat: Improved Grapple.

2nd-Level Feat: Combat Reflexes.

6th-Level Feat: Improved Disarm.

6th-Level Bonus Ability: When fighting defensively or using the Combat Expertise feat, you gain a +2 bonus on grapple checks and disarm attempts.

Prerequisites: Tumble 9 ranks, Combat Expertise.

HAND AND FOOT

Students of the Hand and Foot style learn to use their appendages for both offense and defense.

1st-Level Skill Bonus: Balance.

1st-Level Feat: Stunning Fist.

2nd-Level Feat: Deflect Arrows.

6th-Level Feat: Improved Trip.

6th-Level Bonus Ability: You gain a +2 bonus on attacks of opportunity made against an opponent attempting to bull rush or trip you, and a +4 bonus on Dexterity or Strength checks to avoid being tripped or bull rushed.

Prerequisites: Balance 9 ranks, Tumble 4 ranks.

INVISIBLE EYE

Monks of the Invisible Eye rely on their senses, particularly hearing, to aid them in combat.

1st-Level Skill Bonus: Listen.

1st-Level Feat: Combat Reflexes.

2nd-Level Feat: Lightning Reflexes.

6th-Level Feat: Blind-Fight.

6th-Level Bonus Ability: When unarmed and fighting defensively, using Combat Expertise, or using the total defense action, increase the dodge bonus to Armor Class that you gain from using that tactic by 1.

Prerequisites: Listen 9 ranks, Agile.

OVERWHELMING ATTACK

A monk trained in the Overwhelming Attack style always presses the advantage, preferring a showy display of all-out offense to any form of defense.

1st-Level Skill Bonus: Intimidate.

1st-Level Feat: Power Attack.

2nd-Level Feat: Improved Bull Rush.

6th-Level Feat: Improved Overrun.

6th-Level Bonus Ability: If you have used Intimidate to demoralize your opponent at any time within the previous 10 rounds, you gain a +4 bonus on Strength checks made to bull rush or overrun that opponent.

Prerequisites: Intimidate 4 ranks, Perform (dance) 4 ranks.

PASSIVE WAY

The Passive Way focuses on making your opponent overreach himself or underestimate your skill.

1st-Level Skill Bonus: Bluff.

1st-Level Feat: Combat Expertise.

2nd-Level Feat: Improved Trip.

6th-Level Feat: Improved Feint.

6th-Level Bonus Ability: You gain a +4 bonus on Strength checks made to trip an opponent who is denied his Dexterity bonus to Armor Class.

Prerequisites: Bluff 4 ranks, Sense Motive 4 ranks, Skill Focus (Bluff).

SLEEPING TIGER

The Sleeping Tiger style mixes smooth motions with powerful strikes.

It favors a quick, first-strike approach, preferably from a position of ambush.

1st-Level Skill Bonus: Hide.

1st-Level Feat: Weapon Finesse.

2nd-Level Feat: Improved Initiative.

6th-Level Feat: Improved Sunder.

6th-Level Bonus Ability: Once per round, when an opponent would be denied his Dexterity bonus to Armor Class, the monk deals an extra 1d6 points of damage with a melee attack made with a light weapon.

Any creature immune to sneak attacks is immune to this ability.

Prerequisites: Hide 9 ranks, Power Attack.

UNDYING WAY

Monks of the Undying Way believe in patience above all else.

They work to outlast their opponents by means of superior endurance.

1st-Level Skill Bonus: Concentration.

1st-Level Feat: Toughness.

2nd-Level Feat: Endurance.

6th-Level Feat: Diehard.

6th-Level Bonus Ability: When fighting defensively, using Combat Expertise, or using the total defense action, the monk gains damage reduction 2/—.

Prerequisites: Concentration 9 ranks.

FREEDOM, SLAUGHTER, AND TYRANNY (PALADIN)

The three paladin variants presented here demonstrate examples of alternative-alignment paladins.

Each one follows a specific code of conduct tailored to its specific alignment.

The paladin of freedom is chaotic good, dedicated to liberty and free thought.

The paladin of tyranny is the opposite, a lawful evil villain bent on dominating those weaker than she.

The paladin of slaughter is a brutal champion of chaos and evil who leaves only destruction trailing in his wake.

(If you use these versions of the paladin class, you might consider designating the standard paladin in the *Player's Handbook* as the "paladin of honor" to differentiate it from the variants).

These paladin variants aren't meant to be unique classes in and of themselves, but rather alignment-based variations of the paladin.

They have the same Hit Die, skill points per level, weapon and armor proficiencies, and spells per day as the standard paladin in the *Player's Handbook*.

Their class skill lists are nearly identical, with exceptions noted below.

Their spellcasting functions identically to that of the standard paladin (though their spell lists are somewhat different).

When a class feature has the same name as a paladin class feature, it functions the same as the one described in the *Player's Handbook*.

PALADIN OF FREEDOM CLASS FEATURES

The paladin of freedom has all the standard paladin class features, except as noted below.

Class Skills: Replace Diplomacy with Bluff on the class skill list.

Aura of Resolve (Su): Beginning at 3rd level, a paladin of freedom is immune to compulsion effects.

Each ally within 10 feet of him gains a +4 morale bonus on saving throws against compulsion effects.

This ability otherwise functions identically to the paladin's aura of courage class feature.

Spellcasting: Remove the following spells from the paladin's spell list: *death ward*, *discern lies*, *dispel chaos*, *magic circle against chaos*, *protection from chaos*.

Add the following spells to the paladin's spell list: 1st—*protection from law*; 3rd—*magic circle against law*, *remove curse*; 4th—*dispel law*, *freedom of movement*.

Code of Conduct: A paladin of freedom must be of chaotic good alignment and loses all class abilities if he ever willingly commits an evil act.

Additionally, a paladin of freedom's code requires that he respect individual liberty, help those in need (provided they do not use the help for lawful or evil ends), and punish those who threaten or curtail personal liberty.

Associates: While he may adventure with characters of any good or neutral alignment, a paladin of freedom will never knowingly associate with evil characters (except on some sort of undercover mission), nor will he continue an association with someone who consistently offends his moral code.

A paladin of freedom may accept only henchmen, followers, or cohorts who are chaotic good.

PALADIN OF SLAUGHTER CLASS FEATURES

The paladin of slaughter has all the standard paladin class features, except as noted below.

Class Skills: Replace Diplomacy with Intimidate on the class skill list.

Aura of Evil (Ex): The power of a paladin of slaughter's aura of evil (see the *detect evil* spell) is equal to her paladin of slaughter level, just as with the aura of a cleric of an evil deity.

Detect Good (Sp): At will, a paladin of slaughter can use *detect good*, as the spell.

Smite Good (Su): Once per day, a paladin of slaughter may attempt to smite good with one normal melee attack.

This ability is otherwise identical to the standard paladin's ability to smite evil, including increased daily uses as the paladin of slaughter gains class levels.

Deadly Touch (Su): Beginning at 2nd level, a paladin of slaughter can cause wounds with a successful touch attack. Each day she can deal a total number of hit points of damage equal to her paladin level × her Charisma bonus.

An opponent subjected to this attack can make a Will save (DC 10 + 1/2 paladin level + paladin's Cha modifier) to halve the damage dealt.

Alternatively, a paladin of slaughter can use any or all of this power to cure damage to undead creatures, just as an *inflict wounds* spell does.

This power otherwise functions identically to the paladin's lay on hands ability.

Debilitating Aura (Su): Beginning at 3rd level, a paladin of slaughter radiates a malign aura that causes enemies within 10 feet of her to take a –1 penalty to Armor Class.

This ability otherwise functions identically to the paladin's aura of courage class feature.

Rebuke Undead (Su): A paladin of slaughter rebukes undead rather than turning undead.

Cause Disease (Sp): A paladin of slaughter can inflict disease with her touch (as the *contagion* spell) a number of times per week that a standard paladin of her level would normally be able to remove disease.

Spellcasting: Replace the standard paladin's spell list with the following spell list: 1st—*bane*, *cause fear*, *corrupt weapon*, *create water*, *curse water*, *detect poison*, *detect undead*, *divine favor*, *endure elements*, *inflict light wounds*, *magic weapon*, *protection from good*, *protection from law*, *read magic*, *resistance*, *virtue*; 2nd—*bull's strength*, *cure light wounds*, *darkness*, *delay poison*, *eagle's splendor*, *inflict moderate wounds*, *owl's wisdom*, *resist energy*, *undetected alignment*; 3rd—*blindness/deafness*, *cure moderate wounds*, *deeper darkness*, *dispel magic*, *greater magic weapon*, *heal mount*, *prayer*, *inflict serious wounds*, *magic circle*

against good/law; 4th—break enchantment, cure serious wounds, dispel good, dispel law, inflict critical wounds, poison, unholy sword.

Code of Conduct: A paladin of slaughter must be of chaotic evil alignment and loses all class abilities if she ever willingly commits a good act.

Additionally, a paladin of slaughter's code requires that she disrespect all authority figures who have not proven their physical superiority to her, refuse help to those in need, and sow destruction and death at all opportunities.

Associates: While she may adventure with characters of any evil or neutral alignment, a paladin of slaughter will never knowingly associate with good characters, nor will she continue an association with someone who consistently offends her moral code.

A paladin of tyranny may accept only henchmen, followers, and cohorts who are chaotic evil.

PALADIN OF TYRANNY CLASS FEATURES

The paladin of tyranny has all the standard paladin class features, except as noted below.

Aura of Evil (Ex): The power of a paladin of tyranny's aura of evil (see the *detect evil* spell) is equal to his paladin of tyranny level, just as with the aura of a cleric of an evil deity.

Detect Good (Sp): At will, a paladin of tyranny can use *detect good*, as the spell.

Smite Good (Su): Once per day, a paladin of tyranny may attempt to smite good with one normal melee attack.

This ability is otherwise identical to the standard paladin's ability to smite evil, including increased daily uses as the paladin of tyranny gains class levels.

Deadly Touch (Su): Beginning at 2nd level, a paladin of tyranny can cause wounds with a successful touch attack. Each day she can deal a total number of hit points of damage equal to her paladin level \times her Charisma bonus.

An opponent subjected to this attack can make a Will save (DC $10 + 1/2$ paladin level + paladin's Cha modifier) to halve the damage dealt.

Alternatively, a paladin of tyranny can use any or all of this power to cure damage to undead creatures, just as an *inflict wounds* spell does.

This power otherwise functions identically to the paladin's lay on hands ability.

Aura of Despair (Su): Beginning at 3rd level, a paladin of tyranny radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws. This ability otherwise functions identically to the paladin's aura of courage class feature.

Rebuke Undead (Su): A paladin of tyranny rebukes undead rather than turning undead.

Cause Disease (Sp): A paladin of tyranny can inflict disease with his touch (as the *contagion* spell) a number of times per week that a standard paladin of her level would normally be able to remove disease.

Spellcasting: Replace the paladin's spell list with the following spell list: 1st—*bane*, *corrupt weapon*, *create water*, *curse water*, *detect poison*, *detect undead*, *divine favor*, *doom*, *endure elements*, *inflict light wounds*, *magic weapon*, *protection from chaos*, *protection from good*, *read magic*, *resistance*, *virtue*; 2nd—*bull's strength*, *cure light wounds*, *darkness*, *delay poison*, *eagle's splendor*, *hold person*, *inflict moderate wounds*, *owl's wisdom*, *resist energy*, *undetectable alignment*; 3rd—*bestow curse*, *cure moderate wounds*, *deeper darkness*, *discern lies*, *dispel magic*, *greater magic weapon*, *heal mount*, *prayer*, *inflict serious wounds*, *magic circle against chaos/good*; 4th—*break enchantment*, *cure serious wounds*, *dispel chaos*, *dispel good*, *dominate person*, *inflict critical wounds*, *unholy sword*.

Code of Conduct: A paladin of tyranny must be of lawful evil alignment and loses all class abilities if he ever willingly commits a good act.

Additionally, a paladin of tyranny's code requires that he respect authority figures as long as they have the strength to rule over the weak, act with discipline (not engaging in random slaughter, keeping firm control over those beneath his station, and so forth), help only those who help him maintain or improve his status, and punish those who challenge authority (unless, of course, such challengers prove more worthy to hold that authority).

Associates: While he may adventure with characters of any evil or neutral alignment, a paladin of tyranny will never knowingly associate with good characters unless it serves his needs, nor will he continue an association with someone who consistently offends his moral code.

A paladin of tyranny may accept henchmen and followers of any alignment, but may only accept cohorts who are lawful evil.

TABLE 2-1: VARIANT PALADIN CLASS FEATURES

Level	Freedom	Tyranny	Slaughter
1st	Aura of good, <i>detect evil</i> , smite evil 1/day	Aura of evil, <i>detect good</i> , smite good 1/day	Aura of evil, <i>detect good</i> , smite good 1/day
2nd	Divine grace, lay on hands	Divine grace, deadly touch	Divine grace, deadly touch
3rd	Aura of resolve, divine health	Aura of despair, divine health	Debilitating aura, divine health
4th	Turn undead	Rebuke undead	Rebuke undead
5th	Smite evil 2/day, <i>special mount</i>	Smite good 2/day, <i>special mount</i>	Smite good 2/day, <i>special mount</i>
6th	Remove disease 1/week	Cause disease 1/week	Cause disease 1/week
7th	—	—	—
8th	—	—	—
9th	Remove disease 2/week	Cause disease 2/week	Cause disease 2/week
10th	Smite evil 3/day	Smite good 3/day	Smite good 3/day
11th	—	—	—
12th	Remove disease 3/week	Cause disease 3/week	Cause disease 3/week
13th	—	—	—
14th	—	—	—
15th	Remove disease 4/week, smite evil 4/day	Cause disease 4/week, smite good 4/day	Cause disease 4/week, smite good 4/day
16th	—	—	—
17th	—	—	—
18th	Remove disease 5/week	Cause disease 5/week	Cause disease 5/week
19th	—	—	—
20th	Smite evil 5/day	Smite good 5/day	Smite good 5/day

ILLUSIONIST

Illusionists control their surroundings by shaping, distorting, and deceiving the perceptions of others. To some their abilities seem weak, because they only distort and disguise rather than effecting true change, but those affected by an illusionist's spells know better, understanding that their own senses can be turned against them at any time.

Campaigns that deal in deception or that have a high level of social interaction, a fair number of mystery adventures, or even simply suspicious players can benefit from the introduction of variant illusionists.

Campaigns featuring multiple types of variant illusionists might give each group or variant an even more distinctive flavor by making each the master of a particular subset of illusion spells.

Illusionists from one nation might, for example, have the chains of disbelief variant ability and favor phantasms, while the illusionist thieves of the Guild of Shadows might have the shadow shaper variant ability and favor glamers and shadow magic.

Chains of Disbelief (Ex): Even if a viewer disbelieves an illusion created by an illusionist using this variant and communicates the details of the illusion to other creatures, those other creatures do not receive the normal +4 bonus on their saving throws to disbelieve the illusion. Furthermore, even when presented with incontrovertible proof that the illusion isn't real, creatures must still succeed on a Will saving throw to see objects or creatures that the illusion obscures, although they get a +10 bonus on the saving throw.

An illusionist using this variant permanently gives up the ability to obtain a familiar.

Shadow Shaper: An illusionist using this variant has a special bond with the Plane of Shadow, and gains several special abilities as he advances in level.

At 1st level, Hide is treated as a class skill for the illusionist.

At 5th level, the illusionist may add his Intelligence modifier (in addition to his Dexterity modifier) to his Hide skill checks.

At 10th level, the illusionist's illusions become infused with shadow stuff from the Plane of Shadow, making them more realistic and more likely to fool the senses.

The save DCs of the illusionist's illusion spells increase by +1.

This benefit stacks with similar bonuses, such as from Spell Focus.

At 15th level, the illusionist can hide in plain sight (as the ranger ability, except that the illusionist need not be in natural terrain).

At 20th level, the illusionist gains the ability to blend into shadows.

In any condition of illumination that would normally grant the illusionist concealment, he instead gains total concealment (as if he were invisible).

An illusionist using this variant does not gain bonus feats for advancing as a wizard.

Illusion Mastery (Ex): An illusionist using this variant automatically adds two illusion spells to his spellbook every time he gains a level that grants access to a new spell level. Furthermore, any time the illusionist learns a new illusion spell, he treats that spell as if he had mastered it with the Spell Mastery feat.

An illusionist using this variant does not gain additional spells per day for being a specialist wizard.

LEVEL CHECK (CLERIC)

The standard rules for turning undead allow a cleric to affect a relatively narrow band of undead (up to 4 HD greater than his cleric level).

This makes many undead creatures "off limits" for this iconic power of the cleric.

This variant changes the cleric's turning check into a battle of personality strength, representing it by a level check that also takes into account the opponents' Charisma scores.

When turning undead using this variant, the cleric makes a turning check against the closest creature first, followed by a separate check against the next closest, and so on.

When two or more creatures are equally close, the creature with the lowest number of Hit Dice is affected first (if it's still a tie, the character chooses which is affected first).

Creatures more than 60 feet away cannot be turned.

A turning check is a level check to which the character also adds his Charisma modifier.

(Use the character's effective turning level, which is equal to class level for a cleric or class level -3 for a paladin).

The DC is 10 + the creature's Hit Dice + its turn resistance (if any) + its Charisma modifier.

(To speed play, the DM can add a "Turn DC" score to the statistics block of each undead creature).

If you use this variant, some creatures' turn resistance should be increased to keep them from being too easy to turn.

Any creature with turn resistance of +4 or higher should gain an additional +2 to its turn resistance.

Creatures with turn resistance of +3 or lower need no change.

If the check fails, the creature is unaffected.

Its Hit Dice do not count against the total number of creatures the character can turn (see below).

If the character succeeds on the check, the affected creature stands frozen in place for 1 round, just as if it were paralyzed (though this affects even creatures with immunity to paralysis).

On each succeeding turn, the character may take a standard action to concentrate on the effect, prolonging the effective paralysis for an additional round.

(This doesn't count as a turn attempt, and affects all undead creatures that the character has "paralyzed" in this manner).

The character may concentrate on this effect for a maximum of 10 consecutive rounds, after which the undead creature can act normally.

If a creature affected in this way is attacked or takes damage, the effect is broken and the creature may act normally beginning on its next turn.

(The character's proximity to the creature has no effect).

This effect is the same whether the character channels positive or negative energy.

If the character's check beats the DC by 5 or more, he may instead turn the creature (if he channels positive energy) or rebuke it (if he channels negative energy).

If the creature has Hit Dice equal to one-half the character's effective cleric level or less, the turning attempt automatically succeeds, and he does not have to make a check (the creature's Hit Dice still count against the maximum).

Furthermore, such undead are automatically destroyed (if the character channels positive energy) or commanded (if he channels negative energy).

The character makes checks against each eligible creature until he has affected the maximum Hit Dice worth of creatures, or there are no more eligible creatures.

He can affect a number of Hit Dice of creatures equal to three × his effective cleric level on any one turning attempt.

For example, a 4th-level cleric (or 7th-level paladin) can affect up to 12 HD worth of creatures, which could mean two creatures with 6 HD each, four creatures with 3 HD each, or any other combination that adds up to 12 HD.

An evil cleric can instead channel negative energy to bolster undead or to dispel a turning effect.

In either case, the cleric makes a normal turning check (if attempting to dispel a turning effect, add the turning cleric's Charisma modifier to the DC of the evil cleric's turning check).

If the cleric successfully rebukes the undead, the undead gain turn resistance +2 (if he was attempting to bolster them) or are no longer turned (if he was attempting to dispel the turning effect).

For example, Jozan, a 3rd-level cleric, faces three ghouls and a ghast.

Jozan can turn up to 9 HD of creatures.

Two of the ghouls are 10 feet and 15 feet away, respectively.

The third ghoul and the ghast are both 20 feet away.

His turning attempts affect the closest ghouls first, then the farthest ghoul, and then the ghast.

Jozan makes the first turning check.

A ghoul has 2 HD, but it also has +2 turn resistance, so it is treated as a 4 HD creature.

After adding the ghoul's +1 Charisma modifier, the turning check DC is 15.

Jozan rolls a 12, which, with his three cleric levels and +1 Charisma modifier, gives him a result of 16, so the nearest ghoul is halted in place.

(If Jozan wants to maintain the effect, he'll have to continue to concentrate on it in later rounds).

He has successfully turned 4 HD worth of creatures, leaving him with 5 HD.

This is enough to affect another ghoul, so he makes another turning check against the next closest ghoul.

Jozan rolls a 6 against the second ghoul, for a result of 10, so the ghoul is unaffected.

Against the third ghoul, his roll is 16 for a result of 20, which beats the DC by at least 5, so Jozan can turn the ghoul if he wishes to do so.

Since he knows he can't affect the ghast on this turning attempt—it has 4 HD and +2 turn resistance, and Jozan has only 1 HD of turning left—he chooses to paralyze the third ghoul rather than sending it scurrying back into its burrow where it can gather more allies.

(Even if Jozan had failed to affect the third ghoul, he would only have 5 HD left—not enough to affect the ghast thanks to its +2 turn resistance).

On his next turn, Jozan can choose to continue holding the ghouls in place or, if his allies have already destroyed the three ghouls, use another turning attempt against the ghast (which requires a DC 19 turning check).

MONK

A monk might choose to give up some of her mobility in exchange for the ability to withstand attacks.

Gain: Damage reduction (as barbarian).

Lose: Enhancement bonus to unarmored speed, bonus to Armor Class when unarmored (retain Wisdom bonus to AC when unarmored).

NECROMANCER

Wrapped in mystery and burdened by reputations of evil, necromancers control dangerous energies that rob the living of strength and grant unlife to the dead.

The most powerful necromancers command dangerous undead minions and threaten towns, cities, and sometimes even entire kingdoms with their power.

Although necromancers make excellent villains and nemeses for a group of adventurers, neutral- and good-aligned necromancers who view themselves as the shepherds of the living and guardians of the dead can also prove valuable allies.

Campaigns that include evil necromancers or groups of undead as antagonists can benefit from the inclusion of variant necromancers.

Rival groups of necromancers might view certain types of undead as the only true or "pure" undead and all others as evils that must be destroyed, with each group disagreeing on which types are which.

Other factions or groups might have an innate loathing for undead raised by any but themselves.

Skeletal Minion: A 1st-level necromancer using this variant can begin play with an undead minion (a human warrior skeleton, as described on page 226 of the *Monster Manual*). Obtaining this minion takes 24 hours and uses up magical materials that cost 100 gp.

This creature is a loyal servant that follows the necromancer's commands and accompanies her on adventures if desired.

If the skeletal minion is destroyed, the necromancer suffers no ill effects and may replace it by performing a ceremony identical to the one that allowed her to obtain her first servant.

At 1st level, the skeleton is completely typical, but it gains power as the necromancer gains levels.

The skeleton has a number of Hit Dice equal to the necromancer's class level.

Add one-half the necromancer's class level to the skeleton's natural armor bonus.

Add one-third of the necromancer's class level to the skeleton's Strength and Dexterity scores.

A necromancer using this variant permanently gives up the ability to obtain a familiar.

Undead Apotheosis (Ex): As a necromancer using this variant progresses in levels, she gains some of the qualities that typify undead creatures.

At 5th level, the necromancer gains a +2 bonus on all saving throws made to resist *sleep*, *stun*, *paralysis*, *poison*, or *disease*.

This bonus increases to +4 at 15th level.

At 10th level, the necromancer gains a +4 bonus on saving throws made to resist ability damage, ability drain, or energy drain.

At 20th level, the necromancer gains 25% resistance to critical hits, as the light fortification armor special ability described on page 219 of the *Dungeon Master's Guide*.

A necromancer using this variant does not gain bonus feats for advancing as a wizard.

Enhanced Undead (Ex): Any time a necromancer using this variant creates an undead creature (such as with *animate dead*, *create undead*, or *create greater undead*), all undead creatures created gain a +4 enhancement bonus to Strength and Dexterity, and two additional hit points per Hit Die. This ability does not affect the number or Hit Dice of animated creatures that the necromancer can create or control.

A necromancer using this variant does not gain additional spells per day for being a specialist wizard.

PALADIN

The paladin who takes an active role in hunting her foul enemies must give up her defensive powers.

Gain: Favored enemy (as ranger; may only select aberrations, dragons, giants, monstrous humanoids, evil outsiders, or undead).

Lose: Lay on hands, turn undead, *remove disease*.

PLANAR BANISHMENT (CLERIC)

Instead of channeling energy to turn or rebuke undead, with this variant a cleric can channel energy to banish outsiders.

Make a turning check as normal.

The result indicates the most powerful outsider affected (treat an outsider as having Hit Dice equal to its Hit Dice + its Cha modifier, if any).

If the roll is high enough to let the cleric affect at least some outsiders within 60 feet, roll 2d6 + cleric's class level + cleric's Cha modifier for turning damage.

That's how many total Hit Dice of outsiders the cleric affects.

Any outsider affected by the turning attempt is banished back to its home plane.

(If it is already on its home plane, there is no effect).

Even if it has the ability to travel between planes, it cannot do so for 10 rounds (1 minute).

If the cleric has twice as many levels (or more) as the outsider has effective Hit Dice, he destroys any outsiders that he would normally banish.

If the cleric would normally turn or destroy undead, he has the ability to banish or destroy evil outsiders (that is, outsiders with the evil subtype, as defined by the *Monster Manual*).

Characters who would normally rebuke or command undead instead gain the ability to banish or destroy good outsiders.

As an additional option, the DM might allow clerics worshipping a lawful deity to banish or destroy chaotic outsiders, while clerics worshipping a chaotic deity could banish or destroy lawful outsiders.

This ability would replace the ability to banish or destroy good or evil outsiders.

If you use this variant, consider allowing clerics who can turn or rebuke elementals (that is, clerics with access to the Air, Earth, Fire, or Water domains) to instead banish elementals of the same element and banish or destroy elementals of the opposing element.

This variant is otherwise identical to turning undead, including limits of daily uses and feats that enhance a cleric's turning ability.

PLANAR RANGER (RANGER)

The planar ranger roams the multiverse instead of the wilderness, learning the secrets of the elemental planes, the glorious Seven Heavens, and the horrible Abyss.

Class Skills: Eliminate Knowledge (nature) and Knowledge (dungeoneering) from the ranger's class skill list.

Add Knowledge (the planes) and Speak Language (Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, Terran only) to the class skill list.

CLASS FEATURES

The planar ranger has all the standard ranger class features, except as noted below.

Wild Empathy: A planar ranger takes no penalty on wild empathy checks made to influence magical beasts with the celestial or fiendish templates.

However, he takes a -4 penalty when using this ability against animals.

Animal Companion: A nonevil planar ranger may have a celestial version of a normal animal as his animal companion.

A nongood ranger may have a fiendish version of a normal animal as his animal companion.

Spellcasting: A planar ranger's spellcasting ability is largely unchanged from that of the standard ranger, with one exception: Any ranger spell that normally affects animals also affects celestial or fiendish versions of animals when cast by a planar ranger.

RANGER

A ranger might forgo training in weapon combat in exchange for the ability to take animal form and move swiftly through the woodlands.

Gain: Wild shape (as druid; Small or Medium animals only), fast movement (as barbarian).

Lose: Combat style, improved combat style, combat style mastery.

ROGUE

The rogue who favors martial training over stealth and cunning can profit if she chooses her fights carefully.

Gain: Bonus feats (as fighter).

Lose: Sneak attack.

SAVAGE BARD (BARD)

The savage bard is a warrior at heart, though his arcane powers strike fear into the enemies of his tribe.

Savage bards often multiclass as barbarians to improve their combat prowess.

Alignment: A savage bard must be chaotic in alignment.

A savage bard who becomes nonchaotic cannot progress in levels as a bard, though he retains all his bard abilities.

Base Save Bonuses: A savage bard has good Fortitude and Will saves, but has poor Reflex saves.

Class Skills: A savage bard loses Decipher Script and Speak Language as class skills.

He adds Survival to his list of class skills.

CLASS FEATURES

The savage bard has all the standard bard class features, except as noted below.

Illiteracy: A savage bard is illiterate, just as a barbarian is.

An illiterate savage bard cannot use or scribe scrolls.

Spellcasting: Remove the following spells from the savage bard's class spell list: *calm emotions*, *comprehend languages*, *detect secret doors*, *erase*, *prestidigitation*, *read magic*, *sepia snake sigil*, *summon monster* (I through VI).

Add the following spells to the savage bard's class spell list: 1st—*calm animals*, *detect snares and pits*, *endure elements*, *summon nature's ally* I; 2nd—*bull's strength*, *pass without trace*, *summon nature's ally* II; 3rd—*snare*, *summon nature's ally* III; 4th—*insect plague*, *summon nature's ally* IV; 5th—*commune*

with nature, *summon nature's ally* V; 6th—*creeping doom*, *reincarnate*, *summon nature's ally* VI.

SORCERER/WIZARD

A sorcerer or wizard might desire a more durable companion to accompany him on excursions into the wilderness.

Gain: Animal companion (as druid; treat sorcerer or wizard as a druid of half his class level).

Lose: Familiar.

SPECIALIST WIZARD

Because magic plays such an important role in the D&D game, the wizard class offers great opportunities for change when designing a campaign or a character.

The following variants present different versions of the specialist wizards described in the *Player's Handbook*.

Each variant specialist class gives up one of the standard specialist's class abilities in exchange for a new ability unique to the variant specialist.

Each specialist class has three variants: one that replaces the specialist's summon familiar ability, one that replaces the specialist's bonus spells, and one that replaces the specialist's bonus spell per day from the specialty school. Because each variant requires the loss of an existing ability, you can use more than one of these variants at the same time.

By choosing among the variant abilities presented for each specialist, you can easily customize the way that magic works in a campaign, in a geographic region of a campaign, for a school of magic, or even for a single spellcaster.

Players can easily create unique and interesting characters using these variants.

For example, a campaign might be set up with some or all of the following variants for specialist wizards.

- All abjurers in the campaign have the resistance to energy variant ability because the setting includes a large number of gates to the elemental planes.

- Evokers from the city of Kinhaven all have the overcome resistance ability, but they do not gain additional spells as specialist wizards.

However, other evokers in the campaign gain abilities exactly as described in the *Player's Handbook* and consider the evokers of Kinhaven a disruptive offshoot of the pure study of magic.

- The students and masters at a college of necromancy from a distant region slowly undergo undead apotheosis instead of gaining bonus feats, but most necromancers in the campaign gain abilities exactly as described in the *Player's Handbook*.

This difference has led some to feel that the foreign necromancers have a more thorough understanding of the powers of death.

Traditional necromancers have a hard time attracting students, while the foreigners gain several new apprentices each year.

- One conjurer of particular power in the city of Balthak-Ruhl cannot obtain a familiar and instead casts summoning spells exceptionally quickly, as described in the rapid summoning variant ability.

He claims he can teach others to wield magic as he does, but so far he has gathered few students.

In addition to a description of the variant class's abilities, each entry below includes brief suggestions on sample campaigns, adventures, or characters that might benefit from the use of the variant specialists.

These notes are suggestions only, since nearly any campaign can benefit from adding variety to spells and spellcasters.

Although these abilities allow the creation and customization of variant classes, a character cannot, for example, take a few levels of conjurer using the rapid summoning variant and then "multiclass" into regular conjurer levels.

These variants all follow the normal rules for multiclassing by specialist wizards.

SPONTANEOUS DIVINE CASTERS (CLERIC, DRUID)

As a twist on the traditional divine spellcaster, this variant converts the cleric and druid into spontaneous spellcasters. Such characters have a limited number of spells known, as the sorcerer does, though their selection is not quite as limited as the sorcerer's list.

Like other spellcasters, a character using this variant system can cast a certain number of spells per day.

His base daily spell allotment is the same as a normal cleric's number of spells per day (not including domain spells), plus one spell per day of each spell level he can cast. For instance, a 1st-level cleric using this system can cast four 0-level spells and two 1st-level spells per day.

However, the divine caster's selection of spells known is limited.

At 1st level, the character begins play knowing four 0-level spells and two 1st-level spells of your choice, plus his two 1st-level domain spells (if a cleric) or *summon nature's ally I* (if a druid).

At each new level in the character's divine spellcasting class, he gains one or more new spells, as indicated on Table 2-2: Spells Known.

TABLE 2-2: SPELLS KNOWN

Level	Spells Known									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	0	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	0	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	0	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	0	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	0	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	0	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	0	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	0
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Characters who use this option lose the ability to spontaneously cast *cure*, *inflict*, or *summon nature's ally* spells in place of other spells.

However, each time the character gains a new spell level, he gains one or more bonus spells known to add to his list. A cleric may add his two domain spells to his list of spells known, while a druid may add the appropriate *summon nature's ally* spell to her list of spells known.

(An entry of 0 on the table indicates that the cleric knows only his domain spells of that level, and the druid knows only the *summon nature's ally* spell of that level).

Upon reaching 4th level, and at every even-numbered class level after that, a cleric or druid can choose to learn a new spell in place of one he already knows.

This functions identically to the sorcerer's ability to swap out known spells, except that a cleric may never choose to lose a domain spell and a druid may never choose to lose a *summon nature's ally* spell.

For example, Jozan the cleric has chosen the domains of Good and Healing, which means that at 1st level, he automatically knows *cure light wounds* and *protection from evil*.

In addition, he chooses four spells from the list of 0-level cleric spells (*cure minor wounds*, *detect magic*, *light*, and *read magic*) and two spells from the list of 1st-level cleric spells (*bless* and *shield of faith*).

He now knows four 0-level spells and four 1st-level spells. Another example: At 4th level, Vadiana the druid learns a new 0-level spell and a new 2nd-level spell.

She can also choose to replace one of her 0-level spells known with a different spell of the same level.

She chooses to replace *know direction* (since Sovelliss has sufficient ranks in Survival to determine true north, this spell isn't as important any more) with *detect poison* (because Krusk is tired of accidentally eating toxic berries).

THUG (FIGHTER)

The thug is a street fighter, a survivor who learns to mix brute force with a bit of craftiness.

He has most of the fighter's strengths, along with some additional skills to help keep him alive on the mean streets. Despite the name, not all thugs are mere hooligans—many are crafty veterans who use their knowledge of the streets to gain an advantage against their opponents.

Most thugs are nonlawful, though sometimes gangs of thugs with a lawful streak band together.

Class Skills: Add the following skills to the fighter's class skill list: Bluff, Gather Information, Knowledge (local), and Sleight of Hand.

The thug gains skill points per level equal to 4 + Int modifier (and has this number ×4 at 1st level).

CLASS FEATURES

The thug has all the standard fighter class features, except as noted below.

Weapon and Armor Proficiency: Thugs are proficient with all simple and martial weapons and with light armor.

Bonus Feats: A thug doesn't gain the normal fighter bonus feat at 1st level.

Also, add Urban Tracking (see the sidebar later in this chapter) to the list of fighter bonus feats available to the thug.

TOTEM BARBARIAN (BARBARIAN)

In a barbarian-heavy campaign, you can increase the variation between barbarian characters if each barbarian tribe dedicates itself to a different totem creature, such as the bear or the jaguar.

The choice of a totem must be taken at 1st level, and cannot be changed later except under extreme circumstances (such as the barbarian being adopted by another tribe).

If you use this variant, the barbarian loses one or more of the following standard class features: fast movement, uncanny dodge, trap sense, and improved uncanny dodge. In place of these abilities, the barbarian gains class features as determined by his totem.

All totems do not necessarily grant abilities at the same levels, nor do they all grant the same number of abilities. These class features are extraordinary abilities unless otherwise indicated.

The list of totems discussed here is by no means exhaustive.

If you prefer to use other totems, you can either substitute the totem name for that of a similar creature (such as changing the Lion Totem to the Tiger Totem) or create a new set of totem abilities, using the information here as a guide.

APE TOTEM CLASS FEATURES

A barbarian dedicated to the ape totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- At 1st level, an ape-totem barbarian gains a climb speed equal to one-half his base land speed (round down to the nearest 5-foot interval).

For instance, a human, elf, half-elf, or half-orc ape-totem barbarian has a climb speed of 15 feet, while a dwarf, gnome, or halfling ape-totem barbarian has a climb speed of 10 feet.

See Movement Modes, page 311 of the *Monster Manual* for more information on creatures with a climb speed.

- At 2nd level, an ape-totem barbarian gains a +2 bonus on Intimidate checks.

- A 3rd level ape-totem barbarian gains Power Attack as a bonus feat.

- At 5th level, an ape-totem barbarian's climb speed equals his base land speed.

BEAR TOTEM CLASS FEATURES

A barbarian dedicated to the bear totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- A 1st-level bear-totem barbarian gains Toughness as a bonus feat.

- At 2nd level, a bear-totem barbarian gains Improved Grapple as a bonus feat, even if he doesn't meet the normal prerequisites.

- A 3rd-level bear-totem barbarian gains Great Fortitude as a bonus feat.

- Beginning at 5th level, a bear-totem barbarian gains a +4 bonus on grapple checks when raging.

BOAR TOTEM CLASS FEATURES

A barbarian dedicated to the boar totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- When raging, a 1st-level boar-totem barbarian is treated as having the Diehard feat, even if he doesn't meet the normal prerequisites.

- At 3rd level and higher, a boar-totem barbarian's rage lasts for 2 rounds longer than normal.

- Beginning at 7th level, a boar-totem barbarian's damage reduction is 1 point higher than the normal value.

Thus, at 7th level, a boar-totem barbarian's damage reduction is 2/—, and it rises by 1 point every three levels thereafter.

DRAGON TOTEM CLASS FEATURES

A barbarian dedicated to the dragon totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- A 1st-level dragon-totem barbarian gains Blind-Fight as a bonus feat.

- At 2nd level, a dragon-totem barbarian gains a +2 bonus on saves against paralysis and sleep effects.

- At 5th level, a dragon-totem barbarian gains the frightful presence ability (see page 309 of the *Monster Manual*).

The save DC is equal to 10 + 1/2 barbarian level + barbarian's Cha modifier.

EAGLE TOTEM CLASS FEATURES

A barbarian dedicated to the eagle totem does not gain the standard fast movement and trap sense barbarian class features, and instead gains the following abilities.

- At 1st level, an eagle-totem barbarian's keen vision grants him a +2 bonus on Spot checks.

- An eagle-totem barbarian gains Lightning Reflexes as a bonus feat at 3rd level.

HORSE TOTEM CLASS FEATURES

A barbarian dedicated to the horse totem does not gain the standard uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- At 2nd level, a horse-totem barbarian gains Run as a bonus feat.

- A 3rd-level horse-totem barbarian gains a +2 bonus on Handle Animal checks made with regard to horses and a +2 bonus on Ride checks made to ride a horse.

- At 5th level, a horse-totem barbarian gains Endurance as a bonus feat.

JAGUAR TOTEM CLASS FEATURES

A barbarian dedicated to the jaguar totem represents the "standard" barbarian and gains the barbarian class features as described in the *Player's Handbook*.

LION TOTEM CLASS FEATURES

A barbarian dedicated to the lion totem does not gain the standard fast movement, uncanny dodge, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- At 1st level, a lion-totem barbarian gains Run as a bonus feat.

- A 2nd-level lion-totem barbarian gains a +2 bonus on Hide checks.

- A 5th-level lion-totem barbarian gains a +2 bonus on damage rolls whenever he charges.

SERPENT TOTEM CLASS FEATURES

A barbarian dedicated to the serpent totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- At 1st level, a serpent-totem barbarian gains a +2 bonus on Fortitude saves against poison.
- A 2nd-level serpent-totem barbarian gains a +2 bonus on Move Silently checks.
- At 3rd level, a serpent-totem barbarian gains Improved Grapple as a bonus feat, even if he doesn't meet the normal prerequisites.
- A serpent-totem barbarian gains Improved Initiative as a bonus feat at 5th level.

WOLF TOTEM CLASS FEATURES

A barbarian dedicated to the wolf totem does not gain the standard uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- A 2nd-level wolf-totem barbarian gains Improved Trip as a bonus feat, even if he doesn't meet the normal prerequisites.
- A 5th-level wolf-totem barbarian gains Track as a bonus feat.

TRANSMUTER

Masters of change, transmuters are among the most varied and versatile specialists.

Transmutation spells, by their very nature, can change the environment and allow the spellcaster to solve nearly any problem.

This school's utility and variety ensures that nearly any campaign's magic becomes richer with the introduction of variant transmuters.

Campaigns in which the magic system is under going change benefit from introducing variant transmuters. Likewise, campaigns that include an above-average number of magical cultures or a long history of magical sophistication benefit from alternative traditions of transmutation magic.

Enhance Attribute (Ex): Once per day, plus one additional time per five class levels, a transmuter using this variant can add a +2 enhancement bonus to any one of his ability scores.

This bonus lasts for a number of minutes equal to the transmuter's class level.

Using this ability is a free action (and counts as using a quickened spell, so it may only be used once per round).

A transmuter using this variant permanently gives up the ability to obtain a familiar.

Spell Versatility (Ex): A 5th-level transmuter using this variant can adapt magic of other schools to his own style of spellcasting.

For every five class levels that the transmuter gains, he can select one spell of any spell level that he has access to and treat it as if it were a transmutation spell.

This means, for example, that the specialist can learn the spell normally and even prepare it as a bonus spell from the transmutation school.

This spell can even be from a school that he has chosen as a prohibited school.

Once a spell is chosen to be affected by this ability, it cannot be changed.

For example, a transmutation specialist using this variant has selected abjuration and necromancy as his prohibited schools.

At 5th level, he gains access to 3rd-level spells.

He chooses *dispel magic* and forever after treats *dispel magic* as if were a transmutation spell.

A transmuter using this variant does not gain bonus feats for advancing as a wizard.

Transmutable Memory (Ex): A transmuter using this variant can alter some of his prepared spells in a short amount of time.

Once per day, the transmuter can give up a number of prepared spell levels (up to a maximum total equal to half his class level) and prepare different spells in their place, as long as the number of newly prepared spell levels is equal to or less than the number of spell levels given up (0-level spells don't count).

For example, a 12th-level transmuter who uses this variant can lose two 1st-level spells and two 2nd-level spells from memory (a total of six spell levels, half the character's class level) and prepare two 3rd-level spells.

Using this ability requires a number of minutes of concentration equal to the number of spell levels given up. If the transmuter's concentration is broken during this time, all spells to be lost are gone and no spells are gained in their place.

A transmuter using this variant does not gain additional spells per day for being a specialist wizard.

URBAN RANGER (RANGER)

The urban ranger stalks the treacherous streets of the city, relying on his knowledge of alleyways and underworld contacts to keep him alive.

Class Skills: Eliminate Knowledge (nature), Knowledge (dungeoneering), and Survival from the ranger's class skill list.

Add Gather Information, Knowledge (local), and Sense Motive to the class skill list.

CLASS FEATURES

The urban ranger has all the standard ranger class features, except as noted below.

Animal Companion: An urban ranger cannot have an animal larger than Medium as his animal companion.

Urban Tracking: An urban ranger does not gain the Track feat at 1st level.

Instead, he gains the Urban Tracking feat (see the sidebar), which allows him to use Gather Information to track down a missing person, suspect, or other individual within a community.

Wild Empathy: An urban ranger adds only one-half his class level to wild empathy checks, reflecting his limited connection with the natural world.

Favored Enemy: At the DM's discretion, an urban ranger may select an organization instead of a creature type as his favored enemy.

For example, a character might select a particular thieves' guild, merchant house, or even the city guard.

The favored enemy bonuses would apply to all members of the chosen organization, regardless of their creature type or subtype.

Spellcasting: The urban ranger's spell list is different from the standard ranger list.

The following spells are eliminated from the urban ranger's spell list: *animal messenger*, *charm animal*, *detect animals or plants*, *speak with animals*, *bear's endurance*, *hold animal*, *snare*, *speak with plants*, *command plants*, *diminish plants*, *plant*

growth, reduce animal, tree shape, water walk, commune with nature, and tree stride.

In exchange, the urban ranger adds the following spells to his class spell list: 1st—*comprehend languages, detect chaos/good/evil/law, detect secret doors, message*; 2nd—*detect thoughts, knock, locate object, eagle's splendor*; 3rd—*discern lies, invisibility, speak with dead, tongues*; 4th—*dimensional anchor, locate creature, Mordenkainen's faithful hound, true seeing*.

Woodland Stride: An urban ranger does not gain this ability.

Swift Tracker (Ex): Beginning at 8th level, an urban ranger may make a Gather Information check for his Urban Tracking feat every half hour without taking the normal –5 penalty.

Camouflage: An urban ranger does not gain this ability.

Hide in Plain Sight (Ex): An urban ranger can use this ability in any area, whether natural terrain or not.

Special Abilities: Add woodland stride (as the 7th-level ranger ability), camouflage (as the 13th-level ranger ability) and hide in plain sight (as the 17th-level ranger ability, requires the rogue to already have the camouflage ability) to the list of special abilities that can be chosen by the wilderness rogue.

WIZARD

Some wizards trade their knowledge of magic and craft to improve their combat prowess.

Gain: Bonus feat list (as fighter; bonus feats gained at 1st level and every five levels as wizard).

Lose: Scribe Scroll, wizard bonus feat list.

WHIRLING FRENZY (BARBARIAN)

A barbarian with this variant form of rage doesn't gain the normal bonuses when he enters a rage.

Instead, when a barbarian with whirling frenzy enters a rage, he temporarily gains a +4 bonus to Strength and a +2 dodge bonus to Armor Class and on Reflex saves.

While in a whirling frenzy, the barbarian may make one extra attack in a round at his highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round.

This penalty applies for 1 round, so it also affects attacks of opportunity the barbarian might make before his next action.

Whirling frenzy is otherwise identical to the standard barbarian rage in all other ways.

At 11th level (when a standard barbarian gains greater rage), the Strength bonus increases to +6, and the dodge bonus to Armor Class and on Reflex saves increases to +3.

At 20th level (when a standard barbarian gains mighty rage), the Strength bonus increases to +8, and the dodge bonus to Armor Class and on Reflex saves increases to +4.

A barbarian using this variant doesn't gain indomitable will at 14th level.

Instead, he gains evasion, but only while in a whirling frenzy.

A character can't use whirling frenzy at the same time that he uses any other form of rage (or similar ability).

WILDERNESS ROGUE (ROGUE)

The wilderness rogue prefers to put her skills to use in the great outdoors, rather than in cramped alleys and dungeon corridors.

In many ways, she is similar to the traditional ranger, though with less combat savvy and with none of the ranger's divine link to the natural world.

Class Skills: Remove the following rogue class skills from the wilderness rogue's class skill list: Appraise, Diplomacy, Decipher Script, Forgery, and Gather Information.

Add the following skills to the wilderness rogue's class skill list: Handle Animal, Knowledge (geography), Knowledge (nature), Ride, and Survival.

CLASS FEATURES

The wilderness rogue has all the standard rogue class features, except as noted below.

BASE CLASSES

COMPLETE ADVENTURER (3.5)

NINJA

Ninjas move through the shadows, striking down the unwary and vanishing again with ease.

Ninjas walk where others cannot.

They blend their training in stealth and assassination with a focused mind.

Their rigorous preparation sharpens their minds and bodies, giving them supernatural abilities of stealth and making them phantoms in the eyes of many.

Although ninjas in battle lack the staying power of martial characters such as fighters or barbarians, they excel at making combat occur on their terms—appearing and disappearing seemingly at a whim.

Historically, ninjas came from clans of assassins and guerrilla warriors in feudal Japan.

In a fantasy setting, they blend a gift for stealth and infiltration with devastating surprise attacks and supernatural means of avoiding blows.

Although the specific abilities of the class differ from those attributed to the historical ninja, they mirror the ninja's fearsome reputation as a spy, assassin, and martial artist.

Adventures: Ninjas adventure for a variety of reasons.

A loyal ninja might adventure at her lord's command, using her abilities of stealth and subterfuge to ferret out his enemies or recover powerful treasures to be used in his service.

A mercenary ninja might seek only treasure and fame, while a more idealistic ninja might seek to thwart a growing evil.

Most ninjas prefer anonymity to fame, and they go out of their way to disguise their profession and abilities.

A rare few, however, revel in the mysterious reputation that surrounds ninjas and their training, making known their abilities and their role in a famous adventuring group.

As ninjas grow in wealth and power, their goals often change, and their ability to uncover secrets and kill stealthily can shape the plans of entire nations.

Rulers both fear and covet the skills of the ninja, and high-level ninjas whose identities are known often find adventures coming to them rather than the converse.

Characteristics: Highly skilled spies and assassins, ninjas can master a broad range of skills and combat techniques. Nearly every ninja perfects the arts of moving quietly and remaining hidden, and her secondary skills define her role in an adventuring party or a community.

Many ninjas hone skills that help them become better spies, mastering the arts of social interaction and disguise. Others take on the role of cat burglars, practicing skills that help them find and bypass traps and locks.

In combat, a ninja can deal out devastating blows if her opponent doesn't know she's there, but she's not quite as

adept as a rogue is at delivering such attacks in a prolonged battle.

Ninjas jump and climb farther and faster than members of most other classes, and they are skilled acrobats as well.

Ninjas also receive special training in the use of poisons, and many ninjas employ poisonous weapons in combat.

Even with these impressive skills, a ninja's most dangerous and remarkable powers involve the ability to step briefly into the Ethereal Plane.

By focusing her *ki*, a ninja can vanish from sight, walk through solid walls, and deal devastating attacks even when not physically present at the scene.

As a ninja advances in level, she can turn this ability to defense, causing blows that would otherwise hit to pass harmlessly through her body.

Alignment: Although ninjas have a reputation as dangerous assassins and deceptive spies, they follow many different philosophies and ideals and can be of any alignment.

For every dangerous mercenary who uses her ninja training to kill for money, an honest and loyal ninja stands guard over a just lord.

Most ninjas follow their own beliefs rather than the dictates of a noble or magistrate, and therefore more ninjas are chaotic than lawful.

Religion: A ninja's religious beliefs follow those of her clan. In a fantasy game, ninjas can follow any god, although most clans devote themselves to deities of stealth or trickery.

Neutral or mercenary ninjas might devote themselves to Olidammara (the god of thieves).

Evil ninjas might revere Nerull (the god of death) or Erythnul (the god of slaughter).

Ninjas who have left or lost their clan follow any deity and often choose not to worship a deity.

Background: Many ninjas come from isolated clans that train in secret.

They spend years perfecting the arts of stealth and subterfuge in distant villages and hidden training camps.

These warriors, whether deployed in the service of an honorable lord or sent to serve as mercenary assassins, carefully conceal their identities and origins.

These ninjas weave complicated webs of disguises, strike only from hiding, and deal through intermediaries whenever possible.

Because of their strong ties to their clan, these ninjas must often put aside personal preferences or goals to serve their lord or clan, but in return they gain the support of a powerful political force and access to the clan's many safe houses and hideouts.

Although most ninjas come from such isolated clans, exceptions exist at every turn.

Some ninjas receive specialized training from a single mentor, perhaps even a retired adventurer who wishes to pass along his skills.

Others train alongside monks and other ascetics in a peaceful monastery.

In some places, far-thinking nobles set up their own ninja training centers.

One of these centers might consist merely of a single teacher with a handful of students; another might be a full-blown ninja school that progresses students through a rigid series of tests, ranks, and trials.

Races: Humans, halflings, half-elves, and half-orcs often have the combination of adaptability and ambition necessary to master the techniques of the ninja.

Elves, both graceful and deadly, rarely become ninjas, but those who do often achieve great fame or notoriety. Such elf ninjas often attain the heights of ninja prowess, shaping the history of many human generations through their daring exploits.

Dwarves and gnomes seldom train as ninjas.

Not only is their social structure too open to shelter hidden clans of ninjas, but their martial instincts run to more straightforward forms of combat.

Other Classes: Ninjas work best with rogues, scouts, or rangers.

Although they appreciate the healing power of clerics and the sheer offensive might of fighters and barbarians, ninjas rely too much on stealth to completely embrace the idea of adventuring with other classes.

Conversely, when traveling or not actively adventuring, ninjas who wish to go unnoticed benefit greatly from the presence of other classes.

The less subtle and more visible her adventuring companions are, the easier it is for a ninja to remain in the background and disguise her own abilities.

Role: Depending on a ninja's skill selection and the mission that her party undertakes, the character's role in the group can vary dramatically.

A ninja practiced in disguise and diplomacy might assume a false identity and act as the group's leader and front person.

A stealthy ninja who has perfected the arts of infiltration might act as a scout or point, while a more cautious ninja might hang back, covering the group's rear.

Whatever a ninja's role during routine dungeon exploration or other adventures, she is a dangerous and unpredictable combatant who can disable foes with poison, seemingly strike from nowhere, and escape almost any situation by using her supernatural abilities.

GAME RULE INFORMATION

Ninjas have the following game statistics.

Abilities: Ninjas benefit from a high Dexterity score, since it affects their most important skills, and many of their abilities require that they wear no armor.

A high Dexterity also helps a ninja to act first in initiative and take advantage of her sudden strike ability.

A ninja also appreciates a high Wisdom score, which improves her Armor Class, grants additional uses of her *ki* powers, and helps her locate foes with skills such as Listen and Spot.

Alignment: Any.

Hit Die: d6.

Starting Gold: 4d4×10 gp.

CLASS SKILLS

A ninja's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the ninja.

Weapon and Armor Proficiency: Ninjas are proficient with all simple weapons, plus the hand crossbow, kama, kukri, nunchaku, sai, shortbow, short sword, shuriken, and siangham.

Ninjas are not proficient with any type of armor or shield.
AC Bonus (Ex): A ninja is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks.

When unarmored and unencumbered, a ninja adds her Wisdom bonus (if any) to her Armor Class.

This ability does not stack with the monk's AC bonus ability (a ninja with levels of monk does not add the bonus twice).

In addition, a ninja gains a +1 bonus to AC at 5th level.

This bonus increases by 1 for every five ninja levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

These bonuses to AC apply even against touch attacks or when a ninja is flat-footed.

The character loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Ki Power (Su): A ninja can channel her *ki* to manifest special powers of stealth and mobility.

She can use her *ki* powers a number of times per day equal to one-half her class level (minimum 1) plus her Wisdom bonus (if any).

Ki powers can be used only if a ninja is wearing no armor and is unencumbered.

As long as a ninja's *ki* pool isn't empty (that is, as long as she has at least one daily use remaining), she gains a +2 bonus on her Will saves.

A ninja's *ki* powers are ghost step, *ki* dodge, ghost strike, greater *ki* dodge, and ghost walk.

Each power is described under a separate entry below.

Sudden Strike (Ex): If a ninja can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Whenever a ninja's target is denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), the ninja deals an extra 1d6 points of damage with her attack.

This extra damage increases by 1d6 points for every two ninja levels thereafter.

A ninja can't use sudden strike when flanking an opponent unless that opponent is denied its Dexterity bonus to AC.

This damage also applies to ranged attacks against targets up to 30 feet away.

Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sudden strikes.

A ninja can't make a sudden strike while striking the limbs of a creature whose vitals are out of reach.

A ninja can't use sudden strike to deliver nonlethal damage.

Weapons capable of dealing only nonlethal damage don't deal extra damage when used as part of a sudden strike.

The extra damage from the sudden strike ability stacks with the extra damage from sneak attack whenever both would apply to the same target.

SUDDEN STRIKE AND SNEAK ATTACK

For the purpose of qualifying for feats, prestige classes, and similar options that require a minimum number of sneak attack extra damage dice, treat the ninja's sudden strike ability as the equivalent of sneak attack.

Trapfinding (Ex): A ninja can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps.

See the rogue class feature, page 50 of the *Player's Handbook*.
Ghost Step (Su): Starting at 2nd level, a ninja can spend one daily use of her *ki* power to become invisible for 1 round. Using this ability is a swift action (see Swift Actions and Immediate Actions, page 137) that does not provoke attacks of opportunity.

At 10th level, a ninja can become ethereal when using ghost step instead of becoming invisible.

Poison Use (Ex): At 3rd level and higher, a ninja never risks accidentally poisoning herself when applying poison to a weapon.

Great Leap (Su): At 4th level and higher, a ninja always makes Jump checks as if she were running and had the Run feat, enabling her to make long jumps without a running start and granting a +4 bonus on the jump (see the skill description, page 77 of the *Player's Handbook*).

This ability can be used only if she is wearing no armor and is carrying no more than a light load.

Acrobatics (Ex): Starting at 6th level, a ninja gains a +2 bonus on Climb, Jump, and Tumble checks.

This bonus increases to +4 at 12th level and +6 at 18th level.

Ki Dodge (Su): At 6th level and higher, a ninja can spend one daily use of her *ki* power to cause an attack against her to miss when it might otherwise hit.

When a ninja activates this ability, her outline shifts and wavers, granting her concealment (20% miss chance) against all attacks for 1 round.

Using this ability is a swift action that does not provoke attacks of opportunity.

See *invisibility* has no effect on concealment granted by the *ki* dodge ability, but *true seeing* negates the miss chance.

This concealment does not stack with that caused by other effects that grant concealment or by spells such as *blink* or *displacement*.

Speed Climb (Ex): A ninja of 7th level or higher can scramble up or down walls and slopes with great speed.

She can climb at her speed as a move action with no penalty; however, she must begin and end the round on a horizontal surface (such as the ground or a rooftop).

If she does not end her movement on a horizontal surface, she falls, taking falling damage as appropriate for her distance above the ground.

A ninja needs only one free hand to use this ability.

This ability can be used only if a ninja is wearing no armor and is carrying no more than a light load.

Ghost Strike (Su): At 8th level and higher, a ninja can spend one daily use of her *ki* power to strike incorporeal and ethereal creatures as if they were corporeal.

She also can use this ability to strike foes on the Material Plane normally while ethereal (for example, while using her ghost step ability).

Activating the ghost strike ability is a move action that does not provoke attacks of opportunity.

It affects the next attack made by the ninja, as long as that attack is made before the end of her next turn.

Improved Poison Use (Ex): Starting at 9th level, a ninja can apply poison to a weapon as a move action.

(Normally, applying a poison is a standard action, like applying an oil).

Evasion (Ex): Beginning at 12th level, a ninja can avoid damage from certain attacks with a successful Reflex save.

(See the monk class feature, page 41 of the *Player's Handbook*).

A ninja's use of evasion differs slightly from a monk's use in that a ninja can use evasion only if she is wearing no armor and is carrying no more than a light load.

Ghost Mind (Su): At 14th level, a ninja gains a special resistance to spells of the scrying subschool.

To detect or see a ninja with such a spell, the caster must make a caster level check (DC 20 + the ninja's class level).

In the case of scrying spells (such as *arcane eye*) that scan the ninja's area, a failed check indicates that the spell works but the ninja simply isn't detected.

Scrying attempts targeted specifically at the ninja do not work at all if the check fails.

Ghost Sight (Su): At 16th level and higher, a ninja can see invisible and ethereal creatures as easily as she sees material creatures and objects.

Greater Ki Dodge (Su): Starting at 18th level, a ninja's *ki* dodge ability grants total concealment (50% miss chance).

Ghost Walk (Su): A 20th-level ninja can spend two daily uses of her *ki* power to enter the Ethereal Plane for an extended period of time.

This ability functions as the *ethereal jaunt* spell with a caster level equal to the ninja's class level.

HUMAN NINJA STARTING PACKAGE

Armor: None (speed 30 feet).

Weapons: Kama (1d4, light, 2 lb., slashing).

Shortbow (1d6, crit $\times 3$, range inc. 60 ft., 2 lb., piercing).

20 shuriken (1d2, range inc. 10 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 7 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Balance	4	Dex	+0
Disable Device	4	Int	+0
Hide	4	Dex	+0
Listen	4	Wis	—
Move Silently	4	Dex	+0
Open Lock	4	Dex	—
Search	4	Int	—
Spot	4	Wis	—
Tumble	4	Dex	+0

Feat: Point Blank Shot.

Bonus Feat: Precise Shot.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel.

Hooded lantern, 3 pints of oil.

Quiver with 20 arrows.

Gold: 4d4 gp.

TABLE 1-1: THE NINJA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+0	+0	+2	+0	+0	Ki power, sudden strike +1d6, trapfinding
2nd	+1	+0	+3	+0	+0	Ghost step (invisible)
3rd	+2	+1	+3	+1	+0	Sudden strike +2d6, poison use
4th	+3	+1	+4	+1	+0	Great leap
5th	+3	+1	+4	+1	+1	Sudden strike +3d6
6th	+4	+2	+5	+2	+1	Acrobatics +2, ki dodge
7th	+5	+2	+5	+2	+1	Sudden strike +4d6, speed climb
8th	+6/+1	+2	+6	+2	+1	Ghost strike
9th	+6/+1	+3	+6	+3	+1	Sudden strike +5d6, improved poison use
10th	+7/+2	+3	+7	+3	+2	Ghost step (ethereal)
11th	+8/+3	+3	+7	+3	+2	Sudden strike +6d6
12th	+9/+4	+4	+8	+4	+2	Acrobatics +4, evasion
13th	+9/+4	+4	+8	+4	+2	Sudden strike +7d6
14th	+10/+5	+4	+9	+4	+2	Ghost mind
15th	+11/+6/+1	+5	+9	+5	+3	Sudden strike +8d6
16th	+12/+7/+2	+5	+10	+5	+3	Ghost sight
17th	+12/+7/+2	+5	+10	+5	+3	Sudden strike +9d6
18th	+13/+8/+3	+6	+11	+6	+3	Acrobatics +6, greater ki dodge
19th	+14/+9/+4	+6	+11	+6	+3	Sudden strike +10d6
20th	+15/+10/+5	+6	+12	+6	+4	Ghost walk

SCOUT

Any force on the move, whether it's an army or an adventuring group, needs information about what's ahead and what's behind and, more important, time to prepare for battle.

A scout can navigate difficult terrain at good speed, and she specializes in seeing her foe before the opponent ever detects her presence.

In a dungeon or in the wild, a scout is seen only when she wants to be.

Adventures: Scouts adventure for numerous reasons.

Many have a role in a military organization.

Whether serving as outriders for a large army or as foresters for a small border fort, these scouts venture into the wilderness under orders.

Although more common than other scouts, those attached to the military are unlikely to have the time or permission necessary to undertake regular adventures.

Instead, adventuring scouts come from rural villages, having honed their skills over a lifetime of wandering the woods.

Others have left their military service behind and find themselves attracted to the adventuring lifestyle.

Many adventuring scouts begin their careers as guides hired to lead other adventurers through the wilderness. Those who find the excitement and challenge of adventuring to their taste then seek out a group of their own.

Characteristics: A scout has some training in weapons and a unique combat style that favors fast movement and devastating attacks.

She excels in performing during running battles, which allow her to maximize her special fighting techniques and high movement rate.

Although a scout can hold her own in a fight, she's at her best before combat begins, when she can use her powers of stealth and observation to find an enemy and give her companions accurate information about what they face.

The scout is a backcountry expert, exceeding even the ranger's ability to navigate rough terrain and lead a group of companions through the wilderness.

The scout also excels in a dungeon environment, and she can find and disable traps as well as any rogue.

As a scout advances in level, her senses become amazingly acute, and she can eventually operate normally even in total darkness.

Alignment: Scouts can be of any alignment, and a scout's alignment is often shaped more by her personal background than from any training.

The notable exceptions to this are the many scouts who receive their training in a military organization—such scouts are carefully and rigorously taught, and are almost always lawful in alignment.

Outside of military organizations, more scouts are neutral than any other alignment, but every alignment and philosophy is represented within the class.

Religion: Scouts have varied and individual takes on religion, and no single religion stands out as typical of the class.

Scouts occasionally pay homage to deities of nature, but these devotions are more a personal choice on the part of an individual than any outgrowth of their training.

Scouts don't see nature as a force in its own right, and this belief is one of the most profound differences between the scout and the ranger classes.

Where the ranger sees nature as something to be revered and protected, the scout sees it as the terrain over which she must do her job.

Although a scout might love nature for its beauty or for the solitude she can find within it, she'll never draw power from nature the way a ranger does.

Background: Many scouts receive military training and serve for a time as outriders for an army.

They perfect their techniques while trying to spot and hide from large groups of foes.

The crucible of military service turns out tough, independent scouts accustomed to working on their own or in small groups.

Such steady individuals make great additions to adventuring parties, and their expertise is often sought by members of other classes.

Other scouts come from a wide variety of backgrounds. Some train with foresters and rangers serving a rural lord, and others simply grow up among the common folk of the countryside, spending month after month exploring the wild in their leisure time.

Scouts from such diverse backgrounds often take up adventuring to leave their home communities behind. Having exhausted the potential for exploration in their home region, they seek a wider variety of experience and wish to see a broader portion of the world.

Races: Humans make excellent scouts.

Their adaptable nature allows them to perfect a wider variety of skills than most other races, and they make good use of the scout's many abilities.

Elves and halflings are the most naturally gifted scouts; both races have produced nimble scouts with amazing abilities of stealth and observation.

While halflings have more innate talent for sneaking than elves do, the greater speed of elf scouts gives them advantages of their own.

Dwarves and gnomes make respectable underground scouts, and the scout's bonuses to speed offset one of these races' greatest weaknesses.

Combined with the dwarf's knack for operating in areas of earth and stone, scout training can turn dwarves into impressive underground explorers—although most dwarves prefer a more straightforward approach to combat and dislike the skirmish fighting style of the scout.

Other Classes: Scouts work well with members of almost any other class.

Skilled and adaptable, they thrive when they can complement a slower and louder group of adventurers or soldiers.

Scouts move ahead of such a group for brief periods, stealthily checking the next room or forest clearing for foes, and then circling back again to ensure that enemies are not sneaking up on the group from behind.

When combat is joined, however, the group remains as a stable base to which a scout can fall back when pressed.

Clerics, wizards, and others willing to cast spells that enhance a scout's mobility or stealth make her job easier, and are welcome companions in combat as well.

Conversely, a scout also welcomes a group made up entirely of stealthy characters such as rogues, rangers, ninjas, and fellow scouts.

This group moves much more quietly than a normal adventuring party, and it is seldom surprised.

Role: A scout plays several roles in most adventuring groups.

First and foremost, a scout excels at detecting an enemy or creature before being detected herself.

Whether moving well ahead of the group or guarding the rear, a scout is the character most likely to discover a potential threat and be ready to act in combat.

Serving as a backup melee combatant or ranged expert in battle, she provides support for the more straightforward fighters in the group and confuses and distracts the enemy.

A scout's stealth and trapfinding ability make her the natural choice for entering and searching dangerous areas.

GAME RULE INFORMATION

Scouts have the following game statistics.

Abilities: Dexterity helps scouts become stealthy and overcome their lack of access to heavy armor.

Wisdom also is important because it affects many skills, especially Spot and Listen, that most scouts consider vital to their ability to survive in the wild and to detect enemies efficiently.

Alignment: Any.

Scouts in military service are usually lawful.

Hit Die: d8.

Starting Gold: 5d4×10 gp.

CLASS SKILLS

A scout's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: $(8 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $8 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the scout.

Weapon and Armor Proficiency: Scouts are proficient with all simple weapons, plus the handaxe, throwing axe, short sword, and shortbow.

Scouts are proficient with light armor, but not with shields.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense.

She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet.

The extra damage applies only to attacks taken during the scout's turn.

This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy.

Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage.

The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot.

Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet.

The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn.

This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

If she gains the skirmish ability from another class, the bonuses stack.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps.

See the rogue class feature, page 50 of the *Player's Handbook*.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level.

A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.
Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so.

See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed.

At 11th level, this bonus increases to +20 feet.

See the monk class feature, page 41 of the *Player's Handbook*.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings.

See the druid class feature, page 36 of the *Player's Handbook*.

Bonus Feats: At 4th level and every four levels thereafter (8th, 12th, 16th, and 20th level), a scout gains a bonus feat, which must be selected from the following list: Acrobatic, Agile, Alertness, Athletic, Blind-Fight, Brachiation†, Combat Expertise, Danger Sense†, Dodge, Endurance, Far Shot, Great Fortitude, Hear the Unseen†, Improved Initiative, Improved Swimming†, Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Quick Reconnoiter†, Rapid Reload, Shot on the Run, Skill Focus, Spring Attack, Track.

She must meet all the prerequisites for the feat.

† New feat described in Chapter 3.

Evasion (Ex): Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save.

See the monk class feature, page 41 of the *Player's Handbook*.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Camouflage (Ex): Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain.

See the ranger class feature, page 48 of the *Player's Handbook*.

She loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Blindsense (Ex): At 10th level, a scout gains the blindsense ability out to 30 feet.

This ability functions as described on page 306 of the *Monster Manual*.

Hide in Plain Sight (Ex): Beginning at 14th level, a scout can use the Hide skill in natural terrain even while being observed.

See the ranger class feature, page 48 of the *Player's Handbook*.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Free Movement (Ex): At 18th level and higher, a scout can slip out of bonds, grapples, and even the effects of confining spells easily.

This ability duplicates the effect of a *freedom of movement* spell, except that it is always active.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Blindsight (Ex): A 20th-level scout gains the blindsight ability out to 30 feet.

Her senses become so acute that she can maneuver and fight flawlessly even in total darkness.

Invisibility, darkness, and most kinds of concealment are irrelevant, though the scout must have line of effect to a creature or object to discern it.

HALF-ELF SCOUT STARTING PACKAGE

Armor: Studded leather (+2 AC, armor check penalty -1, speed 30 feet, 20 lb.).

Weapons: Short sword (1d6, crit 19-20/x2, 1 lb., light, piercing).

Shortbow (1d6, crit x3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 8 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Balance	4	Dex	-1
Climb	4	Str	-1
Hide	4	Dex	-1
Jump	4	Str	-1
Knowledge (nature)	4	Int	—
Listen	4	Wis	—
Move Silently	4	Dex	-1
Search	4	Int	—
Spot	4	Wis	—
Survival	4	Wis	—
Swim	4	Str	-2

Feat: Track.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel.

Hooded lantern, 3 pints of oil.

Quiver with 20 arrows.

Gold: 5d4 gp.

TABLE 1-2: THE SCOUT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Skirmish (+1d6), trapfinding
2nd	+1	+0	+3	+0	Battle fortitude +1, uncanny dodge
3rd	+2	+1	+3	+1	Fast movement +10 ft., skirmish (+1d6, +1 AC), trackless step
4th	+3	+1	+4	+1	Bonus feat
5th	+3	+1	+4	+1	Evasion, skirmish (+2d6, +1 AC)
6th	+4	+2	+5	+2	Flawless stride
7th	+5	+2	+5	+2	Skirmish (+2d6, +2 AC)
8th	+6/+1	+2	+6	+2	Camouflage, bonus feat
9th	+6/+1	+3	+6	+3	Skirmish (+3d6, +2 AC)
10th	+7/+2	+3	+7	+3	Blindsense 30 ft.
11th	+8/+3	+3	+7	+3	Battle fortitude +2, fast movement +20 ft., skirmish (+3d6, +3 AC)
12th	+9/+4	+4	+8	+4	Bonus feat
13th	+9/+4	+4	+8	+4	Skirmish (+4d6, +3 AC)
14th	+10/+5	+4	+9	+4	Hide in plain sight
15th	+11/+6/+1	+5	+9	+5	Skirmish (+4d6, +4 AC)
16th	+12/+7/+2	+5	+10	+5	Bonus feat
17th	+12/+7/+2	+5	+10	+5	Skirmish (+5d6, +4 AC)
18th	+13/+8/+3	+6	+11	+6	Free movement
19th	+14/+9/+4	+6	+11	+6	Skirmish (+5d6, +5 AC)
20th	+15/+10/+5	+6	+12	+6	Battle fortitude +3, blindsight 30 ft., bonus feat

SPELLTHIEF

Spellthieves use skill and arcane magic to drain the abilities of their opponents and turn their foes' own powers against them.

Spellthieves love the challenges that adventure brings, and they relish finding unique and inventive ways to use their abilities.

Because they have such a wide variety of abilities, spellthieves can adapt themselves to overcome nearly any challenge, but they have neither the overpowering arcane might of wizards nor the brute force of fighters. Spellthieves never cast two spells when one will do, and they excel at using misdirection and deception to overcome seemingly stronger opponents.

Good spellthieves use their skills and magic to entertain themselves, protect those less gifted than themselves, and occasionally serve a cause or nation as a spy.

Evil spellthieves use their versatile skills to trick and deceive, or plague large cities as daring cat burglars.

Adventures: Spellthieves adventure because they love a challenge.

They see each puzzle, trap, or monster as a new way to test their skills.

This does not mean that they are all overconfident. Some are, but many simply have a healthy dose of curiosity and a keen interest in proving their own mastery.

Because they have such versatile abilities, they know they have a chance to overcome nearly any kind of challenge. When confronted with a powerful physical foe, a spellthief often can't help wanting to know whether his stealth and cunning could overcome the foe's brute force.

When confronted with a clever trap, a spellthief can't help wondering whether his speed and skill could overcome the trapmaker's ingenuity and preparation.

Like other characters, spellthieves are attracted to the wealth that adventuring offers.

Living an open, flamboyant (and therefore expensive) lifestyle suits many, if not all, spellthieves, and adventuring offers ready rewards both in gold and fame.

Characteristics: Spellthieves use an intuitive form of arcane magic to enhance their versatile talents.

They have a broad skill selection and are capable of developing several sets of skills.

Many spellthieves emphasize stealth and social abilities, perfecting the ability to surprise and deceive their opponents.

In combat, spellthieves use a combination of precise attacks and spells to steal abilities from their opponents.

At lower levels, a spellthief concentrates on flanking foes and delivering sneak attacks.

As a spellthief progresses in level, his ability to cast spells grows stronger, allowing him to magically augment his modest combat abilities.

A spellthief's most potent ability allows him to temporarily steal spells, spell effects, and even energy resistances from his opponents.

Alignment: Most spellthieves are neutral.

They view the world as a place full of challenges and interesting opportunities and rarely give much thought to morality.

Even spellthieves with genuinely good intentions occasionally get caught up in the challenge of an adventure and fail to see (or decide to intentionally overlook) the moral implications of their actions.

Evil spellthieves are callous and cruel, using their abilities to trick, blackmail, or destroy anyone who has something they want or stands in the way of their personal agenda.

Religion: Most spellthieves prefer to rely on their own wits and skill rather than pay homage to a higher power.

Occasionally, when planning a particularly daring raid, a spellthief makes a one-time offering or prayer to a deity with power over the night or thievery.

Others sometimes seek divine protection before attempting to rob or raid a temple, but even these

observances are more a chance for a spellthief to even the odds than a true attempt at devotion.

Some particularly evil spellthieves devote themselves to Vecna (the god of secrets), using their abilities to wrest information from their opponents and exploit them for blackmail or more serious crimes.

Background: Spellthieves come from a wide variety of backgrounds.

Although few places are devoted to the formal training of spellthieves, the ones that exist (usually military academies that train a capable corps of espionage agents) produce especially capable and loyal spellthieves.

These agents of the crown are the exception rather than the rule, however; most spellthieves acquire their training from one or more solitary mentors.

These mentors are often spellthieves of varied backgrounds who wish to pass along their talents to a likely protégé.

Others are rogues or sorcerers who only partially understand their disciple's unique mixture of skills, yet they provide enough guidance and encouragement for a young spellthief to develop his own skills.

Spellthieves from these diverse backgrounds often pride themselves on their blend of skills and magic.

They rarely take levels in other classes, viewing their mixture of abilities as something particularly suited to their talent and personality.

Races: Humans are more likely than members of other races to become spellthieves.

Their flexible nature and varied interests make them well suited to the specialties of the spellthief.

Elves also make excellent spellthieves, benefiting from their natural grace and affinity for arcane magic.

Halflings and gnomes find the spellthief's combination of spellcasting abilities and skill selection a good match for their small size.

Many gnomes, with their affinity for illusion magic, enjoy the versatility offered by the spellthief class, and they often use their combination of stealth and spellcasting to develop a formidable repertoire of practical jokes.

Halflings, on the other hand, usually take advantage of the class's skill selection and stealth abilities, viewing their spells as a way to boost their ability to slip past dangerous traps and monsters.

Neither dwarves nor half-orcs make particularly good spellthieves, since most members of those races prefer physical power over skill or subterfuge.

Dwarves who do become spellthieves often emphasize their ability to find and disable traps to the exclusion of other skills.

Other Classes: Spellthieves work well with members of almost any other class.

Their spells and class skills help them play a variety of roles in an adventuring group.

Because they're not suited to act as front-line melee combatants, they enjoy working with fighters and barbarians more than other classes.

Role: Spellthieves can fill any number of diverse roles in an adventuring group, depending on the skills and abilities of the other members of the party.

They can at times function as a group's expert on arcane magic.

With the right skill selection, a spellthief can act as a group's primary scout and its master of stealth.

Because his abilities overlap with those of arcane spellcasters and rogues, a spellthief might have a hard time finding a niche in a group that already includes one character of each kind.

In such a case, a spellthief usually concentrates on using his spells to augment his class abilities and combat prowess and ends up pairing with the rogue in most endeavors.

The two can scout almost anywhere with little chance of being detected, and their ability to flank an opponent and both deal sneak attack damage makes them a deadly duo in combat.

GAME RULE INFORMATION

Spellthieves have the following game statistics.

Abilities: Charisma determines which spells a spellthief can cast and how hard those spells are to resist.

Dexterity helps him avoid blows in combat despite his light armor.

Spellthieves who prefer melee combat benefit from high Strength or Constitution scores.

Alignment: Any, although many spellthieves tend toward neutrality.

Hit Die: d6.

Starting Gold: 4d4×10 gp.

CLASS SKILLS

A spellthief's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Speak Language (n/a), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the spellthief.

Weapon and Armor Proficiency: Spellthieves are proficient with all simple weapons and with light armor but not with shields.

Because the somatic components required for spellthief spells are simple, a spellthief can cast spellthief spells while wearing light armor without incurring the normal arcane spell failure chance.

However, a spellthief wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure (see page 123 of the *Player's Handbook*) if the spell in question has a somatic component (most do).

A multiclass spellthief still incurs the normal arcane spell failure chance for arcane spells received from other classes, including those stolen from arcane casters (see the steal spell ability, below).

Sneak Attack (Ex): A spellthief deals an extra 1d6 points of damage when flanking an opponent or at any time when the target would be denied its Dexterity bonus.

This extra damage applies to ranged attacks only if the target is within 30 feet.

It increases to 2d6 points at 5th level, 3d6 points at 9th level, 4d6 points at 13th level, and 5d6 points at 17th level.

See the rogue class feature, page 50 of the *Player's Handbook*. If a spellthief gets a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

Steal Spell (Su): A spellthief can siphon spell energy away from his target and use it himself.

A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead steal a spell, or the potential to cast a specific known spell, from his target.

If the target is willing, a spellthief can steal a spell with a touch as a standard action.

The target of a steal spell attack loses one 0-level or 1st-level spell from memory if she prepares spells ahead of time, or one 0-level or 1st-level spell slot if she is a spontaneous caster.

A spontaneous caster also loses the ability to cast the stolen spell for 1 minute.

If the target has no spells prepared (or has no remaining spell slots, if she is a spontaneous caster), this ability has no effect.

A spellthief can choose which spell to steal; otherwise, the DM determines the stolen spell randomly.

If a spellthief tries to steal a spell that isn't available, the stolen spell (or spell slot) is determined randomly from among those the target has available.

For example, a 1st-level spellthief who uses this ability against a 1st-level sorcerer could choose to steal *magic missile*.

Assuming the sorcerer knew that spell, a successful steal spell attack would eliminate one 1st-level spell slot and temporarily prevent her from casting *magic missile*.

If the same spellthief stole *magic missile* from a wizard who had it prepared, the wizard would lose one prepared *magic missile* spell (but wouldn't lose any other *magic missile* spells she might also have prepared).

After stealing a spell, a spellthief can cast the spell himself on a subsequent turn.

Treat the spell as if it were cast by the original owner of the spell for the purpose of determining caster level, save DC, and so forth.

A spellthief can cast this spell even if he doesn't have the minimum ability score normally required to cast a spell of that level.

The spellthief must supply the same components (including verbal, somatic, material, XP, and any focus) required for the stolen spell.

Alternatively, a spellthief of 4th level or higher can use the stolen spell power to cast any spellthief spell that he knows of the same level or lower (effectively, this gives the spellthief one free casting of a known spell).

A spellthief must cast a stolen spell (or use its energy to cast one of his own spells) within 1 hour of stealing it; otherwise, the extra spell energy fades harmlessly away.

As a spellthief gains levels, he can choose to steal higher-level spells.

At 4th level, he can steal spells of up to 2nd level, and for every two levels gained after 4th, the maximum spell level stolen increases by one (up to a maximum of 9th-level spells at 18th level).

At any one time, a spellthief can possess a maximum number of stolen spell levels equal to his class level (treat 0-level spells as 1/2 level for this purpose).

For instance, a 4th-level spellthief can have two stolen 2nd-level spells, or one 2nd-level spell and two 1st-level spells, or any other combination of 0-level, 1st-level, and 2nd-level spells totaling four levels.

If he steals a spell that would cause him to exceed this limit, he must choose to lose stolen spells sufficient to reduce his

total number of stolen spell levels to no more than his maximum.

A spellthief can't apply metamagic feats or other effects to the stolen spell unless the specific spell stolen was prepared with such an effect.

For example, a spellthief of 6th level or higher could steal a wizard's empowered *magic missile*, but only if he specifically chose to steal empowered *magic missile*.

If he chose to steal an unmodified *magic missile*, he couldn't steal an empowered *magic missile*, a silent *magic missile*, or any other metamagic form of the spell.

A spellthief couldn't steal an empowered *magic missile* from a sorcerer, since the sorcerer applies metamagic effects upon casting and thus has no prepared empowered *magic missile* spell.

This ability works only against spells.

It has no effect on psionic powers or spell-like abilities (but see the steal spell-like ability class feature, below).

Trapfinding (Ex): A spellthief can use the Search skill to locate traps with a DC higher than 20, and he can use

Disable Device to bypass a trap or disarm magic traps.

See the rogue class feature, page 50 of the *Player's Handbook*.

Detect Magic (Sp): A spellthief of 2nd level or higher can use *detect magic* a number of times per day equal to his Charisma bonus, if any (minimum 1).

His caster level is equal to his spellthief class level.

Spellgrace (Su): A spellthief of 2nd level or higher gains a +1 competence bonus on his saves against spells.

This bonus improves to +2 at 11th level and to +3 at 20th level.

Steal Spell Effect (Su): Beginning at 2nd level, a spellthief can siphon an active spell effect from another creature.

A spellthief who hits an opponent with a sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead gain the effect of a single spell affecting the target.

If the target is willing, a spellthief can steal a spell effect with a touch as a standard action.

The spellthief can choose which spell effect to steal; otherwise, the DM determines the stolen spell effect randomly.

If a spellthief tries to steal a spell effect that isn't present, the stolen spell effect is determined randomly from among those currently in effect on the target.

A spellthief can't steal a spell effect if its caster level exceeds his class level + his Charisma modifier.

Upon stealing a spell effect, a spellthief gains the stolen effect (and the original creature loses that effect) for 1 minute per class level (or until the spell's duration expires, whichever comes first).

If the spell effect's duration hasn't expired by this time, the spell effect returns to the creature that originally benefited from it.

A spellthief can steal the effect of a spell only if the spell could be cast on him by the original caster.

For example, a spellthief couldn't gain the effect of an *animal growth* spell (unless the spellthief is of the animal type) or the effect of a *shield* spell (since that spell's range is personal).

If a spellthief tries to steal the effect of a spell not allowed to him, the effect is still suppressed on the original target of the spell for 1 minute per spellthief class level.

This ability does not work on spell effects that are immune to *dispel magic* (such as *bestow curse*).

Steal Energy Resistance (Su): Beginning at 3rd level, a spellthief can siphon off some or all of a target's resistance to an energy type (acid, cold, electricity, fire, or sonic). A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead temporarily gain resistance 10 to an energy type to which his target is resistant (or immune). If the target is willing, a spellthief can steal energy resistance with a touch as a standard action.

Simultaneously, the target creature's resistance to that energy type is reduced by 10 (to a minimum of 0). A creature with immunity to an energy type retains that immunity.

If his target has more than one type of resistance to energy, a spellthief can choose which kind to steal; otherwise, the DM determines the stolen resistance randomly from among those possessed by the target.

If a spellthief chooses to steal a type of resistance that the target doesn't possess, the stolen type of resistance is determined randomly from those possessed by the target. The resistance a spellthief gains from using this ability lasts for 1 minute.

If the resistance is derived from a temporary effect (such as a spell), the stolen resistance disappears when the effect expires.

A spellthief can use this ability multiple times, but its effects do not stack unless they apply to different types of energy.

For example, throughout a long combat, a spellthief might use this ability to gain resistance to fire and resistance to cold, but he could not use it twice on a creature that is resistant to fire to gain twice as much resistance to fire (nor to reduce the creature's resistance to fire by twice as much). At 11th level, a spellthief can steal resistance 20 to an energy type by using this ability, and at 19th level he can steal resistance 30 to an energy type.

Spells: Beginning at 4th level, a spellthief gains the ability to cast a small number of arcane spells, which are drawn from a subset of the sorcerer/wizard spell list (see below). He can cast any spell he knows without preparing it ahead of time, just as a sorcerer can (see page 54 of the *Player's Handbook*).

To learn or cast a spell, a spellthief must have a Charisma score equal to at least 10 + the spell level (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so on). The DC for a saving throw against a spellthief's spell is 10 + spell level + spellthief's Cha modifier.

Like other spellcasters, a spellthief can cast only a certain number of spells of each spell level per day.

His base daily spell allotment is given on Table 1-3: The Spellthief.

In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1-1, page 8 of the *Player's Handbook*).

When Table 1-3 indicates that a spellthief gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 4th-level spellthief), he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

A spellthief's selection of spells is extremely limited.

A spellthief begins play knowing no spells but gains one or more new spells at certain levels, as indicated on Table 1-4: Spellthief Spells Known.

TABLE 1-4: SPELLTHIEF SPELLS KNOWN

Level	Spells Known			
	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	2 ¹	—	—	—
5th	2	—	—	—
6th	3	—	—	—
7th	3	—	—	—
8th	4	2 ¹	—	—
9th	4	2	—	—
10th	4	3	—	—
11th	4	3	2 ¹	—
12th	4	4	3	—
13th	4	4	3	—
14th	4	4	4	2 ¹
15th	4	4	4	3
16th	4	4	4	3
17th	5	4	4	4
18th	5	5	4	4
19th	5	5	5	4
20th	5	5	5	5

¹ Provided that the spellthief has sufficient Charisma to have a bonus spell of this level.

(Unlike spells per day, his Charisma does not affect the number of spells he knows; the numbers on Table 1-4 are fixed).

A spellthief can learn any sorcerer/wizard spell from the following schools: abjuration, divination, enchantment, illusion, and transmutation.

No other sorcerer/wizard spells are on the spellthief's class spell list.

Upon reaching 12th level, and at every third spellthief level after that (15th and 18th), a spellthief can choose to learn a new spell in place of one he already knows.

In effect, the spellthief "loses" the old spell in exchange for the new one.

The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level spellthief spell that the spellthief can cast.

For instance, upon reaching 12th level, a spellthief could trade in a single 1st-level spell for a different 1st-level spell.

A spellthief can swap only a single spell at any given level, and he must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

At 4th level and higher, a spellthief's caster level for spells is one-half his spellthief level.

Steal Spell-Like Ability (Su): At 5th level and higher, a spellthief can use a sneak attack to temporarily steal a creature's spell-like ability.

A spellthief who hits an opponent with a sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead gain one use of one of the target's spell-like abilities.

If the target is willing, a spellthief can steal a spell-like ability with a touch as a standard action.

This spell-like ability can originate from the target's class, race, template, or any other source, and can be of any level up to a maximum of one-third the spellthief's class level.

A spellthief can select a specific spell-like ability to steal; otherwise, the DM chooses the ability at random.

If the ability has a limited number of uses per day, the target must have at least one such use left, or the spellthief can't steal the ability.

If the target can't use its ability at the present time (such as a summoned demon's summon ability), the spellthief can't steal it.

A spellthief can use a stolen spell-like ability once.

For all purposes (caster level, save DC, and so on), treat the spell-like ability as if it were being used by the original possessor of the ability.

A spellthief must use the stolen spell-like ability within 1 minute of acquiring it, or it is lost harmlessly.

Until the spellthief uses the ability (or until the minute elapses), the target cannot use the stolen ability.

Absorb Spell (Su): Beginning at 7th level, if a spellthief makes a successful save against a spell that targets him, he can attempt to absorb the spell energy for later use.

This ability affects only spells that have the spellthief as a target, not effect or area spells.

A spellthief can't absorb a spell of a higher spell level than he could steal with his steal spell ability (see above).

To absorb a spell that targets him, a spellthief must succeed on a level check (1d20 + spellthief class level) against a DC of 10 + the spell's caster level.

Failure indicates that the spell has its normal effect.

Success means that the spellthief suffers no effect from the spell and can cast the spell later (or use its energy to cast one of his own spells known) as if he had stolen the spell with his steal spell ability.

His normal limit of total spell levels stolen still applies.

At 20th level or higher, a spellthief can choose to use the stolen spell energy as an immediate action (see page 137), either to recast the original spell or to cast one of his own spells known using the stolen spell energy.

Arcane Sight (Sp): Beginning at 9th level, a spellthief can use *arcane sight* as a swift action (see page 137) a number of times per day equal to his Charisma modifier (minimum 1). His caster level is equal to his spellthief class level.

Discover Spells (Ex): A spellthief of 13th level or higher who steals a spell from a spellcaster with his steal spell ability automatically learns the names of all other spells prepared or known by the spellcaster that are of the same spell level as the stolen spell.

This knowledge allows the spellthief to better choose which spells to steal on subsequent attacks.

For example, a 13th-level spellthief who steals *disintegrate* from an enemy sorcerer would also discover the names of all other 6th-level spells known by that sorcerer.

Steal Spell Resistance (Su): Beginning at 15th level, a spellthief can use a sneak attack to temporarily steal some or all of a creature's spell resistance.

A spellthief who hits an opponent with a sneak attack can choose to forgo 3d6 points of sneak attack damage and instead reduce the target's spell resistance by 5.

The spellthief also gains spell resistance equal to 5 + his class level (up to a maximum value equal to the original spell resistance of the target).

If the target is willing, a spellthief can steal spell resistance with a touch as a standard action.

The stolen spell resistance benefits the spellthief for a number of rounds equal to the spellthief's Charisma modifier (minimum 1 round) and then returns to the target creature.

If the spell resistance is derived from a temporary effect (such as a spell), the stolen spell resistance disappears when the effect elapses.

A spellthief can't use this ability on the same creature again until the creature's stolen spell resistance returns.

HALFLING SPELLTHIEF STARTING PACKAGE

Armor: Studded leather (+2 AC, armor check penalty -1, speed 20 feet, 10 lb.).

Weapons: Light crossbow (1d6, crit 19-20/x2, range inc. 80 ft., 2 lb., piercing).

Spear (1d6, crit x3, range inc. 20 ft., 3 lb., piercing).

Skill Selection: Pick a number of skills equal to 6 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Con	—
Disable Device	4	Int	—
Hide	4	Dex	-1
Knowledge (any one)	4	Wis	—
Listen	4	Wis	—
Move Silently	4	Dex	-1
Open Lock	4	Dex	—
Search	4	Int	—
Spellcraft	4	Int	—
Spot	4	Wis	—
Tumble	4	Dex	-1

Feat: Improved Initiative.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel.

Hooded lantern, 3 pints of oil.

Case with 10 bolts.

Gold: 4d4 gp.

TABLE 1-3: THE SPELLTHIEF

Level	Base				Special	Spells per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th
1st	+0	+0	+0	+2	Sneak attack +1d6, steal spell (0 or 1st), trapfinding	—	—	—	—
2nd	+1	+0	+0	+3	Detect magic, spellgrace +1, steal spell effect	—	—	—	—
3rd	+2	+1	+1	+3	Steal energy resistance 10	—	—	—	—
4th	+3	+1	+1	+4	Steal spell (2nd)	0	—	—	—
5th	+3	+1	+1	+4	Sneak attack +2d6, steal spell-like ability	0	—	—	—
6th	+4	+2	+2	+5	Steal spell (3rd)	1	—	—	—
7th	+5	+2	+2	+5	Absorb spell	1	—	—	—
8th	+6/+1	+2	+2	+6	Steal spell (4th)	1	0	—	—
9th	+6/+1	+3	+3	+6	Arcane sight, sneak attack +3d6	1	0	—	—
10th	+7/+2	+3	+3	+7	Steal spell (5th)	1	1	—	—
11th	+8/+3	+3	+3	+7	Spellgrace +2, steal energy resistance 20	1	1	0	—
12th	+9/+4	+4	+4	+8	Steal spell (6th)	1	1	1	—
13th	+9/+4	+4	+4	+8	Discover spells, sneak attack +4d6	1	1	1	—
14th	+10/+5	+4	+4	+9	Steal spell (7th)	2	1	1	0
15th	+11/+6/+1	+5	+5	+9	Steal spell resistance	2	1	1	1
16th	+12/+7/+2	+5	+5	+10	Steal spell (8th)	2	2	1	1
17th	+12/+7/+2	+5	+5	+10	Sneak attack +5d6	2	2	2	1
18th	+13/+8/+3	+6	+6	+11	Steal spell (9th)	3	2	2	1
19th	+14/+9/+4	+6	+6	+11	Steal energy resistance 30	3	3	3	2
20th	+15/+10/+5	+6	+6	+12	Absorb spell (immediate casting), spellgrace +3	3	3	3	3

SPELLTHIEVES AND PSIONICS

A campaign that includes psionic characters, as described in the *Expanded Psionics Handbook*, would logically have room for psionic-themed spellthieves.

If psionics are common in your game, you have two options. The first is to allow spellthieves to affect both spells and psionic powers. The second is to create a new class, the psithief, that functions identically to the spellthief except that

its special abilities affect psionic powers only.

In either case, a spellthief who can affect psionic powers treats psionic powers as if they were spells of the same level, allowing him to steal, absorb, or discover known psionic powers as normal for spells. A spellthief can't augment a stolen power, even if he has power points available of his own. Treat psi-like abilities as spell-like abilities for the purpose of a spellthief's stealing these abilities.

COMPLETE ARCANES (3.5)

WARLOCK

Born of a supernatural bloodline, a warlock seeks to master the perilous magic that suffuses his soul.

Unlike sorcerers or wizards, who approach arcane magic through the medium of spells, a warlock invokes powerful magic through nothing more than an effort of will.

By harnessing his innate magical gift through fearsome determination and force of will, a warlock can perform feats of supernatural stealth, beguile the weak-minded, or scour his foes with blasts of eldritch power.

Adventures: Many warlocks are champions of dark and chaotic powers.

Long ago, they (or in some cases, their ancestors) forged grim pacts with dangerous extraplanar powers, trading portions of their souls in exchange for supernatural power. While many warlocks have turned away from evil, seeking to undo the wrongs of their former colleagues, they are still chained by the old pacts through which they acquired their powers.

The demand to further the designs of their dark patrons, or to resist them, drives most warlocks to seek the opportunities for power, wealth, and great deeds (for good or ill) offered by adventuring.

Characteristics: Warlocks harbor great reserves of mystical energy.

The font of dark magic burning in their souls makes them resistant to many forms of attack and arms them with dangerous power.

Warlocks do not wield spells, but they do learn to harness their power to perform a small number of specific attacks and tricks called invocations.

Warlocks make up for their lack of versatility by being tougher and more resilient than sorcerers or wizards. Alignment: Warlocks are often chaotic or evil (and more than a few are both).

The powers they serve can be cruel, capricious, and wild, unbound by conventional views of right and wrong.

However, even warlocks who derive their powers from the most sinister of patrons have been known to turn the black powers at their command against evil.

A good-aligned warlock is a grim and fearsome enemy of evil.

All too familiar with the darkness lurking in his heart, he gazes unflinchingly on the evil in others and battles the foulest of foes without fear.

Religion: Warlocks know firsthand the power of supernatural beings, so they do not scorn religion.

Evil warlocks sometimes seek the favor of cruel and bloodthirsty deities, while good warlocks often turn to the worship of noble and true deities for the strength to win the battle raging in their tortured souls.

Background: Warlocks are born, not made.

Some are the descendants of people who trafficked with demons and devils long ago.

Some seek out the dark powers as youths, driven by ambition or the desire for power, but a few blameless

individuals are simply marked out by the supernatural forces as conduits and tools.

The exact nature of a warlock's origin is up to the player to decide; just as a sorcerer is not beholden to the magic-wielding ancestor that bequeathed his bloodline with arcane power, a warlock is not bound to follow the source that gifted him with magic.

Warlocks are not half-fiends or tieflings by default (although many creatures of those kinds become some of the most powerful and terrifying representatives of the class).

The mark that the supernatural powers leave on their servants is often a mark in the soul, not the flesh.

In fact, many warlocks are created by nonevil powers—wild or fey forces that can be every bit as dangerous as demons or devils.

Whatever their origin, warlocks are widely feared and misunderstood.

Most are wanderers who rarely stay in one place for long.

Races: Ambitious and often unprincipled, humans are the most likely to seek out the dangerous shortcuts to power that lead to life as warlocks.

Half-orcs are common as warlocks as well, since they often find that the powers that create warlocks do not discriminate against individuals of mixed heritage.

Warlocks of other races are rare at best.

Other Classes: The warlock views sorcerers and wizards as bitter rivals.

He values the strength and cleverness of resourceful fighters and rogues but rarely gets along with clerics or paladins.

Of course, most warlocks understand that it's a bad idea to antagonize their comrades (especially those who hold the key to healing magic), and so they work out an uneasy truce with characters who otherwise might ostracize them.

Role: A warlock serves much the same role in an adventuring party as a sorcerer or wizard would.

He is much more limited in his abilities compared to the spell selection of spellcasters, and he must rely on his *eldritch blast* in place of the spell power of an arcane caster.

Like a bard, he often fits best in a party that already has another spellcaster or two, since his unique abilities provide him with little magic to use for his companions' benefit.

GAME RULE INFORMATION

Warlocks have the following game statistics.

Abilities: A high Charisma score makes a warlock's invocations harder to resist.

High Dexterity is very valuable to a warlock, allowing him to better aim his *eldritch blasts*, and a good Constitution score is also useful.

Alignment: Any evil or any chaotic.

Hit Die: d6.

CLASS SKILLS

The warlock's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All the following are class features of the warlock.

Weapon and Armor Proficiency: Warlocks are proficient with all simple weapons.

They are proficient with light armor but not with shields.

Because the somatic components required for warlock invocations are relatively simple, a warlock can use any of his invocations while wearing light armor without incurring the normal arcane spell failure chance.

However, like arcane spellcasters, a warlock wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure (all invocations, including *eldritch blast*, have a somatic component).

A multiclass warlock still incurs the normal arcane spell failure chance for arcane spells received from levels in other classes.

Invocations: A warlock does not prepare or cast spells as other wielders of arcane magic do.

Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul.

A warlock can use any invocation he knows at will, with the following qualifications: A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity.

An invocation can be disrupted, just as a spell can be ruined during casting.

A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be.

A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity.

A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise.

A warlock's caster level with his invocations is equal to his warlock level.

The save DC for an invocation (if it allows a save) is $10 + \text{equivalent spell level} + \text{the warlock's Charisma modifier}$. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat.

He can, however, benefit from the Ability Focus feat (see page 303 of the *Monster Manual*), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark.

A warlock begins with knowledge of one invocation, which must be of the lowest grade (least).

As a warlock gains levels, he learns new invocations, as summarized on Table 1-1 and described below.

A list of available invocations can be found following this class description, and a complete description of each invocation can be found in Chapter 4 of this book.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade.

At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which could be either least or lesser).

At 11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same

or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater).

At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance as described under Weapon and Armor Proficiency above.

Warlocks can qualify for some prestige classes usually intended for spellcasters; see Warlocks and Prestige Classes, page 18, for details.

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*.

A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects.

An *eldritch blast* is a ray with a range of 60 feet.

It is a ranged touch attack that affects a single target, allowing no saving throw.

An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level.

An *eldritch blast* is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down), with a minimum spell level of 1st and a maximum of 9th when a warlock reaches 18th level or higher.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*.

An *eldritch blast* deals half damage to objects.

Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell).

However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2.

See page 303 of the *Monster Manual*.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will.

His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron.

At 7th level and every four levels thereafter, a warlock's damage reduction improves as shown on Table 1-1.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters.

When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Fiendish Resilience (Su): Beginning at 8th level, a warlock knows the trick of fiendish resilience.

Once per day, as a free action, he can enter a state that lasts for 2 minutes.

While in this state, the warlock gains fast healing 1.

At 13th level, a warlock's fiendish resilience improves.

When in his fiendish resilience state, he gains fast healing 2 instead.

At 18th level, a warlock's fiendish resilience improves to fast healing 5.

Energy Resistance (Su): At 10th level and higher, a warlock has resistance 5 against any two of the following energy types: acid, cold, electricity, fire, and sonic.

Once the types are chosen, this energy resistance cannot be changed.

At 20th level, a warlock gains resistance 10 against the two selected types of energy.

Imbue Item (Su): A warlock of 12th level or higher can use his supernatural power to create magic items, even if he does not know the spells required to make an item (although he must know the appropriate item creation feat).

He can substitute a Use Magic Device check (DC 15 + spell level for arcane spells or 25 + spell level for divine spells) in place of a required spell he doesn't know or can't cast.

If the check succeeds, the warlock can create the item as if he had cast the required spell.

If it fails, he cannot complete the item.

He does not expend the XP or gp costs for making the item; his progress is simply arrested.

He cannot retry this Use Magic Device check for that spell until he gains a new level.

WARLOCK INVOCATIONS

Warlocks choose the invocations they learn as they gain levels, much like bards or sorcerers choose which spells to learn.

However, a warlock's arcane repertoire is even more limited than that of a sorcerer, and his invocations are spell-like abilities, not spells.

In addition to its grade (least, lesser, greater, or dark), every invocation has a spell level equivalent, which is used in the calculation of save DCs and for other purposes.

A least invocation has a level equivalent of 1st or 2nd; a lesser, 3rd or 4th; a greater, 5th or 6th; and a dark invocation has a level equivalent of 6th or higher (maximum 9th).

The level equivalent for each invocation is given in its description in Chapter 4.

A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

Invocations and Eldritch Blast: *Eldritch blast* is not an invocation, but some invocations provide a warlock with the ability to modify his *eldritch blast* or add new *eldritch* attacks.

ELDRITCH ESSENCE INVOCATIONS

Some of a warlock's invocations, such as *frightful blast*, modify the damage or other effects of the warlock's *eldritch blast*.

These are called eldritch essence invocations.

Unless noted otherwise, *eldritch blasts* modified by eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description.

A warlock can apply only one eldritch essence invocation to a single *eldritch blast*, choosing from any of the eldritch essence invocations that he knows.

When a warlock applies an eldritch essence invocation to his *eldritch blast*, the spell level equivalent of the modified blast is equal to the spell-level of the *eldritch blast* or of the eldritch essence invocation, whichever is higher.

If a warlock targets a creature with an eldritch essence blast that has immunity to the invocation's effect, it still takes the damage from the blast normally (provided it isn't also immune to the *eldritch blast*).

A warlock can apply an eldritch essence invocation and a blast shape invocation (see below) to the same blast.

When a warlock uses both kinds of invocations to alter an *eldritch blast*, the spell level equivalent is equal to the spell level of the *eldritch blast*, the level of the *eldritch essence* invocation, or the level of the *blast shape* invocation, whichever is higher.

Example: Morthos, a 1st-level warlock, decides to make his *eldritch blast* attack into a *frightful blast*.

Morthos's *eldritch blast* is the equivalent of a 1st-level spell, while *frightful blast* is an effect equivalent to a 2nd-level spell.

His *frightful blast* is thus the equivalent of a 2nd-level spell.

LEAST ELDRITCH ESSENCE INVOCATIONS

Frightful Blast: Target must make Will save or become shaken.

Sickening Blast: Target must make Fortitude save or become sickened.

LESSER ELDRITCH ESSENCE INVOCATIONS

Beshadowed Blast: Target must make Fortitude save or become blind for 1 round.

Brimstone Blast: Blast deals fire damage and target must make Reflex save or catch fire.

Hellrime Blast: Blast deals cold damage and target must make Fortitude save or take -2 penalty to Dexterity.

GREATER ELDRITCH ESSENCE INVOCATIONS

Bewitching Blast: Target must make Will save or be *confused* for 1 round.

Noxious Blast: Target must make Fortitude save or be nauseated.

Repelling Blast: Target must make Reflex save or be knocked back.

Vitriolic Blast: Blast ignores spell resistance and deals acid damage for several rounds.

DARK ELDRITCH ESSENCE INVOCATION

Utterdark Blast: Target must make Fortitude save or gain two negative levels.

BLAST SHAPE INVOCATIONS

Some of a warlock's invocations, such as *eldritch spear*, modify the range, target(s), or area of a warlock's *eldritch blast*.

These are called *blast shape* invocations.

Unless noted otherwise, *eldritch blasts* subject to *blast shape* invocations deal damage normally in addition to imparting the effects described in the invocation description.

A warlock can apply only one *blast shape* at a time to an *eldritch blast*, and he can choose from any of the *blast shape* invocations that he knows.

A warlock need not apply a *blast shape* invocation to his *eldritch blast*.

When a warlock applies a *blast shape* invocation to his *eldritch blast*, the spell-level equivalent is equal to the spell level of the *eldritch blast* or of the *blast shape* invocation, whichever is higher.

A warlock can apply a *blast shape* invocation and an *eldritch essence* invocation (see *Eldritch Essence* Invocations above) to the same blast.

When a warlock uses an *eldritch essence* and a *blast shape* to alter an *eldritch blast*, the spell-level equivalent is equal to the spell level of the *eldritch blast*, the *eldritch essence* invocation, or the *blast shape* invocation, whichever is higher.

Example: Morthos decides to make his *eldritch blast* attack a *hellrime eldrich spear*.

As a 6th-level warlock, Morthos's *eldritch blast* is the equivalent of a 3rd-level spell.

Eldritch spear is the equivalent of a 2nd-level spell, while *hellrime blast* is the equivalent of a 4th-level spell.

His *hellrime eldrich spear* is therefore the equivalent of a 4th-level spell.

LEAST BLAST SHAPE INVOCATIONS

Eldritch Spear: Blast range increases to 250 feet.

Hideous Blow: Melee attack channels *eldritch blast*.

LESSER BLAST SHAPE INVOCATION

Eldritch Chain: Blast jumps from initial target to secondary targets.

GREATER BLAST SHAPE INVOCATION

Eldritch Cone: Blast takes the shape of a cone.

DARK BLAST SHAPE INVOCATION

Eldritch Doom: Blast affects all enemies within 20 feet.

OTHER INVOCATIONS

In addition to the potent *blast shape* and *eldritch essence* invocations, warlocks learn a number of others that enable them to perform many tricks and attacks.

These invocations are briefly described below, and their full descriptions can be found in Chapter 4: Spells and Invocations.

LEAST INVOCATIONS

Baleful Utterance: Speak word of the Dark Speech and shatter objects as the *shatter* spell.

Beguiling Influence: Gain bonus on Bluff, Diplomacy, and Intimidate checks.

Breath of the Night: Create a *fog cloud* as the spell.

Dark One's Own Luck: Gain a luck bonus on one type of saves.

Darkness: Use *darkness* as the spell.

Devil's Sight: See normally in darkness and magical darkness.

Earthen Grasp: Use *earthen grasp* as the spell.

Entropic Warding: Deflect incoming ranged attacks, leave no trail, and prevent being tracked by scent.

Leaps and Bounds: Gain bonus on Balance, Jump, and Tumble checks.

Miasmic Cloud: Create a cloud of mist that grants concealment and fatigues those who enter.

See the Unseen: Gain *see invisibility* as the spell and darkvision.

Spiderwalk: Gain *spider climb* as the spell and you are immune to webs.

Summon Swarm: Use *summon swarm* as the spell.

LESSER INVOCATIONS

Charm: Cause a single creature to regard you as a friend.

Curse of Despair: Curse one creature as the *bestow curse* spell, or hinder their attacks.

The Dead Walk: Create undead as the *animate dead* spell.

Fell Flight: Gain a fly speed with good maneuverability.

Flee the Scene: Use short-range *dimension door* as the spell, and leave behind a *major image*.

Hungry Darkness: Create shadows filled with a swarm of bats.

Stony Grasp: Use *stony grasp* as the spell.

Voidsense: Gain blindsense 30 feet.

Voracious Dispelling: Use *dispel magic* as the spell, causing damage to creatures whose effects are dispelled.

Walk Unseen: Use *invisibility* (self only) as the spell.

Wall of Gloom: Use *wall of gloom* as the spell.

GREATER INVOCATIONS

Chilling Tentacles: Use *Evard's black tentacles* as the spell, and deal extra cold damage to creatures in the area.
Devour Magic: Use targeted *greater dispel magic* with a touch and gain temporary hit points based on the level of spells successfully dispelled.

Enervating Shadow: Gain total concealment in dark areas and impose a Strength penalty on adjacent living creatures.

Tenacious Plague: Use *insect plague* as the spell, but the summoned locust swarm deals damage as a magic weapon.

Wall of Perilous Flame: Create a *wall of fire* as the spell, but half the damage from the wall results from supernatural power.

Warlock's Call: Use *sending* as the spell, but risk damage from recipient.

DARK INVOCATIONS

Dark Discorporation: Become a swarm of batlike shadows, gaining many benefits of the swarm subtype.

Dark Foresight: Use *foresight* as the spell, and communicate telepathically with a close target of the effect.

Path of Shadow: Use *shadow walk* as the spell and speed up natural healing.

Retributive Invisibility: Use *greater invisibility* as the spell (self only) that deals damage in a burst if dispelled.

Word of Changing: Use *baleful polymorph* as the spell, but the effect could become permanent.

HUMAN WARLOCK STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Weapons: Heavy mace (1d8, 8 lb., one-handed, bludgeoning).

Light crossbow (1d8/19-20, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Bluff	4	Cha	—
Concentration	4	Con	—
Spellcraft	4	Int	—
Use Magic Device	4	Cha	—
Disguise	4	Cha	—
Sense Motive	4	Wis	—
Spot (cc)	2	Wis	—

Invocations Known: *Baleful utterance*.

Feat: Toughness.

Bonus Feat: Point Blank Shot.

Gear: Backpack with waterskin, 1 day's trail rations, bedroll, sack, and flint and steel.

Hooded lantern, 3 pints of oil.

Case with 10 crossbow bolts.

Gold: 4d4 gp.

TABLE 1-1: THE WARLOCK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Invocations Known
1st	+0	+0	+0	+2	Eldritch blast 1d6, invocation (least)	1
2nd	+1	+0	+0	+3	Detect magic	2
3rd	+2	+1	+1	+3	Damage reduction 1/cold iron, eldritch blast 2d6	2
4th	+3	+1	+1	+4	Deceive item	3
5th	+3	+1	+1	+4	Eldritch blast 3d6	3
6th	+4	+2	+2	+5	New invocation (least or lesser)	4
7th	+5	+2	+2	+5	Damage reduction 2/cold iron, eldritch blast 4d6	4
8th	+6/+1	+2	+2	+6	Fiendish resilience 1	5
9th	+6/+1	+3	+3	+6	Eldritch blast 5d6	5
10th	+7/+2	+3	+3	+7	Energy resistance 5	6
11th	+8/+3	+3	+3	+7	Damage reduction 3/cold iron, eldritch blast 6d6, new invocation (least, lesser, or greater)	7
12th	+9/+4	+4	+4	+8	Imbue item	7
13th	+9/+4	+4	+4	+8	Fiendish resilience 2	8
14th	+10/+5	+4	+4	+9	Eldritch blast 7d6	8
15th	+11/+6/+1	+5	+5	+9	Damage reduction 4/cold iron	9
16th	+12/+7/+2	+5	+5	+10	New invocation (least, lesser, greater, or dark)	10
17th	+12/+7/+2	+5	+5	+10	Eldritch blast 8d6	10
18th	+13/+8/+3	+6	+6	+11	Fiendish resilience 5	11
19th	+14/+9/+4	+6	+6	+11	Damage reduction 5/cold iron	11
20th	+15/+10/+5	+6	+6	+12	Eldritch blast 9d6, energy resistance 10	12

WARMAGE

Some spellcasters care for only one thing: war.

They dream of steel and mighty blasts of devastating magic, the march of troops, and the unleashed destruction found on battlefields everywhere.

Graduates of special arcane war colleges, those known as warmages are drilled only and utterly in the casting of spells most useful for laying down destruction, confusing an enemy, or screening an allied action.

The utilitarian spells used by wizards and sorcerers have little importance to a warmage's way of thinking.

What are support casters for, after all?

A warmage cares only for success on the battlefield, or, in some cases, in the series of smaller campaigns favored by adventuring companies.

Adventures: Warmages sign up for stints with adventuring companies that require straightforward, military-style blasting magic.

Warmages hone and develop their arts through action rather than study, so without prolonged use of their powers in combat they cannot reach the pinnacle of their profession.

Good-aligned warmages are concerned with rebuffing the movements of warlike groups—who better to blast into smoking ruin than those who have it coming?

Evil-aligned warmages feel no constraints on who might become the targets of their spells.

They adventure to gain destructive power.

Characteristics: Warmages access their magic peculiarly, at least compared to the way wizards, sorcerers, and clerics do.

A warmage selects his spells from a limited pool of knowledge that rarely changes.

Early in their difficult training, warmages instill deep within themselves the knowledge of all the spells they will ever need.

Warmages know fewer spells than wizards and even sorcerers, but the spells they do know are enhanced.

Warmages do not need to study spellbooks, but they do need to prepare their spells each day by spending time to call up the knowledge from their unconscious minds.

Warmages do not specialize in schools of magic the way wizards can.

In their training, warmages also learn a few mundane warlike skills.

They develop proficiency with some weapons and armor, learning to use such items without incurring a risk of arcane spell failure.

Alignment: Because all alignments must be prepared to fight for their causes, warmages might be found among virtually any army that uses spellcasting as artillery on the battlefield.

Religion: Some warmages favor Boccob (deity of magic), while others follow Wee Jas (deity of death and magic).

Many warmages revere no deity at all.

Background: Warmages are chosen (or apply) to attend special arcane war colleges.

Such colleges are not for the weak of spirit.

The rigors of both body and mind bear little resemblance to the apprenticeship undergone by regular wizards, or the self-taught fumbling of sorcerers.

Warmage colleges are more similar to boot camps sponsored by large nation-states.

Throughout their training, warmages are forced to wear ponderous garments (meant to familiarize their bodies with the limitations of movement in armor) while drilling constantly with spells, most of which are too high in level to be cast by the student.

This vigorous drilling instills the spells in a warmage's unconscious mind, so that as he grows in power later in life, those spells become available for his use without his needing a spellbook.

After their training, warmages share a deep feeling of camaraderie with their fellow students and continue to feel a slight affection for any well-run military outfit.

Races: Most warmages are humans or half-elves.

But the toughness of spirit needed to survive a term at an arcane war college can manifest itself in any of the common races.

It is rare for savage humanoids to be accepted into a war college, though some of the more organized societies might set up their own war colleges for arcane spellcasters.

Other Classes: Warmages find they have little in common with sorcerers and wizards, who learn their craft without the rigors or discipline of a warmage's apprenticeship.

In fact, warmages are likely to be more comfortable with the regimented classes—those that appreciate military training—such as paladins, monks, and fighters.

Role: The warmage's spell selection is already determined.

He is the ranged magical artillery that military troops rely on, or the center of a smaller adventuring company's offensive power.

An adventuring company with a warmage should strongly consider including a second spellcaster, such as a bard, cleric, druid, or even a wizard, to complement the warmage's offensive focus with defensive and utilitarian abilities.

GAME RULE INFORMATION

Warmages have the following game statistics.

Abilities: Charisma determines how powerful a spell a warmage can cast, how many spells a warmage can cast per day, and how hard those spells are to resist (see Spells, below).

A warmage's Intelligence bonus is added to damage dealt by spells through his warmage edge ability.

Like a sorcerer or wizard, a warmage benefits from high Dexterity and Constitution scores.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The warmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All the following are class features of the warmage.

Weapon and Armor Proficiency: Warmages are proficient with all simple weapons, light armor, and light shields.

At 8th level, a warmage gains proficiency with medium armor (see Armored Mage, below).

Spells: A warmage casts arcane spells (the same type of spells available to sorcerers and wizards), which are drawn from the warmage spell list given below.

He can cast any spell he knows without preparing it ahead of time the way a cleric or wizard must.

When a warmage gains access to a new level of spells, he automatically knows all the spells for that level listed on the warmage's spell list.

Essentially, his spell list is the same as his spells known list.

Warmages also have the option of adding to their existing spell list through their advanced learning ability as they increase in level (see below).

See page 90 for the warmage's spell list.

To cast a spell, a warmage must have a Charisma score of $10 + \text{the spell's level}$ (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth).

The Difficulty Class for a saving throw against a warmage's spell is $10 + \text{the spell's level} + \text{the warmage's Charisma modifier}$.

Like other spellcasters, a warmage can cast only a certain number of spells of each spell level per day.

His base daily spell allotment is given on Table 1-1: The Warmage.

In addition, he receives bonus spells for a high Charisma score (see Table 1-1, page 8 of the *Player's Handbook*).

Unlike a cleric or a wizard, a warmage need not prepare his spells in advance.

He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components).

A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields.

This training does not extend to medium or heavier armors, nor to heavy shields.

Nor does this ability apply to spells gained from a different spellcasting class.

At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells.

Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt.

For instance, if a 1st-level warmage with 17 Intelligence casts *magic missile*, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus.

The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting.

For instance, a *fireball* deals the extra damage to all creatures in the area it affects.

However, if a 3rd-level warmage casts *magic missile* and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target.

If a spell deals damage for more than 1 round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain any benefit from warmage edge.

Scrolls activated by a warmage also gain no benefit from warmage edge.

The same is true for most other magic items, such as wands and potions.

However, staffs activated by a warmage use not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Advanced Learning (Ex): At 3rd, 6th, 11th, and 16th level, a warmage can add a new spell to his list, representing the result of personal study and experimentation.

The spell must be a wizard spell of the evocation school, and of a level no higher than that of the highest-level spell the warmage already knows.

Once a new spell is selected, it is forever added to that warmage's spell list and can be cast just like any other spell on the warmage's list.

Sudden Empower: At 7th level, a warmage gains Sudden Empower (described in Chapter 3) as a bonus feat.

If he already has the feat, he can choose a different metamagic feat.

Sudden Enlarge: At 10th level, a warmage gains Sudden Enlarge (described in Chapter 3) as a bonus feat.

If he already has the feat, he can choose a different metamagic feat.

Sudden Widen: At 15th level, a warmage gains Sudden Widen (described in Chapter 3) as a bonus feat.

If he already has the feat, he can choose a different metamagic feat.

Sudden Maximize: At 20th level, a warmage gains Sudden Maximize (described in Chapter 3) as a bonus feat.

If he already has the feat, he can choose a different metamagic feat.

HUMAN WARMAGE STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Weapons: Spear (1d8/x3, range inc. 20 ft., 6 lb., two-handed, piercing).

Light crossbow (1d8/19-20, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Spellcraft	4	Int	—
Concentration	4	Con	—
Knowledge (arcana)	4	Int	—
Intimidate	4	Cha	—
Survival (cc)	2	Wis	—
Diplomacy (cc)	2	Cha	—
Hide (cc)	2	Dex	-1

Feat: Combat Casting.

Bonus Feat: Toughness.

Gear: Backpack with waterskin, 1 day's trail rations, bedroll, sack, and flint and steel.

Case with 10 bolts.

Spell component pouch.

Three torches.

Gold: 1d4 gp.

TABLE 1-2: THE WARMAGE

Level	Base	Fort	Ref	Will	Special	Spells per Day								
	Attack Bonus					0	1st	2nd	3rd	4th	5th	6th	7th	8th 9th
1st	+0	+0	+0	+2	Armored mage (light), warmage edge	5	3	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	—	6	4	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Advanced learning	6	5	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	—	6	6	3	—	—	—	—	—	—
5th	+2	+1	+1	+4	—	6	6	4	—	—	—	—	—	—
6th	+3	+2	+2	+5	Advanced learning	6	6	5	3	—	—	—	—	—
7th	+3	+2	+2	+5	Sudden Empower	6	6	6	4	—	—	—	—	—
8th	+4	+2	+2	+6	Armored mage (medium)	6	6	6	5	3	—	—	—	—
9th	+4	+3	+3	+6	—	6	6	6	6	4	—	—	—	—
10th	+5	+3	+3	+7	Sudden Enlarge	6	6	6	6	5	3	—	—	—
11th	+5	+3	+3	+7	Advanced learning	6	6	6	6	6	4	—	—	—
12th	+6/+1	+4	+4	+8	—	6	6	6	6	6	5	3	—	—
13th	+6/+1	+4	+4	+8	—	6	6	6	6	6	6	4	—	—
14th	+7/+2	+4	+4	+9	—	6	6	6	6	6	6	5	3	—
15th	+7/+2	+5	+5	+9	Sudden Widen	6	6	6	6	6	6	6	4	—
16th	+8/+3	+5	+5	+10	Advanced learning	6	6	6	6	6	6	6	5	3
17th	+8/+3	+5	+5	+10	—	6	6	6	6	6	6	6	6	4
18th	+9/+4	+6	+6	+11	—	6	6	6	6	6	6	6	6	5
19th	+9/+4	+6	+6	+11	—	6	6	6	6	6	6	6	6	6
20th	+10/+5	+6	+6	+12	Sudden Maximize	6	6	6	6	6	6	6	6	6

TARTH MOORDA

In the arid hills of the Abbor-Alz stands the old fortress of Tarth Moorda, once used by the garrisons of Urnst where they guarded against gnoll and nomad raids from the Bright Desert, but falling into eventual abandonment and ruin when adventurers drove away the humanoid tribes. Fifteen years ago, the Duke of Urnst gave the fortress over to the Order of the Fire Hawk, a society of warmages loyal to the realm who desired an isolated stronghold where new initiates could be trained in solitude.

With its dun-colored walls rising forbiddingly above the rock-strewn hills and the sweeping view of the Bright Desert to the south, Tarth Moorda is now the principal academy in which warmages loyal to the Duchy of Urnst are trained, and the emptiness around it rings with the sounds of martial exercises and mighty battle-magic. The uncomfortable climate of the citadel is seen

as a distinct advantage by the order; the heat and rugged terrain serve to increase the rigorous nature of the initiates' exercises and training.

The Fire Hawks adhere to a strictly ordered martial hierarchy and vigorously patrol the hills and sands near their stronghold. Initiates who have not yet learned to cast their first spells serve as footsoldiers and sentries under the command of more senior students. As High Warmaster, the formidable warmage Sereda Ostarte is head of the order, and six warmasters under her directly oversee the training of new initiates. Sereda is quite concerned with the rise of Rary's sinister realm in the Bright Desert, and aggressively questions any adventurers found passing through her lands as she seeks word of events deep in the desert (even while hoping to ferret out any spies in the service of the fallen archmage).



WU JEN

Wu jen are spellcasters with mysterious powers. They command the elements, spirit forces, and the powers of nature.

They are seldom found living with the rest of human society.

Instead, they live as hermits in the wilderness, purifying their bodies and minds to contact the various natural and supernatural powers of the world. From these entities they learn their spells—magical means to control the invisible forces of the world.

Adventures: Wu jen typically adventure to expand their knowledge of the world, both magical and mundane. Like wizards, they tend to approach adventures with careful planning, since their daily spell selection is vitally important.

Characteristics: Wu jen are the arcane spellcasters of the Far East.

As with wizards, their spells are their primary class feature, and as such assume an all-important role in their lives. Many wu jen spells draw on the power of the five elements (earth, fire, metal, water, and wood).

Finally, wu jen are adept at manipulating their spells, increasing their range, duration, or effect, or eliminating verbal or somatic components through permanent metamagic effects.

Alignment: Wu jen tend to stand apart from the lawful societies predominant in most cultures, flouting the rules and norms of decent folk.

They have a strong tendency toward chaos, but in any event they cannot be lawful.

Background: Wu jen crave magical power in a world where no organized colleges of wizardry typically exist.

Their thirst drives them to seek out others like themselves—hermits, recluses, or exiles who have gained the secrets they seek.

Nearly all wu jen are trained by a single mentor in this fashion, outcast from proper society and set apart by their fearsome supernatural powers.

Races: Most wu jen are humans, though members of all the common races of the eastern lands can learn their craft.

Other Classes: Wu jen generally don't like members of any other class.

At the same time, however, a wu jen is painfully aware that without fighters and samurai to block enemy soldiers, a shaman to heal her wounds, and perhaps a rogue to deal with locks and traps, her path to the knowledge she seeks might be blocked by insurmountable and possibly fatal obstacles.

This realization of her reliance on other classes might make her accept them or might make her resent them.

GAME RULE INFORMATION

Wu jen have the following game statistics.

Abilities: Intelligence determines how powerful a spell a wu jen can cast, how many spells the wu jen can cast per day, and how hard those spells are to resist.

To cast a spell, a wu jen must have an Intelligence score of $10 + \text{the spell's level}$.

A wu jen gets bonus spells based on Intelligence.

The Difficulty Class of a saving throw against a wu jen's spell is $10 + \text{the spell's level} + \text{the wu jen's Intelligence modifier}$.

High Dexterity is helpful for a wu jen, who typically wears little or no armor, because it provides her with an Armor Class bonus.

A good Constitution gives a wu jen extra hit points, a resource that she is otherwise very low on.

Alignment: Any nonlawful.

Hit Die: d4.

CLASS SKILLS

A wu jen's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All the following are class features of the wu jen.

Weapon and Armor Proficiency: Wu jen are proficient with all simple weapons.

They are not proficient with any type of armor or shield.

Armor of any type interferes with a wu jen's arcane gestures, which can cause her spells with somatic components to fail.

Spells: A wu jen casts arcane spells, which are drawn from the wu jen spell list (page 91).

She is limited to a certain number of spells of each spell level per day, according to her class level.

A wu jen must choose and prepare spells ahead of time like a wizard (see *Preparing Wizard Spells*, page 177 of the *Player's Handbook*).

To learn, prepare, or cast a spell, a wu jen must have an Intelligence score of at least $10 + \text{the spell's level}$.

A wu jen's bonus spells are based on Intelligence.

The Difficulty Class for saving throws against wu jen spells is $10 + \text{the spell's level} + \text{the wu jen's Intelligence modifier}$.

A wu jen's base daily spell allotment is given on Table 1-3.

In addition, she receives bonus spells per day if she has a high Intelligence score (see Table 1-1: Ability Modifiers and Bonus Spells, page 8 of the *Player's Handbook*).

Bonus Languages: A wu jen can substitute Draconic or Giant for one of the bonus languages available to the character because of her race, since many ancient tomes of magic are written in these languages and apprentice wu jen often learn them as part of their studies.

Watchful Spirit: Once per day, a wu jen can reroll an initiative roll she has just made before she knows her place in the initiative order.

She takes the better of the two rolls.

Bonus Feat: A wu jen begins play with a bonus metamagic feat.

Spell Secret: At 3rd level, and every three levels thereafter, a wu jen can choose one spell known to her that then becomes permanently modified as though affected by one of the following metamagic feats: Enlarge Spell, Extend Spell, Still Spell, or Silent Spell.

The spell's level does not change, and once the choice of spell and modification are chosen, they cannot be changed. As the wu jen goes up in level, she can choose the same spell to be modified in different ways with multiple spell secrets.

She does not need to know the feat she applies to the spell.

Elemental Mastery: Many of the wu jen's spells are divided into five elemental groups: earth, fire, metal, water, and wood.

At 6th level, instead of receiving a spell secret, a wu jen becomes a master of one of these five elements (her choice).

Thereafter, whenever a wu jen casts a spell of that element, her effective caster level (for purposes of determining level-dependent spell variables and for caster level checks) is increased by two.

In addition, the wu jen herself gets a +2 competence bonus on saving throws against spells of that element.

Certain spells on the wu jen spell list are designated "All"; this means they belong to all elemental groups, and a wu jen who is a master of any element gains the mastery bonuses with respect to those spells.

Spellbooks: A wu jen must study her spellbooks each day to prepare her spells, much like a wizard.

She cannot prepare any spell not recorded in her spellbook (except for *read magic*, which all wu jen can prepare from memory).

A wu jen begins play with a spellbook containing all 0-level wu jen spells plus three 1st-level spells of your choice.

For each point of Intelligence bonus the wu jen has (see Table 1-1: Ability Modifiers and Bonus Spells, page 8 of the *Player's Handbook*), the spellbook holds one additional 1st-level spell of your choice.

At each new wu jen level, she gains two new spells of any spell level or levels that she can cast (based on her new wu jen level).

For example, when Hide-yori achieves 5th level, she can cast 3rd-level spells.

At this point, she can add two 3rd-level spells to her spellbook, or one 2nd-level spell and one 3rd-level spell, or any combination of two spells between 1st and 3rd level.

At any time, a wu jen can also add spells found in other wu jen's spellbooks to her own, much like a wizard (see *Adding Spells to a Wizard's Spellbook*, page 178 of the *Player's Handbook*).

Taboos: To maintain their supernatural power, wu jen must abide by certain taboos that might seem inconsequential to other characters but are vitally important to the wu jen.

If a wu jen violates one of her taboos, she cannot cast any more spells that day.

A wu jen must choose one taboo at 1st level, and one additional taboo every time she learns a spell secret.

Possible taboos include:

- Cannot eat meat.
- Cannot own more than she can carry.
- Must make a daily offering (such as food, flowers, or incense) to one or many spirit powers.
- Cannot bathe.
- Cannot cut her hair.
- Cannot touch a dead body.
- Cannot drink alcohol.
- Cannot wear a certain color.
- Cannot light a fire.
- Cannot sit facing in a certain direction.

TABLE 1-3: THE WU JEN

Level	Base	Fort	Ref	Will	Special	Spells per Day									
	Attack Bonus					0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Watchful spirit, bonus feat	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Spell secret	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Elemental mastery	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5		4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Spell secret	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7		4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	Spell secret	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	Spell secret	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10	Spell secret	4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12		4	4	4	4	4	4	4	4	4	4

COMPLETE DIVINE (3.5)

FAVORED SOUL

The favored soul follows the path of the cleric but is able to channel divine power with surprising ease.

She is able to perform the same tasks as her fellow divine spellcasters but with virtually no study; to her, it comes naturally.

Scholars wonder if favored souls have traces of outsider blood from unions, holy or unholy, centuries ago and generations removed.

Others suggest that divine training of the proper type awakens the ability, or that favored souls are simply imbued with their gifts by their gods when they begin the cleric's path.

In any case, favored souls cast their spells naturally, as much through force of personality as through study.

Though this gives them extraordinary divine abilities no normal person could ever match, they see their gift as a call to action, and so in some ways may lag behind their more studious colleagues.

Adventures: Favored souls are often loners, wandering the land serving their deities.

They are welcomed by their churches but treated as unusual and are sometimes misunderstood.

They are emissaries of their deities and outside the church's command structure—respected mystics not requiring the support normally crucial to a priest's success.

This makes them sometimes revered and sometimes envied by their cleric cousins.

While favored souls are occasionally disrespected for their perceived lack of discipline, devout worshipers know that they are a powerful message from, and indeed a living manifestation of, their deities.

Characteristics: Favored souls cast divine spells by means of an innate connection rather than through laborious

training and prayer, so their divine connection is natural rather than learned.

These divine spellcasters know fewer spells and acquire powerful spells more slowly than clerics, but favored souls can cast spells more often, and they have no need to select and prepare them ahead of time.

Alignment: Divine magic is intuitive to a favored soul, not a matter of careful prayer.

This intuitive nature leads to a freer interpretation of faith and doctrine, and so favored souls tend slightly toward chaos over law.

A favored soul is often of the same alignment as her deity, though some are one step away.

For example, a favored soul could serve a lawful good deity and be neutral good herself.

A favored soul may not be neutral unless her deity is neutral.

Religion: A favored soul can be of any religion.

The most common deity worshiped by human favored souls in civilized lands is Pelor, god of the sun.

Among nonhuman races, favored souls most commonly worship the chief deity of their racial pantheon.

Unlike clerics, favored souls are not able to devote themselves to a cause or a source of divine power instead of a deity.

Background: Favored souls learn of their connection with the divine at a young age.

Eventually, a young favored soul understands the power that she has been wielding unintentionally.

Favored souls, as naturally inclined divine channelers, are also born loners.

Unlike clerics in a temple, they gain little by sharing their knowledge and have no strong incentive to work together.

Races: The innate talent of spontaneously channeling divine power is unpredictable, and it can show up in any of the common races.

Divine spellcasters from savage lands or from among brutal humanoid tribes (such as orcs or half-orcs) are more often favored souls than clerics.

Other Classes: Favored souls have the most in common with members of other self-taught classes, especially sorcerers, but also druids and rogues.

They sometimes find themselves at odds with members of the more disciplined classes, specifically clerics, whom they sometimes view as too wrapped up in doctrine and rigidly defined attitudes.

Role: The favored soul serves as a group's backup healer and defensive magic specialist.

She can hold her own in a fight, especially if she chooses to focus on powers that aid her in combat.

GAME RULE INFORMATION

Favored souls have the following game statistics.

Abilities: Charisma determines how many spells the favored soul can cast per day.

Wisdom determines how hard the favored soul's spells are to resist (see Spells, below).

In addition to using Charisma and Wisdom for spellcasting, a favored soul also benefits from high Dexterity, Strength, and Constitution scores.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The favored soul's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the favored soul.

Weapon and Armor Proficiency: Favored souls are proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).

A favored soul is also proficient with her deity's favored weapon.

Although a favored soul is not proficient with heavy armor, wearing it does not interfere with her spellcasting.

Spells: A favored soul casts divine spells (the same type of spells available to clerics), which are drawn from the cleric spell list.

She can cast any spell she knows without preparing it ahead of time the way a cleric must.

To cast a spell, a favored soul must have a Charisma score of $10 +$ the spell's level (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth).

The Difficulty Class for a saving throw against a favored soul's spell is $10 +$ the spell's level + the favored soul's Wisdom modifier.

Like other spellcasters, a favored soul can cast only a certain number of spells of each spell level per day.

Her base daily spell allotment is given on Table 1-1: The Favored Soul.

In addition, she receives bonus spells for a high Charisma. Unlike a cleric, a favored soul's selection of spells is limited. A favored soul begins play knowing four 0-level spells and three 1st-level spells of your choice.

At each new favored soul level, she gains one or more new spells, as indicated on Table 1-2: Favored Soul Spells Known.

TABLE 1-2: FAVORED SOUL SPELLS KNOWN

Level	Spells Known									
	0	1	2	3	4	5	6	7	8	9
1st	4	3	—	—	—	—	—	—	—	—
2nd	5	3	—	—	—	—	—	—	—	—
3rd	5	4	—	—	—	—	—	—	—	—
4th	6	4	3	—	—	—	—	—	—	—
5th	6	5	3	—	—	—	—	—	—	—
6th	7	5	4	3	—	—	—	—	—	—
7th	7	6	4	3	—	—	—	—	—	—
8th	8	6	5	4	3	—	—	—	—	—
9th	8	6	5	4	3	—	—	—	—	—
10th	9	6	6	5	4	3	—	—	—	—
11th	9	6	6	5	4	3	—	—	—	—
12th	9	6	6	6	5	4	3	—	—	—
13th	9	6	6	6	5	4	3	—	—	—
14th	9	6	6	6	6	5	4	3	—	—
15th	9	6	6	6	6	5	4	3	—	—
16th	9	6	6	6	6	6	5	4	3	—
17th	9	6	6	6	6	6	5	4	3	—
18th	9	6	6	6	6	6	6	5	4	3
19th	9	6	6	6	6	6	6	5	4	3
20th	9	6	6	6	6	6	6	6	5	4

(Unlike spells per day, her Charisma score does not affect the number of spells a favored soul knows; the numbers on Table 1-2 are fixed).

Upon reaching 4th level, and at every even-numbered favored soul level after that (6th, 8th, and so on), a favored soul can choose to learn a new spell in place of one she already knows.

In effect, the favored soul "loses" the old spell in exchange for the new one.

The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level favored soul spell the favored soul can cast.

A favored soul may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Unlike a cleric, a favored soul need not prepare her spells in advance.

She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Deity's Weapon Focus: At 3rd level, a favored soul gains the Weapon Focus feat with her deity's favored weapon.

If the character already has that feat, she can choose a different one.

Energy Resistance (Ex): At 5th level, a favored soul chooses an energy type and gains resistance 10 against that type.

At 10th level and 15th level, the character gains resistance 10 against another energy type of her choosing.

Deity's Weapon Specialization: At 12th level, a favored soul gains the Weapon Specialization feat with her deity's favored weapon.

If she already has that feat, she can choose a different one.

Wings (Ex): At 17th level, a favored soul gains wings and can fly at a speed of 60 feet (good maneuverability).

A good-aligned favored soul grows feathered wings, and an evil-aligned favored soul gains batlike wings.

A favored soul who is neither good nor evil may choose either type of wings.

Damage Reduction (Su): A 20th-level favored soul gains damage reduction.

If the character is lawful-aligned, the damage reduction is 10/silver.

If the character is chaotic-aligned, the damage reduction is 10/cold iron.

A favored soul who is neither lawful nor chaotic may choose either type of damage reduction.

HUMAN FAVORED SOUL STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty -4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty -2, 10 lb.).

Weapons: Heavy mace (1d8, crit x2, 8 lb., one-handed, bludgeoning).

Light crossbow (1d8, crit 19-20/x2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Spellcraft	4	Int	—
Concentration	4	Con	—
Diplomacy	4	Cha	—
Knowledge (arcana)	4	Int	—
Intimidate (cc)	2	Cha	—
Listen (cc)	2	Wis	—
Spot (cc)	2	Wis	—
Survival (cc)	2	Wis	—

Feat: Combat Casting.

Bonus Feat: Toughness.

Deity: Pelor.

Spells Known: 0—*detect magic, cure minor wounds, light, read magic*; 1st—*bless, command, cure light wounds*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Case with 10 crossbow bolts.

Wooden holy symbol (sun disc of Pelor).

Hooded lantern, 5 pints of oil.

Gold: 2d4 gp.

TABLE 1-1: THE FAVORED SOUL

Class	Base	Fort	Ref	Will		Spells per Day									
Level	Attack Bonus	Save	Save	Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+2	+2	—	5	3	—	—	—	—	—	—	—	—
2nd	+1	+3	+3	+3	—	6	4	—	—	—	—	—	—	—	—
3rd	+2	+3	+3	+3	Deity's weapon focus	6	5	—	—	—	—	—	—	—	—
4th	+3	+4	+4	+4	—	6	6	3	—	—	—	—	—	—	—
5th	+3	+4	+4	+4	Energy resistance (1st type)	6	6	4	—	—	—	—	—	—	—
6th	+4	+5	+5	+5	—	6	6	5	3	—	—	—	—	—	—
7th	+5	+5	+5	+5	—	6	6	6	4	—	—	—	—	—	—
8th	+6/+1	+6	+6	+6	—	6	6	6	5	3	—	—	—	—	—
9th	+6/+1	+6	+6	+6	—	6	6	6	6	4	—	—	—	—	—
10th	+7/+2	+7	+7	+7	Energy resistance (2nd type)	6	6	6	6	5	3	—	—	—	—
11th	+8/+3	+7	+7	+7	—	6	6	6	6	6	4	—	—	—	—
12th	+9/+4	+8	+8	+8	Deity's weapon specialization	6	6	6	6	6	5	3	—	—	—
13th	+9/+4	+8	+8	+8	—	6	6	6	6	6	6	4	—	—	—
14th	+10/+5	+9	+9	+9	—	6	6	6	6	6	6	5	3	—	—
15th	+11/+6/+1	+9	+9	+9	Energy resistance (3rd type)	6	6	6	6	6	6	6	4	—	—
16th	+12/+7/+2	+10	+10	+10	—	6	6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+10	+10	+10	Wings	6	6	6	6	6	6	6	6	4	—
18th	+13/+8/+3	+11	+11	+11	—	6	6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+11	+11	+11	—	6	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+12	+12	+12	Damage reduction	6	6	6	6	6	6	6	6	6	6

SHUGENJA

A class inspired by the mythologies of Asian cultures, the shugenja is a divine spellcaster who casts spells by attuning himself to the primal energies around him and focusing such energy through his body to produce magical effects. Like the samurai (described in *Complete Warrior*), shugenjas are often members of the noble class, though they are not as bound by honor and the code of *bushido* as their martial counterparts.

Adventures: Shugenjas often adventure to increase their magical knowledge and personal power.

They are particularly drawn to investigate disturbances in the natural harmony of the four classical elements (earth, air, fire, and water).

Some shugenjas dedicate their lives to keeping the world's magic in balance, while others simply crave the power that the unchecked elements offer.

Still others are drawn to plumb the depths of magic for magic's own sake, hoping eventually to learn the mysteries of void, the "fifth element" that binds the others together. Characteristics: Shugenjas are much more than spell slinging sorcerers.

In a fantasy culture inspired by real-world Japan, they can be the foundation of religious life—priests who teach the rituals of piety, venerate the memory of long-departed ancestors, and even measure the passage of time. They study for years to learn even the fundamental elements of their magical practice, and are the most literate class in many quasi-Asian societies.

A shugenja's spells are written on *ofudas* (nonmagical prayer scrolls) that the shugenja carries with him, serving as a divine focus for casting the spell.

Alignment: While many shugenjas attempt to follow the standards of honor and loyalty, and thus adhere to a lawful alignment, not all shugenjas live up to those standards. Shugenjas have no alignment restrictions.

Religion: If you use shugenjas in your game, you should probably also develop an Asian culture with its own religious traditions to represent their home—even if the specific shugenjas in your campaign are thousands of miles away from it, hailing from a far-off land you don't plan to visit.

Some shugenjas exiled in a traditional D&D setting express an affinity for Boccob, Obad-Hai, or Wee Jas, while others see a parallel between the code of *bushido* and the teachings of Heironeous.

Background: Shugenjas are often members of the noble class.

They learn the practice of magic in religious orders attached to each clan or region, like their samurai kin.

You can easily invent your own shugenja orders, employing the same principles you'd use when inventing your own domain.

Races: Traditionally, Asian-themed D&D games have dispensed with or replaced the nonhuman races, so shugenjas have been overwhelmingly human.

You can invent your own Asian races, use those described in *Oriental Adventures*, or mix Asian culture with the elves, dwarves and other races of traditional fantasy.

With such a mix, dwarves and gnomes would be slightly more likely to become shugenjas because they have an affinity for earth.

Other Classes: Like samurai, shugenjas are set apart by their noble station and tend to look down upon members of other classes.

Despite the prevailing view of society, shugenjas do not believe that martial prowess is the ultimate expression of honor—in fact, they look down on the samurai who settle any disagreement or matter of honor with a duel to the death.

Shugenjas have little respect for members of other classes; however, shugenjas, especially adventurers, wisely understand that different classes have specialized skills and abilities often needed for success.

Role: Because they're the preeminent spellcasters in their culture, shugenjas' spell lists run the gamut from top-notch combat spells to powerful healing and versatile utility spells.

But they're less durable in a fight than their cleric brethren, and like sorcerers, they have a limited set of spells to choose from.

Oriental Classes in Nonoriental Settings: Some DMs may choose to allow classes such as the shugenja and the samurai in their nonoriental settings.

If they do, the character is most likely to be a traveler from a faraway land, most likely trained in his homeland in his oriental class.

Specific details of the character's background can be worked out with the DM and the player.

GAME RULE INFORMATION

Shugenjas have the following game statistics.

Abilities: Charisma determines how powerful a spell a shugenja can cast, how many spells the shugenja can cast per day, and how hard those spells are to resist.

To cast a spell, a shugenja must have a Charisma score of 10 + the spell's level + the shugenja's Charisma modifier.

High Dexterity is helpful for a shugenja (who typically wears little or no armor) because it provides him with an Armor Class bonus.

A good Constitution gives a shugenja extra hit points, a resource that he is otherwise low on.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The shugenja's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the shugenja.

Weapon and Armor Proficiency: Shugenjas are proficient with all simple weapons and with the short sword (they often carry a masterwork short sword called a *wakizashi*). They are not proficient with any type of armor, nor with shields.

In their home culture, it is considered inappropriate for a shugenja to wear armor, although shugenjas serving with the military or traveling in foreign lands sometimes take the time to learn how to wear armor properly.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble.

Armor does not interfere with his spellcasting.

Spells: A shugenja casts divine spells (the same type of spells available to clerics and druids), which are drawn from the shugenja spell list (page XX).

He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below).

To learn or cast a spell, a shugenja must have a Charisma score equal to at least 10 + the spell level (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth).

The Difficulty Class for a saving throw against a shugenja's spell is 10 + the spell level + the shugenja's Charisma modifier.

Like other spellcasters, a shugenja can cast only a certain number of spells of each spell level per day.

His base daily spell allotment is given on Table 1–3: The Shugenja.

In addition, he receives bonus spells per day if he has a high Charisma score (see page 8 in the *Player's Handbook*).

A shugenja's selection of spells is extremely limited.

A shugenja begins play knowing four 0-level spells and two 1st-level spells of his choice, plus one 0-level spell and one 1st-level spell determined by his shugenja order.

At each new shugenja level, he gains one or more new spells as indicated on Table 1–4: Shugenja Spells Known.

TABLE 1-4: SHUGENJA SPELLS KNOWN*

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	o+2+2	o+1+1	—	—	—	—	—	—	—	—
2nd	o+3+2	o+1+1	—	—	—	—	—	—	—	—
3rd	o+3+2	o+2+1	—	—	—	—	—	—	—	—
4th	o+3+3	o+2+1	o+1+0	—	—	—	—	—	—	—
5th	o+4+3	o+2+2	o+1+1	—	—	—	—	—	—	—
6th	o+4+3	o+2+2	o+1+1	o+1+0	—	—	—	—	—	—
7th	o+4+4	o+3+2	o+2+1	o+1+1	—	—	—	—	—	—
8th	o+4+4	o+3+2	o+2+1	o+1+1	o+1+0	—	—	—	—	—
9th	o+5+4	o+3+2	o+2+2	o+2+1	o+1+1	—	—	—	—	—
10th	o+5+4	o+3+2	o+2+2	o+2+1	o+1+1	o+1+0	—	—	—	—
11th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+1	o+1+1	—	—	—	—
12th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+1	o+1+1	o+1+0	—	—	—
13th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+1	o+1+1	—	—	—
14th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+1	o+1+1	o+1+0	—	—
15th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+1+1	—	—
16th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+1+1	o+1+0	—
17th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+2+1	o+1+1	—
18th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+2+1	o+1+1	o+1+0
19th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+2+1	o+2+1	o+1+1
20th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+2+1	o+2+1	o+2+1

*At each level, a shugenja gets an order spell for each spell level, starting at 1st. The "o" on this list represents that. The number in the middle is the number of spells of the shugenja's favored element, and the final number is the additional number of spells known of any element.

(Unlike spells per day, the number of spells a shugenja knows is not affected by his Charisma score; the numbers on Table 1-4 are fixed).

One spell of every level is determined by the shugenja's order; sometimes these spells are normal spells on the shugenja spell list, but often they are additions to the spell list.

These spells are listed with the shugenja spell list below. Half of the spells a shugenja knows must be of his chosen element, as indicated on Table 1-4.

A shugenja may use a higher-level slot to cast a lower-level spell if he so chooses.

For example, if an 8th-level shugenja has used up all his 3rd-level spell slots for the day but wants to cast another one, he could use a 4th-level slot to do so.

The spell is still treated as its actual level, not the level of the slot used to cast it.

Upon reaching 4th level, and at every even-numbered shugenja level after that (6th, 8th, and so on), a shugenja can choose to learn a new spell in place of one he already knows.

In effect, the shugenja "loses" the old spell in exchange for the new one.

The new spell's level must be at least two levels lower than the highest-level shugenja spell the shugenja can cast.

For instance, upon reaching 4th level, a shugenja could trade in a single o-level spell (two spell levels below the highest-level shugenja spell he can cast, which is 2nd) for a different o-level spell.

At 6th level, he could trade in a single o-level or 1st-level spell (since he now can cast 3rd-level shugenja spells) for a different spell of the same level.

A shugenja may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A shugenja still must honor his elemental focus.

Shugenjas do not have spellbooks, though they write their spells on *ofudas*.

These *ofudas* serve as divine focus items and must be read as part of the spellcasting process.

Shugenjas can use the Scribe Scroll feat to create magic scrolls that work the same as a wizard or cleric's scrolls. When casting metamagic spells, remember that the shugenja has not prepared the spell in advance, and is doing so on the spot.

The shugenja, therefore, must take more time to cast a metamagic spell than a regular spell.

If its normal casting time is 1 standard action, casting a metamagic spell is a full-round action for a shugenja.

For spells with a longer casting time, it takes an extra full-round action to cast the spell.

Shugenjas cannot use the Quicken Spell metamagic feat.

Element Focus: All shugenjas have a favored element: air, earth, fire, or water.

A shugenja's choice of specialized element is sometimes determined by the shugenja order in which he studies.

At least half the spells a shugenja knows at each spell level must belong to his favored element, and the spell dictated by his order often belongs to that element as well.

This is reflected on Table 1-4, which indicates how many spells of each level must be spells of the shugenja's favored element.

At 1st level, for example, the shugenja Kitsu Mari must know at least three o-level water spells—one water spell determined by his order and two additional water spells, plus two other o-level spells of any element.

He also knows one 1st-level water spell from his order, one additional 1st-level water spell, and one 1st-level spell of any element.

Shugenjas automatically gain the benefits of the Spell Focus feat (+1 to spell DCs) for spells from their favored element, regardless of its school.

As the cost of specializing in one element, a shugenja is prohibited from learning spells associated with a different element.

The prohibited element is dictated by the favored element, as described below.

Air: Air spells are subtle, involving travel, intuition, influence, divination, and illusion.

Earth is the prohibited element for air shugenjas.

The Order of the All-Seeing Eye and the Order of the Spring Zephyr specialize in air magic.

Earth: Earth spells involve resilience and resolve, health and growth, and the strength of its body.

Air is the prohibited element for earth shugenjas.

The Order of the Impenetrable Crucible and the Order of the Perfect Sculpture specialize in earth magic.

Fire: Fire spells are destructive and blatant, though they also deal with intelligence, inspiration, and creativity.

Water is the prohibited element for fire shugenjas.

The Order of the Consuming Flame specializes in fire magic.

Water: Water spells involve transformation, cleansing, healing, and friendship.

Fire is the prohibited element for water shugenjas.

The Order of the Forbidding Wasteland and the Order of the Gentle Rain specialize in water magic.

The shugenjas of the Order of the Ineffable Mystery can specialize in any of the four elements.

The Ineffable Mystery also trains shugenjas who specialize the fifth element, void.

(See the void disciple prestige class in Chapter 2).

Sense Elements (Sp): One of the first “spells” a shugenja learns—a magical effect so basic that it becomes a spell-like ability—is the ability to sense elements.

As a full-round action, a shugenja can become aware of all sources of one chosen element (air, earth, fire, or water) within 10 feet of him.

The shugenja learns the size of the objects but not their precise location or actual nature.

By concentrating longer, a shugenja can either extend her magical senses or gather more information about the elements he has detected.

Each additional round spent in concentration allows the shugenja to add 5 feet to the radius of his sense ability, to a maximum of 5 additional feet per shugenja level.

Thus, at 4th level, Kitsu Mari can sense elements to a maximum range of 30 feet by concentrating for five full rounds.

Alternatively, the shugenja can focus on one source of the sensed element per round, attempting a Spellcraft check to determine more about that single item.

The amount of information he learns depends on his Spellcraft check result:

Check Result	Information Learned
20 or higher	Item's general location (square containing it, or its nearest boundary if it is larger than a 5-foot square)
25 or higher	Whether the item is natural or a spell effect. (A normal Spellcraft check against DC 20 + spell level can then determine the nature of the spell effect.)
30 or higher	Whether the item is a creature or an object.
35 or higher	The exact nature of the item (for example whether a creature is an efreeti or a fire elemental, whether an object is gold or stone, whether air is breathable or not.)

In subsequent rounds, a shugenja can retry his Spellcraft check on the same item, shift his attention to a different item, or extend the range of his senses.

A 1st-level shugenja can use this ability three times per day. Every five levels he advances as a shugenja allows him to use the ability an additional time per day (four times at 5th level, five times at 10th level, and so on).

Like many divination spells, a shugenja's sense elements ability is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

For example, Kitsu Mari enters a room and concentrates to sense water.

(Although he is a water shugenja, he could just as easily sense any other element, including fire).

He becomes aware of all sources of water within 10 feet.

A basin of water rests on the nightstand, a person lurks behind the door (living creatures are usually made of all four elements) holding a vial of poison—Kitsu Mari discovers three sources of water within 10 feet of him: one Medium, one Small, and one Fine.

Focusing on the Medium source and concentrating for a round, he makes a Spellcraft check and gets a result of 31.

He learns that the Medium source of water is a creature, that it is natural, and where it is.

If the assassin behind the door has not already jumped out to attack him, he has learned that a creature is hiding behind the door...but more likely, he has learned this too late.

HUMAN SHUGENJA STARTING PACKAGE

Armor: None (speed 30 ft).

Weapons: Short sword (1d6, crit 19–20/x2, 2 lb., light, piercing).

Light crossbow (1d8, crit 19–20/x2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Con	—
Diplomacy	4	Cha	—
Heal	4	Wis	—
Knowledge (arcana)	4	Int	—
Knowledge (religion)	4	Int	—
Spot (cc)	2	Wis	—
Search (cc)	2	Int	—
Spellcraft	4	Int	—

Feat: Great Fortitude.

Bonus Feat: Alertness.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel.

Three torches.

10 bolts.

Ofuda.

Gold: 1d4 gp.

TABLE 1-3: THE SHUGENJA

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Element focus, <i>sense elements</i>	5	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	—	6	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	—	6	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	—	6	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	—	6	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	—	6	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	—	6	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6	—	6	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	—	6	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7	—	6	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	—	6	6	6	6	6	4	—	—	—	—
12th	+6	+4	+4	+8	—	6	6	6	6	6	5	3	—	—	—
13th	+6	+4	+4	+8	—	6	6	6	6	6	6	4	—	—	—
14th	+7	+4	+4	+9	—	6	6	6	6	6	6	5	3	3	—
15th	+7	+5	+5	+9	—	6	6	6	6	6	6	6	4	4	—
16th	+8	+5	+5	+10	—	6	6	6	6	6	6	6	5	5	3
17th	+8	+5	+5	+10	—	6	6	6	6	6	6	6	6	6	4
18th	+9	+6	+6	+11	—	6	6	6	6	6	6	6	6	6	5
19th	+9	+6	+6	+11	—	6	6	6	6	6	6	6	6	6	6
20th	+10	+6	+6	+12	—	6	6	6	6	6	6	6	6	6	6

SPIRIT SHAMAN

Master of the spirit world, the spirit shaman follows a different divine tradition than the cleric or the druid. Her world is filled with powerful, living spirits, some helpful and some malign.

By bargaining with these spirits, the spirit shaman gains power over the natural world and mighty divine magic with which to aid her comrades or smite her enemies.

Adventures: Spirit shamans exist to mediate between the human world and the spirit world and make sure that humans (and dwarves, elves, orcs, and all other humanoid races, of course) respect the spirits as is only right and proper.

Spirit shamans adventure to advance the causes of whichever spirits they favor.

Those who venerate helpful spirits seek to assist people deserving of the spirits' protection.

Those who revere dark and vengeful spirits promote the chaos and suffering in which their patrons delight.

Through their actions, spirit shamans prove the power of their patron spirits and earn prestige and status in the spirit world.

Characteristics: Spirit shamans cast divine spells much the same way druids do, though they get their spells from powerful spirits of nature.

Their spells, like the druid's, are oriented toward nature and animals.

In addition to spells, spirit shamans gain an increasing array of spirit powers as they advance in level.

Alignment: Spirit shamans, in keeping with the indifference of the spirits, tend toward some measure of dispassion.

Unlike druids, they are more tribal than solitary, and involve themselves in the affairs of their fellows.

Most spirit shamans are neutral on at least one alignment axis, but it is not uncommon to find a spirit shaman who has become so caught up in the affairs of the living that she has lost her distance from human concerns.

Religion: A spirit shaman reveres the essence of religion more than the practice.

She gains her magical powers from the spirits that inhabit all things, living and dead, animate and inanimate.

She combines ancestral worship with animal and nature worship.

The typical spirit shaman, like a druid, pursues a mystic spirituality of transcendent union with nature rather than devoting herself to a divine entity.

Still, some spirit shamans give honor to deities of nature such as either Obad-Hai (god of nature) or Ehlonna (goddess of the woodlands).

Background: Spirit shamans are first taught by older shamans.

When a tribe's spirit shaman feels that the time is right, she chooses a potential successor from among the young folk of the tribe.

Taking the youth into her own home, she spends years teaching her student the ways of both the natural world and the spirit realm.

Typically, when the young spirit shaman is ready, the older shaman then sends her student out to wander the world for a time in order to gain the wisdom and experience necessary to serve as the tribe's spirit shaman on his return.

Sometimes, a young shaman impatient with an overly cautious master strikes out on his own to seek out the knowledge he feels his master is withholding.

Races: Halflings, humans, and half-orcs are the races that more commonly give rise to the tribal cultures in which shamans flourish.

While rare groups of barbaric dwarves, elves, or gnomes favor a shamanic tradition instead of a cleric or druid one, these communities are uncommon at best.

Other Classes: Spirit shamans perceive a world that no other class truly understands.

As such, they feel it is their duty to advise their comrades and protect them from the wrath of the spirits.

Spirit shamans respect druids and get along well with them, but they feel that clerics do not pay sufficient respect to the spirit world, and often form long and bitter rivalries with clerics they meet.

Role: The spirit shaman is only a mediocre melee combatant, but she can hurl spell after spell in a combat situation.

No other character matches her ability to study a situation and customize her spell selection for offense, defense, or special purposes.

Like the druid, she can serve as a party's healer, but she is best in settings where she does not need to devote many of her spell choices to healing and can maximize spell choices that provide offense for the party and aid her companions in battle.

GAME RULE INFORMATION

Spirit shamans have the following games statistics.

Abilities: Wisdom determines how powerful a spell a spirit shaman can cast and how many spells she can cast per day. Charisma determines how hard those spells are to resist (see Spells, below).

Like a druid, the spirit shaman benefits from high Dexterity and high Constitution due to the fact that she begins with proficiency with only light armor.

Alignment: Any.

Hit Dice: d8.

CLASS SKILLS

The spirit shaman's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the spirit shaman.

Weapon and Armor Proficiency: A spirit shaman is proficient with the club, dagger, dart, hand axe, javelin, long spear, quarterstaff, shortspear, spear, sling, shortbow, throwing axe, and with light armor and shields.

These are the weapons commonly used by the tribal societies in which spirit shamans are found.

Spells: A spirit shaman casts divine spells from the druid spell list.

She can cast any spell she has retrieved, much like a bard or sorcerer can cast any spell she knows without preparing it ahead of time.

To retrieve or cast a spell, a spirit shaman must have a Wisdom score of at least 10 + the spell level (Wisdom 10 for 0-level spells, Wisdom 11 for 1st-level spells, and so on).

The Difficulty Class for a saving throw against a spirit shaman's spell is 10 + the spell level + the spirit shaman's Charisma modifier.

Like other spellcasters, a spirit shaman can cast only a certain number of spells of each spell level per day.

Her base daily spell allotment is given on Table 1-5: The Spirit Shaman.

In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1-1: Ability Modifiers and Bonus Spells, page 8 of the *Player's Handbook*).

Like a sorcerer, a spirit shaman knows only a small number of spells.

However, each day a spirit shaman may change the spells she knows.

When a spirit shaman meditates to regain her daily allotment of spells (see below), she sends forth her spirit guide to bargain with the spirits and retrieve knowledge of the specific druid spells she will be able to use that day.

She can cast any spell she has retrieved at any time, assuming she has not yet used up her spells per day for that spell level.

For example, a 3rd-level spirit shaman can retrieve three 0-level, two 1st-level, and one 2nd-level druid spells.

She can cast 0-level spells five times, 1st-level spells four times, and her 2nd-level spell two times in the course of the day.

She might end up using the same 0-level spell five times, or one 0-level spell two times and another 0-level spell three times, or any combination that adds up to five uses of any of her 0-level spells.

If a spirit shaman knows any metamagic feats, she applies them to her spells when she retrieves her spells for the day.

For example, a spirit shaman might choose to retrieve an *empowered flame strike* by using a 6th-level spell retrieved slot.

Any time she uses *flame strike* during the ensuing day, she must use a 6th-level spell slot to cast it, and it is always empowered.

A spirit shaman could use a 4th-level spell slot and a 6th-level spell slot to retrieve *flame strike* and *empowered flame strike* if she wanted to have both spells available to her in a day.

A spirit shaman cannot choose to alter her spells with metamagic feats on the fly, as other spontaneous casters do. Spirit shamans using metamagic feats do not have an increased casting time as sorcerers do.

Each spirit shaman must choose a time at which she must spend 1 hour in quiet meditation to regain her daily allotment of spells and bargain with the spirits for the specific spells she knows on that day.

TABLE 1-6: SPIRIT SHAMAN SPELLS RETRIEVED PER DAY

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1	—	—	—	—	—	—	—	—
2nd	3	2	—	—	—	—	—	—	—	—
3rd	3	2	1	—	—	—	—	—	—	—
4th	3	3	1	—	—	—	—	—	—	—
5th	3	3	1	1	—	—	—	—	—	—
6th	3	3	2	1	—	—	—	—	—	—
7th	3	3	2	1	1	—	—	—	—	—
8th	3	3	2	2	1	—	—	—	—	—
9th	3	3	3	2	1	1	—	—	—	—
10th	3	3	3	2	2	1	—	—	—	—
11th	3	3	3	3	2	1	1	—	—	—
12th	3	3	3	3	2	2	1	—	—	—
13th	3	3	3	3	3	2	1	1	—	—
14th	3	3	3	3	3	2	2	1	—	—
15th	3	3	3	3	3	3	2	1	1	—
16th	3	3	3	3	3	3	2	2	1	—
17th	3	3	3	3	3	3	3	2	1	1
18th	3	3	3	3	3	3	3	2	2	1
19th	3	3	3	3	3	3	3	3	2	2
20th	3	3	3	3	3	3	3	3	3	2

Spirit Guide: All spirit shamans have a spirit guide, a personification of the spirit world.

In some sense a spirit shaman and her guide are one being, both knowing and seeing and experiencing the same things.

Unlike a familiar, a spirit guide is not a separate entity from a spirit shaman.

She is the only one who can perceive or interact with her guide.

It exists only inside her own mind and soul.

The spirit shaman's spirit guide confers greater awareness of her surroundings, and grants her the Alertness feat. The spirit guide grants additional abilities at 5th and 10th level (see Follow the Guide and Guide Magic, below).

Spirit Guide	Characteristics
Badger	Orderliness, tenacity
Bear	Strength, endurance
Buffalo	Abundance, good fortune
Cougar	Balance, leadership
Coyote	Humor, trickiness
Crane	Balance, majesty
Crow	Intelligence, resourcefulness
Eagle	Perception, illumination
Elk	Pride, power, majesty
Fox	Cleverness, discretion
Hawk	Awareness, truth
Lizard	Elusiveness
Otter	Joy, laughter
Owl	Wisdom, night
Rabbit	Conquering fear, safety
Raccoon	Curiosity
Scorpion	Defense, self-protection
Snake	Power, life force, potency
Spider	Interconnectedness, industry
Turtle	Love, protection
Vulture	Vigilance, death
Wolf	Loyalty, interdependence

The exact form of the spirit guide is chosen by the spirit shaman at 1st level, usually for the qualities it represents, as shown above.

The exact form of a spirit guide is purely personal preference, and confers no special advantages or disadvantages.

Wild Empathy (Ex): Guided by her insight into animal spirits, a spirit shaman can use body language, vocalizations, and demeanor to improve the attitude of an animal (a monster of the animal type).

This ability functions just like a Diplomacy check made to improve the attitude of a person (see Chapter 4: Skills in the *Player's Handbook*).

The spirit shaman rolls 1d20 and adds her spirit shaman level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the spirit shaman and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions.

Generally, influencing an animal in this way takes 1 minute (as with influencing people, use of this ability might take more or less time).

A spirit shaman cannot use this ability to influence a magical beast.

Chastise Spirits (Su): Beginning at 2nd level, a spirit shaman can use divine energy granted by her patrons in the spirit world to damage hostile spirits (see the What is a Spirit? sidebar).

Chastising spirits is a standard action that deals 1d6 damage/shaman level to all spirits within 30 feet of the shaman.

The affected spirits get a Will save (DC 10 + shaman level + Cha modifier) for half damage.

When using this ability against incorporeal creatures, a spirit shaman does not have to roll the normal 50% miss chance—the effect hits the spirits automatically.

A spirit shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Detect Spirits (Sp): The spirit shaman's spirit guide perceives nearby spirits.

At will, the spirit shaman can use *detect spirits* as a spell-like ability.

It functions just like *detect undead*, except it detects creatures that are considered spirits.

Blessing of the Spirits (Sp): Starting at 4th level, a spirit shaman can perform a special rite to gain a special blessing. The shaman goes into a meditative state in which she travels to the spirit world.

Performing the rite requires 10 minutes; the spirit shaman can only ward herself with this ability and cannot perform the rite for anyone else.

The blessing functions just like *protection from evil*, except it protects against spirits and lasts until it is dismissed or dispelled.

If this ability is dispelled, the spirit shaman can recreate it simply by taking 10 minutes to do so.

Follow the Guide (Su): At 5th level and higher, a spirit shaman's spirit guide helps her maintain control of her mind.

If a spirit shaman is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC.

She only gets this one extra chance to succeed on her saving throw.

Ghost Warrior (Su): Beginning at 6th level, a spirit shaman confers the ghost touch special ability (see Magic Weapon Special Ability Descriptions, page 223 of the *Dungeon Master's Guide*) to any weapon she holds for as long as she holds it.

She also becomes resistant to the touch attacks of incorporeal creatures, and may use her normal Armor Class (not her touch AC) against any touch attack delivered by an incorporeal creature.

Warding of the Spirits (Sp): Starting at 7th level, a spirit shaman can perform a special rite once per day to ward herself and her companions against hostile spirits.

Performing the rite requires 1 minute.

The warding lasts for 10 minutes per level and otherwise functions like *magic circle against evil*, except it protects against spirits.

Spirit Form (Su): At 9th level and higher, a spirit shaman learns how to temporarily transform herself into a spirit. Once per day, as a standard action, she can make herself incorporeal for up to 1 minute.

While incorporeal, a spirit shaman gains all the advantages of the incorporeal subtype (see the Glossary of the *Monster Manual*), including immunity to all nonmagical attack forms, a 50% chance to ignore damage from any corporeal source, and the ability to enter or pass through solid objects.

The spirit shaman loses any armor or natural armor bonus to AC, but gains a deflection bonus equal to her Charisma modifier (minimum +1).

She has no Strength score against corporeal creatures or objects and cannot make physical attacks against them, but she gains the ability to make a melee touch attack (add the

spirit shaman's Dexterity modifier to her attack roll) that deals 1d6 points of damage to a corporeal target. This effect is treated as a magic weapon for the purpose of overcoming damage reduction.

At 15th level and higher, a spirit shaman can use her spirit form twice per day.

At 20th level, she can use this ability three times per day.

Guide Magic (Su): Starting at 10th level, as a free action, a spirit shaman can assign her spirit guide the task of concentrating on a spell or spell-like ability that is maintained through concentration.

The spirit shaman can act normally while her spirit guide concentrates on the spell.

A spirit guide can concentrate on only one spell at a time.

If necessary to maintain the spell, the spirit guide makes Concentration checks for the spirit shaman, using the spirit shaman's normal Concentration modifier.

A spirit guide does not have to make Concentration checks for circumstances such as the spirit shaman taking damage. The spirit itself is not present for anyone to interrupt or otherwise interact with.

Recall Spirit (Sp): At 11th level, a spirit shaman gains the ability to call back the spirit of a dead creature before the spirit of the deceased has completely left the body.

Once per week, she can reconnect a spirit to its body, restoring life to a recently deceased creature.

The ability must be used within 1 round of the victim's death.

This ability functions like *raise dead*, except that the raised creature receives no level loss, no Constitution loss, and no loss of spells.

The creature is only restored to -1 hit points (but is stabilized).

Exorcism (Su): Starting at 13th level, as a full-round action, a spirit shaman can force a possessing creature or spirit out of the body it inhabits (for example, a ghost with the malevolence ability).

To exorcise a possessing creature, she makes a class level check (also adding her Charisma modifier, if any), against a DC of 10 + the possessing creature's HD + its Charisma modifier (if any).

If her result equals or exceeds the DC, she succeeds in forcing the possessor from the body, with the normal results based on its method of possession.

A spirit so exorcised cannot attempt to possess the same victim for 24 hours.

Weaken Spirits (Su): At 16th level and higher, a spirit shaman can choose to strip spirits of their defenses instead of damaging them with her chastise spirits ability.

When a spirit is weakened, it loses its spell resistance and any damage reduction overcome by magic weapons, silver or cold iron weapons, and aligned weapons (but not damage reduction overcome by adamantite weapons or not overcome by anything).

In addition, an incorporeal spirit loses its immunity to nonmagical attack, its 50% chance to ignore damage from corporeal sources, and its ability to move into or through objects.

To weaken spirits, a spirit shaman uses her chastise spirits ability but chooses to do less damage in exchange for weakening the spirits for a short time.

For each 3d6 of chastise spirit damage the spirit shaman foregoes, the affected spirits are weakened for 1 round.

For example, a 16th-level spirit shaman chastising two dread wraiths deals 16d6 points of damage to each dread wraith, but she could choose to deal 7d6 points of damage to each wraith and weaken them for 3 rounds.

Spirits that make their Will save against the chastise spirits damage are unaffected by the weakening effect (but still take half the damage).

Spirit Journey (Sp): A spirit shaman knows how to vanish bodily into the spirit world beginning at 17th level.

This ability functions like the spell *shadow walk*, except that a spirit shaman can only transport herself.

She need not use the ability in a shadowy area, and she travels through the Plane of Spirits, not the Plane of Shadows.

A spirit shaman can use this ability once per day.

Favored of the Spirits (Sp): At 19th level, a spirit shaman learns how to perform a special rite that guards her from death.

Performing the rite requires 8 hours, and the spirit shaman must bargain away part of her life force, expending 1,000 experience points.

The rite's effect lasts until it is dismissed or discharged.

While under the protection of this rite, a spirit shaman instantly receives the benefit of a *heal* spell (caster level equal to her spirit shaman level) if she is reduced to 0 hit points or lower or has any ability score reduced to 0.

The spirit shaman receives the spell's effect immediately, even if reduced to -10 hit points or lower by an enemy attack, and thus may survive a blow that otherwise would have killed her.

The rite's protection is discharged once it is triggered, and the spirit shaman must perform a new rite to use this ability again.

Spirit Who Walks (Ex): At 20th level, a spirit shaman becomes one with the spirit world.

She is forevermore treated as a fey instead of a humanoid for purposes of spells and magical effects.

Additionally, she gains damage reduction 5/cold iron.

HUMAN SPIRIT SHAMAN STARTING PACKAGE

Armor: Studded leather +3 AC, armor check penalty -1 speed 30 ft., 20 lb.).

Heavy wooden shield +2 AC, armor check penalty -2, 10 lb.).

Weapons: Handaxe (1d6, crit x3, 3 lb., one-handed slashing).

Shortbow (1d6, crit x3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Con	—
Diplomacy	4	Cha	—
Spot	4	Wis	—
Listen	4	Wis	—
Ride	4	Dex	—
Spellcraft	4	Int	—
Survival	4	Wis	—
Swim	4	Str	-6

Feat: Toughness.

Bonus Feat: Combat Casting.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel.

Twenty arrows, three torches.

Gold: 1d4 gp.

TABLE 1-5: THE SPIRIT SHAMAN

Class	Base	Fort	Ref	Will	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Spirit guide, wild empathy	3	2	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Chastise spirits	4	3	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Detect spirits	5	4	2	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Blessing of the spirits	6	5	3	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Follow the guide	6	6	4	2	—	—	—	—	—	—
6th	+4	+5	+2	+5	Ghost warrior	6	6	5	3	—	—	—	—	—	—
7th	+5	+5	+2	+5	Warding of the spirits	6	6	6	4	2	—	—	—	—	—
8th	+6/+1	+6	+2	+6	—	6	6	6	5	3	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Spirit form 1/day	6	6	6	6	4	2	—	—	—	—
10th	+7/+2	+7	+3	+7	Guide magic	6	6	6	6	5	3	—	—	—	—
11th	+8/+3	+7	+3	+7	Recall spirit	6	6	6	6	6	4	2	—	—	—
12th	+9/+4	+8	+4	+8	—	6	6	6	6	6	5	3	—	—	—
13th	+9/+4	+8	+4	+8	Exorcism	6	6	6	6	6	6	4	2	—	—
14th	+10/+5	+9	+4	+9	—	6	6	6	6	6	6	5	3	—	—
15th	+11/+6/+1	+9	+5	+9	Spirit form 2/day	6	6	6	6	6	6	6	4	2	—
16th	+12/+7/+2	+10	+5	+10	Weaken spirits	6	6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+10	+5	+10	Spirit journey	6	6	6	6	6	6	6	6	4	2
18th	+13/+8/+3	+11	+6	+11	—	6	6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+11	+6	+11	Favored of the spirits	6	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+12	+6	+12	Spirit form 3/day, spirit who walks	6	6	6	6	6	6	6	6	6	5

WHAT IS A SPIRIT?

Several of the spirit shaman's abilities affect spirits. For purposes of the spirit shaman's ability, a "spirit" includes any of the following creatures:

- All incorporeal undead
- All fey
- All elementals
- Creatures in astral form or with astral bodies (but not a creature physically present on the Astral Plane)

- All creatures of the spirit subtype (see *Oriental Adventures*)
- Spirit folk and telthors (see *Unapproachable East*)
- Spirit creatures created by spells such as *dream sight* or *wood wose* (see Chapter 7).

In the spirit shaman's worldview, elementals and fey are simply spirits of nature, and incorporeal undead are the spirits of the dead.

COMPLETE PSIONIC (3.5)

ARDENT

No two places in the multiverse are exactly alike.

Creatures teem across a multitude of terrains, forming infinitely diverse ecologies.

Despite the amazing variety displayed, however, some elements—or, as some call them, philosophies—persist. These fundamental concepts about the way things function have a basic truth to them that transcends any physical, emotional, or ideological boundary.

Some enlightened individuals have found that by acknowledging these concepts, they can tap a reserve of great power.

These ideas, they believe, are the only constants throughout the multiverse; as such, they hold the potential to empower anyone who tries to understand them.

Through the strength of their minds, these individuals can master these constants, and the great power they offer.

They are known as ardent.

The philosophies ardent pursue include aspects such as life, death, annihilation, and fate, among others.

Each ardent chooses a philosophy that seems the most powerful to her, personally, based on her experience and mental and emotional leanings.

As a result, an ardent develops a unique understanding of her philosophy and approach to the pursuit of power.

An ardent gravitates toward a set of philosophical concepts suitable to her heritage, upbringing, and life experiences.

Many mistake an ardent for a cleric or paladin, because she is often as enthusiastic about her personal philosophies as any divine missionary could be.

Unlike a divine spellcaster who gains her power through a deity, an ardent directly taps the concepts the deity represents, bypassing any connection to a conscious higher power.

An ardent's pursuit of these cosmic philosophies gives her access to psionic power in a unique way: through psionic mantles.

Each mantle is tied to one of the universal true concepts that an ardent so admires, and is represented by a specific list of psionic powers and abilities.

An ardent gains access to new mantles as she gains levels, representing her growing awareness of the interconnected nature of core truths and a growing understanding of how the multiverse works.

All ardent focus on two mantles, known as their primary mantles.

These concepts are those that an ardent finds most appealing or that possess the most potential power in her eyes.

All other mantles are considered secondary mantles—philosophies certainly powerful and worthy of study, but

not considered as central to the universe as the character's primary philosophies.

Mantles are described more fully on page 66 in Chapter 4.

MAKING AN ARDENT

The ardent's role in most groups is as a primary manifester, but she can contribute in other ways depending on the mantles she has selected.

She might be able to provide healing to the party, for example, or augment her melee capabilities and wade into the front line of combat.

Abilities: Wisdom helps an ardent manifest the powers to which she will eventually have access, but she also values Intelligence, since it helps her learn more about the philosophical concepts with which she is enamored.

Constitution is also important, giving her the stamina to travel and survive wherever her studies take her.

Races: Characters who feel inspired to become an ardent need to select their core philosophies and the mantles associated with them.

Among the humanoid races, humans seem most apt to follow such a course.

Ardents are rare among savage or monstrous humanoids, since being an ardent requires a philosophical mind and a certain amount of education in esoteric concepts and ideas.

Alignment: An ardent can be of any alignment.

Some ardens worship deities and choose mantles in line with their deities' portfolio and domains; these characters also share some component of their patrons' alignments.

In most other cases, ardens tend toward alignments that match their philosophical outlooks (few ardens who pursue the death mantle are good, for example).

CLASS SKILLS

(2 + Int modifier per level, $\times 4$ at 1st level): Autohypnosis, Concentration, Craft, Diplomacy, Heal, Knowledge, Profession, Psicraft*.

See the *Player's Handbook* for standard skill descriptions.

* See skills in Chapter 3: Skills in *Expanded Psionics Handbook*.

CLASS FEATURES

Ardents master universal philosophies, drawing their power and strength from their knowledge of these concepts.

They also gain unique powers from each mantle they learn to wield.

Weapon and Armor Proficiency: Ardents are proficient with all simple weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Power Points/Day: An ardent's ability to manifest powers is limited by the power points she has available.

Her base daily allotment of power points is given on Table 1-2: The Ardent.

In addition, she receives bonus power points per day if she has a high Wisdom score (see Table 2-1: Ability Modifiers and Bonus Power Points, EPH 18).

Her race might also provide bonus power points per day, as might certain feats and items.

Powers Known: An ardent begins play knowing two of the first powers available to her based on her choice of mantles. Each mantle features at least one power or ability with a cost of 1 power point.

An ardent selects two of these powers from her two known mantles at 1st level.

At each additional level, an ardent learns one new power from her available mantles.

She must be able to manifest the new power at the level at which she learns it, however.

For example, an ardent who attains 5th level can learn any power from one of her mantles that costs 5 power points or less to manifest; she cannot learn a power from a mantle that costs more than 5 power points to manifest until she attains a level capable of manifesting a power with that cost. To learn or manifest a power, an ardent must have a Wisdom score of at least 10 + the power's level.

For example, an ardent with a Wisdom score of 13 can manifest powers of 3rd level or lower.

The total number of powers an ardent can manifest in a day is limited only by her daily power points.

In other words, an 9th-level ardent (with a total of 72 power points, not including bonus power points for a high Wisdom score) could manifest a power costing 1 power point seventy-two times in one day, a power costing 9 power points eight times in one day, or any combination of power point costs that does not exceed 72 power points in total.

An ardent simply knows her powers; they are ingrained in her mind.

She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent power points.

The Difficulty Class for saving throws against ardent powers is 10 + the power's level + the ardent's Wis modifier. For example, the saving throw against a 6th-level power has a DC of 16 + Wis modifier.

Mantles: The first two mantles an ardent selects are her primary mantles.

All others gained are secondary mantles.

Primary mantles represent the two philosophies the ardent feels most strongly about and champions above all others.

An ardent must maintain at least as many powers in her primary mantles as she takes in her secondary mantles, reflecting that personal allegiance.

An ardent cannot choose a power from a secondary mantle if doing so would give her more powers known from that secondary mantle than she knows from either of her primary mantles.

For example, an ardent has the Fate and Good mantles as primary mantles and the Law and Light and Darkness mantles as secondary mantles.

When she gains a new level, she could only choose a power from one of her secondary mantles if she had fewer powers in those mantles than in either of her primary ones.

The exception to this rule is that if the only choice an ardent can make at a given level would give her more powers in a secondary mantle than in a primary mantle.

Under those conditions, that choice is allowed.

An ardent can choose to swap the priority of two mantles—making one primary and one secondary—at 8th level, and again at 15th level.

As an ardent gains experience, her worldview changes.

Many find themselves more devoted to different concepts later in their careers.

If an ardent knows fewer powers from a newly designated primary mantle, she must take powers known exclusively from that mantle at each of the next few levels until she has

learned more powers from that mantle than the rest of the mantles she has.

Assume Psionic Mantle: An ardent chooses a pair of psionic mantles at 1st level and assumes one additional mantle at 2nd, 5th, 10th, and 15th level.

Each mantle provides a list of powers (usually six or more) that an ardent can learn as she increases in level.

Each mantle also provides an ardent with a special granted power.

See Chapter 4 for a complete list of psionic mantles.

Mantles represent a psionic distillation of a universal concept or philosophical idea that the ardents believe transcends the multiverse.

These concepts exist beyond deities or any creation of a creature, whether mortal or immortal.

An ardent can select any mantle she wants over the course of her advancement, even choosing two that seem diametrically opposed to one another, such as Good and Evil.

Such ardents might seem to embody a series of contradictions, constantly seeking ways to balance (or not) the conflicting philosophies they endorse.

Other ardents who pursue this approach are merely scholars seeking to understand these powerful universal truths.

An ardent with both the Good and Evil (or Law and Chaos) mantles might share one or none of those alignment factors.

For example, some good ardents seek to better understand the evil they combat by taking up the mantle of Evil, and the reverse is also true.

Manifesting a power from an aligned mantle is considered an act of that alignment, however, so most ardents who take two opposed mantles are neutral.

Most of the powers provided by a mantle are psionic in nature.

Some mantles feature new abilities unlike any psionic power in existence.

These abilities are still treated as psionic powers in every respect, and always have a power point cost to manifest.

PLAYING AN ARDENT

Ardents are passionate adventurers and often see their involvement in a particular enterprise as a way to spread the knowledge of their personal philosophies, and to enlighten those who rely on less universally true sources for inspiration and guidance.

Ardents seek signs of their philosophies everywhere.

As such, they make excellent adventurers.

They seek support for their beliefs everywhere, and naturally gravitate toward groups willing to brave danger to bring the light of (their) truth to the world.

Communities with a strong religious presence sometimes take exception to ardents, believing that members of the class encourage people to divorce themselves from the churches.

This behavior further encourages ardents to travel.

Religion: Ardents, as a rule, avoid religion.

Most see deities as embodiments of the universal truths they pursue.

As ardents seek to understand these truths, they might come to think of deities that share their interest as powerful kindred spirits, but not necessarily as superior beings.

Only the universal philosophical concepts are truly worthy of devotion to an ardent.

That said, some ardents who share an especially similar devotion to that of a deity might show respect or even casual worship.

For example, an ardent with the Law, Magic, and Knowledge mantles might tithe to the church of Boccob or occasionally offer a prayer, although it would be couched more as a respectful expression of appreciation for the deity's mastery of these truths.

Other Classes: As natural travelers and adventurers, ardents seek out like-minded individuals.

Ardents sometimes see their adventuring companions as the first converts to their view of enlightenment, but they just as often leave their closest friends to a pursuit of their own personal truth.

To an ardent, such a quest is the most notable and worthy deed anyone can pursue.

That isn't to say that an ardent won't seek to sway others to her point of view, but most respect another's right to seek his own truth.

Only the most corrupt and dark ardents seek to force others down the path they have chosen for themselves.

Ardents have a special fondness for the company of other knowledgeable individuals, such as wizards or psions.

They are mostly ambivalent about other classes, although they might feel pity, disdain, or possibly unease around clerics, paladins, and druids.

They tend to see divinely focused folk as lacking in vision, or at the very least as competitors for the ear of the masses.

Combat: An ardent's role in combat is defined by her choice of mantles.

An ardent with the Conflict and Guardian mantles could easily use her powers and granted mantle abilities to wade into battle, mace swinging, while an ardent with the Energy or Mind mantle might be more comfortable manifesting devastating powers from the back ranks of her adventuring group.

Most ardents find that focusing on a single approach makes them more effective in combat.

Because ardents select mantles based on their philosophical approach to the multiverse, however, ardents of all walks can be found.

No matter their approach to combat, ardents always face the same question other power wielders face: how many power points to spend in a given encounter.

Unlike other psionics users, however, ardents can often tap their granted mantle abilities to supplement their power use, allowing them to conserve their energy when warranted.

Advancement: An ardent can select her mantles as she advances.

Her career path, in some respects, is open until she selects her final mantle at 15th level.

An ardent's experiences tend to dictate her choices—a character devoted to diplomacy or subterfuge is less likely to take the Force mantle, for example, but anything is possible.

Feat choice varies wildly from ardent to ardent.

Weapon-oriented ardents might choose Power Attack or Psionic Weapon, while ardents focused on dealing damage from afar might choose a number of metapsionic feats.

Feats that modify a character's ability to use or expend her psionic focus, such as Psionic Meditation, are useful to any

ardent with granted mantle abilities that deal with psionic focus.

HUMAN ARDENT STARTING PACKAGE

Armor: Scale mail and large wooden shield (+6 AC, armor check penalty -6, speed 20 ft., 40 lb.).

Weapons: Heavy mace (1d8, crit x2, 8 lb., one-handed, bludgeoning).

Light crossbow (1d8, crit 19-20/x2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Autohypnosis	4	Wis	—
Concentration	4	Con	—
Heal	4	Wis	—
Knowledge (psionics)	4	Int	—
Psicraft	4	Int	—
Search (cc)	2	Int	—
Listen (cc)	2	Wis	—
Spot (cc)	2	Wis	—

Feat: Combat Manifestation, Great Fortitude.

Mantles Known: Energy, Fate.

Powers Known: *energy ray*, *offensive precognition*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Quiver with 20 bolts.

Gold: 1d4 gp.

TABLE 1-2: THE ARDENT

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known
1st	+0	+0	+0	+2	Assume psionic mantles (2)	2	2
2nd	+1	+0	+0	+3	Assume psionic mantle	6	3
3rd	+2	+1	+1	+3	—	11	4
4th	+3	+1	+1	+4	—	17	5
5th	+3	+1	+1	+4	Assume psionic mantle	25	6
6th	+4	+2	+2	+5	—	35	7
7th	+5	+2	+2	+5	—	46	8
8th	+6/+1	+2	+2	+6	—	58	9
9th	+6/+1	+3	+3	+6	—	72	10
10th	+7/+2	+3	+3	+7	Assume psionic mantle	88	11
11th	+8/+3	+3	+3	+7	—	106	12
12th	+9/+4	+4	+4	+8	—	126	13
13th	+9/+4	+4	+4	+8	—	147	14
14th	+10/+5	+4	+4	+9	—	170	15
15th	+11/+6/+1	+5	+5	+9	Assume psionic mantle	195	16
16th	+12/+7/+2	+5	+5	+10	—	221	17
17th	+12/+7/+2	+5	+5	+10	—	250	18
18th	+13/+8/+3	+6	+6	+11	—	280	19
19th	+14/+9/+4	+6	+6	+11	—	311	20
20th	+15/+10/+5	+6	+6	+12	—	343	21

DIVINE MIND

A divine mind is a psionic character who channels the power of the divine through psionic talent instead of faith.

"While a cleric or paladin must make do with whatever powers and abilities a deity decides to provide, a divine mind chooses among the domains of his deity for the ability he most requires to accomplish his goals, whether they are divinely inspired or not.

Divine minds can also call upon a list of psionic powers as they grow in faith and mental strength.

One of a divine mind's most noted abilities is his capacity to mentally distill a particular essence of his chosen deity and wear that essence as a mantle (see page 11).

Wearing this divinely fashioned mantle in a framework of mental desire is but one part of the divine mind's strength—he can also directly channel the beneficence of his deity into a mantle power.

MAKING A DIVINE MIND

A divine mind's role in most groups is that of a melee combatant.

He can also contribute in other ways, however, even potentially providing some healing ability to the party (depending on the domains of his chosen deity).

Abilities: While Wisdom helps a divine mind manifest the powers he'll eventually be able to access (requiring a score of 16 or higher to use the highest-level powers, and at least 11 to be able to manifest any at all), he cares more about Strength because of its importance in combat.

Races: Characters inspired to play a divine mind need merely to choose a deity.

Among the humanoid races, humans seem most apt to follow such a course.

Divine minds are rare among the savage and monstrous humanoids, since physical study of psionic lore is a requirement.

Alignment: A divine mind's alignment must not be opposed to any of his chosen deity's alignment factors. For instance, a neutral good divine mind can choose a lawful good deity, but a chaotic good divine mind could not.

CLASS SKILLS

(2 + Int modifier per level, ×4 at 1st level): Autohypnosis, Climb, Concentration, Craft, Jump, Knowledge (psionics), Knowledge (religion), Profession, Psicraft*, Ride, Swim. See the *Player's Handbook* for standard skill descriptions. * See skills in Chapter 3: Skills in *Expanded Psionics Handbook*.

CLASS FEATURES

All the following are class features of the divine mind class. **Weapon and Armor Proficiency:** Divine minds are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Wild Talent: A divine mind gains Wild Talent as a bonus feat.

This class feature provides the character with the psionic power he needs to call down a mantle's special power, even if he otherwise has no power points.

Power Points/Day: A divine mind's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 1-3: The Divine Mind.

In addition, he receives bonus power points per day if he has a high Wisdom score (see Table 2-1: Ability Modifiers and Bonus Power Points, EPH 18), plus the power points provided by his Wild Talent feat.

His race might also provide bonus power points per day, as might certain feats and items.

A 1st- through 4th-level divine mind gains no power points for his class levels; his bonus power points (if he is entitled to any) become available when he begins to accrue the power points provided by his class at 5th level.

Powers Known: A divine mind begins play without knowing any powers.

Beginning at 5th level, he learns one divine mind power of the player's choice.

As he goes up in level, he continues to unlock knowledge of new powers as shown on the divine mind class table.

Choose the power known from the list of powers belonging to the character's chosen mantle.

At each additional level, a divine mind gains one additional power (if available) from his chosen mantles.

A divine mind's manifester level is equal to his class level minus 4.

For example, a 10th-level divine mind is a 6th-level manifester.

A divine mind can manifest any power he knows that has a power point cost equal to or lower than his manifester level.

A divine mind simply knows his powers; they are ingrained in his mind.

He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against divine mind powers is 10 + the power's level + the divine mind's Wis modifier.

For example, the saving throw against a 2nd-level power has a DC of 12 + Wis modifier.

Maximum Power Level Known: A divine mind begins play without the ability to learn powers.

At 5th level, he gains the ability to learn 1st-level powers. As he attains higher levels, he gains the ability to master more complex powers—for example, an 8th-level divine mind can learn powers of 2nd level or lower, an 11th-level divine mind can learn powers of 3rd level or lower, and so on.

To learn or manifest a power, a divine mind must have a Wisdom score of at least 10 + the power's level.

For example, a divine mind with a Wisdom score of 13 can manifest powers of 3rd level or lower (if he is at least 11th level).

Psychic Aura (Su): All divine minds know three basic auras: attack, defense, and perception (see below).

In addition, your chosen mantle adds a specialized aura to your options.

You chose one aura to manifest, and its benefits take effect in a radius around you as given on Table 1-3.

Most auras affect either you and your allies or just your enemies.

As you become more powerful, your aura spreads to encompass a wider area.

If you know multiple mantles, you chose which aura to manifest when you meditate.

You can spend an hour in meditation to change your aura.

At 10th level, you can have two auras active at the same time; at 20th level, you can have three active auras.

Attack: You and all allies within your aura gain a +1 morale bonus on attack rolls and damage rolls.

This bonus increases by 1 for every five class levels you have.

Defense: You and all allies within your aura gain a +1 morale bonus to Armor Class.

This bonus increases by 1 for every five class levels you have.

Perception: You and all allies within your aura gain a +2 morale bonus on Initiative, Listen, and Spot checks.

This bonus increases by 1 for every five class levels you have.

Mantle (Ex): At 1st level, a divine mind chooses a deity to follow.

He then chooses from among that deity's assigned mantles (see Table 1-4, page 11), picking one that he adopts and learns to manifest powers from.

TABLE 1-4: MANTLES BY DEITY

Player's Handbook

Boccob	Deception, Fate, Knowledge, Magic
Corellon Larethian	Chaos, Good, Guardian, Magic
Ehlonna	Good, Guardian, Light and Darkness, Natural World
Erythnul	Chaos, Destruction, Evil, Pain and Suffering
Fharlanghn	Communication, Fate, Freedom, Time
Garl Glittergold	Good, Guardian, Deception, Knowledge
Gruumsh	Chaos, Destruction, Evil, Physical Power
Heironeous	Conflict, Good, Justice, Law
Hextor	Conflict, Destruction, Evil, Law
Kord	Chaos, Conflict, Good, Physical Power
Moradin	Creation, Good, Guardian, Law
Nerull	Consumption, Death, Destruction, Evil
Obad-Hai	Communication, Elements, Life, Natural World
Olidarnmara	Chaos, Communication, Deception, Freedom
Pelor	Good, Force, Life, Light and Darkness
St. Cuthbert	Energy, Law, Justice, Physical Power
Vecna	Corruption and Madness, Evil, Knowledge, The Planes
Wee Jas	Death, Law, Magic, Mental Power
Yondalla	Communication, Freedom, Good, Repose

Expanded Psionics Handbook

Ilsensine	Evil, Law, Magic, Mental Power
Zuoken	Conflict, Knowledge, Mental Power, Physical Power

FORGOTTEN REALMS Campaign Setting

Azuth	Knowledge, Law, Magic, Mental Power
Bane	Conflict, Destruction, Evil, Law
Chauntea	Good, Guardian, Life, Natural World
Cyric	Chaos, Corruption and Madness, Deception, Evil
Eilistraee	Chaos, Good, Freedom, Light and Darkness
Gond	Creation, Elements, Knowledge, Repose
Helm	Guardian, Law, Physical Power, Repose
Ilmater	Good, Law, Life, Pain and Suffering
Kelemvor	Death, Fate, Guardian, Law
Kossuth	Destruction, Elements, Energy, The Planes
Lathander	Good, Life, Light and Darkness, Time
Lolth	Chaos, Destruction, Evil, Light and Darkness
Malar	Chaos, Evil, Natural World, Physical Power
Mask	Deception, Evil, Fate, Light and Darkness
Mielikki	Freedom, Good, Life, Natural World

FORGOTTEN REALMS Campaign Setting

Mystra	Deception, Good, Knowledge, Magic
Oghma	Communication, Fate, Freedom, Knowledge
Selune	Chaos, Freedom, Good, Light and Darkness
Shar	Deception, Evil, Knowledge, Light and Darkness
Shaundakul	Chaos, Elements, Freedom, The Planes
Silvanus	Guardian, Life, Natural World, Repose
Sune	Chaos, Communication, Good, Guardian
Talos	Chaos, Destruction, Evil, Natural World
Tempus	Chaos, Conflict, Force, Physical Power
Torm	Good, Guardian, Law, Physical Power
Tymora	Chaos, Fate, Freedom, Good
Tyr	Good, Justice, Knowledge, Law
Umberlee	Chaos, Destruction, Evil, Natural World
Uthgar	Conflict, Justice, Natural World, Physical Power
Waukeen	Consumption, Freedom, Guardian, Knowledge

EBERRON Campaign Setting

Silver Flame	Good, Guardian, Law, The Planes
The Sovereign Host	
Arawai	Good, Guardian, Life, Natural World
Aureon	Knowledge, Law, Magic, Mental Power
Balinor	Elements, Guardian, Natural World, Repose
Boldrei	Communication, Good, Justice, Law
Dol Arrah	Conflict, Good, Law, Light and Darkness
Dol Dorn	Chaos, Conflict, Good, Physical Power
Kol Korran	Communication, Consumption, Guardian, Freedom
Olladra	Fate, Good, Guardian, Life
Onatar	Creation, Energy, Force, Good
The Dark Six	
The Devourer	Destruction, Evil, Natural World, Pain and Suffering
The Fury	Consumption, Corruption and Madness, Deception, Evil
The Keeper	Consumption, Death, Evil, Time
The Mockery	Conflict, Destruction, Deception, Evil
The Shadow	Chaos, Evil, Light and Darkness, Magic
The Traveler	Chaos, Creation, Deception, Freedom
The Blood of Vol	Death, Evil, Knowledge, Law
The Dragon Below	Corruption and Madness, Elements, Evil, The Planes
The Path of Light	Guardian, Law, Light and Darkness, Repose
The Undying Court	Death, Fate, Good, Life

You begin play with access to a mantle and its mantle power.
Each mantle has a specific granted ability that you can use.

While you do not immediately know any powers, the powers in the mantle are considered on your list for the purpose of using dorjes and other items.

When you gain a power known, select it from the mantle's list of powers.

At 6th level, you gain a second mantle; at 12th, you gain your third and final mantle.

The mantles and their aura powers are given below.

Chaos: You and all allies within your aura gain a +2 resistance bonus on saves against attacks made or effects created by nonchaotic creatures.

This bonus increases by 1 for every six class levels you have.

Communication: You and willing allies within your aura are linked together with the mindlink power (EPH 120).

If they leave the area of your aura, they leave the link.

They can automatically rejoin, however, once they reenter the area.

Conflict: You and allies affected by your aura gain a +2 bonus on rolls to confirm critical hits.

This bonus increases to +5 if you are a 10th-level divine mind.

Consumption: You can leech power points expended near you.

While the aura is active, you can expend your psionic focus as an immediate action when a power is manifested within your aura.

Doing so steals 1 power point from the power's manifester. This extra power point is added to your power point reserve; you cannot gain more power points than your normal maximum.

This ability has no effect if used while you have a full power point reserve.

If stealing 1 power point would prevent the manifester from being able to manifest the power, you do not gain a power point but the manifester is unable to manifest the power; no power points are expended.

You can steal more power points at higher levels: 2 power points at 7th level, 3 at 14th level, and 4 at 20th level.

The same restrictions as described above apply.

Corruption and Madness: Your aura disquiets and disturbs the minds of those who oppose you.

All enemies within your aura must make Concentration checks (DC 10 + your Wis modifier + 1/2 your divine mind level) to manifest powers, cast spells, or use psi-like or spell-like abilities.

Creation: All constructs within your aura heal at a rate of 1 hit point every hour.

This rate increases to 1 hit point every 10 minutes at 5th level, 1 hit point every minute at 10th level, and 1 hit point every round at 17th level.

Death: You and your allies know the condition of creatures near death within your aura, as the *deathwatch* spell (PH 217).

Deception: You and your allies gain a +2 bonus on Bluff checks made to feint in combat (PH 155).

You can expend your psionic focus to feint as a move action, as if you had the Improved Feint feat.

Destruction: You grant your allies the ability to sunder objects more easily.

Any time creatures affected by your aura make sunder attempts, the hardness of objects they attempt to sunder is treated as half its normal value (the hardness of a wooden object, for example, would be 2 instead of 5).

Elements: When this aura goes into effect, you must choose to align it to one of the four elemental subtypes (air, earth, fire, water).

While you are psionically focused, your attacks and the attacks of allies within your aura overcome the damage reduction (if any) of any creatures of the subtype to which you are aligned.

Energy: Your wielded weapons and those wielded by allies within your aura deal 1 extra point of cold, electricity, or fire energy damage plus 1 point for every five class levels you have.

You select the energy type when you activate this aura.

Evil: While this aura is active, the weapons of affected allies are treated as evil-aligned for the purpose of overcoming damage reduction.

Fate: You give your allies insight into the battle being waged around you, allowing them to bend fate to their will. While the aura of fate is active, you and your allies gain a +2 insight bonus on any one d20 roll.

Once a particular ally chooses to use her bonus, the aura ends for that ally, but not for any other ally who has not yet used the insight bonus.

This bonus increases by 1 for every five class levels you have, to a maximum bonus of +5 at 15th level.

A specific creature can gain this bonus once per day.

Force: As a move action, you can expend your psionic focus to grant yourself and all allies within your aura the ability to strike an incorporeal creature without suffering the normal 50% miss chance.

This affects each ally's next attack, as long as that attack occurs before your next turn.

Freedom: You and allies within your aura gain a +2 bonus on Escape Artist checks and grapple checks made to resist or escape a grapple.

This bonus increases by 1 for every four class levels you have, to a maximum of +7 at 20th level.

Good: While this aura is active, the weapons of affected allies are treated as good-aligned for the purpose of overcoming damage reduction.

Guardian: You can grant allies in range damage reduction 1/- while you are psionically focused.

This damage reduction increases by 1 for every five class levels you have (DR 2/- at 5th level, 3/- at 10th level, and so on).

Justice: You and allies within your aura gain a +1 bonus on attack rolls against a foe that has attacked you or another ally.

This bonus increases by 1 for every six class levels you have.

Knowledge: You and allies within your aura gain a +1 bonus on all Knowledge checks.

This bonus increases by 1 for every six class levels you have.

Law: You and allies within your aura gain a +2 resistance bonus on saves against attacks made or effects created by nonlawful creatures.

This bonus increases by 1 for every six class levels you have.

Life: Creatures in your presence feel rejuvenated and are more resistant to death effects.

While it is active, allies affected by this aura gain a +2 bonus on saves against death spells and powers or psionic death effects.

This bonus increases by 1 for every five class levels you have, to a maximum of +5 at 15th level.

Light and Darkness: You and allies within your aura treat spells with the light or darkness descriptors as one level higher for countering the opposing effect.

Magic: You and allies within your aura are treated as wielding magic weapons for the purpose of overcoming damage reduction.

Mental Tower: You and allies within your aura gain a +2 bonus on saving throws against mind-affecting spells and abilities.

This bonus increases by 1 for every six class levels you have.

Natural World: All animals, plants, and fey within your aura heal at a rate of 1 hit point every hour.

This rate increases to 1 hit point every 10 minutes at 5th level, 1 hit point every minute at 10th level, and 1 hit point every round at 17th level.

Pain and Suffering: You and allies within your aura gain a +1 bonus on weapon damage rolls against wounded foes.

Physical Power.

You and allies within your aura gain a +1 bonus on opposed Strength checks, such as bull rush, trip, or disarm checks, as well as on grapple checks.

This bonus increases by 1 for every five class levels you have.

The Planes: You can pinpoint the location of any outsider or extraplanar creature within your aura.

You and allies within your aura gain a +2 bonus on caster level checks or manifester level checks made to overcome the spell resistance or power resistance of outsiders.

Repose: While you are psionically focused, you and allies within your aura ignore the effects of fatigue.

If an ally within your aura becomes exhausted for any reason, he is treated as fatigued instead.

Your aura does not dispel fatigue, it merely suppresses the negative effects.

Time: You give allies within your aura the ability to see just a moment into the future, increasing their reaction time.

Anyone affected by your aura gains a +2 bonus on initiative checks and a +1 bonus on Reflex saves.

This bonus on initiative checks stacks with the bonus provided by the Time mantle's granted ability.

Divine Grace (Su): Beginning at 4th level, you gain a bonus equal to your Charisma bonus (if any) on all saving throws.

Change Aura (Ex): At 8th level, you gain the ability to change between your mantle auras much more quickly.

It takes only a standard action to change between auras.

You can switch auras as a move action at 14th level, and at 18th level you can change your aura as a swift action.

PLAYING A DIVINE MIND

A divine mind is a passionate adventurer.

As a self-considered adjunct of his deity, he often sees his involvement in a particular enterprise as a divine blessing.

In his mind, his presence alone is enough to legitimize a quest, adventure, or tomb raid, rendering it holy by his participation.

Even simple tasks are additional opportunities to prove his own worth and the worth of his deity by accomplishing the task with alacrity and grace.

He is typically not hard-headed or desirous of personal power, however; just because his deity chooses to offer a benediction for the party through his involvement does not mean that he sees himself as the default leader for the group, nor that he feels he (or his church) should have the lion's share of the treasure.

Religion: Divine minds show no overarching fondness for any one deity, though those deities whose domains include War are sometimes favored.

Evil deities can be the choice of particularly foul and wicked divine minds.

Other Classes: Despite being pledged first to their god, divine minds enthusiastically join with those whose competencies and abilities supplement their own.

They are most happy dealing with clerics, paladins, and others of faith who serve the same deity.

Divine minds do not possess the active disdain that some paladins inflict on their peers in response to imagined slights or actual immoral deeds.

Divine minds have more equanimity—unless the deed directly contradicts a dictate or domain of their own faith, they are usually happy to allow others to travel their own paths.

Combat: For a divine mind, melee (or sometimes ranged) combat is the preferred method to overcome challenges. With their ability to switch between mantles that provide the best advantage in a given situation, divine minds have exceptional flexibility.

As with other psionic classes that can manifest powers, a divine mind can find further advantages in his power selection.

Advancement: Once a divine mind chooses his deity, many of his advancement choices are already made—at least until he is able to manifest powers at 5th level.

The only other choices that can be made are his personal feats gained every three levels.

Because a divine mind is melee oriented, feats in that vein are reasonable choices, including Weapon Focus, Power Attack, Cleave, and so on.

Others might choose the bow as their favored weapon, following the ranged attack feat path of Point Blank Shot, Precise Shot, Rapid Shot, and so on.

As a divine mind gains the ability to manifest powers, power selection becomes important; it makes sense to either supplement abilities where the divine mind's mantle ability falls short (such as healing), but other times it might make sense to "load up" on an ability that a mantle already provides.

EX-DIVINE MINDS

A character who grossly violates the ethics of his deity's alignment loses all divine mind powers and abilities (but not weapon, armor, and shield proficiencies).

He cannot progress further in levels as a divine mind.

He regains his abilities and advancement potential if he atones for his transgressions.

HALF-GIANT DIVINE MIND STARTING PACKAGE

Armor: Scale mail and large wooden shield (+6 AC, armor check penalty -6, speed 20 ft., 40 lb.).

Weapons: Longsword (1d8, crit 19-20/x2, 4 lb., one-handed, slashing).

Shortbow (1d6, crit x3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 2 4 Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Autohypnosis	4	Wis	—
Climb	4	Str	-6
Jump	4	Str	-6
Swim	4	Str	-12
Knowledge (psionics)	4	Int	—
Ride	4	Dex	—
Search (cc)	2	Int	—
Listen (cc)	2	Wis	—
Spot (cc)	2	Wis	—

Feat: Weapon Focus (longsword).

Mantle: Physical Power.

Power Known: None.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Quiver with 20 arrows.

Gold: 4d4 gp.

TABLE 1-3: THE DIVINE MIND

HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+0	+2	+0	+2	Mantle (1st), psychic aura 5 ft., Wild Talent	0	0	—
2nd	+1	+3	+0	+3	—	1	0	—
3rd	+2	+3	+1	+3	Psychic aura 10 ft.	2	0	—
4th	+3	+4	+1	+4	Divine grace	3	0	—
5th	+3	+4	+1	+4	Psychic aura 15 ft.	4	1	1st
6th	+4	+5	+2	+5	Mantle (2nd)	6	2	1st
7th	+5	+5	+2	+5	Psychic aura 20 ft.	8	2	1st
8th	+6/+1	+6	+2	+6	Change aura (standard action)	10	3	2nd
9th	+6/+1	+6	+3	+6	Psychic aura 25 ft.	12	3	2nd
10th	+7/+2	+7	+3	+7	Psychic aura (second aura)	14	4	2nd
11th	+8/+3	+7	+3	+7	Psychic aura 30 ft.	18	4	3rd
12th	+9/+4	+8	+4	+8	Mantle (3rd)	22	5	3rd
13th	+9/+4	+8	+4	+8	Psychic aura 35 ft.	26	5	3rd
14th	+10/+5	+9	+4	+9	Change aura (move action)	30	6	4th
15th	+11/+6/+1	+9	+5	+9	Psychic aura 40 ft.	35	6	4th
16th	+12/+7/+2	+10	+5	+10	—	40	7	4th
17th	+12/+7/+2	+10	+5	+10	Psychic aura 45 ft.	45	7	5th
18th	+13/+8/+3	+11	+6	+11	Change aura (swift action)	50	8	5th
19th	+14/+9/+4	+11	+6	+11	Psychic aura 50 ft.	55	8	5th
20th	+15/+10/+5	+12	+6	+12	Psychic aura (third aura)	62	9	6th

ERUDITE

An alternative to the standard psion class, the erudite is a psionic character who follows a scholarly and self-reflective road to power, instead of a merely self-conscious path like the psion follows.

An erudite's psionic powers stem from a schedule of austere study and continual practice.

Those who can master the teachings of erudite lore eventually call upon an internal reservoir of psionic power.

An erudite's strength lies in his array of powers.

His mental abilities are the result of hard work and prolonged study.

As with the psion, an erudite's aggressive powers do not freely scale like the spells of arcane and divine casters (though they can be augmented), but he enjoys supreme flexibility in accessing those powers with power points. Unlike a psion, an erudite does not choose a discipline in which to focus; his ability to learn select discipline powers is somewhat restricted.

In addition to the powers he learns for free when gaining a new level, an erudite can learn powers as he comes upon them, which means his potential variety of powers is far broader than a psion's.

Additionally, an erudite can seed a crystal or gem with a fragment of his personality, creating a psicrystal as a class feature.

A psicrystal has special abilities that are helpful to an erudite.

MAKING AN ERUDITE

An erudite's role is slightly larger than that of a psion, in that an erudite has access to a wider base of powers and thus is even more flexible.

However, this flexibility comes at the price of limits in other areas.

Abilities: Intelligence determines the strength of an erudite's manifested powers, how hard those powers are to resist, and the size of his power point reserve.

See Class Features, below.

Races: Those who choose the way of an erudite must adhere to a rigorous path of study and practice.

Among the humanoid races, humans seem most apt to follow such a course.

Among the savage and monstrous humanoids, erudites are rare due to the required physical study of psionic lore.

Alignment: Studious erudites tend more toward law than chaos, but they are not required to follow any particular philosophical path to use their abilities.

Erudites are both good and evil in equal measure.

Hit Die: d4.

CLASS SKILLS

(2 + Int modifier per level, ×4 at 1st level): Concentration, Craft, Decipher Script, Gather Information, Knowledge (psionics), Knowledge (all skills, taken individually), Profession, Psicraft.

CLASS FEATURES

All the following are class features of the erudite.

Weapon and Armor Proficiency: Erudites are proficient with the club, dagger, heavy crossbow, light crossbow, quarterstaff, and shortspear.

They are not proficient with any type of armor or shield.

A armor does not interfere with the manifestation of powers.

A armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble.

Power Points/Day: An erudite's ability to manifest powers is limited by the power points he has available.

His base daily allotment of power points is given on Table 6–6.

In addition, he receives bonus power points per day if he has a high Intelligence score (see Table 2–1: Ability Modifiers and Bonus Power Points, EPH 18).

His race might also provide bonus power points per day, as might certain feats and items.

Unique Powers per Day: An erudite manifests psionic powers, paying for each manifestation with an expenditure of power points.

Unlike a psion, an erudite is limited to manifesting a certain number of unique psionic powers of each level per day from the repertoire of powers he knows, according to his class level.

Thus, a 1st-level erudite can manifest one unique power per day; however, the total number of powers he can manifest per day is limited only by his daily power points (that is, the erudite could manifest the unique power as many times per day as he has power points to pay for it).

An erudite simply knows his powers; they are part of his repertoire.

He does not need to prepare them, though he must get a good night's sleep to regain all spent power points the next day.

An erudite does not choose a primary discipline.

Powers Discovered (Repertoire): An erudite selects powers from the same power list that psions and wilders use.

An erudite begins play knowing two 1st-level powers of your choice.

For each point of Intelligence bonus your character possesses, he knows one additional 1st-level power when you begin play.

Each time he achieves a new level, he unlocks the knowledge of two new powers of any level or levels that he can manifest (according to his new level) from the psion/wilder power list.

An erudite cannot automatically learn powers from any of the discipline power lists.

However, he can learn such powers later, as described below under Learning Discipline Powers.

To learn or manifest a power, an erudite must have an Intelligence score of at least 10 + the power's level.

The Difficulty Class for saving throws against erudite powers is 10 + the powers level + the erudite's Int modifier.

An erudite can later learn new powers from power stones, from the minds of other willing psionic characters, and from the minds of unwilling unconscious psionic characters (see Adding Powers to an Erudite's Repertoire, below).

Psicrystal: At 1st level, an erudite gains Psicrystal Affinity (EPH 49) as a bonus feat.

Bonus Feats: An erudite gains a bonus feat at 1st level, 5th level, 10th level, 15th level, and 20th level.

This feat must be a psionic feat, a metapsionic feat, or a psionic item creation feat.

These bonus feats are in addition to the feats that a character of any class gains every three levels (as shown on Table 3–2: Experience and Level-Dependent Benefits, PH 22).

An erudite is not limited to psionic feats, metapsionic feats, and psionic item creation feats when choosing these other feats.

ADDING POWERS TO AN ERUDITE'S REPERTOIRE

In addition to learning new powers for gaining a level like other psionic classes, erudites can add new powers to their repertoires through several other methods.

Powers Gained at a New Level: Erudites and other psionic characters perform a certain amount of personal meditation between adventures in an attempt to unlock latent mental abilities.

Each time a psionic character attains a new level, he learns additional powers according to his class schedule.

An erudite learns two powers of his choice to add to his repertoire in this fashion.

These represent powers unlocked through study, practice, and the accumulation of psionic lore.

The two free powers must be of levels the erudite can manifest, and they cannot be from a select discipline list.

Exception: If a character with erudite levels gains at least as many levels in another psionic class as he has in his erudite class, he permanently loses the ability to add additional powers (above and beyond the two gained at each new erudite level) to his repertoire of powers known.

Learning Discipline Powers: An erudite can learn discipline powers only by directly learning a power from another's repertoire, learning it from a power stone, or taking the Expanded Knowledge feat (EPH 46).

In any case, an erudite can learn a discipline-only power only if it is up to 1 level lower than the highest level power he can manifest.

No matter what the powers source, the character must first make mental contact (a process similar to addressing a power stone, requiring a Psicraft check against a DC of 15 + the highest-level power contained in the stone or the repertoire).

He can make mental contact only with a willing psionic character or creature (unconscious creatures are considered willing, but not psionic characters under the effects of other immobilizing conditions).

Mental contact requires 1 round of physical contact.

Once mental contact is achieved, the erudite becomes aware of all the powers stored in the power stone or all the powers known by the target up to the highest level of power the erudite knows himself (if the powers' host fails a Will save [DC 13 + erudite's Int bonus]).

Next, the erudite must make a Psicraft check (DC 15 power's level) for each power he is trying to learn to see if he understands that power.

If the selected power is not on his class list or on any of the select discipline lists, he automatically fails this check.

If the check fails, the erudite cannot understand, manifest, or learn the power.

He cannot attempt to manifest or learn it again, even if he studies it from another source, until he gains another rank in Psicraft.

If the power was being learned from a power stone, it does not vanish from the stone.

If the check succeeds, the erudite understands the selected power.

He can attempt to manifest the power normally on his next turn, as described in *Expanded Psionics Handbook*, or he can attempt to permanently commit the power to his own repertoire.

Committing the Power to Repertoire: Once an erudite understands a new power through the procedure of contact described above, he can learn it, permanently adding it to his repertoire.

Physical Requirements: The erudite doesn't need to keep the power stone or other psionic source nearby while he fixes the candidate power in his repertoire.

However, should he manifest any other power during the time requirement, he loses focus on the power to be added, forgoing the chance to learn that power until he gains at least one more rank in Psicraft.

Time: The process requires 8 hours, regardless of the power's level.

During those 8 hours, the erudite must remain in meditation.

XP Cost: To permanently learn a new power that is not one of the powers he learns automatically when gaining a level, he must expend 20 experience points per erudite level, which are deducted from the character at the end of the meditation.

At that time, the erudite permanently knows the power and it is in his repertoire just like any other power he knows.

An erudite cannot expend so much XP that he would lose a level.

If he doesn't have enough XP to spend on learning a power, he can't learn it until he gains more XP.

An erudite does not have to pay the costs in time or XP for the powers he gains for free at each new level.

He adds them to his repertoire as part of his ongoing meditation.

Other Considerations: In most cases, psionic characters or creatures charge a fee to erudites for the privilege of learning powers from their repertoires.

This fee is usually equal to the power's level \times 50 gp, though many jealously guard their higher-level powers and charge much more (or deny access to them altogether).

Erudites friendly to one another often trade access to equal-level powers from their repertoires at no cost.

If an erudite learns a power from a psionic character or creature, the process leaves the target's repertoire unharmed.

A power learned from a power stone disappears from the stone.

PLAYING AN ERUDITE

An erudite adventures to exercise his mastery over mental powers and fulfill his desire to discover new troves of psionic lore.

Of course, he can also have any of the noble or ignoble motivations that other adventurers have.

Religion: Erudites sometimes worship deities revered for their intelligence and wisdom.

Erudites who revere a deity do not conform to any particular choice.

Other Classes: Erudites enjoy traveling with companions with widely varying skills.

They prefer to manifest their powers from a protected flank, serving either as "artillery" or as support to their team.

Combat: An erudite wins his way to victory through the swift and merciless application of psionic powers.

Because of the character's limitation on the number of unique powers per day, it is important to keep in reserve at least one power that he can use for offense or defense.

Advancement: An erudite shares the psion's benefit of gaining bonus feats every five levels, beginning with 1st level.

If an erudite decides early that he'd like to rely on metapsionic feats, a good complementary feat to take is Psionic Meditation (EPH 50), which allows him to become psionically focused as a move action.

Unlike a psion, an erudite is not limited by the number of powers he can know.

This is an advantage that an erudite should maximize early and often, looking as hard as possible for new powers to add to his repertoire.

An erudite shouldn't wait for opportunities to discover new powers to fall into his lap.

Instead, he should actively seek them by making deals with other psionic characters, purchasing rare power stones and so on in pursuit of expanding the sphere of his psionic mastery.

HUMAN ERUDITE STARTING PACKAGE

Armor: Leather (+2 AC, armor check penalty 0, speed 30 ft., 15 lb.).

Weapons: Spear (1d6, crit \times 3, 3 lb., one-handed, piercing).

Light crossbow (1d8, crit 19–20/ \times 2, 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Con	—
Knowledge (psionics)	4	Int	—
Psicraft	4	Int	—
Gather Information	4	Cha	—
Sense Motive (cc)	2	Wis	—
Diplomacy (cc)	2	Cha	—
Hide (cc)	2	Dex	0
Move Silently (cc)	2	Dex	0
Search (cc)	2	Int	—
Spot (cc)	2	Wis	—

Feat: Narrow Mind.

Bonus Feat (human): Psionic Endowment.

Bonus Feat (erudite): Power Penetration.

Powers Known: *Energy arc**, *primal fear**, *psionic daze* (EPH 90).

For each point of Intelligence bonus your character possesses, you know one additional 1st-level power.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Ten candles, map case.

Quiver with 20 bolts.

Gold: 4d6 gp.

TABLE 6-6: THE ERUDITE

HIT DIE: D4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Unique Powers/Day	Maximum Power Level Known
1st	+0	+0	+0	+2	Psicrystal Affinity, bonus feat	2	1	1st
2nd	+1	+0	+0	+3	—	6	2	1st
3rd	+1	+1	+1	+3	—	11	2	2nd
4th	+2	+1	+1	+4	—	17	3	2nd
5th	+2	+1	+1	+4	Bonus feat	25	3	3rd
6th	+3	+2	+2	+5	—	35	4	3rd
7th	+3	+2	+2	+5	—	46	4	4th
8th	+4	+2	+2	+6	—	58	5	4th
9th	+4	+3	+3	+6	—	72	5	5th
10th	+5	+3	+3	+7	Bonus feat	88	6	5th
11th	+5	+3	+3	+7	—	106	6	6th
12th	+6/+1	+4	+4	+8	—	126	7	6th
13th	+6/+1	+4	+4	+8	—	147	7	7th
14th	+7/+2	+4	+4	+9	—	170	8	7th
15th	+7/+2	+5	+5	+9	Bonus feat	195	8	8th
16th	+8/+3	+5	+5	+10	—	221	9	8th
17th	+8/+3	+5	+5	+10	—	250	9	9th
18th	+9/+4	+6	+6	+11	—	280	10	9th
19th	+9/+4	+6	+6	+11	—	311	10	9th
20th	+10/+5	+6	+6	+12	Bonus feat	343	11	9th

BEHIND THE CURTAIN: USING THE ERUDITE

A hallmark of most psionic classes is the ability to manifest a limited number of powers. The erudite breaks from this to provide an option for characters who want to have a variety of powers at their disposal. Limits are still in place—an erudite

must choose whether a “utility” power is worth manifesting, when each new daily power restricts his later choices. In this way, an erudite is much more versatile at the beginning of an encounter than at the end.

LURK

A lurk is a psionic character who has honed her mental talents to a deadly focus.

With her extraordinary ability to perceive an enemy's weaknesses, a lurk can take advantage of the slightest distraction to make vicious thrusts with her chosen weapon.

A lurk's ability to lie in wait until just the right moment, as well as her talent for avoiding detection and lethal attacks, makes her a changeable hunter of those whose time is past. It is her profession to bring those unfortunate individuals to their awaited end without remorse and as efficiently as possible.

Because a lurk has access to a variety of psionic feats and powers, she is more effective than a simple killer or assassin.

She also holds to a purer morality—a lurk doesn't kill indiscriminately, only bringing death to those who have outlived their time.

In her mind, those who meet their end at the end of her blade truly deserved to die.

MAKING A LURK

A lurk can't stand up face to face with a bruiser as well as a fighter or even a psychic warrior can.

With her mental talents, however, she excels at taking the slightest opportunity and turning it to her advantage.

Her ability to slip under the notice of nearly any observer makes her a capable lone hunter, but her greatest strengths are found through interaction with her allies during a heated battle—she can use her enemy's slightest distraction to deliver vicious thrusts with her blade, even creating her own opportunities as needed.

Abilities: Intelligence determines how many powers a lurk can manifest, how powerful those powers can be, and how hard those powers are to resist.

It is also important for bolstering the number of skill points to which she has access.

Her powers supplement her melee ability, however, so her Strength, Dexterity, and Constitution are also important considerations.

Races: Dwarves are slightly more likely to become lurks than members of other races, but beyond that, lurks are equally likely to come from any racial background.

Lurks are rare among savage and monstrous humanoids, since physical study of psionic lore is a requirement.

Alignment: A lurk always uses her abilities according to a personal code.

That code can be based on serving good, self-interest, or an inflexible ideology, but she sticks to whatever code she chooses.

Most lurks tend toward a lawful alignment, but the class has no restriction on alignment.

CLASS SKILLS

(4 + Int modifier per level, ×4 at 1st level): Autohypnosis*, Bluff, Climb, Concentration*, Craft, Disguise, Escape Artist, Hide, Jump, Knowledge (psionics)*, Listen, Move Silently, Profession, Psicraft*, Sleight of Hand, Spot, Swim, Tumble, Use Psionic Device*.

See the *Player's Handbook* for standard skill descriptions.

* See skills in Chapter 3: Skills in *Expanded Psionics Handbook*.

CLASS FEATURES

All the following are class features of the lurk.

Weapon and Armor Proficiency: Lurks are proficient with all simple and martial weapons, with light armor, and with shields (except tower shields).

Power Points/Day: A lurk's ability to manifest powers is limited by the power points she has available. Her base daily allotment of power points is given on Table 1-5.

In addition, she receives bonus power points per day if she has a high Intelligence score (see Table 2-1: Ability Modifiers and Bonus Power Points, EPH 18).

Her race might also provide bonus power points per day, as might certain feats and items.

Powers Known: A lurk begins play knowing one lurk power of the player's choice.

Each time she achieves a new level, she unlocks the knowledge of a new power.

Powers are chosen from the lurk power list.

(Exception: The Expanded Knowledge and Epic Expanded Knowledge feats from *Expanded Psionics Handbook* allow a lurk to learn powers from the lists of other classes).

A lurk can manifest any power that has a power point cost equal to or lower than her manifester level.

The total number of powers a lurk can manifest in a day is limited only by her daily power points.

A lurk simply knows her powers; they are ingrained in her mind.

She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent power points.

The Difficulty Class for saving throws against lurk powers is 10 + the power's level + the lurk's Int modifier.

Maximum Power Level Known: A lurk begins play with the ability to learn 1st-level powers.

As she attains higher levels, she can gain the ability to master more complex powers—for example, a 4th-level lurk can learn powers of 2nd level or lower, a 7th-level lurk can learn powers of 3rd level or lower, and so on.

To learn or manifest a power, a lurk must have an Intelligence score of at least 10 + the power's level.

Lurk Augment (Ex): Beginning at 1st level, a lurk can augment her melee attack by selecting an ability from her available lurk augments.

Her level determines the abilities available for her to use (see Table 1-6).

TABLE 1-6: LURK AUGMENTS BY LEVEL

Minimum Level	Ability
1st	Additional sneak attack
1st	Unfocusing strike
3rd	Solid strike
3rd	Stunning attack
5th	Ignore concealment
5th	Mental assault
8th	Deceptive strike
8th	Reach attack
8th	Sneak attack undead
11th	Ghost touch
11th	Power drain
11th	Aligned attack
14th	Sneak attack constructs
14th	Stygian weapon
17th	Planar attack
17th	Synaptic disconnect
20th	Greater power drain

In some cases, she can also use power points to increase the power of her lurk augment.

The power of the lurk augment lasts for 1 round or until the lurk's next attack.

If that attack misses, that use is wasted.

Using a lurk augment is a swift action.

When powering an augment with power points, a lurk cannot spend more total power points than her lurk level on any single lurk augment.

A lurk can use her lurk augments a total number of times per day equal to her lurk level + her Int modifier.

At 10th level, a lurk can choose two augments from the list in the same swift action.

Both augments count against her daily total.

The total power points spent on the augments is still limited to her manifester level.

For example, an 11th-level lurk could choose to include a mental assault and a solid strike in her attack, and spend a total of 11 power points between the two abilities.

At 18th level, a lurk can choose three augments from the list in the same swift action, which counts as three against her daily limit.

The total power points spent is still limited to her manifester level.

Additional Sneak Attack: The lurk's next attack deals an extra 1d6 points of damage from a sneak attack.

For every 2 power points spent, this damage increases by 1d6 points.

The attack must be one to which sneak attack damage applies.

Minimum level 1st.

Unfocusing Strike: A creature hit by the lurk's attack must make a Will saving throw (DC 10 + Int modifier) or lose its psionic focus in addition to taking the damage from the attack.

For every 2 power points spent, the DC increases by 1.

Minimum level 1st.

Solid Strike: The lurk's attack deals an extra 2 points of damage.

For every power point spent, the damage increases by 1.

Minimum level 3rd.

Stunning Attack: A creature hit by the lurk's attack must make a Fortitude saving throw (DC 10 + lurk's Int modifier) or be stunned for 1 round in addition to taking the damage from the attack.

For every 2 power points spent, the DC increases by 1.

Minimum level 3rd.

Ignore Concealment: The lurk's next attack ignores the miss chance provided by concealment or total concealment.

The lurk must still attack the correct square when attacking an invisible creature.

Minimum level 5th.

Mental Assault: The lurk's next attack deals 2 points of either Intelligence or Wisdom damage in addition to its normal damage.

The lurk chooses which type of ability damage to deal when activating the power.

For every 2 power points spent, the ability damage increases by 1.

Minimum level 5th.

Deceptive Strike: The target of the lurk's next attack is denied his Dexterity bonus to AC for that attack.

This ability works against a target with uncanny dodge, but only if the lurk's class level is at least four levels higher than the target's effective rogue level.

Minimum level 8th.

Sneak Attack Undead: The lurk's sneak attack can damage undead creatures, if sneak attack damage would otherwise apply on the lurk's attack (for instance, if the undead is flanked or flat-footed).

Minimum level 8th.

Ghost Touch: The lurk's next attack can strike incorporeal creatures, as if her weapon had the ghost touch special ability.

Minimum level 11th.

Power Drain: The lurk's next attack drains a number of power points from the target equal to half the damage dealt. Drained power points are available for the lurk to use in the following round, but expire at the end of her next turn.

Minimum level 11th.

Aligned Attack: The lurk's next attack is treated as either good-aligned or evil-aligned (depending on the lurk's alignment) for the purpose of overcoming damage reduction.

A neutral lurk can choose either good or evil when she activates this ability.

Minimum level 11th.

Sneak Attack Constructs: The lurk's sneak attack can damage constructs, if sneak attack damage would otherwise apply on the lurk's attack (for instance, if the construct is flanked or flat-footed).

Minimum level 14th.

Stygian Weapon: A creature struck by the lurk's next attack gains 1d4 negative levels for 1 round, as the *stygian weapon* psionic power presented on page 102.

For every 4 power points spent, the duration of the negative levels is increased by 1 round.

Minimum level 14th.

Planar Attack: The lurk's next attack deals an extra 2d6 points of damage to either good or evil creatures (lurk's choice).

For every power point spent, the damage increases by 1d6 points.

Minimum level 17th.

Synaptic Disconnect: A creature struck by the lurk's next attack cannot cast spells, manifest powers, or use spell-like or psi-like abilities for 1 round unless it succeeds on a Will save (DC 10 + lurk's Int modifier).

For every 2 power points spent, the DC increases by 1.

Minimum level 17th.

Greater Power Drain: The lurk's next attack drains a number of power points from the target equal to the damage dealt by the attack.

Drained power points are available for the lurk to use in the following round, but expire at the end of her next turn.

Minimum level 20th.

Psionic Sneak Attack (Ex): While psionically focused, a lurk can strike a vital spot for extra damage if she attacks an opponent while he is unable to defend himself effectively. This is identical to the sneak attack ability of the rogue (PH 50), except the damage only applies when the lurk maintains a psionic focus.

Sneak attack damage and psionic sneak attack damage stack, whenever both would apply to the same target.

Initiative Boost (Ex): At 6th level and higher, a lurk can add her Intelligence bonus on her initiative checks.

Evasion (Ex): At 9th level and higher, a lurk can avoid even magical and unusual attacks with great agility as per the rogue ability.

If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Slippery Mind (Ex): At 15th level and higher, if a lurk affected by an enchantment spell or effect fails her saving throw, she can attempt it again 1 round later at the same DC.

She gets only one extra chance to succeed on her saving throw.

PLAYING A LURK

A lurk sets out to locate and eliminate those who must be removed from the world according to the code she follows. Some presume to slay every instance of true evil; others work on commission.

All seek to exercise their abilities to grow to even greater levels of power.

Religion: Some lurks are quite religious, and in fact entwine their personal code with the dictates of their deity, slaying those who oppose religious truths.

Other lurks have codes that compel them to stamp out religious organizations where they have become so powerful as to potentially balloon into a theocracy.

Other Classes: Lurks particularly enjoy working with those who can provide a front-line offense, giving them a chance to come upon a foe unnoticed.

Likewise, those who can heal her if she becomes wounded are looked upon kindly.

In fact, lurks enjoy working with any class (or individual) that doesn't hinder them in the execution of their code.

Combat: A lurk rarely seeks to initiate combat—instead, she skulks about, looking for an opportunity to strike swiftly, applying her lurk augments to their greatest advantage.

At higher levels, she can tailor her attacks to her chosen target, using combinations of augments and powers to defeat her foes.

Advancement: As a psionic character, a lurk can benefit from many psionic feats, such as Psionic Weapon (EPH 50) or Deep Impact (EPH 45).

Those feats require expending her psionic focus, however, which in turn precludes the lurk from using her focused sneak attack ability.

A lurk can perhaps benefit more if she takes feats that require her to maintain her focus, such as Speed of Thought or Psionic Dodge.

A lurk can also choose from her list of powers as she advances in level.

Good choices include powers that add to her AC (such as *defensive precognition*), powers that enhance her ability to skulk (such as *chameleon*), and powers that allow her to avoid damage (such as *evade burst*).

ELAN LURK STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Heavy wooden shield (+2 AC, armor check penalty -2, 10 lb.).

Weapons: Longsword (1d8, crit 19-20/x2, 4 lb., one-handed, slashing).

Short bow (1d6, crit x3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Armor Check	
		Ability	Penalty
Autohypnosis	4	Wis	—
Concentration	4	Con	—
Escape Artist	4	Dex	-2
Listen	4	Wis	—
Move Silently	4	Dex	-2
Spot	4	Wis	—
Climb	4	Str	-2
Jump	4	Str	-2
Tumble	4	Dex	-2
Use Psionic Device	4	Cha	—
Swim	4	Str	-4
Ride (cc)	2	Dex	—
Intimidate (cc)	2	Cha	—
Search (cc)	2	Int	—

Feat: Psionic Weapon.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Quiver with 20 arrows.

Gold: 3d4 gp.

TABLE 1-5: THE LURK

HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+2	+2	Lurk augment	1	1	1st
2nd	+1	+0	+3	+3	Psionic sneak attack +1d6	2	2	1st
3rd	+2	+1	+3	+3	—	3	3	1st
4th	+3	+1	+4	+4	—	5	4	2nd
5th	+3	+1	+4	+4	—	7	5	2nd
6th	+4	+2	+5	+5	Initiative boost	11	6	2nd
7th	+5	+2	+5	+5	Psionic sneak attack +2d6	15	7	3rd
8th	+6/+1	+2	+6	+6	—	19	8	3rd
9th	+6/+1	+3	+6	+6	Evasion	23	9	3rd
10th	+7/+2	+3	+7	+7	Lurk augment (two at once)	27	10	4th
11th	+8/+3	+3	+7	+7	—	35	11	4th
12th	+9/+4	+4	+8	+8	Psionic sneak attack +3d6	43	12	4th
13th	+9/+4	+4	+8	+8	—	51	13	5th
14th	+10/+5	+4	+9	+9	—	59	14	5th
15th	+11/+6/+1	+5	+9	+9	Slippery mind	67	15	5th
16th	+12/+7/+2	+5	+10	+10	—	79	16	6th
17th	+12/+7/+2	+5	+10	+10	Psionic sneak attack +4d6	91	17	6th
18th	+13/+8/+3	+6	+11	+11	Lurk augment (three at once)	103	18	6th
19th	+14/+9/+4	+6	+11	+11	—	115	19	6th
20th	+15/+10/+5	+6	+12	+12	—	127	20	6th

COMPLETE WARRIOR (3.5)

HEXBLADE

Combining the dynamic powers of martial prowess and arcane might, the hexblade presents a deadly challenge to opponents unused to such a foe.

Adventures: Hexblades adventure for personal gain, whether that gain is power, prestige, wealth, or all the above.

Characteristics: The hexblade balances talents in combat and arcane spellcasting.

At lower levels, the hexblade relies on melee ability augmented by his special power to curse his enemies.

As he gains experience, he becomes capable of casting a limited number of spells while his curse ability becomes more potent and he gains the ability to warp the normal laws of probability.

He can also draw upon the service of a familiar to further augment his abilities.

Alignment: The style of the hexblade tends to be selfish, sometimes even cruel, though it is by no means limited to evil characters.

Still, even the friendliest hexblade is at best neutral.

Hexblades may be tyrannical or free-minded, disciplined or creative, and thus have no particular bent toward law or chaos.

Religion: Most hexblades aren't very pious, relying on their own talents rather than counting on a deity to protect them.

Those who revere a deity often choose Wee Jas (deity of death and magic) or Boccob the Uncaring (deity of magic). Some particularly evil hexblades venerate Nerull (deity of death) or Vecna (deity of secrets).

Background: Like that of the sorcerer, the power of the hexblade often displays itself at an early age, frequently in the form of unexplained accidents or other incidents of bad luck experienced by those around the budding hexblade. Though the hexblade is ultimately a self-taught character, many receive rudimentary training from another arcane spellcaster, such as an older hexblade, sorcerer, wizard, or bard, before setting off on their own.

Unlike sorcerers, hexblades share a unique bond. Though two hexblades who meet in a tavern or apothecary won't necessarily strike up a lasting friendship, it is rare for two hexblades to oppose one another unless great personal gain is on the line.

Races: As with sorcerers, most hexblades are humans or half-elves.

Those few gnomes who enjoy a cruel twist to their levity may take up the tradition.

Elves wishing to mix magic and warfare more often become fighter/wizards.

Dwarves and halflings rarely exhibit the self-centered behavior common among hexblades.

Among the savage humanoids, hexblades may be found as leaders or advisors.

Other Classes: Hexblades tend to get along best with other classes whose members look out for themselves before others, including rogues, rangers, and barbarians.

They avoid paladins and other characters dedicated to the service of good or other high-minded ideals.

Hexblades sometimes feel jealous of the sorcerer's superior arcane talents, and they shun wizards as weak book-learners.

Role: Though a capable melee combatant, the hexblade relies on opportunistic use of his spells and special abilities to augment this role in the group.

A hexblade with the proper skill selection can make a fine leader for a group comfortable with his style.

GAME RULE INFORMATION

Hexblades have the following game statistics.

Abilities: Charisma controls many of the hexblade's special powers, including his spellcasting.

Strength is important for him because of its role in combat.

Dexterity and Constitution both contribute to the hexblade's long-term survival.

Alignment: Any nongood.

Hit Die: d10.

CLASS SKILLS

The hexblade's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Ride (Dex), and Spellcraft (Int).

See Chapter 4 in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the hexblade.

Weapon and Armor Proficiency: Hexblades are proficient with all simple and martial weapons, and with light armor but not with shields.

Because the somatic components required for hexblade spells are simple, a hexblade can cast hexblade spells while

wearing light armor without incurring the normal arcane spell failure chance.

However, like any other arcane spellcaster, a hexblade wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (and most do).

A multiclass hexblade still incurs the normal arcane spell failure chance for arcane spells derived from other classes.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe.

The target must be visible to the hexblade and within 60 feet.

The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter.

A successful Will save (DC $10 + 1/2$ hexblade's class level + hexblade's Cha modifier) negates the effect.

At every four levels beyond 1st (5th, 9th, 13th, and 17th) a hexblade gains the ability to use his curse one additional time per day, as indicated on Table 1-1.

Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (minimum $+1$) on saving throws against spells and spell-like effects.

Mettle (Ex): At 3rd level and higher, a hexblade can resist magical and unusual attacks with great willpower or fortitude.

If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect.

An unconscious or sleeping hexblade does not gain the benefit of mettle.

Familiar: Beginning at 4th level, a hexblade can obtain a familiar.

Doing so takes 24 hours and uses up magical materials that cost 100 gp.

A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent.

The creature serves as a companion and servant.

The hexblade chooses the kind of familiar he gets.

As the hexblade advances in level, his familiar also increases in power.

Treat the hexblade as a sorcerer of three levels lower for determining the familiar's powers and abilities (see the Familiars sidebar on page 52 of the *Player's Handbook*).

If the familiar dies or is dismissed by the hexblade, the latter must attempt a DC 15 Fortitude saving throw.

Failure means he loses 200 experience points per hexblade level; success reduces the loss to one-half that amount.

However, a hexblade's experience point total can never go below 0 as the result of a familiar's demise or dismissal.

A slain or dismissed familiar cannot be replaced for a year and day.

A slain familiar can be raised from the dead just as a character can be, but it does not lose a level or a point of Constitution when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time.

Spells: Beginning at 4th level, a hexblade gains the ability to cast a small number of arcane spells, which are drawn from the hexblade spell list (see Chapter 3).

He can cast any spell he knows without preparing it ahead of time, just as a sorcerer can (see page 54 of the *Player's Handbook*).

To learn or cast a spell, a hexblade must have a Charisma score equal to at least 10 + the spell level (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth).

The Difficulty Class for a saving throw against a hexblade's spell is 10 + the spell level + the hexblade's Cha modifier. Like other spellcasters, a hexblade can cast only a certain number of spells of each spell level per day.

His base daily spell allotment is given on Table 1-1.

In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1-1: Ability Modifiers and Bonus Spells, page 8 of the *Player's Handbook*).

When Table 1-1 indicates that the hexblade gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 4th-level hexblade), he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

The hexblade's selection of spells is extremely limited.

A hexblade begins play knowing no spells, but gains one or more new spells at certain levels, as indicated on Table 1-2.

TABLE 1-2: HEXBLADE SPELLS KNOWN

Level	Spells Known			
	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	2 ¹	—	—	—
5th	2	—	—	—
6th	3	—	—	—
7th	3	—	—	—
8th	4	2 ¹	—	—
9th	4	2	—	—
10th	4	3	—	—
11th	4	3	2 ¹	—
12th	4	4	3	—
13th	4	4	3	—
14th	4	4	4	2 ¹
15th	4	4	4	3
16th	4	4	4	3
17th	5	4	4	4
18th	5	5	4	4
19th	5	5	5	4
20th	5	5	5	5

¹ Provided the hexblade has sufficient Charisma to have a bonus spell of this level.

(Unlike spells per day, his Charisma score does not affect the number of spells a hexblade knows; the numbers on Table 1-2 are fixed).

Upon reaching 12th level, and at every third hexblade level after that (15th and 18th), a hexblade can choose to learn a new spell in place of one he already knows.

In effect, the hexblade "loses" the old spell in exchange for the new one.

The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level hexblade spell the hexblade can cast. For instance, upon reaching 12th level, a hexblade could trade in a single 1st-level spell (two spell levels below the

highest-level hexblade spell he can cast, which is 3rd) for a different 1st-level spell.

At 15th level, he could trade in a single 1st-level or 2nd-level spell (since he now can cast 4th-level hexblade spells) for a different spell of the same level.

A hexblade may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level. Through 3rd level, a hexblade has no caster level.

At 4th level and higher, his caster level is one-half his hexblade level.

Bonus Feat: At 5th level, and every five levels thereafter (10th, 15th, and 20th), a hexblade gains a bonus feat, which must be selected from the following list: Combat Casting, Greater Spell Focus (enchantment, necromancy, or transmutation only), Greater Spell Penetration, Spell Focus (enchantment, necromancy, or transmutation only), Spell Penetration.

Greater Hexblade's Curse (Su): When a hexblade attains 7th level, the penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls incurred by a target of the hexblade's curse becomes -4 instead of -2.

Aura of Unluck (Su): Once per day, a hexblade of 12th level or higher can create a baleful aura of misfortune.

Any melee or ranged attack made against the hexblade while this aura of unluck is active has a 20% miss chance (similar to the effect of concealment).

Activating the aura is a free action, and the aura lasts for a number of rounds equal to 3 + the hexblade's Charisma bonus (if any).

At 16th level and higher, a hexblade can use his aura of unluck twice per day.

A 20th-level hexblade can activate this aura three times per day.

Dire Hexblade's Curse (Su): When a hexblade attains 19th level, the penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls incurred by a target of the hexblade's curse becomes -6 instead of -4.

EX-HEXBLADES

A hexblade who becomes good-aligned loses all hexblade spells and all supernatural class abilities.

His familiar becomes a normal animal and leaves the hexblade's service as soon as possible.

He may not progress any farther in levels as a hexblade.

He retains all the other benefits of the class (weapon and armor proficiencies and bonus feats).

HUMAN HEXBLADE STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Weapons: Longsword (1d8, crit 19-20/x2, 4 lb., one-handed, slashing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Bluff	4	Cha	—
Ride	4	Dex	—
Knowledge (arcana)	4	Int	—
Intimidate	4	Cha	—
Diplomacy	4	Cha	—
Spellcraft	4	Int	—
Spot (cc)	2	Wis	—
Listen (cc)	2	Wis	—

Feat: Weapon Focus (longsword).
 Bonus Feat (Human): Improved Initiative.
 Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel.

Hooded lantern, 3 pints of oil.
 Quiver with 20 arrows.
 Gold: 6d4 gp.

TABLE 1-1: THE HEXBLADE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	— Spells per Day —			
						1st	2nd	3rd	4th
1st	+1	+0	+0	+2	Hexblade's curse 1/day	—	—	—	—
2nd	+2	+0	+0	+3	Arcane resistance	—	—	—	—
3rd	+3	+1	+1	+3	Mettle	—	—	—	—
4th	+4	+1	+1	+4	Summon familiar	0	—	—	—
5th	+5	+1	+1	+4	Bonus feat, hexblade's curse 2/day	0	—	—	—
6th	+6/+1	+2	+2	+5	—	1	—	—	—
7th	+7/+2	+2	+2	+5	Greater hexblade's curse	1	—	—	—
8th	+8/+3	+2	+2	+6	—	1	0	—	—
9th	+9/+4	+3	+3	+6	Hexblade's curse 3/day	1	0	—	—
10th	+10/+5	+3	+3	+7	Bonus feat	1	1	—	—
11th	+11/+6/+1	+3	+3	+7	—	1	1	0	—
12th	+12/+7/+2	+4	+4	+8	Aura of unluck 1/day	1	1	1	—
13th	+13/+8/+3	+4	+4	+8	Hexblade's curse 4/day	1	1	1	—
14th	+14/+9/+4	+4	+4	+9	—	2	1	1	0
15th	+15/+10/+5	+5	+5	+9	Bonus feat	2	1	1	1
16th	+16/+11/+6/+1	+5	+5	+10	Aura of unluck 2/day	2	2	1	1
17th	+17/+12/+7/+2	+5	+5	+10	Hexblade's curse 5/day	2	2	2	1
18th	+18/+13/+8/+3	+6	+6	+11	—	3	2	2	1
19th	+19/+14/+9/+4	+6	+6	+11	Dire hexblade's curse	3	3	3	2
20th	+20/+15/+10/+5	+6	+6	+12	Aura of unluck 3/day, bonus feat	3	3	3	3

SAMURAI

Known for their matchless bravery and strict code of honor, the samurai were the noble soldiers of feudal Japan. In a fantasy setting, the samurai brings that courage and honor to the service of a lord, general, or other leader. The reputation of samurai for being tenacious in combat often precedes them in battle, and their mere presence is often enough to make dishonorable enemies slink away in the darkness.

Adventures: Samurai undertake quests and other adventures at the behest of their lord, who often uses mid- to high-level samurai as troubleshooters.

A samurai might be ordered to defend a village beset by bandits, to lead allies in battle, or to hunt down and duel a rival who has stained the lord's honor.

Characteristics: Wielding their signature katana (bastard sword) and wakizashi (short sword) simultaneously, samurai are as potent in melee as a fighter, although they are less versatile.

Their adherence to the code of bushido is intimidating to their foes, and the fixed stare of a samurai can unnerv most opponents.

Alignment: Almost every aspect of a samurai's life is ruled by the code of bushido, which demands total obedience to one's lord, bravery in the face of utmost peril, and honor and respect to superiors, peers, and lessers alike. Samurai are always lawful, stoic in demeanor, and implacable when matters of honor and justice are concerned.

Religion: In a fantasy world, some samurai worship no deity, instead relying on the code of bushido for guidance on moral and ethical issues.

Others gravitate to the worship of deities of law, honor, and justice, such as Heironeous and St. Cuthbert.

Some evil samurai find the tyrannical teachings of Hextor acceptable.

Background: Samurai are traditionally of noble birth, although folk tales are replete with samurai who were orphans adopted by noble families or foot soldiers who showed outstanding bravery in battle.

Becoming a samurai means untold hours learning to use the katana and wakizashi, lessons in manners and etiquette, and relentless instruction in the tenets of bushido.

Races: The clan-based, lawful society of the dwarves would make a good match for samurai culture.

Elves' long lives and sense of history could lead them down the samurai's path.

Most halflings wander too much to make effective samurai, and gnomes show no particular affinity for the class.

Least likely of all are half-orcs, who rarely attain a high enough station in civilized society to become samurai.

Other Classes: Because both classes live their lives according to a code of behavior, samurai tend to get along well with paladins, although samurai are sometimes puzzled when paladins ask, "Is this the right thing to do?" (A typical samurai's response might be "You dishonor the lord by questioning his orders").

Monks are likewise admired for their strict training regimen and self-discipline.

Samurai also get along well with fighters, especially if they have served in an army, and bards whose art reflects appropriate themes.

Barbarians are tolerated with only a thin veneer of politeness, as are rogues who focus on larceny and other dishonorable activities.

Role: With heavy armor and a razor-sharp blade in each hand, samurai are front-line melee combatants.

They also benefit from a series of abilities that give morale penalties to their foes.

In addition, because they are trained in matters of etiquette, samurai make good negotiators and spokesmen.

GAME RULE INFORMATION

Samurai have the following game statistics.

Abilities: Strength is of paramount importance to the sword-wielding samurai, and Dexterity and Constitution help him survive in the midst of battle.

Many of the samurai's other class features depend on Charisma—a samurai's force of personality can make his enemies quake in fear.

Alignment: Any lawful.

Hit Die: d10.

CLASS SKILLS

The samurai's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), and Sense Motive (Wis).

See Chapter 4 in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the samurai.

Weapon and Armor Proficiency: A samurai is proficient with all simple and martial weapons, and with all types of armor, but not with shields.

Daisho Proficiency (Ex): In melee combat, a samurai favors the katana (a masterwork bastard sword) and the wakizashi (a masterwork short sword).

Many samurai receive an heirloom set of these two blades, known as the daisho.

Because a samurai is trained in their use, he gains Exotic Weapon Proficiency (bastard sword) as a bonus feat.

Two Swords as One (Ex): At 2nd level, a samurai has learned to wield the katana and wakizashi together.

He is treated as having the Two-Weapon Fighting feat when wielding a katana and wakizashi, even if he does not meet the prerequisites for that feat.

Kiai Smite (Ex): Once per day, a samurai of 3rd level or higher can give a great cry during combat that invigorates him.

When a samurai shouts (a free action), his next attack gains a bonus on the attack roll and the damage roll equal to his Charisma bonus (minimum +1).

As a samurai gains levels, he can make a kiai smite more often.

Iaijutsu Master (Ex): By 5th level, a samurai has become adept at iaijutsu, a fighting technique that concentrates on drawing his weapon and striking a foe in one fluid motion. He is treated as having the Quick Draw feat, but only when he draws his katana or wakizashi.

Staredown (Ex): At 6th level, a samurai becomes able to strike fear into his foes by his mere presence.

He gains a +4 bonus on Intimidate checks and can demoralize an opponent (as described in the Intimidate skill description, page 76 of the *Player's Handbook*).

Improved Initiative (Ex): At 8th level, the samurai has practiced iaijutsu techniques used in ritual duels between two samurai, and he is able to anticipate when any enemy will attack.

He now has the Improved Initiative feat.

Mass Staredown (Ex): At 10th level, a samurai has sufficient presence that he can cow multiple foes.

Using a Intimidate check, the samurai can demoralize all opponents within 30 feet with a single standard action.

Improved Two Swords as One (Ex): At 11th level, a samurai's prowess with the katana and wakizashi improves. He is treated as having the Improved Two-Weapon Fighting feat when wielding a katana and wakizashi, even if he does not meet the prerequisites for the feat.

Improved Staredown (Ex): At 14th level, even a glance from the hard eyes of a samurai is enough to give his foes pause. The samurai can demoralize opponents within 30 feet as a move action, not a standard action.

Greater Two Swords as One (Ex): At 16th level, fighting with a katana and wakizashi becomes second nature for a samurai.

He is treated as having the Greater Two-Weapon Fighting feat when wielding a katana and wakizashi, even if he does not meet the prerequisites for that feat.

Frightful Presence (Ex): A 20th-level samurai's bravery, honor, and fighting prowess have become legendary.

When the samurai draws his blade, opponents within 30 feet must succeed on a Will save (DC $20 + \text{samurai's Cha modifier}$) or become panicked for 4d6 rounds (if they have 4 or fewer Hit Dice) or shaken for 4d6 rounds (if they have from 5 to 19 Hit Dice).

Creatures with 20 or more Hit Dice are not affected.

Any foe that successfully resists the effect cannot be affected again by the same samurai's frightful presence for 24 hours.

EX-SAMURAI

A samurai who ceases to be lawful or who commits an act of grave dishonor loses all samurai class features that depend on Charisma or Charisma-based checks.

Minor embarrassments don't count, but major breaks with the code of bushido do.

Acts that could lose a samurai his status include disobeying an order from a superior officer or feudal lord, fleeing in cowardice from an important battle, being caught in a major lie or other breach of integrity, and appallingly rude behavior.

A disgraced character may not progress any farther as a samurai.

He regains his class features the ability to advance in the class if he atones for his violations (see the *atonement* spell, page 201 of the *Player's Handbook*), assuming the feudal lord offers a chance at redemption.

(Some feudal lords demand ritual suicide as the only act that cleanses the stain of dishonor).

Like a member of any other class, a samurai may be a multiclass character, but multiclass samurai face a special restriction.

A samurai who gains a level in any class other than samurai may never again raise his samurai level, though he retains all his current samurai abilities.

The way of the samurai demands constant adherence to the code of bushido.

Samurai may sometimes take levels in particular prestige classes without violating this code.

The kensai and the knight protector (both in this book) and the dwarven defender (in the *Dungeon Master's Guide*) are three such examples.

The Dungeon Master may designate other prestige classes as available to a samurai.

Some disgraced samurai take levels in the ronin prestige class (described in Chapter 2 of this book), which gives them a chance to regain their lost class features.

HUMAN SAMURAI STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty -4, speed 20 ft., 30 lb.).

Weapons: Bastard sword (1d10, crit 19-20/x2, 6 lb., one-handed, slashing).

Short sword (1d6, crit 19-20/x2, 2 lb., light, piercing).

Shortbow (1d6, crit x3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Craft (calligraphy)	4	Int	—
Diplomacy	4	Cha	—
Intimidate	4	Cha	—
Knowledge (history)	4	Int	—
Knowledge (nobility and royalty)	4	Int	—
Ride	4	Dex	—
Sense Motive	4	Wis	—

Feat: Weapon Focus (bastard sword).

Bonus Feat (Human): Combat Reflexes.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel.

bullseye lantern and 1 pint oil, 20 arrows.

Gold: 2d4 gp.

TABLE 1-3: THE SAMURAI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Daisho proficiency
2nd	+2	+3	+0	+0	Two swords as one
3rd	+3	+3	+1	+1	Kiai smite 1/day
4th	+4	+4	+1	+1	—
5th	+5	+4	+1	+1	Iaijutsu master
6th	+6/+1	+5	+2	+2	Staredown
7th	+7/+2	+5	+2	+2	Kiai smite 2/day
8th	+8/+3	+6	+2	+2	Improved Initiative
9th	+9/+4	+6	+3	+3	—
10th	+10/+5	+7	+3	+3	Mass staredown
11th	+11/+6/+1	+7	+3	+3	Improved two swords as one
12th	+12/+7/+2	+8	+4	+4	Kiai smite 3/day
13th	+13/+8/+3	+8	+4	+4	—
14th	+14/+9/+4	+9	+4	+4	Improved staredown
15th	+15/+10/+5	+9	+5	+5	—
16th	+16/+11/+6/+1	+10	+5	+5	Greater two swords as one
17th	+17/+12/+7/+2	+10	+5	+5	Kiai smite 4/day
18th	+18/+13/+8/+3	+11	+6	+6	—
19th	+19/+14/+9/+4	+11	+6	+6	—
20th	+20/+15/+10/+5	+12	+6	+6	Frightful presence

SWASHBUCKLER

The swashbuckler embodies the concepts of daring and panache.

Favoring agility and wit over brute force, the swashbuckler excels both in combat situations and social interactions, making her a versatile character indeed.

Adventures: Swashbucklers adventure for a variety of motivations, based on their alignment and background.

Some seek to right injustices, while others seek only fame and fortune.

All swashbucklers, however, share a tendency to leap into action when the call comes, regardless of their personal views.

Characteristics: The swashbuckler combines skill and finesse with sheer combat prowess.

Though swashbucklers can't dish out quite as much damage as a typical fighter or barbarian, they tend to be more agile and mobile than most melee combatants.

When she can pick her battles carefully, a swashbuckler becomes a very deadly opponent (not to mention hard to pin down).

Swashbucklers also hold their own in social situations, unlike most fighters.

Alignment: Like rogues, swashbucklers tend to be diverse in their outlooks, and thus in their alignments.

Those who chafe under societal restrictions tend to be chaotic, while those who uphold honorable traditions may well be lawful.

Religion: Most swashbucklers pay at least some small amount of homage to Olidammara (deity of thieves), since that deity is renowned as being lucky.

Lawful or chivalrous swashbucklers may revere Heironeous (deity of valor) or even St. Cuthbert (deity of retribution).

Swashbucklers who choose the open road over a fixed residence often worship Fharlanghn (deity of roads).

Background: Many swashbucklers come from affluent backgrounds, but anyone valuing finesse over force can become a swashbuckler, regardless of background.

A common shared element among swashbucklers' backgrounds is life in an urban environment, whether the back alleys of a slum or the cultured halls of royalty.

Swashbucklers tend to see other swashbucklers as rivals rather than allies, even when sharing similar goals.

The swashbuckler's need for attention often outweighs her better judgment, leading either to friendly competition or even outright distrust and antipathy.

Races: Swashbucklers are most often humans, elves, or half-elves.

Humans and half-elves tend to have the daring nature required of a swashbuckler, and the natural grace of elves makes them well suited for the class.

Halflings and gnomes often have the temperament to become a swashbuckler, though their slower speed works against them.

Dwarves tend to prefer fighting in heavy armor with big weapons, and thus rarely become swashbucklers.

Among the savage humanoids, swashbucklers are virtually unknown.

Other Classes: Swashbucklers prefer to work with other quick, lightly armored characters.

They get along best with rogues and bards, and appreciate the agility and combat talents of the monk (though chaotic swashbucklers may chafe at the monk's ascetic nature).

Lawful good swashbucklers often share the paladin's honorable nature, but otherwise the classes tend to clash in their approach to life.

Swashbucklers have no particular distaste for spellcasters, and they appreciate the utility of a cleverly chosen, well-timed spell.

They don't interact with barbarians, druids, or rangers very often, since these characters tend to prefer natural settings to the typical urban environment of the swashbuckler.

Role: The swashbuckler is an able melee combatant, particularly when paired with a fighter or rogue. She can also make a fine party leader or spokesperson, thanks to her access to Charisma-based skills.

GAME RULE INFORMATION

Swashbucklers have the following game statistics.

Abilities: The lightly armored swashbuckler depends on a high Dexterity for her Armor Class, as well as for many class skills.

High Intelligence and Charisma scores are also hallmarks of a successful swashbuckler.

Strength is not as important for a swashbuckler as it is for other melee combatants.

Alignment: Any.

Hit Die: d10.

CLASS SKILLS

The swashbuckler's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Jump (Str), Profession (Wis), Sense Motive (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

See Chapter 4 in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the swashbuckler.

Weapon and Armor Proficiency: Swashbucklers are proficient with all simple and martial weapons, and with light armor.

Some of the swashbuckler's class features, as noted below, rely on her being no more than lightly armored and unencumbered.

Weapon Finesse (Ex): A swashbuckler gains Weapon Finesse as a bonus feat at 1st level even if she does not qualify for the feat.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level.

This bonus increases to +2 at 11th level and to +3 at 20th level.

A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage.

She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain.

Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike.

A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Dodge Bonus (Ex): A swashbuckler is trained at focusing her defenses on a single opponent in melee.

During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent.

She can select a new opponent on any action.

This bonus increases by +1 at every five levels after 5th (+2 at 10th level, +3 at 15th, and +4 at 20th).

A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat.

(If she designates the same target, the bonuses stack).

Acrobatic Charge (Ex): A swashbuckler of 7th level or

higher can charge in situations where others cannot.

She may charge over difficult terrain that normally slows movement or allies blocking her path.

This ability enables her to run down steep stairs, leap down from a balcony, or to tumble over tables to get to her target.

Depending on the circumstance, she may still need to make appropriate checks (Jump or Tumble checks, in particular) to successfully move over the terrain.

Improved Flanking (Ex): A swashbuckler of 8th level or higher who is flanking an opponent gains a +4 bonus on attacks instead of a +2 bonus on attacks.

(Other characters flanking with the swashbuckler don't gain this increased bonus).

Lucky (Ex): Many swashbucklers live by the credo "Better lucky than good".

Once per day, a swashbuckler of 11th level or higher may reroll any failed attack roll, skill check, ability check, or saving throw.

The character must take the result of the reroll, even if it's worse than the original roll.

Acrobatic Skill Mastery (Ex): At 13th level, a swashbuckler becomes so certain in the use of her acrobatic skills that she can use them reliably even under adverse conditions.

When making a Jump or Tumble check, a swashbuckler may take 10 even if stress and distractions would normally prevent her from doing so.

Weakening Critical (Ex): A swashbuckler of 14th level or higher who scores a critical hit against a creature also deals 2 points of Strength damage to the creature.

Creatures immune to critical hits are immune to this effect.

Slippery Mind (Ex): When a swashbuckler reaches 17th level, her mind becomes more difficult to control.

If the swashbuckler fails her save against an enchantment spell or effect, she can attempt the save again 1 round later at the same DC (assuming she is still alive).

She gets only this one extra chance to succeed at a certain saving throw.

Wounding Critical (Ex): A swashbuckler of 19th level or higher who scores a critical hit against a creature also deals 2 points of Constitution damage to the creature.

(This damage is in addition to the Strength damage dealt by the swashbuckler's weakening critical class feature).

Creatures immune to critical hits are immune to this effect.

HALF-ELF SWASHBUCKLER STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Weapons: Rapier (1d6, crit 18-20/x2, 2 lb., one-handed, piercing).

Dagger (1d4, crit 19-20/x2, 1 lb., light, piercing or slashing).

Shortbow (1d6, crit x3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Bluff	4	Cha	—
Climb	4	Str	-1
Diplomacy	4	Cha	—
Jump	4	Str	-1
Tumble	4	Str	-1
Use Rope	4	Dex	—
Spot (cc)	2	Wis	—
Listen (cc)	2	Wis	—

Feat: Weapon Focus (rapier).

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, hooded lantern, 3 pints of oil, quiver with 20 arrows.

Gold: 6d4 gp.

TABLE 1-4: THE SWASHBUCKLER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Weapon Finesse
2nd	+2	+3	+0	+0	Grace +1
3rd	+3	+3	+1	+1	Insightful strike
4th	+4	+4	+1	+1	—
5th	+5	+4	+1	+1	Dodge bonus +1
6th	+6/+1	+5	+2	+2	—
7th	+7/+2	+5	+2	+2	Acrobatic charge
8th	+8/+3	+6	+2	+2	Improved flanking
9th	+9/+4	+6	+3	+3	—
10th	+10/+5	+7	+3	+3	Dodge bonus +2
11th	+11/+6/+1	+7	+3	+3	Grace +2, lucky
12th	+12/+7/+2	+8	+4	+4	—
13th	+13/+8/+3	+8	+4	+4	Acrobatic skill mastery
14th	+14/+9/+4	+9	+4	+4	Weakening critical
15th	+15/+10/+5	+9	+5	+5	Dodge bonus +3
16th	+16/+11/+6/+1	+10	+5	+5	—
17th	+17/+12/+7/+2	+10	+5	+5	Slippery mind
18th	+18/+13/+8/+3	+11	+6	+6	—
19th	+19/+14/+9/+4	+11	+6	+6	Wounding critical
20th	+20/+15/+10/+5	+12	+6	+6	Dodge bonus +4, grace +3

DRAGON MAGIC (3.5)

DRAGONFIRE ADEPT

"I'll have no need of spells, skill alarms, or faith to defeat you. At my beck and call are the most powerful forces the world has seen—the flame and fury of dragons!"

—Tatiana, a dragonfire adept

Whether they are bold champions defending the weak and downtrodden, or merciless raiders seeking might and riches, dragonfire adepts are imposing figures who command the magic of dragonkind.

Able to call upon a dragon's fiery breath and augment themselves with spell-like abilities, dragonfire adepts have access to powers normally beyond the reach of humanoids. Dragonfire adepts have no arcane or divine magic, nor are they masters of martial prowess.

Instead, they draw upon a direct link with the nature of draconic existence, infusing their soul with the raw magic of dragons.

The most obvious incarnation of this link is their breath weapon, but as they gain experience, dragonfire adepts

learn powerful invocations that allow them to access different draconic abilities.

Cunning, hearty, and learned, dragonfire adepts can be warleaders or sages with equal ease.

A dragonfire adept is a student devoted to understanding the ways of dragons and emulating them.

Evil dragonfire adepts are cruel tyrants who impose their will on others, seeking to control land, build strongholds, and amass vast treasures.

Good dragonfire adepts are champions of justice and freedom, using their powers to aid others.

Like a sorcerer, a dragonfire adept gains new powers automatically as she rises in level, tapping ever deeper into the draconic magic in her soul.

Unlike a sorcerer, however, a dragonfire adept manifests this magic not in the form of spells, but as invocations that emulate draconic powers.

MAKING A DRAGONFIRE ADEPT

A dragonfire adept is a flexible character, able to provide support in combat and aid her allies directly or indirectly. While she lacks the capacity of a fighter or wizard for dealing damage, she is more resistant to magical effects and can use her abilities to make her comrades more effective.

Abilities: Constitution is critical to a dragonfire adept; it makes her more resilient and affects how well targets can resist her breath weapon attacks.

Charisma, her second most important ability, impacts the effectiveness of her invocations.

Of course, Dexterity is useful for any character in combat, but this is especially true for a dragonfire adept.

She lacks skill with heavy armor, and her magic focuses on offense over defense.

Worse, a dragonfire adept has limited range with her breath weapon attacks, forcing her to move closer to combat than a typical arcane spellcaster.

A high Dexterity helps mitigate these various defensive drawbacks.

Races: Most dragonfire adepts are humans, elves, or half-elves, since the study of dragonkind is not unlike the study of arcane magic.

A surprising number of half-orcs also become dragonfire adepts, seeking either to find a place for themselves or to create one through force.

Dwarves are rarely dragonfire adepts because of their ancient enmity with dragonkind.

Most halflings and gnomes lack the burning drive needed to take this class.

Alignment: A dragonfire adept can be of any alignment, though her choice has a strong impact on which dragons she can associate with.

Dragonfire adepts often act similarly to dragons of the same alignment; for example, chaotic evil adepts are rapacious hunters of treasure and power, and lawful good adepts are noble defenders of a selected group or territory.

Alignment can also influence a dragonfire adept's choice of affinity when taking the Draconic Heritage feat (see page 17), though no game rule restricts this choice.

For example, a lawful good dragonfire adept can select red dragons when taking this feat.

Neutral dragonfire adepts are rare, but evil, good, lawful, and chaotic representatives are equally common.

The urge to delve into the mysteries of draconic energies comes more easily to those who have strong beliefs and wish to actively pursue them.

Starting Gold: 2d4×10 (50 gp).
Starting Age: As paladin (PH 109).

CLASS SKILLS

(4 + Int modifier per level, ×4 at 1st level): Appraise, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Intimidate, Jump, Knowledge (all skills, taken individually), Listen, Search, Sense Motive, Speak Language, Spellcraft, Spot, Use Magic Device.

CLASS FEATURES

All of the following are class features of the dragonfire adept.

Weapon and Armor Proficiency: Dragonfire adepts are proficient with simple weapons, but not with armor or shields.

Like arcane spellcasters, a dragonfire adept wearing armor or using a shield incurs a chance of arcane spell failure (all invocations have somatic components).

Invocations: A dragonfire adept has a repertoire of attacks, defenses, and other abilities known as draconic invocations, which allow her to focus the draconic energy that suffuses her soul.

A dragonfire adept can use any invocation she knows at will.

A dragonfire adept's invocations are spell-like abilities: using an invocation is therefore a standard action that provokes attacks of opportunity.

To avoid provoking such attacks, a dragonfire adept can use an invocation defensively by making a successful Concentration check.

An invocation can be disrupted, just as a spell can be ruined during casting.

If a dragonfire adept is hit by an attack while invoking, she is entitled to a Concentration check to successfully use the invocation, just as a spellcaster would be.

Her invocations are subject to spell resistance unless an invocation's description specifically states otherwise.

A dragonfire adept's caster level with her invocations is equal to her class level.

She can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

If an invocation allows a saving throw, its DC is 10 + the equivalent spell level + the dragonfire adept's Cha modifier. Since spell-like abilities are not spells, a dragonfire adept cannot benefit from the Spell Focus feat or from draconic

feats that let her convert or spend an arcane spell slot to produce some other effect.

She can.

however, benefit from the Ability Focus feat (MM 303), as well as from feats that emulate metamagic effects for spell-like abilities.

The four grades of draconic invocations, in order of their relative power, are least, lesser, greater, and dark.

A 1st-level dragonfire adept begins with knowledge of one least invocation, gaining access to more invocations and higher grades as she attains levels.

At any level when a dragonfire adept learns a new invocation, she can also replace an invocation she already knows with another invocation of the same or lower grade. See Draconic Invocations, below, for a list of available invocations.

Unlike other spell-like abilities, draconic invocations are subject to arcane spell failure chance as described under Weapon and Armor Proficiency, above.

Finally, just like warlocks (see *Complete Arcane*), dragonfire adepts can qualify for some prestige classes usually intended for spellcasters.

For details, see the Dragonfire Adepts and Prestige Classes sidebar on page 24.

Breath Weapon (Su): At 1st level, you gain a breath weapon that you can use at will as a standard action.

Each time you use your breath weapon, you can choose whether it takes the form of a 15-foot cone or a 30-foot line. This breath weapon deals 1d6 points of fire damage; a successful Reflex save (DC 10 + 1/2 your class level + your Con modifier) halves the damage.

As you gain levels, your breath weapon's damage increases, as shown on Table 2–1.

You are immune to the effect of your own breath weapon (but not to other breath weapons that produce similar effects, even those of other dragonfire adepts).

At 10th level, your cone-shaped breath weapon's range doubles to 30 feet, and your line-shaped breath weapon's range doubles to 60 feet.

Dragontouched: At 1st level, you gain Dragontouched (see page 18) as a bonus feat.

Breath Effect: At 2nd, 5th, 10th,

12th, 15th, and 20th level, you can select one of the breath effects in Table 2–2: Dragonfire Adept Breath Effects for which you meet the minimum level prerequisite.

TABLE 2–2: DRAGONFIRE ADEPT BREATH EFFECTS

Minimum Level	Breath Effect	Benefit
2nd	Frost Breath	Cone-shaped breath weapon deals cold damage
2nd	Lightning Breath	Line-shaped breath weapon deals electricity damage
2nd	Sickenng Breath	Cone-shaped breath weapon sickens creatures
5th	Acid Breath	Breath weapon deals acid damage
5th	Shaped Breath	Create safe zones in your breath weapon's area
5th	Slow Breath	Cone-shaped breath weapon slows creatures
5th	Weakening Breath	Cone-shaped breath weapon imposes –6 penalty to Strength
10th	Cloud Breath	Breath weapon can take form of 20-foot radius cloud
10th	Enduring Breath	Breath weapon deals damage over 2 rounds
10th	Sleep Breath	Cone-shaped breath weapon puts weak creatures to sleep
10th	Thunder Breath	Cone-shaped breath weapon deals sonic damage
15th	Discorporating Breath of Bahamut	Line-shaped breath weapon deals double damage, disintegrates creatures
15th	Force Breath	Line-shaped breath weapon deals force damage
15th	Paralyzing Breath	Cone-shaped breath weapon paralyzes creatures for 1 round
15th	Fivefold Breath of Tiamat	Breathe five different breath weapons simultaneously

These breath effects can alter your breath weapons damage type or area, or apply a condition to targets in place of damage.

Each time you use your breath weapon, you can choose to apply any one breath effect that you know.

The chosen effect either replaces the normal fire damage dealt by your breath weapon or replaces the standard area of your breath weapon.

Some effects can be applied only to a cone-shaped breath weapon, and others only to a line-shaped breath weapon. You can't apply more than one breath effect to your breath weapon unless the effect specifically states otherwise.

Also, you can't apply the same breath effect to your breath weapon in two consecutive rounds (though you still can use your normal fire breath weapon every round).

See page 77 in Chapter 3: Draconic Magic for full descriptions of the breath effects.

Scales (Ex): At 2nd level, your skin becomes thick and scaly, granting you a +2 bonus to your natural armor.

The scales can be of any color or metallic hue; they are often (but not always) of a draconic hue that matches your outlook and alignment.

This bonus improves to +3 at 8th level, to +4 at 13th level, and to +5 at 18th level.

If you already have a natural armor bonus, use the higher of the two values.

Dragonkin (Ex): At 4th level, you gain a +4 competence bonus on Diplomacy checks made to influence the attitude of dragons or creatures of the dragonblood subtype (see page 4).

You are treated as a dragon for the purpose of determining whether frightful presence can affect you.

Damage Reduction (Ex): At 6th level, you gain damage reduction 2/magic.

At 16th level, this improves to damage reduction 5/magic.

Immunities (Ex): At 19th level, you gain immunity to paralysis and sleep.

DRACONIC INVOCATIONS

Each draconic invocation falls into one of four grades: least, lesser, greater, or dark.

These invocations are briefly described below.

See Chapter 3: Draconic Magic for full descriptions.

LEAST INVOCATIONS

Aquatic Adaptation: Breathe and use breath weapon underwater; gain swim speed.

Beguiling Influence: Gain bonus on Bluff, Diplomacy, and Intimidate checks.

Breath of the Night: Create a *fog cloud* as the spell.

Darkness: Create *darkness* as the spell.

Deafening Roar: Cone of sound deafens creatures.

Draconic Knowledge: Gain bonus on Knowledge and Spellcraft checks.

Endure Exposure: Use *endure elements* as the spell; target gains immunity to your breath weapon.

Magic Insight: Detect magical auras; identify magic items.

Scalding Gust: Use *gust of wind* as the spell; any creature in area takes fire damage equal to your level.

See the Unseen: Gain darkvision; gain *see invisibility* as the spell.

LESSER INVOCATIONS

Charm: Cause a single creature to regard you as a friend.

Draconic Flight: Sprout wings and fly at good maneuverability; fly longer overland.

Energy Resistance: Gain resistance 10 to acid, cold, electricity, fire, or sonic damage.

Enthralling Voice: Enthrall nearby creatures.

Frightful Presence: Make nearby creatures shaken.

Humanoid Shape: Take the form of any humanoid creature.

Voidsense: Gain blindsense 30 feet.

Voracious Dispelling: Use *dispel magic* as the spell, dealing damage to creatures whose effects are dispelled.

Walk Unseen: Use *invisibility* (self only) as the spell.

GREATER INVOCATIONS

Aura of Flame: Aura deals fire damage to creatures that strike you.

Baleful Geas: A single creature becomes your servant, but slowly sickens and dies.

Chilling Fog: Create *solid fog* that deals cold damage.

Devour Magic: Use targeted *greater dispel* innate with a touch and gain temporary hit points based on the level of the spell successfully dispelled.

Draconic Toughness: Gain temporary hit points equal to your level.

Terrifying Roar: Use *fear* as the spell; creatures shaken by effect can't attack you.

Wingstorm: Create powerful gusts of wind with your invocation-granted wings.

DARK INVOCATIONS

Draconic Flight, Greater: Sprout wings and fly at perfect maneuverability; gain overland speed.

Energy Immunity: Gain immunity to acid, cold, electricity, fire, or sonic damage.

Instill Vulnerability: Make target creature vulnerable to specified energy type.

Perilous Veil: Use *veil* as the spell; anyone succeeding on Will save to negate the illusion takes damage.

PLAYING A DRAGONFIRE ADEPT

You are a student of what is arguably the oldest and most powerful force any mortal can manipulate—the fiery breath of dragons.

Remember the nobility and grace of the forces you seek to understand, and act in all ways as you would expect a dragon to act.

You are fierce as a friend, terrible as a foe, and confident in all actions.

You see the value of treasure, but refuse to be defined or slowed down by what you own.

The only improvement worth your time is self-improvement, and you take any opportunity to test yourself against the challenges of the world.

You are steadfast in your goals, never allowing your quest for dragonlike powers to eclipse what you want to do with those powers.

Your goals are both simple and grand, requiring years or even a lifetime of work—eliminating one entire race of foes, ruling your own kingdom, founding your own school or community, righting an ancient wrong, being acknowledged by true dragons as one of their kind, and so on.

Nothing less is worthy of your time.

RELIGION

Most likely, you don't pay much attention to religion, focusing more on dragons than deities.

If you do have religious tendencies, you're drawn to the same gods as sorcerers: Wee Jas, Vecna, and Boccob.

Dragon deities, including Bahamut and Tiamat, are also popular choices, and you're willing to worship them even in lands where few others do so.

OTHER CLASSES

You value study, discipline, and raw power.

You get along well with spellcasters of all kinds, especially bards and druids, whom you see as delving into the essence of music or nature much as you delve into the essence of breath weapons.

You're similarly impressed with the skill shown by monks and fighters, who have devoted themselves to mastering styles of combat and self-improvement.

In fact, you're tolerant of all classes, as long as members of those classes show you respect and have compatible alignments.

COMBAT

You are best served by hitting your foes first and keeping your distance from them.

More resilient than a sorcerer, you still lack the defensive power of spellcasters or the armor of fighters, making you vulnerable (especially in melee).

However, you need not move close to a foe to deal damage, and you can often catch multiple targets in a breath weapon attack.

You are a heavy hitter in your party, but you depend on allies to keep foes from closing with you or focusing on you with ranged attacks.

As you advance, you are well served to invest in breath effects and invocations that have an effect other than dealing damage.

If you can't drop a foe in one or two attacks, you can use Sickening Breath, Slow Breath, the *frightful presence* invocation, or the like to make your opponent less dangerous in a prolonged fight.

ADVANCEMENT

You have spent your life trying to learn the secrets of a race older and more powerful than your own.

This interest in dragons is more than academic—it has been the motivating force for years of difficult study, practice, and experimentation.

Perhaps a dragon's breath weapon once destroyed your home or killed a loved one, and you vowed to gain control of the power that ruined your life.

Or perhaps a good dragon used its breath weapon to eliminate an entire horde that otherwise would have raided your homeland.

Whatever the case, since the day you first set foot on this path, you've worked to master a magic that is more primal than spells and more likely to provide defense than training with shields and armor.

The invocations you choose strongly shape your abilities.

You are heavily invested in combat prowess as a result of the confrontational nature of breath weapons, but you have some flexibility in how you develop your power.

If you choose only offensive invocations, you will have few defenses and limited versatility beyond combat, but you'll be devastating even in situations when your breath weapon is not a strong tactical choice.

If you focus on other invocations, you will have more options outside a fight, but you might have only area attacks that could accidentally hurt a friend, or you might lack the elemental damage type needed to harm a particular foe.

HUMAN DRAGONFIRE ADEPT STARTING PACKAGE

Weapons: Morningstar (1d8, crit ×2, 6 lb., one-handed, bludgeoning and piercing).

Light crossbow (1d8, crit 19–20 ×2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Appraise	4	Int	—
Bluff	4	Cha	—
Diplomacy	4	Cha	—
Intimidate	4	Cha	—
Knowledge (arcana)	4	Int	—
Knowledge (nature)	4	Int	—
Knowledge (the planes)	4	Int	—
Knowledge (religion)	4	Int	—
Spot	4	Wis	—

Feat: Ability Focus (breath weapon).

Bonus Feats: Dragonouched (class), Improved Initiative (race).

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, quiver with 20 bolts, hooded lantern, 3 pints of oil.

Gold: 1d4 gp.

DRAGONFIRE ADEPTS IN THE WORLD

"Tatiana is effective, devoted, and loyal, but she's disturbing.

Dedicating yourself wholeheartedly to becoming something better, that I understand.

Dedicating yourself to becoming something inhuman—that I don't."

—Ember, human monk

Dragonfire adepts allow players to take the roles of dragons without eclipsing other characters.

A dragonfire adept can serve as a wise sage, a heavy-hitting source of mystic damage, or a crafty ally who confuses and weakens foes with invocations and breath effects.

Though its primary abilities are based on familiar game mechanics, this class gives players new options without making other classes obsolete.

It also brings dragons to the fore in a campaign, which gives players and Dungeon Masters alike new opportunities.

DAILY LIFE

Dragonfire adepts divide their time between practicing the power of their breath weapon, undertaking study of their arcane invocations, and working to build a strong base of allies and friends.

Good-aligned dragonfire adepts defend the weak and frightened, bringing the power of dragons to the aid of those in need.

Evil dragonfire adepts chase after more treasure and more power, not caring who they harm in the process.

Dragonfire adepts of all alignments remain alert for new sources of draconic lore and investigate likely leads or promising instructors.

NOTABLES

Dragonfire adepts know they are constantly struggling to become more like a race other than their own, and they revere figures in history who accomplished this to an amazing degree.

Among these notables, dragonfire adepts most commonly speak of Gannon Darkheart and Vorelei Frilltips. Both rose to master the draconic arts so perfectly that they were accepted by true dragons as equals, though not without trials and setbacks.

Gannon was a human of draconic heritage, the blood of black dragons having mixed into his family generations earlier.

Though born into the noble life, his avarice and wild temper made him an outcast, and he sought to become more dragonlike to punish his community for spurning him.

He had no concern for good or evil and willingly allied with any creature that could help him accomplish his goal. Though not actively evil, Gannon could not be trusted to keep his word or honor any deal or agreement he struck. He focused on the most damaging invocations and breath effects, charging heedlessly into battle under the assumption that he could kill any foe before it had a chance to seriously harm him.

Gannon earned his place beside true dragons after defeating the gold dragon Aghuty in single combat and taking its lair as his own.

He established a small kingdom from Aghuty's tower, slowly changing the surrounding territory into a dread marsh.

By contrast, Vorelei Frilltips began life poor and homeless on the streets of a large elf city, but she had an innate sense of fair play and concern for those in trouble.

Her bravery drew the attention of Gaulirden, a silver dragon living incognito in the city.

Gaulirden took her under his wing and raised her with his older children.

Constantly surrounded by dragons.

Vorelei learned their ways and assumed their powers as a means of helping the less fortunate.

She was responsible for destroying the Circle of Fire, a vile school for evil wizards, and she gave her life defending a town from a blackguard's army long enough for the innocent to escape.

After she fell, a council of good dragons buried her as one of their own, granting her in death an honor she never asked for in life.

If dragonfire adepts are a new element of your campaign, the stories of these notables might refer to legends from the ancient past or tales of dragonfire adepts on other worlds. They could also exist as allegories—stories of fictional figures that all dragonfire adepts use to explore their philosophies and beliefs.

NPC REACTIONS

The reactions dragonfire adepts receive from communities are directly tied to how those cultures regard dragons and those who wish to emulate them.

Residents who have suffered under the ravages of evil dragons are often fearful of—or hostile to—anyone who walks into town and lights a fireplace with a breath weapon, no matter her alignment.

In places where dragons are seen as defenders, or at least neutral sages, dragonfire adepts are more likely to be received as great manipulators of magic similar to sorcerers. Kingdoms in which dragonfire adepts are common are often more savvy in their dealings with the class.

Races: Dwarves are extremely suspicious of dragonfire adepts, viewing them as two-legged versions of the greedy, treasure-loving monsters that often raid their settlements. They are especially doubtful of dwarf dragonfire adepts, who are seen as traitors to their own race.

Other Classes: Sorcerers are drawn strongly to dragonfire adepts because the two classes share a primal link to dragonkind.

Monks, however, are often puzzled, branding dragonfire adepts as fools who seek to become something that is at best freakish and at worst monstrous.

DRAGONFIRE ADEPT LORE

Characters with ranks in Knowledge (arcana) can research dragonfire adepts to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Dragonfire adepts are manipulators of arcane power who focus on breath weapon abilities.

DC 15: Dragonfire adepts access draconic magic not through the mystic spells of sorcerers but through invocations that give them dragonlike power.

Despite this strong connection to magic, they are not spellcasters.

DC 20: Dragonfire adepts can do things with breath weapons that even dragons can't match, allowing them to harm, hamper, or demoralize foes with a range of line and cone effects.

DRAGONFIRE ADEPTS IN THE GAME

As bottomless sources of arcane damage, dragonfire adepts serve roles similar to those of sorcerers and fighters, though they duplicate the abilities of neither.

They also contribute to overall party support, as do bards and clerics, though this is not their primary role.

The class should suit players who dislike the bookkeeping that comes with spellcasters but still want to experiment with arcane options and work with other characters to bring down particularly formidable foes.

Though the dragonfire adept class is not more powerful than other standard classes, it allows characters to forge a close connection to one of the most popular elements of the game—dragons.

Even if a dragonfire adept never faces other draconic foes, the player gets to call on dragonlike abilities often enough to feel important and special.

The DM should make sure that NPCs occasionally react to a character who commands the breath weapon of a dragon with the respect and awe the player is likely to expect.

Generally, dragonfire adepts act similarly to dragons of the same alignment, but they often display the concerns and biases of their own race as well.

An elf dragonfire adept can be found defending the forest home of his ancestors, or a half-orc dragonfire adept leading a raiding party into human territories.

Rather than devote their lives purely to the draconic, they add their desire to prove their dragonlike nature on top of more typical concerns.

ADAPTATION

With some work, it's possible to link dragonfire adepts to other powerful mythic creatures instead.

Any beast with a breath weapon and a tie to arcane magic can replace the dragon, allowing for winter wolf adepts or similar variants.

The class can also be adapted to elemental powers, making them closely related to genies or elemental outsiders.

TABLE 2-1: THE DRAGONFIRE ADEPT

HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Draconic Invocations Known
1st	+0	+2	+0	+2	Breath weapon 1d6, Dragontouched, least invocations	1
2nd	+1	+3	+0	+3	Breath effect, scales +2	1
3rd	+1	+3	+1	+3	Breath weapon 2d6	2
4th	+2	+4	+1	+4	Dragonkin	2
5th	+2	+4	+1	+4	Breath weapon 3d6, breath effect	2
6th	+3	+5	+2	+5	Damage reduction 2/magic, lesser invocations	3
7th	+3	+5	+2	+5	Breath weapon 4d6	3
8th	+4	+6	+2	+6	Scales +3	4
9th	+4	+6	+3	+6	Breath weapon 5d6	4
10th	+5	+7	+3	+7	Breath weapon range doubles, breath effect	4
11th	+5	+7	+3	+7	Breath weapon 6d6, greater invocations	5
12th	+6/+1	+8	+4	+8	Breath effect	5
13th	+6/+1	+8	+4	+8	Scales +4	6
14th	+7/+2	+9	+4	+9	Breath weapon 7d6	6
15th	+7/+2	+9	+5	+9	Breath effect	6
16th	+8/+3	+10	+5	+10	Damage reduction 5/magic, dark invocations	7
17th	+8/+3	+10	+5	+10	Breath weapon 8d6	7
18th	+9/+4	+11	+6	+11	Scales +5	8
19th	+9/+4	+11	+6	+11	Immunities	8
20th	+10/+5	+12	+6	+12	Breath weapon 9d6, breath effect	8

DRAGONFIRE ADEPTS AND PRESTIGE CLASSES

Dragonfire adepts benefit in a specific way from prestige classes that have a level advancement benefit of "+1 level of existing arcane spellcasting class" or "+1 level of existing spellcasting class." A dragonfire adept taking levels in such a prestige class does not gain any other benefits of that level increase, but she does gain an increased caster level when using her invocations and increased damage with her breath weapon. Levels of prestige classes that provide +1 level of spellcasting effectively stack with the dragonfire adept's level to determine her breath

weapon damage and save DC. She also gains new invocations at each prestige class level as though she had risen a level in the dragonfire adept class.

A dragonfire adept cannot qualify for prestige classes (or other game options) with spellcasting level requirements, because she never actually learns to cast spells. However, prestige classes with caster level requirements are allowed—her caster level for her invocations fulfills this requirement. Her spell-like abilities do meet requirements for specific spell knowledge if they mimic the required spell.

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ADEPT

Some tribal societies or less sophisticated regions don't have the resources to train wizards and clerics. Reflecting a lesser knowledge of magic yet an intriguing combination of arcane and divine skills, the adept serves these cultures as both wise woman (or holy man) and mystical defender.

Adepts can be found in isolated human, elf, dwarf, gnome, and halfling communities but are most prevalent among more bestial humanoid and giant species such as orcs, goblins, gnolls, bugbears, and ogres.

Hit Die: d6.

CLASS SKILLS

The adept's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Scribe (Int, exclusive skill), Spellcraft (Int), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the adept NPC class.

Weapon and Armor Proficiency: Adepts are skilled with all simple weapons.

Adepts are not proficient with any type of armor nor with shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spells: An adept casts divine spells.

She is limited to a certain number of spells of each spell level per day, according to her class level.

Like a cleric, an adept may prepare and cast any spell on the adept list, provided she can cast spells of that level.

Like a cleric, she prepares her spells ahead of time each day (see page 156 in Chapter 10: Magic in the *Player's Handbook*).

The DC for a saving throw against an adept's spell is $10 + \text{spell level} + \text{the adept's Wisdom modifier}$.

Adepts, unlike wizards, do not acquire their spells from books or scrolls, nor prepare them through study. Instead, they meditate or pray for their spells, receiving them as divine inspiration or through their own strength of faith.

Each adept must choose a time each day at which she must spend an hour in quiet contemplation or supplication to regain her daily allotment of spells.

Time spent resting has no effect on whether an adept can prepare spells.

When the adept gets 0 spells of a given level (see Table 2-17: The Adept), she gets only bonus spells for that spell slot. An adept without a bonus spell for that level cannot yet cast a spell of that level.

Bonus spells are based on Wisdom.

Each adept has a particular holy symbol (as a divine focus) depending on the adept's magical tradition.

Familiar: At 2nd level, an adept can call a familiar, just like a sorcerer or wizard can.

See the section on familiars in the *Player's Handbook* (page 51) for more information.

STARTING GEAR

2d4×10 gp worth of equipment.

ADEPT SPELL LIST

Adepts choose their spells from the following list:

TABLE 2-17: THE ADEPT

NPC	Base	Fort	Ref	Will
Level	Attack Bonus	Save	Save	Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+1	+1	+1	+3
4th	+2	+1	+1	+4
5th	+2	+1	+1	+4
6th	+3	+2	+2	+5
7th	+3	+2	+2	+5
8th	+4	+2	+2	+6
9th	+4	+3	+3	+6
10th	+5	+3	+3	+7
11th	+5	+3	+3	+7
12th	+6/+1	+4	+4	+8
13th	+6/+1	+4	+4	+8
14th	+7/+2	+4	+4	+9
15th	+7/+2	+5	+5	+9
16th	+8/+3	+5	+5	+10
17th	+8/+3	+5	+5	+10
18th	+9/+4	+6	+6	+11
19th	+9/+4	+6	+6	+11
20th	+10/+5	+6	+6	+12

ARISTOCRAT

Aristocrats are usually educated, wealthy individuals born into high position.

Aristocrats are not only the well-born, but also the wealthy or politically influential people in the world.

They are given the freedom to train in the fields of their choice, for the most part, and to travel widely.

With access to all the best goods and opportunities, many aristocrats become formidable individuals.

Some even go on adventures with fighters, wizards, and other classes, although usually such activities are nothing more than a lark.

The aristocrat might offer potential as a PC class.

They have an impressive selection of skills and respectable combat training.

Being an aristocrat, however, isn't so much a choice as a position you're born into.

Characters cannot take aristocrat as a multiclass unless aristocrat is the class chosen first.

0 level—create water, cure minor wounds, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic.

1st level—bless, burning hands, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep.

2nd level—aid, animal trance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, endurance, invisibility, mirror image, resist elements, see invisibility, web.

3rd level—animate dead, bestow curse, contagion, continual flame, cure serious wounds, daylight, deeper darkness, lightning bolt, neutralize poison, remove curse, remove disease, tongues.

4th.

level—cure critical wounds, minor creation, polymorph other, polymorph self, restoration, stoneskin, wall of fire.

5th level—break enchantment, commune, heal, major creation, raise dead, true seeing, wall of stone.

Special	Spells per Day					
	0	1st	2nd	3rd	4th	5th
Summon familiar	3	1	—	—	—	—
	3	1	—	—	—	—
	3	2	—	—	—	—
	3	2	0	—	—	—
	3	2	1	—	—	—
	3	2	1	—	—	—
	3	3	2	—	—	—
	3	3	2	0	—	—
	3	3	2	1	—	—
	3	3	2	1	—	—
	3	3	3	2	—	—
	3	3	3	2	0	—
	3	3	3	2	1	—
	3	3	3	2	1	—
	3	3	3	3	2	—
	3	3	3	3	2	0
	3	3	3	3	2	1
	3	3	3	3	2	1
	3	3	3	3	3	2
	3	3	3	3	3	2

Mostly, the DM should reserve the courtiers.

Hit Die: d8.

CLASS SKILLS

The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Read Lips (Int, exclusive skill), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

The following is a class feature of the aristocrat NPC class. Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

STARTING GEAR

6d8×10 gp worth of equipment.

TABLE 2-1: THE ARISTOCRAT

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

COMMONER

The common folk farm the fields, staff the shops, build the homes, and produce (and transport) the goods in the world around the adventurers.

Commoners usually have no desire to live the wandering, dangerous life of an adventurer and possess none of the skills needed to undertake the challenges adventurers must face.

Commoners are skilled in their own vocations and make up the majority of the population.

Player characters should not be commoners, since commoners make poor adventurers.

Instead, the commoner class should be reserved for everyone who does not qualify for any other class.

Hit Die: d4.

CLASS SKILLS

The commoner's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Listen (Wis), Profession (Int), Ride (Dex), Spot (Wis), Swim (Str), and Use Rope (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

The following is a class feature of the commoner NPC class.

Weapon and Armor Proficiency: The commoner is proficient with one simple weapon.

He is not proficient with weapons, armor, or shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

STARTING GEAR

5d4 gp worth of equipment.

TABLE 2-19: THE COMMONER

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+0
2nd	+1	+0	+0	+0
3rd	+1	+1	+1	+1
4th	+2	+1	+1	+1
5th	+2	+1	+1	+1
6th	+3	+2	+2	+2
7th	+3	+2	+2	+2
8th	+4	+2	+2	+2
9th	+4	+3	+3	+3
10th	+5	+3	+3	+3
11th	+5	+3	+3	+3
12th	+6/+1	+4	+4	+4
13th	+6/+1	+4	+4	+4
14th	+7/+2	+4	+4	+4
15th	+7/+2	+5	+5	+5
16th	+8/+3	+5	+5	+5
17th	+8/+3	+5	+5	+5
18th	+9/+4	+6	+6	+6
19th	+9/+4	+6	+6	+6
20th	+10/+5	+6	+6	+6

EXPERT

Experts operate as craftsfolk and professionals in the world. They normally do not have the inclination or training to be adventurers, but they are capable in their own field.

The skilled blacksmith, the astute barrister, the canny merchant, the educated sage, and the master shipwright are all experts.

Potentially, the expert could make a PC-worthy class choice, but only for those players willing to create a character focused in something other than traditional adventuring careers.

Experts have a vast number of skills.

Most towns and communities have at least a few experts in various fields.

DMs should use the expert class for NPCs such as elite craftsfolk, experienced merchants, seasoned guides, wily sailors, learned sages, and other highly skilled professions. Hit Die: d6.

CLASS SKILLS

The expert can choose any ten skills to be class skills.

One or two of these skills can be skills exclusive to some other class.

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: $(6 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $6 + \text{Int modifier}$.

CLASS FEATURES

The following is a class feature of the expert NPC class.

Weapon and Armor Proficiency: The expert is proficient in the use of all simple weapons and with light armor but not shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

STARTING GEAR

3d4×10 gp worth of equipment.

TABLE 2-20: THE EXPERT

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

WARRIOR

The warrior is a strong, stout combatant without the specialized training and finesse of a fighter, the survival and outdoor skills of the barbarian or ranger, or the sophistication and religious focus of a paladin.

The warrior is a straightforward and unsubtle opponent in a fight, but not an inconsiderable one.

Warriors are not as good as fighters, and thus PCs should be encouraged to avoid this class in favor of the standard combat-oriented ones given in the *Player's Handbook*.

Representing experience in fighting and related areas but not sophisticated training, warriors are common among the humanoids and giants (orcs, ogres, and so forth).

You should also use the warrior class for soldiers (although perhaps not for commanders or career soldiers), guards, local thugs, toughs, bullies, and even regular people who have learned to defend their homes with some ability.

Hit Die: d8.

CLASS SKILLS

The warrior's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

The following is a class feature of the warrior NPC class.

Weapon and Armor Proficiency: The warrior is proficient in the use of all simple and martial weapons and all armor and shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble, and that carrying heavy gear imposes a check penalty on Swim checks.

STARTING GEAR

3d4×10 gp worth of equipment.

TABLE 2-21: THE WARRIOR

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6/+1	+5	+2	+2
7th	+7/+2	+5	+2	+2
8th	+8/+3	+6	+2	+2
9th	+9/+4	+6	+3	+3
10th	+10/+5	+7	+3	+3
11th	+11/+6/+1	+7	+3	+3
12th	+12/+7/+2	+8	+4	+4
13th	+13/+8/+3	+8	+4	+4
14th	+14/+9/+4	+9	+4	+4
15th	+15/+10/+5	+9	+5	+5
16th	+16/+11/+6/+1	+10	+5	+5
17th	+17/+12/+7/+2	+10	+5	+5
18th	+18/+13/+8/+3	+11	+6	+6
19th	+19/+14/+9/+4	+11	+6	+6
20th	+20/+15/+10/+5	+12	+6	+6

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ADEPT

Some tribal societies or less sophisticated regions don't have the resources to train wizards and clerics.

Reflecting a lesser knowledge of magic yet an intriguing combination of arcane and divine skills, the adept serves these cultures as both wise woman (or holy man) and mystical defender.

Adepts can be found in isolated human, elf, dwarf, gnome, and halfling communities but are most prevalent among more bestial humanoid and giant species such as orcs, goblins, gnolls, bugbears, and ogres.

Hit Die: d6.

CLASS SKILLS

The adept's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the adept NPC class.

Weapon and Armor Proficiency: Adepts are skilled with all simple weapons.

Adepts are not proficient with any type of armor nor with shields.

Spells: An adept casts divine spells (the same type of spells available to the cleric, druid, paladin, and ranger), which are drawn from the adept spell list (see below).

Like a cleric, an adept must choose and prepare her spells in advance.

Unlike a cleric, an adept cannot spontaneously cast *cure* or *inflict* spells.

To prepare or cast a spell, an adept must have a Wisdom score equal to at least 10 + the spell level (Wis 10 for 0-level spells, Wis 11 for 1st-level spells, and so forth).

The Difficulty Class for a saving throw against an adept's spell is 10 + the spell level + the adept's Wisdom modifier.

Adepts, unlike wizards, do not acquire their spells from books or scrolls, nor do they prepare them through study.

Instead, they meditate or pray for their spells, receiving them as divine inspiration or through their own strength of faith.

Each adept must choose a time each day at which she must spend an hour in quiet contemplation or supplication to regain her daily allotment of spells.

Time spent resting has no effect on whether an adept can prepare spells.

Like other spellcasters, an adept can cast only a certain number of spells of each spell level per day.

Her base daily spell allotment is given on Table 4-2: The Adept.

In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1-1: Ability Modifiers and Bonus Spells, page 8 of the *Player's Handbook*).

When Table 4-2 indicates that the adept gets 0 spells per day of a given spell level (for instance, 0 2nd-level spells for a 4th-level adept), she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

Each adept has a particular holy symbol (as a divine focus) depending on the adept's magical tradition.

Summon Familiar: At 2nd level, an adept can call a familiar, just as a sorcerer or wizard can.

See the sidebar on page 52 of the *Player's Handbook* for more information.

STARTING GEAR

2d4×10 gp worth of equipment.

ADEPT SPELL LIST

Adepts choose their spells from the following list.

0 Level: *create water*, *cure minor wounds*, *detect magic*, *ghost sound*, *guidance*, *light*, *mending*, *purify food and drink*, *read magic*, *touch of fatigue*.

1st Level: *bless*, *burning hands*, *cause fear*, *command*, *comprehend languages*, *cure light wounds*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *endure elements*, *obscuring mist*, *protection from chaos*, *protection from evil*, *protection from good*, *protection from law*, *sleep*.

2nd Level: *aid*, *animal trance*, *bear's endurance*, *bull's strength*, *cat's grace*, *cure moderate wounds*, *darkness*, *delay poison*, *invisibility*, *mirror image*, *resist energy*, *scorching ray*, *see invisibility*, *web*.

3rd Level: *animate dead*, *bestow curse*, *contagion*, *continual flame*, *cure serious wounds*, *daylight*, *deeper darkness*, *lightning bolt*, *neutralize poison*, *remove curse*, *remove disease*, *tongues*.

4th Level: *cure critical wounds*, *minor creation*, *polymorph*, *restoration*, *stoneskin*, *wall of fire*.

5th Level: *baleful polymorph*, *break enchantment*, *commune*, *heal*, *major creation*, *raise dead*, *true seeing*, *wall of stone*.

TABLE 4-2: THE ADEPT

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						0	1st	2nd	3rd	4th	5th
1st	+0	+0	+0	+2		3	1	—	—	—	—
2nd	+1	+0	+0	+3	Summon familiar	3	1	—	—	—	—
3rd	+1	+1	+1	+3		3	2	—	—	—	—
4th	+2	+1	+1	+4		3	2	0	—	—	—
5th	+2	+1	+1	+4		3	2	1	—	—	—
6th	+3	+2	+2	+5		3	2	1	—	—	—
7th	+3	+2	+2	+5		3	3	2	—	—	—
8th	+4	+2	+2	+6		3	3	2	0	—	—
9th	+4	+3	+3	+6		3	3	2	1	—	—
10th	+5	+3	+3	+7		3	3	2	1	—	—
11th	+5	+3	+3	+7		3	3	3	2	—	—
12th	+6/+1	+4	+4	+8		3	3	3	2	0	—
13th	+6/+1	+4	+4	+8		3	3	3	2	1	—
14th	+7/+2	+4	+4	+9		3	3	3	2	1	—
15th	+7/+2	+5	+5	+9		3	3	3	3	2	—
16th	+8/+3	+5	+5	+10		3	3	3	3	2	0
17th	+8/+3	+5	+5	+10		3	3	3	3	2	1
18th	+9/+4	+6	+6	+11		3	3	3	3	2	1
19th	+9/+4	+6	+6	+11		3	3	3	3	3	2
20th	+10/+5	+6	+6	+12		3	3	3	3	3	2

ARISTOCRAT

Aristocrats are usually educated, wealthy individuals who were born into high position.

Aristocrats are the wealthy or politically influential people in the world.

They are given the freedom to train in the fields of their choice, for the most part, and often travel widely.

With access to all the best goods and opportunities, many aristocrats become formidable individuals.

Some even go on adventures with fighters, wizards, and members of other classes, although usually such activities are nothing more than a lark.

The aristocrat might work as a PC class, since it has an impressive selection of skills and respectable combat training.

Being an aristocrat, however, isn't so much a choice as a position you're born into.

An aristocrat cannot be a multiclass character unless his or her first level is in the aristocrat class.

Mostly, you should reserve the aristocrat class for rulers, their families, and their courtiers.

Hit Die: d8.

CLASS SKILLS

The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Survival (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

CLASS FEATURES

The following is a class feature of the aristocrat NPC class.

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

STARTING GEAR

6d8×10 gp worth of equipment.

TABLE 4-3: THE ARISTOCRAT

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

COMMONER

The common folk farm the fields, staff the shops, build the homes, and produce the goods in the world around the adventurers.

Commoners usually have no desire to live the dangerous life of an adventurer and none of the skills needed to undertake the challenges adventurers must face.

Commoners are skilled in their own vocations and make up the majority of the population.

Commoners make poor adventurers.

This class should be reserved for everyone who does not qualify for any other class.

Hit Die: d4.

CLASS SKILLS

The commoner's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Use Rope (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

The following is a class feature of the commoner NPC class.

Weapon and Armor Proficiency: The commoner is proficient with one simple weapon.

He is not proficient with any other weapons, nor is he proficient with any type of armor or shields.

STARTING GEAR

5d4 gp worth of equipment.

TABLE 4-4: THE COMMONER

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+0
2nd	+1	+0	+0	+0
3rd	+1	+1	+1	+1
4th	+2	+1	+1	+1
5th	+2	+1	+1	+1
6th	+3	+2	+2	+2
7th	+3	+2	+2	+2
8th	+4	+2	+2	+2
9th	+4	+3	+3	+3
10th	+5	+3	+3	+3
11th	+5	+3	+3	+3
12th	+6/+1	+4	+4	+4
13th	+6/+1	+4	+4	+4
14th	+7/+2	+4	+4	+4
15th	+7/+2	+5	+5	+5
16th	+8/+3	+5	+5	+5
17th	+8/+3	+5	+5	+5
18th	+9/+4	+6	+6	+6
19th	+9/+4	+6	+6	+6
20th	+10/+5	+6	+6	+6

EXPERT

Experts operate as craftsfolk and professionals in the world. They normally do not have the inclination or training to be adventurers, but they are capable in their own field.

The skilled blacksmith, the astute barrister, the canny merchant, the educated sage, and the master shipwright are all experts.

The expert could make a PC-worthy class choice, but only for those players willing to create a character focused on something other than a traditional adventuring career.

Experts have a vast range of skills.

Most towns and communities have at least a few experts in various fields.

DMs should use the expert class for NPCs such as elite craftsfolk, experienced merchants, seasoned guides, and other highly skilled professionals.

Hit Die: d6.

CLASS SKILLS

The expert can choose any ten skills to be class skills.

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: $(6 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $6 + \text{Int modifier}$.

CLASS FEATURES

The following is a class feature of the expert NPC class.

Weapon and Armor Proficiency: The expert is proficient in the use of all simple weapons and with light armor but not shields.

STARTING GEAR

3d4×10 gp worth of equipment.

TABLE 4-5: THE EXPERT

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

WARRIOR

The warrior is a strong, stout combatant without the specialized training and finesse of a fighter, the survival and outdoor skills of the barbarian or ranger, or the sophistication and religious focus of a paladin.

The warrior is a straightforward and unsubtle opponent in a fight, but a respectable one.

Warriors are not as good as fighters, and thus PCs should be encouraged to avoid this class in favor of the standard combat-oriented ones given in the *Player's Handbook*.

Representing experience in fighting and related areas but not sophisticated training, warriors are common among the humanoids and giants (orcs, ogres, and so forth).

You can also use the warrior class for soldiers (although perhaps not for commanders or career soldiers), guards, local thugs, toughs, bullies, and even regular people who have learned to defend their homes with some ability.

Hit Die: d8.

CLASS SKILLS

The warrior's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

The following is a class feature of the warrior NPC class.

Weapon and Armor Proficiency: The warrior is proficient in the use of all simple and martial weapons and all armor and shields.

STARTING GEAR

3d4×10 gp worth of equipment.

TABLE 4-6: THE WARRIOR

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6/+1	+5	+2	+2
7th	+7/+2	+5	+2	+2
8th	+8/+3	+6	+2	+2
9th	+9/+4	+6	+3	+3
10th	+10/+5	+7	+3	+3
11th	+11/+6/+1	+7	+3	+3
12th	+12/+7/+2	+8	+4	+4
13th	+13/+8/+3	+8	+4	+4
14th	+14/+9/+4	+9	+4	+4
15th	+15/+10/+5	+9	+5	+5
16th	+16/+11/+6/+1	+10	+5	+5
17th	+17/+12/+7/+2	+10	+5	+5
18th	+18/+13/+8/+3	+11	+6	+6
19th	+19/+14/+9/+4	+11	+6	+6
20th	+20/+15/+10/+5	+12	+6	+6

DUNGEONSCAPE (3.5)

FACTOTUM

"If anyone can do it, I can do it."

—Alerach Longseeker, half-elf factotum

It is foolhardy to explore a dungeon alone.

Those who attempt to do so quickly find that they lack the skills needed to get the job done.

Sometimes, this can happen in larger parties as well.

Enter the factotum, a new standard class, capable of mimicking the abilities of others and filling in when the need is greatest.

After a lifetime of work, few can claim even a fraction of the versatility that the factotum displays every day.

Skilled in nearly every art, factotums draw upon their lore to master almost any trade or ability for a brief period of time before other pursuits draw their attention.

Whereas bards use their general knowledge to aid others, factotums focus their abilities solely upon themselves.

Constantly on the hunt for new abilities and tricks, factotums eventually find the right tool to overcome practically any problem.

However, a factotum cannot go it alone.

He relies on sudden flashes of insight gleaned from his studies and the broad array of his experiences.

He might not be the best fighter or the mightiest spellcaster in a group, but when the party needs a stout warrior or an arcane spell, the factotum can provide it.

If you like having a trick up your sleeve, or if you want to have an answer to almost any problem, then the factotum is the class for you.

Your intellect bolsters your fighting ability, and your basic understanding of divine magic and arcane spells allows you to manipulate magical energy.

MAKING A FACTOTUM

As a factotum, you are a jack of all trades.

For short periods of time, you can stand in for almost any other member of the party.

Your intellect, training, and experiences allow you to bolster your efforts in almost any situation.

But your magical abilities are at best limited.

You can master potent spells, but your lack of formal training makes it difficult for you to use them more than once each day.

Furthermore, your understanding of magic is broad rather than deep.

Abilities: Intelligence is a factotum's most important ability.

Almost everything you do relies upon it.

You master so many areas of study because you have the keen mind needed to learn through observation and experience, rather than formal study.

When you fight, use a skill, or cast a spell, your Intelligence plays a role in your success.

Of course, Dexterity and Strength are useful, too.

When you cannot provide a cunning solution to a problem, you can heft an axe or fire a bow as well as a cleric.

Races: Factotums are commonly humans, halflings, and gnomes.

Those races are a natural fit because of their inquisitive nature, personal drive, and clever solutions to tough problems.

Longer-lived races, such as dwarves and elves, find a factotum's fickle nature to be a poor imitation of the true mastery that can be attained only through centuries of life. Due to their low Intelligence, half-orcs find the factotum class difficult to master, but some manage to make a name for themselves.

Alignment: Factotums can be of any alignment.

Some use their abilities for good, helping people in need and learning from the attendant challenges.

Other factotums view the world as a well that is rightfully theirs, and they take what they like from it.

Relying upon no one but themselves, these evil factotums steal and cheat to gain power and use their abilities to further their own ends.

The majority of factotums fall somewhere between these extremes.

They appreciate a stable, benevolent society, but they are too absorbed in travel and study to care much about others.

Factotums usually favor law over chaos; they love to find structure and insight in the topics they study.

Chaotic factotums are vagabonds and wanderers who experience life as it comes, believing that whatever topics happen to cross their paths are as good as any other.

Starting Gold: 6d4×10 gp (150 gp).

Starting Age: As wizard.

CLASS SKILLS

(6 + Int modifier per level, × 4 at 1st level): All.

Factotums have a huge repository of knowledge, allowing them to treat any skill as a class skill.

CLASS FEATURES

You can fill almost any role in the party, but you typically do so only on a temporary basis.

If Jozan the cleric suffers a grievous injury, you can provide some healing until he recovers.

If mighty Tordek is paralyzed, you can draw your weapon and hold the line for a few rounds.

When a troll lurches into view, you can cast an acid spell if Mialea did not prepare one.

However, you can pull off such tricks only for a limited time each day.

The key to succeeding as a factotum lies in identifying what the group needs at a given moment and filling that need.

Weapon and Armor Proficiency: A factotum is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

Because he uses spells as if they were spell-like abilities, a factotum can wear armor without incurring the normal arcane spell failure chance.

A multiclass factotum still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Inspiration: The factotum is a dabbler, a professional explorer who plunders a wide variety of fields to find the tools he needs to survive.

He reads through tomes of arcane magic to gain a basic understanding of spells.

He offers prayers to a variety of deities to gain their blessings.

He observes warrior stances and exercises to understand the art of fighting.

But while a factotum learns many paths, he masters none of them.

Rather than train in a given field, he masters all the basics and manages to pull out something useful when the situation is desperate enough.

To represent this seemingly random body of knowledge, a factotum gains inspiration points that he can spend to activate his abilities.

At the beginning of each encounter, he gains a number of inspiration points determined by his level (see Table 1-1).

Cunning Insight (Ex): Before making an attack roll, damage roll, or saving throw, you can spend 1 inspiration point to gain a competence bonus on the roll equal to your Intelligence modifier.

Cunning insight does not require an action, and you can use it as often as you wish during your turn or others' turns—provided that you have the inspiration points to spend.

Because this ability provides a competence bonus, it does not stack with itself.

Cunning Knowledge (Ex): When making a check involving a skill in which you have at least 1 rank, you can spend 1 inspiration point to gain a bonus on the check equal to your factotum level.

You can use this ability once per day for a particular skill. For example, if you use cunning knowledge to gain a bonus on a Hide check, you cannot use the ability to improve other Hide checks for the rest of the day, though you can use it on different skills.

Trapfinding (Ex): You can use the Search skill to locate traps with a DC higher than 20, and you can use Disable Device to bypass a trap or disarm magic traps.

See the rogue class feature (PH 50).

Arcane Dilettante (Sp): At 2nd level, you acquire a vague understanding of magic.

You know that with a few weird hand gestures and an array of grunts and bizarre words, you can conjure up something that looks like a spell.

By spending 1 inspiration point, you can mimic a spell as a spell-like ability.

At the start of each day, choose a number of spells from the sorcerer/wizard spell list based on your factotum level.

You can choose one spell at 2nd level, and you gain additional spells as shown on Table 1-1.

The maximum level of spell you can use, according to your class level, is also shown on the table.

You can select any sorcerer/wizard spell up to that level, but you can prepare only one spell of your maximum level. Your caster level equals your level in this character class. The Difficulty Class for a saving throw against your spell is 10 + the spell level + your Int modifier.

Once you have used a spell, you cannot use it again until you have rested for 8 hours.

After resting for this time, you choose new spells and lose any unused spells from the previous day, though you can select the same spell on consecutive days.

You cannot prepare the same spell multiple times to use it more than once during the same day.

You cannot use spells that require an XP cost.

You must otherwise provide the necessary material components as normal.

If you wish to enhance a spell with a metamagic feat, you must apply the feat when you prepare the spell.

In addition, you must be capable of using a spell of the modified spell's level.

Brains over Brawn (Ex): At 3rd level, you gain your Intelligence bonus as a modifier on Strength checks, Dexterity checks, and checks involving skills based on Strength or Dexterity, such as Hide, Climb, and Jump.

Cunning Defense (Ex): You study your opponents and learn to anticipate their attacks.

Starting at 3rd level, you can spend 1 inspiration point to gain your Intelligence bonus as a dodge bonus to Armor Class against one opponent for 1 round.

Using this ability is a free action.

You gain this benefit even while wearing medium or heavy armor.

You can use this ability multiple times to gain a bonus against different opponents, but you cannot use it more than once during your turn against a single foe.

Cunning Strike (Ex): With a quick study of a vulnerable opponent's defenses, you can spot the precise area you need to hit to score a telling blow.

Starting at 4th level.

you can spend 1 inspiration point to gain 1d6 points of sneak attack damage.

You must spend the inspiration point to activate this ability before making the attack roll.

When determining if you can use sneak attack against a target that has uncanny dodge, use your factotum level as your rogue level.

Opportunistic Piety (Su): Factotums are legendary for the number of holy symbols, lucky trinkets, and blessed items they keep handy.

As the saying goes, there are no atheists in the dungeon.

Starting at 5th level, you can spend 1 inspiration point to channel divine energy as a standard action.

You can use this energy to heal injuries, harm undead, or turn undead.

At 5th level, you can use this ability a number of times per day equal to 3 + your Wisdom bonus (if any).

You gain one extra daily use of this ability at 10th level, 15th level, and 20th level.

You cannot use opportunistic piety if you have exhausted your daily uses, even if you have inspiration points left to spend.

If you use this ability to heal injuries, you channel positive energy to heal a living creature of a number of points of damage equal to twice your factotum level + your Int modifier.

The energy will also deal the same amount of damage to undead targets.

If you use this ability to turn undead, you act as a cleric of a level equal to your factotum level.

No matter what your alignment, you cannot control undead—your understanding of divine magic is too rudimentary.

Cunning Surge (Ex): Starting at 8th level, you learn to push yourself when needed.

By spending 3 inspiration points, you can take an extra standard action during your turn.

Cunning Breach (Su): Starting at 11th level, your broad knowledge allows you to study an opponent and gain a brief flash of insight to breach her defenses.

By spending 2 inspiration points as a free action, you can ignore a single target's spell resistance and damage reduction for 1 round.

The target automatically fails any spell resistance check that she attempts to avoid your spell.

Cunning Dodge (Ex): Starting at 13th level, your luck, reflexes, and intuition allow you to avoid an attack or spell that would otherwise defeat you.

If you take damage that would reduce you to 0 or fewer hit points, you can spend 4 inspiration points as an immediate action to ignore the damage.

You dodge out of the way, take cover from a spell, or otherwise escape.

You can use this ability once per day.

Improved Cunning Defense (Ex): At 16th level, you gain your Intelligence bonus as a dodge bonus to Armor Class. You no longer need to spend an inspiration point to gain this benefit.

Unlike the standard cunning defense ability, you do not gain this benefit when wearing medium or heavy armor.

Cunning Brilliance (Ex): At 19th level, you become the ultimate jack of all trades.

Your sharp mind and keen sense of your surroundings allow you to duplicate almost any ability you witness.

At the start of each day, choose three extraordinary class abilities.

Each ability must be available to a standard character class at 15th level or lower, and must appear on the advancement table or in the text description for that class.

By spending 4 inspiration points as a free action, you gain the benefits and drawbacks of one chosen ability for 1 minute.

You use the ability as if your level in the relevant class equaled your factotum level.

You can use each chosen class ability once per day.

For example, if you use a monk's flurry of blows ability, you gain all the benefits and drawbacks described under Flurry of Blows (PH 40).

You do not gain the benefits of unarmed strike, because that is a separate ability in the monk's class description.

PLAYING A FACTOTUM

Knowledge is everything, and applied knowledge is even better.

You adventure out of a sense of curiosity, a desire to pierce the veil of ignorance that shrouds so much of the world.

If you hear rumors of an island with beaches of diamonds and mountains of gold, you want to find the island, determine its origin, and learn its secrets.

To other adventurers, the entrance to a dungeon is a gateway to treasure and power.

To you, it is a promise of secrets waiting in the dungeon's deepest levels.

Think of yourself as an adventuring scholar, an expert who has the right answer at the right time, a seeker who finds the truths hidden in the world.

You are the one who notices that an ogre has a long scar along its leg, allowing you to strike the creature where the old wound has not fully healed.

You are the one who read a book on the dark arts, allowing you to conjure the spell needed to banish an ice devil.

Other adventurers must prepare their abilities and hope they have the right tools to overcome a challenge.

You wait for difficulties to present themselves and then decide what talents to employ.

Versatility is the key to your success.

In some encounters, you draw your weapon and hold back the enemy.

In others, you slip around behind the foe to unleash a potent spell.

At other times, you scout ahead, uncover traps, and clear the way for your friends.

RELIGION

Most factotums worship a variety of deities and have holy symbols for every occasion.

A typical factotum might offer one prayer to Obad-Hai before venturing into the wilds and another to Moradin while traveling through an abandoned dwarf mine.

Factotums seek a higher understanding of the world than a single deity can offer.

Besides, they know enough about divine magic to leach energy from number of gods.

It pays to spread the prayers out.

If a factotum favors one deity, it is usually Boccob the god of magic and knowledge.

But few factotums are religious fanatics.

Instead, they see Boccob as the ideal manifestation of their talents, a cunning mastermind who has accumulated boundless knowledge.

A few factotums of non-evil alignment revere Vecna.

They see that dread deity as the keeper of knowledge and secrets, and they hope to uncover his most potent mysteries to better master the world.

While they might revile Vecna's methods, they respect the knowledge he keeps and the secrecy with which he protects it.

OTHER CLASSES

You work well with other classes whose role is clearly defined, such as fighters, barbarians, clerics, sorcerers, and wizards.

While you appreciate the dual roles of paladins, druids, bards, and rangers, you often feel frustration at their difficulty in identifying where their skills are needed most. You have the most in common with rogues and wizards, whose reliance on cunning and knowledge is similar to your own.

COMBAT

You are best suited to filling whatever role the party needs, so try not to spend your inspiration points too early in a battle.

If the fighter falls to a lucky attack, you will have to take his place and hold back the enemy.

If the wizard runs out of spells, your arcane talents will prove crucial.

Likewise, save your healing for a critical juncture or until the cleric is down or out of spells.

ADVANCEMENT

You have unmatched flexibility in building your talents. You can emphasize one ability or nurse a broad range of abilities.

In most cases, feats that consistently improve your talents are better than feats that function only in certain situations. For example, Weapon Focus improves all your attacks, whereas Power Attack provides more limited benefits.

When multiclassing or taking levels in a prestige class, find combinations that broaden your abilities or that increase your flexibility.

Bonus feats allow you to improve your combat prowess while retaining much of your flexibility.

If your feats make you a more competent warrior, you can spend inspiration points on spells rather than on improving your attack rolls and damage rolls.

The chameleon prestige class (*Races of Destiny*) deserves special mention.

This class allows you to change your focus on a daily basis, making it possible to switch from being a skilled warrior to being a potent spellcaster.

This prestige class is a great combination with the factotum class.

The chameleon's focus allows you to fill a single role well, and the factotum's inspiration points let you retain the flexibility to heal an ally, make a sneak attack, or deliver a decisive blow.

In many ways, chameleons are factotums who specialize in a few narrow fields.

STARTING PACKAGE

Human Factotum

Ability Scores: Str 12, Dex 14, Con 13, Int 15, Wis 10, Cha 8.

Skills: Concentration, Disable Device, Hide, Listen, Move Silently, Open Lock, Search, Sense Motive, Spot.

Languages: Common, Giant, Goblin.

Feats: Point Blank Shot, Precise Shot.

Weapons: Morningstar (1d8/x2), shortbow (1d6/x3, 60 ft.).

Armor: Studded leather armor (+3 AC).

Other Gear: Thieves' tools, flask of acid, alchemist's fire, 26 gp.

FACTOTUMS IN THE WORLD

"If you can put up with his lectures on ancient architecture, there's no one else I'd want to take with me into the dungeons beneath Castle Greyhawk."

—Dread Delgath, adventuring wizard

The factotum class gives players a chance to be the archetypal jack of all trades.

Inspiration points allow a factotum to excel in a wide variety of situations because he decides which of his capabilities to bolster.

While other classes are locked into certain abilities, a factotum has unmatched flexibility.

DAILY LIFE

Factotums are curious, driven, and inquisitive.

They adventure not only for gold and glory, but also to uncover lost secrets and expand their lore.

They find almost any situation interesting, wanting to learn everything from the intricate social protocols of a royal court to the tactics used by rampaging goblins. Many factotums become sages and loremasters when they retire.

They catalog the lore they uncovered and use it to advise others, particularly adventurers.

A retired factotum likely has an archive of maps and charts from his previous exploits, tools that can prove useful for the next generation of explorers.

NOTABLES

Factotums rise to become advisors, sages, and experts in a variety of subjects.

Alerach Longseeker, for example, is famous for crossing the Barrier Peaks, the Hellfurnaces, and the Yatil Mountains in a series of solo expeditions.

Rumors say that he owns the last surviving map of the location of a fabled dungeon of metal corridors high in the Barrier Peaks.

ORGANIZATIONS

Rather than create their own organizations, factotums tend to join groups founded and run by others.

Many thieves' guilds employ a few factotums to handle unexpected dangers on a heist.

Some factotums join formal adventuring guilds and companies to find ready allies to help them on their expeditions.

NPC REACTIONS

Most commoners have no idea what to make of a factotum's unpredictable skills and abilities.

Barbarians, druids, and other folk of the wilderness see factotums as overeducated and overly civilized, but an adventure with one in the wilds quickly dispels that notion. Most adventurers are happy to have a factotum in the party, especially on a dungeon expedition during which traveling back to civilization will be difficult, and determining what dangers lie ahead nearly impossible.

FACTOTUM LORE

Characters with ranks in Knowledge (local) can research factotums to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs. DC 15: Factotums are sages and experts who master a variety of talents.

DC 20: Factotums draw on their training and intelligence to fight well, cast spells, and heal wounds, but they lack the formal training needed to do so consistently.

FACTOTUMS IN THE GAME

Factotums are the closest characters in the D&D game to professional adventurers.

Fighters serve as soldiers and mercenaries, wizards delve into the secrets of magic, clerics lead the worship of deities, and rogues beg, borrow, and steal.

Factotums, however, explore the world and uncover its secrets.

They usually gather in large numbers near well-known dungeons.

Many children who dream of gaining wealth and fame by looting tombs, braving the planes, and defeating powerful monsters grow up to become factotums.

In rare cases, factotums form professional adventuring unions and guilds, just like blacksmiths, bakers, and other artisans.

The typical D&D campaign world has plenty of dungeons and treasure to go around.

It makes sense that a class of professional adventurers would arise in time.

Factotums fill this role—they are the experts who cultivate all the skills needed to make it as adventurers.

ADAPTATION

The factotum is readily adaptable to most campaign worlds as a sage, an expert, or a jack of all trades.

Fantasy literature offers many examples of a hero who uses his experience and cunning to overcome obstacles.

He need not wear heavy armor, carry a sword, or cast a spell to make a name for himself.

A quick wit, a brave heart, and boundless energy are enough to best many challenges.

A factotum is similar to an everyman hero, an average person who uses his wits and bravery.

Good examples include wandering adventurers, rugged explorers, and cunning archaeologists.

The Indiana Jones movies provide a perfect example of a factotum.

Indiana Jones dodges traps, uses his scholarly knowledge to find hidden treasures, handles a whip and a gun, and throws a mean left hook.

In a D&D campaign, replace his gun with a basic understanding of magic, and you have a factotum.

TABLE 1-1: THE FACTOTUM

HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spell Level	Inspiration Points	Special
1st	+0	+0	+2	+0	—	2	Inspiration, cunning insight, cunning knowledge, trapfinding
2nd	+1	+0	+3	+0	0	3	<i>Arcane dilettante</i> (1 spell)
3rd	+2	+1	+3	+1	1	3	Brains over brawn, cunning defense
4th	+3	+1	+4	+1	1	3	<i>Arcane dilettante</i> (2 spells), cunning strike
5th	+3	+1	+4	+1	2	4	Opportunistic piety
6th	+4	+2	+5	+2	2	4	—
7th	+5	+2	+5	+2	2	4	<i>Arcane dilettante</i> (3 spells)
8th	+6/+1	+2	+6	+2	3	5	Cunning surge
9th	+6/+1	+3	+6	+3	3	5	<i>Arcane dilettante</i> (4 spells)
10th	+7/+2	+3	+7	+3	4	5	Opportunistic piety (+1 use)
11th	+8/+3	+3	+7	+3	4	6	Cunning breach
12th	+9/+4	+4	+8	+4	4	6	<i>Arcane dilettante</i> (5 spells)
13th	+9/+4	+4	+8	+4	5	6	Cunning dodge
14th	+10/+5	+4	+9	+4	5	7	<i>Arcane dilettante</i> (6 spells)
15th	+11/+6/+1	+5	+9	+5	6	7	Opportunistic piety (+1 use)
16th	+12/+7/+2	+5	+10	+5	6	7	Improved cunning defense
17th	+12/+7/+2	+5	+10	+5	6	8	<i>Arcane dilettante</i> (7 spells)
18th	+13/+8/+3	+6	+11	+6	7	8	—
19th	+14/+9/+4	+6	+11	+6	7	8	Cunning brilliance
20th	+15/+10/+5	+6	+12	+6	7	10	<i>Arcane dilettante</i> (8 spells), opportunistic piety (+1 use)

EXPANDED PSIONICS HANDBOOK (3.5)

PSION

The striking fist or flashing sword pales beside a psion's focused stare.

Psionic powers arise from a regimen of strict mental discipline developed over months and years of self-scrutiny and subconscious discovery.

Those who overcome their personal demons, fears, and other pitfalls of intense self-reflection learn to call upon an internal reservoir of psionic power.

Psions depend on a continual study of their own minds to discover an ever wider range of mental powers.

They meditate on memories and the nature of memory itself, debate with their own fragment personalities, and delve into the dark recesses of their minds' convoluted corridors.

"Know thyself" is not just a saying for a psion—it's the road to power.

Adventures: A psion adventures to stimulate his mind.

New experiences translate to new avenues of thought, and eventually to the discovery of previously latent abilities.

A psion's powers are innate but not effortlessly attained. Good psions seek what is best in the world and attempt to preserve those elements with their mastery of mental powers.

Evil psions seek to mold others to their own desires, whether using their powers openly or in secret.

Characteristics: The psion draws real power from his mind. His power is a logical expression of lore attained through ongoing self-study.

His aggressive powers do not freely scale as do the spells of arcane and divine casters, but he enjoys supreme flexibility in accessing those powers.

A psion must choose one discipline in which to focus, at the cost of losing access to the signature powers found in other disciplines—so in a sense the psion character class is six classes rather than one.

A shaper (a psion who has selected metacreativity as her discipline) is a very different character from a telepath (a psion whose discipline is telepathy).

Alignment: For a psion, psionics is a personal art.

Psions look always inward, so they tend slightly toward neutrality over both chaos and law, but being neutral is not a requirement.

Psions can be either good or evil.

Religion: Psions are not particularly drawn to any deity, due to their exceptional focus on their own personal potential.

Psions who do revere a deity do not conform to any general choice.

Background: Those destined to be psions show signs of mental powers from the time they are just a few years old, but manifestations become especially noticeable at puberty. Unexplained noises and lights, crockery flying through the air of its own accord, and the appearance of small items out of thin air are common occurrences.

Many who have the gift grow out of it, turning away from their potential.

However, a few embrace their newfound special powers.

Psions are often on their own, misunderstood and feared by friends and family.

Sometimes, psions find others with similar abilities and form informal networks, small societies, or even tiny communes populated with individuals who all possess some psionic ability.

Races: The inborn gift for psionics is unpredictable, and it can show up in any of the common races.

Of the races with a penchant for psionic ability (those described in Chapter 1 of this book), elans are most likely to take up the psion mantle.

Mind flayers are especially likely to become psions, since their abilities are actually components of a deeper psionic nature—they possess awesome psionic might even without taking levels in the psion class.

Other Classes: Psions enjoy the company of monks and psychic warriors, sharing those characters' dedication to self-mastery.

Psions sometimes get off on the wrong foot with members of spellcasting classes such as sorcerers and wizards, because some psions feel that magic is a crutch for the mind.

They are very suspicious of wilders, since the uncontained raw emotion of the wilder is anathema to the psion's disciplined path.

Role: A psion's powers make him a good addition to any party.

Psions take on differing roles within a party, based on the discipline each one selects.

For example, seers (specialists in clairsentience) serve to guide parties in difficult spots, while shapers (psions who have chosen metacreativity as their discipline) vastly upgrade the party's options in a fight.

GAME RULE INFORMATION

Psions have the following game statistics.

Abilities: Intelligence determines how powerful a power a psion can manifest, how many powers he can manifest, and how hard those powers are to resist.

See Class Features, below.

Alignment: Any.

Hit Die: d4.

CLASS SKILLS

The psion's class skills (and the key ability for each skill) are Concentration* (Con), Craft (Int), Knowledge (all skills, taken individually)* (Int), Profession (Wis), and Psicraft* (Int).

In addition, a psion gains access to additional class skills based on his discipline:

Seer (Clairsentience): Gather Information (Cha), Listen (Wis), and Spot (Wis).

Shaper (Metacreativity): Bluff (Cha), Disguise (Cha), and Use Psionic Device* (Cha).

Kineticist (Psychokinesis): Autohypnosis* (Wis), Disable Device (Dex), and Intimidate (Cha).

Egoist (Psychometabolism): Autohypnosis* (Wis), Balance (Dex) and Heal (Wis).

Nomad (Psychportation): Climb (Str), Jump (Str), Ride (Dex), Survival (Wis), and Swim (Str).

Telepath (Telepathy): Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), and Sense Motive (Wis).

* See new skills and expanded uses of existing skills in Chapter 3 of this book.

See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All the following are class features of the psion.

Weapon and Armor Proficiency: Psions are proficient with the club, dagger, heavy crossbow, light crossbow, quarterstaff, and shortspear.

They are not proficient with any type of armor or shield.

Armor does not, however, interfere with the manifestation of powers.

Power Points/Day: A psion's ability to manifest powers is limited by the power points he has available.

His base daily allotment of power points is given on Table 2-3: The Psion.

In addition, he receives bonus power points per day if he has a high Intelligence score (see Table 2-1: Ability Modifiers and Bonus Power Points).

His race may also provide bonus power points per day, as may certain feats and items.

Discipline: Every psion must decide at 1st level which psionic discipline he will specialize in.

Choosing a discipline provides a psion with access to the class skills associated with that discipline (see above), as well as the powers restricted to that discipline.

However, choosing a discipline also means that the psion cannot learn powers that are restricted to other disciplines. He can't even use such powers by employing psionic items. (See Psionic Disciplines, below, for a brief description of each discipline.)

Chapter 5 of this book contains a list of powers available to all psions and lists of powers restricted to certain disciplines).

Powers Known: A psion begins play knowing three psion powers of your choice.

Each time he achieves a new level, he unlocks the knowledge of new powers.

Choose the powers known from the psion power list, or from the list of powers of your chosen discipline.

You cannot choose powers from disciplines other than your chosen discipline.

(Exception: The feats Expanded Knowledge, page 46, and Epic Expanded Knowledge, page 34, do allow a psion to learn powers from the lists of other disciplines or even other classes).

A psion can manifest any power that has a power point cost equal to or lower than his manifester level.

The number of times a psion can manifest powers in a day is limited only by his daily power points.

For example, a 9th-level psion (with a total of 72 power points) could manifest a power costing 1 power point seventy-two times in one day, a power costing 9 power points eight times in one day, or any other combination of manifestations that does not exceed 72 power points in total.

A psion simply knows his powers; they are ingrained in his mind.

He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against psion powers is $10 + \text{the power's level} + \text{the psion's Intelligence modifier}$. For example, the saving throw against a 6th-level power has a DC of $16 + \text{Int modifier}$.

Maximum Power Level Known: A psion begins play with the ability to learn 1st-level powers.

As he attains higher levels, a psion may gain the ability to master more complex powers—for example, a 3rd-level psion can learn powers of 2nd level or lower, a 5th-level psion can learn powers of 3rd level or lower, and so on.

To learn or manifest a power, a psion must have an Intelligence score of at least $10 + \text{the power's level}$.

For example, a psion within an Intelligence score of 15 can manifest powers of 5th level or lower.

Bonus Feats: A psion gains a bonus feat at 1st level, 5th level, 10th level, 15th level, and 20th level.

This feat must be a psionic feat, a metapsionic feat, or a psionic item creation feat.

These bonus feats are in addition to the feats that a character of any class gains every three levels (as given on Table 3–2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*).

A psion is not limited to psionic feats, metapsionic feats, and psionic item creation feats when choosing these other feats.

PSIONIC DISCIPLINES

A discipline is one of six groupings of powers, each defined by a common theme.

The six disciplines are clairsentience, metacreativity, psychokinesis, psychometabolism, psychoportation, and telepathy.

Clairsentience: A psion who chooses clairsentience is known as a seer.

Seers can learn precognitive powers to aid their comrades in combat, as well as powers that permit them to gather information in many different ways.

Metacreativity: A psion specializing in metacreativity is known as a shaper.

This discipline includes powers that draw ectoplasm or matter from the Astral Plane, creating semisolid and solid items such as armor, weapons, or animated constructs to do battle at the shaper's command.

Psychokinesis: Psions who specialize in psychokinesis are known as kineticists.

They are the masters of powers that manipulate and transform matter and energy.

Kineticists can attack with devastating blasts of energy.

Psychometabolism: A psion who specializes in psychometabolism is known as an egoist.

This discipline consists of powers that alter the psion's psychobiology, or that of creatures near him.

An egoist can both heal and transform himself into a fearsome fighter.

Psychoportation: A psion who relies on psychoportation powers is known as a nomad.

Nomads can wield powers that propel or displace objects in space or time.

Telepathy: A psion who chooses the discipline of telepathy is known as a telepath.

He is the master of powers that allow mental contact and control of other sentient creatures.

A telepath can deceive or destroy the minds of his enemies with ease.

HUMAN PSION STARTING PACKAGE

This starting psion has chosen telepathy as his discipline.

If you choose a different discipline, adjust your skill selection and powers known accordingly.

Armor: Leather (+2 AC, armor check penalty 0, speed 30 ft., 15 lb.).

Weapons: Spear (1d6, 3 lb., one-handed, piercing).

Light crossbow (1d8, crit 19–20/x2, 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Psicraft	4	Int	—
Concentration	4	Con	—
Knowledge (psionics)	4	Int	—
Diplomacy	4	Cha	—
Gather Information	4	Cha	—
Sense Motive	4	Wis	—
Hide (cc)	2	Dex	0
Move Silently (cc)	2	Dex	0
Search (cc)	2	Int	—
Spot (cc)	2	Wis	—

Feat: Toughness.

Bonus Feat (human): Psionic Endowment.

Bonus Feat (psion): Extend Power.

Powers Known: *Psionic charm*, *psionic daze*, *force screen*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Ten candles, map case.

Quiver with 20 bolts.

Gold: 4d6 gp.

PSICRYSTALS

A psicrystal is a fragment of a psionic character's personality, brought into physical form and a semblance of life (via the Psicrystal Affinity feat).

A psicrystal appears as a crystalline construct about the size of a human hand.

Complete statistics for the psicrystal can be found on page 207.

Because it is an extension of its creator's personality, a character's psicrystal is in some ways a part of him.

That's why, for example, a psionic character can manifest a personal range power on his psicrystal even though normally he can manifest such a power only on himself.

A psicrystal is treated as a construct for the purposes of all effects that depend on its type.

A psicrystal grants special abilities to its owner, as shown on the Psicrystal Special Abilities table below.

PSICRYSTAL SPECIAL ABILITIES

Owner Level	Natural Armor Adj.	Int Adj.	Special
1st–2nd	+0	+0	Alertness, improved evasion, personality, self-propulsion, share powers, sighted, telepathic link
3rd–4th	+1	+1	Deliver touch powers
5th–6th	+2	+2	Telepathic speech
7th–8th	+3	+3	—
9th–10th	+4	+4	Flight
11th–12th	+5	+5	Power resistance
13th–14th	+6	+6	Sight link
15th–16th	+7	+7	Channel power
17th–18th	+8	+8	—
19th–20th	+9	+9	—

In addition, a psicrystal has a personality (being a fragment of the owner's personality), which gives its owner a bonus on certain types of checks or saving throws, as given on the Psicrystal Personalities table below.

These special abilities and bonuses apply only when the owner and the psicrystal are within 1 mile of each other.

Psicrystal abilities are based on the owner's levels in psionic classes.

Levels from other classes do not count toward the owner's level for purposes of psicrystal abilities.

A psicrystal can speak one language of its owner's choice (so long as it is a language the owner knows).

A psicrystal can understand all other languages known by its owner, but cannot speak them.

This is a supernatural ability.

Psicrystal Basics: Use the statistics for a psicrystal as given on page 207, but make the following changes.

Saving Throws: A psicrystal uses its owner's base saving throw bonuses and ability modifiers on saves, though it doesn't enjoy any other bonuses its owner might have (from magic items or feats, for example).

Abilities: When its self-propulsion ability is not activated, a psicrystal has no Strength score and no Dexterity score.

Skills: A psicrystal has the same skill ranks as its owner, except that it has a minimum of 4 ranks each in Spot, Listen, Move Silently, and Search.

(Even if its owner has no ranks in these skills, a psicrystal has 4 ranks in each).

A psicrystal uses its own ability modifiers on skill checks.

Psicrystal Ability Descriptions: All psicrystals have special abilities (or impart abilities to their owners) depending on the level of the owner, as shown on the table above.

The abilities on the table are cumulative.

Natural Armor Adj. (Ex): This number noted here is an improvement to the psicrystal's natural armor bonus (normally 0).

It represents a psicrystal's preternatural durability.

Intelligence Adj. (Ex): Add this value to the psicrystal's Intelligence score.

Psicrystals are as smart as people (though not necessarily as smart as smart people).

Alertness (Ex): The presence of a psicrystal sharpens its master's senses.

While a psicrystal is within arm's reach (adjacent to or in the same square as its owner), its owner gains the Alertness feat.

Improved Evasion (Ex): If a psicrystal is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Personality (Ex): Every psicrystal has a personality. See Psicrystal Personality, below.

Self-Propulsion (Su): As a standard action, its owner can will a psicrystal to form spidery, ectoplasmic legs that grant the psicrystal a land speed of 30 feet and a climb speed of 20 feet.

The legs fade into nothingness after one day (or sooner, if the owner desires).

Share Powers (Su): At the owner's option, he can have any power (but not any psi-like ability) he manifests on himself also affect his psicrystal.

The psicrystal must be within 5 feet of him at the time of the manifestation to receive the benefit.

If the power has a duration other than instantaneous, it stops affecting the psicrystal if it moves farther than 5 feet away, and will not affect the psicrystal again, even if it returns to its owner before the duration expires.

Additionally, the owner can manifest a power with a target of "You" on his psicrystal (as a touch range power) instead of on himself.

The owner and psicrystal cannot share powers if the powers normally do not affect creatures of the psicrystal's type (construct).

Sighted (Ex): Although it has no physical sensory organs, a psicrystal can telepathically sense its environment as well as a creature with normal vision and hearing.

Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can't discern invisible or ethereal beings.

A psicrystal's sighted range is 40 feet.

Telepathic Link (Su): The owner has a telepathic link with his psicrystal out to a distance of up to 1 mile.

The owner cannot see through the psicrystal's senses, but the two of them can communicate telepathically as if the psicrystal were the target of a *mindlink* power manifested by the owner.

For instance, a psicrystal placed in a distant room could relay the activities occurring in that room.

Because of the telepathic link between a psicrystal and its owner, the owner has the same connection to an item or place that the psicrystal does.

For instance, if his psicrystal has seen a room, the owner can teleport into that room as if he has seen it too.

Deliver Touch Powers (Su): If the owner is 3rd level or higher, his psicrystal can deliver touch powers for him.

If the owner and psicrystal are in contact at the time the owner manifests a touch power, he can designate his psicrystal as the "toucher".

The psicrystal can then deliver the touch power just as the owner could.

As usual, if the owner manifests another power before the touch is delivered, the touch power dissipates.

Telepathic Speech (Ex): If the owner is 5th level or higher, the psicrystal can communicate telepathically with any creature that has a language and is within 30 feet of the psicrystal, while the psicrystal is also within 1 mile of the owner.

Flight (Su): If the owner is 9th level or higher, he can, as a standard action, will his psicrystal to fly at a speed of 50 feet (poor).

The psicrystal drifts gently to the ground after one day (or sooner, if the owner desires).

Power Resistance (Ex): If the owner is 11th level or higher, the psicrystal gains power resistance equal to the owner's level + 5.

To affect the psicrystal with a power, another manifester must get a result on a manifester level check that equals or exceeds the psicrystal's power resistance.

Sight Link (Sp): If the owner is 13th level or higher, the character can remote view the psicrystal (as if manifesting the *remote view* power) once per day.

Channel Power (Sp): If the owner is 15th level or higher, he can manifest powers through the psicrystal to a distance of up to 1 mile.

The psicrystal is treated as the power's originator, and all ranges are calculated from its location.

When channeling a power through his psicrystal, the owner manifests the power by paying its power point cost.

He is still subject to attacks of opportunity and other hazards of manifesting a power, if applicable (for instance, he becomes visible when manifesting an offensive power if *invisible*, as does the psicrystal).

Psicrystal Personality (Ex): Each psicrystal has a distinct personality, chosen by its owner at the time of its creation from among those given on the following table.

PSICRYSTAL PERSONALITIES

Personality	Benefit to Owner
Artiste	+3 bonus on Craft checks
Bully	+3 bonus on Intimidate checks
Coward	+3 bonus on Hide checks
Friendly	+3 bonus on Diplomacy checks
Hero	+2 bonus on Fortitude saves
Liar	+3 bonus on Bluff checks
Meticulous	+3 bonus on Search checks
Nimble	+2 bonus on Initiative checks
Observant	+3 bonus on Spot checks
Poised	+3 bonus on Balance checks
Resolved	+2 bonus on Will saves
Sage	+3 bonus on checks involving any one Knowledge skill owner already knows; once chosen, this does not vary
Single-minded	+3 bonus on Concentration checks
Sneaky	+3 bonus on Move Silently checks
Sympathetic	+3 bonus on Sense Motive checks

At 1st level, its owner typically gets a feel for a psicrystal's personality only through occasional impulses, but as the owner increases in level the psicrystal's personality becomes more pronounced.

At higher levels, it is not uncommon for a psicrystal to constantly ply its owner with observations and advice, often severely slanted toward the psicrystal's particular worldview.

The owner always sees a bit of himself in his psicrystal, even if magnified and therefore distorted.

Artiste: This splinter personality notes without humility that it is wonderfully talented in almost any "cultured" occupation, be it dancing, opera, or cooking.

Equal parts truth and pretension make up this claim.

Bully: Sometimes bad seeds are still good for something.

The bully splinter personality's overbearing harangues and constant insistence on getting its way can be trying, but its influence is sometimes handy for the owner.

Coward: Buried deep in everyone is a healthy dose of self-preservation.

When captured and magnified, the essence of cowardliness aids the owner in finding safe harbor in dangerous situations.

However, this psicrystal is far too eager to urge the owner to run and hide, even in not seriously dangerous situations.

Friendly: This splinter personality is disposed to promote the well-being of others—even of reviled enemies.

The owner puts up with lectures on his hard-hearted ways, but in return he is better able to deal with creatures in a nonviolent manner.

Hero: We all want to be heroes, and the psicrystal with this implanted splinter personality is that desire personified.

Given to urging the owner into dangerous situations, it

pays back its owner with fortitude in moments of difficulty.

Liar: This psicrystal just can't help telling falsehoods, even to its owner—who knows all too well when it is prevaricating and when it is communicating truthfully.

This inability to mislead its owner doesn't stop the psicrystal from lying anyway—and its lying ways can serve its owner in good stead when he is forced to stretch the truth himself.

Meticulous: A meticulous psicrystal has a hard time discerning between important details and those that are irrelevant.

In describing itself, it would say it is "punctilious in its attention to the rules of etiquette, and furthermore marked by extreme care in the treatment of details".

Sometimes maddening, this trait is at other times useful to the owner who attempts a precise study of his environment.

Nimble: Quick and dexterous, a nimble psicrystal is the perfect companion in any situation where reaction must follow on the heels of action.

If anything, this splinter personality is a little too prone toward seeing potential danger in every shadow.

Observant: "Did you see that?" is the most common communication between an observant psicrystal and its owner.

Sometimes a psicrystal with this personality enables its owner to note details he might have otherwise passed by.

Poised: The ability to be constantly aware of your body and how it interacts with your surroundings is something often lost in the welter of more important thoughts.

Not so for this psicrystal, which is perfectly poised and sure of itself—if not its owner.

It often preaches the importance of equilibrium and readiness for action.

Resolved: Resolution is a quality everyone wishes he or she had, and this psicrystal has it in spades.

It is firm in purpose and belief, and its advice and observations are characterized by fierce determination.

Or, as its owner might say, it is a stubborn so-and-so.

Still, this unshakable faith aids the owner in all contests of will.

Sage: This splinter personality attempts to be a mentor to its owner, even though it is drawn from the owner's mind.

Still, unfettered by any other personality type, the sage sees itself as the be-all, end-all master of all spiritual and philosophical topics (not to mention the area of knowledge in which it is especially skilled).

Outside the scope of its particular area of expertise, the sage psicrystal's advice is some times suspect.

Single-Minded: A psicrystal with this personality has the ability to focus on the task at hand, ignoring all other environmental and emotional factors.

Sometimes its owner has a difficult time getting the psicrystal's attention, but its influence also magnifies its owner's ability to concentrate.

Sneaky: Why announce your presence with loud footfalls when you could just as easily glide in with less noise than a breath of air?

Or so asks the sneaky psicrystal, who believes wholeheartedly in the adage that silence is golden.

It is given to hushing its owner—and its owner's companions.

Still, its expertise in the area of quiet locomotion can't be denied.

Sympathetic: This personality allows a psicrystal to see into the hearts of other living things by putting itself in their shoes.

Unfortunately, the psicrystal also spends a lot of time analyzing the owner and his companions, commenting on their mental states, and making pronouncements about the fitness of their actions.

This personality can be useful, though, when the owner wants to determine the motives of a potential enemy.

TABLE 2-3: THE PSION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+0	+2	Bonus feat, discipline	2	3	1st
2nd	+1	+0	+0	+3	—	6	5	1st
3rd	+1	+1	+1	+3	—	11	7	2nd
4th	+2	+1	+1	+4	—	17	9	2nd
5th	+2	+1	+1	+4	Bonus feat	25	11	3rd
6th	+3	+2	+2	+5	—	35	13	3rd
7th	+3	+2	+2	+5	—	46	15	4th
8th	+4	+2	+2	+6	—	58	17	4th
9th	+4	+3	+3	+6	—	72	19	5th
10th	+5	+3	+3	+7	Bonus feat	88	21	5th
11th	+5	+3	+3	+7	—	106	22	6th
12th	+6/+1	+4	+4	+8	—	126	24	6th
13th	+6/+1	+4	+4	+8	—	147	25	7th
14th	+7/+2	+4	+4	+9	—	170	27	7th
15th	+7/+2	+5	+5	+9	Bonus feat	195	28	8th
16th	+8/+3	+5	+5	+10	—	221	30	8th
17th	+8/+3	+5	+5	+10	—	250	31	9th
18th	+9/+4	+6	+6	+11	—	280	33	9th
19th	+9/+4	+6	+6	+11	—	311	34	9th
20th	+10/+5	+6	+6	+12	Bonus feat	343	36	9th

PSYCHIC WARRIOR

One who turns the mind's potential to the warrior's art is known as a psychic warrior.

Where psions devote themselves wholly to the development of mind-engendered abilities, psychic warriors give emphasis to the development of the body. With mental and physical energy working in union, the psychic warrior strives toward martial perfection.

The sword, axe, and bow are physical tools that psychic warriors embrace along with their psionic abilities.

Well trained in both physical and psionic matters, the psychic warrior is a formidable adversary.

Adventures: Psychic warriors know that only through conflict will their skills grow.

Prone to showing off their flamboyant abilities, they claim to fear nothing.

Psychic warriors are eager to accumulate the treasure that adventuring brings and the power it buys.

Characteristics: The defining trait of the psychic warrior is his ability to supplement his physical attacks with psionic feats and powers.

A combination of strength, martial skill, and psionic ability allows the psychic warrior to match and sometimes surpass a normal fighter of equal experience.

As the psychic warrior gains experience and power, his fighting skills and psionic abilities grow in concert.

Alignment: A psychic warrior's training requires the ability to give equal shrift to what others consider polar opposites of physical and mental ability.

Psychic warriors tend toward chaotic alignments, but a chaotic outlook is not a requirement.

Religion: Psychic warriors prefer to worship nonlawful deities, often choosing Pelor (deity of the sun), Kord (deity of strength), or Erythnul (deity of slaughter).

But, as with psions, psychic warriors' reliance on their will and internal fortitude often make them poor supplicants.

Background: A psychic warrior typically grows up among a society or small community of "the like-minded", founded by psions who wished to develop their powers in seclusion.

Such communes are rare, but their existence provides some protection in a world often hostile to those with powerful mental abilities.

Psychic warriors are often the children of psions, and just as often grow up dissatisfied with the regimen of commune life.

Although many adopt the class out of this sense of rebellion, most psychic warriors still feel a deep connection to the commune or society in which they were raised and trained.

A few have no such connection, their only ties being to their own paths of personal development.

Races: The inborn gift for psionics is unpredictable, and it can show up in any of the common races.

Of the races with a penchant for psionic ability (those described in Chapter 1 of this book), half-giants are particularly drawn to this class, admiring the psychic warrior's mixture of mental might and physical prowess. Among all other creatures, little opportunity for psychic warrior training is available; however, a few psychic warriors exist in the ranks of the mind flayers.

Other Classes: Psychic warriors get on well with anyone, regardless of class, who appreciates their unique contributions.

Psychic warriors make powerful comrades in combat, so most adventurers are happy to have one in their group.

GAME RULE INFORMATION

Psychic warriors have the following game statistics.

Abilities: Strength is an ideal ability for a psychic warrior, augmenting his melee prowess.

However, a good Wisdom score is also important for manifesting powers.

Dexterity provides better defense and bonuses on melee attacks.

Constitution upgrades the psychic warrior's toughness.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The psychic warrior's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Climb (Str), Concentration* (Con), Craft (Int), Jump (Str), Knowledge

(psionics)* (Int), Profession (Wis), Ride (Dex), Search (Int), and Swim (Str).

* See new skills and expanded uses of existing skills in Chapter 3 of this book.

See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All the following are class features of the psychic warrior.

Weapon and Armor Proficiency: Psychic warriors are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Power Points/Day: A psychic warrior's ability to manifest powers is limited by the power points he has available.

His base daily allotment of power points is given on Table 2-4: The Psychic Warrior.

In addition, he receives bonus power points per day if he has a high Wisdom score (see Table 2-1: Ability Modifiers and Bonus Power Points).

His race may also provide bonus power points per day, as may certain feats and items.

A 1st-level psychic warrior gains no power points for his class level, but he gains bonus power points (if he is entitled to any), and can manifest the single power he knows with those power points.

Powers Known: A psychic warrior begins play knowing one psychic warrior power of your choice.

Each time he achieves a new level, he unlocks the knowledge of a new power.

Choose the powers known from the psychic warrior power list.

(*Exception:* The feats Expanded Knowledge, page 46, and Epic Expanded Knowledge, page 34, do allow a psychic warrior to learn powers from the lists of other classes).

A psychic warrior can manifest any power that has a power point cost equal to or lower than his manifester level.

The total number of powers a psychic warrior can manifest in a day is limited only by his daily power points.

In other words, a 11th-level psychic warrior (with a total of 35 power points) could manifest a power costing 1 power point 35 times in one day, a power costing 5 power points 7 times in one day, or any combination of power point costs that does not exceed 35 power points in total.

A psychic warrior simply knows his powers; they are ingrained in his mind.

He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against psychic warrior powers is $10 + \text{the power's level} + \text{the psychic warrior's Wisdom modifier}$.

For example, the saving throw against a 6th-level power has a DC of $16 + \text{Wis modifier}$.

Maximum Power Level Known: A psychic warrior begins play with the ability to learn 1st-level powers.

As he attains higher levels, he may gain the ability to master more complex powers—for example, a 4th-level

psychic warrior can learn powers of 2nd level or lower, a 7th-level psychic warrior can learn powers of 3rd level or lower, and so on.

To learn or manifest a power, a psychic warrior must have a Wisdom score of at least $10 + \text{the power's level}$.

For example, a psychic warrior with a Wisdom score of 13 can manifest powers of 3rd level or lower.

Bonus Feats: At 1st level, a psychic warrior gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character.

The psychic warrior gains an additional bonus feat at 2nd level and every three levels thereafter (5th, 8th, 11th, 14th, 17th, and 20th).

These bonus feats must be drawn from the feats noted as fighter bonus feats on Table 5-1: Feats, page 90 of the *Player's Handbook*, or from the psionic feats in Chapter 3 of this book.

The psychic warrior must still meet all prerequisites for the bonus feat, including ability score and base attack bonus minimums as well as class requirements.

A psychic warrior cannot choose feats that specifically require levels in the fighter class (such as Greater Weapon Focus or Weapon Specialization) unless he is a multiclass character with the requisite levels in the fighter class.

These bonus feats are in addition to the feats that a character of any class gains every three levels (as given on Table 3-2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*).

A psychic warrior is not limited to fighter bonus feats and psionic feats when choosing these other feats.

HALF-GIANT PSYCHIC WARRIOR STARTING PACKAGE

Armor: Scale mail and large wooden shield (+6 AC, armor check penalty -6, speed 20 ft., 40 lb.).

Weapons: Longsword (1d8, crit 19-20/x2, 4 lb., one-handed, slashing).

Shortbow (1d6, crit x3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to $2 + \text{Int modifier}$.

Skill	Ranks	Ability	Armor Check Penalty
Autohypnosis	4	Wis	—
Climb	4	Str	-6
Jump	4	Str	-6
Swim	4	Str	-12
Knowledge (psionics)	4	Int	—
Ride	4	Dex	—
Search	4	Int	—
Listen (cc)	2	Wis	—
Spot (cc)	2	Wis	—

Feat: Weapon Focus (longsword).

Bonus Feat (Psychic Warrior): Psionic Body.

Power Known: *Expansion*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Quiver with 20 arrows.

Gold: 4d4 gp.

TABLE 2-4: THE PSYCHIC WARRIOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+2	+0	+0	Bonus feat	0*	1	1st
2nd	+1	+3	+0	+0	Bonus feat	1	2	1st
3rd	+2	+3	+1	+1	—	3	3	1st
4th	+3	+4	+1	+1	—	5	4	2nd
5th	+3	+4	+1	+1	Bonus feat	7	5	2nd
6th	+4	+5	+2	+2	—	11	6	2nd
7th	+5	+5	+2	+2	—	15	7	3rd
8th	+6/+1	+6	+2	+2	Bonus feat	19	8	3rd
9th	+6/+1	+6	+3	+3	—	23	9	3rd
10th	+7/+2	+7	+3	+3	—	27	10	4th
11th	+8/+3	+7	+3	+3	Bonus feat	35	11	4th
12th	+9/+4	+8	+4	+4	—	43	12	4th
13th	+9/+4	+8	+4	+4	—	51	13	5th
14th	+10/+5	+9	+4	+4	Bonus feat	59	14	5th
15th	+11/+6/+1	+9	+5	+5	—	67	15	5th
16th	+12/+7/+2	+10	+5	+5	—	79	16	6th
17th	+12/+7/+2	+10	+5	+5	Bonus feat	91	17	6th
18th	+13/+8/+3	+11	+6	+6	—	103	18	6th
19th	+14/+9/+4	+11	+6	+6	—	115	19	6th
20th	+15/+10/+5	+12	+6	+6	Bonus feat	127	20	6th

*The psychic warrior gains no power points from his class at 1st level. However, he does add any bonus power points he gains from a high Wisdom score, his race, and feats or other sources to his reserve. He can use these points (if any) to manifest his power.

SOULKNIFE

A soulknife recognizes his own mind as the most beautiful—and the most deadly—thing in all creation. With this understanding and through extended practice, a soulknife learns to forge his mental strength into a shimmering blade of semisolid psychic energy.

Each soulknife's personal blade, referred to as a mind blade, differs in color and shape according to his personality, mental strength, and even mood.

Although no two mind blades look alike, all share the same lethal qualities.

Because soulknives turn the power of their minds to such weaponry, they are notorious for their violence.

Adventures: While caution and forethought go into a soulknife's preparation for adventure, most have a hard time restraining their natural bravado and showmanship. After all, how many adventurers can dispatch opponents with a blade materialized from pure thought?

Thus, for many soulknives, adventuring presents an opportunity to do what they love most: Wield the idealized blade wrought of their innermost desires.

Characteristics: More than any other psionic class, the soulknife fights with psionic power directly in both melee and ranged combat.

Strength, combat prowess, and psionic talent allow the soulknife to claim equal footing—at least—with any other combat-oriented class on the field of battle.

Alignment: Despite their inborn showmanship, soulknives are often lawful, utilizing a disciplined mindset to idealize and materialize their mind blades.

Chaotic-aligned soulknives rely on strength of spirit instead of rigid discipline to materialize their mind blades.

Characters who are neutral with respect to law and chaos rarely become soulknives.

Religion: Soulknives who prefer to worship sometimes choose deities such as St. Cuthbert (deity of retribution) or Heironeous (deity of valor).

Evil soulknives often follow Erythnul, delighting in their ability to slaughter with the power of their minds.

Background: Many who have the ability and desire to mix the manifestation of psionic power with military might become psychic warriors, but for those with the right mix of talent and skill, the way of the soulknife is more alluring. Soulknives are trained for the most part by older, more experienced soulknives.

Races: The inborn gift for psionics is unpredictable, and it can show up in any of the common races.

Of the races with a penchant for psionic ability (those described in Chapter 1 of this book), xeph's seem especially likely to end up as soulknives.

Among all other creatures, virtually no opportunity for soulknife training is available.

Other Classes: Soulknives are most comfortable with those who have similarly aggressive bents, such as monks, fighters, and paladins.

They are less comfortable with psychic warriors (perhaps due to a feeling of competition), spellcasters, psions, and wilders, though a soulknife can discipline himself to manage most any relationship.

GAME RULE INFORMATION

Soulknives have the following game statistics.

Abilities: Strength is an ideal ability for a soulknife, augmenting his melee prowess.

Dexterity provides better defense and bonuses on ranged attacks, and is useful in the arts of stealth, at which many soulknives excel.

Constitution upgrades the soulknife's toughness.

Alignment: Any.

Hit Die: d10.

CLASS SKILLS

The soulknife's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Climb (Str), Concentration*

(Con), Craft (Int), Hide (Dex), Jump (Str), Knowledge (psionics)* (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), and Tumble (Dex).

* See new skills and expanded uses of existing skills in Chapter 3 of this book.

See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

CLASS FEATURES

All the following are class features of the soulknife.

Weapon and Armor Proficiency: Soulknives are proficient with all simple weapons, with their own mind blades, and with light armor and shields (except tower shields).

Mind Blade (Su): As a move action, a soulknife can create a semisolid blade composed of psychic energy distilled from his own mind.

The blade is identical in all ways (except visually) to a short sword of a size appropriate for its wielder.

For instance, a Medium soulknife materializes a Medium mind blade that he can wield as a light weapon, and the blade deals 1d6 points of damage (crit 19–20/x2).

Soulknives who are smaller or larger than Medium create mind blades identical to short swords appropriate for their size, with a corresponding change to the blade's damage (see Table 7–4 and Table 7–5 in the *Player's Handbook*).

The wielder of a mind blade gains the usual benefits to his attack roll and damage roll from a high Strength bonus.

The blade can be broken (it has hardness 10 and 10 hit points); however, a soulknife can simply create another on his next move action.

The moment he relinquishes his grip on his blade, it dissipates (unless he intends to throw it; see below).

A mind blade is considered a magic weapon for the purpose of overcoming damage reduction.

A soulknife can use feats such as Power Attack or Combat Expertise in conjunction with the mind blade just as if it were a normal weapon.

He can also choose mind blade for feats requiring a specific weapon choice, such as Weapon Specialization.

Powers or spells that upgrade weapons can be used on a mind blade.

A soulknife's mind blade improves as the character gains higher levels.

At 4th level and every four levels thereafter, the mind blade gains a cumulative +1 enhancement bonus on attack rolls and damage rolls (+2 at 8th level, +3 at 12th level, +4 at 16th level, and +5 at 20th level).

Even in places where psionic effects do not normally function (such as within a *null psionics field*), a soulknife can attempt to sustain his mind blade by making a DC 20 Will save.

On a successful save, the soulknife maintains his mind blade for a number of rounds equal to his class level before he needs to check again.

On an unsuccessful attempt, the mind blade vanishes.

As a move action on his turn, the soulknife can attempt a new Will save to rematerialize his mind blade while he remains within the psionics-negating effect.

Weapon Focus (Mind Blade): A soulknife gains Weapon Focus (mind blade) as a bonus feat.

Wild Talent: A soulknife gains Wild Talent as a bonus feat.

(This class feature provides the character with the psionic power he needs to materialize his mind blade, if he has no power points otherwise).

Throw Mind Blade (Ex): A soulknife of 2nd level or higher can throw his mind blade as a ranged weapon with a range increment of 30 feet.

Whether or not the attack hits, a thrown mind blade then dissipates.

A soulknife of 3rd level or higher can make a psychic strike (see below) with a thrown mind blade and can use the blade in conjunction with other special abilities (such as Knife to the Soul; see below).

Psychic Strike (Su): As a move action, a soulknife of 3rd level or higher can imbue his mind blade with destructive psychic energy.

This effect deals an extra 1d8 points of damage to the next living, nonmindless target he successfully hits with a melee attack (or ranged attack, if he is using the throw mind blade ability).

Creatures immune to mind-affecting effects are immune to psychic strike damage.

(Unlike the rogue's sneak attack, the psychic strike is not precision damage and can affect creatures otherwise immune to extra damage from critical hits or more than 30 feet away, provided they are living, nonmindless creatures not immune to mind-affecting effects).

A mind blade deals this extra damage only once when this ability is called upon, but a soulknife can imbue his mind blade with psychic energy again by taking another move action.

Once a soulknife has prepared his blade for a psychic strike, it holds the extra energy until it is used.

Even if the soulknife drops the mind blade (or it otherwise dissipates, such as when it is thrown and misses), it is still imbued with psychic energy when the soulknife next materializes it.

At every four levels beyond 3rd (7th, 11th, 15th, and 19th), the extra damage from a soulknife's psychic strike increases as shown on Table 2–5.

Free Draw (Su): At 5th level, a soulknife becomes able to materialize his mind blade as a free action instead of a move action.

He can make only one attempt to materialize the mind blade per round, however (if, for example, he must make a Will save to materialize it within a *null psionics field*).

Shape Mind Blade (Su): At 5th level, a soulknife gains the ability to change the form of his mind blade.

As a full-round action, he can change his mind blade to replicate a longsword (damage 1d8 for a Medium weapon wielded as a one-handed weapon) or a bastard sword (damage 1d10 for a Medium weapon, but he must wield it as a two-handed weapon unless he knows the Exotic Weapon Proficiency (bastard sword) feat).

If a soulknife shapes his mind blade into the form of a bastard sword and wields it two-handed, he adds 1-1/2 times his Strength bonus to his damage rolls, just like when using any other two-handed weapon.

Alternatively, a soulknife can split his mind blade into two identical short swords, suitable for fighting with a weapon in each hand.

(The normal penalties for fighting with two weapons apply).

However, both mind blades have an enhancement bonus 1 lower than the soulknife would otherwise create with a single mind blade.

For example, a 12th-level soulknife normally creates a single +3 *mind blade*, but he could use this ability to instead materialize two +2 *mind blades*.

Mind Blade Enhancement (Su): At 6th level, a soulknife gains the ability to enhance his mind blade.

He can add any one of the weapon special abilities on the table below that has an enhancement bonus value of +1.

At every four levels beyond 6th (10th, 14th, and 18th), the value of the enhancement a soulknife can add to his weapon improves to +2, +3, and +4, respectively.

A soulknife can choose any combination of weapon special abilities that does not exceed the total allowed by the soulknife's level.

For example, an 18th-level soulknife could add two +2 weapon special abilities, or one +1 weapon ability and one +3 weapon ability.

The weapon ability or abilities remain the same every time the soulknife materializes his mind blade (unless he decides to reassign its abilities; see below).

The ability or abilities apply to any form the mind blade takes, including the use of the shape mind blade or bladewind class abilities.

A soulknife can reassign the ability or abilities he has added to his mind blade.

To do so, he must first spend 8 hours in concentration.

After that period, the mind blade materializes with the new ability or abilities selected by the soulknife.

For example, a 10th-level soulknife might have initially chosen to imbue his weapon with psychokinetic burst, a +2 weapon special ability.

Every time he materializes the weapon, it is a +2 *psychokinetic burst mind blade*.

However, on learning that he may face a mind flayer the next day, he could take 8 hours to change his mind blade's special ability from psychokinetic burst to mindcrusher.

Weapon Special Ability	Enhancement Bonus Value
Defending	+1
Keen	+1
Lucky*	+1
Mighty cleaving	+1
Psychokinetic*	+1
Sundering*	+1
Vicious	+1
Collision*	+2
Mindcrusher*	+2
Psychokinetic burst*	+2
Suppression*	+2
Wounding	+2
Body feeder*	+3
Mindfeeder*	+3
Soulbreaker*	+3

*See new special abilities in Chapter 3 of this book. All other special abilities are described in Chapter 7 of the *Dungeon Master's Guide*.

Speed of Thought: A soulknife gains Speed of Thought as a bonus feat at 6th level.

Bladewind (Su): At 9th level, a soulknife gains the ability to momentarily fragment his mind blade into numerous identical blades, each of which strikes at a nearby opponent.

As a full attack, when wielding his mind blade, a soulknife can give up his regular attacks and instead fragment his mind blade to make one melee attack at his full base attack bonus against each opponent within reach.

Each fragment functions identically to the soulknife's regular mind blade.

(For example, if the mind blade were in the form of a +1 *keen bastard sword*, due to the soulknife's mind blade enhancement and shape mind blade abilities, each fragment attacks and deals damage as a +1 *keen bastard sword*).

When using bladewind, a soulknife forfeits any bonus or extra attacks granted by other feats or abilities (such as the Cleave feat or the *haste* spell).

The mind blade immediately reverts to its previous form after the bladewind attack.

Greater Weapon Focus (Mind Blade): A soulknife gains Greater Weapon Focus (mind blade) as a bonus feat at 9th level.

Knife to the Soul (Su): Beginning at 13th level, when a soulknife executes a psychic strike, he can choose to substitute Intelligence, Wisdom, or Charisma damage (his choice) for extra dice of damage.

For each die of extra damage he gives up, he deals 1 point of damage to the ability score he chooses.

A soulknife can combine extra dice of damage and ability damage in any combination, so a 19th-level soulknife could choose to strike for 3 points of Charisma damage and an extra 2d6 points of damage.

The soulknife decides which ability score his psychic strike damages and the division of ability damage and extra dice of damage when he imbues his mind blade with the psychic strike energy.

Multiple Throw (Ex): At 17th level and higher, a soulknife can throw a number of mind blades per round equal to the number of melee attacks he could make.

Thus, a 17th-level soulknife could throw two mind blades, with a base attack bonus of +12/+7.

If he had used shape mind blade to materialize a mind blade for each hand and thus fight with two weapons, he could throw four mind blades in a round.

XEPH SOULKNIFE STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Heavy wooden shield (+2 AC, armor check penalty -2, 10 lb.).

Weapons: Mind blade (1d6, crit 19-20/x2, 2 lb., one-handed, piercing).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Autohypnosis	4	Wis	—
Concentration	4	Con	—
Hide	4	Dex	-2
Listen	4	Wis	—
Move Silently	4	Dex	-2
Spot	4	Wis	—
Climb	4	Str	-2
Jump	4	Str	-2
Tumble	4	Dex	-2
Ride (cc)	2	Dex	—
Swim (cc)	2	Str	-4
Intimidate (cc)	2	Cha	—
Search (cc)	2	Int	—

TABLE 2-5: THE SOULKNIFE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Mind blade, Weapon Focus (mind blade), Wild Talent
2nd	+1	+0	+3	+3	Throw mind blade
3rd	+2	+1	+3	+3	Psychic strike +1d8
4th	+3	+1	+4	+4	+1 mind blade
5th	+3	+1	+4	+4	Free draw, shape mind blade
6th	+4	+2	+5	+5	Mind blade enhancement +1, Speed of Thought
7th	+5	+2	+5	+5	Psychic strike +2d8
8th	+6/+1	+2	+6	+6	+2 mind blade
9th	+6/+1	+3	+6	+6	Bladewind, Greater Weapon Focus (mind blade)
10th	+7/+2	+3	+7	+7	Mind blade enhancement +2
11th	+8/+3	+3	+7	+7	Psychic strike +3d8
12th	+9/+4	+4	+8	+8	+3 mind blade
13th	+9/+4	+4	+8	+8	Knife to the soul
14th	+10/+5	+4	+9	+9	Mind blade enhancement +3
15th	+11/+6	+5	+9	+9	Psychic strike +4d8
16th	+12/+7	+5	+10	+10	+4 mind blade
17th	+12/+7	+5	+10	+10	Multiple throw
18th	+13/+8	+6	+11	+11	Mind blade enhancement +4
19th	+14/+9	+6	+11	+11	Psychic strike +5d8
20th	+15/+10/+5	+6	+12	+12	+5 mind blade

WILDER

The psion draws his psionic ability from strict mental discipline and intellectual development.

Not so the wilder—for her, raw emotion is the source of psionic power.

Emotion-triggered psionic ability is not a science, but a passion.

The zeal with which the wilder pursues the use of her psionic ability is so extreme that she can occasionally trigger a surge of power far beyond her normal capabilities. But with this ability comes a price: By exceeding her limits, the wilder may injure herself with psychic feedback.

Adventures: Wilders see dangerous quests as further opportunities to use their emotion-triggered psionic abilities.

Eager to show what they can do, wilders use their psionic abilities against whatever obstacles confront them.

Wilders are concerned first of all with the manifestation of their powers, but do not shy away from wealth or items that can further upgrade their abilities.

Characteristics: Wilders are passionate about their powers, often pushing themselves to their utter limits with their wild surges.

Feat: Psionic Weapon.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Gold: 3d4 gp.

However, they are not blind to the risks of the wild surge and the limited number of powers they can call upon.

Thus, they develop their skills and fighting ability as best they can, honing themselves to be useful in all situations.

Alignment: Wilders are capable of adopting any of the alignment viewpoints, none of which are at odds with personal psionic development.

Religion: A wilder is too self-centered to desire or seek after the philosophy of deities.

Background: A wilder is typically self-taught.

Most wilders were left too long on their own as children, sometimes forced by cruel circumstance to live alone in the wild.

Life in the wild doesn't usually forge many bonds, so when most wilders are eventually found, they return to civilization.

By that point, however, their mental development is set.

When they take up residence in larger cities, wilders try to make up for their years of solitude by impressing others with their abilities.

Wilders recognize each other as fellow voyagers on the journey of personal discovery.

They may feel kinship with others of their kind, but they are just as likely to throw down a challenge.

Races: Wilders are more likely to spring up among maenads than in any other race.

Humans are a close second.

Dromites, elves, halflings, gnomes, and xephs are usually incapable of putting themselves in the emotional moment required to trigger psionic ability—they prefer the more disciplined approaches of other classes.

The wilder tradition is more akin to half-giant culture, and some few wilders are thus half-giants.

Surprisingly enough, a small number of dwarves, rebelling against their society, find the abilities of the wilder quite appealing and fall into the class by accident.

Other creatures with psionic ability are somewhat more likely to become wilders than to go take up any other psionic class.

Other Classes: While wilders are, on the one hand, turbulent individuals, on the other hand they enjoy dealing with others because they are happy to showcase their own prowess—through action or just through talk.

Role: A wilder is sometimes a front-line combatant, using her powers to boost her raw fighting ability.

Other wilders prefer second-line positions, relying wholly on powers to contribute to a group's offensive capabilities.

GAME RULE INFORMATION

Wilders have the following game statistics.

Abilities: Charisma determines how powerful a power a wilder can manifest and how hard those powers are to resist.

Dexterity provides a wilder with a better defense and with bonuses on some class skills.

Strength helps a wilder's combat ability.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The wilder's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration* (Con), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (psionics)* (Int), Listen (Wis), Profession (Wis), Psicraft* (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

* See new skills and expanded uses of existing skills in Chapter 3 of this book.

See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

CLASS FEATURES

All the following are class features of the wilder.

Weapon and Armor Proficiency: Wilders are proficient with all simple weapons, with light armor, and with shields (except tower shields).

Power Points/Day: A wilder's ability to manifest powers is limited by the power points she has available.

Her base daily allotment of power points is given on Table 2–6: The Wilder.

In addition, she receives bonus power points per day if she has a high Charisma score (see Table 2–1: Ability Modifiers and Bonus Power Points).

Her race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A wilder begins play knowing one wilder power of your choice.

At every even-numbered class level after 1st, she unlocks the knowledge of new powers.

Choose the powers known from the wilder power list.

(*Exception:* The feats Expanded Knowledge, page 46, and Epic Expanded Knowledge, page 34, do allow a wilder to learn powers from the lists of other classes).

A wilder can manifest any power that has a power point cost equal to or lower than her manifester level.

The total number of powers a wilder can manifest in a day is limited only by her daily power points.

In other words, a 9th-level wilder (with a total of 72 power points) could manifest a power costing 1 power point seventy-two times in one day, or a power costing 9 power points eight times in one day, or any combination of power point costs that does not exceed 72 power points in total. A wilder simply knows her powers; they are ingrained in her mind.

She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent power points.

The Difficulty Class for saving throws against wilder powers is $10 + \text{the power's level} + \text{the wilder's Charisma modifier}$.

For example, the saving throw against a 6th-level power has a DC of $16 + \text{Cha modifier}$.

Maximum Power Level Known: A wilder begins play with the ability to learn 1st-level powers.

As she attains higher levels, she may gain the ability to master more complex powers—for example, a 4th-level wilder can learn powers of 2nd level or lower, a 6th-level wilder can learn powers of 3rd level or lower, and so on.

To learn or manifest a power, a wilder must have a Charisma score of at least $10 + \text{the power's level}$.

For example, a wilder with a 16 Charisma can manifest powers of 6th level or lower.

Wild Surge (Su): A wilder can let her passion and emotion rise to the surface in a wild surge when she manifests a power.

During a wild surge, a wilder gains phenomenal psionic strength, but may harm herself by the reckless use of her power (see *Psychic Enervation*, below).

A wilder can choose to invoke a wild surge whenever she manifests a power.

When she does so, she gains +1 to her manifester level with that manifestation of the power.

The manifester level boost gives her the ability to augment her powers to a higher degree than she otherwise could; however, she pays no extra power point for this wild surge. Instead, the additional 1 power point that would normally be required to augment the power is effectively supplied by the wild surge.

Level-dependent power effects are also improved, depending on the power a wilder manifests with her wild surge.

This improvement in manifester level does not grant her any other benefits (psicrystal abilities do not advance, she does not gain higher-level class abilities, and so on).

She cannot use the Overchannel psionic feat (see page 49) and invoke her wild surge at the same time.

For example, Leila is a 3rd-level wilder who knows the power *mind thrust* (see page 120).

She can normally spend a maximum of 3 power points to deal 3d10 points of damage with this power.

If she invokes her wild surge when she manifests the power, she spends 3 power points to deal 4d10 points of

damage (as if she were a 4th-level manifester, and thus able to spend up to 4 points on manifesting the power).

At 3rd level, a wilder can choose to boost her manifester level by two instead of one.

At 7th level, she can boost her manifester level by up to three; at 11th level, by up to four; at 15th level, by up to five; and at 19th level, by up to six.

In all cases, the wild surge effectively pays the extra power point cost that is normally required to augment the power; only the unaugmented power point cost is subtracted from the wilder's power point reserve.

Psychic Enervation (Ex): Pushing oneself by invoking a wild surge is dangerous.

Immediately following each wild surge, a wilder may be overcome by the strain of her effort.

The chance of suffering psychic enervation is equal to 5% per manifester level added with the wild surge.

For example, if, at 11th level, Leila uses wild surge to boost her manifester level by four, she has a 20% chance of suffering psychic enervation as a result.

A wilder who is overcome by psychic enervation is dazed until the end of her next turn and loses a number of power points equal to her wilder level.

Elude Touch (Ex): Starting at 2nd level, a wilder's intuition supersedes her intellect, alerting her to danger from touch attacks (including rays).

She gains a bonus to Armor Class against all touch attacks equal to her Charisma bonus; however, her touch AC can never exceed her Armor Class against normal attacks.

Surging Euphoria (Ex): Starting at 4th level, when a wilder uses her wild surge ability, she gains a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the intensity of her wild surge.

For example, if Leila uses wild surge to boost her manifester level by two, her morale bonus would last for 2 rounds.

(Even if she had the wild surge +4 ability, the fact that she boosted her manifester level by only two restricts the duration to 2 rounds).

If a wilder is overcome by psychic enervation following her wild surge, she does not gain the morale bonus for this use of her wild surge ability.

At 12th level, the morale bonus on a wilder's attack rolls, damage rolls, and saving throws increases to +2.

At 20th level, the bonus increases to +3.

Volatile Mind (Ex): A wilder's temperamental mind is hard to encompass with the discipline of telepathy.

When any telepathy power is manifested on a wilder of 5th level or higher, the manifester of the power must pay 1 power point more than he otherwise would have spent.

The extra cost is not a natural part of that power's cost.

It does not augment the power; it is simply a wasted power point.

The wilder's volatile mind can force the manifester of the telepathy power to exceed the normal power point limit of 1 point per manifester level.

If the extra cost raises the telepathy power's cost to more points than the manifester has remaining in his reserve, the power simply fails, and the manifester exhausts the rest of his power points.

At 9th level, the penalty assessed against telepathy powers manifested on a wilder is increased to 2 power points.

At 13th level, the penalty increases to 3 power points, and at 17th level it increases to 4 power points.

As a standard action, a wilder can choose to lower this effect for 1 round (in the event, for instance, that a friend attempts to manifest a beneficial telepathy power on her).

MAENAD WILDER STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Weapons: Spear (1d6, 3 lb., one-handed, piercing).

Light crossbow (1d8, crit 19-20/x2, 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Autohypnosis	4	Int	—
Bluff	4	Cha	—
Concentration	4	Con	—
Diplomacy	4	Cha	—
Intimidate	4	Cha	—
Sense Motive	4	Wis	—
Spot	4	Wis	—
Tumble	4	Dex	-1

Feat: Speed of Thought.

Power Known: *Mind thrust*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Ten candles, map case.

Quiver with 20 bolts.

Gold: 4d6 gp.

TABLE 2-6: THE WILDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+0	+2	Wild surge +1, psychic enervation	2	1	1st
2nd	+1	+0	+0	+3	Elude touch	6	2	1st
3rd	+2	+1	+1	+3	Wild surge +2	11	2	1st
4th	+3	+1	+1	+4	Surging euphoria +1	17	3	2nd
5th	+3	+1	+1	+4	Volatile mind (1 power point)	25	3	2nd
6th	+4	+2	+2	+5		35	4	3rd
7th	+5	+2	+2	+5	Wild surge +3	46	4	3rd
8th	+6/+1	+2	+2	+6		58	5	4th
9th	+6/+1	+3	+3	+6	Volatile mind (2 power points)	72	5	4th
10th	+7/+2	+3	+3	+7		88	6	5th
11th	+8/+3	+3	+3	+7	Wild surge +4	106	6	5th
12th	+9/+4	+4	+4	+8	Surging euphoria +2	126	7	6th
13th	+9/+4	+4	+4	+8	Volatile mind (3 power points)	147	7	6th
14th	+10/+5	+4	+4	+9		170	8	7th
15th	+11/+6/+1	+5	+5	+9	Wild surge +5	195	8	7th
16th	+12/+7/+2	+5	+5	+10		221	9	8th
17th	+12/+7/+2	+5	+5	+10	Volatile mind (4 power points)	250	9	8th
18th	+13/+8/+3	+6	+6	+11		280	10	9th
19th	+14/+9/+4	+6	+6	+11	Wild surge +6	311	10	9th
20th	+15/+10/+5	+6	+6	+12	Surging euphoria +3	343	11	9th

GHOSTWALK (3.0)

EIDOLON

The terrifying haunt, the spirit that rots, the raging poltergeist, the body thief—all are kinds of eidolons. Eidolons may be guardian spirits, evil haunts, or adventurers of any type.

Some are benign and use their abilities to help others, while others delve into the darker portions of the soul and emerge twisted and profane.

Eidolons that are not adventurers may be any sort of person, from a powerful sorcerer to a humble cleric to a greedy mercenary to a common farmer.

Adventures: Many eidolons see their nature as just another aspect of existence and follow the same goals they had while alive, including adventuring.

Others become eidolons only temporarily, forced down this path either when their bodies cannot be raised or when they must remain after dying to take care of unfinished business.

Characteristics: Eidolons have excellent fighting ability, even though they gain no additional proficiencies in weapons or armor (which are often useless for incorporeal creatures anyway).

The greatest benefit of the eidolon class is the rapid acquisition of ghost feats, which allow each individual ghost to progress along a particular path toward advanced ghost abilities.

Even nonfighters are helped by advancing in this class because of its good Will saving throw bonus and useful class skills.

Alignment: Eidolons may be of any alignment.

Good eidolons are often benign entities who try to aid others or combat the undead.

Lawful eidolons often work to protect the rights of ghosts in general or improve relations between ghosts and the living.

Chaotic eidolons may be pranksters or opportunists, using their new abilities for personal gain simply because they can.

Evil eidolons tend to be dangerous and malevolent spirits who seek revenge upon the living.

Religion: Most eidolons worship whatever deity they did in life, although most also revere Aluván, protector of souls.

Some who are intent on entering the True Afterlife pay homage to Dracanish so that the body and soul may be properly united in death.

Most ghosts hate and fear Orcus, for worshipers of this foul deity often steal waiting bodies while their ghosts are away, making it difficult to return to life or gain their final peace in the afterlife.

Background: All eidolons originate in the same manner—a person spends enough time as a ghost and eventually develops ghost abilities.

Ghosts have a community of their own, for the bonds of death transcend race, nationality, or any other aspects of a person's background or personality.

They tend to make friends among other ghosts who died in a similar way or with those who are on the same path of ghost powers.

Races: Because only humanoids can become ghosts under normal circumstances, almost all eidolons are humanoids. Eidolons come from all walks of life, regardless of race; no race is more likely to become a ghost than any other, and no race has a tradition of following certain paths over others.

Other Classes: Although possessing amazing abilities, an eidolon must sometimes rely upon the skills of others. Eidolons are decent fighters, but lack the specific training of a fighter.

Their spellcasting ability does not improve after death, so a live spellcaster of equal experience is usually their better. While an eidolon might be sneaky when incorporeal, a manifested eidolon is no match for the quiet and skill of a true rogue.

GAME RULE INFORMATION

Eidolons have the following game statistics.

Abilities: Wisdom and Charisma are especially important for eidolons, because many ghost feats rely on these ability scores, and Charisma determines the ghost's natural deflection bonus when it is incorporeal.

A high Dexterity is important, since incorporeal ghosts cannot wear armor unless it has the *ghost touch* ability.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The eidolon's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Knowledge (the planes) (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

Skill Points at 1st Level: 2 + Int modifier.

(You can never take eidolon as your first character class, so you never get the $\times 4$ multiplier for your skill points with this class).

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the eidolon.

Weapon and Armor Proficiency: An eidolon gains no proficiency in any kind of weapons, armor, or shields.

Free Multiclassing: Taking the eidolon class does not incur the experience point penalties normally associated with multiclassing (although it does not negate any existing penalties the character may have incurred from multiclassing in standard classes).

Ghost Feats: At 1st level, an eidolon gets a bonus feat.

The eidolon gains an additional bonus feat at 2nd level and every two levels thereafter.

These bonus feats must be feats with the [Ghost] descriptor.

An eidolon must still meet all prerequisites for a feat, including ability-score minimums.

TABLE 1-1: THE EIDOLON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Ghost feat, free multiclassing
2nd	+2	+0	+0	+3	Ghost feat
3rd	+3	+1	+1	+3	
4th	+4	+1	+1	+4	Ghost feat
5th	+5	+1	+1	+4	
6th	+6/+1	+2	+2	+5	Ghost feat
7th	+7/+2	+2	+2	+5	
8th	+8/+3	+2	+2	+6	Ghost feat
9th	+9/+4	+3	+3	+6	
10th	+10/+5	+3	+3	+7	Ghost feat
11th	+11/+6/+1	+3	+3	+7	
12th	+12/+7/+2	+4	+4	+8	Ghost feat
13th	+13/+8/+3	+4	+4	+8	
14th	+14/+9/+4	+4	+4	+9	Ghost feat
15th	+15/+10/+5	+5	+5	+9	
16th	+16/+11/+6/+1	+5	+5	+10	Ghost feat
17th	+17/+12/+7/+2	+5	+5	+10	
18th	+18/+13/+8/+3	+6	+6	+11	Ghost feat
19th	+19/+14/+9/+4	+6	+6	+11	
20th	+20/+15/+10/+5	+6	+6	+12	Ghost feat

EIDOLONCER

The eidolon class was designed with the idea that ghost characters who want to advance their ghost powers can keep levels in eidolon, while ghost characters who want to

advance their abilities in a normal class can gain levels in a normal class.

The eidolon class allows most characters willing to dabble in ghost powers to do so, while still advancing their base attack bonus and providing a reasonable selection of skills. However, spellcasters are hurt the most by advancing as eidolons, and players of these characters may become frustrated by the stifled spell progression.

For these characters, the optional eidoloncer class is a much better option.

An eidoloncer follows all the same rules as an eidolon: A ghost character must take levels in either eidolon or eidoloncer, a ghost who is raised from the dead has a life epiphany and may convert eidoloncer levels to levels in another class, and so on.

Adventures: Most eidoloncers enjoy being ghosts as another aspect of existence and pursue the same interests and studies they had when alive.

Others become eidoloncers only temporarily, for the same reason people advance as eidolons.

Characteristics: Eidoloncers are poor fighters and have few skills.

Their greatest gift is to advance their spellcasting ability, although they gain a few ghost feats as well.

Alignment: Eidoloncers may be of any alignment and have the same habits and morals as their living counterparts and other characters of their spellcasting class.

Religion: Eidoloncers follow the same religious habits as their living spellcaster counterparts.

Background: All eidoloncers originate in the same manner: A person spends enough time as a ghost and eventually gains levels in the eidoloncer class.

Eidoloncers are part of the same community as eidolons and make friends in that community for the same reasons eidolons do.

Races: Because only humanoids can become ghosts under normal circumstances, almost all eidoloncers are humanoids.

Eidoloncers come from all walks of life, regardless of race, and no race is more likely to become a ghost or has a tradition of following certain paths.

Other Classes: Eidoloncers tend to fulfill the same roles as whatever spellcasting class they are advancing while ghosts.

GAME RULE INFORMATION

Eidoloncers have the following game statistics.

Abilities: An eidoloncer's most important ability scores depend upon what spellcasting class the eidoloncer is practicing.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The eidoloncer's class skills (and the key ability for each skill) are Concentration (Con), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Scry (Int), and Spellcraft (Int). Skill Points at 1st Level: 2 + Int modifier.

(You can never take eidoloncer as your first character class, so you never get the $\times 4$ multiplier for your skill points with this class).

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the eidoloncer.

Weapon and Armor Proficiency: An eidoloncer gains no proficiency in any kind of weapons, armor, or shields.

Free Multiclassing: Taking the eidoloncer class does not incur the experience point penalties normally associated with multiclassing (although it does not negate any existing penalties the character may have incurred from multiclassing in standard classes).

Ghost Feats: At 1st level, an eidoloncer gets a bonus feat. This bonus feat must be a feat with the [Ghost] descriptor. She must still meet all prerequisites for a feat, including ability-score minimums.

The eidoloncer gains another bonus ghost feat at 5th level and every five levels after that.

Spellcasting: An eidoloncer advances her spellcasting ability at every level in the eidoloncer class.

Thus, when a new eidoloncer level is gained, she gains new spells known and spells per day as if she had also gained a level in a spellcasting class she belonged to before gaining a level as an eidoloncer.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

This essentially means that she adds the level of eidoloncer to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

For example, Lhoga the 4th-level ghost sorcerer gains a level in eidoloncer.

Since her only spellcasting class is sorcerer, her eidoloncer level advances the spellcasting ability of her sorcerer class, giving her the spells known and spells per day of a 5th-level sorcerer.

She does not improve her familiar's abilities or gain any other benefits she would have received if she had gained an actual level in sorcerer.

When an eidoloncer has a life epiphany, any converted eidoloncer levels must be converted into levels in the spellcasting class she was advancing in.

When this occurs, the character gains all other abilities from that class that are not related to spellcasting, in addition to an exact conversion of spellcasting ability.

For example, when Lhoga is raised and decides to convert her eidoloncer level into a sorcerer level, her familiar's natural armor and Intelligence increase to that of a 6th-level sorcerer's familiar, and it gains the *Speak with Master* ability, just as if it had always been the familiar of a 6th-level sorcerer.

A ghost cleric/eidoloncer who converted eidoloncer levels would improve her turning ability, a ghost bard/eidoloncer would improve her bardic knowledge ability, and so on.

TABLE 1–2: THE EIDOLONCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Ghost feat, free multiclassing, spellcasting
2nd	+1	+0	+0	+3	Spellcasting
3rd	+1	+1	+1	+3	Spellcasting
4th	+2	+1	+1	+4	Spellcasting
5th	+2	+1	+1	+4	Ghost feat, spellcasting
6th	+3	+2	+2	+5	Spellcasting
7th	+3	+2	+2	+5	Spellcasting
8th	+4	+2	+2	+6	Spellcasting
9th	+4	+3	+3	+6	Spellcasting
10th	+5	+3	+3	+7	Spellcasting
11th	+5	+3	+3	+7	Spellcasting
12th	+6/+1	+4	+4	+8	Spellcasting
13th	+6/+1	+4	+4	+8	Spellcasting
14th	+7/+2	+4	+4	+9	Spellcasting
15th	+7/+2	+5	+5	+9	Ghost feat, spellcasting
16th	+8/+3	+5	+5	+10	Spellcasting
17th	+8/+3	+5	+5	+10	Spellcasting
18th	+9/+4	+6	+6	+11	Spellcasting
19th	+9/+4	+6	+6	+11	Spellcasting
20th	+10/+5	+6	+6	+12	Ghost feat

HEROES OF HORROR (3.5)

ARCHIVIST

"You can either sell me the cursed stele, or you can wait for its original owner to come for it.

The choice is yours."

—Anselmo Durod, proctor abbot of the Hallowed Doctrine

An archivist is a wielder of divine magic, similar to a cleric only in the type and nature of the magic at his command.

Indeed, the archivist has more in common with the wizard than he does with the standard servant of the divine, due to the scholarly way in which he collects and maintains his spell selection.

Archivists seek out esoteric sources of divine lore, wherever those sources might be, securing those secrets for themselves and their fellow scholars.

MAKING AN ARCHIVIST

The archivist is a more academic profession than the cleric or paladin but harder and more worldly than the average cloistered wizard.

Due to the exploratory and often dangerous nature of their work, archivists develop techniques for safeguarding themselves and their allies from the foul taint that so often surrounds and accompanies the lost or forbidden lore they seek.

Archivists are thus exceptional support characters, bolstering the efforts of those who aid them in their scholarly pursuits.

Abilities: The most important characteristic for an archivist is a keen Intelligence.

That intellect must also be tempered with a high degree of Wisdom, due to the fine line the archivist must walk in studying evil without being corrupted by it.

A strong Constitution is also highly prized for dealing with the rigors of the archivist's missions.

Races: Elves tend to make the best archivists, due both to their longevity and to their natural proclivity for magic. Humans and gnomes can be drawn to the class as well, often becoming the most ambitious of seekers. Dwarves make fine archivists but tend to view the entire profession as a little too morally gray for their liking. Halflings and half-orcs rarely take up the mantle of the archivist.

Alignment: Characters of any alignment can become archivists, but the class does require some measure of academic detachment.

As a result, archivists of an ethically lawful bent are quite common.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Craft, Decipher Script, Diplomacy, Gather Information, Heal, Knowledge (all skills, taken individually), Profession, Search, and Spellcraft.

CLASS FEATURES

The archivist's class features all serve to further his overall purpose, which is to seek out mystical, divine lore from strange and forbidden sources, and to gain both understanding and mastery thereof.

Weapon and Armor Proficiency: Archivists are proficient with all simple weapons and with light and medium armor, but not with shields.

Spellcasting: An archivist casts divine spells, drawn primarily from the cleric spell list although he can eventually uncover, learn, and prepare noncleric divine spells.

Unlike clerics, archivists prepare spells from a prayerbook, a collection of copied divine spells.

To learn, prepare, or cast a spell, an archivist must have an Intelligence score equal to at least 10 + the spell level.

The Difficulty Class for a saving throw against an archivist's spell is 10 + the spell level + the archivist's Int modifier.

Like other spellcasters, an archivist can cast only a certain number of spells of each level per day.

His base daily allotment is given in Table 5-1: The Archivist.

In addition, he receives bonus spells per day if he has a high Wisdom score (see Table 1-1 on page 8 of the *Player's Handbook*).

He must choose and prepare his spells ahead of time by getting a good night's sleep and then spending 1 hour studying his prayerbook.

The archivist decides which spells to prepare while studying.

Prayerbook: Unlike a cleric, an archivist does not receive his daily spell complement from whatever deity or cosmic force he worships.

Rather, he must seek out and collect new spells much as a wizard does, but from such esoteric sources as holy tablets, ancient steles, or other magical scriptures.

He cannot prepare any spell not recorded in his prayerbook except for *read magic*, which archivists can prepare from memory.

An archivist begins play with a prayerbook containing all 0-level cleric spells plus three 1st-level cleric spells of the player's choice.

For each point of Intelligence bonus the archivist has, the prayerbook has an additional 1st-level cleric spell.

At each new class level, the archivist gains two new cleric spells for his prayerbook; these can be of any spell level or levels that he can cast (based on his new archivist level).

At any time, an archivist can also add spells found on scrolls containing divine spells to his prayerbook, but he must make any rolls and spend the time required (see Adding Spells to a Wizard's Spellbook on page 178 of the *Player's Handbook*).

The archivist can learn and thus prepare nonclerical divine spells in this fashion but the two free spells he gains for advancing in class level must be selected from the cleric spell list.

Dark Knowledge: Three times per day, an archivist can draw upon his expansive knowledge of monsters, granting his allies benefits against the creatures they face.

Doing this counts as a move action.

The secrets of dark knowledge pertain only to aberrations, elementals, magical beasts, outsiders, or undead.

An archivist unlocks new dark knowledge abilities as his level increases and can also call upon his dark knowledge more often, gaining one additional daily use for every three archivist levels (4/day at 3rd level, 5/day at 6th level, and so forth).

Using dark knowledge requires a Knowledge check of a type appropriate to the creature faced.

A Knowledge (arcana) check reveals secrets of magical beasts, Knowledge (dungeoneering) pertains to aberrations, Knowledge (religion) covers undead, and Knowledge (the planes) applies to outsiders and elementals.

The DC of the check is 15.

Most of the archivist's dark knowledge abilities increase in effectiveness if he succeeds on his Knowledge check by 10 or more.

Dark knowledge can only be used once against any given creature.

The archivist's dark knowledge can affect a single creature or all creatures of the same race, depending on the effect used.

A target creature must be within 60 feet, and the archivist must be aware of the creature's presence, although he need not have a line of sight to it.

The effects of dark knowledge last for 1 minute, unless stated otherwise.

Tactics: The archivist knows the general combat behaviors of creatures of that race, granting his allies a +1 bonus to attack rolls made against them.

For example, an archivist confronted by corruption eaters* who succeeded on his Knowledge (dungeoneering) check would grant his allies the attack bonus against all the corruption eaters they fought in that encounter.

If the archivist succeeds on his Knowledge check by 10 or more, then this bonus increases to +2.

If the archivist succeeds on his Knowledge check by 20 or more, then this bonus increases to +3.

* New monster described on page 144.

Puissance: Starting at 5th level, the archivist can use his dark knowledge to help his allies fight off the corrupting influence of other creatures.

Allies within 60 feet of the archivist gain a +1 bonus on saving throws against the affected creature's abilities.

If the archivist succeeds on his Knowledge check by 10 or more, this bonus increases to +2.

If the archivist succeeds on his Knowledge check by 20 or more, this bonus increases to +3.

Foe: Starting at 8th level, an archivist can direct his allies to attack vital spots of his enemies.

On a successful Knowledge check, he grants them a bonus to weapon damage rolls made against the target creatures equal to 1d6 points of damage.

If the archivist succeeds on his Knowledge check by 10 or more, then this bonus increases to 2d6.

If the archivist succeeds on his Knowledge check by 20 or more, then this bonus increases to 3d6.

Dread Secret: By speaking aloud a dread secret of the target creature, an archivist of 11th level or higher can dazzle a target creature for 1 round.

Unlike other dark knowledge, this ability can be used only against a single creature.

If the archivist succeeds on his Knowledge check by 10 or more, then the target is dazed for 1 round.

If the archivist succeeds on his Knowledge check by 20 or more, then the target is stunned for 1 round (if the target is immune to being stunned but not immune to being dazed, such as most undead, then the archivist can choose to daze the target instead of stunning it).

Foreknowledge: Starting at 14th level, an archivist can better prepare his allies for the attacks of the affected creature, making it harder for the creature to land blows and successfully deal damage.

Allies within 30 feet of the archivist gain a +1 insight bonus to Armor Class that applies to attacks by the affected creature only.

If the archivist succeeds on his Knowledge check by 10 or more, this bonus increases to +2.

If the archivist succeeds on his Knowledge check by 20 or more, this bonus increases to +3.

Scribe Scroll: Archivists gain Scribe Scroll as a bonus feat.

Lore Mastery: Upon reaching 2nd level, an archivist gains a +2 bonus to all Decipher Script checks and to all checks of any one Knowledge skill of his choice.

Once this choice is made, it cannot be changed.

At 7th, 13th, and 17th level, the archivist can choose an additional Knowledge skill on which to gain the +2 bonus.

Still Mind (Ex): Starting at 4th level, an archivist gains a +2 bonus on saving throws against spells and effects from the school of enchantment, due to his rigorous focus and intense mental discipline.

Bonus Feat: When an archivist reaches 10th level, and again at 20th level, he can select a free feat from the following list:

Skill Focus (any Knowledge skill), Spell Focus, any metamagic feat, or any item creation feat.

PLAYING AN ARCHIVIST

As an archivist, you travel in search of new and unusual magic of a divine nature.

Since your understanding of magic revolves around the written word, you prize magical writings of any kind and will travel far to investigate a newly uncovered (or yet-to-be-discovered) holy scripture or mystical recitation.

Generally speaking, you aren't quite as stuffy as the average wizard, given your breadth of experience and high Wisdom score, but neither are you a chest-thumping champion of the gods.

The secrets you uncover are their own reward, and your confidence in yourself and in the job you do is more rewarding than the empty gratitude of some group or hierarchy.

RELIGION

While most archivists are religious, it is fundamentally their way to put more stock in the power of the divine than in the divine itself.

Archivists exist for virtually every known deity.

Some hunt down the secrets of ages past to exalt the greater glory of their deity, while others seek only to safeguard sacred lore from falling into the wrong hands.

Still others see very little connection between their personal devotion and the work they do, aside from perceiving their continued success as evidence of their god's favor.

OTHER CLASSES

Archivists tend to fare well in the company of wizards, who appreciate the scholarly approach they take to magical study.

By the same token, however, they have a mercurial relationship with standard clerics.

Some priesthoods view archivists as an essential arm of their god's following, while others see them as little more than shameless thieves who seek to despoil or abuse sacred texts.

Many druids look askance at their spells' being cast by those who do not follow druidic teachings.

Archivists often travel in the company of bards or rogues (another mark against them in the eyes of some narrow-minded priests), who share their interest in old lore and the recovery of long-lost treasure.

COMBAT

Archivists are not especially potent front-line fighters and will often hang back with the wizards when combat arises.

They are sturdier and usually better armored than their arcane counterparts, however, and boldly stride into combat when necessary (for example, when it means defending one who is weaker or easier to hit).

Archivists are especially effective in parties that contain other divine casters or bards.

Given preparation time, an archivist can use his magic to bolster party members, including the clerics, so that when combat begins, the clerics can wade into battle with the fighters, leaving the archivists free to heal.

If PCs are likely to face foes who have secret weaknesses, there can be an enormous benefit in recruiting an archivist.

An archivist can often provide information about a foe's weaknesses that spells the difference between failure and success against that adversary.

ADVANCEMENT

It is often said that archivists are born, not made.

Many who embrace this class do so out of a genuine thirst for learning, often accompanied by a reverence or admiration for divine power.

Some people who end up walking the path of the archivist began as apprentice wizards or junior clerics but soon felt the call to seek hidden knowledge.

Many archivists are archivists for life; the more hidden lore they uncover, the more they feel they still have to learn.

Others multiclass to complement their abilities, sometimes validating their pursuits in the eyes of a church hierarchy by taking levels in cleric or even paladin.

Less frequently, an archivist's hunger for lore causes him to branch out into the arcane arts, splitting his studies between divine exploration and wizardry.

The archivist is also an exceptionally versatile class for the purposes of prerequisites, acting as a natural gateway class for many prestige classes.

TABLE 5-1: THE ARCHIVIST

HIT DIE: D6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spellcasting—									
						0	1	2	3	4	5	6	7	8	9
1st	+0	+2	+0	+2	Dark knowledge (tactics) 3/day, Scribe Scroll	3	2								
2nd	+1	+3	+0	+3	Lore mastery	4	3								
3rd	+1	+3	+1	+3	Dark knowledge 4/day	4	3	2							
4th	+2	+4	+1	+4	Still mind	4	4	3							
5th	+2	+4	+1	+4	Dark knowledge (puissance)	4	4	3	2						
6th	+3	+5	+2	+5	Dark knowledge 5/day	4	4	4	3						
7th	+3	+5	+2	+5	Lore mastery	4	5	4	3	2					
8th	+4	+6	+2	+6	Dark knowledge (foe)	4	5	4	4	3					
9th	+4	+6	+3	+6	Dark knowledge 6/day	4	5	5	4	3	2				
10th	+5	+7	+3	+7	Bonus feat	4	5	5	4	4	3				
11th	+5	+7	+3	+7	Dark knowledge (dread secret)	4	5	5	5	4	3	2			
12th	+6/+1	+8	+4	+8	Dark knowledge 7/day	4	5	5	5	4	4	3			
13th	+6/+1	+8	+4	+8	Lore mastery	4	5	5	5	5	4	3	2		
14th	+7/+2	+9	+4	+9	Dark knowledge (foreknowledge)	4	5	5	5	5	4	4	3		
15th	+7/+2	+9	+5	+9	Dark knowledge 8/day	4	5	5	5	5	5	4	3	2	
16th	+8/+3	+10	+5	+10	—	4	5	5	5	5	5	4	4	3	
17th	+8/+3	+10	+5	+10	Lore mastery	4	5	5	5	5	5	5	4	3	2
18th	+9/+4	+11	+6	+11	Dark knowledge 9/day	4	5	5	5	5	5	5	4	4	3
19th	+9/+4	+11	+6	+11	—	4	5	5	5	5	5	5	5	4	4
20th	+10/+5	+12	+6	+12	Bonus feat	4	5	5	5	5	5	5	5	5	5

DREAD NECROMANCER

"Necromancy is not just one school of magic among many. It is an Art, one that requires the Artist's entire devotion."

—Kazerabet, Angel of the Dark

A specialist wizard who calls himself a necromancer or a cleric with the Death domain has significant power over undead and the forces of negative energy, but a dread necromancer is their true master.

A practitioner of vile and forbidden arts, the dread necromancer roots about in graveyards, searching out moldering components for her obscene spells.

She calls upon restless, tormented spirits of the dead, seeking their arcane secrets.

She might be a consummate villain, or perhaps a tortured hero whose obsession with death leads her along questionable moral paths.

MAKING A DREAD NECROMANCER

A dread necromancer is similar to other arcane spellcasters such as wizards, sorcerers, bards, or warmages.

She does not learn spells as quickly as wizards do, nor have access to such a great variety of spells, but she excels at her primary repertoire—necromantic, evil, and fear-related spells.

She is a combat caster, with more resilience than a wizard or sorcerer and a definite emphasis on combat-oriented necromantic spells.

Abilities: Charisma determines how powerful a spell a dread necromancer can cast, how many spells she can cast per day, and how hard those spells are to resist.

Like a sorcerer or wizard, a dread necromancer benefits from high Dexterity and Constitution scores.

Races: Of the standard races, humans are most likely to become dread necromancers.

They seem by nature to be more preoccupied with death than longer-lived races, and hence more apt to drift into a necromantic career.

Elf dread necromancers, while rare, are not unknown, and a few half-orcs inherit a morbid interest in death and gore from both sides of their lineage.

Among other races, dread necromancers are most common among the githyanki and the drow.

The githyanki actually hold dread necromancers in high esteem, while drow society shuns them—more because they dare to worship deities other than Lolth than because of any real revulsion toward them and their practices.

Alignment: Not all dread necromancers are evil, although the best of them could easily be described as evil-tolerant.

No dread necromancer can have a good alignment.

Performing evil acts is a basic feature of the class, but some dread necromancers manage to balance evil acts with good intentions, remaining solidly neutral (most PC dread necromancers fall into this category).

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Craft, Decipher Script, Disguise, Hide, Intimidate, Knowledge (arcana), Knowledge (religion), Profession, and Spellcraft.

CLASS FEATURES

Spellcasting is your greatest strength, although your rate of spell acquisition is closer to that of a sorcerer than a wizard.

You make up for slower spellcasting progression with a wide array of special abilities, including a touch attack that uses negative energy to harm your foes.

This attack increases in strength and gains additional effects as you gain levels.

Because many of your abilities rely on your entering melee, you are proficient with light armor and have the ability to cast your spells while wearing light armor.

You also gain a resilience to damage that wizards or sorcerers do not possess.

Weapon and Armor Proficiency: A dread necromancer is proficient with all simple weapons and with one martial weapon of her choice.

Her choice of martial weapon is made when the character takes her first level of dread necromancer and cannot be changed.

Dread necromancers are also proficient with light armor, but not with shields.

The somatic components required for dread necromancer spells are simple, so members of this class can cast dread necromancer spells while wearing light armor without incurring the normal arcane spell failure chance.

She still incurs the normal arcane spell failure chance for arcane spells derived from other classes.

In addition, if a dread necromancer wears medium or heavy armor, or uses a shield, she incurs the same chance of arcane spell failure as any other arcane caster if the spell in question has a somatic component (and most do).

Spellcasting: A dread necromancer casts arcane spells, which are drawn from the dread necromancer's spell list (see page 87).

Like a sorcerer, she can cast any spell she knows without preparing it ahead of time.

When a dread necromancer gains access to a new level of spells, she automatically knows all the spells for that level given on the dread necromancer's spell list.

Dread necromancers also have the option of adding to their existing spell list through their advanced learning ability as they increase in level (see below).

To cast a spell, a dread necromancer must have a Charisma score of 10 + the spell's level.

The Difficulty Class for a saving throw against a dread necromancer's spell is 10 + the spell's level + her Charisma modifier.

Like other spellcasters, a dread necromancer can cast only a certain number of spells of each spell level per day.

Her base daily spell allotment is given in Table 5-2: The Dread Necromancer.

In addition, she receives bonus spells for a high Charisma score (see Table 1-1 on page 8 of the *Player's Handbook*).

Charnel Touch (Su): Negative energy flows through a dread necromancer's body, concentrating in her hands.

At will, but no more than once per round, she can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels.

This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels.

A dread necromancer can use the *spectral hand* spell to deliver this attack from a distance.

Rebuke Undead (Su): A dread necromancer can rebuke or command undead creatures by channeling negative energy through her body.

See the cleric class feature described on page 33 of the *Player's Handbook*.

Lich Body: Starting at 2nd level, a dread necromancer begins her journey into undeath.

The first symptom is her body's increased resilience to physical harm.

She gains DR 2/bludgeoning and magic.

As the dread necromancer increases in level, this DR increases in effectiveness, to DR 4 at 7th level, DR 6 at 11th level, and DR 8 at 15th level.

Negative Energy Burst (Su): Beginning at 3rd level, a dread necromancer gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her.

This burst deals 1d4 points of damage per class level.

A successful Will save (DC 10 + 1/2 her class level + Cha modifier) reduces damage by half.

Undead creatures within this burst are healed the same amount of hit points as the damage she deals to living creatures.

A dread necromancer can use this ability once per day at 3rd level, and one additional time per day for every five levels she attains beyond 3rd (2/day at 8th level, 3/day at 13th level, and 4/day at 18th level).

Advanced Learning (Ex): At 4th level, a dread necromancer can add a new spell to her list, representing the result of personal study and experimentation.

The spell must be a cleric or wizard spell of the necromancy school, and of a level no higher than that of the highest-level spell the dread necromancer already knows.

Once a new spell is selected, it is added to that dread necromancer's spell list and can be cast just like any other spell she knows.

If a spell is both a cleric spell and a wizard spell, use the lower of the two spell levels (when different) to determine what level the spell is for a dread necromancer.

A dread necromancer gains an additional new spell at 8th, 12th, 16th, and 20th level.

Mental Bastion: Starting at 4th level, a dread necromancer gains a +2 bonus on saving throws made to resist *sleep*, *stunning*, *paralysis*, *poison*, or *disease*.

This bonus increases to +4 at 14th level.

Fear Aura (Su): Beginning at 5th level, a dread necromancer radiates a 5-foot-radius fear aura as a free action.

Enemies in the area must succeed on a Will save (DC 10 + 1/2 her class level + her Cha modifier) or become shaken.

A creature who successfully saves cannot be affected by that dread necromancer's fear aura for 24 hours.

Scabrous Touch (Su): Starting at 6th level, once per day a dread necromancer can use her charnel touch to inflict disease on a creature she touches.

This ability works like the *contagion* spell (see page 213 of the *Player's Handbook*), inflicting the disease of her choice immediately, with no incubation period, unless the target makes a successful Fortitude save (DC 10 + 1/2 her class level + her Cha modifier).

The DC for subsequent saving throws to resist the effects of the disease depends on the disease inflicted; see page 292 of the *Dungeon Master's Guide* for details.

Activating this class feature is a swift action.

The effect lasts until the dread necromancer makes a successful charnel touch attack.

The *spectral hand* spell enables a dread necromancer to deliver a scabrous touch attack from a distance.

A dread necromancer can use this ability once per day at 6th level, twice per day at 11th level, and three times per day at 16th level.

Summon Familiar: At 7th level or anytime thereafter, a dread necromancer can obtain a familiar.

The familiar she acquires is more powerful than a standard wizard's or sorcerer's familiar, but it is unequivocally evil.

The player of a dread necromancer character chooses one of the following creatures: imp (devil), quasit (demon), vargouille, or ghostly visage.

All these creatures are described in the *Monster Manual* except for the ghostly visage, an undead symbiont described on page 221 of the *Fiend Folio*.

A dread necromancer's familiar gains the usual familiar benefits given on pages 52-53 of the *Player's Handbook*, with two exceptions.

Its type does not change, and it does not gain the exceptional ability to speak with other creatures of its kind. A dread necromancer's familiar can use its ability to deliver touch spells such as its master's charnel touch, scabrous touch, or enervating touch attack.

The master must use a standard action to imbue the touch attack into her familiar.

Undead Mastery: All undead creatures created by a dread necromancer who has reached 8th level or higher gain a +4 enhancement bonus to Strength and Dexterity and 2 additional hit points per Hit Die.

In addition, when a dread necromancer uses the *animate dead* spell to create undead, she can control 4 + her Charisma bonus HD worth of undead creatures per class level (rather than the 4 HD per level normally granted by the spell).

Similarly, when a dread necromancer casts the *control undead* spell, the spell targets up to (2 + her Cha bonus) HD/level of undead creatures, rather than the 2 HD/level normally granted by the spell.

Negative Energy Resistance: Beginning at 9th level, a dread necromancer gains a +4 bonus on saving throws made to resist negative energy effects, including energy drain, some ability drain, and *inflict* spells.

Light Fortification: Starting at 10th level, a dread necromancer gains 25% resistance to critical hits; this is the equivalent of the light fortification armor special ability described on page 219 of the *Dungeon Master's Guide*.

At 17th level, this fortification increases to 50%.

Enervating Touch (Su): When a dread necromancer reaches 12th level, she gains the ability to bestow negative levels when she uses her charnel touch attack.

Each day, she can bestow a total number of negative levels equal to one-half her class level, but no more than two negative levels with a single touch.

The saving throw to remove the negative levels has a DC of 10 + 1/2 her class level + her Charisma modifier.

Activating this class feature is a swift action.

The effect lasts until she makes a successful charnel touch attack.

A dread necromancer can use the *spectral hand* spell to deliver this attack from a distance.

Beginning at 17th level, the number of negative levels a dread necromancer can bestow per day increases to equal her class level.

Craft Wondrous Item: At 19th level, the dread necromancer gains Craft Wondrous Item as a bonus feat. This helps her prepare the phylactery required to become a lich.

Lich Transformation: When a dread necromancer attains 20th level, she undergoes a hideous transformation and becomes a lich.

Her type changes to undead, and she gains all the traits of the undead (see page 317 of the *Monster Manual*).

She no longer has a Constitution score, all her existing Hit Dice become d12s, and she must reroll her hit points.

A dread necromancer need not pay experience points or gold to create her phylactery.

A dread necromancer who is not humanoid does not gain this class feature.

DREAD NECROMANCER SPELL LIST

The dread necromancer's spell list appears below.

1st Level: *Bane*, *bestow wound**, *cause fear*, *chill touch*, *detect magic*, *detect undead*, *doom*, *hide from undead*, *inflict light*

wounds, *ray of enfeeblement*, *summon undead I**, *undetectable alignment*

2nd Level: *Blindness/deafness*, *command undead*, *darkness*, *death knell*, *false life*, *gentle repose*, *ghoul touch*, *inflict moderate wounds*, *scare*, *spectral hand*, *summon swarm*, *summon undead II**

3rd Level: *Crushing despair*, *death ward*, *halt undead*, *inflict serious wounds*, *ray of exhaustion*, *speak with dead*, *summon undead III**, *vampiric touch*

4th Level: *Animate dead*, *bestow curse*, *contagion*, *death ward*, *dispel magic*, *enervation*, *Evard's black tentacles*, *fear*, *giant vermin*, *inflict critical wounds*, *phantasmal killer*, *poison*, *summon undead IV**

5th Level: *Blight*, *cloudkill*, *fire in the blood**, *greater dispel magic*, *insect plague*, *lesser planar binding*, *magic jar*, *mass inflict light wounds*, *nightmare*, *oath of blood**, *slay living*, *summon undead V**, *undeath to death*, *unhallow*, *waves of fatigue*

6th Level: *Acid fog*, *circle of death*, *create undead*, *eyebite*, *geas/quest*, *harm*, *mass inflict moderate wounds*, *planar binding*, *waves of exhaustion*

7th Level: *Control undead*, *destruction*, *finger of death*, *greater harm**, *mass inflict serious wounds*, *song of discord*, *vile death**

8th Level: *Create greater undead*, *horrid wilting*, *mass inflict critical wounds*, *symbol of death*

9th Level: *Energy drain*, *imprison soul**, *mass harm**, *plague of undead**, *wail of the banshee*

* New spell (see *Dread Magic*, starting page 125).

PLAYING A DREAD NECROMANCER

You hold the power of death in the palm of your hand (quite literally, albeit on a small scale at the start of your career).

If your career continues as planned, you will survive forever as a lich.

This destiny naturally makes you superior to lesser mortals who are doomed to molder in their crypts or shuffle about mindlessly as your animated minions.

You favor somber clothing, cultivate a pale and gaunt appearance, and speak in soft, low, sinister tones.

You might harbor some vague notions about using your dark powers for the good of the world, but your most important motivation is your own power—and, ultimately, your transformation into an eternal undead creature.

You approach every adventure with these goals at least in the back of your mind, if not at the forefront.

What forgotten secrets might you unearth on this journey?

What clues might you uncover to the location of ancient crypts and artifacts?

What elements of this tomb design might you incorporate into your own eventual lair?

Altruism rarely motivates you to undertake an adventure, but other motives might easily disguise themselves as concern for others.

RELIGION

The gods of good and light do not tolerate dread necromancers among their followers (even good-aligned death gods such as Osiris).

Most dread necromancers worship Wee Jas, Vecna, or especially Nerull, while some worship even darker gods, whose names are mentioned only in whispers, or fiendish lords such as Orcus.

Other dread necromancers are completely impious, seeking personal power in order to establish themselves as gods, rather than offering worship to any other deity, no matter how foul.

OTHER CLASSES

Dread necromancers have much in common with wizards, particularly specialist necromancers.

They often join associations of wizards or sorcerers, where such groups exist, in order to acquire more spells.

Paladins and clerics of good deities dislike dread necromancers, nor do druids hold any fondness for them.

Other character classes are able to work alongside dread necromancers, particularly if their own goals or methods are equally unsavory.

COMBAT

A dread necromancer's participation in combat is a balancing act.

She wants to be able to deliver touch attacks, but light armor and her relatively weak (d6) Hit Dice offer only modest protection against enemy attacks.

The *spectral hand* spell is an effective solution that allows her to remain apart from the thick of melee while using her charnel touch (and other spells).

Her familiar can also deliver these attacks for her, although it is little less fragile than the dread necromancer herself.

Gaining the ability to cast *animate dead* is a bit like taking the Leadership feat and acquiring a squadron of followers.

Skeletons and zombies can shield a dread necromancer from enemy attacks, open doors and spring traps while she remains at a safe distance, and wait on her hand and foot.

Dread necromancers always look for opportunities to animate fallen foes of Large or larger size, since they make even more effective combatants.

As a dread necromancer reaches the higher levels of her class, her charnel touch becomes ever more fearsome and she eventually transforms into an undead creature herself.

By this point she has probably acquired magic items that bring her Armor Class to a respectable level and thus might be more willing to wade into the thick of melee with her charnel touch.

Of course, by the time she can cast *horrid wilting* there might be little need for her to enter melee at all.

ADVANCEMENT

Dread necromancers often have some tragic experience in their early lives that marks the beginning of their fascination with death, undeath, and the power of necromancy.

She might have been the sole survivor of a terrible massacre, hiding somewhere while she watched her family, friends, and neighbors cut down, or perhaps forced to hide in a pile of corpses in order to escape the soldiers who razed her village.

Other dread necromancers experience some supernatural connection to a long-dead civilization or a single notable figure of the ancient past.

She might have been haunted since childhood by strange dreams in which she muttered phrases in some forgotten language, waking with the compulsion to investigate dusty ruins in search of arcane lore.

Corrupt spells (see page 125) represent a store of spells not on a dread necromancer's normal spell list that she can nevertheless learn and cast.

Feats that improve her spellcasting, particularly metamagic feats, are often the most useful, though Combat Casting and Mobility are particularly important for spellcasters who enter melee to deliver touch attacks.

TABLE 5-2: THE DREAD NECROMANCER HIT DIE: D6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Charnel touch, rebuke undead	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Lich body DR 2	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Negative energy burst 1/day	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Advanced learning, mental bastion +2	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Fear aura	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	Scabrous touch 1/day	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Lich body DR 4, summon familiar	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6	Advanced learning, negative energy burst 2/day, undead mastery	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	Negative energy resistance	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7	Light fortification 25%	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	Lich body DR 6, scabrous touch 2/day	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8	Advanced learning, enervating touch	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8	Negative energy burst 3/day	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9	Mental bastion +4	6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Lich body DR 8	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10	Advanced learning, scabrous touch 3/day	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10	Enervating touch, light fortification 50%	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11	Negative energy burst 4/day	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	Craft wondrous item	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Advanced learning, lich transformation	6	6	6	6	6	6	6	6	5

MAGIC OF INCARNUM

(3.5)

INCARNATE

"Good and evil, law and chaos—they are as real as fire and steel, and I am proof of that."

—Ogava Basa, skarn law incarnate

Incarnum is a tool you can use to manipulate the physical manifestations of moral and ethical forces and wield them in righteous pursuit of an ideal.

Whether you are holy and righteous or corrupt and evil, you literally come to embody one cause or alignment, adding the distilled essence of good, evil, law, or chaos into your soulmelds.

MAKING AN INCARNATE

As an incarnate, you can expect to serve both a melee role and a supporting role by aiding other characters with your aligned aura and your soulmelds.

In certain situations you are as strong a fighter as a paladin, though you suffer more when out of your element.

Abilities: Constitution is perhaps your most important ability score, since it determines the maximum number of soulmelds you can shape at one time (as well as the duration of your incarnum radiance).

If your soulmeld selection focuses on melee combat, a high Strength score is important; if you use your soulmelds directly against foes, a high Wisdom score increases the save DCs against those abilities.

Races: Races inclined to alignment extremes make the best incarnates.

The heirs of the mishtai—rilkans and skarns—are by far the most common incarnates, producing mostly chaotic and lawful incarnates, respectively.

Dusk lings become chaotic (or occasionally evil) incarnates. Dwarves produce lawful incarnates, while elf incarnates embody their good nature.

Half-orcs might grow to be chaotic incarnates.

Among humans, evil incarnates are more common than good.

The planetouched races produce a great number of incarnates.

The most common savage humanoid incarnates are evil kobolds and evil orcs.

Alignment: Incarnates hold to one alignment extreme.

As an incarnate, you must choose one alignment component: good, evil, law, or chaos.

This alignment component defines you and serves as your guiding principle.

For incarnates, though, this is more than just belief, because incarnates channel souls that contain the very essence of this alignment component.

Because their devotion to one ideal is so great, an incarnate can only pick one extreme alignment component (good, evil, law, or chaos) and must be neutral in regards to the other alignment component.

This means that the only possible alignments for incarnates are neutral good, neutral evil, lawful neutral, or chaotic neutral.

Starting Gold: 5d4×10 (125 gp).

Starting Age: As cleric.

CLASS SKILLS

(2 + Int modifier per level, ×4 at 1st level): Concentration, Craft, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Spellcraft.

CLASS FEATURES

You embody the alignment ideal that you hold most dear (good, evil, law, or chaos): not only its principles and tenets, but also its underlying nature.

Incarnates of different alignments have different methods of fighting and different strengths in combat—good incarnates emphasize protection and resistance, while chaotic incarnates use speed to best their foes.

Lawful incarnates favor skill and accuracy in melee combat, while evil incarnates strive to do the most damage possible to their foes.

These principles carry through your abilities, including the physical changes you undergo as you meld more and more incarnum to your soul.

Weapon and Armor Proficiency: You are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields).

Meldshaping: An incarnate's primary ability is shaping incarnum soulmelds, which are drawn from the incarnate soulmeld list (page 54).

You know and can shape any soulmeld from this list (but see Aligned Soulmelds, below).

The Difficulty Class for a saving throw against an incarnate soulmeld is 10 + number of points of essentia invested in the soulmeld + your Wisdom modifier.

Your meldshaper level is equal to your incarnate level.

An incarnate can shape only a certain number of soulmelds per day.

Your base daily allotment is given on Table 2–2: The Incarnate.

The maximum number of soulmelds that you can have shaped simultaneously is equal to your Constitution score minus 10 or the number of soulmelds allowed for your level, whichever is lower.

At 1st level, you can shape two soulmelds at a time (assuming you have a Constitution score of at least 12).

As you advance in level, you can shape an increasing number of soulmelds.

At 1st level, you also gain access to your personal pool of essentia, which can be invested into your soulmelds to increase their power.

Your essentia pool's size is shown on Table 2–2: The Incarnate.

Your character level, as noted on Table 2–1: Essentia Capacity, determines the maximum quantity of essentia that you can invest in any single soulmeld.

As a swift action, you can reallocate your essentia investments in your soulmelds every round (see Essentia, page 50).

An incarnate does not study or prepare soulmelds in advance, but must have a good night's rest and must meditate for 1 hour to shape his soulmelds for the day (see Shaping Soulmelds, page 49).

Aligned Soulmelds: You cannot shape soulmelds with an alignment descriptor that does not match your own.

For example, if you are a good incarnate, you cannot shape soulmelds with the chaotic, lawful, or evil descriptors.

Chakra Binds: Beginning at 2nd level, you can bind your soulmelds to your chakras, granting you new powers based on the soulmeld and the chakra chosen.

Binding a soulmeld to a chakra closes the body slot associated with that chakra (see Chakras, page 50), so that you cannot also benefit from a magic item worn on the body slot associated with that chakra.

The number of chakra binds that you can have active at any one time depends on your level (see the Chakra Binds column on Table 2–2: The Incarnate).

At 2nd level, you can bind a soulmeld to your crown chakra.

Beginning at 4th level, you can bind soulmelds to your feet or hands chakras.

At 9th level, you can bind soulmelds to your arms, brow, or shoulders chakras.

At 14th level, you can bind soulmelds to your throat or waist chakras.

At 16th level, you can bind a soulmeld to your heart chakra, and at 19th level you can bind a soulmeld to your soul chakra.

For more information on chakra binds, see page 51.

Aura (Ex): You have a particularly powerful aura corresponding to your alignment (see the *detect evil* spell).

The power of your aura is equal to your incarnate level, just like the aura of a cleric.

Similarly, your soulmelds always radiate good, evil, law, or chaos (according to your alignment) as though they were aligned magic items with a caster level equal to your class level.

Detect Opposition (Sp): At will, you can attempt to detect the presence of creatures whose alignment is opposite your own.

This ability works like the *detect evil* spell, except that it detects the specific alignment opposed to your own.

For example, a good incarnate can detect evil, while a chaotic incarnate can detect law.

Expanded Soulmeld Capacity (Ex): Incarnates are specially gifted in their ability to invest essentia into soulmelds.

At 3rd level and again at 15th level, the essentia capacity of your soulmelds increases by 1, superseding the number on Table 2–1.

This only applies to soulmelds, not to feats, class features, or other abilities that allow essentia investment.

Incarnum Radiance (Su): As an incarnate, you fuse incarnum with your very soul.

You can tap into your incarnum-fused soul to activate a visible radiant aura of power, granting you an increase in a particular area of prowess.

You can activate this ability as a free action once per day at 3rd level, twice per day at 8th level, and one additional time per day for every five levels gained thereafter (3/day at 13th level and 4/day at 18th).

This effect lasts for a number of rounds equal to 3 + your Constitution modifier (minimum 1 round).

Good: Your body shines with silvery light.

You gain a +1 bonus to AC; this bonus improves by 1 for every five levels gained (+2 at 5th level, +3 at 10th, +4 at 15th, and +5 at 20th level).

Evil: An ash-gray aura surrounds you.

You gain a +2 bonus on melee damage rolls; this bonus improves by 2 for every five levels gained (+4 at 5th level, +6 at 10th, +8 at 15th, and +10 at 20th level).

Lawful: You glow with a blood-red corona.

You gain a +1 bonus on melee attack rolls; this bonus improves by 1 for every five levels gained (+2 at 5th level, +3 at 10th, +4 at 15th, and +5 at 20th level).

Chaotic: A faint green nimbus surrounds your body.

You gain a 10-foot increase to your base land speed.

This is considered a bonus.

This increase improves by 10 feet for every five levels gained (+20 at 5th level, +30 at 10th, +40 at 15th, and +50 at 20th level).

Rapid Meldshaping (Su): As your ability to channel incarnum into soulmelds increases, you learn to shape a small number of soulmelds instantly.

Starting at 5th level, once per day you can unshape one of your existing soulmelds and immediately shape another soulmeld.

This process requires a full-round action and provokes attacks of opportunity.

The soulmeld that you shape cannot be bound to a chakra, even if the soulmeld that you unshape was bound to a chakra.

You can use this ability twice per day at 11th level and three times per day at 17th.

Share Incarnum Radiance (Su): As you gain control over your powers of incarnum, you learn to share the effect of your incarnum radiance with nearby allies who share at least some of your morals or ethics.

Beginning at 7th level, when you activate your incarnum radiance (see above) you can choose for its benefit to also affect all allies within 30 feet of you.

Any ally who moves more than 30 feet from you loses the benefit until he returns within range.

If you share your incarnum radiance with allies in this fashion, you become fatigued at the end of the power's duration (this fatigue fades in 10 minutes).

You must make this choice at the time the radiance is activated.

Allies who do not share your alignment cause cannot gain the benefit of your incarnum radiance.

For example, a good incarnate's incarnum radiance benefit cannot be shared with allies who are not good.

Beginning at 17th level, sharing your incarnum radiance with allies does not fatigue you.

Perfect Meldshaper (Su): At 20th level, you gain the ability to flood your body with incarnum for a brief period of time.

As a free action that does not provoke attacks of opportunity, you can increase the amount of essentia invested in each of the incarnate soulmelds that you currently have shaped to the maximum essentia capacity of that soulmeld.

This total will be greater than the amount of essentia normally available to you.

This ability lasts for a number of rounds equal to 3 + your Wisdom modifier.

During this duration, you can't reallocate essentia from your incarnate soulmelds.

You can use this ability once per day.

True Incarnation (Su): When you reach 20th level, the process of merging incarnum with your flesh is complete, and you are transformed into a new type of creature.

You gain the outsider type, as well as the alignment subtype corresponding to your incarnate cause.

Both your natural and weapon attacks are henceforth treated as having the alignment of that subtype for the purpose of overcoming damage reduction.

EX-INCARNATES

If you change alignment, you lose most of your class abilities, unless your new alignment is compatible with the incarnate class.

If it is not, you lose your aura, *detect opposition*, incarnate radiance, and meldshaping abilities.

You may not progress any further in levels as an incarnate. You regain all your abilities and advancement potential if you return to your previous alignment and receive an *atonement* spell.

If your alignment shift still qualifies you for the class—a fall from neutral good to neutral evil, for example—you retain your incarnate levels and your class features change to match your new alignment.

PLAYING AN INCARNATE

As an incarnate, alignment is all-important to you.

The most compelling reasons to adventure spring directly from it.

Good incarnates adventure to fight evil, to protect innocents from harm, to hunt fugitives, or to right an injustice.

Chaotic incarnates are drawn to oppose tyranny, champion freedom, and fight against the restrictions of law.

Evil incarnates actively seek to spread destruction, seize whatever they can reach and keep, and slaughter those who are weaker than they.

Lawful incarnates seek to expand their power within established frameworks, spreading the wisdom and order inherent to law.

Religion: A great many incarnates devote themselves to deities they consider exemplars of their alignment.

Good incarnates gravitate to Pelor, evil to Nerull, lawful to St. Cuthbert, and chaotic to Olidammara.

Nonhuman incarnates sometimes follow their racial deities as well.

Other incarnates believe that alignment is a higher power than any deity and revere their alignment above all else.

Such incarnates are friendly toward followers of deities who share their alignment, but only as long as they continue to uphold the precepts of the alignment.

Other Classes: Incarnates are often on very good terms with clerics of the same alignment and cooperate with them extensively.

Lawful and good incarnates also frequently work with paladins.

In general, you are happy to work with any character who shares your alignment, and tolerate characters whose alignment is close to yours.

Lawful and chaotic incarnates find it difficult, if not impossible to work together, even if their motives are both genuinely benign, which is not always the case.

Combat: How you engage in combat is almost directly a function of your alignment.

Your soulmelds and your incarnum radiance ability emphasize certain approaches to combat that vary by your alignment.

If you're good, you'll have a better Armor Class to stand up to melee attacks; if you're chaotic, you'll have more mobility to move in and out of melee range.

If you're lawful, you'll hit more often in melee, and if you're evil, you'll deal more damage with each hit.

Your incarnum radiance means that your allies can benefit if they're the same alignment as you are and share a similar approach to combat.

You can't always pick your adventuring companions, but you have concrete rewards to offer allies who adopt your alignment.

Advancement: Most incarnates were strongly inclined toward a specific alignment before their first encounter with incarnum.

You might have had a fierce sense of justice and good as a child, perhaps even considered the call of a paladin until you discovered that incarnum could transform good into a tangible force that you could hold in your hands.

You might have discovered incarnum by accidental experimentation, or another incarnate might have trained you.

Perhaps you were admitted into an order of incarnates, or learned under the tutelage of a lone hermit, one of only a handful of incarnates in the world.

Your meldshaping ability offers myriad opportunities for customizing your particular abilities, since so many soulmelds are available to you and each one can significantly shape your capabilities.

Your alignment determines which soulmelds are available; you cannot shape a soulmeld with an alignment descriptor opposed to your own.

These soulmelds encourage your combat abilities in a certain direction dependant on your alignment, so you should try to select feats that complement that combat style.

If you're good, Combat Expertise fits your combat idiom.

If you're chaotic, Dodge and related feats fit well.

For the evil incarnate, Power Attack is a natural choice, while lawful incarnates favor Weapon Focus and other feats that grant a bonus on attack rolls.

SKARN INCARNATE STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty -4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty -2, 10 lb.).

Weapons: Morningstar (1d8, crit x2, 6 lb., one-handed, bludgeoning and piercing).

Light crossbow (1d8, crit x2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Spellcraft	4	Int	—
Knowledge (the planes)	4	Int	—
Knowledge (religion)	4	Int	—
Intimidate (cc)	2	Cha	—
Climb (cc)	2	Str	-6
Listen (cc)	2	Wis	—
Spot (cc)	2	Wis	—

Feat: If Strength is 13 or higher, Power Attack; if Strength is 12 or lower, Improved Initiative.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel.
3 torches.

Case with 10 crossbow bolts.

Gold: 1d8 gp.

INCARNATES IN THE WORLD

"He's the most rigid, inflexible person I've ever known."

I'm all in favor of law, but sometimes you need to temper it with mercy.

Not so for Ogava Basa."

—Alhandra, human paladin

Incarnates fill a wide variety of roles in the world, but are united by one common theme: whatever causes they adopt, they exemplify the principles of their alignment.

In their actions and their capabilities, they add another concrete dimension to alignment in the D&D world.

Daily Life: The kinds of activities that appeal to incarnates depend largely on their alignment.

Good incarnates spend their time helping others in large or small ways, while evil incarnates are interested in helping themselves—and hurting others along the way.

Lawful incarnates work to promote order and gravitate toward ordered cities in lawful societies, while chaotic incarnates promote freedom and even anarchy, preferring small communities or even solitary lifestyles.

Notables: Incarnates of each alignment have particular exemplars and heroes they hold up as the ideals of their kind.

Revered by evil incarnates and reviled by good ones (as well as a significant number of law and chaos incarnates), Murthien the Soul-Render is a legendary figure of evil, known for storming the Bastion of Unborn Souls at the head of a legion of necrocarum zombies in an attempt to steal the energy of preincarnate souls for his own wicked ends.

Some accounts relate that Murthien began his career as a good incarnate, but in a spectacular fall became an evil incarnate whose wickedness was unmatched.

Davi the Trickster is a near-mythological chaos incarnate who figures prominently in rilkan romances.

Phanallashtam the Lawbringer, a law incarnate of ancient times, is commonly recognized as the author of one of the first and most important early legal codes.

N'doka the North Star is a good incarnate of more recent memory, whose fame as a champion of good and a fierce opponent of evil has spread far from her remote homeland. It is possible that incarnum is a relatively new discovery in your campaign world.

In that case, these notable incarnates might be modern figures, or their stories might originate on another plane or world where incarnum is more common.

Organizations: The size and importance of incarnate organizations depends largely on the role incarnum itself plays in your campaign.

If the use of incarnum is a recent development, there might not yet be any organizations in place to support those few individuals who experiment with its capabilities.

Even if incarnum has been around for a long time, it might be a tradition passed from mentor to pupil in a small but unbroken line from the ancient past.

If incarnates do gather into organizations in your campaign, their nature—as with all things involving incarnates—depends on their alignment.

Few, if any, organizations exist that draw their membership from all four alignments of incarnate.

Rather, incarnates of each alignment group with others who share their outlook, avoiding or actively opposing incarnates of other alignments.

Law incarnates are the most likely to form associations.

Even if their overall numbers are few in the world, scattered law incarnates find ways to join forces to contribute to the advancement of law and order. Both evil and chaos incarnates are more likely to work independently, while good incarnates lie between these two extremes.

More often than they form organizations of their own, incarnates join other organizations that share their alignment and overall goals.

Incarnates affiliate themselves with churches that share their alignment; some join knightly orders, arcane colleges, and even guilds of thieves or assassins in order to advance their causes.

NPC REACTIONS

People who have strong feelings about alignment have strong feelings about incarnates—being friendly or helpful toward incarnates who share their alignment and unfriendly or hostile to those who oppose it.

This category includes clerics and other devoutly religious followers of deities with nonneutral alignments, paladins and blackguards, soulborns, and members of races and other creatures with well-defined alignment tendencies.

The majority of humans and halflings, at least, tend toward neutral alignments largely by virtue of simply not feeling strongly enough about alignment to take sides.

These people are indifferent toward incarnates as well—although some have unfriendly feelings toward anyone who champions an alignment extreme.

INCARNATE LORE

Characters with Knowledge (arcana) or Knowledge (the planes) can research incarnates to learn more about them. Bardic knowledge reveals the same information.

DC 10: Incarnates embody the principles of the four alignments—chaos, evil, good, and law.

They draw magical power from a mysterious soul-energy called incarnum.

DC 15: Incarnates take this soul-energy and shape it into objects almost like magic items.

Their strengths and powers depend on their alignment: chaos incarnates move quickly and use ranged attacks, lawful ones hit hard in melee.

Evil incarnates will rip you to shreds, while good ones focus on protection.

DC 20: Incarnates shape incarnum into soulmelds.

Though the soulmelds themselves are relatively stable and long lasting, incarnates can quickly shift power among their different soulmelds.

Their soulmelds grow more powerful when bound to the power centers of the body, which they call chakras.

DC 30: Information about notable incarnates, drawn from the section above.

INCARNATES IN THE GAME

The incarnate class is the backbone of the new rules system presented in *Magic of Incarnum*.

Chapter 8: Incarnum Campaigns presents extensive advice about how to work incarnum into an ongoing or new campaign, and that advice applies directly to the incarnate class.

A player with an incarnate character will be happiest if the other members of the party have a similar alignment, if he has ample opportunity to use his soulmelds and incarnum radiance, and if he at least occasionally encounters NPC opponents and monsters that wield incarnum or use incarnum-related magic items.

In other words, while it is certainly possible for a player to make and play an incarnate while no one else at the gaming table even owns a copy of this book, the most satisfying play experience comes from a campaign where incarnum makes a more extensive appearance.

Adaptation: It could be possible to create a variant meldshaping class based on the incarnate but without the incarnate's rigid focus on alignment.

By deleting alignment-focused abilities (aura, *detect opposition*) and removing restrictions on shaping soulmelds that do not match the character's alignment, then replacing the incarnate radiance ability with a different class feature, you would create a more generalized meldshaper.

Encounters: An encounter with an NPC incarnate, friend or foe, could be an adventuring party's first brush with the magic of incarnum.

If this is the case, the DM should be sure to play up the strange and mysterious nature of the power this character wields.

Describe the character's soulmelds carefully, choosing evocative adjectives based on the tone you want to set for the encounter—they might seem “ghostly”, “radiant”, or “ethereal”, for example, depending on whether you want the incarnate to seem sinister, exalted, or mysterious.

TABLE 2-2: THE INCARNATE

HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Meldshaping		
						Soulmelds	Essentia	Chakra Binds
1st	+0	+2	+0	+2	Aura, <i>detect opposition</i>	2	1	0
2nd	+1	+3	+0	+3	Chakra bind (crown)	3	2	1
3rd	+1	+3	+1	+3	Expanded soulmeld capacity +1, incarnum radiance 1/day	3	3	1
4th	+2	+4	+1	+4	Chakra binds (feet, hands)	4	4	1
5th	+2	+4	+1	+4	Rapid meldshaping 1/day	4	5	1
6th	+3	+5	+2	+5		4	6	2
7th	+3	+5	+2	+5	Share incarnum radiance	5	7	2
8th	+4	+6	+2	+6	Incarnum radiance 2/day	5	8	2
9th	+4	+6	+3	+6	Chakra binds (arms, brow, shoulders)	5	9	2
10th	+5	+7	+3	+7		6	10	3
11th	+5	+7	+3	+7	Rapid meldshaping 2/day	6	11	3
12th	+6/+1	+8	+4	+8		6	12	3
13th	+6/+1	+8	+4	+8	Incarnum radiance 3/day	7	13	3
14th	+7/+2	+9	+4	+9	Chakra binds (throat, waist)	7	14	4
15th	+7/+2	+9	+5	+9	Expanded soulmeld capacity +2	7	16	4
16th	+8/+3	+10	+5	+10	Chakra bind (heart)	8	18	4
17th	+8/+3	+10	+5	+10	Rapid meldshaping 3/day, share incarnum radiance (no fatigue)	8	20	4
18th	+9/+4	+11	+6	+11	Incarnum radiance 4/day	8	22	5
19th	+9/+4	+11	+6	+11	Chakra bind (soul)	9	24	5
20th	+10/+5	+12	+6	+12	Perfect meldshaper, true incarnation	9	26	5

SOULBORN

“I am strong.

Incarnum makes me stronger.”

—Thiera Donassik, azurin soulborn

As a soulborn, you use incarnum to enhance your natural combat ability.

You can also share the power of incarnum with your allies, making you a valuable member of any adventuring group. You have the ability to shape soulmelds, though you have less meldshaping power than an incarnate or totemist.

MAKING A SOULBORN

As a soulborn, you serve an adventuring party as a strong melee combatant.

Your soulmelds and related abilities serve to enhance your performance in battle without distracting you from striking at an opponent just about every round of combat.

Abilities: Soulborns rely heavily on Strength and Constitution because of their usefulness in combat.

Constitution is also crucial for the soulborn's meldshaping ability.

Charisma contributes to the soulborn's smite opposition class feature.

Races: Any race that traditionally emphasizes combat and physical prowess could include soulborns, including dwarves, half-orcs, and especially humans.

Of the new races presented in this book, azurins are drawn most strongly to the life of the soulborn, and some rilkanas also find themselves suited for the class.

Among savage humanoids that have any knowledge of incarnum, soulborns are far more common than other soulmeld classes.

Such groups are known to include tribes of lizardfolk, gnolls, and hobgoblins.

Alignment: Soulborns are polarized in their alignments, hewing to strong convictions of morality and ethics.

As such, they can only be lawful good, chaotic good, lawful evil, or chaotic evil.

Starting Gold: 6d4×10 (150 gp).

Starting Age: As paladin.

CLASS SKILLS

(2 + Int modifier per level, ×4 at 1st level): Climb, Concentration, Craft, Handle Animal, Heal, Jump, Knowledge (arcana), Knowledge (the planes), Profession, Ride, Spellcraft, Swim.

A lawful good soulborn adds Diplomacy to the soulborn class skills listed above.

A chaotic good soulborn adds Gather Information to the list.

A lawful evil soulborn adds Bluff to the list, and a chaotic evil soulborn adds Intimidate to the list.

CLASS FEATURES

The soulborn combines strong combat abilities with a limited ability to manipulate incarnum.

She can also enhance her allies' prowess, making her a good battlefield leader.

Weapon and Armor Proficiency: Soulborns are proficient with all simple and martial weapons, with light, medium, and heavy armor, and with shields (except tower shields).

Aura (Ex): As a soulborn, you have a particularly powerful aura corresponding to your alignment (see the *detect evil* spell for details).

Smite Opposition (Su): Once per day you can channel the power of your incarnum-fueled convictions to attempt to smite a foe with a melee attack.

You add your Charisma bonus (if any) to your attack roll and deal 1 extra point of damage per soulborn level.

These bonuses apply only against creatures whose alignment opposes at least one component of yours—a lawful good soulborn smites chaotic and evil foes (any creature whose alignment includes either chaos or evil), while a chaotic good soulborn smites lawful and evil foes. If you accidentally smite a creature of the wrong alignment, the smite has no effect, but the ability is still used up for that day.

At 5th level and every five levels thereafter, you can smite opposition one additional time per day to a maximum of five times per day at 20th level.

Incarnum Defense (Su): Your incarnum-fused soul dramatically affects your body and mind.

At 2nd level, this manifests as a visible change in your appearance, as well as a particular immunity.

The appearance and effects of this fusion depend on your alignment: *Lawful Good:* Your eyes become orbs of solid gold in color, with no visible pupil or iris.

You gain immunity to fear.

Chaotic Good: Your irises turn emerald green.

You gain immunity to paralysis.

Lawful Evil: Your pupils display an unholy red hue.

You gain immunity to exhaustion (effects that would cause exhaustion render you fatigued instead).

Chaotic Evil: Your eyes become solid orbs of shadowy blackness, with no visible pupil or iris.

You gain immunity to any penalty, damage, or drain to your Strength.

Bonus Feat: At 3rd, 7th, and 11th levels, you gain a bonus incarnum feat (see Chapter 3) for which you meet the prerequisites.

Meldshaping: Beginning at 4th level, a soulborn gains a limited ability to shape soulmelds, which are drawn from the soulborn soulmeld list (page 56).

You know and can shape any soulmeld from this list (but see Aligned Soulmelds, below).

The Difficulty Class for a saving throw against a soulborn soulmeld is 10 + number of points of essentia invested in the soulmeld + your Constitution modifier.

Your meldshaper level is equal to one-half your soulborn level.

A soulborn can shape only a certain number of soulmelds per day.

Your base daily allotment is given on Table 2–3: The Soulborn.

The maximum number of soulmelds that you can have shaped simultaneously is equal to your Constitution score minus 10 or the number of soulmelds on the table, whichever is lower.

At 4th level, you can shape one soulmeld at a time (assuming you have a Constitution score of at least 11).

As you advance in level, you can shape an increasing number of soulmelds.

At 6th level, you gain access to your personal pool of essentia, which can be invested into your soulmelds to increase their power.

Your essentia pool's size is shown on Table 2–3: The Soulborn.

Your character level, as noted on Table 2–1: Essentia Capacity, determines the maximum quantity of essentia that you can invest in any single soulmeld.

As a swift action, you can reallocate your essentia investments in your soulmelds every round (see Essentia, page 50).

A soulborn does not study or prepare soulmelds in advance, but must have a good night's rest and must meditate for 1 hour to shape her soulmelds for the day (see Shaping Soulmelds, page 49).

Aligned Soulmelds: You cannot shape soulmelds with an alignment descriptor that does not match your own.

For example, if you are a chaotic good soulborn, you cannot shape soulmelds with the lawful or evil descriptors.

Chakra Binds: Beginning at 8th level, you can bind your soulmelds to your chakras, granting you new powers based on the soulmeld and the chakra chosen.

Binding a soulmeld to a chakra closes the body slot associated with that chakra (see Chakras, page 50), so that you cannot also benefit from a magic item worn on the body slot associated with that chakra.

The number of chakra binds that you can have active at any one time depends on your level (see the Chakra Binds column on Table 2–3: The Soulborn).

At 8th level, you can bind soulmelds to your crown, feet, or hands chakras.

At 14th level, you can bind soulmelds to your arms, brow, and shoulders chakras.

At 18th level, you can bind soulmelds to your throat or waist chakras.

You never gain the ability to bind a soulmeld to your heart or soul chakras.

For more information on chakra binds, see page 51.

Share Incarnum Defense (Su): Starting at 9th level, once per day you can share your incarnum defense ability with a single ally, providing that character with the same immunity that you enjoy.

This requires you to touch the ally to be affected (a standard action).

No component of the ally's alignment may be opposed to yours; for example, a lawful good soulborn can affect creatures of lawful good, neutral good, lawful neutral, or neutral alignment, but cannot share the incarnum defense with a chaotic or evil ally.

The effect lasts for a number of rounds equal to 3 + your Charisma modifier.

You can use this ability one additional time per day for every four levels gained above 9th (2/day at 13th level and 3/day at 17th).

You can never use this ability on more than one ally at a time; sharing your incarnum defense with a second ally automatically ends the effect on the first.

Timeless Body (Ex): Upon attaining 19th level, the presence of incarnum within your body becomes so prevalent that your aging process changes dramatically. You no longer take penalties to your ability scores and cannot be magically aged.

Any such penalties that you have already taken, however, remain in place.

Bonuses still accrue, penalties continue to apply, and you still die of old age when your time is up.

EX-SOULBORNS

If you change alignment, you lose most of your class abilities unless your new alignment is compatible with the soulborn class.

If it is not, you lose your aura, smite opposition, incarnum defense, and meldshaping abilities.

You may not progress any further in levels as a soulborn.

You regain all your abilities and advancement potential if you return to your previous alignment and receive an *atonement* spell.

If your alignment shift still qualifies you for the class—a change from lawful evil to lawful good, for example—you retain your soulborn levels and your class features change to match your new alignment.

PLAYING A SOULBORN

Soulborns view adventures from a military perspective and refer to them as “missions” or “assaults”.

An adventure is a combat exercise, an opportunity to put your prowess to the test against new foes.

You might have a variety of reasons to adventure, whether the mercenary craving for gold or a desire to protect a community from marauders.

Religion: Soulborns are drawn to the same deities as fighters: Heironeous, Kord, Hextor, or Erythnul.

Although St. Cuthbert is popular among fighters, he is less favored by soulborns because of his lawful neutral alignment.

Many soulborns have no religious ties at all, viewing their power as something from outside the realm of divine control.

Other Classes: Soulborns particularly enjoy the company of other martial characters, particularly fighters and barbarians.

Most soulborns are concerned enough with strategy that they seek out companions whose strengths complement their own—they appreciate the contributions that characters of other classes make to the success of an adventuring party.

They can work well with similarly aligned incarnates, though heated debates as to the particular ethics or morality of a situation can come about between incarnum-wielding characters of similar but not necessarily identical alignments.

Combat: A soulborn's place is at the front of the party, wading into melee combat with your enemies.

You are most at home when engaging foes of the opposite alignment, allowing you to bring your smiting ability to bear.

At 4th level, when you start shaping soulmelds, you suddenly have a wider variety of options before you—but all these options fundamentally serve to improve what you're already good at, which is combat.

Meldshaping is just one more weapon in your arsenal for you to wield against your enemies.

You might like to wade into combat girded with *armguards of disruption*, or use *thunderstep boots* to bolster your attacks.

You might instead use your soulmelds for personal defense, shaping a *flame cincture* and *impulse boots*.

Every aspect of combat is receptive to improvement, so choosing your soulmelds is really a question of resource management: How can you best use the few soulmelds you can shape to maximize your strengths and minimize your weaknesses?

You can use soulmelds such as *fearsome mask* and *hunter's circlet* to improve skills that are already strong, or *lucky dice* and a *crystal helm* to bolster weaker saving throws.

Advancement: Most soulborns come from military backgrounds.

You might have been a soldier who stumbled upon incarnum by accident and uncovered its secrets by trial and error.

You might be a noble warrior whose skill at arms earned you indoctrination into a royal order of soulborns, where a superior officer trained you in the use of incarnum.

Perhaps you undertook a great quest to learn the ways of a soulborn from a mysterious master in some remote region. However you came to this class, you pursue it with single-minded devotion, spending most of your free time in studying the ways that incarnum can shape the world to your advantage in combat.

Though your meldshaping ability is a secondary feature, your choice of soulmelds each day has a significant impact on your character's capabilities.

As a combat-oriented character, select feats that enhance your preferred style of battle, such as Power Attack or Dodge.

General combat feats such as Weapon Focus and Improved Critical are also appropriate for your character.

Picking up a couple of incarnum feats can improve your meldshaping ability, your combat prowess, or both.

AZURIN SOULBORN STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty –4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty –2, 10 lb.).

Weapons: Longsword (1d8, crit 19–20/×2, 4 lb., one-handed, slashing).

Shortbow (1d6, crit ×3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Spellcraft	4	Int	—
Knowledge (the planes)	4	Int	—
Diplomacy (if LG)	4	Cha	—
Gather Information (if CG)	4	Cha	—
Bluff (if LE)	4	Cha	—
Intimidate (if CE)	4	Cha	—
Climb	4	Str	–6
Jump	4	Str	–6
Ride	4	Dex	—
Swim	4	Str	–12
Listen (cc)	2	Wis	—

Feat: Weapon Focus (longsword).

Bonus Feat: Improved Initiative.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel.

Hooded lantern, three pints of oil.

Quiver with 20 arrows.

Gold: 6d4 gp.

SOULBORNS IN THE WORLD

"When it comes to smiting evil, Thiera and I understand each other.

But when she starts talking about her chakra binds, I just smile and nod."

—Alhandra, human paladin

Soulborns seem to exist to do battle, like eternal crusaders against the alignment forces that oppose their own.

If incarnates exemplify the principles of their alignments, soulborns hammer principles of two alignments together and hone them into a keen-edged blade—then use that blade to smite the opposing alignments.

Soulborns are the paladins and blackguards of the incarnum world, stripped of religious trappings and whittled down to the combat essentials.

Daily Life: Many soulborns, even those of chaotic alignment, live the rigidly disciplined lives of soldiers, honing their martial skills through regular practice and moderation in all things.

Others rely on innate strength and the practice of regular action in combat, spending the intervals between battles in drinking and debauchery.

Notables: Odravan the Red is a legendary soulborn, a war hero who began his career as a mercenary soldier, rose to command his company, then took command of a military battalion and rose to rule a large kingdom.

Soulborns of all alignments point to Odravan as an example of what can be attained through dedication to the martial way of life.

In contemporary times, the well-known soulborns include Ghereff vin Callar, who held the walled city of Mordant against the hordes of the Lich Lord Angkath, and Lidyae the Occluded, who gained notoriety as a driving force behind those undead hordes.

Organizations: Soulborns do not form their own society, but naturally gravitate toward other organizations that welcome characters with their martial skills and inclinations.

Such groups include the churches of deities of war (Heironeous, Hextor, Erythnul, and, to a lesser extent, Kord), as well as mercenary companies, military units, knightly orders, and even gladiatorial schools.

NPC REACTIONS

Depending on one's perspective, a soulborn is either a heroic defender of one's community or a threat—actual or potential—to that community.

A soulborn defending a city is a hero to the people of that city.

A soulborn leading an army to the gates of that city is quite the opposite.

A mercenary soulborn between campaigns could be either—or just another annoying drunk at the local tavern. In general, NPCs greet soulborns with indifferent reactions unless they have reason to feel differently.

As with incarnates, people who feel strongly about their own alignment greet soulborns of a similar alignment with warmer reactions and those of an opposed alignment more coldly.

SOULBORN LORE

Characters with Knowledge (arcana) or Knowledge (the planes) can research soulborns to learn more about them.

DC 10: Soulborns are a bit like paladins, but they're not all lawful good.

And instead of divine magic, they draw magical power from a mysterious soul-energy called incarnum.

DC 15: Soulborns use this soul-energy to hone their skills in combat.

It gives them some protection, lets them smite their foes, and turns their eyes strange colors.

Some of them can also shape incarnum into objects almost like magic items.

DC 20: Soulborns are dedicated to alignment extremes—lawful good, chaotic good, lawful evil, or chaotic evil—and they can smite creatures of opposing alignment.

At higher levels, they can shape incarnum into soulmelds, which grow more powerful when bound to the power centers of the body.

They also learn to share their protective powers with their allies.

DC 30: Information about notable soulborns, drawn from the section above.

SOULBORNS IN THE GAME

If you use incarnum in your campaign, soulborns are an important part of the system—though not as central as incarnates.

It is certainly possible to revise the history of your campaign world so that important paladins and blackguards have actually always been soulborns, but it is equally possible to stipulate that soulborns are a new arrival in the world.

Chapter 8: Incarnum Campaigns offers more concrete suggestions for incorporating all things relating to incarnum into an ongoing campaign.

In some ways, soulborns are trickier to manage in a campaign than incarnates.

A player with an incarnate character will always feel like he's using the new system presented in this book—he brings plenty of his own incarnum to the table.

A player with a soulborn character could feel like he might as well have played a paladin or even a fighter, particularly at lower levels, unless the rest of the campaign has plenty of incarnum-wielding NPCs, monsters, and other elements involved.

Adaptation: Soulborns could be recast as amoral soldiers of incarnum, wielding their powers in the service of whatever martial cause claims their allegiance.

In this model, the class's smite opposition feature would become a simple smite ability, similar to the granted power of the Destruction cleric domain; soulborns might literally become simply champions of destruction.

They need not be evil, but they would certainly have a more sinister cast to them than the current class does, which might require some fundamental changes to the nature of incarnum as presented in this book.

Encounters: It is best to introduce NPC soulborns after an adventuring party has already had a brush with at least one incarnate—incarnates are stronger examples of the variety of powerful capabilities that incarnum makes possible.

On the other hand, the PCs might encounter one or more soulborns who are simply agents of a powerful incarnate, giving them a slight taste of incarnum's powers before unleashing the more powerful soulmelds of the incarnate.

TABLE 2-3: THE SOULBORN

HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Meldshaping		
						Soulmelds	Essentia	Chakra Binds
1st	+1	+2	+0	+0	Aura, smite opposition 1/day	0	0	0
2nd	+2	+3	+0	+0	Incarnum defense	0	0	0
3rd	+3	+3	+1	+1	Bonus feat	0	0	0
4th	+4	+4	+1	+1		1	0	0
5th	+5	+4	+1	+1	Smite opposition 2/day	1	0	0
6th	+6/+1	+5	+2	+2		1	1	0
7th	+7/+2	+5	+2	+2	Bonus feat	1	1	0
8th	+8/+3	+6	+2	+2	Chakra binds (crown, feet, hands)	2	2	1
9th	+9/+4	+6	+3	+3	Share incarnum defense 1/day	2	2	1
10th	+10/+5	+7	+3	+3	Smite opposition 3/day	2	3	1
11th	+11/+6/+1	+7	+3	+3	Bonus feat	2	3	1
12th	+12/+7/+2	+8	+4	+4		3	4	1
13th	+13/+8/+3	+8	+4	+4	Share incarnum defense 2/day	3	4	1
14th	+14/+9/+4	+9	+4	+4	Chakra binds (arms, brow, shoulders)	3	5	2
15th	+15/+10/+5	+9	+5	+5	Smite opposition 4/day	3	5	2
16th	+16/+11/+6/+1	+10	+5	+5		4	6	2
17th	+17/+12/+7/+2	+10	+5	+5	Share incarnum defense 3/day	4	7	2
18th	+18/+13/+8/+3	+11	+6	+6	Chakra binds (throat, waist)	4	8	3
19th	+19/+14/+9/+4	+11	+6	+6	Timeless body	4	9	3
20th	+20/+15/+10/+5	+12	+6	+6	Smite opposition 5/day	5	10	3

TOTEMIST

"Power walks the earth in many forms, but it is the great beast lords that are most willing to share their power with us."

—Quarranal Rhiannavar, duskling totemist

A mask representing a basilisk, a mantle of the displacer beast, boots of the landshark—these are the hallmarks of the totemist.

You channel the soul energy of magical beasts to make your soulmelds and claim them as your totems to acquire a share in their power.

MAKING A TOTEMIST

As a totemist, you have close ties to nature similar to those of a druid or ranger, but your power is drawn from incarnum rather than divine magic.

Your soulmelds primarily serve to give you new capabilities in combat, mostly new melee attack forms.

Several soulmelds increase your defenses and a few improve your ranged attacks, but in general you belong in the front lines of combat, slashing your opponents with displacer beast tentacles before teleporting away like a blink dog.

Abilities: Like all meldshapers, your Constitution score determines how many soulmelds you can have shaped at once; it also sets the saving throw DC for your soulmelds that allow saves.

A high Constitution score also increases your hit points, which is important in combat.

Since you are likely to engage in melee frequently, a high Strength score is important to improve your attacks, while a high Dexterity increases your Armor Class.

Races: Within all races, the groups most likely to produce totemists are those with relatively close ties to nature, who live by hunting and gathering or slash-and-burn farming rather than extensive agriculture.

Duskings are often totemists.

Wood and wild elves also have a strong totemist tradition, and some groups of humans produce totemists as well.

Only the wildest groups of halflings and gnomes include totemists, and this class is virtually unknown among dwarves.

Half-orcs and members of the savage humanoid races are occasionally totemists as well.

Alignment: Totemists can be of any alignment.

Many gravitate toward neutrality like the magical beasts they revere, while others adopt more extreme alignments—the lawful good of blink dogs and lammasus, the chaotic good of pegasi and unicorns, the lawful evil of displacer beasts, or the chaotic evil of chimeras and lamias. Starting Gold: 2d4×10 gp (50 gp).

Starting Age: As druid.

CLASS SKILLS

(4 + Int modifier per level, ×4 at 1st level): Concentration, Craft, Handle Animal, Knowledge (arcana), Knowledge (nature), Knowledge (the planes), Listen, Profession, Ride, Spellcraft, Spot, Survival, Swim.

CLASS FEATURES

Like the incarnate, your primary class ability is meldshaping.

You have your own distinct soulmeld list, however, and the ability to bind soulmelds to a unique chakra—your totem chakra.

You gain special abilities related to your totem chakra, particularly the ability to quickly switch which soulmeld is bound to it.

Weapon and Armor Proficiency: You are proficient with all simple weapons, with light armor, and with shields (except tower shields).

Meldshaping: A totemist's primary ability is shaping incarnum soulmelds, which are drawn from the totemist soulmeld list (page 58).

You know and can shape any soulmeld from this list.

Unlike the aligned forces of an incarnate's melds, your soulmelds channel the bestial spirits of nature.

The Difficulty Class for a saving throw against a totemist soulmeld is 10 + number of points of essentia invested in the soulmeld + your Constitution modifier.

Your meldshaper level is equal to your totemist level. A totemist can shape only a certain number of soulmelds per day.

Your base daily allotment is given on Table 2–4: The Totemist.

The maximum number of soulmelds that you can have shaped simultaneously is equal to your Constitution score minus 10 or the number of soulmelds on the table, whichever is lower.

At 1st level, you can shape two soulmelds at a time (assuming you have a Constitution score of at least 12).

As you advance in level, you can shape an increasing number of soulmelds.

At 1st level, you also gain access to your personal pool of *essentia*, which can be invested into your soulmelds to increase their power.

Your *essentia* pool's size is shown on Table 2–4: The Totemist.

Your character level, as noted on Table 2–1: *Essentia Capacity*, determines the maximum quantity of *essentia* that you can invest in any single soulmeld.

As a swift action, you can reallocate your *essentia* investments in your soulmelds every round (see *Essentia*, page 50).

A totemist does not study or prepare soulmelds in advance, but must have a good night's rest and must meditate for 1 hour to shape his soulmelds for the day (see *Shaping Soulmelds*, page 49).

Chakra Binds: Beginning at 2nd level, you can bind your soulmelds to your chakras, granting you new powers based on the soulmeld and the chakra chosen.

Binding a soulmeld to a chakra closes the body slot associated with that chakra (see *Chakras*, page 50), so that you cannot also benefit from a magic item worn on the body slot associated with that chakra.

The number of chakra binds that you can have active at any one time depends on your level (see the *Chakra Binds* column on Table 2–4: The Totemist).

At 2nd level, you can bind a soulmeld to your totem chakra (see below).

Beginning at 5th level, you can bind soulmelds to your crown, feet, or hands chakras.

At 9th level, you can bind soulmelds to your arms, brow, or shoulders chakras.

At 14th level, you can bind soulmelds to your throat or waist chakras.

At 17th level, you can bind a soulmeld to your heart chakra. You never gain the ability to bind a soulmeld to your soul chakra.

For more information on chakra binds, see page 51.

Totem Chakra Bind: At 2nd level, you gain access to a unique chakra: the totem chakra.

This chakra is not associated with any location on the body, but rather represents your connection to the wild soul energy of nature, embodied in the magical beasts of the world.

When you bind a soulmeld to your totem chakra, you take on characteristics of the creature represented by the meld—usually involving a limited physical transformation. Since the totem chakra doesn't match a body location, binding a soulmeld to this chakra doesn't restrict your use of magic items that take up a body location.

Any soulmeld bound to your totem chakra has an *essentia* capacity 1 higher than the normal capacity for your soulmelds.

For example, a 2nd-level totemist can invest up to 2 points of *essentia* in any soulmeld bound to his totem chakra bind (rather than the normal limit of 1 points of *essentia*).

At 15th level, the capacity of any soulmeld bound to your totem chakra increases by an additional point (meaning that a 15th-level totemist could invest up to 5 points of *essentia* in that soulmeld).

At 6th level, the effective meldshaper level of a soulmeld you have bound to your totem chakra is equal to your actual meldshaper level +1.

The primary effect of this benefit is to make that soulmeld harder to unshape.

At 11th level, you gain the ability to bind a single soulmeld to your totem chakra and to another chakra at the same time.

You gain the special benefits of both chakra binds.

Wild Empathy (Ex): As the druid class ability; see page 35 of the *Player's Handbook*.

You gain a +4 bonus on wild empathy checks made to influence the reactions of magical beasts of the same kind as the beast associated with the soulmeld bound to your totem chakra.

Thus, if you have a *basilisk mask* bound to your totem chakra, you gain the bonus on checks made to influence basilisks.

Illiteracy: Like barbarians, totemists do not begin the game knowing how to read and write.

You can spend 2 skill points to gain the ability to read and write all languages you are able to speak.

If you gain a level in any other class (except barbarian), you automatically gain literacy.

A barbarian who gains a totemist level remains illiterate.

Any other character who gains a totemist level does not lose the literacy he or she already had.

Totem's Protection (Ex): At 3rd level, you gain a +4 bonus on saving throws against the supernatural abilities of magical beasts.

Rebind Totem Soulmeld (Su): As your link to your totem chakra strengthens, you learn to shift the ties that bind your soulmelds.

Starting at 8th level, once per day you can unbind a soulmeld from your totem chakra and bind a different meld to that chakra, as long as the new meld is one you already have shaped.

This requires a full-round action and provokes attacks of opportunity.

You can use this ability one additional time for every four levels gained above 8th (2/day at 12th level, 3/day at 16th, and 4/day at 20th).

Totem Embodiment (Su): At 20th level, you gain the ability to temporarily link your body and soul to your totem chakra.

This greatly enhances the power of *essentia* invested in soulmelds bound to that chakra.

For the duration of this ability, your normal *essentia* capacity of any soulmeld bound to your totem chakra is doubled.

Every point of *essentia* invested in a soulmeld bound to your totem chakra counts as 2 points of *essentia*.

Activating this ability is a free action that does not provoke attacks of opportunity.

It can be used once per day and lasts for a number of minutes equal to your Constitution bonus (minimum 1).

PLAYING A TOTEMIST

As a totemist, you most likely come from a culture that might be considered primitive by other peoples.

You spent at least the early years of your life far more concerned with finding food and shelter than with formal education.

You probably still think of the most basic needs before less essential desires, such as gaining treasure or taking revenge. Those are luxuries.

It might be a personal goal of yours to reach a position in your life where you can afford luxuries, but in the meantime you function at a more basic level.

What are you doing in the towns and cities of civilized society?

What has brought you from your home in the wilderness regions of the world?

Why have you chosen to keep company with adventurers, and why these particular companions?

Answering these questions will give an important handle on your character.

Perhaps you have been banished from your people and taken up a life of adventure because it is the only way you can come close to fitting in to civilized society.

Perhaps your elders sent you on a quest and you hope your adventuring companions can help you accomplish it.

Religion: Most totemists worship the spirits of magical beasts, invoking them through prayers even as they bind their power into their soulmelds.

A few have adopted the worship of Obad-Hai or a similar nature deity, believing that he has authority over all nature spirits.

A handful of others worship Kord or Erythnul because their people revere these gods.

Other Classes: Totemists relate well to barbarians and, to a somewhat lesser extent, to druids.

In general, they gladly accept the company of any character who accepts them, rarely making quick judgments of any individual based on class.

Incarnates and soulborns recognize that the techniques of totemists are related to their own, but vary in their responses to totemists.

Incarnates in particular look down on totemists as savages who don't understand the correct use of incarnum, but most other meldshapers are intrigued by the uses to which totemists put incarnum and eagerly discuss their different thoughts and techniques.

Combat: Standing strictly on the basics (Hit Die, attack bonus, weapon and armor proficiency), you're a fair melee combatant comparable to a cleric.

Your soulmelds expand your combat capabilities, however, making a position in the front lines of battle even more viable.

You have a good mix of attack-enhancing soulmelds and those more focused on defense.

With the right soulmelds in place, you can attack effectively without a weapon and stand up in melee without armor.

You also have a wide variety of special abilities to choose from.

Do you want to roar like a dragonne, spit acid like an ankheg, trill like a frost worm, scare your enemies like a

krenshar, petrify them like a basilisk, or grapple them like a girallon?

Do you want to blink like a blink dog, be displaced like a displacer beast, phase like a phase spider, or fly like a pegasus?

The special attacks and defenses you choose should give you plenty to do in any combat while ideally complementing the capabilities of your allies.

Advancement: Most totemists declare that they did not choose their career—it chose them.

You might have had a momentous encounter with a magical beast in the wild in your youth, one that left you close to death or simply feeling called.

It might have been your community that recognized something in you and thrust the role of a totemist on you.

Your initial training in the class probably consisted of a long period spent alone in the wilderness, fasting and communing with nature spirits to learn their secrets and invoke their blessings.

After emerging from that retreat, you learned to form incarnum into your soulmelds.

Like the incarnate, you have a large variety of options available to you in your soulmelds.

You have access to a long list of soulmelds from the start of your career.

Some totemists identify strongly with a specific magical beast and prefer to bind a related soulmeld to their soul chakra, or they focus on a small number of soulmelds they frequently bind to that chakra.

Others prefer to remain completely flexible in their soulmeld choices, using the rapid rebinding ability to quickly bind different soulmelds to their totem chakras.

DUSKLING TOTEMIST STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty –1, speed 30 ft., 20 lb.).

Heavy wooden shield (+2 AC, armor check penalty –2, 10 lb.).

Weapons: Shortspear (1d6, crit ×2, range inc. 20 ft., 3 lb., one-handed, piercing).

Light crossbow (1d8, crit 19–20/×2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Spellcraft	4	Int	—
Survival	4	Wis	—
Spot	4	Wis	—
Listen	4	Wis	—
Knowledge (nature)	4	Int	—
Knowledge (the planes)	4	Int	—
Swim	4	Str	–6
Ride	4	Dex	—

Feat: Alertness.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel.

3 torches.

Case with 10 crossbow bolts.

Gold: 1d6 gp.

TOTEMISTS IN THE WORLD

"Quarranal has the fury of a worg and the cunning of a blink dog."

—Vadania, half-elf druid

In the real world, people of different cultures esteem animals as exemplars of qualities that they seek to emulate. The totemist is an extension of this principle into the D&D universe: similar to animals but more powerful, magical beasts are a natural choice for totems.

Totemists use incarnum to channel the power they see embodied in magical beasts and claim it for their own.

Daily Life: In their native lands, totemists serve as spiritual leaders for their people, mediating between the mundane world and the spirit world of totem beasts.

They are also war leaders, embodying the strength and power of magical beasts in the forefront of raiding parties and armies.

They are part of two worlds, the material world and the spirit realm, and fully belong to neither.

They live as outsiders even in the midst of their communities.

Notables: Totemists appear here and there in the legends of different peoples as folk heroes.

The legendary duskling Tavannath Durimarrasha is sometimes called the Totem Bringer, for he is said to be the first totemist.

Areil Woodward is a wild elf totemist of modern times, known for mobilizing the magical beasts of her forest home to repel a gnoll invasion.

Gayadari the Dreamer is a human totemist from a remote land, known as a great hunter of dragons.

Organizations: Totemists as a rule do not form organizations.

Many totemists are part of tight tribal structures in their native lands, and totemists who leave those lands are such anomalies that they rarely find compatriots to form guilds or schools.

Some totemists have been known to join organizations that support druids, while others claim membership in societies that cater to foreigners in civilized lands.

In general, however, totemists are loners at heart, rejecting any organization larger than an adventuring company.

NPC REACTIONS

Totemists claim positions of respect (even if it is mingled with fear) among their own people and members of other societies that are familiar with their ways.

A member of a culture that includes totemists has at least a friendly reaction to any totemist, even one native to a different culture.

Even though they are friendly, however, such people are more likely to give concrete aid and escape the totemist's presence quickly rather than engage in casual conversation.

People whose native cultures do not have a place for totemists range from indifferent to unfriendly toward totemists, depending on their feelings about foreigners in general and a specific totemist's own culture specifically.

A lizardfolk or orc totemist is unlikely to find a warm reception in human lands, though he might be well received by wild elves who recognize his totemist status.

TOTEMIST LORE

Characters with Knowledge (the planes) or Knowledge (nature) can research totemists to learn more about them.

DC 10: Totemists worship magical beasts and have some ability to mimic their powers.

DC 15: Totemists wield a soul-energy called incarnum, which they draw from magical beasts and shape into objects almost like magic items.

They have some limited ability to change their shape to gain properties of the magical beasts they revere.

DC 20: Totemists shape incarnum into soulmelds that are related to various magical beasts.

By claiming different soulmelds as a totem, a totemist can take on physical characteristics of different magical beasts.

They can also bind soulmelds to the power centers of the body to gain different abilities.

DC 30: Information about notable totemists, drawn from the section above.

TOTEMISTS IN THE GAME

Like the soulborn, the totemist is an important but not central part of the incarnum system.

They are an example of how to model an existing fantasy and mythological archetype, similar to the druid and the spirit shaman (from *Complete Divine*), using incarnum rather than divine magic.

You might consider revising your campaign history so that certain existing druids or spirit shamans are actually totemists instead, or you can posit that totemists are either a new arrival in the world or part of a distant culture that is only now arriving on the world stage.

See Chapter 8: Incarnum Campaigns for more advice about incorporating incarnum into your campaign.

Totemists have close ties to an existing fixture of almost all D&D worlds—the magical beasts that make up common encounters in most games.

For this reason, a player with a totemist can easily feel an important and meaningful part even of a campaign that otherwise makes little use of incarnum.

Even if a totemist character never sees another character or creature that uses incarnum and never acquires an incarnum-based magic item, he still has a place in the world and a unique relationship to the magical beasts all around him.

As a result, running a game that includes a totemist character requires little special attention.

Adaptation: With significant modifications or expansions, the totemist could be recast with ties to different creature types.

By renaming and tweaking their melds, totemists could invoke aberrations, fey, or dragons instead of magical beasts.

Encounters: NPC totemists might be encountered as leaders of small bands of savage humanoids in the wilderness, serving as opponents with unusual powers to challenge the PCs.

TABLE 2-4: THE TOTEMIST

HIT DIE: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Meldshaping		
						Soulmelds	Essentia	Chakra Binds
1st	+0	+2	+2	+0	Wild empathy, illiteracy	2	1	0
2nd	+1	+3	+3	+0	Totem chakra bind (+1 capacity)	3	2	1
3rd	+2	+3	+3	+1	Totem's protection	3	2	1
4th	+3	+4	+4	+1		4	3	1
5th	+3	+4	+4	+1	Chakra binds (crown, feet, hands)	4	3	1
6th	+4	+5	+5	+2	Totem chakra bind (+1 meldshaper level)	4	4	2
7th	+5	+5	+5	+2		5	5	2
8th	+6/+1	+6	+6	+2	Rebind totem soulmeld 1/day	5	5	2
9th	+6/+1	+6	+6	+3	Chakra binds (arms, brow, shoulders)	5	6	2
10th	+7/+2	+7	+7	+3		6	7	3
11th	+8/+3	+7	+7	+3	Totem chakra bind (double bind)	6	8	3
12th	+9/+4	+8	+8	+4	Rebind totem soulmeld 2/day	6	9	3
13th	+9/+4	+8	+8	+4		7	10	3
14th	+10/+5	+9	+9	+4	Chakra binds (throat, waist)	7	11	4
15th	+11/+6/+1	+9	+9	+5	Totem chakra bind (+2 capacity)	7	12	4
16th	+12/+7/+2	+10	+10	+5	Rebind totem soulmeld 3/day	8	13	4
17th	+12/+7/+2	+10	+10	+5	Chakra bind (heart)	8	14	4
18th	+13/+8/+3	+11	+11	+6		8	16	5
19th	+14/+9/+4	+11	+11	+6		9	18	5
20th	+15/+10/+5	+12	+12	+6	Totem embodiment, rebind totem soulmeld 4/day	9	20	5

MINIATURES HANDBOOK (3.5)

FAVORED SOUL

The favored soul follows the path of the cleric but is able to channel divine power with surprising ease.

She is able to perform the same tasks as her fellow divine spellcasters but with virtually no study; to her, it comes naturally.

Scholars wonder if favored souls have traces of outsider blood from unions, holy or unholy, centuries ago and generations removed.

Others suggest that the ability is awakened by divine training of the proper type, or that favored souls are simply imbued with their gifts by their gods when they begin training as clerics.

In any case, favored souls cast their spells naturally, as much through force of personality as through study.

Adventures: Favored souls are often loners, wandering the land serving their deities.

They are welcomed by their churches but treated as unusual and sometimes misunderstood.

They are emissaries of their deities, outside the church's command structure—respected mystics not requiring the support normally crucial to a priest's success.

This status makes them sometimes revered and sometimes envied by their cleric cousins.

While favored souls are occasionally disrespected for their perceived lack of discipline, devout worshipers know that they are a powerful message from, and indeed a living manifestation of, their gods.

Characteristics: Favored souls cast divine spells by means of an innate connection rather than through laborious training and prayer.

Their divine connection is natural rather than learned.

They know fewer spells than clerics do and acquire powerful spells more slowly than clerics, but they can cast spells more often than clerics can, and they have no need to select and prepare them ahead of time.

Alignment: Divine magic is intuitive to a favored soul, not a matter of careful prayer.

This intuitive nature leads to a freer interpretation of faith and doctrine, and so favored souls tend slightly toward chaos over law.

A favored soul is often of the same alignment as her deity, though some are one step away.

For example, a favored soul could serve a lawful good deity and be neutral good herself.

A favored soul may not be neutral unless her deity is neutral.

Religion: A favored soul can be of any religion.

The most common deity worshiped by human favored souls in civilized lands is Pelor, god of the sun.

Among nonhuman races, favored souls most commonly worship the chief deity of their racial pantheon.

Unlike clerics, favored souls are not able to devote themselves to a cause or a source of divine power instead of a deity.

Background: Favored souls learn of their connection with the divine at a young age.

Eventually, a young favored soul understands the power that she has been wielding unintentionally.

Favored souls, as naturally inclined divine channelers, are also born loners.

Unlike clerics in a temple, they gain little by sharing their knowledge and have no strong incentive to work together.

Races: The innate talent of spontaneously channeling divine power is unpredictable, and it can show up in any of the common races.

Divine spellcasters from savage lands or from among the brutal humanoids are more often favored souls than clerics.

Other Classes: Favored souls have the most in common with members of other self-taught classes, especially sorcerers, but also druids and rogues.

They sometimes find themselves at odds with members of the more disciplined classes, specifically clerics, whom they sometimes view as too wrapped up in doctrine and rigidly defined attitudes.

Role: The favored soul serves as a group's backup healer and defensive specialist.

She can hold her own in a fight, especially if she chooses to specialize in powers that aid her in combat.

GAME RULE INFORMATION

Favored souls have the following game statistics.

Abilities: Charisma determines how many spells the favored soul can cast per day.

Wisdom determines how hard the favored soul's spells are to resist (see *Spells*, below).

In addition to using Charisma and Wisdom for spellcasting, a favored soul also benefits from high Dexterity, Strength, and Constitution scores.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The favored soul's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the favored soul.

Weapon and Armor Proficiency: Favored souls are proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).

A favored soul is also proficient with her deity's favored weapon.

Although a favored soul is not proficient with heavy armor, wearing it does not interfere with her spellcasting.

Spells: A favored soul casts divine spells (the same type of spells available to clerics), which are drawn from the cleric spell list.

She can cast any spell she knows without preparing it ahead of time the way a cleric must.

To cast a spell, a favored soul must have a Charisma score of $10 + \text{the spell's level}$ (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth).

The Difficulty Class for a saving throw against a favored soul's spell is $10 + \text{the spell's level} + \text{the favored soul's Wisdom modifier}$.

Like other spellcasters, a favored soul can cast only a certain number of spells of each spell level per day.

Her base daily spell allotment is given on Table 1-2: The Favored Soul.

In addition, she receives bonus spells per day if she has a high Charisma score (see Table 1-1, page 8 of the *Player's Handbook*).

Unlike that of a cleric, a favored soul's selection of spells is limited.

A favored soul begins play knowing four 0-level spells and three 1st-level spells of her choice.

At each new favored soul level, she gains one or more new spells, as indicated on Table 1-3: Favored Soul Spells Known.

TABLE 1-3: FAVORED SOUL SPELLS KNOWN

Level	Spells Known									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	3	—	—	—	—	—	—	—	—
2nd	5	3	—	—	—	—	—	—	—	—
3rd	5	4	—	—	—	—	—	—	—	—
4th	6	4	3	—	—	—	—	—	—	—
5th	6	5	3	—	—	—	—	—	—	—
6th	7	5	4	3	—	—	—	—	—	—
7th	7	6	4	3	—	—	—	—	—	—
8th	8	6	5	4	3	—	—	—	—	—
9th	8	6	5	4	3	—	—	—	—	—
10th	9	6	6	5	4	3	—	—	—	—
11th	9	6	6	5	4	3	—	—	—	—
12th	9	6	6	6	5	4	3	—	—	—
13th	9	6	6	6	5	4	3	—	—	—
14th	9	6	6	6	6	5	4	3	—	—
15th	9	6	6	6	6	5	4	3	—	—
16th	9	6	6	6	6	6	5	4	3	—
17th	9	6	6	6	6	6	5	4	3	—
18th	9	6	6	6	6	6	6	5	4	3
19th	9	6	6	6	6	6	6	5	4	3
20th	9	6	6	6	6	6	6	6	5	4

(Unlike spells per day, the number of spells a favored soul knows is not affected by her Charisma score; the numbers on Table 1-3 are fixed).

Upon reaching 4th level, and at every even-numbered favored soul level after that (6th, 8th, and so on), a favored soul can choose to learn a new spell in place of one she already knows.

In effect, the favored soul "loses" the old spell in exchange for the new one.

The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level favored soul spell the character can cast.

A favored soul may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Unlike a cleric, a favored soul need not prepare her spells in advance.

She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Deity's Weapon Focus: At 3rd level, a favored soul gains the Weapon Focus feat with her deity's favored weapon.

If the character already has that feat, she can choose a different one.

Energy Resistance (Ex): At 5th level, a favored soul chooses an energy type and gains resistance 10 against that type.

At 10th level and 15th level, the character gains resistance 10 against two other energy types of her choosing.

Deity's Weapon Specialization: At 12th level, a favored soul gains the Weapon Specialization feat with her deity's favored weapon.

If she already has that feat, she can choose a different one.

Wings (Ex): At 17th level, a favored soul gains wings and can fly at a speed of 60 feet (good maneuverability).

A good-aligned favored soul grows feathered wings, and an evil-aligned favored soul gains batlike wings.

A favored soul who is neither good nor evil may choose either type of wings.

Damage Reduction (Su): A 20th-level favored soul gains damage reduction.

If the character is lawful-aligned, the damage reduction is 10/silver.

If the character is chaotic-aligned, the damage reduction is 10/cold iron.

A favored soul who is neither lawful nor chaotic may choose either type of damage reduction.

HUMAN FAVORED SOUL STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty -4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty -2, 10 lb.).

Weapons: Heavy mace (1d8, crit x2, 8 lb., one-handed, bludgeoning).

Light crossbow (1d8, crit 19-20/x2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Spellcraft	4	Int	—
Concentration	4	Con	—
Diplomacy	4	Cha	—
Knowledge (arcana)	4	Int	—
Intimidate (cc)	2	Cha	—
Listen (cc)	2	Wis	—
Spot (cc)	2	Wis	—
Survival (cc)	2	Wis	—

Feat: Combat Casting.

Bonus Feat: Toughness.

Deity: Pelor.

Spells Known: 0—*detect magic, cure minor wounds, light, read magic*; 1st—*bles, command, cure light wounds*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Case with 10 crossbow bolts.

Wooden holy symbol (sun disc of Pelor).

Hooded lantern, 5 pints of oil.

Gold: 2d4 gp.

TABLE 1-2: THE FAVORED SOUL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+2	+2	—	5	3	—	—	—	—	—	—	—	—
2nd	+1	+3	+3	+3	—	6	4	—	—	—	—	—	—	—	—
3rd	+2	+3	+3	+3	Deity's weapon focus	6	5	—	—	—	—	—	—	—	—
4th	+3	+4	+4	+4	—	6	6	3	—	—	—	—	—	—	—
5th	+3	+4	+4	+4	Energy resistance (1st type)	6	6	4	—	—	—	—	—	—	—
6th	+4	+5	+5	+5	—	6	6	5	3	—	—	—	—	—	—
7th	+5	+5	+5	+5	—	6	6	6	4	—	—	—	—	—	—
8th	+6/+1	+6	+6	+6	—	6	6	6	5	3	—	—	—	—	—
9th	+6/+1	+6	+6	+6	—	6	6	6	6	4	—	—	—	—	—
10th	+7/+2	+7	+7	+7	Energy resistance (2nd type)	6	6	6	6	5	3	—	—	—	—
11th	+8/+3	+7	+7	+7	—	6	6	6	6	6	4	—	—	—	—
12th	+9/+4	+8	+8	+8	Deity's weapon specialization	6	6	6	6	6	5	3	—	—	—
13th	+9/+4	+8	+8	+8	—	6	6	6	6	6	6	4	—	—	—
14th	+10/+5	+9	+9	+9	—	6	6	6	6	6	6	5	3	—	—
15th	+11/+6/+1	+9	+9	+9	Energy resistance (3rd type)	6	6	6	6	6	6	6	4	—	—
16th	+12/+7/+2	+10	+10	+10	—	6	6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+10	+10	+10	Wings	6	6	6	6	6	6	6	6	4	—
18th	+13/+8/+3	+11	+11	+11	—	6	6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+11	+11	+11	—	6	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+12	+12	+12	Damage reduction	6	6	6	6	6	6	6	6	6	6

HEALER

The hurts of the world are manifold.

Minor accidents are common, and usually easily dealt with. However, when conflict and all-out warfare occur, they leave misery and hurt in their wake that can stagger the imagination.

While good-aligned clerics are called upon to heal, their complex obligations and abilities often get in the way of pure solace and remediation.

Not so the healer.

One of the healer's great purposes in life is to provide protection, and failing that, healing, to all good people who require her aid.

Empathetic, a healer is adept both at detecting the ailments of allies and understanding the coarse, unruly thoughts of beasts.

Her way with animals wins her friends among otherwise savage creatures of the wild.

Adventures: The healer provides aid to members of her adventuring company, the soldiers of her religion, or the alliance to which she is pledged.

When a battlefield is strewn with wounded allies or an expedition team's members are sorely hurt, a healer cures the injuries of the faithful and those who have allied themselves with the side of good.

A healer might accept a commission to escort a company or warband on a dangerous mission, making herself available to cast divine protections and offer divine healing.

The healer is much revered for her services, and she may ask her companions for daily praise to her deity—or at least an equal share in any reward garnered after the successful conclusion of the adventure or military action.

Characteristics: Healers are masters of curative magic, outpacing even clerics in this regard.

This focus on healing comes with a trade-off: A healer's spell list is sharply constrained, and it lacks destructive magic and violent spells.

Healers have some combat capability and are familiar with basic weapons and some armor.

Alignment: Dedicating one's life to curative magic requires a good alignment.

Religion: Healers revere good-aligned deities or righteous causes.

Background: Some healers are unofficially attached members of religious organizations.

Others wander the lands freely, either alone or in adventuring companies.

Many also take up service in armies that combat evil, repel invasions, or otherwise "fight the good fight".

Healing all allies—no matter their philosophy—while at the same time eschewing the use of violent spells requires a selfless quality and dedication to good.

A healer must be gentle, but also strong in her convictions.

Races: The need for healing knows no racial boundaries, and healers include members of all the common races.

Adventuring healers are most often humans and elves.

Healers are less common among the dwarves, who would rather prevent wounds (by smashing the enemy) than cure them.

Other Classes: The healer is rarely snubbed in an adventuring company.

All realize that her presence could be the advantage that enables them to see their next quest through to the end.

Healers sometimes clash with clerics, since clerics represent a more dogmatic view of faith and reverence toward the deities.

Role: A healer is easy to spot.

She moves about behind an adventuring company or combat unit, applying her divine skills to bring relief to the injured.

After she passes, the wounded press forward with renewed vigor, and the fallen may yet rise again.

GAME RULE INFORMATION

Healers have the following game statistics.

Abilities: Wisdom determines how many spells a healer can cast per day.

Charisma determines how effective the healer's spells are.

A high Constitution improves her hit points, allowing her to brave combat and letting her spend fewer healing spells on herself.

Alignment: Any good.

Hit Die: d8.

CLASS SKILLS

The healer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the healer.

Weapon and Armor Proficiency: Healers are proficient with all simple weapons and with light armor.

Additionally, a healer who uses metal armor or any kind of shield is severely hampered.

The armor of a healer is restricted by traditional oaths, not simply training.

A healer knows how to wear light metal armor and could become proficient with medium or heavy armor, but

wearing metal armor or bearing a shield would violate her oath and suppress her healer powers.

Her ethos requires a certain vulnerability that allows her to more fully empathize with those in their care.

A healer who uses prohibited armor is unable to cast healer spells or use any of her supernatural or spell-like class features while doing so and for 24 hours after the armor is taken off.

Spells: A healer casts divine spells (the same type of spells available to clerics), which are drawn from the healer spell list given below.

A healer must choose and prepare her spells in advance (see below).

To prepare or cast a spell, a healer must have a Wisdom score of $10 + \text{the spell's level}$ (Wis 10 for 0-level spells, Wis 11 for 1st-level spells, and so forth).

The Difficulty Class for a saving throw against a healer's spell is $10 + \text{the spell's level} + \text{the healer's Charisma modifier}$.

Like other spellcasters, a healer can cast only a certain number of spells of each spell level per day.

Her base daily spell allotment is given on Table 1-4: The Healer.

In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1-1, page 8 of the *Player's Handbook*).

Healers do not acquire their spells from books or scrolls, nor do they prepare them through study.

Instead, they meditate or pray for their spells, receiving them through their own strength of faith.

Each healer must choose a time at which she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells.

Time spent resting has no effect on whether a healer can prepare spells.

A healer may prepare and cast any spell on the healer spell list (see below), provided she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Healing Hands (Ex): Whenever a healer casts a spell that cures hit point damage, she adds her Charisma modifier to the amount of damage healed.

For instance, if a 5th-level healer with an 18 Charisma casts *cure light wounds*, she cures $1d8+5$ points of damage normally, plus an additional 4 points of damage due to her Charisma bonus.

This bonus applies only to spells of the healing subschool that she casts as a healer, not to those that she may have by virtue of levels in another class.

Skill Focus (Heal): A healer's focused training grants her this bonus feat at 2nd level.

If she already has that feat, she may choose a different one.

Cleanse Paralysis (Su): A healer deals with certain kinds of maladies so often that eventually she can cure them without resorting to a spell.

At 3rd level, a healer gains the ability to cleanse paralysis once per day, as if casting a *remove paralysis* spell.

Cleanse Disease (Su): At 4th level, a healer gains the ability to cleanse disease once per day, as if casting a *remove disease* spell.

Cleanse Fear (Su): At 5th level, a healer gains the ability to cleanse fear once per day, as if casting a *remove fear* spell.

Cleanse Poison (Su): At 6th level, a healer gains the ability to cleanse poison once per day, as if casting a *neutralize poison* spell.

Effortless Healing (Ex): At 7th level, a healer has learned to cast spells of the healing subschool with minimal effort.

She may cast such spells without provoking attacks of opportunity.

This ability applies only to spells of the healing subschool that she casts as a healer, not to those that she may have by virtue of levels in another class.

Unicorn Companion (Ex): When a healer attains 8th level, the deities recognize her devotion and grant her a celestial unicorn companion as her mount and aide.

The unicorn, a symbol of healing and purity, serves the healer willingly and unswervingly.

Once per day, as a full-round action, the healer may magically call her companion from the celestial realms in which it resides.

The companion immediately appears adjacent to the healer and remains for 2 hours per healer level.

It may be dismissed at any time as a free action.

The companion is the same creature each time it is called, though the healer may release a particular companion from service to gain a companion of a different kind.

Each time the companion is called, it appears in full health, regardless of any damage it may have taken previously.

The companion also appears wearing or carrying any gear it had when it was last dismissed.

Calling a companion is a conjuration (calling) effect.

A healer of 12th level or higher may select from alternative lists of companions (see the sidebar).

THE HEALER'S COMPANION

The healer's companion is different from a normal creature of its kind in many ways. The standard companion for a healer is a celestial unicorn. It is superior to a normal celestial unicorn and has special powers, as described below.

Healer Level	Bonus HD	Natural Armor Adj.	Str/Dex/Int Adj.	Special
8th–11th	+0	+0	+0	Empathic link, improved evasion, share saving throws, share spells
12th–14th	+2	+2	+2	
15th–17th	+4	+4	+2	Devotion
18th–20th	+6	+6	+2	Improved speed, spell resistance

Healer's Companion Basics: Use the base statistics for a creature of the companion's kind, as given below or in the *Monster Manual*, but make the following changes:

Healer Level: The character's healer level, which has a direct effect on the extent of the companion's special powers.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Bonus Hit Dice improve the companion's base attack and base save bonuses. A companion's base attack bonus is the same as that of a cleric of a level equal to the companion's HD. A companion has good Fortitude and Reflex saves (treat it as a character whose level equals the creature's HD). The companion gains extra skill points and feats for bonus HD as normal for advancing a monster's Hit Dice (see the *Monster Manual*).

Natural Armor Adj.: The number noted here is an improvement to the creature's existing natural armor bonus. It represents the preternatural toughness of a healer's companion.

Str/Dex/Int Adj.: Add this figure to the companion's Strength, Dexterity, and Intelligence scores.

Empathic Link (Su): The healer has an empathic link with her companion out to a distance of up to 1 mile. The healer cannot see through the companion's eyes, but they can communicate empathically. Note that unicorns see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the healer has the same connection to an item or place that her companion does, just as with a master and his familiar (see the Familiars sidebar, page 52 of the *Player's Handbook*).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex save for half damage, a companion takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Saving Throws: For each of its saving throws, the companion uses its own base save bonus or the healer's, whichever is higher. The companion applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the healer might have (such as from magic items or feats).

Share Spells: At the healer's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her companion. The companion must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the companion if the creature moves farther

than 5 feet away and will not affect the companion again even if it returns to the healer before the duration expires. Additionally, the healer may cast a spell with a target of "You" on her companion (as a touch range spell) instead of on herself. A healer and her companion can share spells even if the spells normally do not affect creatures of the companion's type (magical beast).

Devotion (Ex): A companion's devotion to its master is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Improved Speed (Ex): The companion's base ground speed increases by 10 feet.

Spell Resistance (Su): A companion's spell resistance equals its master's healer level + 5.

ALTERNATIVE CELESTIAL COMPANIONS

A healer of sufficiently high level can select her celestial companion from the following list. Apply the indicated adjustment to the healer's level for purposes of determining the companion's characteristics and special abilities. For example, if a 14th-level healer takes a gynosphinx as a companion, the gynosphinx's special abilities are determined as if the healer were 10th level instead of 14th (due to the –4 adjustment). These companions are symbols of healing in various cultures.

12th Level or Higher (Level –4)

Lammasu
Gynosphinx
Water naga¹

16th Level or Higher (Level –8)

Androsphinx
Couatl

¹ Available only in an aquatic environment.

SAMPLE UNICORN COMPANION

The statistics below are for a celestial unicorn. The statistics do not include the modifications for being a companion as given on the table above.

Celestial Unicorn: CR 4; Large magical beast; HD 4d10+20; hp 42; Init +3; Spd 60 ft.; AC 18, touch 12, flat-footed 15; Base Atk +4; Grp +13; Atk +11 melee (1d8+8, horn); Full Atk +11 melee (1d8+8, horn) and +3 melee (1d4+2, 2 hooves); SA smite evil +4 1/day; SQ damage reduction 5/magic, darkvision 60 ft., immunity to poison, charm, and compulsion, low-light vision, magic circle against evil, resistance to acid 5, cold 5, electricity 5, scent, spell-like abilities, spell resistance 9, wild empathy; AL CG; SV Fort +9, Ref +7, Will +6; Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24.

Skills and Feats: Jump +21, Listen +11, Move Silently +9, Spot +11, Survival +8; Alertness, Skill Focus (Survival).

Spell-Like Abilities: At will—*detect evil* as a free action; 3/day—*cure light wounds* (caster level 5th); 1/day—*cure moderate wounds* (caster level 5th), *neutralize poison* (caster level 8th), *greater teleport* within the boundaries of its home forest.

Should she select a companion from one of these alternative lists, the creature gains abilities as if the character's healer level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's healer level and compare the result with the healer level entry on the table in the sidebar to determine the companion's powers. (If this adjustment would reduce the healer's effective level to 0 or lower, she can't have that creature as a companion).

For example, a 12th-level healer could select a lammasu as a companion.

The lammasu would have characteristics and special abilities as if the healer were 8th level (taking into account the –4 adjustment) instead of 12th level.

Should the healer's companion die, it immediately disappears, leaving behind any equipment it was carrying. The healer may not call another companion for 30 days or until she gains a healer level, whichever comes first, even if the companion is somehow returned from the dead.

During this 30-day period, the healer is distraught and takes a -4 penalty on attack rolls and weapon damage rolls.

Cleanse Blindness (Su): At 9th level, a healer gains the ability to cleanse blindness once per day, as if casting a *remove blindness/deafness* spell.

Cleanse Spirit (Su): At 10th level, a healer gains the ability to restore a creature to health once per day, as if casting a *greater restoration* spell.

Cleanse Petrification (Su): At 13th level, a healer gains the ability to restore a petrified creature to health once per day, as if casting a *stone to flesh* spell.

New Limb (Su): At 15th level, a healer gains the ability to regrow a creature's lost or damaged body part once per day, as if casting a *regenerate* spell.

New Life (Su): Once per week, a 20th-level healer can bring a dead creature back to life, as if casting a *true resurrection* spell.

EX-HEALERS

A healer who grossly violates her ethos (such as by refusing to heal an ally or a good-aligned creature) loses all spells and class features (except for proficiency with simple weapons and light armor).

She cannot thereafter gain levels as a healer until she atones (see the *atonement* spell description, page 201 of the *Player's Handbook*).

HEALER SPELL LIST

Healers choose their spells from the following list.

0 Level: *create water*, *cure minor wounds*, *deathwatch*, *detect magic*, *detect poison*, *light*, *mending*, *purify food and drink*, *read magic*.

1st Level: *bless water*, *cure light wounds*, *goodberry*, *protection from evil*, *remove fear*, *remove paralysis*, *sanctuary*, *speak with animals*.

2nd Level: *calm emotions*, *cure moderate wounds*, *delay poison*, *gentle repose*, *remove blindness/deafness*, *remove disease*, *lesser restoration*.

3rd Level: *close wounds**, *create food and water*, *cure serious wounds*, *neutralize poison*, *remove curse*, *restoration*, *status*.

4th Level: *cure critical wounds*, *death ward*, *freedom of movement*, *mass cure light wounds*, *panacea**.

5th Level: *atonement*, *break enchantment*, *mass cure moderate wounds*, *raise dead*, *revivify**, *stone to flesh*, *true seeing*.

6th Level: *greater restoration*, *heal*, *heroes' feast*, *mass cure serious wounds*, *regenerate*.

7th Level: *mass cure critical wounds*, *repulsion*, *resurrection*.

8th Level: *discern location*, *holy aura*, *mass heal*.

9th Level: *foresight*, *gate*, *true resurrection*.

* New spell described in Chapter 2 of this book.

HUMAN HEALER STARTING PACKAGE

Armor: Leather (+2 AC, speed 30 ft., 15 lb.).

Weapons: Longspear (1d8, crit $\times 3$, 9 lb., two-handed, piercing).

Light crossbow (1d8, crit 19–20/ $\times 2$, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Con	—
Heal	4	Wis	—
Diplomacy	4	Cha	—
Sense Motive	4	Wis	—
Handle Animal	4	Cha	—
Survival	4	Wis	—
Craft	4	Int	—
Listen (cc)	2	Wis	—
Search (cc)	2	Int	—

Feat: Scribe Scroll.

Bonus Feat: Toughness.

Deity: Pelor.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Case with 10 crossbow bolts.

Scroll of *cure light wounds*.

Wooden holy symbol.

Bullseye lantern, 5 pints of oil.

Gold: 2d4 gp.

TABLE 1-4: THE HEALER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Healing hands	4	3	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Skill Focus (Heal)	4	4	—	—	—	—	—	—	—	—
3rd	+1	+3	+1	+3	Cleanse paralysis	5	4	3	—	—	—	—	—	—	—
4th	+2	+4	+1	+4	Cleanse disease	5	4	4	—	—	—	—	—	—	—
5th	+2	+4	+1	+4	Cleanse fear	5	5	4	3	—	—	—	—	—	—
6th	+3	+5	+2	+5	Cleanse poison	5	5	4	4	—	—	—	—	—	—
7th	+3	+5	+2	+5	Effortless healing	6	5	5	4	3	—	—	—	—	—
8th	+4	+6	+2	+6	Unicorn companion	6	5	5	4	4	—	—	—	—	—
9th	+4	+6	+3	+6	Cleanse blindness	6	6	5	5	4	3	—	—	—	—
10th	+5	+7	+3	+7	Cleanse spirit	6	6	5	5	4	4	—	—	—	—
11th	+5	+7	+3	+7	—	6	6	6	5	5	4	3	—	—	—
12th	+6/+1	+8	+4	+8	—	6	6	6	5	5	4	4	—	—	—
13th	+6/+1	+8	+4	+8	Cleanse petrification	6	6	6	6	5	5	4	3	—	—
14th	+7/+2	+9	+4	+9	—	6	6	6	6	5	5	4	4	—	—
15th	+7/+2	+9	+5	+9	New limb	6	6	6	6	6	5	5	4	3	—
16th	+8/+3	+10	+5	+10	—	6	6	6	6	6	5	5	4	4	—
17th	+8/+3	+10	+5	+10	—	6	6	6	6	6	6	5	5	4	3
18th	+9/+4	+11	+6	+11	—	6	6	6	6	6	6	5	5	4	4
19th	+9/+4	+11	+6	+11	—	6	6	6	6	6	6	6	5	5	4
20th	+10/+5	+12	+6	+12	New life	6	6	6	6	6	6	6	5	5	4

MARSHAL

Sometimes it is not enough to be a conquering warrior, a champion of all that's right, an experienced sellsword, or an elite foot soldier.

Sometimes the circumstances require a solid commander of soldiers and situations.

Sometimes the circumstances demand a marshal.

Marshals inspire trust in those they lead.

They earn that trust by slogging through harsh landscapes, dangerous battlefields, and haunted catacombs along with those under their command.

With a look, they can see where to best deploy their resources or come up with a sneaky ruse to fool their enemies.

A marshal has a tactician's mind, a cartographer's overview of the disputed landscape (or dungeon warren), and a way with words that can inspire battle-hardened fighters to give it their all when melee breaks out.

Adventures: Whether leading troops or a company of adventurers, marshals accept commissions in return for their service.

Once a commission is accepted, most marshals feel honor-bound to see the contract through to its end.

If the choice is between honoring the commission and the survival of his company, though, many a marshal will break the commission and lead his forces to a new patron in distant lands.

Characteristics: Trained in the basics of fighting, marshals possess a general knowledge of weapons and armor. Their real strength is their ability to lead those who follow them to success they might not otherwise reach in combat. Marshals make passable warriors themselves, when personal danger finds them.

Alignment: Marshals may be of any alignment.

Good-aligned marshals are often crusading leaders who seek out and fight evil.

Lawful-aligned marshals accept commissions from people who face invasion by foreign aggressors.

Chaotic-aligned marshals lead mercenaries to wherever the pay is best.

Evil-aligned marshals tend to lead forces of foreign aggressors set on invasion and plunder.

Religion: Marshals often worship Heironeous (god of valor) or Kord (god of strength).

Some worship St. Cuthbert (god of retribution), Hextor (god of tyranny), or Erythnul (god of slaughter).

Background: Marshals come to their profession through study and desire.

Most have had formal training in a noble's army, where they were given positions of authority.

Others have trained in formal academies, preparing themselves for careers as a military officers.

Marshals see others of their class as part of a special group, especially those they have studied with.

Even enemy marshals can be afforded some respect, though the enemy's forces must be crushed all the same.

Races: Human marshals often follow in the footsteps of their parents, who served as officers in earlier wars, conflicts, or mercenary companies.

Dwarf marshals are trained to lead strike teams that protect the underground dwarven kingdoms.

Elf marshals rarely enroll in military academies, though half-elves often do.

Half-orc marshals fight an uphill battle in trying to garner respect in mixed-race units.

Among the brutal humanoids, few manage to enroll in the academies where the elite skills of command are taught.

Other Classes: The marshal relies on the other classes in all ways—it is his job to support a team, magnifying the strengths of each member for success in battles or forays into dangerous cavern complexes.

Role: In most adventuring parties, the marshal serves as the lead tactician, while his comrades support him with spells, ranged attacks, and other effects.

However, once a plan is in motion, most marshals enter the melee to assure victory.

GAME RULE INFORMATION

Marshals have the following game statistics.

Abilities: Charisma is especially important for marshals because it improves their standing with those they lead, as well as permitting them to magnify the efforts of the group. Constitution is important for a marshal's staying power.

Intelligence is important for the many skills required by marshals to complete their commissions.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The marshal's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the marshal.

Weapon and Armor Proficiency: Marshals are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Auras (Ex): The marshal exerts an effect on allies in his vicinity.

He can learn to produce different effects, or auras, over the course of his career.

The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action (see Chapter 2: Magic).

The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor).

A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies.

A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best. Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal.

An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus.

A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

A marshal begins play knowing one minor aura of his choice.

As his marshal level increases, he gains access to new auras, as indicated on Table 1–5: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Accurate Strike: Bonus on rolls made to confirm critical hits.

Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.

Demand Fortitude: Bonus on Fortitude saves.

Determined Caster: Bonus on rolls to overcome spell resistance.

Force of Will: Bonus on Will saves.

Master of Opportunity: Bonus to Armor Class against attacks of opportunity.

Master of Tactics: Bonus on damage rolls when flanking.

Motivate Charisma: Bonus on Charisma checks and Charisma-based skill checks.

Motivate Constitution: Bonus on Constitution checks and Constitution-based skill checks.

Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Motivate Intelligence: Bonus on Intelligence checks and Intelligence-based skill checks.

Motivate Strength: Bonus on Strength checks and Strength-based skill checks.

Motivate Wisdom: Bonus on Wisdom checks and Wisdom-based skill checks.

Over the Top: Bonus on damage rolls when charging.

Watchful Eye: Bonus on Reflex saves.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura.

A major aura lets allies add +1 to certain rolls.

This bonus improves by +1 at 7th, 14th, and 20th level.

Hardy Soldiers: The marshal's allies gain damage reduction equal to the amount of bonus the aura provides.

For example, if the marshal is 10th level, everyone affected gains DR 2/–.

Motivate Ardor: Bonus on damage rolls.

Motivate Attack: Bonus on melee attack rolls.

Motivate Care: Bonus to Armor Class.

Motivate Urgency: Allies' base land speed is increased by a number of feet equal to 5 × the amount of bonus the aura provides.

For example, the allies of a 10th-level marshal (+2 major aura) add 10 feet to their base land speed.

Resilient Troops: Bonus on all saves.

Steady Hand: Bonus on ranged attack rolls.

Skill Focus (Diplomacy): Because a marshal has a way with people, he gains this feat as a bonus feat.

If the marshal already has the feat, he can choose a different one.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately.

Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself).

Each of the affected allies takes this extra move action immediately, acting in their current initiative order.

This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over.

(This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn).

At 8th level, a marshal gains the ability to grant an extra move action to his allies twice per day.

The frequency increases to three times per day at 12th level, four times per day at 16th level, and five times per day at 20th level.

A character can take only one extra move action per round.

(In other words, two marshals can't use this ability on the same ally in the same round).

If an ally chooses not to take the extra move action, it is lost.

HALF-ELF MARSHAL STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty –4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty –2, 10 lb.).

Weapons: Longsword (1d8, crit 19–20/×2, 4 lb., one-handed, slashing).

Shortbow (1d6, crit ×3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Diplomacy	4	Cha	—
Intimidate	4	Cha	—
Listen	4	Wis	—
Ride	4	Dex	—
Spot	4	Wis	—
Swim	4	Str	–12
Gather Information (cc)	2	Cha	—
Climb (cc)	2	Str	–6
Jump (cc)	2	Str	–6

Feat: Weapon Focus (longsword).

Minor Aura: Master of tactics.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Quiver with 20 arrows.

Bullseye lantern, 5 pints of oil.

Gold: 2d4 gp.

TABLE 1-5: THE MARSHAL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Auras Known	
						Minor	Major
1st	+0	+2	+0	+2	Skill Focus (Diplomacy), minor aura	1	0
2nd	+1	+3	+0	+3	Major aura +1	1	1
3rd	+2	+3	+1	+3	—	2	1
4th	+3	+4	+1	+4	Grant move action 1/day	2	1
5th	+3	+4	+1	+4	—	3	2
6th	+4	+5	+2	+5	—	3	2
7th	+5	+5	+2	+5	Major aura +2	4	2
8th	+6/+1	+6	+2	+6	Grant move action 2/day	4	2
9th	+6/+1	+6	+3	+6	—	5	3
10th	+7/+2	+7	+3	+7	—	5	3
11th	+8/+3	+7	+3	+7	—	5	3
12th	+9/+4	+8	+4	+8	Grant move action 3/day	6	3
13th	+9/+4	+8	+4	+8	—	6	3
14th	+10/+5	+9	+4	+9	Major aura +3	6	4
15th	+11/+6/+1	+9	+5	+9	—	7	4
16th	+12/+7/+2	+10	+5	+10	Grant move action 4/day	7	4
17th	+12/+7/+2	+10	+5	+10	—	7	4
18th	+13/+8/+3	+11	+6	+11	—	7	4
19th	+14/+9/+4	+11	+6	+11	—	8	4
20th	+15/+10/+5	+12	+6	+12	Grant move action 5/day, major aura +4	8	5

WARMAGE

Some spellcasters care for only one thing: war. They dream of steel and mighty blasts of devastating magic, the march of troops, and the unleashed destruction found on battlefields everywhere.

Graduates of special arcane war colleges, those known as warmages are drilled only and utterly in the casting of spells most useful for laying down destruction, confusing an enemy, or screening an allied action.

The utilitarian spells used by wizards and sorcerers have little importance to the warmage's way of thinking.

What are support casters for, after all?

The warmage cares only for success on the battlefield, or, in some cases, in the series of smaller campaigns favored by adventuring companies.

Adventures: Warmages sign up for stints with adventuring companies that require straightforward, military-style blasting magic.

Warmages hone and develop their arts through action rather than study, so without prolonged use of their powers in combat they cannot reach the pinnacle of their profession.

Good-aligned warmages are concerned with rebuffing the movements of warlike groups—who better to blast into smoking ruin than those who have it coming?

Evil-aligned warmages feel no constraints on who might become the targets of their spells.

They adventure to gain destructive power.

Characteristics: Warmages access their magic peculiarly, at least compared to the way wizards, sorcerers, and cleric do its.

A warmage selects his spells from a limited pool of knowledge that rarely changes.

Early in his difficult training, each warmage instills deep within himself the knowledge of all the spells he'll ever need.

Warmages know fewer spells than wizards and sorcerers do, but the spells they do know are enhanced.

A warmage does not need to study a spellbook, but does need to prepare his spells each day by spending time to call up the knowledge from his unconscious mind.

Warmages do not specialize in certain schools of magic the way wizards may.

In their time spent training, warmages also learn a few mundane warlike skills.

They develop proficiency with some weapons and armor. They learn to use such items without incurring a risk of spell failure.

Alignment: Because all alignments must be prepared to fight for their causes, warmages might be found among virtually any army that uses spellcasting as artillery on the battlefield.

Religion: Some warmages favor Boccob (god of magic), while others follow Wee Jas (goddess of death and magic). Many warmages revere no deity at all.

Background: Warmages are chosen (or apply) to attend special arcane war colleges.

Such colleges are not for the weak of spirit.

The rigors of both body and mind bear little resemblance to the apprenticeship undergone by regular wizards, or the self-taught fumbling of sorcerers.

Warmage colleges are more similar to boot camps sponsored by large nation-states.

Throughout their training, warmages are forced to constantly wear ponderous garments (meant to familiarize their bodies with the limitations of movement in armor) while drilling constantly with spells, most of which are too high in level to be cast by the student.

This vigorous drilling instills the spells in the warmage's unconscious mind, so that as he grows in power later in life, those spells become available for his use without his needing a spellbook.

After their training, warmages share a deep feeling of camaraderie with their fellow students, and continue to feel a slight affection for any well-run military outfit.

Races: Most warmages are humans or half-elves.

But the toughness of spirit needed to survive a term at an arcane war college can manifest itself in any of the common races.

It is rare for savage humanoids to be accepted into a war college, though some of the more organized societies may set up their own war colleges for arcane spellcasters.

Other Classes: Warmages find they have little in common with sorcerers and wizards, who learn their craft without the rigors or discipline of the warmage's apprenticeship. In fact, warmages are likely to be more comfortable with the regimented classes—those that appreciate military training, such as paladins, monks, and fighters.

Role: The warmage's spell selection is already determined. He is the ranged magical artillery that military troops rely on, or the center of a smaller adventuring company's offensive power.

An adventuring company with a warmage should strongly consider including a second spellcaster, such as a bard, cleric, druid, healer, or even a wizard, to complement the warmage's offensive focus with defensive and utilitarian abilities.

GAME RULE INFORMATION

Warmages have the following game statistics.

Abilities: Charisma determines how powerful a spell a warmage can cast, how many spells the warmage can cast per day, and how hard those spells are to resist (see *Spells*, below).

Like a sorcerer or wizard, a warmage benefits from high Dexterity and Constitution scores.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The warmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the warmage.

Weapon and Armor Proficiency: Warmages are proficient with all simple weapons, light armor, and light shields.

At 8th level, a warmage gains proficiency with medium armor.

(See also *Armored Mage*, below).

Spells: A warmage casts arcane spells (the same type of spells available to sorcerers and wizards), which are drawn from the warmage spell list given below.

He can cast any spell he knows without preparing it ahead of time the way a cleric or wizard must.

To cast a spell, a warmage must have a Charisma score of 10 + the spell's level (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth).

The Difficulty Class for a saving throw against a warmage's spell is 10 + the spell's level + the warmage's Charisma modifier.

Like other spellcasters, a warmage can cast only a certain number of spells of each spell level per day.

His base daily spell allotment is given on Table 1–6: The Warmage.

In addition, he receives bonus spells for a high Charisma score (see Table 1–1, page 8 of the *Player's Handbook*).

Unlike a cleric or wizard, a warmage need not prepare his spells in advance.

He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components).

Warmages' limited focus and specialized training, however, allow them to avoid arcane spell failure as long as they stick to light armor and light shields.

This training does not extend to medium or heavier armors, nor to heavy shields.

Nor does this ability apply to spells gained from a different spellcasting class.

At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

Warmage Edge (Ex): Warmages are specialized in dealing damage with their spells.

Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt.

For instance, if a 1st-level warmage with 17 Intelligence casts *magic missile*, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus.

A single spell can never gain this extra damage more than once per casting.

For instance, a *fireball* deals the extra damage to all creatures in the area it affects.

However, if a 3rd-level warmage casts *magic missile* and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target.

If a spell deals damage for more than one round, it gains this extra damage in each round.

Advanced Learning (Ex): At 3rd, 6th, 11th, and 16th level, a warmage may add a new spell to his or her list, representing the result of personal study and experimentation.

The spell must be a wizard spell of the evocation school, and of a level no higher than that of the highest-level spell the warmage already knows.

Once a new spell is selected, it is forever added to that warmage's spell list and may be cast just like any other spell on the warmage's list.

Sudden Empower: At 7th level, a warmage gains Sudden Empower (described later in this chapter) as a bonus feat. If the warmage already has the feat, he can choose a different one.

Sudden Enlarge: At 10th level, a warmage gains Sudden Enlarge (described later in this chapter) as a bonus feat. If the warmage already has the feat, he can choose a different one.

Sudden Widen: At 15th level, a warmage gains Sudden Widen (described later in this chapter) as a bonus feat. If the warmage already has the feat, he can choose a different one.

Sudden Maximize: At 20th level, a warmage gains Sudden Maximize (described later in this chapter) as a bonus feat. If the warmage already has the feat, he can choose a different one.

WARMAGE SPELL LIST

Warmages choose their spells from the following list.

0 Level: *acid splash*, *disrupt undead*, *light*, *ray of frost*.

1st Level: *lesser acid orb**, *burning hands*, *chill touch*, *lesser cold orb**, *lesser electric orb**, *lesser fire orb**, *magic missile*, *shocking grasp*, *sleep*, *lesser sonic orb**, *true strike*.

2nd Level: blades of fire*, continual flame, fireburst*, fire trap, flaming sphere, Melf's acid arrow, pyrotechnics, scorching ray, shatter.

3rd Level: fire shield, fireball, flame arrow, gust of wind, ice storm, lightning bolt, poison, ring of blades*, sleet storm, stinking cloud.

4th Level: blast of flame*, contagion, Evard's black tentacles, phantasmal killer, shout, wall of fire.

5th Level: arc of lightning*, cloudkill, cone of cold, legion's fire shield*, greater fireburst*, flamestrike.

6th Level: acid fog, blade barrier, chain lightning, circle of death, disintegrate, fire seeds, Otiluke's freezing sphere, Tenser's transformation.

7th Level: delayed blast fireball, earthquake, finger of death, fire storm, Mordenkainen's sword, prismatic spray, sunbeam, waves of exhaustion.

8th Level: greater shout, horrid wilting, incendiary cloud, polar ray, prismatic wall, scintillating pattern, sunburst.

9th Level: elemental swarm, implosion, meteor swarm, prismatic sphere, wail of the banshee, weird.

* New spell described in Chapter 2 of this book.

HUMAN WARMAGE STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Weapons: Spear (1d8, crit x3, range inc. 20 ft., 6 lb., two-handed, piercing).

Light crossbow (1d8, crit 19-20/x2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Spellcraft	4	Int	—
Concentration	4	Con	—
Knowledge (arcana)	4	Int	—
Intimidate	4	Cha	—
Survival (cc)	2	Wis	—
Diplomacy (cc)	2	Cha	—
Hide (cc)	2	Dex	-1

Feat: Combat Casting.

Bonus Feat: Toughness.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Case with 10 crossbow bolts.

Spell component pouch.

Three torches.

Gold: 1d4 gp.

TABLE 1-6: THE WARMAGE

Base						Spells per Day									
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Armored mage (light), warmage edge	5	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	—	6	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Advanced learning	6	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	—	6	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	—	6	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	Advanced learning	6	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Sudden Empower	6	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6	Armored mage (medium)	6	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	—	6	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7	Sudden Enlarge	6	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	Advanced learning	6	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8	—	6	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8	—	6	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9	—	6	6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Sudden Widen	6	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10	Advanced learning	6	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10	—	6	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11	—	6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	—	6	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Sudden Maximize	6	6	6	6	6	6	6	6	6	5

ORIENTAL ADVENTURES (3.0)

SAMURAI

Samurai are professional warriors, members of the noble class who are trained in the arts of warfare.

They are not only trained for their role in society, they are born for it—born into a system of allegiance, loyalty, and honor that influences every stage of their lives.

A samurai cut loose from this system is no longer a samurai; he is an ordinary fighter, a ronin with no honor and no standing in society.

Adventures: A samurai's first responsibility is obedience to his lord, usually the head of his family.

This is simultaneously an endless source of adventures and a potential hindrance to a life of adventure.

A low-level samurai's lord may command him to investigate a mysterious occurrence or subdue a gang of bandits.

If he performs these duties well, his lord will call on him to deal with more significant problems.

However, a samurai usually cannot simply disappear on an expedition into the Shadowlands without his lord's command or at least permission, and if a samurai's lord has an important mission for him, he must make that his top priority.

Whether this is a significant hindrance or not is up to the Dungeon Master.

Characteristics: Samurai are distinguished from ordinary fighters by their adherence to *bushido*, a code of honor, loyalty, and obedience.

They have combat training—including some bonus feats—rivaling that of a fighter.

If a samurai remains honorable and true to his code of conduct, his swords—masterwork blades passed down through generations—may awaken in his hands, manifesting increasing magical abilities as the samurai advances in level and invests spiritual energy in them.

To a samurai, dishonor is worse than death, and the loss of his swords is possibly the worst dishonor imaginable.

Alignment: *Bushido*, the code of the samurai, demands strict obedience to standards of behavior and honor.

Only lawful characters can adhere to this code and call themselves samurai.

Background: Samurai learn their combat techniques and the principles of *bushido* in established, well-organized schools.

In Rokugan, at least one family is responsible for training samurai within each clan.

The Crab's Hida school, the Crane's Daidoji and Kakita schools, the Dragon's Mirumoto school, the Lion's Akodo and Matsu schools, the Phoenix's Shiba school, the Scorpion's Bayushi school, and the Unicorn's Moto and Shinjo schools are the samurai schools of Rokugan.

Races: Almost without exception, all samurai in Rokugan are humans from the major clans.

In other campaign settings, only humans and spirit folk usually become samurai, because the samurai is very much a characteristic of human society.

Other Classes: Samurai consider themselves the pinnacle of the Celestial Order that structures their society.

Shugenjas are technically their equals in this order, but in a world where honor is virtually equated with battle prowess, shugenjas have a tenuous hold on that position.

Samurai respect only other samurai—as well as other characters (Unicorn barbarians, Crab rangers) who wear the daisho and uphold the code of *bushido*.

They are prone to treating members of other character classes as servants, or sidekicks at best, unless such characters are obviously well respected by the samurai's lord.

GAME RULE INFORMATION

Samurai have the following game statistics.

Abilities: Strength is especially important for samurai because it improves their melee attack and damage rolls.

Constitution is important for giving samurai lots of hit points, which they'll need in their many battles.

Dexterity is important for samurai who want to be skilled archers, improves their Armor Class, and allows them access to certain Dexterity-oriented feats.

Alignment: Any lawful.

Hit Die: d10.

CLASS SKILLS

A samurai's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Iaijutsu Focus (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

The Iaijutsu Focus skill is described in Chapter 4 of this book.

Skill Points at 1st level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

CLASS FEATURES

The following are class features of the samurai.

Weapon and Armor Proficiency: Samurai are proficient with all simple and martial weapons and with light and medium armor.

Samurai are not proficient with shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Ancestral Daisho: All samurai begin play with a katana and a wakizashi—two masterwork weapons.

These are weapons that belonged to the samurai's ancestors, and protecting the weapons is an important point of honor for the samurai.

As a samurai acquires treasure through adventuring, he has the option of awakening the supernatural abilities latent in the weapons.

This option allows a samurai who prefers to use his ancestral blade to wield a magic weapon, while a samurai who wields a tetsubo against Shadowlands fiends can use his treasure to acquire new jade or magic weapons.

At any time, a samurai may retreat to a temple or shrine and spend time in prayer in order to awaken the ancestral spirits in his katana or wakizashi.

(Most samurai improve their katanas and not their wakizashis).

This requires a sacrifice of valuable items worth the amount shown on Table 2–2: Ancestral Daisho.

TABLE 2–2: ANCESTRAL DAISHO

Weapon Bonus	Total Sacrifice Required	Minimum Character Level
+1	2,000 gp	4th
+2	8,000 gp	7th
+3	18,000 gp	9th
+4	32,000 gp	11th
+5	50,000 gp	13th
+6*	72,000 gp	14th
+7*	98,000 gp	15th
+8*	128,000 gp	16th
+9*	162,000 gp	17th
+10*	200,000 gp	18th

*A weapon can't actually have a bonus higher than +5. Use these lines to determine price when special abilities are added in. *Example:* A samurai who has a +4 katana can transform it into a +4 thundering katana with a sacrifice of 40,000 gp, since thundering is a special ability equivalent to a +2 bonus.

This sacrifice does not have to be gold—the character can sacrifice magic items or other goods worth the required amount, rather than selling his goods (at half value) to pay for the sacrifice.

The samurai must meet the minimum character level (including any prestige class levels) shown on the table, and he must spend one day per 1,000 gp sacrificed in the shrine or temple.

During this time, he must spend at least 8 hours each day kneeling before his ancestors and his weapons, not stopping to eat or rest.

Many samurai request the assistance of a shugenja in this process, but a shugenja is not required.

The values shown on Table 2–2 are the total value of sacrifice required to bring a single weapon to the listed weapon bonus.

If a samurai already has a +3 *katana*, he can raise it to a +4 *katana* by sacrificing 14,000 gp and spending two weeks in prayer.

If the same samurai wanted to bring his masterwork *wakizashi* to a +1 *wakizashi*, he would have to sacrifice 2,000 gp.

Before a samurai's ancestral sword becomes a +1 *weapon*, it is an ordinary masterwork weapon in every way.

Its latent supernatural powers do not cause it to be considered a magic weapon until those powers are awakened.

A samurai who loses his ancestral swords is dishonored until he can recover them.

He cannot enhance any other weapon in this way.

Note: In some campaigns, a samurai might begin play with a different ancestral weapon, such as a *tulwar* (scimitar) or a *jian* (longsword).

Bonus Feats: At 2nd level, the samurai gets a bonus feat. The samurai gains an additional bonus feat at 4th level and every three levels thereafter (7th, 10th, 13th, 16th, and 19th).

These bonus feats must be drawn from the list that appears below for the character's clan.

Crab—Emphasize heavy armor, great strength, and unusual weapons.

Feats: Armor Proficiency (heavy), Dodge (Mobility, Spring Attack), Endurance, Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Run, Weapon Focus (battleaxe, greatclub, katana, or warhammer).

Crane—Emphasize speed and agility.

Feats: Dodge (Mobility, Spring Attack), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Initiative, Quick Draw, Skill Focus (Iaijutsu Focus), Toughness, Weapon Focus (katana).

Dragon—Teach two-weapon fighting and unarmed combat.

Feats: Exotic Weapon Proficiency (katana), Improved Grapple (Choke Hold), Improved Unarmed Strike (Defensive Throw, Deflect Arrows, Grappling Block, Great Throw, Stunning Fist), Power Attack (Cleave), Weapon Focus (katana).

Lion—Emphasize strategy, intelligence, and strength of will.

Feats: Endurance, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Initiative, Iron Will, Ki Shout (Great Ki Shout), Remain Conscious, Toughness, Weapon Focus (katana).

Phoenix—Emphasize mental and spiritual training.

Feats: Alertness, Blind-Fight, Combat Reflexes, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Great Fortitude, Improved Initiative, Iron Will, Quick Draw, Weapon Focus (katana).

Scorpion—Emphasize mobility and dirty fighting.

Feats: Blind-Fight, Dodge (Mobility, Spring Attack), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Initiative, Prone Attack, Quick Draw, Weapon Focus (katana).

Unicorn—Emphasize mounted combat and archery.

Feats: Alertness, Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank

Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Weapon Focus (spear, lance, bow, or katana).

Characters without a clan should choose one clan that best represents the fighting style they wish to learn.

They must thereafter choose their bonus feats from the list for that clan.

Some of the bonus feats available to a samurai cannot be acquired until the samurai has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat.

A samurai must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Code of Conduct: A samurai must be of lawful alignment, and dishonors himself, his family, and his swords if he ever willingly commits a chaotic act.

Additionally, the samurai code of *bushido* requires that he be obedient to his lord, accept death at any time and face it bravely, avenge any dishonor, and shun any appearance of cowardice.

The core principles of *bushido* are honor, loyalty, and courage.

Violating these precepts results in dishonor, which may result in a samurai being stripped of his family name or being asked to commit *seppuku* (ritual suicide).

EX-SAMURAI

A samurai who becomes nonlawful or violates the tenets of *bushido* cannot gain new levels as a samurai.

He retains all his bonus feats, but his ancestral weapons lose any “awakened” magical abilities.

If the samurai returns to lawful alignment, he must atone for his violations (see the *atonement* spell description in the *Player's Handbook*) and redeem his honor in order to restore his weapons to their prior status and continue advancing as a samurai.

TABLE 2–1: THE SAMURAI

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+2	Ancestral daisho
2nd	+2	+3	+0	+3	Bonus feat
3rd	+3	+3	+1	+3	
4th	+4	+4	+1	+4	Bonus feat
5th	+5	+4	+1	+4	
6th	+6/+1	+5	+2	+5	
7th	+7/+2	+5	+2	+5	Bonus feat
8th	+8/+3	+6	+2	+6	
9th	+9/+4	+6	+3	+6	
10th	+10/+5	+7	+3	+7	Bonus feat
11th	+11/+6/+1	+7	+3	+7	
12th	+12/+7/+2	+8	+4	+8	
13th	+13/+8/+3	+8	+4	+8	Bonus feat
14th	+14/+9/+4	+9	+4	+9	
15th	+15/+10/+5	+9	+5	+9	
16th	+16/+11/+6/+1	+10	+5	+10	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+10	
18th	+18/+13/+8/+3	+11	+6	+11	
19th	+19/+14/+9/+4	+11	+6	+11	Bonus feat
20th	+20/+15/+10/+5	+12	+6	+12	

SHAMAN

If a cleric's basic creed is that the handiwork of the deities is everywhere, a shaman's simple assertion is that the deities themselves are everywhere.

Shamans are intermediaries between the mortal world and the realm of spirits—the vast multitude of living beings that infuse the entire world with divine essence. Shamans play a vital role in the world of *Oriental Adventures*—communicating with ancestor spirits, demons, nature spirits, and the most powerful of spirits, who might be considered deities.

The shaman offers sacrifices, prayers, and services to the spirits, and in return gains the favor of patron spirits who bestow spells and other magical abilities upon him.

With the exception of certain Lion clan “spirit talkers” of the Kitsu family, shamans are not found in Rokugan; shugenjas fill this role instead.

Adventures: Shamans often go on adventures not because of any desire of their own, but as a direct result of their unique relationship with the spirit world.

Ancestor spirits often have their own agendas—deeds left undone or wrongs unavenged—and call on their shaman descendants to carry them out.

Peasants and nobles alike often summon shamans if evil spirits or undead monsters cause trouble.

Even nature spirits, normally unconcerned with the affairs of humanity, might request assistance from a shaman if an evil influence (such as a bajang or buso) troubles the natural world.

Shamans who traffic with evil spirits are often driven to commit heinous deeds.

Shamans are both blessed and burdened by their gifts, and may sometimes feel like pawns in the games and machinations of the spirit world.

Characteristics: Shamans use divine magic, much like the clerics of the *Player's Handbook*.

In addition to healing, shaman spells naturally include means of contacting and communicating with spirits, winning favors from them, or warding against their influence.

Shaman spells are also more strongly oriented toward nature than cleric spells.

A shaman's spells are granted by spirits rather than deities. Shamans have some power over undead, but not as great as clerics have.

Nor are they as fearsome in combat as clerics, although they learn unarmed combat techniques as they advance in level.

Alignment: Most shamans are of good alignment, cooperating with kindly ancestor spirits and opposing evil spirits and undead.

A few shamans, however, side with the evil spirits, using the power the spirits bestow to increase their own power in the world.

Background: Individuals are often drawn to the shaman class because they possess a natural gift for dealing with spirits, rather than the other way around.

As with sorcerers, this gift typically manifests at puberty, though sometimes even young children display an unusual ability to see and communicate with spirits.

The transition from a gifted child or young adult to a powerful shaman, however, is not easy.

Typically, a shaman-to-be spends months in the wilderness, fasting and communing with the spirits, until finding two spirits to serve as patrons in a formal and ritualized relationship.

These two spirits grant the character his first spells, at which point he truly becomes a shaman.

Races: Shamans are typically found among all the races, although their approach to the spirits may vary.

Most shamans are human, because the human race is less in tune with the spirit world and therefore most in need of intermediaries who can communicate with spirits.

Hengeyokai and spirit folk consider themselves spirits, and sometimes see little need to venerate the spirits.

Hengeyokai shamans, who are quite rare, form partnerships with spirits based more on equal respect than on service and veneration.

Spirit folk shamans are somewhat more common, and revere both human ancestors and nature spirits.

Vanaras are quite commonly shamans, because they hold the spirit world in great respect.

Nezumi and korobokuru shamans are rare, but quite similar to human shamans in their practices.

Other Classes: While no adventurer will begrudge a shaman's power to heal and otherwise help an adventuring party, most adventurers view shamans with at least a hint of fear, awe, or wonder.

A shaman's powers are otherworldly, and the spirits that grant those powers often manifest in ways that make mundane-minded fighters and rogues more than a little uncomfortable.

The shaman occupies a unique and sometimes dangerous position on the border between the spirit world and the mortal world, and many characters find that position unnerving.

For their part, shamans tend to look kindly on members of most other parties, humbly offering their powers for the good of the party as a whole.

GAME RULE INFORMATION

Shamans have the following game statistics.

Abilities: Wisdom determines how powerful a spell a shaman can cast, how many spells the shaman can cast per day, and how hard those spells are to resist.

To cast a spell, a shaman must have a Wisdom score of 10 + the spell's level.

A shaman gets bonus spells based on Wisdom.

The Difficulty Class of a saving throw against a shaman's spell is 10 + the spell's level + the shaman's Wisdom modifier.

A high Constitution improves a shaman's hit points, and a high Charisma improves the shaman's saving throws.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

A shaman's class skills (and the key ability for each school) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (spirits) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the shaman.

Weapon and Armor Proficiency: Shamans are proficient with all simple weapons and with light armor.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A shaman casts divine spells according to Table 2-3: The Shaman.

A shaman may prepare and cast any spell on the shaman spell list (see Chapter 7: Magic and Spells), provided he can cast spells of that level.

(Alignment restrictions mean that casting some spells may have unpleasant consequences).

The Difficulty Class for a saving throw against a shaman's spell is 10 + the spell's level + the shaman's Wisdom modifier.

Shamans do not acquire their spells from books or scrolls, nor prepare them through study.

Instead, they meditate or pray for their spells, receiving them as gifts from the many spirits (nature spirits, animal spirits, ancestor spirits, and others) with whom the shaman deals.

Each shaman must choose a time at which he must spend an hour each day in quiet conversation with the spirits to regain his daily allotment of spells (typically, this hour is at dawn or noon for good shamans and at dusk or midnight for evil ones).

Time spent resting has no effect on whether a shaman can prepare spells.

In addition to his standard spells, a shaman gets one domain spell of each spell level, starting at 1st.

When a shaman prepares a domain spell, it must come from one of his two domains (see below for details).

Spirits, Domains, and Domain Spells: Choose two domains for your shaman.

Each domain represents an individual spirit with which you have a special relationship—a spirit of the dead (usually one of your ancestors), an animal spirit, or a nature spirit.

Each spirit gives you access to a domain spell at each spell level, from 1st on up, as well as a granted power.

Your shaman gets the granted powers of both domains you select.

With access to two domain spells at a given spell level, a shaman prepares one or the other each day.

If a domain spell is not on the Shaman Spells list, a shaman can only prepare it in his domain slot.

Domain spells and granted powers are given in Shaman Domains (see Chapter 7).

When a shaman reaches 11th level, he can choose a third domain, and gains access to the spells and granted power of this domain.

Each day, he can prepare two domain spells of certain spell levels, as shown on Table 2-3.

Spontaneous Casting: Good shamans can channel stored spell energy into healing spells that they haven't prepared ahead of time.

The shaman can "lose" a prepared spell in order to cast any *cure* spell of the same level or lower (a *cure* spell is any spell with "cure" in its name).

For example, a good shaman who has prepared *bleed* (a 1st-level spell) may lose *bleed* in order to cast *cure light wounds* (also a 1st-level spell).

Good shamans can cast *cure* spells in this way because they are especially proficient at wielding positive energy.

An evil shaman, on the other hand, can't convert prepared spells to *cure* spells but can convert them to *inflict* spells (an *inflict* spell is one with "inflict" in the title).

Such shamans are especially proficient at wielding negative energy.

A neutral shaman can convert spells either to *cure* spells or to *inflict* spells (player's choice), depending on whether the shaman is more proficient at wielding positive or negative energy.

Once the player makes this choice, it cannot be reversed.

This choice also determines whether the neutral shaman turns or rebukes undead (see below).

A shaman can't use spontaneous casting to convert domain spells into *cure* or *inflict* spells.

These spells arise from the particular powers of the shaman's chosen spirits, not divine energy in general.

Chaotic, Evil, Good, and Lawful Spells: A shaman can't cast spells of an alignment opposed to his own.

A good shaman cannot cast evil spells, and vice versa.

Spells associated with the alignments of chaos, evil, good, and law are identified as such on the "School, Subschool and Descriptors" line of the spell description.

Unarmed Strike: Shamans gain Improved Unarmed Strike as a bonus feat.

Animal Companion: A 1st-level shaman may begin play with an animal companion.

This animal is one that the shaman has befriended with the spell *animal friendship*.

It can have up to 2 Hit Dice.

(While the shaman is 1st level, this particular animal is loyal enough to stay with him, even though an adventuring shaman usually can only maintain animal friends whose Hit Dice total up to his level).

Alternatively, the shaman may have more than one animal companion provided the animals' total Hit Dice don't exceed 2.

The shaman can also cast *animal friendship* in play (see the spell description in the *Player's Handbook*).

Spirit Sight: A shaman of 2nd level and above can see ethereal creatures (including spirits) as easily as he sees material creatures and objects.

The shaman can easily distinguish between ethereal creatures and material ones, because ethereal creatures appear translucent and indistinct.

Turn or Rebuke Undead: When a shaman reaches 3rd level, he gains the supernatural ability to turn or rebuke undead. He may use this ability a number of times per day equal to three plus his Charisma modifier.

He turns undead as a cleric of two levels lower would.

Neutral shamans must choose to either turn or rebuke undead (see Spontaneous Casting above).

Extra Turning: As a feat, a shaman may take Extra Turning. This feat allows the shaman to turn undead four more times per day than normal.

A shaman can take this feat multiple times, gaining four extra daily turning attempts each time.

Bonus Feat: At 4th level and every four levels thereafter, a shaman gains a bonus martial arts feat.

The shaman must choose these feats from the following list: Defensive Throw, Deflect Arrows (Grappling Block), Dodge, Expertise (Karmic Strike, Improved Trip, Defensive Strike, Superior Expertise), Great Throw, Improved Grapple (Choke Hold, Earth's Embrace), Stunning Fist (Falling Star Strike, Freezing the Lifeblood, Unbalancing Strike, Pain Touch).

Spirits' Favor: A shaman of 5th level or higher applies his Charisma modifier (if positive) as a bonus on all saving

throws.

TABLE 2-3: THE SHAMAN

Level	Base		Fort Save	Ref Save	Will Save	Special	Spells per Day ^a									
	Attack	Bonus					0	1	2	3	4	5	6	7	8	9
1st	+0		+0	+0	+2	Unarmed strike, animal companion	3	1+1	—	—	—	—	—	—	—	—
2nd	+1		+0	+0	+3	Spirit sight	4	2+1	—	—	—	—	—	—	—	—
3rd	+2		+1	+1	+3	Turn or rebuke undead	4	2+1	1+1	—	—	—	—	—	—	—
4th	+3		+1	+1	+4	Bonus feat	5	3+1	2+1	—	—	—	—	—	—	—
5th	+3		+1	+1	+4	Spirits' favor	5	3+1	2+1	1+1	—	—	—	—	—	—
6th	+4		+2	+2	+5		5	3+1	3+1	2+1	—	—	—	—	—	—
7th	+5		+2	+2	+5		6	4+1	3+1	2+1	1+1	—	—	—	—	—
8th	+6/+1		+2	+2	+6	Bonus feat	6	4+1	3+1	3+1	2+1	—	—	—	—	—
9th	+6/+1		+3	+3	+6		6	4+1	4+1	3+1	2+1	1+1	—	—	—	—
10th	+7/+2		+3	+3	+7		6	4+1	4+1	3+1	3+1	2+1	—	—	—	—
11th	+8/+3		+3	+3	+7	Third domain	6	4+2	4+1	4+1	3+1	2+1	1+1	—	—	—
12th	+9/+4		+4	+4	+8	Bonus feat	6	4+2	4+1	4+1	3+1	3+1	2+1	—	—	—
13th	+9/+4		+4	+4	+8		6	4+2	4+2	4+1	4+1	3+1	2+1	1+1	—	—
14th	+10/+5		+4	+4	+9		6	4+2	4+2	4+1	4+1	3+1	3+1	2+1	—	—
15th	+11/+6/+1		+5	+5	+9		6	4+2	4+2	4+2	4+1	4+1	3+1	2+1	1+1	—
16th	+12/+7/+2		+5	+5	+10	Bonus feat	6	4+2	4+2	4+2	4+1	4+1	3+1	3+1	2+1	—
17th	+12/+7/+2		+5	+5	+10		6	4+2	4+2	4+2	4+2	4+1	4+1	3+1	2+1	1+1
18th	+13/+8/+3		+6	+6	+11		6	4+2	4+2	4+2	4+2	4+1	4+1	3+1	3+1	2+1
19th	+14/+9/+4		+6	+6	+11		6	4+2	4+2	4+2	4+2	4+2	4+1	4+1	3+1	3+1
20th	+15/+10/+5		+6	+6	+12	Bonus feat	6	4+2	4+2	4+2	4+2	4+2	4+1	4+1	4+1	4+1

^aIn addition to the stated number of spells per day for 1st- through 9th-level spells, a shaman gets a domain spell for each spell level, starting at 1st. The "+1" on this list represents that. These spells are in addition to any bonus spells for having a high Wisdom.

SHUGENJA

Shugenjas are divine spellcasters who cast spells by attuning themselves to the elements around them and focusing the power of the elements through their bodies to produce magical effects.

Like samurai, they are members of Rokugan's noble class, though they are not as bound by honor and the code of *bushido* as their warrior counterparts.

Shugenjas are found in Rokugan, and may not be appropriate for other campaign settings.

Adventures: Shugenjas often adventure to increase their magical knowledge and personal power.

They are particularly drawn to investigate disturbances in the natural harmony of the elements—particularly incursions of the Shadowlands or the activities of mahotsukai within the Empire.

Some shugenjas dedicate their lives to fighting the taint of maho (blood magic), while others crave the power that maho bestows.

Still others are drawn to plumb the depths of magic for magic's own sake, hoping eventually to learn the mysteries of Void, the "fifth element" that binds the others together.

Characteristics: Shugenjas are much more than spell-slinging sorcerers.

They are the foundation of Rokugan's religion—priests who teach the rituals of piety, keep the names of the Fortunes, and even measure the passage of time.

They study for years to learn even the fundamental elements of their magical practice, and are the most literate class of people in Rokugan.

A shugenja's spells are written on ofudas (nonmagical prayer scrolls) that the shugenja carries with her, serving as a divine focus for casting the spell.

Alignment: While many shugenjas attempt to follow the standards of honor and loyalty, and thus adhere to a lawful alignment, not all shugenjas live up to those standards.

There are no alignment restrictions on shugenjas.

Background: Shugenjas are members of Rokugan's noble class.

They learn the practice of magic in schools attached to each clan, like their samurai kin.

The shugenja schools of Rokugan include the Kuni school of the Crab clan, the Asahina school of the Crane clan, the Tamori school of the Dragon clan, the Kitsue school of the Lion clan, the Agasha and Isawa schools of the Phoenix clan, the Soshi and Yogo schools of the Scorpion clan, and the Iuchi school of the Unicorn clan.

Races: Almost without exception, all shugenjas are humans from the major clans.

In Rokugan, spellcasters from other races (and human peoples) are sorcerers.

In other campaign settings, most spellcasters are shamans, sorcerers, or wu jen.

Other Classes: Like samurai, shugenjas are set apart by their noble station and tend to look down upon members of other classes.

Despite the prevailing view of society, shugenjas do not believe that martial prowess is the ultimate expression of honor—in fact, they look down on the samurai who settle any disagreement or matter of honor with a duel to the death.

Shugenjas have little respect for members of other classes; however, shugenjas, especially adventurers, wisely understand that different classes have specialized skills and abilities often needed for success.

GAME RULE INFORMATION

Shugenjas have the following game statistics.

Abilities: Charisma determines how powerful a spell a shugenja can cast, how many spells the shugenja can cast per day, and how hard those spells are to resist. To cast a spell, a shugenja must have a Charisma score of 10 + the spell's level.

A shugenja gets bonus spells based on Charisma. The Difficulty Class of a saving throw against a shugenja's spell is 10 + the spell's level + the shugenja's Charisma modifier.

High Dexterity is helpful for a shugenja (who typically wears little or no armor) because it provides her with an Armor Class bonus.

A good Constitution gives a shugenja extra hit points, a resource that she is otherwise low on.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The shugenja's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

CLASS FEATURES

The following are class features of the shugenja.

Weapon and Armor Proficiency: Shugenjas are proficient with all simple weapons and with the wakizashi.

They are not proficient with any type of armor, nor with shields.

It is considered inappropriate for a shugenja to wear armor, and many samurai consider it an insult to their station to have a nonsamurai wearing the armor that they believe is a badge of their rank.

Likewise, while a shugenja is entitled to wear the wakizashi as a member of the noble class, wearing a katana is considered an indication that the wearer is prepared to use it in defense, and most shugenjas would rather leave the swordplay to the samurai.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A shugenja casts divine spells, but her spell knowledge is limited, much like that of a sorcerer.

Your shugenja begins play knowing four 0-level spells (also called inori) and two 1st-level spells of your choice, plus one 0-level spell and one 1st-level spell that are determined by your school.

At each level, the shugenja gains one or more new spells, as indicated on Table 2-5: Shugenja Spells Known.

TABLE 2-5: SHUGENJA SPELLS KNOWN*

Level	0	1	2	3	4	5	6	7	8	9
1st	s+2+2	s+1+1	—	—	—	—	—	—	—	—
2nd	s+3+2	s+1+1	—	—	—	—	—	—	—	—
3rd	s+3+2	s+2+1	—	—	—	—	—	—	—	—
4th	s+3+3	s+2+1	s+1+0	—	—	—	—	—	—	—
5th	s+3+3	s+2+2	s+1+1	—	—	—	—	—	—	—
6th	s+4+3	s+2+2	s+1+1	s+1+0	—	—	—	—	—	—
7th	s+4+3	s+3+2	s+2+1	s+1+1	—	—	—	—	—	—
8th	s+4+4	s+3+2	s+2+1	s+1+1	s+1+0	—	—	—	—	—
9th	s+4+4	s+3+2	s+2+2	s+2+1	s+1+1	—	—	—	—	—
10th	s+5+4	s+3+2	s+2+2	s+2+1	s+1+1	s+1+0	—	—	—	—
11th	s+5+4	s+3+2	s+3+2	s+2+2	s+2+1	s+1+1	—	—	—	—
12th	s+5+4	s+3+2	s+3+2	s+2+2	s+2+1	s+1+1	s+1+0	—	—	—
13th	s+5+4	s+3+2	s+3+2	s+2+2	s+2+2	s+2+1	s+1+1	—	—	—
14th	s+5+4	s+3+2	s+3+2	s+2+2	s+2+2	s+2+1	s+1+1	s+1+0	—	—
15th	s+5+4	s+3+2	s+3+2	s+2+2	s+2+2	s+2+2	s+2+1	s+1+1	—	—
16th	s+5+4	s+3+2	s+3+2	s+2+2	s+2+2	s+2+2	s+2+1	s+1+1	s+1+0	—
17th	s+5+4	s+3+2	s+3+2	s+2+2	s+2+2	s+2+2	s+2+1	s+2+1	s+1+1	—
18th	s+5+4	s+3+2	s+3+2	s+2+2	s+2+2	s+2+2	s+2+1	s+2+1	s+1+1	s+1+0
19th	s+5+4	s+3+2	s+3+2	s+2+2	s+2+2	s+2+2	s+2+1	s+2+1	s+2+1	s+1+1
20th	s+5+4	s+3+2	s+3+2	s+2+2	s+2+2	s+2+2	s+2+1	s+2+1	s+2+1	s+2+1

*At each level, a shugenja gets a school spell for each spell level, starting at 1st. The “s” on this list represents that. The number in the middle is the number of spells of the shugenja’s favored element, and the final number is the additional number of spells known of any element.

One spell of every level is determined by the shugenja’s school; sometimes these spells are normal spells on the shugenja spell list, but often they are additions to the spell list.

These spells are listed with the shugenja spell list in Chapter 7: Magic and Spells.

(Note: The number of spells a shugenja knows is not affected by her Charisma bonus, if any; the numbers on Table 2-5 are fixed).

A shugenja is limited to casting a certain number of spells of each level per day, but she need not prepare her spells in advance.

The number of spells she can cast per day is improved by her bonus spells, if any.

For instance, at 1st level, Kitsuo Mari can cast four 1st-level spells per day—three for being 1st level (see Table 2-4: The Shugenja), plus one thanks to her high Charisma.

However, she only knows three 1st-level spells: *cure light wounds* (her school spell of that level), *bless*, and *burning hands* (see Table 2-5: Shugenja Spells Known).

In any given day, she can cast *cure light wounds* four times, cast *bless* four times, cast *burning hands* four times, or cast some combination of the three spells a total of four times. She does not have to decide ahead of time which spells she’ll cast.

A shugenja may use a higher-level slot to cast a lower-level spell if she so chooses.

For example, if an 8th-level shugenja has used up all her 3rd-level spell slots for the day but wants to cast another one, she could use a 4th-level slot to do so.

The spell is still treated as its actual level, not the level of the slot used to cast it.

To learn or cast a spell, a shugenja must have a Charisma score of at least 10 + the spell’s level.

The Difficulty Class for saving throws against shugenja spells is 10 + the spell’s level + the shugenja’s Charisma modifier.

Shugenjas do not have spellbooks, though they write their spells on ofudas.

These ofudas serve as divine focus items and must be read as part of the spellcasting process.

Shugenjas can use the Scribe Scroll feat to create magic scrolls that work the same as a wizard’s or cleric’s scrolls.

When casting metamagic spells, remember that the shugenja has not prepared the spell in advance, and is doing so on the spot.

The shugenja, therefore, must take more time to cast a metamagic spell than a regular spell.

If its normal casting time is 1 action, casting a metamagic spell is a full-round action for a shugenja.

For spells with a longer casting time, it takes an extra full-round action to cast the spell.

Shugenjas cannot use the Quicken Spell metamagic feat. Element Focus: All shugenjas have a favored element: air, earth, fire, or water.

A shugenja's choice of specialized element is determined by the clan schools in which she studies.

At least half the spells a shugenja knows at each spell level must belong to her favored element, and the spell dictated by her school also belongs to that element.

This is reflected on Table 2–5, which indicates how many spells of each level must be spells of the shugenja's favored element.

At 1st level, for example, the shugenja Kitsu Mari must know at least three 0-level water spells—one water spell determined by her school and two additional water spells, plus two other 0-level spells of any element.

She also knows one 1st-level water spell from her school, one additional 1st-level water spell, and one 1st-level spell of any element.

Shugenjas automatically gain the benefits of the Spell Focus feat for spells from their favored element.

As the cost of specializing in one element, a shugenja is prohibited from learning spells associated with a different element.

The prohibited element is dictated by the favored element, as described below.

Air: Air spells are subtle, involving travel, intuition, influence, divination, and illusion.

Earth is the prohibited element for air shugenjas.

The Asahina school of the Crane clan and the Scorpion clan's Soshi school specialize in air magic.

Earth: Earth spells involve resilience and resolve, health and growth, the body and its strength.

Air is the prohibited element for earth shugenjas.

The Kuni school of the Crab clan, the Tamori school of the Dragon clan, and the Yogo school of the Scorpion clan specialize in earth magic.

Fire: Fire spells are destructive and blatant, though they also deal with intelligence, inspiration, and creativity.

Water is the prohibited element for fire shugenjas.

The Agasha school of the Phoenix clan specializes in fire magic.

Water: Water spells involve transformation, cleansing, healing, and friendship.

Fire is the prohibited element for water shugenjas.

The Kitsu school of the Lion clan and the Iuchi school of the Unicorn clan specialize in water magic.

The shugenjas of the Phoenix clan's Isawa school can specialize in any of the four elements.

The Isawa school also trains shugenjas who specialize in the fifth element, Void.

See the Void disciple prestige class in Chapter 3: Prestige Classes.

Sense Elements: One of the first "spells" a shugenja learns—a magical effect so basic that it becomes a spell-like ability—is the ability to sense elements.

As a full-round action, a shugenja can become aware of all sources of one chosen element (air, earth, fire, or water) within 10 feet of herself.

The shugenja learns the size of the objects but not their precise location or actual nature.

By concentrating longer, a shugenja can either extend her magical senses or gather more information about the elements she has detected.

Each additional round spent in concentration allows the shugenja to add 5 feet to the radius of her sense ability, to a maximum of 5 additional feet per shugenja level.

Thus, at 4th level, Kitsu Mari can sense elements to a maximum range of 30 feet by concentrating for five full rounds.

Alternatively, the shugenja can focus on one source of the sensed element per round, attempting a Spellcraft check to determine more about that single item.

The amount of information she learns depends on her Spellcraft check result:

Check Result	Information Learned
20 or higher	Item's general location (5-foot square containing it, or its nearest boundary if it is larger than a 5-foot square).
25 or higher	Whether the item is natural or a spell effect. (A normal Spellcraft check against DC 20 + spell level can then determine the nature of the spell effect.)
30 or higher	Whether the item is a creature or an object.
35 or higher	The exact nature of the item (for example, whether a creature is a human or an oni, whether an object is gold or stone, whether air is breathable or not).

In subsequent rounds, a shugenja can either retry her Spellcraft check on the same item, shift her attention to a different item, or extend the range of her senses.

A 1st-level shugenja can use this ability three times per day. Every five levels she advances as a shugenja allows her to use the ability an additional time per day (four times at 5th level, five times at 10th level, and so on).

Like many divination spells, a shugenja's sense elements ability is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

For example, Kitsu Mari enters a room and concentrates to sense water.

(Although she is a water shugenja, she could just as easily sense any other element, including fire).

She becomes aware of all sources of water within 10 feet.

A basin of water rests on the nightstand, a person lurks behind the door (living creatures are made of all four elements) holding a vial of poison—Kitsu Mari discovers three sources of water within 10 feet of her: one Medium-size, one Small, and one Fine.

Focusing on the Medium-size source and concentrating for a round, she makes a Spellcraft check and gets a result of 31.

She learns that the Medium-size source of water is a creature, that it is natural, and where it is.

If the assassin behind the door has not already jumped out to attack her, she has learned that a creature is hiding behind the door...but more likely, she has learned this too late.

TABLE 2-4: THE SHUGENJA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1st	+0	+0	+0	+2	Element focus, sense elements	5	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		6	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		6	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		6	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		6	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5		6	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6		6	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7		6	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7		6	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8		6	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9		6	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12		6	6	6	6	6	6	6	6	6	6

SOHEI

Sohei are warrior monks, religious soldiers who protect large monasteries.

Unlike shamans, sohei are more militant than holy, and receive very little religious instruction.

Instead they are trained in the art of fighting.

Sohei defend their monastery against attacks and advance its political claims in the outside world.

They are subject to the leader of their temple.

Sohei are not found in Rokugan.

Adventures: Like paladins, sohei think of their adventures as “quests” in the service of their religion.

Like samurai, however, they are typically sent on these quests by a superior whose command is law to the sohei. Sohei are often charged with defending their temples in times of conflict, but they can also expect to strike against enemy temples, monks, or shamans, to hunt down evil monsters terrorizing the countryside, or to recover a relic that is sacred to their order.

They welcome all challenges as tests of their prowess and, secondarily, their faith.

Characteristics: Sohei mix martial prowess with divine power that grants them spell ability (as they gain experience), the ability to heighten their strength and speed in battle, and protection from mental and bodily harm.

Very experienced sohei can shrug off physical damage and ignore certain magical effects.

Their spells are useful in battle to grant protection, enhance attacks, and damage foes.

Alignment: Sohei, like monks, live a life of strict discipline and obedience to their orders.

Sohei must be lawful, and lose their divine power if they stray from the path of law.

Background: Sohei come from all walks of life to train in their temples and monasteries.

Many join their orders as children, and become sohei when they demonstrate a strength of both body and mind that lends itself to the temple's defense.

Often, though, young men and women who show little promise for the contemplative life of the monk are the ones selected to become sohei.

Races: As with monks, most sohei are human or near-human (hengeyokai or spirit folk).

The monastic orders to which sohei belong are predominantly human, and korobokurus, nezumi, and vanaras rarely join such orders.

Other Classes: Sohei hold shamans and monks in deep respect, and may even be assigned to serve as bodyguard to such a character.

At the same time, they typically perceive themselves as spiritually inferior to such enlightened folk, and feel more kinship with samurai or “common” warriors (fighters, rangers, or even rogues).

GAME RULE INFORMATION

Sohei have the following game statistics.

Abilities: A Wisdom score of 14 or higher is required to get access to the most powerful sohei spells, and a score of 11 or higher is required to cast any sohei spells at all.

A high Constitution improves a sohei's hit points, and a high Strength makes her more effective in melee combat, where she typically excels.

Alignment: Any lawful.

Hit Die: d10.

CLASS SKILLS

A sohei's class skills (and the key ability for each school) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Iaijutsu Focus (Cha), Knowledge (religion) (Int), and Profession (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

The Iaijutsu Focus skill is described in Chapter 4 of this book.

Skill Points at 1st level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

The following are class features of the sohei.

Weapon and Armor Proficiency: Sohei are proficient with all simple and martial weapons, and with all armor (but no shields).

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Weapon Focus: Sohei gain Weapon Focus with a weapon of their choice as a bonus feat.

Many sohei choose the naginata, the traditional weapon of the sohei.

Spells: Beginning at 4th level, a sohei gains the ability to cast a small number of divine spells.

To cast a spell, the sohei must have a Wisdom score of at least 10 + the spell's level, so a sohei with a Wisdom of 10 or lower cannot cast these spells.

Sohei bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wisdom modifier.

When the sohei gets 0 spells of a given level, such as 0 1st-level spells at 4th level, the sohei gets only bonus spells.

A sohei without a bonus spell for that level cannot yet cast a spell of that level.

The sohei's spell list appears in Chapter 7.

A sohei has access to any spell on the list and can freely choose which to prepare.

A sohei prepares and casts spells just as a cleric or shaman does.

Through 3rd level, a sohei has no caster level.

Starting at 4th level, a sohei's caster level is one-half her class level.

Ki Frenzy: Starting at 1st level, a sohei gains the ability to focus her *ki* power into a frenzy of berserk energy.

In this frenzied state, she temporarily gains +2 to Strength and +2 to Dexterity.

Her speed increases by 10 feet, and she can choose to make a flurry of blows with a full attack action in melee, making one extra attack per round while suffering a -2 penalty on every attack.

While in a *ki* frenzy, a sohei cannot use skills or abilities that require patience or concentration, such as moving silently or casting spells.

(She cannot use any class skills in a frenzy).

She can use any feat she might have except for Expertise, item creation feats, metamagic feats, and Skill Focus (if it's tied to a skill that requires patience or concentration).

A *ki* frenzy lasts for a number of rounds equal to three + the sohei's Constitution modifier.

The sohei may prematurely end the frenzy voluntarily.

At the end of the frenzy, the sohei is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter.

The sohei can only enter a frenzy once per encounter, and only a certain number of times per day (determined by level).

Entering a frenzy takes no time itself, but the sohei can only do it during her action, not in response to somebody else's action.

Deflect Arrows: At 3rd level, a sohei gains the Deflect Arrows feat (see Feats in the *Player's Handbook*), even if she doesn't have the prerequisite feat and Dexterity score.

Remain Conscious: At 5th level, a sohei gains the Remain Conscious feat (see Chapter 4 in this book), even if she doesn't have the prerequisite feats.

Strength of Mind: A sohei of at least 5th level is immune to stunning and sleep spells and effects.

Defensive Strike: At 7th level, a sohei gains the Defensive Strike feat (see Chapter 4 in this book), even if she doesn't have the prerequisite feats and ability scores.

Mettle: The sohei's special blessing allows her to shrug off magical effects that would otherwise damage or harm her.

If a sohei of at least 9th level makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all.

Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Damage Reduction: Starting at 11th level, the sohei gains the extraordinary ability to shrug off some amount of injury from each blow or attack.

Subtract 1 from the damage the sohei takes each time she is dealt damage.

At 14th level, this damage reduction rises to 2.

At 17th, it rises to 3.

At 20th, it rises to 4.

Damage reduction can reduce damage to 0 but not below 0.

EX-SOHEI

A sohei who becomes nonlawful loses all spells and her *ki* frenzy ability.

She also may not progress in levels as a sohei.

She regains her spells and *ki* frenzy ability if she atones for her violations (see the *atonement* spell description in the *Player's Handbook*), as appropriate.

TABLE 2-6: THE SOHEI

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1	2	3	4
1st	+0	+2	+0	+2	Ki frenzy 1/day, Weapon Focus	—	—	—	—
2nd	+1	+3	+0	+3		—	—	—	—
3rd	+2	+3	+1	+3	Ki frenzy 2/day, Deflect Arrows	—	—	—	—
4th	+3	+4	+1	+4		0	—	—	—
5th	+3	+4	+1	+4	Remain Conscious, strength of mind	0	—	—	—
6th	+4	+5	+2	+5		1	—	—	—
7th	+5	+5	+2	+5	Defensive Strike, ki frenzy 3/day	1	—	—	—
8th	+6/+1	+6	+2	+6		1	0	—	—
9th	+6/+1	+6	+3	+6	Mettle	1	0	—	—
10th	+7/+2	+7	+3	+7		1	1	—	—
11th	+8/+3	+7	+3	+7	Damage reduction 1/—, ki frenzy 4/day	1	1	0	—
12th	+9/+4	+8	+4	+8		1	1	1	—
13th	+9/+4	+8	+4	+8		1	1	1	—
14th	+10/+5	+9	+4	+9	Damage reduction 2/—	2	1	1	0
15th	+11/+6/+1	+9	+5	+9	Ki frenzy 5/day	2	1	1	1
16th	+12/+7/+2	+10	+5	+10		2	2	1	1
17th	+12/+7/+2	+10	+5	+10	Damage reduction 3/—	2	2	2	1
18th	+13/+8/+3	+11	+6	+11		3	2	2	1
19th	+14/+9/+4	+11	+6	+11	Ki frenzy 6/day	3	3	3	2
20th	+15/+10/+5	+12	+6	+12	Damage reduction 4/—	3	3	3	3

WU JEN

Wu jen are spellcasters with mysterious powers. They command the elements, spirit forces, and the very powers of nature. They are seldom found living with the rest of human society.

Instead, they live as hermits in the wilderness, purifying their bodies and minds in order to contact the various natural and supernatural powers of the world. From these entities they learn their spells—magical means to control the invisible forces of the world.

Wu jen are not found in Rokugan.

Adventures: Wu jen typically adventure to expand their knowledge of the world, both magical and mundane. Like wizards, they tend to approach adventures with careful planning, since their daily spell selection is vitally important.

Characteristics: Wu jen are the arcane spellcasters of *Oriental Adventures*.

As with wizards, their spells are their primary class feature, and assume an all-important role in a wu jen's life.

Many wu jen spells draw on the power of the five elements (earth, fire, metal, water, and wood), and a wu jen who masters all the spells of one element gains additional power with those spells.

Finally, wu jen are adept at manipulating their spells, increasing their range, duration, or effect, or eliminating verbal or somatic components through permanent metamagic effects.

Alignment: Wu jen tend to stand apart from the lawful societies in which they live, flouting the rules and norms of decent folk.

They have a strong tendency toward chaos, but in any event cannot be lawful.

Background: Wu jen crave magical power in a world where no organized colleges of wizardry exist.

Their thirst drives them to seek out others like themselves, hermits, recluses, or exiles who have gained the secrets they seek.

Nearly all wu jen are trained by a single mentor in this fashion, outcast from proper society and set apart by their fearsome supernatural powers.

Races: Most wu jen are humans or hengeyokai, though members of all the common races of *Oriental Adventures* can learn the wu jen's craft.

Other Classes: Wu jen generally don't like members of any other class.

At the same time, however, a wu jen is painfully aware that without fighters and samurai to block enemy soldiers, a shaman to heal her wounds, and perhaps a rogue to deal with locks and traps, her path to the knowledge she seeks may be blocked by insurmountable and possibly fatal obstacles.

This realization of her reliance on other classes might make her accept them or might make her resent them.

GAME RULE INFORMATION

Wu jen have the following game statistics.

Abilities: Intelligence determines how powerful a spell a wu jen can cast, how many spells the wu jen can cast per day, and how hard those spells are to resist.

To cast a spell, a wu jen must have an Intelligence score of 10 + the spell's level.

A wu jen gets bonus spells based on Intelligence.

The Difficulty Class of a saving throw against a wu jen's spell is 10 + the spell's level + the wu jen's Intelligence modifier.

High Dexterity is helpful for a wu jen, who typically wears little or no armor, because it provides her with an Armor Class bonus.

A good Constitution gives a wu jen extra hit points, a resource that she is otherwise very low on.

Alignment: Any nonlawful.

Hit Die: d4.

CLASS SKILLS

A wu jen's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

The following are class features of the wu jen.

Weapon and Armor Proficiency: Wu jen are proficient with all simple weapons.

They are not proficient with any type of armor nor with shields.

Armor of any type interferes with a wu jen's movements, which can cause her spells to fail (if those spells have somatic components).

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A wu jen casts arcane spells.

She is limited to a certain number of spells of each spell level per day, according to her class level.

A wu jen must prepare spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook.

While studying, the wu jen decides which spells to prepare (see Preparing Wizard Spells in the *Player's Handbook*).

To learn, prepare, or cast a spell, a wu jen must have an Intelligence score of at least $10 + \text{the spell's level}$.

A wu jen's bonus spells are based on Intelligence.

The Difficulty Class for saving throws against wu jen spells is $10 + \text{the spell's level} + \text{the wu jen's Intelligence modifier}$.

Unlike shugenjas and sorcerers, wu jen may know any number of spells.

Elemental Mastery: The spells of a wu jen are divided into five elemental groups: earth, fire, metal, water, and wood. When a wu jen learns all the spells of a single element up to the highest level of spells she can cast, she is considered a master of that element.

Thereafter, whenever the wu jen casts a spell of that element, the saving throw DC is increased by 2, while the wu jen herself gets a $+2$ competence bonus on saving throws against spells of that element.

This bonus stacks with the bonus conferred by the Spell Focus feat.

Note that when the wu jen gains the ability to cast higher-level spells, she loses her mastery until she learns all the spells of that element at the new spell level.

Certain spells on the wu jen spell list are designated "All"; this means they belong to all elemental groups, and a wu jen must learn these spells in order to achieve mastery of any element.

Bonus Languages: A wu jen may substitute Tengu, Draconic, or Giant for one of the bonus languages available to the character because of her race, since many ancient tomes of magic are written in these languages and apprentice wu jen often learn them as part of their studies. Sudden Action: Once per day, a wu jen can focus her *ki* to burst into sudden action.

This gives her a $+4$ bonus on her initiative check for that combat.

Bonus Feat: A wu jen begins play with a bonus metamagic feat.

Spell Secret: At 3rd level, and every three levels thereafter, a wu jen can choose one spell known to her that then becomes permanently modified as though affected by one of the following metamagic feats: Enlarge Spell, Extend Spell, Still Spell, or Silent Spell.

The spell's level does not change, and once the choice of spell and modification are chosen, they cannot be changed. As the wu jen goes up in level, she can choose the same spell to be modified in different ways with multiple spell secrets.

She does not need to know the feat she applies to the spell. Spellbooks: Wu jen must study their spellbooks each day to prepare their spells, much like wizards.

A wu jen cannot prepare any spell not recorded in her spellbook (except for *read magic*, which all wu jen can prepare from memory).

A wu jen begins play with a spellbook containing all 0-level wu jen spells plus three 1st-level spells of the player's choice.

For each point of Intelligence bonus the wu jen has, the spellbook holds one additional 1st-level spell.

Each time the wu jen achieves a new level, she gains two new spells of any level or levels that she can cast (according to her new level).

For example, when Hideyori achieves 5th level, she can add two 3rd-level spells to her spellbook.

The wu jen can also add spells found in the spellbooks of other wu jen.

Taboos: In order to maintain their supernatural power, wu jen must abide by certain taboos that may seem inconsequential to other characters but are vitally important to the wu jen.

If a wu jen violates one of her taboos, she cannot cast any more spells that day.

A wu jen must choose one taboo at 1st level, and one additional taboo every time she learns a spell secret.

Possible taboos include:

- Cannot eat meat.
- Cannot own more than she can carry.
- Must make a daily offering (such as food, flowers, or incense) to one or many spirit powers.
- Cannot bathe.
- Cannot cut her hair.
- Cannot touch a dead body.
- Cannot drink alcohol.
- Cannot wear a certain color.
- Cannot light a fire.
- Cannot sit facing in a certain direction.

TABLE 2-7: THE WU JEN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1st	+0	+0	+0	+2	Sudden action, bonus feat	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Spell secret	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Spell secret	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6		4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	Spell secret	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7		4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Spell secret	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Spell secret	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	Spell secret	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12		4	4	4	4	4	4	4	4	4	4

PLAYER'S HANDBOOK 3.0 (3.0)

BARBARIAN

From the frozen wastes to the north and the hellish jungles of the south come brave, even reckless, warriors. Civilized people call them barbarians or berserkers and suspect them of mayhem, impiety, and atrocities. These "barbarians", however, have proven their mettle and their value to those who would be their allies.

To enemies who underestimated them, they have proved their cunning, resourcefulness, persistence, and mercilessness.

Adventures: Adventuring is the best chance barbarians have of finding a place in a civilized society.

They're not well suited to the monotony of guard duty or other mundane tasks.

Barbarians also have no trouble with the dangers, the uncertainties, and the wandering that adventuring involves.

Barbarians may adventure to defeat hated enemies.

They have a noted distaste for that which they consider unnatural, including undead, demons, and devils.

Characteristics: The barbarian is an excellent warrior.

Where the fighter has training and discipline, however, the barbarian has a powerful rage.

While in this berserk fury, he becomes stronger and tougher, better able to defeat his foes and withstand their attacks.

These rages leave him winded, and he only has the energy for a few such spectacular displays per day, but those few rages are usually sufficient.

He is at home in the wilds, and he runs at great speed.

Alignment: Barbarians are never lawful.

They may be honorable, but at heart they are wild.

This wildness is their strength, and it could not live in a lawful soul.

At best, chaotic barbarians are free and expressive.

At worst, they are thoughtlessly destructive.

Religion: Some barbarians distrust established religions and prefer an intuitive, natural relationship to the cosmos over formal worship.

Others devote themselves to powerful deities, such as Kord, god of strength; Obad-Hai, god of nature; or Erythnul, god of slaughter.

A barbarian is capable of fierce devotion to his god.

Background: Barbarians come from uncivilized lands or from barbaric tribes on the outskirts of civilization.

A barbarian adventurer may have been lured to the settled lands by the promise of riches, may have escaped after having been captured in his homeland and sold into "civilized" slavery, may have been recruited as a soldier, or may have been driven out of his home by invaders.

Barbarians share no bond with each other unless they come from the same tribe or land.

In fact, they think of themselves not as barbarians but as warriors.

Races: Human barbarians come from the distant wild lands on the edge of civilization.

Half-orc barbarians lived among orcs before abandoning them for human lands.

Dwarf barbarians are rare, usually hailing from dwarven kingdoms that have fallen into barbarism as a result of recurrent war with goblinoids, orcs, and giants.

Barbarians of other races are very rare.

Among the brutal humanoids, barbarians are more common than fighters.

Orcs and ogres are especially likely to be barbarians.

Other Classes: As people of the wild, barbarians are most comfortable in the company of rangers, druids, and clerics of nature deities, such as Obad-Hai or Ehlonna.

Many barbarians admire the talents and spontaneity of bards, and some are enthusiastic lovers of music.

Barbarians don't trust that which they don't understand, and that includes wizardry, which they call "book magic".

Barbarians find sorcerers more understandable than wizards, but maybe that's just because sorcerers tend to be more charismatic.

Monks, with their studied, practiced, deliberate approach to combat, sometimes have a hard time seeing eye to eye with barbarians, but members of these classes aren't necessarily hostile to each other.

Barbarians have no special attitudes toward fighters, paladins, clerics, or rogues.

GAME RULE INFORMATION

Barbarians have the following game statistics.

Abilities: Strength is important for barbarians because of its role in combat, and several barbarian skills are based on Strength.

Dexterity is also useful to barbarians, especially those who wear light armor.

Wisdom is important for several barbarian skills.

A high Constitution score lets a barbarian rage longer (and live longer, because it gives him more hit points).

Alignment: Any nonlawful.

Hit Die: d12.

CLASS SKILLS

The barbarian's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the barbarian.

Weapon and Armor Proficiency: A barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Barbarian Rage: When he needs to, a barbarian can fly into a screaming blood frenzy.

In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself.

He temporarily gains $+4$ to Strength, $+4$ to Constitution, and a $+2$ morale bonus on Will saves, but suffers a -2 penalty to AC.

The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal.

(These extra hit points are not lost first the way temporary hit points are; see Temporary Hit Points, page 129).

While raging, a barbarian cannot use skills or abilities that require patience and concentration, such as moving silently or casting spells.

(The only class skills he can't use while raging are Craft, Handle Animal, and Intuit Direction).

He can use any feat he might have except for Expertise, item creation feats, metamagic feats, and Skill Focus (if it's tied to a skill that requires patience or concentration).

A fit of rage lasts for a number of rounds equal to $3 +$ the character's (newly improved) Constitution modifier.

The barbarian may prematurely end the rage voluntarily.

At the end of the rage, the barbarian is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter (unless the barbarian is 20th level, when this limitation no longer applies).

The barbarian can only fly into a rage once per encounter, and only a certain number of times per day (determined by level).

Entering a rage takes no time itself, but the barbarian can only do it during his action (see Initiative, page 120), not in response to somebody else's action.

A barbarian can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if he had gone into a rage earlier in the round, before the arrow struck.

Starting at 15th level, the barbarian's rage bonuses become $+6$ to Strength, $+6$ to Constitution, and a $+3$ morale bonus to Will saves.

(The AC penalty remains at -2).

Fast Movement: The barbarian has a speed faster than the norm for his race by $+10$ feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load). For example, a human barbarian in studded leather armor has a standard speed of 40 feet.

Normally, humans have a speed of 30 feet.

His speed when taking the double move action is 80 feet (rather than 60), and his running speed is 160 feet (rather than 120).

Uncanny Dodge: Starting at 2nd level, the barbarian gains the extraordinary ability to react to danger before his senses would normally allow him to do so.

At 2nd level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

(He still loses his Dexterity bonus to AC if immobilized).

At 5th level, the barbarian can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker.

This defense denies a rogue the ability to use a flank attack to sneak attack the barbarian.

The exception to this defense is that a rogue at least four levels higher than the barbarian can flank him (and thus sneak attack him).

At 10th level, the barbarian gains an intuitive sense that alerts him to danger from traps, giving him a $+1$ bonus to Reflex saves made to avoid traps and a $+1$ dodge bonus to AC against attacks by traps.

At 13th level, these bonuses rise to $+2$.

At 16th, they rise to $+3$, and at 19th they rise to $+4$.

Damage Reduction: Starting at 11th level, the barbarian gains the extraordinary ability to shrug off some amount of injury from each blow or attack.

Subtract 1 from the damage the barbarian takes each time he is dealt damage.

At 14th level, this damage reduction rises to 2.

At 17th, it rises to 3.

At 20th, it rises to 4.

Damage reduction can reduce damage to 0 but not below 0. Illiteracy: Barbarians are the only characters that do not automatically know how to read and write.

A barbarian must spend 2 skill points to gain the ability to read and write any language he is able to speak.

EX-BARBARIANS

A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian.

He retains all the other benefits of the class (fast movement, uncanny dodge, and damage reduction).

HALF-ORC BARBARIAN STARTING PACKAGE

Armor: Studded leather +3 AC, armor check penalty -1, speed 40 ft., 20 lb.

Weapons: Greataxe (1d12, crit x3, 20 lb., Large, Slashing).

Shortbow (1d6, crit x3, 60 ft., 2 lb., Medium-size, Piercing).

Dagger (1d4, crit 19-20/x2, 10 ft., 1 lb., Tiny, Piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor
Climb	4	Str	-1
Wilderness Lore	4	Wis	
Listen	4	Wis	
Jump	4	Str	-1
Swim	4	Str	-11*
Ride	4	Dex	
Intimidate	4	Cha	
Intuit Direction	4	Wis	
Spot (cc)	2	Wis	

*-1 per 5 pounds of equipment.

Feat: Weapon Focus (greataxe).

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Quiver with 20 arrows.

Gold: 2d4 gp.

ALTERNATIVE BARBARIAN STARTING PACKAGE

Same as half-orc barbarian, except Race: Human, dwarf, elf, half-elf.

Armor: Speed 30 ft. (dwarf only).

Skill Selection: Pick a number of skills equal to 5 + Int modifier (human only).

Bonus Feat: Alertness (human only).

ALTERNATIVE BARBARIAN STARTING PACKAGE

Same as half-orc barbarian, except Race: Gnome or halfling.

Armor: Speed 30 ft., 10 lb.

Weapons: Battleaxe (1d8, crit x3, 7 lb., Medium-size, Slashing) instead of greataxe.

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor
Swim	4	Str	-5*

*-1 per 5 pounds of equipment.

Feat: Weapon Focus (battleaxe) instead of Weapon Focus (greataxe).

Gold: 6d4 gp.

TABLE 3—3: THE BARBARIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Rage 1/day; fast movement
2	+2	+3	+0	+0	Uncanny dodge (Dex bonus to AC)
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Rage 2/day
5	+5	+4	+1	+1	Uncanny dodge (can't be flanked)
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Rage 3/day
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Uncanny dodge (+1 against traps)
11	+11/+6/+1	+7	+3	+3	Damage reduction 1/—
12	+12/+7/+2	+8	+4	+4	Rage 4/day
13	+13/+8/+3	+8	+4	+4	Uncanny dodge (+2 against traps)
14	+14/+9/+4	+9	+4	+4	Damage reduction 2/—
15	+15/+10/+5	+9	+5	+5	Greater rage
16	+16/+11/+6/+1	+10	+5	+5	Rage 5/day, uncanny dodge (+3 against traps)
17	+17/+12/+7/+2	+10	+5	+5	Damage reduction 3/—
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	Uncanny dodge (+4 against traps)
20	+20/+15/+10/+5	+12	+6	+6	Rage 6/day; no longer winded after rage; damage reduction 4/—

BARD

It is said that music has a special magic, and the bard proves that saying true.

Wandering across the land, gathering lore, telling stories, working magic with his music, and living on the gratitude of his audience: such is the life of a bard.

When chance or opportunity draws them into a conflict, bards serve as diplomats, negotiators, messengers, scouts, and spies.

A bard's magic comes from the heart.

If his heart is good, a bard brings hope and courage to the downtrodden and uses his tricks, music, and magic to thwart the schemes of evildoers.

If the nobles of the land are corrupt, the good bard is an enemy of the state, cunningly evading capture and raising the spirits of the oppressed.

But music can spring from an evil heart as well.

Evil bards eschew blatant violence in favor of manipulation, holding sway over the hearts and minds of others and taking what enraptured audiences "willingly" give.

Adventures: Bards see adventures as opportunities to learn. They practice their many skills and abilities, and they especially relish the opportunity to enter a long-forgotten ancient tomb, to discover ancient works of magic, to decipher old tomes, to travel to strange places, to encounter exotic creatures, and to learn new songs and stories.

Bards love to accompany heroes (and villains), joining their entourage to witness their deeds firsthand—a bard who can tell a marvelous story from personal experience earns renown among his fellows.

Indeed, after telling so many stories about heroes doing mighty deeds, many bards take these themes to heart and assume the role of hero themselves.

Characteristics: A bard brings forth magic from his soul, not from a book.

He can cast only a small number of spells, but he can cast them without selecting or preparing them in advance.

His magic emphasizes charms and illusions over the more dramatic evocation spells that wizards and sorcerers often use.

In addition to spells, a bard works magic with his music and poetry.

He can encourage allies, hold his audiences rapt, and counter magical effects that rely on speech or sound.

Bards have some of the skills that rogues have, although they are not as focused on skill mastery as rogues are.

Bards listen to stories as well as tell them, of course, so they have a vast knowledge of local events and noteworthy items.

Alignment: Bards are wanderers, guided by whim and intuition rather than by tradition or law.

The spontaneous talent, magic, and lifestyle of the bard are incompatible with a lawful alignment.

Religion: Bards revere Fharlanghn, god of roads.

They sometimes camp near his wayside shrines, hoping to earn some coin from the travelers who stop to leave offerings for the god.

Many bards, even those who are not elven, worship Corellon Larethian, god of elves and patron of poetry and music.

Good bards are also partial to Pelor, the sun god, believing that he watches over them in their travels.

Bards given to chaos and occasional larceny favor Olidammara, god of thieves.

Those who have turned to evil ways are known to worship Erythnul, the god of slaughter, though few will admit to it. In any event, bards spend so much time on the road that, while they may be devoted to a deity, they are rarely devoted to any particular temple.

Background: An apprentice bard learns his skills from a single experienced bard, whom he follows and serves until he is ready to strike out on his own.

Many bards were once young runaways or orphans, befriended by wandering bards who became their mentors. Since bards occasionally congregate in informal "colleges", the apprentice bard may meet many of the more prominent bards in the area.

Still, the bard has no strong allegiance to bards as a whole. In fact, some bards are highly competitive with other bards, jealous of their reputations and defensive of their territory.

Races: Bards are commonly human, elven, or half-elven.

Humans take well to the wandering life and adapt easily to new lands and customs.

Elves are talented in music and magic, so the career of the bard comes naturally to them.

A bard's wandering ways suit many half-elves, who often feel like strangers even when at home.

Half-orcs, even those raised among humans, find themselves ill suited to the demands of a bard's career.

There are no bardic traditions among dwarves, gnomes, or halflings, though occasional individuals of these races find teachers to train them in the ways of the bard.

Bards are exceedingly rare among the savage humanoids, except among centaurs.

Centaur bards sometimes train the children of humans or other humanoids.

Other Classes: A bard works well with companions of other classes.

He often serves as the spokesman of the party, using his social skills for the party's benefit.

In a party without a wizard or sorcerer, the bard relies on his magic.

In a party without a rogue, he uses his skills.

A bard is curious about the ways of more focused or dedicated adventurers, often trying to pick up pointers from fighters, sorcerers, and rogues.

GAME RULE INFORMATION

Bards have the following game statistics.

Abilities: Charisma determines how powerful a spell a bard can cast, how many spells the bard can cast per day, and how hard those spells are to resist.

To cast a spell, a bard must have a Charisma score of 10 + the spell's level.

A bard gets bonus spells based on Charisma.

The Difficulty Class of a saving throw against a bard's spell is 10 + the spell's level plus the bard's Charisma modifier.

Charisma, Dexterity, and Intelligence are important for many of the bard's class skills (see below).

Alignment: Any nonlawful.

Hit Die: d6.

CLASS SKILLS

The bard's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide

(Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha, exclusive skill).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the bard.

Weapon and Armor Proficiency: A bard is proficient with all simple weapons.

Additionally, the bard is proficient with one of the following weapons: longbow, composite longbow, longsword, rapier, sap, short composite bow, short sword, shortbow, or whip.

Bards are proficient with light armor, medium armor, and shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Also, Swim checks suffer a -1 penalty for every 5 pounds of armor or equipment carried.

Like any other arcane spellcaster, a bard can cast spells while wearing armor or using a shield but suffers a chance of arcane spell failure if the spell in question has a somatic component (most do).

Spells: A bard casts arcane spells from the bard spell list (page 159) according to Table 3–4: The Bard and Table 3–5: Bard Spells Known.

TABLE 3–5: BARD SPELLS KNOWN

Level	Spells Known						
	0	1	2	3	4	5	6
1	4	—	—	—	—	—	—
2	5	2*	—	—	—	—	—
3	6	3	—	—	—	—	—
4	6	3	2*	—	—	—	—
5	6	4	3	—	—	—	—
6	6	4	3	—	—	—	—
7	6	4	4	2*	—	—	—
8	6	4	4	3	—	—	—
9	6	4	4	3	—	—	—
10	6	4	4	4	2*	—	—
11	6	4	4	4	3	—	—
12	6	4	4	4	3	—	—
13	6	4	4	4	4	2*	—
14	6	4	4	4	4	3	—
15	6	4	4	4	4	3	—
16	6	5	4	4	4	4	2*
17	6	5	5	4	4	4	3
18	6	5	5	5	4	4	3
19	6	5	5	5	5	4	4
20	6	5	5	5	5	5	4

* Provided the bard has sufficient Charisma to have a bonus spell of this level.

He casts these spells without needing to prepare them beforehand or keep a spellbook.

All bard spells have a verbal component (singing, reciting, or music).

Bards receive bonus spells for high Charisma, and to cast a spell a bard must have a Charisma score at least equal to 10 + the level of the spell (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth).

The Difficulty Class for a saving throw against a bard's spell is 10 + the spell's level + the bard's Charisma modifier.

Bardic Music: Once per day per level, a bard can use his song or poetics to produce magical effects on those around him.

Depending on the ranks he has in the Perform skill, he can inspire courage in allies, sing a countersong to protect those around him from sound-based magic, *fascinate* a creature, make a magical *suggestion* to a *fascinated* creature, help others perform skills better, or inspire greatness. While these abilities fall under the category of bardic music, they can include reciting poetry, chanting, singing lyrical songs, singing melodies (fa-la-la, etc.), whistling, playing an instrument, or playing an instrument in combination with some spoken performance.

As with casting a spell with a verbal component (see Components, page 151), a deaf bard suffers a 20% chance to fail with bardic music.

If he fails, the attempt still counts against his daily limit.

Inspire Courage: A bard with 3 or more ranks in Perform can use song or poetics to inspire courage in his allies, bolstering them against fear and improving their combat abilities.

To be affected, an ally must hear the bard sing for a full round.

The effect lasts as long as the bard sings and for 5 rounds after the bard stops singing (or 5 rounds after the ally can no longer hear the bard).

While singing, the bard can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands).

Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls.

Inspire courage is a supernatural, mind-affecting ability.

Countersong: A bard with 3 or more ranks in Perform can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components).

As with inspire courage, a bard may sing, play, or recite a countersong while taking other mundane actions, but not magical actions.

Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) who is affected by a sonic or language-dependent magical attack (such as *sound burst* or *command*) may use the bard's Perform check result in place of his saving throw if, after rolling the saving throw, the Perform check result proves to be better.

The bard may keep up the countersong for 10 rounds.

Countersong is a supernatural ability.

Fascinate: A bard with 3 or more ranks in Perform can use his music or poetics to cause a single creature to become *fascinated* with him.

The creature to be *fascinated* must be able to see and hear the bard and must be within 90 feet.

The bard must also see the creature.

The creature must be able to pay attention to the bard.

The distraction of a nearby combat or other dangers prevents the ability from working.

The bard makes a Perform check, and the target can negate the effect with a Will saving throw equal to or greater than the bard's check result.

If the saving throw succeeds, the bard cannot attempt to *fascinate* that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the song for up to 1 round per level of the bard. While *fascinated*, the target's Spot and Listen checks suffer a -4 penalty.

Any potential threat (such as an ally of the bard moving behind the *fascinated* creature) allows the *fascinated* creature a second saving throw against a new Perform check result. Any obvious threat, such as casting a spell, drawing a sword, or aiming, automatically breaks the effect.

While *fascinating* (or attempting to *fascinate*) a creature, the bard must concentrate, as if casting or maintaining a spell. *Fascinate* is a spell-like, mind-affecting charm ability.

Inspire Competence: A bard with 6 or more ranks in Perform can use his music or poetics to help an ally succeed at a task. The ally must be able to see and hear the bard and must be within 30 feet.

The bard must also see the creature.

Depending on the task that the ally has at hand, the bard may use his bardic music to lift the ally's spirits, to help the ally focus mentally, or in some other way.

The ally gets a +2 competence bonus on his skill checks with a particular skill as long as he or she continues to hear the bard's music.

The DM may rule that certain uses of this ability are infeasible—chanting to make a rogue move more quietly, for example, is self-defeating.

The bard can maintain the effect for 2 minutes (long enough for the ally to take 20).

Inspire competence is a supernatural, mind-affecting ability.

Suggestion: A bard with 9 or more ranks in Perform can make a *suggestion* (as the spell) to a creature that he has already *fascinated* (see above).

The suggestion doesn't count against the bard's daily limit on bardic music performances (one per day per level), but the *fascination* does.

A Will saving throw (DC 13 + the bard's Charisma modifier) negates the effect.

Suggestion is a spell-like, mind-affecting charm ability.

Inspire Greatness: A bard with 12 or more ranks in Perform can use song or poetics to inspire greatness in another creature, granting extra fighting capability.

For every three levels the bard attains beyond 9th, the bard can inspire greatness in one additional creature.

To inspire greatness, the bard must sing and the creature must hear the bard sing for a full round, as with inspire courage.

The creature must also be within 30 feet.

A creature inspired with greatness gains temporary Hit Dice, attack bonuses, and saving throw bonuses as long as he or she hears the bard continue to sing and for 5 rounds thereafter.

(All these bonuses are competence bonuses).

The target gains the following boosts:

- +2 Hit Dice (d10s that grant temporary hit points).
- +2 competence bonus on attacks.
- +1 competence bonus on Fortitude saves.

Apply the target's Constitution modifier, if any, to each bonus Hit Die.

These extra Hit Dice count as regular Hit Dice for determining effects such as the *sleep* spell.

Inspire greatness is a supernatural, mind-affecting enchantment ability.

Bardic Knowledge: A bard picks up a lot of stray knowledge while wandering the land and learning stories from other bards.

A bard may make a special bardic knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places.

This check will not reveal the powers of a magic item but may give a hint as to its general function.

The bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

The DM will determine the Difficulty Class of the check by referring to the table below.

DC	Type of Knowledge	Examples
10	Common, known by at least a substantial minority of the local population.	A local mayor's reputation for drinking; common legends about a powerful place of mystery.
20	Uncommon but available, known by only a few people in the area.	A local priest's shady past; legends about a powerful magic item.
25	Obscure, known by few, hard to come by.	A knight's family history; legends about a minor place of mystery or magic item.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.	A mighty wizard's childhood nickname; the history of a petty magic item.

EX-BARDS

A bard who becomes lawful in alignment cannot progress in levels as a bard, though he retains all his bard abilities.

HALF-ELVEN BARD STARTING PACKAGE

Armor: Studded leather +3 AC, speed 30 ft., 20 lb., armor check penalty -1, arcane spell failure 15%.

Weapons: Longsword (1d8, crit 19-20/x2, 4 lb., Medium-size, Slashing).

This bard is proficient with the longsword.

Light crossbow (1d8, crit 19-20/x2, 80 ft., 6 lb., Small, Piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor
Perform *	4	Cha	
Spellcraft	4	Int	
Use Magic Device	4	Cha	
Gather Information	4	Cha	
Listen	4	Wis	
Decipher Script	4	Int	
Diplomacy	4	Cha	
Knowledge (any)	4	Int	
Pick Pocket	4	Dex	-1

*Epics, lute, melody, storytelling.

Feat: If Dex 13 or higher, Dodge; if Dex 12 or less, Improved Initiative instead.

Spells Known: Cantrips: *detect magic*, *ghost sound*, *light*, and *read magic*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Three torches.

Quiver with 20 arrows.

Lute (common), spell component pouch.

Gold: 1d4 gp.

ALTERNATIVE BARD STARTING PACKAGE

Same as half-elven bard, except Race: Human, dwarf, elf, or half-orc.

Armor: Speed 20 ft. (dwarf only).

Skill Selection: Pick a number of skills equal to 5 + Int modifier (human only).

Bonus Feat: If Dex 13 or higher, Improved Initiative; if Dex 12 or less, Skill Focus (Perform) instead (human only).

ALTERNATIVE BARD STARTING PACKAGE

Same as half-elven bard, except Race: Gnome or halfling.

Armor: Speed 20 ft., 10 lb.

Weapons: Short sword (1d6, crit 19–20/×2, 3 lb., Small, Piercing) instead of longsword.

This bard is proficient with the short sword.

Gold: 2d4 gp.

TABLE 3—4: THE BARD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1	2	3	4	5	6
1	+0	+0	+2	+2	Bardic music, Bardic knowledge	2	—	—	—	—	—	—
2	+1	+0	+3	+3		3	0	—	—	—	—	—
3	+2	+1	+3	+3		3	1	—	—	—	—	—
4	+3	+1	+4	+4		3	2	0	—	—	—	—
5	+3	+1	+4	+4		3	3	1	—	—	—	—
6	+4	+2	+5	+5		3	3	2	—	—	—	—
7	+5	+2	+5	+5		3	3	2	0	—	—	—
8	+6/+1	+2	+6	+6		3	3	3	1	—	—	—
9	+6/+1	+3	+6	+6		3	3	3	2	—	—	—
10	+7/+2	+3	+7	+7		3	3	3	2	0	—	—
11	+8/+3	+3	+7	+7		3	3	3	3	1	—	—
12	+9/+4	+4	+8	+8		3	3	3	3	2	—	—
13	+9/+4	+4	+8	+8		3	3	3	3	2	0	—
14	+10/+5	+4	+9	+9		4	3	3	3	3	1	—
15	+11/+6/+1	+5	+9	+9		4	4	3	3	3	2	—
16	+12/+7/+2	+5	+10	+10		4	4	4	3	3	2	0
17	+12/+7/+2	+5	+10	+10		4	4	4	4	3	3	1
18	+13/+8/+3	+6	+11	+11		4	4	4	4	4	3	2
19	+14/+9/+4	+6	+11	+11		4	4	4	4	4	4	3
20	+15/+10/+5	+6	+12	+12		4	4	4	4	4	4	4

CLERIC

The handiwork of the gods is everywhere, in places of natural beauty and in mighty crusades, in soaring temples, and in the hearts of worshipers.

Like people, gods run the gamut from benevolent to malicious, reserved to intrusive, simple to inscrutable.

The gods, however, work mostly through intermediaries—their clerics.

Good clerics heal, protect, and avenge.

Evil clerics pillage, destroy, and sabotage.

A cleric uses the power of his god to make his god's will manifest.

And if a cleric uses his god's power to improve his own lot, that's to be expected, too.

Adventures: Ideally, a cleric's adventures support his god's causes, at least in a general way.

A good cleric, for example, helps those in need.

If, through noble acts, he can bring a good reputation to his god or temple, that's even better.

An evil cleric seeks to increase the power of himself and his deity, so that others will respect and fear him.

Clerics sometimes receive orders, or at least suggestions, from their ecclesiastical superiors, directing them to undertake missions for the church.

They and their companions are compensated fairly for these missions, and the church may be especially generous with casting of spells or divine magic items as payment.

Of course, clerics are people, too, and they may have all the more common motivations for adventuring.

Characteristics: Clerics are masters of divine magic.

Divine magic is especially good at healing.

Even an inexperienced cleric can bring people back from the brink of death, and an experienced cleric can even bring back people who have crossed over that brink.

As channelers of divine energy, clerics can turn away or even destroy undead creatures.

An evil cleric, on the other hand, can bring undead under his control.

Clerics have some combat training.

They can use simple weapons, and they are trained in the use of armor, since armor does not interfere with divine spells as it does with arcane spells.

Alignment: Like the gods they serve, clerics can be of any alignment.

Because people more readily worship good deities than neutral or evil deities, good clerics are more numerous than evil ones.

Clerics also tend toward law instead of chaos, since lawful religions tend to be more structured and better able to recruit and train clerics.

Typically, a cleric is the same alignment as his deity, though some clerics are "one step" away from their respective deities.

For example, most clerics of Heironeous, god of valor (who is lawful good) are lawful good themselves, but some are lawful neutral or neutral good.

Additionally, a cleric may not be neutral unless his deity is neutral. Exceptions are the clerics of St. Cuthbert (a lawful neutral deity), who may only be lawful good or lawful neutral. Religion: Every common deity has clerics devoted to him or her, so clerics can be of any religion. The most common deity worshiped by human clerics in civilized lands is Pelor, god of the sun. Among nonhuman races, clerics most commonly worship the chief god of their respective racial pantheon. Some clerics devote themselves not to a god but to a cause or a source of divine power. These clerics wield magic the way clerics devoted to individual gods do, but they are not associated with a religious institution or a particular practice of worship. A cleric devoted to Good and Law, for example, may be on friendly terms with the clerics of lawful and good deities and may extol the virtues of a good and lawful life, but he is not a functionary in a church hierarchy. Background: Most clerics are officially ordained members of religious organizations, commonly called churches. Each has sworn to uphold the ideals of his or her church. Most clerics join their churches as young adults, though some feel themselves devoted to a god's service from a young age and a few feel "the call" later in life. While some clerics are tightly bound to their churches' activities on a daily basis, others have more free rein to conduct their lives, as long as they do so in accordance with their gods' wishes. Clerics of a given religion are all supposed to get along, though schisms within a religion are often more bitter than conflicts between religions. Clerics who share some basic ideals, such as goodness or lawfulness, may find common cause with each other and see themselves as part of an order or body that supersedes any given religion. Clerics of opposed goals, however, are sworn enemies. In civilized lands, open warfare between religions occurs only during civil wars and similar social upheavals, but vicious politicking between opposed churches is common. Races: Clerics include members of all the common races, since the need for religion and divine magic is universal. The clerics of most races, however, are too focused on their religious duties to undertake an adventurer's life. Crusading, adventuring clerics most often come from the human and dwarf races. Among the savage humanoids, clerics are less common. The exception is troglodytes, who take well to divine magic and are often led by priests, who make a practice of sacrificing and devouring captives. Other Classes: In an adventuring party, the cleric is everybody's friend and often the glue that holds the party together. As the one who can channel divine energy, a cleric is a capable healer, and adventurers of every class appreciate being put back together after they've taken some hard knocks. Clerics sometimes clash with druids, since druids represent an older, more primal relationship between the mortal and the divine. Mostly, though, the religion of a cleric determines how he gets along with others.

A cleric of Olidammara, god of thieves, gets along fine with rogues and ne'er-do-wells, for example, while a cleric of Heironeous, god of valor, rankles at such company.

GAME RULE INFORMATION

Clerics have the following game statistics.

Abilities: Wisdom determines how powerful a spell a cleric can cast, how many spells the cleric can cast per day, and how hard those spells are to resist.

To cast a spell, a cleric must have a Wisdom score of 10 + the spell's level.

A cleric gets bonus spells based on Wisdom.

The Difficulty Class of a saving throw against a cleric's spell is 10 + the spell's level + the cleric's Wisdom modifier.

A high Constitution improves a cleric's hit points, and a high Charisma improves his ability to turn undead.

Alignment: Varies by deity.

A cleric's alignment must be within one step of his deity's, and it may not be neutral unless the deity's alignment is neutral.

Hit Die: d8.

CLASS SKILLS

The cleric's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

See Chapter 4: Skills for skill descriptions.

Domains and Class Skills: A cleric who chooses Animal or Plant as one of his domains also has Knowledge (nature) (Int) as a class skill.

A cleric who chooses Knowledge as one of his domains also has all Knowledge (Int) skills as class skills.

A cleric who chooses Travel as one of his domains also has Wilderness Lore as a class skill.

A cleric who chooses Trickery as one of his domains also has Bluff (Cha), Disguise (Cha), and Hide (Dex) as class skills.

See Deity, Domains, and Domain Spells, below, for more information.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the cleric.

Armor and Weapon Proficiency: Clerics are proficient with all simple weapons.

Clerics are proficient with all types of armor (light, medium, and heavy) and with shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Some deities have favored weapons (see Deities, page 90), and clerics consider it a point of pride to wield them.

A cleric whose deity's favored weapon is a martial weapon and who chooses War as one of his domains receives the Martial Weapon Proficiency feat related to that weapon for free, as well as the Weapon Focus feat related to that weapon.

See Chapter 5: Feats for details.

Spells: A cleric casts divine spells according to Table 3-6: The Cleric.

A cleric may prepare and cast any spell on the cleric spell list (page 160), provided he can cast spells of that level.

(Alignment restrictions mean that casting some spells may have unpleasant consequences).

The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell's level + the cleric's Wisdom modifier. Clerics do not acquire their spells from books or scrolls, nor prepare them through study.

Instead, they meditate or pray for their spells, receiving them through their own strength of faith or as divine inspiration.

Each cleric must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells (typically, this hour is at dawn or noon for good clerics and at dusk or midnight for evil ones).

Time spent resting has no effect on whether a cleric can prepare spells.

In addition to his standard spells, a cleric gets one domain spell of each spell level, starting at 1st.

When a cleric prepares a domain spell, it must come from one of his two domains (see below for details).

Deity, Domains, and Domain Spells: Choose a deity for your cleric.

Sample deities are provided on Table 3–7: Deities and in the descriptions on page 90.

The cleric's deity influences his alignment, what magic he can perform, his values, and how others see him.

If a race is listed under "Typical Worshipers" on Table 3–7, the cleric must be of one of those races to choose that deity as his own (the god may have occasional worshipers of other races, but not clerics).

TABLE 3–7: DEITIES

Deity	Alignment	Domains	Typical Worshipers
Heironeous, God of Valor	Lawful good	Good, Law, War	Paladins, fighters, monks
Moradin, God of Dwarves	Lawful good	Earth, Good, Law, Protection	Dwarves
Yondalla, Goddess of Halflings	Lawful good	Good, Law, Protection	Halflings
Ehlonna, Goddess of the Woodlands	Neutral good	Animal, Good, Plant, Sun	Elves, gnomes, half-elves, halflings, rangers, druids
Garl Glittergold, God of Gnomes	Neutral good	Good, Protection, Trickery	Gnomes
Pelor, God of the Sun	Neutral good	Good, Healing, Strength, Sun	Rangers, bards
Corellon Larethian, God of the Elves	Chaotic good	Chaos, Good, Protection, War	Elves, half-elves, bards
Kord, God of Strength	Chaotic good	Chaos, Good, Luck, Strength	Fighters, barbarians, rogues, athletes
Wee Jas, Goddess of Death and Magic	Lawful neutral	Death, Law, Magic	Wizards, necromancers, sorcerers
St. Cuthbert, God of Retribution	Lawful neutral	Destruction, Law, Protection, Strength	Fighters, monks, soldiers
Boccob, God of Magic	Neutral	Knowledge, Magic, Trickery	Wizards, sorcerers, sages
Fharlanghn, God of Roads	Neutral	Luck, Protection, Travel	Bards, adventurers, merchants
Obad-Hai, God of Nature	Neutral	Air, Animal, Earth, Fire, Plant, Water	Druids, barbarians, rangers
Olidammara, God of Thieves	Chaotic neutral	Chaos, Luck, Trickery	Rogues, bards, thieves
Hextor, God of Tyranny	Lawful evil	Destruction, Evil, Law, War	Evil fighters, monks
Nerull, God of Death	Neutral evil	Death, Evil, Trickery	Evil necromancers, rogues
Vecna, God of Secrets	Neutral evil	Evil, Knowledge, Magic	Evil wizards, sorcerers, rogues, spies
Erythnul, God of Slaughter	Chaotic evil	Chaos, Evil, Trickery, War	Evil fighters, barbarians, rogues
Gruumsh, God of Orcs	Chaotic evil	Chaos, Evil, Strength, War	Half-orcs, orcs

When you have chosen a deity and an alignment for your cleric, choose two from among the deity's domains for your cleric's domains.

While the clerics of a particular religion are united in their reverence for their deity, each religion encompasses different aspects.

You can only select an alignment domain (such as Good) for your cleric if his alignment matches that domain.

If your cleric is not devoted to a particular deity, you still select two domains to represent his spiritual inclinations and abilities (but the restriction on alignment domains still applies).

Each domain gives your cleric access to a domain spell at each spell level, from 1st on up, as well as a granted power. Your cleric gets the granted powers of all the domains selected.

With access to two domain spells at a given spell level, a cleric prepares one or the other each day.

If a domain spell is not on the Cleric Spells list, a cleric can only prepare it in his domain slot.

Domain spells and granted powers are listed in Cleric Domains, page 162.

For example, Jozan is a cleric of Pelor.

He chooses Good and Healing as his two domains.

He gets both granted powers of his selected domains.

The Good domain allows him to cast all spells identified by the good descriptor at +1 caster level (as if he were one level higher in experience as a cleric) as a granted power, and it gives him access to *protection from evil* as a domain spell.

The Healing domain allows him to cast all healing subschool spells of the Conjuraton school at +1 caster level as a granted power, and it gives him access to *cure light wounds* as a domain spell.

When Jozan prepares his spells, he gets one 1st-level spell for being a 1st-level cleric, one 1st-level spell for having a high Wisdom (15), and one domain spell.

The domain spell must be one of the two to which he has access, either *protection from evil* or *cure light wounds*.

Spontaneous Casting: Good clerics (and neutral clerics of good deities) can channel stored spell energy into healing spells that they haven't prepared ahead of time.

The cleric can "lose" a prepared spell in order to cast any *cure* spell of the same level or lower (a *cure* spell is any spell with "cure" in its name).

For example, a good cleric who has prepared *command* (a 1st-level spell) may lose *command* in order to cast *cure light wounds* (also a 1st-level spell).

Clerics of good deities can cast *cure* spells in this way because they are especially proficient at wielding positive energy.

An evil cleric (or a neutral cleric of an evil deity), on the other hand, can't convert prepared spells to *cure* spells but can convert them to *inflict* spells (an *inflict* spell is one with "inflict" in the title).

Such clerics are especially proficient at wielding negative energy.

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells either to *cure* spells or to *inflict* spells (player's choice), depending on whether the cleric is more proficient at wielding positive or negative energy.

Once the player makes this choice, it cannot be reversed. This choice also determines whether the neutral cleric turns or commands undead (see below).

Exceptions: All lawful neutral clerics of Wee Jas convert spells to *inflict* spells, not *cure* spells.

All clerics of St. Cuthbert and all nonevil clerics of Obad-Hai convert spells to *cure* spells, not *inflict* spells.

A cleric can't use spontaneous casting to convert domain spells into *cure* or *inflict* spells.

These spells arise from the particular powers of the cleric's deity, not divine energy in general.

Chaotic, Evil, Good, and Lawful Spells: A cleric can't cast spells of an alignment opposed to his own or to his deity's. For example, a good cleric or a neutral cleric of a good deity cannot cast evil spells.

Spells associated with the alignments of chaos, evil, good, and law are identified as such on the "School, Subschool and Descriptors" line of the spell description.

Turn or Rebuke Undead: A good cleric (or a neutral cleric who worships a good deity) has the supernatural ability to turn undead, such as skeletons, zombies, ghosts, and vampires, forcing these unholy abominations to recoil from the channeled power of the god the cleric worships.

Evil clerics (and neutral clerics who worship evil deities) can rebuke such creatures.

Neutral clerics of neutral deities can do one or the other (player's choice), depending on whether the cleric is more proficient at wielding positive or negative energy.

Once the player makes this choice, it cannot be reversed. This choice also determines whether the neutral cleric can cast spontaneous *cure* or *inflict* spells (see above).

Exceptions: All lawful neutral clerics of Wee Jas rebuke undead rather than turning them.

All clerics of St. Cuthbert and all non-evil clerics of Obad-Hai turn undead rather than rebuking them. (See Turn and Rebuke Undead, page 139).

A cleric may attempt to turn or rebuke undead a number of times per day equal to three plus his Charisma modifier.

Extra Turning: As a feat, a cleric may take Extra Turning. This feat allows the cleric to turn undead four more times per day than normal.

A cleric can take this feat multiple times, gaining four extra daily turning attempts each time.

Bonus Languages: A cleric's list of bonus languages includes Celestial, Abyssal, and Infernal, in addition to the bonus languages available to the character because of his race (see Race and Languages, page 12, and the Speak Language skill, page 73).

These are the languages of good, chaotic evil, and lawful evil outsiders, respectively.

EX-CLERICS

A cleric who grossly violates the code of conduct expected by his god (generally acting in ways opposed to the god's

alignment or purposes) loses all spells and class features and cannot gain levels as a cleric of that god until he atones (see the *atonement* spell description, page 176).

HUMAN CLERIC STARTING PACKAGE

Armor: Scale mail +4 AC, large wooden shield +2 AC, armor check penalty -6, speed 20 ft., 40 lb.

Weapons: Heavy mace (1d8, crit x2, 12 lb., Medium-size, Bludgeoning).

Light crossbow (1d8, crit 19-20/x2, 80 ft., 6 lb., Small, Piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor
Spellcraft	4	Int	
Concentration	4	Con	
Heal	4	Wis	
Knowledge (religion)	4	Int	
Diplomacy	4	Cha	
Gather Information (cc)	2	Cha	
Listen (cc)	2	Wis	

Feat: Scribe Scroll.

Bonus Feat: Alertness.

Deity/Domains: Pelor/Good and Healing.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Case with 10 crossbow bolts.

Wooden holy symbol: sun disc of Pelor.

Three torches.

Gold: 1d4 gp.

DWARVEN CLERIC STARTING PACKAGE

As human cleric, except Armor: Speed 15 ft.

Weapons: Warhammer (1d8, crit x3, 8 lb., Medium-size, Bludgeoning) instead of heavy mace.

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Feat: Martial Weapon Proficiency (warhammer).

Bonus Feat: None.

Deity/Domains: Moradin/Law and Protection.

Gear: Wooden holy symbol: hammer.

ELVEN CLERIC STARTING PACKAGE

As human cleric, except Weapons: Longsword (1d8, crit 19-20/x2, 4 lb., Medium-size, Slashing) instead of heavy mace.

Shortbow (1d6, x3 crit, 60 ft., 2 lb., Medium-size, Piercing) instead of crossbow.

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Bonus Feat: None.

Deity/Domains: Corellon Larethian/Protection and War.

Gear: Quiver of 20 arrows instead of case of bolts.

Wooden holy symbol: crescent moon.

GNOME CLERIC STARTING PACKAGE

As human cleric, except Armor: No shield, armor check penalty -4, speed 20 ft., 15 lb.

Weapons: Battleaxe (1d8, crit x3, 7 lb., Medium-size, Slashing) instead of heavy mace.

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Feat: Martial Weapon Proficiency (battleaxe).

Bonus Feat: None.

Deity/Domains: Garl Glittergold/Good and Trickery.

Gear: Wooden holy symbol: gold nugget.

Gold: 3d4 gp.

HALF-ELVEN CLERIC STARTING PACKAGE

As human cleric, except Armor: Small wooden shield +1 AC instead of large wooden shield, armor check penalty -5, speed 20 ft., 35 lb.

Weapons: Longsword (1d8, crit 19-20/x2, 4 lb., Medium-size, Slashing) instead of heavy mace.

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Feat: Martial Weapon Proficiency (longsword).

Bonus Feat: None.

Deity/Domains: Ehlonna/Animal and Good.

Gear: Wooden holy symbol: unicorn.

HALF-ORC CLERIC STARTING PACKAGE

As human cleric, except Armor: No shield, armor check penalty -4, speed 20 ft., 30 lb.

Weapons: Shortspear (1d8, crit x3, 20 ft., 5 lb., Large, Piercing) instead of heavy mace.

Heavy crossbow (1d10, crit 19-20/x2, 120 ft., 9 lb., Medium-size, Piercing) instead of light crossbow.

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Bonus Feat: None.

Deity/Domains: Gruumsh/Chaos and War.

Gear: Wooden holy symbol: staring eye.

Gold: 2d4 gp.

HALFLING CLERIC STARTING PACKAGE

As human cleric, except Armor: Speed 15 ft., 20 lb.

Weapons: Short sword (1d6, crit 19-20/x2, 3 lb., Small, Piercing) instead of heavy mace.

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Feat: Martial Weapon Proficiency (short sword).

Bonus Feat: None.

Deity/Domains: Yondalla/Law and Protection.

Gear: Wooden holy symbol: shield with cornucopia.

TABLE 3—6: THE CLERIC

Level	Base		Fort Save	Ref Save	Will Save	Special	Spells per Day*									
	Attack	Bonus					0	1	2	3	4	5	6	7	8	9
1	+0		+2	+0	+2	Turn or rebuke undead	3	1+1	—	—	—	—	—	—	—	—
2	+1		+3	+0	+3		4	2+1	—	—	—	—	—	—	—	—
3	+2		+3	+1	+3		4	2+1	1+1	—	—	—	—	—	—	—
4	+3		+4	+1	+4		5	3+1	2+1	—	—	—	—	—	—	—
5	+3		+4	+1	+4		5	3+1	2+1	1+1	—	—	—	—	—	—
6	+4		+5	+2	+5		5	3+1	3+1	2+1	—	—	—	—	—	—
7	+5		+5	+2	+5		6	4+1	3+1	2+1	1+1	—	—	—	—	—
8	+6/+1		+6	+2	+6		6	4+1	3+1	3+1	2+1	—	—	—	—	—
9	+6/+1		+6	+3	+6		6	4+1	4+1	3+1	2+1	1+1	—	—	—	—
10	+7/+2		+7	+3	+7		6	4+1	4+1	3+1	3+1	2+1	—	—	—	—
11	+8/+3		+7	+3	+7		6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—
12	+9/+4		+8	+4	+8		6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—
13	+9/+4		+8	+4	+8		6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—
14	+10/+5		+9	+4	+9		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—
15	+11/+6/+1		+9	+5	+9		6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—
16	+12/+7/+2		+10	+5	+10		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—
17	+12/+7/+2		+10	+5	+10		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
18	+13/+8/+3		+11	+6	+11		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19	+14/+9/+4		+11	+6	+11		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1
20	+15/+10/+5		+12	+6	+12		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1

*In addition to the stated number of spells per day for 1st- through 9th-level spells, a cleric gets a domain spell for each spell level, starting at 1st. The "+1" on this list represents that. These spells are in addition to any bonus spells for having a high Wisdom.

DRUID

The fury of a storm, the gentle strength of the morning sun, the cunning of the fox, the power of the bear—all these and more are at the druid's command.

The druid however, claims no mastery over nature.

That claim, she says, is the empty boast of a city dweller.

The druid gains her power not by ruling nature but by being at one with it.

To trespassers in a druid's sacred grove, to those who feel the druid's wrath, the distinction is overly fine.

Adventures: Druids adventure to gain knowledge, especially of animals and plants unfamiliar to them, and power.

Sometimes, their superiors call on their services.

Druids may also bring their power to bear against those who threaten what they love, which more often includes ancient stands of trees or trackless mountains than people.

While druids accept that which is horrific or cruel in nature, they hate that which is unnatural, including aberrations (such as beholders and carrion crawlers) and undead (such as zombies and vampires).

They sometimes lead raids against such creatures, especially when the creatures encroach on the druids' territory.

Characteristics: Druids cast divine spells much the same way clerics do, though most get their spells from the power of nature, not from deities.

Their spells are oriented toward nature and animals.

In addition to spells, druids gain an increasing array of magical powers as they gain experience, including the ability to take the shapes of animals.

The weapons and armor of a druid are restricted by traditional oaths, not simply training.

A druid could learn to use a two-handed sword, but using it would violate the druid's oath and suppress her druidic powers.

Druids avoid carrying much worked metal with them because it interferes with the pure and primal nature that they attempt to embody.

Alignment: Druids, in keeping with nature's ultimate indifference, must maintain at least some measure of dispassion.

As such, they must be neutral in some way, if not true neutral.

Just as nature encompasses dichotomies of life and death, beauty and horror, peace and violence, so two druids can manifest different or even opposite alignments (neutral good and neutral evil, for instance) and still be part of the druidic tradition.

Religion: Druids revere nature and gain their magical power from the forces of nature itself or from a nature deity.

They usually pursue a mystic spirituality of transcendent union with nature rather than devotion to a divine entity. Still, some of them revere or at least respect either Obad-Hai, god of nature, or Ehlonna, goddess of the woodlands. **Background:** Though their organization is invisible to most outsiders, who consider druids to be loners, druids are part of a society that spans the land, ignoring political borders. A prospective druid is inducted into this society through secret rituals, including tests that not all survive. Only after achieving some level of competence is the druid allowed to strike out on her own.

All druids are nominally members of the druidic society, though some are so isolated that they have never seen higher-ranking members or participated in druidic gatherings. Still, all druids recognize each other as brothers and sisters. Like true creatures of the wilderness, however, druids sometimes compete with or even prey on each other. A druid may be expected to perform services for higher-ranking druids, though proper payment is expected for these assignments.

Likewise, a lower-ranking druid may appeal for aid from her higher-ranking brethren, for a fair price in coin or service.

Druids may live in small towns but always spend a good portion of their time in wild areas.

Even large cities otherwise surrounded by cultivated land as far as the eye can see often have druid groves nearby—small, wild refuges where druids live and which they protect fiercely.

Near coastal cities, the refuge is often a nearby island, where the druids can find the isolation they need.

Races: Elves and gnomes have an affinity for natural lands and are commonly druids.

Humans and half-elves are also frequently druids, and druids are particularly common among savage humans. Dwarves, halflings, and half-orcs are rarely druids.

Few from among the brutal humanoids are inducted into druidic society, except that gnolls have a fair contingent of evil druids among them.

Gnoll druids are accepted by druids of other races, if not welcomed.

Other Classes: Druids share with rangers and many barbarians a reverence for nature and a familiarity with natural lands.

Druids dislike the paladin's devotion to abstract ideals instead of "the real world", they don't much understand the urban ways typical of a rogue, and they find arcane magic to be disruptive and slightly distasteful.

Druids, however, are nothing if not accepting of diversity, and they take little offense at others, even those very different from them.

GAME RULE INFORMATION

Druids have the following game statistics.

Abilities: Wisdom determines how powerful a spell a druid can cast, how many spells the druid can cast per day, and how hard those spells are to resist.

To cast a spell, a druid must have a Wisdom score of 10 + the spell's level.

A druid gets bonus spells based on Wisdom.

The Difficulty Class of a saving throw against a druid's spell is 10 + the spell's level + the druid's Wisdom modifier.

Since a druid wears light or medium armor, a high Dexterity improves her defensive ability.

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Hit Die: d8.

CLASS SKILLS

The druid's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the druid.

Weapon and Armor Proficiency: Druids are proficient with the following weapons: club, dagger, dart, halfspear, longspear, quarterstaff, scimitar, sickle, shortspear, and sling.

Their spiritual oaths prohibit them from using weapons other than these.

They are proficient with light and medium armors but are prohibited from wearing metal armor (thus, they may wear only padded, leather, or hide armor).

They are skilled with shields but must use only wooden ones.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

A druid who wears prohibited armor or wields a prohibited weapon is unable to use any of her magical powers while doing so and for 24 hours thereafter.

(Note: A druid can use wooden armor that has been altered by the *ironwood* spell so that it function as though it was steel.

See the spell description, page 218).

Spells: A druid casts divine spells according to Table 3-8: The Druid.

A druid may prepare and cast any spell on the druid spell list (page 166) provided she can cast spells of that level. She prepares and casts spells the way a cleric does (though she cannot lose a prepared spell to cast a *cure* spell in its place).

To prepare or cast a spell, a druid must have a Wisdom score of at least 10 + the spell's level.

The Difficulty Class for a saving throw against a druid's spell is 10 + the spell's level + the druid's Wisdom modifier.

Bonus spells for druids are based on Wisdom (see Table 1–1: Ability Modifiers and Bonus Spells, page 8).

Chaotic, Evil, Good, and Lawful Spells: A druid can't cast spells of an alignment opposed to her own.

For example, a neutral good druid cannot cast evil spells.

Spells associated with the alignments of chaos, evil, good, and law are identified as such on the "School, Subschool and Descriptors" line of the spell description.

Bonus Languages: A druid may substitute Sylvan for one of the bonus languages available to her because of her race.

In addition, a druid knows the Druidic language.

This secret language is known only to druids, and druids are forbidden from teaching it to nondruids.

Druidic has its own alphabet.

Nature Sense: A druid can identify plants and animals (their species and special traits) with perfect accuracy.

She can tell whether water is safe to drink or dangerous (polluted, poisoned, or otherwise unfit for consumption).

Animal Companion: A 1st-level druid may begin play with an animal companion.

This animal is one that the druid has befriended with the spell *animal friendship*.

It can have up to 2 Hit Dice.

(While the druid is 1st level, this particular animal is loyal enough to stay with her, even though an adventuring druid usually can only maintain animal friends whose Hit Dice total up to her level).

Alternatively, the druid may have more than one animal companion provided the animals' total Hit Dice don't exceed 2.

Woodland Stride: Starting at 2nd level, a druid may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without suffering damage or other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the druid.

Trackless Step: Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked.

Resist Nature's Lure: Starting at 4th level, a druid gains a +4 bonus to saving throws against the spell-like abilities of feys (such as dryads, nymphs, and sprites).

Wild Shape: At 5th level, a druid gains the spell-like ability to *polymorph self* into a Small or Medium-size animal (but not a dire animal) and back again once per day (see the *polymorph self* spell, page 237).

Unlike the standard use of the spell, however, the druid may only adopt one form.

As stated in the spell description, the druid regains hit points as if she has rested for a day.

Note: The creatures available include some giant animals but not unnatural beasts.

The druid may *wild shape* into a dog or a giant lizard, for example, but not into an owlbear.

The druid does not risk the standard penalty for being disoriented while in her *wild shape* (see the *polymorph other* spell, page 236).

The druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table 3–8: The Druid.

In addition, the druid gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level.

At 12th level or higher, she can take the form of a dire animal.

At 16th level or higher, the druid may use *wild shape* to change into a Small, Medium-size, or Large air, earth, fire, or water elemental once per day.

She gains all the elemental's special abilities when she does so.

At 18th level, she can do this three times per day.

Venom Immunity: At 9th level, a druid gains immunity to all organic poisons, including monster poisons but not mineral poisons or poison gas.

A Thousand Faces: At 13th level, a druid gains the supernatural ability to change her appearance at will, as if using the spell *alter self* (page 172).

Timeless Body: After achieving 15th level, a druid no longer suffers ability penalties for aging (see Table 6–5:

Aging Effects, page 93) and cannot be magically aged.

Any penalties she may have already suffered, however, remain in place.

Bonuses still accrue, and the druid still dies of old age when her time is up.

EX-DRUIDS

A druid who ceases to revere nature or who changes to a prohibited alignment loses all spells and druidic abilities and cannot gain levels as a druid until she atones (see the *atonement* spell description, page 176).

HALF-ELVEN DRUID STARTING PACKAGE

Armor: Hide +3 AC, large wooden shield +2 AC, speed 20 ft., 35 lb., armor check penalty –5.

Weapons: Scimitar (1d6, crit 18–20/x2, 4 lb., Medium-size, Slashing).

Club (oaken cudgel): (1d6, crit x2, 10 ft., 3 lb., Medium-size, Bludgeoning).

Sling (1d4, crit x2, 50 ft., 0 lb., Small, Bludgeoning).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor
Spellcraft	4	Int	
Animal Empathy	4	Cha	
Concentration	4	Con	
Wilderness Lore	4	Wis	
Heal	4	Wis	
Handle Animal	4	Cha	
Knowledge (nature)	4	Int	
Listen (cc)	2	Wis	
Spot (cc)	2	Wis	

Feat: Scribe Scroll.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Pouch with ten sling bullets.

Holly and mistletoe.

Three torches.

Animal Companion: Wolf (see the *Monster Manual* for details).

Gold: 1d6 gp.

ALTERNATIVE DRUID STARTING PACKAGE

Same as half-elven druid, except Race: Human, dwarf, elf, or half-orc.

Armor: Speed 15 ft. (dwarf only).

Skill Selection: Pick a number of skills equal to 5 + Int modifier (human only).

Bonus Feat: Alertness (human only).

ALTERNATIVE DRUID STARTING PACKAGE

Same as half-elf druid, except Race: Gnome or halfling.

Armor: Speed 15 ft., 17 lb.

Weapons: Sickle (1d6, crit x2, 3 lb., Small, Slashing) instead of scimitar.

Note: This druid uses her club two-handed.

Gold: 4d4 gp.

TABLE 3—8: THE DRUID

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1	0	+2	+0	+2	Nature sense, animal companion	3	1	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3	Woodland stride	4	2	—	—	—	—	—	—	—	—
3	+2	+3	+1	+3	Trackless step	4	2	1	—	—	—	—	—	—	—
4	+3	+4	+1	+4	Resist nature's lure	5	3	2	—	—	—	—	—	—	—
5	+3	+4	+1	+4	Wild shape (1/day)	5	3	2	1	—	—	—	—	—	—
6	+4	+5	+2	+5	Wild shape (2/day)	5	3	3	2	—	—	—	—	—	—
7	+5	+5	+2	+5	Wild shape (3/day)	6	4	3	2	1	—	—	—	—	—
8	+6/+1	+6	+2	+6	Wild shape (Large)	6	4	3	3	2	—	—	—	—	—
9	+6/+1	+6	+3	+6	Venom immunity	6	4	4	3	2	1	—	—	—	—
10	+7/+2	+7	+3	+7	Wild shape (4/day)	6	4	4	3	3	2	—	—	—	—
11	+8/+3	+7	+3	+7	Wild shape (Tiny)	6	5	4	4	3	2	1	—	—	—
12	+9/+4	+8	+4	+8	Wild shape (dire)	6	5	4	4	3	3	2	—	—	—
13	+9/+4	+8	+4	+8	A thousand faces	6	5	5	4	4	3	2	1	—	—
14	+10/+5	+9	+4	+9	Wild shape (5/day)	6	5	5	4	4	3	3	2	—	—
15	+11/+6/+1	+9	+5	+9	Wild shape (Huge), timeless body	6	5	5	4	4	4	3	2	1	—
16	+12/+7/+2	+10	+5	+10	Wild shape (elemental 1/day)	6	5	5	5	4	4	3	3	2	—
17	+12/+7/+2	+10	+5	+10		6	5	5	5	5	4	4	3	2	1
18	+13/+8/+3	+11	+6	+11	Wild shape (6/day, elemental 3/day)	6	5	5	5	5	4	4	3	3	2
19	+14/+9/+4	+11	+6	+11		6	5	5	5	5	5	4	4	3	3
20	+15/+10/+5	+12	+6	+12		6	5	5	5	5	5	4	4	4	4

FIGHTER

The questing knight, the conquering overlord, the king's champion, the elite foot soldier, the hardened mercenary, and the bandit king—all are fighters.

Fighters can be stalwart defenders of those in need, cruel marauders, or gutsy adventurers.

Some are among the land's best souls, willing to face death for the greater good.

Others are among the worst, those who have no qualms about killing for private gain, or even for sport.

Fighters who are not actively adventuring may be soldiers, guards, bodyguards, champions, or criminal enforcers.

An adventuring fighter might call himself a warrior, a mercenary, a thug, or simply an adventurer.

Adventures: Most fighters see adventures, raids, and dangerous missions as their job.

Some have patrons who pay them regularly.

Others prefer to live like prospectors, taking great risks in hopes of the big haul.

Some fighters are more civic-minded and use their combat skills to protect those in danger who cannot defend themselves.

Whatever their initial motivations, however, fighters often wind up living for the thrill of combat and adventure.

Characteristics: Of all classes, fighters have the best all-around fighting capabilities (hence the name).

Fighters are familiar with all the standard weapons and armors.

In addition to general fighting prowess, each fighter develops particular specialties of his or her own.

A given fighter may be especially capable with certain weapons, another trained to execute specific fancy maneuvers.

As fighters gain experience, they get more opportunities to develop their fighting skills.

Thanks to their focus on combat maneuvers, they can master the most difficult ones relatively quickly.

Alignment: Fighters may be of any alignment.

Good fighters are often crusading types who seek out and fight evil.

Lawful fighters may be champions who protect the land and its people.

Chaotic fighters may be wandering mercenaries.

Evil fighters tend to be bullies and petty villains who simply take what they want by brute force.

Religion: Fighters often worship Heironeous, god of valor; Kord, god of strength; St. Cuthbert, god of retribution; Hextor, god of tyranny; or Erythnul, god of slaughter.

A fighter may style himself as a crusader in the service of his god, or he may just want someone to pray to before putting his life on the line yet another time.

Background: Fighters come to their profession in many ways.

Most have had formal training in a noble's army or at least in the local militia.

Some have trained in formal academies.

Others are self-taught—unpolished but well tested.

A fighter may have taken up the sword as a way to escape the limits of life on the farm, or he may be following a proud family tradition.

Fighters share no special identity.

They do not see themselves as a group or brotherhood.

Those who hail from a particular academy, mercenary company, or lord's regiment, however, share a certain camaraderie.

Races: Human fighters are usually veterans of some military service, typically from more mundane parents. Dwarven fighters are commonly former members of the well-trained strike teams that protect the underground dwarven kingdoms.

They are typically members of warrior families that can trace their lineages back for millennia, and they may have rivalries or alliances with other dwarven fighters depending on their lineages.

Elven fighters are typically skilled with the longsword. They are proud of their ability at swordplay and eager to demonstrate or test it.

Half-orc fighters are often self-taught outcasts who have achieved enough skill to earn recognition and something akin to respect.

Gnome and halfling fighters usually stay in their own lands as part of the area militia rather than adventuring.

Half-elves are rarely fighters, but they may take up swordplay in honor of the elven tradition.

Among the brutal humanoids, few can manage the discipline it takes to be a true fighter.

The militaristic hobgoblins, however, produce quite a number of strong and skilled fighters.

Other Classes: The fighter excels in a straight fight, but he relies on others for magical support, healing, and scouting. On a team, it is his job to man the front lines, protect the other party members, and bring the tough opponents down.

Fighters might not much understand the arcane ways of wizards or share the faith of clerics, but they recognize the value of teamwork.

GAME RULE INFORMATION

Fighters have the following game statistics.

Abilities: Strength is especially important for fighters because it improves their melee attack and damage rolls.

Constitution is important for giving fighters lots of hit points, which they'll need in their many battles.

Dexterity is important for fighters who want to be good archers or who want access to certain Dexterity-oriented feats, but the heavy armor that fighters usually wear reduces the benefit of a very high Dexterity.

Alignment: Any.

Hit Die: d10.

CLASS SKILLS

The fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Ride (Dex), and Swim (Str).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the fighter.

Weapon and Armor Proficiency: The fighter is proficient in the use of all simple and martial weapons and all armor (heavy, medium, and light) and shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Bonus Feats: At 1st level, the fighter gets a bonus feat in addition to the feat that any 1st-level character gets and the bonus feat granted to humans.

The fighter gains an additional bonus feat at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.).

These bonus feats must be drawn from the following list:

Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*, Weapon Specialization*.

Some of the bonus feats available to a fighter cannot be acquired until the fighter has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat.

A fighter can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time.

A fighter must still meet all prerequisites for a feat, including ability score and base attack bonus minimums. (See Chapter 5: Feats for descriptions of feats and their prerequisites).

Important: These feats are in addition to the feat that a character of any class gets every three levels (as per Table 3-2: Experience and Level-Dependent Benefits).

The fighter is not limited to the list given here when choosing those feats.

Weapon Specialization: On achieving 4th level or higher, as a feat the fighter (and only the fighter) may take Weapon Specialization.

Weapon Specialization adds a $+2$ damage bonus with a chosen weapon.

The fighter must have Weapon Focus with that weapon to take Weapon Specialization.

If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet, because only at that range can the fighter strike precisely enough to hit more effectively.

The fighter may take this feat as a bonus feat or as a regular one.

DWARVEN FIGHTER STARTING PACKAGE

Armor: Scale mail $+4$ AC, large wooden shield $+2$ AC, armor check penalty -6 , speed 15 ft., 40 lb.

Weapons: Dwarven waraxe (1d10, crit $\times 3$, 15 lb., Medium-size, Slashing).

Shortbow (1d6, crit $\times 3$, 60 ft., 2 lb., Medium-size, Piercing).

Skill Selection: Pick a number of skills equal to $2 + \text{Int modifier}$.

Skill	Ranks	Ability	Armor
Climb	4	Str	-6
Jump	4	Str	-6
Ride	4	Dex	
Swim	4	Str	-12^*
Listen (cc)	2	Wis	
Search (cc)	2	Int	
Spot (cc)	2	Wis	

* -1 per 5 pounds of equipment.

Feat: Exotic Weapon Proficiency (dwarven waraxe).
 Bonus Feat (Fighter): Weapon Focus (dwarven waraxe).
 Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.
 Quiver with 20 arrows.
 Gold: 4d4 gp.

ALTERNATIVE FIGHTER STARTING PACKAGE

Same as dwarven fighter, except Race: Human, elf, half-elf, or half-orc.

Armor: Speed 20 ft. instead of 15 ft.

Weapons: Bastard sword (1d10, crit 19–20/x2, 10 lb., Medium-size, Slashing) instead of dwarven waraxe.

Skill Selection: Pick a number of skills equal to 3 + Int modifier (human only).

Skill	Ranks	Ability	Armor
Swim	4	Str	-11*

*-1 per 5 pounds of equipment.

Feat: Exotic Weapon Proficiency (bastard sword) instead of (dwarven waraxe).

Bonus Feat (Fighter): Weapon Focus (bastard sword) instead of Weapon Focus (dwarven waraxe).

Bonus Feat: Improved Initiative (human only).

Gold: 2d4 gp.

ALTERNATIVE FIGHTER STARTING PACKAGE

Same as dwarven fighter, except Race: Gnome or halfling.

Armor: 20 lb.

Weapons: Short sword (1d6, crit 19–20/x2, 3 lb., Small, Piercing) instead of waraxe.

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Skill	Ranks	Ability	Armor
Swim	4	Str	-5*

*-1 per 5 pounds of equipment.

Feat: Weapon Focus (short sword) instead of Exotic Weapon Proficiency (dwarven waraxe).

Bonus Feat (Fighter): If Dex 13 or higher, Dodge; if Dex 12 or less, Point Blank Shot instead.

Gold: 2d4x5 gp.

TABLE 3—9: THE FIGHTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Bonus feat
2	+2	+3	+0	+0	Bonus feat
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Bonus feat
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	Bonus feat
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Bonus feat
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Bonus feat
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Bonus feat
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	Bonus feat
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Bonus feat

MONK

Dotted across the landscape are monasteries—small, walled cloisters inhabited by monks.

These monks pursue personal perfection through action as well as contemplation.

They train themselves to be versatile warriors skilled at fighting without weapons or armor.

Monasteries headed by good masters serve as protectors of the people.

Ready for battle even when barefoot and dressed in peasant clothes, monks are able to travel unnoticed among the populace, catching bandits, warlords, and corrupt nobles unawares.

By contrast, monasteries headed by evil masters rule surrounding lands through fear, as an evil warlord's castle might.

Evil monks make ideal spies, infiltrators, and assassins.

The individual monk, however, is unlikely to care passionately about championing commoners or amassing wealth.

She cares for the perfection of her art and, thereby, her personal perfection.

Her goal is to achieve a state that is, frankly, beyond the mortal realm.

Adventures: Monks approach adventures as if they were personal tests.

While not prone to showing off, monks are willing to try their skills against whatever obstacles confront them.

Monks are not greedy for material wealth, but they eagerly seek that which can help them perfect their art.

Characteristics: The key feature of the monk is her ability to fight unarmed and unarmored.

Thanks to her rigorous training, she can strike as hard as if she were armed and strike faster than a warrior with a sword.

Though monks don't cast spells, they have a magic of their own.

They channel a subtle energy, called ki, which allows them to perform amazing feats.

The monk's best-known feat is her ability to stun an opponent with an unarmed blow.

A monk also has a preternatural awareness of attacks.

She can dodge an attack even if she is not consciously aware of it.

As the monk gains experience and power, her mundane and ki-oriented abilities grow, giving her more and more power over herself and, sometimes, over others.

Alignment: A monk's training requires strict discipline.

Only those who are lawful at heart are capable of undertaking it.

Religion: A monk's training is her spiritual path.

She is inner-directed, capable of a private, mystic connection to the spiritual world.

She needs neither clerics nor gods.

Certain lawful gods, however, may appeal to monks, and monks may meditate on the gods' likenesses and attempt to emulate their deeds.

The three most likely candidates for a monk's devotion are Heironeous, god of valor; St. Cuthbert, god of retribution; and Hextor, god of tyranny.

Background: A monk typically trains in a monastery.

Most monks were children when they joined the monastery, sent to live with the monks when their parents died, when there wasn't enough food in the family to keep them, or in return for some kindness that the monastery had performed for the family.

Life in the monastery is so focused that by the time a monk sets off on her own, she feels little connection to her former family or village.

In larger cities, master monks have set up monk schools to teach their arts to those who are interested and worthy. The monks of these academies often see their rural cousins from the monasteries as backward.

A monk may feel a deep connection to her monastery or school, to the monk who taught her, to the lineage into which she was trained, or to all of these.

Some monks, however, have no sense of connection other than to their own paths of personal development.

Monks recognize each other as a select group set apart from the rest of the populace.

They may feel kinship, but they also love to compete with each other to see whose ki is strongest.

Races: Monasteries are mostly found among humans, who have incorporated them into their ever-evolving culture. Thus, many monks are humans (or half-orcs and half-elves who live among humans).

Elves are capable of single-minded, long-term devotion to an interest, art, or discipline, and some of them leave the forests to become monks.

The monk tradition is alien to dwarven and gnome culture, and halflings are typically too mobile to commit themselves to a monastery, so dwarves, gnomes, and halflings are very rarely monks.

The savage humanoids do not have the stable social structure that allows monk training, but the occasional orphaned or abandoned child from some humanoid tribe winds up in civilized monasteries or adopted by a wandering master.

The evil subterranean elves known as the drow have a small but successful monk tradition.

Other Classes: Monks are sometimes distant from others because they have little in common with the motivations and skills of members of other classes.

Monks recognize, however, that they work well with the support of others, and they prove themselves reliable companions.

GAME RULE INFORMATION

Monks have the following game statistics.

Abilities: Wisdom powers the monk's special offensive and defensive capabilities.

Dexterity provides the unarmored monk with a better defense and with bonuses to some class skills.

Strength helps a monk's unarmed combat ability.

Alignment: Any lawful.

Hit Die: d8.

CLASS SKILLS

The monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the monk.

Weapon and Armor Proficiency: Monks are proficient with basic peasant weapons and special weapons whose use is part of monk training.

The full list includes club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, shuriken, siangham, and sling.

(See Chapter 7: Equipment for descriptions of these weapons).

A monk using a kama, nunchaku, or siangham can strike with her unarmed base attack, including her more favorable number of attacks per round (see below).

Her damage, however, is standard for the weapon ($1d6$, crit $\times 2$), not her unarmed damage.

The weapon must be light, so a Small monk must use Tiny versions of these weapons in order to use the more favorable base attack.

Monks are not proficient with armor or shields, but they are highly trained at dodging blows, and they develop a "sixth sense" that lets them avoid even unanticipated attacks.

A monk adds her Wisdom bonus (if any) to AC, in addition to her normal Dexterity modifier, and her AC improves as she gains levels.

(Only add this extra AC bonus if the total of the monk's Wisdom modifier and the number in the "AC Bonus" column on Table 3–10 is a positive number).

The Wisdom bonus and the AC bonus represent a preternatural awareness of danger, and a monk does not lose either even in situations when she loses her Dexterity modifier due to being unprepared, ambushed, stunned, and so on.

(Monks do lose these AC bonuses when immobilized).

A monk's special skills all require freedom of movement.

When wearing armor, a monk loses her AC bonus for Wisdom, AC bonus for class and level, favorable multiple unarmed attacks per round, and heightened movement.

Furthermore, her special abilities all face the arcane spell failure chance that the armor type normally imposes.

In addition, wearing armor heavier than leather imposes check penalties to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Also, Swim checks suffer a -1 penalty for every 5 pounds of armor or equipment carried.

Unarmed Strike: Monks are highly trained in fighting unarmed, giving them considerable advantages when doing so.

They deal more damage than normal, as shown on Table 3–10: The Monk.

A monk fighting unarmed gains the benefits of the Improved Unarmed Strike feat and thus does not provoke attacks of opportunity from armed opponents that she attacks.

A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet.

There is no such thing as an off-hand attack for a monk striking unarmed.

A monk fighting with a one-handed weapon can make an unarmed strike as an off-hand attack, but she suffers the standard penalties for two-weapon fighting (see Table 8–2: Two-Weapon Fighting Penalties, page 125).

Likewise, a monk with a weapon (other than a special monk weapon) in her off hand gets an extra attack with that

weapon but suffers the usual penalties for two-weapon fighting and can't strike with a flurry of blows (see below). The unarmed damage on Table 3-10: The Monk is for Medium-size monks.

Small monks deal less than stated damage with unarmed attacks (see Table 3-11: Small Monk Damage and Speed).

Flurry of Blows: The monk may strike with a flurry of blows at the expense of accuracy.

When doing so, she may make one extra attack in a round at her highest base attack, but this attack and each other attack made that round suffer a -2 penalty apiece.

For example, at 6th level, Ember gets two unarmed attacks at +7 and +4.

If she executes a flurry of blows, she gets three attacks at +5, +5, and +2.

This penalty applies for 1 round, so it affects attacks of opportunity the monk might make before her next action. The monk must use the full attack action (see page 124) to strike with a flurry of blows.

A monk may also use the flurry of blows if armed with a special monk weapon (kama, nunchaku, or siangham).

If armed with one such weapon, she makes the extra attack either with that weapon or unarmed.

If armed with two such weapons, she uses one for the regular attack (or attacks) and the other for the extra attack. In any case, her damage bonus on the attack with her off hand is not reduced.

Usually, a monk's unarmed strikes deal normal damage, but she can choose to deal subdual damage instead with no penalty on her attack roll.

She has the same choice to deal normal or subdual damage while grappling (see Grapple, page 137).

Stunning Attack: A monk has the ability to stun a creature damaged by her unarmed attacks.

The monk can use this supernatural ability once per round, but no more than once per level per day.

The monk must declare she is using a stun attack before making the attack roll (thus, a missed attack roll ruins the attempt).

A foe struck by the monk is forced to make a Fortitude saving throw (DC 10 + one-half the monk's level + Wisdom modifier), in addition to receiving normal damage.

If the saving throw fails, the opponent is stunned for 1 round.

A stunned character can't act and loses any Dexterity bonus to AC, while attackers get a +2 bonus on attack rolls against a stunned opponent.

Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned by the monk's stunning attack.

Evasion: A monk can avoid even magical and unusual attacks with great agility.

If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), the monk instead takes no damage.

Evasion can only be used if the monk is wearing light armor or no armor.

It is an extraordinary ability.

Deflect Arrows: At 2nd level, a monk gains the Deflect Arrows feat (see page 81), even if she doesn't have the prerequisite Dexterity score.

Fast Movement: At 3rd level and higher, a monk moves faster than normal, as shown on Table 3-10: The Monk.

A monk in armor (even light armor) or carrying a medium or heavy load loses this extra speed.

A dwarf or a Small monk moves more slowly than a Medium-size monk (see Table 3-11: Small Monk Damage and Speed).

From 9th level on, the monk's running ability is actually a supernatural ability.

Still Mind: At 3rd level, a monk gains a +2 bonus to saving throws against spells and effects from the Enchantment school, since her meditation and training enable her to better resist mind-affecting attacks.

Slow Fall: At 4th level, a monk within arm's reach of a wall can use the wall to slow her descent.

The monk takes damage as if the fall were 20 feet shorter than it actually is.

Her ability to slow her fall (that is, to reduce the effective height of the fall when next to a wall) improves with her level until, at 18th level, the monk can use a nearby wall to slow her descent and fall any distance without harm.

See the "Special" column on Table 3-10 for details.

Purity of Body: At 5th level, a monk gains control over her body's immune system.

She gains immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Improved Trip: At 6th level, a monk gains the Improved Trip feat (see page 83).

She need not have taken the Expertise feat, normally a prerequisite, before this.

Wholeness of Body: At 7th level, a monk can cure her own wounds.

She can cure up to twice her current level in hit points each day, and she can spread this healing out among several uses. Wholeness of body is a supernatural ability.

Leap of the Clouds: At 7th level or higher, a monk's jumping distance (vertical or horizontal) is not limited according to her height.

(See the Jump skill description, page 70).

Improved Evasion: At 9th level, a monk's evasion ability improves.

She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a *fireball*, but henceforth she only takes half damage on a failed save.

Ki Strike: At 10th level, a monk's unarmed attack is empowered with *ki*.

The unarmed strike damage from such an attack can deal damage to a creature with damage reduction, such as a wight, as if the blow were made with a weapon with a +1 enhancement bonus.

Ki strike improves as the monk gains experience, allowing her unarmed strike at 13th level to deal damage against creatures with damage reduction as if it were made with a weapon with a +2 enhancement bonus, and at 16th level to deal damage against creatures with damage reduction as if it were made with a weapon with a +3 enhancement bonus.

Ki strike is a supernatural ability.

Diamond Body: At 11th level, a monk is in such control of her own metabolism that she gains immunity to poison of all kinds.

Diamond body is a supernatural ability.

Abundant Step: At 12th level, a monk can slip magically between spaces, as per the spell *dimension door*, once per day.

This is a spell-like ability, and the monk's effective casting level is one-half her actual level (rounded down).
Diamond Soul: At 13th level, a monk gains spell resistance. Her spell resistance equals her level + 10.
 In order to affect the monk with a spell, a spellcaster must roll the monk's spell resistance or higher on 1d20 + the spellcaster's level.

(See Spell Resistance, page 150).

Quivering Palm: Starting at 15th level, a monk can use the quivering palm.

This supernatural ability allows the monk to set up vibrations within the body of another creature that can then be fatal if the monk so desires.

The monk can use the quivering palm attack once a week, and she must announce her intent before making her attack roll.

Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. The monk must be of higher level than the target (or have more levels than the target's number of Hit Dice).

If the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the monk can choose to try to slay the victim at any later time within one day per level of the monk.

The monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + one-half the monk's level + Wisdom modifier), it dies.

If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack (but may be affected by another one at a later time).

Timeless Body: After achieving 17th level, a monk no longer suffers ability penalties for aging and cannot be magically aged.

(Any penalties she may have already suffered remain in place).

Bonuses still accrue, and the monk still dies of old age when her time is up.

Tongue of the Sun and Moon: A monk of 17th level or above can speak with any living creature.

Empty Body: At 19th level or higher, a monk can assume an ethereal state for 1 round per level per day, as per the spell *etherealness*.

The monk may go ethereal on a number of different occasions during any single day as long as the total number of rounds spent ethereal does not exceed her level.

Empty body is a supernatural ability.

Perfect Self: At 20th level, a monk has tuned her body with skill and quasi-magical abilities to the point that she becomes a magical creature.

She is forevermore treated as an outsider (extraplanar creature) rather than as a humanoid.

For instance, *charm person* does not affect her.

Additionally, the monk gains damage reduction 20/+1.

This means that the monk ignores (instantly regenerates) the first 20 points of damage from any attack unless the damage is dealt by a weapon with a +1 enhancement bonus (or better), by a spell, or by a form of energy (fire, cold, etc.).

As an outsider, a 20th-level monk is subject to spells that repel enchanted creatures, such as *protection from law*.

Unlike other outsiders, the monk can still be brought back from the dead.

EX-MONKS

A monk who becomes nonlawful cannot gain new levels as a monk but retains all monk abilities.

Like a member of any other class, a monk may be a multiclass character, but monks face a special restriction.

A monk who gains a new class or (if already multiclass) raises another class by a level may never again raise her monk level, though she retains all her monk abilities.

HUMAN MONK STARTING PACKAGE

Armor: None, speed 30 ft.

Weapons: Quarterstaff (1d6, crit x2, 4 lb., Large, Bludgeoning).

Sling (1d4, crit x2, 50 ft., 0 lb., Small, Bludgeoning).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability	Armor
Listen	4	Wis	
Climb	4	Str	0
Move Silently	4	Dex	0
Tumble	4	Dex	0
Jump	4	Str	0
Escape Artist	4	Dex	0
Hide	4	Dex	0
Swim	4	Str	-4*
Balance	4	Dex	0

*-1 per 5 pounds of equipment.

Feat: If Dex 13 or higher, Dodge; if Dex 12 or less, Improved Initiative instead.

Bonus Feat: Skill Focus (Move Silently or other skill).

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Three torches.

Pouch with 10 sling stones.

Gold: 2d4 gp.

ALTERNATIVE MONK STARTING PACKAGE

Same as human monk, except Race: Dwarf, elf, half-elf, or half-orc.

Armor: Speed 20 ft. (dwarf only).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Bonus Feat: None.

ALTERNATIVE MONK STARTING PACKAGE

Same as human monk, except Race: Gnome or halfling.

Armor: Speed 20 ft.

Weapons: Club (1d6, crit x2, 10 ft., 3 lb., Bludgeoning) instead of quarterstaff.

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor
Swim	4	Str	-3*

*-1 per 5 pounds of equipment.

Bonus Feat: None.

TABLE 3—10: THE MONK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Attack Bonus	Unarmed Damage*	AC Bonus**	Unarmored Speed†
1	0	+2	+2	+2	Unarmed Strike, stunning attack, evasion	+0	1d6	+0	30 ft.
2	+1	+3	+3	+3	Deflect Arrows feat	+1	1d6	+0	30 ft.
3	+2	+3	+3	+3	Still mind	+2	1d6	+0	40 ft.
4	+3	+4	+4	+4	Slow fall (20 ft.)	+3	1d8	+0	40 ft.
5	+3	+4	+4	+4	Purity of body	+3	1d8	+1	40 ft.
6	+4	+5	+5	+5	Slow fall (30 ft.), Improved Trip feat	+4/+1	1d8	+1	50 ft.
7	+5	+5	+5	+5	Wholeness of body, Leap of the clouds	+5/+2	1d8	+1	50 ft.
8	+6/+1	+6	+6	+6	Slow fall (50 ft.)	+6/+3	1d10	+1	50 ft.
9	+6/+1	+6	+6	+6	Improved evasion	+6/+3	1d10	+1	60 ft.
10	+7/+2	+7	+7	+7	Ki strike (+1)	+7/+4/+1	1d10	+2	60 ft.
11	+8/+3	+7	+7	+7	Diamond body	+8/+5/+2	1d10	+2	60 ft.
12	+9/+4	+8	+8	+8	Abundant step	+9/+6/+3	1d12	+2	70 ft.
13	+9/+4	+8	+8	+8	Diamond soul, Ki strike (+2)	+9/+6/+3	1d12	+2	70 ft.
14	+10/+5	+9	+9	+9		+10/+7/+4/+1	1d12	+2	70 ft.
15	+11/+6/+1	+9	+9	+9	Quivering palm	+11/+8/+5/+2	1d12	+3	80 ft.
16	+12/+7/+2	+10	+10	+10	Ki strike (+3)	+12/+9/+6/+3	1d20	+3	80 ft.
17	+12/+7/+2	+10	+10	+10	Timeless body, tongue of the sun and moon	+12/+9/+6/+3	1d20	+3	80 ft.
18	+13/+8/+3	+11	+11	+11	Slow fall (any distance)	+13/+10/+7/+4/+1	1d20	+3	90 ft.
19	+14/+9/+4	+11	+11	+11	Empty body	+14/+11/+8/+5/+2	1d20	+3	90 ft.
20	+15/+10/+5	+12	+12	+12	Perfect self	+15/+12/+9/+6/+3	1d20	+4	90 ft.

*Small monks deal less damage (see Table 3–11: Small Monk Damage and Speed).

**This figure plus the monk's Wisdom modifier are added to the monk's AC (if this figure plus the monk's Wisdom modifier is not a positive number, do not add it). The AC bonus is 1/5 the monk's level.

†Small and dwarven monks are slower (see Table 3–11: Small Monk Damage and Speed).

TABLE 3—11: SMALL MONK DAMAGE AND SPEED

Level	Damage	Speed	Level	Damage	Speed
1–2	1d4	20 ft.	9–11	1d8	40 ft.
3	1d4	25 ft.	12–14	1d10	45 ft.
4–5	1d6	25 ft.	15	1d10	55 ft.
6–7	1d6	35 ft.	16–17	2d6	55 ft.
8	1d8	35 ft.	18–20	2d6	60 ft.

PALADIN

The compassion to pursue good, the will to uphold law, and the power to defeat evil—these are the three weapons of the paladin.

Few have the purity and devotion that it takes to walk the paladin's path, but those few are rewarded with the power to protect, to heal, and to smite.

In a land of scheming wizards, unholy priests, bloodthirsty dragons, and infernal fiends, the paladin is the final hope that cannot be extinguished.

Adventures: Paladins take their adventures seriously and have a penchant for referring to them as "quests".

Even a mundane mission is, in the heart of the paladin, a personal test—an opportunity to demonstrate bravery, to develop martial skills, to learn tactics, and to find ways to do good.

Still, the paladin really comes into her own when leading a mighty campaign against evil, not when merely looting ruins.

Characteristics: Divine power protects the paladin and gives her special powers.

It wards off harm, protects her from disease, lets her heal herself, and guards her heart against fear.

The paladin can also direct this power to help others, healing their wounds or curing diseases.

Finally, the paladin can use this power to destroy evil.

Even the least experienced paladin can detect evil, and more experienced paladins can smite evil foes and turn away undead.

In addition, this power draws a mighty steed to the paladin and imbues that mount with strength, intelligence, and magical protection.

Alignment: Paladins must be lawful good, and they lose their divine powers if they deviate from that alignment. Additionally, paladins swear to follow a code of conduct that is in line with lawfulness and goodness.

Religion: Paladins need not devote themselves to a single deity.

Devotion to righteousness is enough for most.

Those who align themselves with particular religions prefer Heironeous, god of valor, over all others, but some paladins follow Pelor, the sun god.

Paladins devoted to a god are scrupulous in observing religious duties and are welcome in every associated temple.

Background: No one ever chooses to be a paladin.

Becoming a paladin is answering a call, accepting one's destiny.

No one, no matter how diligent, can become a paladin through practice.

The nature is either within one or not, and it is not possible to gain the paladin's nature by any act of will.

It is possible to fail to recognize one's own potential, or to deny one's destiny.

Some who are called to be paladins deny the call and pursue some other life instead.

Most paladins answer the call and begin training as adolescents.

Typically, they become squires or assistants to experienced paladins, train for years, and finally set off on their own to further the causes of good and law.

Other paladins, however, find their calling only later in life, after having pursued some other career.

All paladins, regardless of background, recognize in each other an eternal bond that transcends culture, race, and even religion.

Any two paladins, even from opposite sides of the world, consider themselves comrades.

Races: Humans, with their ambitious souls, make great paladins.

Half-elves, who often have human ambition, may also find themselves called into service as paladins.

Dwarves are sometimes paladins, but becoming a paladin may be hard on a dwarf because it means putting the duties of the paladin's life before duties to family, clan, and king.

Elven paladins are few, and those few tend to follow quests that take them far and wide because their lawful bent puts them out of synch with life among the elves.

Members of the other common races rarely hear the call to become paladins.

Among the savage humanoids, paladins are all but unheard of.

Other Classes: Even though paladins are in some ways set apart from others, they eagerly team up with those whose skills and capabilities complement their own.

They work well with good and lawful clerics, and they appreciate working with those who are brave, honest, and committed to good.

While they cannot abide evil acts by their companions, they are otherwise willing to work with a variety of people quite different from themselves.

Charismatic, trustworthy, and well respected, the paladin makes a fine leader for a team.

GAME RULE INFORMATION

Paladins have the following game statistics.

Abilities: Charisma increases the paladin's healing, self-protective capabilities, and undead turning.

Strength is important for a paladin because of its role in combat.

A Wisdom score of 14 or higher is required to get access to the most powerful paladin spells, and a score of 11 or higher is required to cast any paladin spells at all.

Alignment: Lawful good.

Hit Die: d10.

CLASS SKILLS

The paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the paladin.

Weapon and Armor Proficiency: Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Detect Evil: At will, the paladin can *detect evil* as a spell-like ability.

This ability duplicates the effects of the spell *detect evil*.

Divine Grace: A paladin applies her Charisma modifier (if positive) as a bonus to all saving throws.

Lay on Hands: A paladin can heal wounds by touch.

Each day she can cure a total number of hit points equal to her Charisma bonus (if any) times her level.

For example, a 7th-level paladin with a 16 Charisma (+3 bonus) may cure up to 21 points of damage.

The paladin can cure herself.

She may choose to divide her curing among multiple recipients, and she doesn't have to use it all at once.

Lay on hands is a spell-like ability whose use is a standard action.

Alternatively, the paladin can use any or all of these points to deal damage to undead creatures.

Treat this attack just like a touch spell.

The paladin decides how many cure points to use as damage after successfully touching the undead creature.

Divine Health: A paladin is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Aura of Courage: Beginning at 2nd level, a paladin is immune to fear (magical or otherwise).

Allies within 10 feet of the paladin gain a +4 morale bonus on saving throws against fear effects.

Granting the morale bonus to allies is a supernatural ability.

Smite Evil: Once per day, a paladin of 2nd level or higher may attempt to smite evil with one normal melee attack.

She adds her Charisma modifier (if positive) to her attack roll and deals 1 extra point of damage per level.

For example, a 13th-level paladin armed with a longsword would deal $1d8+13$ points of damage, plus any additional bonuses for high Strength or magical effects that normally apply.

If the paladin accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

Smite evil is a supernatural ability.

Remove Disease: Beginning at 3rd level, a paladin can *remove disease*, as per the spell *remove disease*, once per week. She can use this ability more often as she advances in levels (twice per week at 6th level, three times per week at 9th level, and so forth).

Remove disease is a spell-like ability for paladins.

Turn Undead: When a paladin reaches 3rd level, she gains the supernatural ability to turn undead.

She may use this ability a number of times per day equal to three plus her Charisma modifier.

She turns undead as a cleric of two levels lower would. (See Turn and Rebuke Undead, page 139).

Extra Turning: As a feat, a paladin may take Extra Turning. This feat allows the paladin to turn undead four more times per day than normal.

A paladin can take this feat multiple times, gaining four extra daily turning attempts each time.

Spells: Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells.

To cast a spell, the paladin must have a Wisdom score of at least $10 +$ the spell's level, so a paladin with a Wisdom of 10 or lower cannot cast these spells.

Paladin bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of $10 +$ spell level + Wisdom modifier.

When the paladin gets 0 spells of a given level, such as 0 1st-level spells at 4th level, the paladin gets only bonus

spells (as per Table 1-1: Ability Modifiers and Bonus Spells).

A paladin without a bonus spell for that level cannot yet cast a spell of that level.

The paladin's spell list appears on page 167.

A paladin has access to any spell on the list and can freely choose which to prepare, just as a cleric can.

A paladin prepares and casts spells just as a cleric does (though the paladin cannot use spontaneous casting to substitute a *cure* spell in place of a prepared spell).

THE PALADIN'S MOUNT

The paladin's mount is different from a standard animal of its type in many ways. The standard mount for a Medium-size paladin is a warhorse, and the standard mount for a Small paladin is a warpony (see the *Monster Manual* for warhorse and warpony basic statistics). Your DM may work with you to select another kind of mount, such as a riding dog. A paladin's mount is a magical beast, not an animal. It is superior to a normal mount of its kind and has special powers, as shown below:

Paladin Level	Bonus HD	Natural Armor	Str Adj.	Int	Special
5-7	+2	4	+1	6	Improved evasion, share spells, empathic link, share saving throws
8-10	+4	6	+2	7	
11-14	+6	8	+3	8	Command creatures of its kind
15-20	+8	10	+4	9	Spell resistance

Paladin Level: The level of the paladin. If the mount suffers a level drain, treat it as a mount of a lower-level paladin.

Bonus HD: These are extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the mount's base attack and base save bonuses.

Natural Armor: The number listed here is an improvement to the mount's AC. It represents the preternatural toughness of a paladin's mount.

Str Adj.: Add this figure to the mount's Strength score.

Int: The mount's Intelligence score.

Improved Evasion: If the mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

This mount is usually a heavy warhorse (for a Medium-size paladin) or a warpony (for a Small paladin).

Should the paladin's mount die, she may call for another one after a year and a day.

The new mount has all the accumulated abilities due a mount of the paladin's level.

Code of Conduct: A paladin must be of lawful good alignment and loses all special class abilities if she ever willingly commits an act of evil.

Additionally, a paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, etc.), help those who need help (provided they do not use the help for evil or chaotic ends), and punish those that harm or threaten innocents.

Associates: While she may adventure with characters of any good or neutral alignment, a paladin will never knowingly associate with evil characters.

A paladin will not continue an association with someone who consistently offends her moral code.

A paladin may only hire henchmen or accept followers who are lawful good.

EX-PALADINS

Through 3rd level, a paladin has no caster level.

Starting at 4th level, a paladin's caster level is one-half her class level.

Special Mount: Upon or after reaching 5th level, a paladin can call an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil (see The Paladin's Mount sidebar).

Share Spells: At the paladin's option, she may have any spell she casts on herself also affect her mount. The mount must be within 5 feet. If the spell has a duration other than instantaneous, the spell stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if the mount returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself. The paladin and the mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).

Empathic Link: The paladin has an empathic link with the mount out to a distance of up to one mile. The paladin cannot see through the mount's eyes, but they can communicate telepathically. Even intelligent mounts see the world differently from humans, so misunderstandings are always possible. This is a supernatural ability.

Because of the empathic link between the mount and the paladin, the paladin has the same connection to an item or place that the mount does, just as a master and his familiar (see Familiars, page 51).

Share Saving Throws: The mount uses its own base save or the paladin's, whichever is higher.

Command: The mount's *command* ability is a spell-like ability that it can use at will against other creatures of its kind (for warhorses and warponies, this includes donkeys, mules, and ponies) with fewer Hit Dice than it has itself. The mount can use this ability once per day per two levels of its paladin, and the ability functions just like the spell *command* (for purposes of this spell, the mount can make itself be understood by any normal animal of its kind). Since this is a spell-like ability, the mount must make a Concentration check (DC 21) if it's being ridden at the time (as in combat). If the check fails, the ability does not work that time, but it still counts against the mount's daily uses.

Spell Resistance: The mount's spell resistance equals the paladin's level + 5. To affect the mount with a spell, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the mount's spell resistance.

A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all special abilities and spells, including the service of the paladin's warhorse.

She also may not progress in levels as a paladin.

She regains her abilities if she atones for her violations (see the *atonement* spell description, page 176), as appropriate.

Like a member of any other class, a paladin may be a multiclass character, but paladins face a special restriction.

A paladin who gains a new class or (if already multiclass) raises another class by a level may never again raise her paladin level, though she retains all her paladin abilities.

The path of the paladin requires a constant heart.

Once you undertake the path, you must pursue it to the exclusion of all other careers.

Once you have turned off the path, you may never return.

HUMAN PALADIN STARTING PACKAGE

Armor: Scale mail +4 AC, large wooden shield +2 AC, armor check penalty -6, speed 20 ft., 40 lb.

Weapons: Longsword (1d8, crit 19-20/x2, 4 lb., Medium-size, Slashing).

Shortbow (1d8, x3 crit, 60 ft., 2 lb., Medium-size, Piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor
Heal	4	Wis	
Ride	4	Dex	
Diplomacy	4	Cha	
Spot (cc)	2	Wis	
Listen (cc)	2	Wis	
Climb (cc)	2	Str	-6
Search (cc)	2	Int	

Feat: Weapon Focus (longsword).

Bonus Feat: Improved Initiative.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel.

Hooded lantern, three pints of oil.

Quiver with 20 arrows.

Wooden holy symbol: fist of Heironeous, god of valor.

Gold: 6d4 gp.

ALTERNATIVE PALADIN STARTING PACKAGE

As human paladin, except Race: Dwarf, elf, half-elf, or half-orc.

Armor: Speed 15 ft. (dwarf only).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Bonus Feat: None.

ALTERNATIVE PALADIN STARTING PACKAGE

As human paladin, except Race: Gnome or halfling.

Armor: Speed 15 ft., 20 lb.

Weapons: Short sword (1d6, crit 19–20/x2, 3 lb., Small, Piercing) instead of longsword.

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Feat: Weapon Focus (short sword) instead of Weapon Focus (longsword).

Bonus Feat: None.

Gold: 8d4 gp.

TABLE 3—12: THE PALADIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1	2	3	4
1	+1	+2	+0	+0	Detect evil, divine grace, lay on hands, divine health	—	—	—	—
2	+2	+3	+0	+0	Aura of courage, smite evil	—	—	—	—
3	+3	+3	+1	+1	Remove disease, turn undead	—	—	—	—
4	+4	+4	+1	+1		0	—	—	—
5	+5	+4	+1	+1	Special mount	0	—	—	—
6	+6/+1	+5	+2	+2	Remove disease 2/week	1	—	—	—
7	+7/+2	+5	+2	+2		1	—	—	—
8	+8/+3	+6	+2	+2		1	0	—	—
9	+9/+4	+6	+3	+3	Remove disease 3/week	1	0	—	—
10	+10/+5	+7	+3	+3		1	1	—	—
11	+11/+6/+1	+7	+3	+3		1	1	0	—
12	+12/+7/+2	+8	+4	+4	Remove disease 4/week	1	1	1	—
13	+13/+8/+3	+8	+4	+4		1	1	1	—
14	+14/+9/+4	+9	+4	+4		2	1	1	0
15	+15/+10/+5	+9	+5	+5	Remove disease 5/week	2	1	1	1
16	+16/+11/+6/+1	+10	+5	+5		2	2	1	1
17	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18	+18/+13/+8/+3	+11	+6	+6	Remove disease 6/week	3	2	2	1
19	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20	+20/+15/+10/+5	+12	+6	+6		3	3	3	3

RANGER

The forests are home to fierce and cunning creatures, such as bloodthirsty owlbears and malicious displacer beasts. But more cunning and powerful than these monsters is the ranger, a skilled hunter and stalker.

He knows the woods as if they were his home (as indeed they are), and he knows his prey in deadly detail.

Adventures: Rangers often accept the role of protector, aiding those who live in or travel through the woods.

In addition, they often carry grudges against certain types of creatures and look for opportunities to find and destroy them.

Additionally, rangers may adventure for all the reasons that fighters do.

Characteristics: The ranger is proficient with all simple and martial weapons and capable in combat.

His skills allow him to survive in the wilderness, to find his prey, and to avoid detection.

He also has special knowledge of certain types of creatures.

This knowledge makes him more capable of finding and defeating those foes.

Finally, an experienced ranger has such a tie to nature that he can actually draw on natural power to cast divine spells, much as a druid does.

An experienced ranger often has one or more animal companions to aid him, thanks to his *animal friendship* spell.

Alignment: Rangers can be of any alignment.

Most are good, and they are protectors of the wild areas.

In this role, a ranger seeks out and destroys or drives off evil creatures that threaten the wilderness.

Good rangers also protect those who travel through the wilderness, serving sometimes as guides and sometimes as unseen guardians.

Rangers are also mostly chaotic, preferring to follow the ebb and flow of nature or of their own hearts instead of rigid rules.

Evil rangers, though rare, are much to be feared.

They revel in nature's thoughtless cruelty and seek to emulate her most fearsome predators.

They gain divine spells just as good rangers do, for nature herself is indifferent to good and evil.

Religion: Though rangers gain their divine spells from the power of nature, like anyone else they may worship a chosen deity.

Ehlonna, goddess of the woodlands, and Obad-Hai, god of nature, are the most common deities among them, though some rangers prefer more martial deities.

Background: Some rangers gained their training as part of special military teams, but most learned their skills from solitary masters who accepted them as students and assistants.

The rangers of a particular master may count themselves as cohorts, or they may be rivals for the status of "best student" and thus the rightful heir to their master's fame.

Races: Elves are commonly rangers.

They are at home in the woods, and they have the grace to move stealthily.

Half-elves who feel their elven parents' connection to the woods are also commonly rangers.

Humans are often rangers as well, being adaptable enough to learn their way around the woods even if it doesn't come naturally.

Half-orcs may find the life of a ranger more comfortable than life among cruel and taunting humans (or orcs).

Gnome rangers are more common than gnome fighters, but still they tend to remain in their own lands rather than adventure among "the big people".

Dwarf rangers are rare, but they can be quite effective.

Instead of living in the surface wilderness, they are at home in the endless caverns beneath the earth.

Here they hunt down and destroy the enemies of dwarvenkind with the relentless precision for which dwarves are known.

Dwarf rangers are often known as "cavers".

Halfling rangers are legendary—as in, you might hear stories about them but you'll probably never meet one.

Among the savage humanoids, only gnolls are commonly rangers, using their skills to slyly stalk their prey.

Classes: Rangers get along well with druids and to some extent with barbarians.

They are known to bicker with paladins, mostly because they often share goals but differ in style, tactics, approach, philosophy, and esthetics.

Since rangers don't much look to other people for support or friendship, they find it easy to tolerate people who are quite different from themselves, such as bookish wizards and preachy clerics.

They just don't care enough to get upset about others' differences.

GAME RULE INFORMATION

Rangers have the following game statistics.

Abilities: Dexterity is important for a ranger because rangers tend to wear light armor and because several ranger skills are based on Dexterity.

Strength is important for them because rangers frequently get involved in combat.

Several ranger skills are based on Wisdom, and a Wisdom score of 14 or higher is required to get access to the most powerful ranger spells.

A Wisdom score of 11 or higher is required to cast any ranger spells at all.

Alignment: Any.

Hit Die: d10.

CLASS SKILLS

The ranger's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the ranger.

Weapon and Armor Proficiency: A ranger is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

When wearing light armor or no armor, a ranger can fight with two weapons as if he had the feats Ambidexterity and Two-Weapon Fighting.

He loses this special bonus when fighting in medium or heavy armor, or when using a double weapon (such as a two-bladed sword).

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells.

To cast a spell, the ranger must have a Wisdom score of at least $10 +$ the spell's level, so a ranger with a Wisdom of 10 or lower cannot cast these spells.

Ranger bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of $10 +$ spell level + Wisdom modifier.

When the ranger gets 0 spells of a given level, such as 0 1st-level spells at 4th level, the ranger gets only bonus spells.

A ranger without a bonus spell for that level (see Table 1–1: Ability Modifiers and Spells, page 8) cannot yet cast a spell of that level.

The ranger's spell list appears on page 167.

A ranger has access to any spell on the list and can freely choose which to prepare.

A ranger prepares and casts spells just as a cleric does (though the ranger cannot use spontaneous casting to lose a spell and cast a *cure* spell in its place).

Through 3rd level, a ranger has no caster level.

Starting at 4th level, a ranger's caster level is one-half his class level.

Track: A ranger gains Track (see page 85) as a bonus feat.

Favored Enemy: At 1st level, a ranger may select a type of creature (dragons, giants, goblinoids, undead, etc.) as a favored enemy.

(A ranger can only select his own race as a favored enemy if he is evil).

Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gains a $+1$ bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature.

Likewise, he gets the same bonus to weapon damage rolls against creatures of this type.

A ranger also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the ranger cannot strike with deadly accuracy beyond that range).

The bonus doesn't apply to damage against creatures that are immune to critical hits.

At 5th level and at every five levels thereafter (10th, 15th, and 20th level), the ranger may select a new favored enemy, and the bonus associated with every previously selected favored enemy goes up by +1.

For example, a 15th-level ranger will have four favored enemies, with bonuses of +4, +3, +2, and +1.

Table 3-14: Ranger Favored Enemies lists possible categories for a ranger's favored enemy.

TABLE 3-14: RANGER FAVORED ENEMIES

Type	Examples
Aberrations	Beholders
Animals	Bears
Beasts	Owlbears
Constructs	Golems
Dragons	Black dragons
Elementals	Xorns
Fey	Dryads
Giants	Ogres
Humanoid type	*
Magical beasts	Displacer beasts
Oozes	Gelatinous cubes
Outsider type	*
Plants	Shambling mounds
Shapechangers	Werewolves
Undead	Zombies
Vermín	Giant spiders

*Rangers may not select "humanoid" or "outsider" as a favored enemy, but they may select a more narrowly defined type of humanoid (such as goblinoids, humans, or reptilian humanoids) or outsider (such as devils, efreet, or slaadi). See the *Monster Manual* for more information on types of creatures. A ranger can only select his own race as a favored enemy if he is evil.

Improved Two-Weapon Fighting: A ranger with a base attack bonus of at least +9 can choose to gain the Improved Two-Weapon Fighting feat (see page 83) even if he does not have the other prerequisites for the feat.

The ranger must be wearing light armor or no armor in order to use this benefit.

ELVEN RANGER STARTING PACKAGE

Armor: Studded leather +3 AC, speed 30 ft., armor check penalty -1, 20 lb.

Weapons: Longsword (1d8, crit 19-20/x2, 4 lb., Medium-size, Slashing).

Short sword, off hand (1d6, crit 19-20/x2, 3 lb., Small, Piercing).

Note: When striking with both swords, the ranger is -2 with each attack.

If the ranger has a Strength bonus, add only half of it to damage with the short sword, which is in the ranger's off hand.

Longbow (1d8, x3 crit, 100 ft., 3 lb., Large, Piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor
Wilderness Lore	4	Wis	
Animal Empathy	4	Cha	
Hide	4	Dex	-1
Move Silently	4	Dex	-1
Listen	4	Wis	
Spot	4	Wis	
Search	4	Int	
Heal	4	Wis	
Intuit Direction	4	Wis	

Feat: Point Blank Shot.

Favored Enemy: Magical beasts.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Three torches.

Quiver with 20 arrows.

Gold: 2d4 gp.

ALTERNATIVE RANGER STARTING PACKAGE

As elven ranger except Race: Human, dwarf, half-elf, or half-orc.

Armor: Speed 20 ft. (dwarf only).

Skill Selection: Pick a number of skills equal to 5 + Int modifier (human only).

Bonus Feat: Skill Focus (Wilderness Lore or other skill) (human only).

ALTERNATIVE RANGER STARTING PACKAGE

As elven ranger except Race: Gnome or halfling.

Armor: Speed 20 ft., 10 lb.

Weapons: Instead of longsword, short sword, and longbow:

Short sword (1d6, crit 19-20/x2, 3 lb., Small, Piercing).

Dagger, off hand (1d4, crit 19-20/x2, 10 ft., 1 lb., Tiny, Piercing).

Note: When striking with both sword and dagger, the ranger is -2 with each attack.

Shortbow (1d6, x3 crit, 60 ft., 2 lb., Medium-size, Piercing).

Favored Enemy: Reptilian humanoids instead of magical beasts (gnome only).

Gold: 5d4x5 gp.

TABLE 3—13: THE RANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1	2	3	4
1	+1	+2	+0	+0	Track, 1st favored enemy	—	—	—	—
2	+2	+3	+0	+0		—	—	—	—
3	+3	+3	+1	+1		—	—	—	—
4	+4	+4	+1	+1	2nd favored enemy	0	—	—	—
5	+5	+4	+1	+1		0	—	—	—
6	+6/+1	+5	+2	+2		1	—	—	—
7	+7/+2	+5	+2	+2	3rd favored enemy	1	—	—	—
8	+8/+3	+6	+2	+2		1	0	—	—
9	+9/+4	+6	+3	+3		1	0	—	—
10	+10/+5	+7	+3	+3	4th favored enemy	1	1	—	—
11	+11/+6/+1	+7	+3	+3		1	1	0	—
12	+12/+7/+2	+8	+4	+4		1	1	1	—
13	+13/+8/+3	+8	+4	+4	5th favored enemy	1	1	1	—
14	+14/+9/+4	+9	+4	+4		2	1	1	0
15	+15/+10/+5	+9	+5	+5		2	1	1	1
16	+16/+11/+6/+1	+10	+5	+5		2	2	1	1
17	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18	+18/+13/+8/+3	+11	+6	+6		3	2	2	1
19	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20	+20/+15/+10/+5	+12	+6	+6		3	3	3	3

ROGUE

Rogues share little in common with each other. Some are stealthy thieves.

Others are silver-tongued tricksters.

Still others are scouts, infiltrators, spies, diplomats, or thugs.

What they share is versatility, adaptability, and resourcefulness.

In general, rogues are skilled at getting what others don't want them to get: entrance into a locked treasure vault, safe passage past a deadly trap, secret battle plans, a guard's trust, or some random person's pocket money.

Adventures: Rogues adventure for the same reason they do most things: to get what they can get.

Some are after loot, others experience.

Some crave fame, others infamy.

Quite a few also enjoy a challenge.

Figuring out how to thwart a trap or avoid an alarm is great fun for many rogues.

Characteristics: Rogues are highly skilled, and they can concentrate in any of several types of skills.

While not equal to members of many other classes in combat, a rogue knows how to hit where it hurts, and a rogue who can hit an opponent with a sneak attack can dish out a lot of damage.

Rogues have a sixth sense when it comes to avoiding danger.

Experienced rogues develop nearly magical powers and skills as they master the arts of stealth, evasion, and sneak attacks.

In addition, while not capable of casting spells on their own, rogues can "fake it" well enough to cast spells from scrolls, activate wands, and use just about any other magic item.

Alignment: Rogues follow opportunity, not ideals.

They are more likely to be chaotic than lawful.

Rogues, however, are a diverse bunch, and they may be of any alignment.

Religion: Rogues most commonly worship Olidammara, god of thieves, though they are not renowned for their piety.

Evil rogues might secretly worship Nerull, god of death, or Erythnul, god of slaughter.

Since rogues are a diverse crew, however, many of them worship other deities, or none at all.

Background: Some rogues are officially inducted into an organized fellowship of rogues or "guild of thieves".

Most, however, are self-taught or learned their skills from an independent mentor.

Often, an experienced rogue needs an assistant for scams, second-story jobs, or just for watching her back.

She recruits a likely youngster who then learns the skills of the trade on the job.

Eventually, the trainee is ready to move on, perhaps because the mentor has run afoul of the law, or perhaps because the trainee has double-crossed her mentor and needs some "space".

Rogues do not see each other as fellows unless they happen to be members of the same guild or students of the same mentor.

In fact, rogues trust other rogues less than they trust anyone else.

They're no fools.

Races: Adaptable and often unprincipled, humans take to the rogue's life with ease.

Halflings, elves, and half-elves, too, find themselves well suited to the demands of the career.

Dwarf and gnome rogues, while less common, are renowned as experts with locks and traps.

Half-orc rogues tend toward thuggery.

Rogues are common among brutal humanoids, especially goblins and bugbears.

Rogues who learn their arts in savage lands, however, generally don't have experience with complex mechanisms such as traps and locks.

Other Classes: Rogues love and hate working with members of other classes.

They excel when protected by warriors and supported by spellcasters.

There are plenty of times, however, that they wish that everyone else was as quiet, guileful, and patient as a rogue. Rogues are particularly wary of paladins, either endeavoring to prove themselves useful or just avoiding them.

GAME RULE INFORMATION

Rogues have the following game statistics.

Abilities: Dexterity affects many rogue skills and provides the lightly armored rogue extra protection.

Intelligence and Wisdom are important for many of the rogue's skills.

A high Intelligence score also gives the rogue extra skill points, which can be used to expand her repertoire.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(8 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $8 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the rogue.

Weapon and Armor Proficiency: A rogue's weapon training focuses on weapons suitable for stealth and sneak attacks.

Thus, all rogues are proficient with the crossbow (hand or light), dagger (any type), dart, light mace, sap, shortbow (normal and composite), and short sword.

Medium-size rogues are also proficient with certain weapons that are too big for Small rogues to use and conceal easily: club, heavy crossbow, heavy mace, morningstar, quarterstaff, and rapier.

Rogues are proficient with light armor but not with shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment, or loot carried.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Basically, any time the rogue's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), or when the rogue flanks the target, the rogue's attack deals extra damage.

The extra damage is $+1d6$ at 1st level and an additional $1d6$ every two levels thereafter.

Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

(See Table 8–8: Attack Roll Modifiers, page 132, for combat situations in which the rogue flanks an opponent or the opponent loses his Dexterity bonus to AC).

Ranged attacks can only count as sneak attacks if the target is within 30 feet.

The rogue can't strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, the rogue can make a sneak attack that deals subdual damage instead of normal damage.

She cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because she must make optimal use of her weapon in order to execute a sneak attack.

(See Subdual Damage, page 134).

A rogue can only sneak attack a living creature with a discernible anatomy—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack.

Any creature that is immune to critical hits is also not vulnerable to sneak attacks.

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot.

The rogue cannot sneak attack while striking a creature with concealment (see Table 8–10: Concealment, page 133) or striking the limbs of a creature whose vitals are beyond reach.

Traps: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, higher if it is well hidden.

Finding a magic trap has a DC of $25 + \text{the level of the spell used to create it}$.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps.

A magic trap generally has a DC of $25 + \text{the level of the spell used to create it}$.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Evasion: At 2nd level, a rogue gains evasion.

If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as a fireball), she takes no damage with a successful saving throw.

Evasion can only be used if the rogue is wearing light armor or no armor.

It is an extraordinary ability.

Uncanny Dodge: Starting at 3rd level, the rogue gains the extraordinary ability to react to danger before her senses would normally allow her to do so.

At 3rd level and above, she retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

(She still loses her Dexterity bonus to AC if immobilized).

At 6th level, the rogue can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker.

This defense denies other rogues the ability to use flank attacks to sneak attack her.

The exception to this defense is that another rogue at least four levels higher than the character can flank her (and thus sneak attack her).

At 11th level, the rogue gains an intuitive sense that alerts her to danger from traps, giving her a $+1$ bonus to Reflex saves made to avoid traps and a $+1$ dodge bonus to AC against attacks by traps.

At 14th level, these bonuses rise to $+2$.

At 17th, they rise to $+3$, and at 20th they rise to $+4$.

Special Abilities: On achieving 10th level and every three levels thereafter (13th, 16th, and 19th), a rogue gets a special ability of her choice from among the following:
Crippling Strike: A rogue with this extraordinary ability can sneak attack opponents with such precision that her blows weaken and hamper them.

When the rogue damages an opponent with a sneak attack, that character also takes 1 point of temporary Strength damage.

Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Defensive Roll: The rogue can roll with a potentially lethal blow to take less damage from it.

Once per day, when a rogue would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage.

She makes a Reflex saving throw (DC = damage dealt) and, if she's successful, she takes only half damage from the blow.

She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't roll.

Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Improved Evasion: This ability works like evasion, except that while the rogue still takes no damage on a successful Reflex save against spells such as *fireball* or a breath weapon, she now takes only half damage on a failed save (the rogue's reflexes allow her to get out of harm's way with incredible speed).

Opportunist: Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character.

This attack counts as the rogue's attack of opportunity for that round.

Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The rogue selects a number of skills equal to 3 + her Intelligence modifier.

When making a skill check with one of these skills, the rogue may take 10 even if stress and distractions would normally prevent her from doing so.

She becomes so certain in her skill that she can use her skill reliably even under adverse conditions.

The rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind: This extraordinary ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her.

If a rogue with a slippery mind is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again.

She only gets this one extra chance to succeed at her saving throw.

Feat: A rogue may gain a feat in place of a special ability.

HALFLING (OR GNOME) ROGUE STARTING PACKAGE

Armor: Leather +2 AC, speed 20 ft., 15 lb.

Weapons: Short sword (1d6, crit 19–20/x2, 3 lb., Small, Piercing).

Light crossbow (1d8, crit 19–20/x2, 80 ft., 6 lb., Small, Piercing).

Dagger (1d4, crit 19–20/x2, 10 ft., 1 lb., Tiny, Piercing).

Skill Selection: Pick a number of skills equal to 8 + Int modifier.

Skill	Ranks	Ability	Armor
Move Silently	4	Dex	0
Hide	4	Dex	0
Climb	4	Str	0
Disable Device	4	Int	
Listen	4	Wis	
Open Lock	4	Dex	
Search	4	Int	
Spot	4	Wis	
Use Magic Device	4	Cha	
Pick Pocket	4	Dex	0
Decipher Script	4	Int	
Bluff	4	Cha	
Intimidate	4	Cha	

Feat: Improved Initiative.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Thieves' tools.

Hooded lantern and three pints of oil.

Case with 10 crossbow bolts.

Gold: 4d4 gp.

ALTERNATIVE ROGUE STARTING PACKAGE

Same as halfling rogue, except Race: Human, dwarf, elf, half-elf, or half-orc.

Armor: Speed 30 ft. (nondwarves only).

Weapons: Rapier (1d6, crit 18–20/x2, 3 lb., Medium-size, Piercing) instead of short sword.

Shortbow (1d6, x3 crit, 60 ft., 2 lb., Medium-size, Piercing) instead of crossbow.

Skill Selection: Pick a number of skills equal to 9 + Int modifier (human only).

Bonus Feat: Alertness (human only).

Gear: Quiver with 20 arrows instead of case of crossbow bolts.

Gold: 2d4 gp.

TABLE 3—15: THE ROGUE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Sneak attack +1d6
2	+1	+0	+3	+0	Evasion
3	+2	+1	+3	+1	Uncanny dodge (Dex bonus to AC), sneak attack +2d6
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	Sneak attack +3d6
6	+4	+2	+5	+2	Uncanny dodge (can't be flanked)
7	+5	+2	+5	+2	Sneak attack +4d6
8	+6/+1	+2	+6	+2	
9	+6/+1	+3	+6	+3	Sneak attack +5d6
10	+7/+2	+3	+7	+3	Special ability
11	+8/+3	+3	+7	+3	Uncanny dodge (+1 against traps), sneak attack +6d6
12	+9/+4	+4	+8	+4	
13	+9/+4	+4	+8	+4	Sneak attack +7d6, special ability
14	+10/+5	+4	+9	+4	Uncanny dodge (+2 against traps)
15	+11/+6/+1	+5	+9	+5	Sneak attack +8d6
16	+12/+7/+2	+5	+10	+5	Special ability
17	+12/+7/+2	+5	+10	+5	Uncanny dodge (+3 against traps), sneak attack +9d6
18	+13/+8/+3	+6	+11	+6	
19	+14/+9/+4	+6	+11	+6	Sneak attack +10d6, special ability
20	+15/+10/+5	+6	+12	+6	Uncanny dodge (+4 against traps)

SORCERER

Sorcerers create magic the way a poet creates poems, with inborn talent honed by practice.

They have no books, no mentors, no theories—just raw power that they direct at will.

Some sorcerers claim that the blood of dragons courses through their veins.

It may even be true—it is common knowledge that certain powerful dragons can take humanoid form and even have humanoid lovers, and it's difficult to prove that a given sorcerer does not have a dragon ancestor.

Sorcerers even often have striking good looks, usually with a touch of the exotic that hints at an unusual heritage.

Still, the claim that sorcerers are partially draconic is either an unsubstantiated boast on the part of certain sorcerers or envious gossip on the part of those who lack the sorcerer's gift.

Adventures: The typical sorcerer adventures in order to improve his abilities.

Only by testing his limits can he expand them.

A sorcerer's power is inborn, and part of his soul.

Developing this power is a quest in itself for many sorcerers, regardless of how they wish to use their power.

Some good sorcerers are driven by the need to prove themselves.

Marked as different by their power, they seek to win a place in society and to prove themselves to others.

Evil sorcerers, however, also feel themselves set apart from others—apart and above.

Their adventure to gain power over those they look down on.

Characteristics: Sorcerers cast spells through innate power rather than through carefully trained skills.

Their magic is intuitive rather than logical.

They know fewer spells than wizards do and acquire powerful spells more slowly than wizards, but they can cast spells more often and have no need to select and prepare them ahead of time.

Nor do sorcerers specialize in certain schools of magic the way wizards may.

Since sorcerers gain their powers without undergoing the years of rigorous study that wizards go through, they have more time to learn fighting skills.

They are proficient with simple weapons.

Alignment: For a sorcerer, magic is an intuitive art, not a science.

Sorcery favors the free, chaotic, creative spirit over the disciplined mind, so sorcerers tend slightly toward chaos over law.

Religion: Some sorcerers favor Boccob, god of magic, while others revere Wee Jas, goddess of death magic.

However, many sorcerers follow some other deity, or none at all (wizards typically learn to follow Boccob or Wee Jas from their mentors, but most sorcerers are self-taught, having no master to induct them into a religion).

Background: Sorcerers develop rudimentary powers at puberty.

Their first spells are incomplete, spontaneous, uncontrolled, and sometimes dangerous.

A household with a budding sorcerer in it may be troubled by strange sounds or lights, creating the impression that the place is haunted.

Eventually, the young sorcerer understands the power that he has been wielding unintentionally.

From that point on, he can begin practicing and improving his powers.

Sometimes a sorcerer is fortunate enough to come under the care of an older, experienced sorcerer, someone to help him understand and use his new powers.

More often, however, sorcerers are on their own, feared by erstwhile friends and misunderstood by family.

Sorcerers have no sense of identity as a group.

Unlike wizards, they gain little by sharing their knowledge and have no strong incentive to work together.

Races: Most sorcerers are humans or half-elves.

The innate talent for sorcery, however, is unpredictable, and it can show up in any of the common races.

Arcane spellcasters from savage lands or from among the brutal humanoids are more likely to be sorcerers than wizards.

Kobolds are especially likely to be sorcerers, and they are fierce, if inarticulate, proponents of the “blood of the dragons” theory.

Other Classes: Sorcerers find they have the most in common with members of other self-taught classes, such as druids and rogues.

They sometimes find themselves at odds with members of the more disciplined classes, such as paladins and monks. Since they cast the same spells as wizards but do so in a different way, they are sometimes competitive toward them.

Since sorcerers often have a powerful presence that gives them a way with people, they frequently serve as the “face” for an adventuring party, negotiating, bargaining, and speaking for others.

The sorcerer’s spells often help him sway others or gain information, so he makes an excellent spy or diplomat for an adventuring party.

GAME RULE INFORMATION

Sorcerers have the following game statistics.

Abilities: Charisma determines how powerful a spell a sorcerer can cast, how many spells the sorcerer can cast per day, and how hard those spells are to resist.

To cast a spell, a sorcerer must have a Charisma score of 10 + the spell’s level.

A sorcerer gets bonus spells based on Charisma.

The Difficulty Class of a saving throw against a sorcerer’s spell is 10 + the spell’s level + the sorcerer’s Charisma modifier.

Like a wizard, a sorcerer benefits from high Dexterity and Constitution scores.

Alignment: Any.

Hit Die: d4.

CLASS SKILLS

The sorcerer’s class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Scribe (Int, exclusive skill), and Spellcraft (Int).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the sorcerer.

Weapon and Armor Proficiency: Sorcerers are proficient with all simple weapons.

They are not proficient with any type of armor, nor with shields.

Armor of any type interferes with a sorcerer’s arcane gestures, which can cause his spells to fail (if those spells have somatic components).

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A sorcerer casts arcane spells, the same type of spells available to wizards.

A sorcerer’s selection of spells is extremely limited.

Your sorcerer begins play knowing four 0-level spells (also called cantrips) and two 1st-level spells of your choice.

At each level, the sorcerer gains one or more new spells, as indicated on Table 3–17: Sorcerer Spells Known.

TABLE 3–17: SORCERER SPELLS KNOWN

		Spells Known									
Level	0	1	2	3	4	5	6	7	8	9	
1	4	2	—	—	—	—	—	—	—	—	
2	5	2	—	—	—	—	—	—	—	—	
3	5	3	—	—	—	—	—	—	—	—	
4	6	3	1	—	—	—	—	—	—	—	
5	6	4	2	—	—	—	—	—	—	—	
6	7	4	2	1	—	—	—	—	—	—	
7	7	5	3	2	—	—	—	—	—	—	
8	8	5	3	2	1	—	—	—	—	—	
9	8	5	4	3	2	—	—	—	—	—	
10	9	5	4	3	2	1	—	—	—	—	
11	9	5	5	4	3	2	—	—	—	—	
12	9	5	5	4	3	2	1	—	—	—	
13	9	5	5	4	4	3	2	—	—	—	
14	9	5	5	4	4	3	2	1	—	—	
15	9	5	5	4	4	4	3	2	—	—	
16	9	5	5	4	4	4	3	2	1	—	
17	9	5	5	4	4	4	3	3	2	—	
18	9	5	5	4	4	4	3	3	2	1	
19	9	5	5	4	4	4	3	3	3	2	
20	9	5	5	4	4	4	3	3	3	3	

(Note: The number of spells a sorcerer knows is not affected by his Charisma bonus, if any; the numbers on Table 3–17 are fixed).

These spells can be common spells chosen from the sorcerer and wizard spell list (page 168), or they can be unusual spells that the sorcerer has gained some understanding of by study.

For example, a sorcerer with a scroll or spellbook detailing an unusual sorcerer/wizard spell (one not on the wizard/sorcerer spell list in this book) could select that spell as one of his new spells for achieving a new level, provided the spell is the right level.

In any case, the sorcerer can’t learn spells at a faster rate due to this means.

A sorcerer is limited to casting a certain number of spells of each level per day, but he need not prepare his spells in advance.

The number of spells he can cast per day is improved by his bonus spells, if any.

For instance, at 1st level, the sorcerer Hennes can cast four 1st-level spells per day—three for being 1st level (see Table 3–16: The Sorcerer), plus one thanks to his high Charisma. However, he only knows two 1st-level spells: *magic missile* and *sleep* (see Table 3–17: Sorcerer Spells Known).

In any given day, he can cast *magic missile* four times, cast *sleep* four times, or cast some combination of the two spells a total of four times.

He does not have to decide ahead of time which spells he’ll cast.

A sorcerer may use a higher-level slot to cast a lower-level spell if he so chooses.

For example, if an 8th-level sorcerer has used up all of his 3rd-level spells slots for the day but wants to cast another one, he could use a 4th-level slot to do so.

The spell is still treated as its actual level, not the level of the slot used to cast it.

To learn or cast a spell, a sorcerer must have a Charisma score of at least 10 + the spell’s level.

The Difficulty Class for saving throws against sorcerer spells is 10 + the spell’s level + the sorcerer’s Charisma modifier.

Familiar: A sorcerer can obtain a familiar.

Doing so takes a day and uses up magical materials that cost 100 gp.

FAMILIARS

Familiars are magically linked to their masters. In some sense, the familiar and the master are practically one being. That's why, for example, the master can cast a personal range spell on a familiar even though normally he can only cast such a spell on himself. Familiars are similar to the normal creatures they resemble. However, some familiars have special abilities or grant special abilities to their master (a sorcerer or wizard), as given on Table 3-18: Familiars. These special abilities only apply when the master and familiar are within one mile of each other.

TABLE 3-18: FAMILIARS

Familiar	Special
Bat	—
Cat	Master gains a +2 bonus to Move Silently checks
Hawk	—
Owl	Has low-light vision; master gains a +2 bonus on Move Silently checks
Rat	Master gains a +2 bonus to Fortitude saves
Raven	Speaks one language
Snake (Tiny)	Poisonous bite
Weasel	Master gains a +2 bonus on Reflex saves
Toad	Master gains +2 to Constitution score

Familiar Basics: Use the basic statistics for a creature of its type, as given in the *Monster Manual*, but make these changes:

Hit Dice: Treat as the master's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

Hit Points: One-half the master's total, rounded down. For example, at 2nd level, Hennes has 9 hit points, so his familiar has 4.

Attacks: Use the master's base attack bonus. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that type.

Saving Throws: The familiar uses the master's base saving throw bonuses if they're better than the familiar's (Fortitude +2, Reflex +2, Will +0).

Skills: Use the normal skills for an animal of that type or the master's, whichever are better.

Familiar Ability Descriptions: All familiars have special abilities (or impart abilities to their masters) depending on the level of the master, as shown on Table 3-19. The abilities on Table 3-19 are cumulative.

Natural Armor: This number improves the familiar's AC. It represents a familiar's preternatural toughness.

Intelligence: The familiar's Intelligence score. Familiars are as smart as people (though not necessarily as smart as smart people).

Alertness: The presence of the familiar sharpens its master's senses. While the familiar is within arm's reach, the master gains Alertness.

Improved Evasion: If the familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

Share Spells: At the master's option, he may have any spell he casts on himself also affect his familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 5 feet away. The

It is a magical beast, not an animal.

The creature serves as a companion and servant.

The sorcerer chooses the type of familiar he gets.

As the sorcerer increases in level, his familiar also increases in power.

If the familiar dies, or the sorcerer chooses to dismiss it, the sorcerer must attempt a Fortitude saving throw (DC 15).

If the saving throw fails, the sorcerer loses 200 experience points per class level.

A familiar is a magical, unusually tough, and intelligent version of a small animal (see the facing page).

spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "you" on his familiar (as a touch range spell) instead of on himself. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link: The master has an empathic link with the familiar out to a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. Note that the low Intelligence of a low-level master's familiar limits what it is able to communicate or understand, and even intelligent familiars see the world differently from humans. This is a supernatural ability.

Because of the empathic link between the familiar and the master, the master has the same connection to an item or place that the familiar does. For instance, if his familiar has seen a room, a master can teleport into that room as if he has seen it too.

Touch: If the master is 3rd level or higher, the familiar can deliver touch spells for the master. When the master casts a touch spell, he can designate his familiar as the "toucher." (The master and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the master could. As normal, if the master casts another spell, the touch spell dissipates.

Speak with Master: The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Type: The familiar can communicate with animals of approximately the same type as itself (including dire variants): bats and rats with rodents, cats with felines, hawks and owls and ravens with birds, snakes with reptiles, toads with amphibians, weasels with creatures of the mustelidae family (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). The communication is limited by the Intelligence of the conversing creatures.

Spell Resistance: If the master is 11th level or higher, the familiar gains spell resistance equal to the master's level + 5. If another spellcaster tries to affect someone else's familiar with a spell, that spellcaster must make a caster level check (1d20 + caster level) at least equal to the familiar's spell resistance.

Scry: If the master is 13th level or higher, the master may scry on the familiar (as if casting the spell scrying) once per day. This is a spell-like ability that requires no material components or focus.

TABLE 3-19: FAMILIAR SPECIAL ABILITIES

Master Class Level	Natural Armor	Int	Special
1-2	+1	6	Alertness, improved evasion, share spells, empathic link
3-4	+2	7	Touch
5-6	+3	8	Speak with master
7-8	+4	9	Speak with animals of its type
9-10	+5	10	
11-12	+6	11	Spell resistance
13-14	+7	12	Scry on familiar
15-16	+8	13	
17-18	+9	14	
19-20	+10	15	

A successful saving throw reduces the loss to half of that amount.

However, a sorcerer's experience point total can never go below zero as the result of a familiar's demise.

For example, Hennes is a 3rd-level sorcerer with 3,230 XP when his owl is killed by a bugbear.

Hennes makes a successful saving throw, so he loses 300 XP, dropping him below 3,000 XP and back to 2nd level

(the DUNGEON MASTER's Guide has rules for losing levels).

A slain or dismissed familiar cannot be replaced for a year and day.

Slain familiars can be raised from the dead just as characters can be, but do not lose a level or a Constitution point when this happy event occurs.

HUMAN SORCERER STARTING PACKAGE

Armor: None, speed 30 ft.

Weapons: Shortspears (1d8, crit x3, 20 ft., 5 lb., Large, Piercing).

Light crossbow (1d8, crit 19–20/x2, 80 ft., 6 lb., Piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor
Spellcraft	4	Int	
Concentration	4	Con	
Knowledge (arcana)	4	Int	
Gather Information (cc)	2	Cha	
Diplomacy (cc)	2	Cha	
Hide (cc)	2	Dex	0
Move Silently (cc)	2	Dex	0

Feat: Toughness.

Bonus Feat: Skill Focus (Spellcraft or other skill).

Spells Known: 0-level spells—*detect magic*, *ghost sound*, *light*, *read magic*.

1st-level spells—*magic missile*, *sleep*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Hooded lantern, 5 pints of oil.

Spell component pouch.

Case with 10 crossbow bolts.

Gold: 3d4 gp.

ALTERNATIVE SORCERER STARTING PACKAGE

As human sorcerer, except Race: Dwarf, elf, half-elf, half-orc.

Armor: Speed 20 ft. (dwarf only).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Bonus Feat: None.

ALTERNATIVE SORCERER STARTING PACKAGE

As human sorcerer, except Race: Gnome or halfling.

Armor: Speed 20 ft.

Weapons: Morningstar (1d8, crit x2, 8 lb., Medium-size, Bludgeoning and Piercing) instead of shortspear.

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Bonus Feat: None.

Gold: 1d4 gp.

TABLE 3—16: THE SORCERER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Summon familiar	5	3	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		6	4	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3		6	5	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4		6	6	3	—	—	—	—	—	—	—
5	+2	+1	+1	+4		6	6	4	—	—	—	—	—	—	—
6	+3	+2	+2	+5		6	6	5	3	—	—	—	—	—	—
7	+3	+2	+2	+5		6	6	6	4	—	—	—	—	—	—
8	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—
9	+4	+3	+3	+6		6	6	6	6	4	—	—	—	—	—
10	+5	+3	+3	+7		6	6	6	6	5	3	—	—	—	—
11	+5	+3	+3	+7		6	6	6	6	6	4	—	—	—	—
12	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	—	—	—
13	+6/+1	+4	+4	+8		6	6	6	6	6	6	4	—	—	—
14	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	—	—
15	+7/+2	+5	+5	+9		6	6	6	6	6	6	6	4	—	—
16	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	—
17	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	—
18	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12		6	6	6	6	6	6	6	6	6	6

ARCANE SPELLS AND ARMOR

Wizards and sorcerers do not know how to wear armor effectively. They can wear armor anyway (though they'll be clumsy in it), and they can gain training in the proper use of armor (with the various Armor Proficiency feats—light, medium, and heavy—and the Shield Proficiency feat) or multiclass to add a class that grants them armor use (see Multiclass Characters later in this chapter). By contrast, bards do know how to wear light and medium armor effectively. However, they too wear heavier armor ineffectively and must either learn to wear heavier armor via the feat Armor Proficiency (heavy) or add a class (such as fighter) that grants them such Armor Proficiency as a class feature. Even if a wizard, sorcerer, or bard is wearing armor with which he or she is proficient, however, it might still interfere with his or her spells.

Characters have a difficult time casting most arcane spells while

wearing armor (see Arcane Spells, page 154). The armor restricts the complicated gestures that they must make while casting any spell that has a somatic component (most do). To find the chance of arcane spell failure for a wizard, sorcerer, or bard wearing different types of armor, see Table 7–5: Armor, page 104.

If a spell doesn't have a somatic component, arcane spellcasters can cast it with no problem while wearing armor. Such spells can also be cast even if the caster's hands are bound or if he or she is being grappled (although Concentration checks still apply). Also, the metamagic feat Still Spell allows a spellcaster to prepare or cast a spell at one level higher than normal without the somatic component, which is a way of casting a spell while wearing armor without risking the chance of arcane spell failure. See Chapter 5: Feats for more about metamagic feats such as Still Spell.

WIZARD

A few unintelligible words and a fleeting gesture carry more power than a battleaxe, when they are the words and gestures of a wizard.

These simple acts make magic seem easy, but they only hint at the time the wizard must spend poring over her spellbook preparing each spell for casting, and the years before that spent in apprenticeship to learn the arts of magic.

Wizards depend on intensive study to create their magic. They examine musty old tomes, debate magical theory with their peers, and practice minor magics whenever they can. For a wizard, magic is not a talent but a difficult, rewarding art.

Adventures: Wizards conduct their adventures with caution and forethought.

When prepared, they can use their spells to devastating effect.

When caught by surprise, they are vulnerable.

They seek knowledge, power, and the resources to conduct their studies.

They may also have any of the noble or ignoble motivations that other adventurers have.

Characteristics: The wizard's strength is her spells.

Everything else is secondary.

She learns new spells as she experiments and grows in experience, and she can also learn them from other wizards. In addition to learning new spells, over time a wizard learns to manipulate her spells so they go farther, work better, or are improved in some other way.

Some wizards prefer to specialize in a certain type of magic. Specialization makes a wizard more powerful in her chosen field, but prevents her from being able to cast some of the spells that lie outside her field.

(See School Specialization, page 54).

A wizard can call a familiar: a small, magical animal companion that serves her.

For some wizards, their familiars are their only true friends.

Alignment: Overall, wizards show a slight tendency toward law over chaos because the study of magic rewards those who are disciplined.

Illusionists and transmuters, however, are masters of deception and change, respectively.

They favor chaos over law.

Religion: Wizards commonly revere Boccob, god of magic.

Some, especially necromancers or simply more misanthropic wizards, prefer Wee Jas, goddess of magic and death.

Evil necromancers are known to worship Nerull, god of death.

Wizards in general, however, are more devoted to their studies than to their spiritual sides.

Background: Wizards recognize each other as comrades or rivals.

Even wizards from very different cultures or magical traditions have much in common because they all conform to the universal laws of magic.

Unlike fighters or rogues, wizards see themselves as members of a distinct, if diverse, group.

In civilized lands where wizards study in academies, schools, or guilds, wizards also identify themselves and

others according to membership in these formal organizations.

While a guild magician may look down her nose at a rustic wizard who learned his arts from a doddering hermit, she nevertheless can't deny the rustic's identity as a wizard.

Races: Humans take to magic for any of their varied reasons: curiosity, ambition, lust for power, or just personal inclination.

Human wizards tend to be practical innovators, creating new spells or using old spells creatively.

Elves are fascinated by magic, and many of them become wizards for love of the art.

Elven wizards see themselves as artists, and they hold magic in high regard as a wondrous mystery, as opposed to more pragmatic human wizards who see magic more as a set of tools or tricks.

Illusion magic comes so simply to gnomes that becoming an illusionist is just natural to brighter and more talented gnomes.

Gnome wizards that don't specialize in the school of illusion are rare, but they don't suffer under any special stigma.

Half-elf wizards feel both the elf's attraction to magic and the human's drive to conquer and understand.

Some of the most powerful wizards are half-elves.

Dwarf and halfling wizards are rare because their societies don't encourage the study of magic.

Half-orc wizards are rare because few half-orcs have the brains necessary for wizardry.

Drow (evil, subterranean elves) are commonly wizards, but wizards are quite rare among the savage humanoids.

Other Classes: Wizards prefer to work with members of other classes.

They love to cast their spells from behind strong fighters, to "magic up" rogues and send them out to scout, and to rely on the divine healing of clerics.

They may find certain types, such as sorcerers, rogues, and bards, not quite serious enough, but they're not judgmental.

GAME RULE INFORMATION

Wizards have the following game statistics.

Abilities: Intelligence determines how powerful a spell a wizard can cast, how many spells she can cast, and how hard those spells are to resist.

To cast a spell, a wizard must have an Intelligence score of 10 + the spell's level.

In addition, a wizard gets bonus spells based on Intelligence.

The Difficulty Class of a saving throw against a wizard's spell is 10 + the spell's level + the wizard's Intelligence modifier.

High Dexterity is helpful for a wizard, who typically wears little or no armor, because it provides her with an Armor Class bonus.

A good Constitution gives a wizard extra hit points, a resource that she is otherwise very low on.

Alignment: Any.

Hit Die: d4.

CLASS SKILLS

The wizard's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the wizard.

Weapon and Armor Proficiency: Wizards are skilled with the club, dagger, heavy crossbow, light crossbow, and quarterstaff.

Wizards are not proficient with any type of armor nor with shields.

Armor of any type interferes with a wizard's movements, which can cause her spells to fail (if those spells have somatic components).

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A wizard casts arcane spells.

She is limited to a certain number of spells of each spell level per day, according to her class level.

A wizard must prepare spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook.

While studying, the wizard decides which spells to prepare (see Preparing Wizard Spells, page 154).

To learn, prepare, or cast a spell, a wizard must have an Intelligence score of at least 10 + the spell's level.

A wizard's bonus spells are based on Intelligence (see Table 1-1: Ability Modifiers and Bonus Spells, page 8).

The Difficulty Class for saving throws against wizard spells is 10 + the spell's level + the wizard's Intelligence modifier. Unlike bards and sorcerers, wizards may know any number of spells (see Writing a New Spell into a Spellbook, page 155).

Bonus Languages: A wizard may substitute Draconic for one of the bonus languages available to the character because of her race (see Chapter 2: Races), since many ancient tomes of magic are written in Draconic and apprentice wizards often learn it as part of their studies.

Familiar: A wizard can obtain a familiar in exactly the same manner as a sorcerer.

See the sorcerer description and the accompanying Familiars sidebar for details.

Scribe Scroll: A wizard has the bonus item creation feat Scribe Scroll, enabling her to create magic scrolls (see the feat, page 84, and Magic Item Creation in the DUNGEON MASTER's Guide).

Bonus Feats: Every five levels, a wizard gains a bonus feat. This feat must be a metamagic feat, an item creation feat, or Spell Mastery (see below).

Note: these feats are in addition to those granted to every character by level regardless of class (see Table 3-2: Experience and Level-Dependent Benefits).

Feats granted by overall character level (as opposed to class level), and the starting bonus feat for human characters, need not be metamagic or item creation feats.

Spellbooks: Wizards must study their spellbooks each day to prepare their spells (see Preparing Wizard Spells, page 154).

A wizard cannot prepare any spell not recorded in her spellbook (except for *read magic*, which all wizards can prepare from memory).

A wizard begins play with a spellbook containing all 0-level wizard spells plus three 1st-level spells of the player's choice.

For each point of Intelligence bonus the wizard has (see Table 1-1: Ability Modifiers and Bonus Spells, page 8), the spellbook holds one additional 1st-level spell. Each time the wizard achieves a new level, she gains two new spells of any level or levels that she can cast (according to her new level).

For example, when Mialee achieves 5th level, she can add two 3rd-level spells to her spellbook.

The wizard can also add spells found in other wizards' spellbooks (see Adding Spells to a Wizard's Spellbook, page 155).

Spell Mastery: A wizard (and only a wizard) can take the special feat Spell Mastery.

Each time the wizard takes this feat, choose a number of spells equal to the wizard's Intelligence modifier (they must be spells that the wizard already knows).

From that point on, the wizard can prepare these spells without referring to a spellbook.

The wizard is so intimately familiar with these spells that she doesn't need a spellbook to prepare them anymore.

ELVEN WIZARD STARTING PACKAGE

Armor: None, speed 30 ft.

Weapons: Quarterstaff (1d6, crit x2, 4 lb., Large, Bludgeoning).

Shortbow (1d6, crit x3, 60 ft., 2 lb., Medium-size, Piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Feat: Toughness.

School Specialization: None.

Spellbook: All 0-level spells; plus *charm person*, *summon monster I*, and *sleep*; plus one of these spells of your choice per point of Intelligence bonus (if any): *cause fear*, *color spray*, *magic missile*, and *silent image*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Ten candles, map case, three pages of parchment, ink, inkpen.

Spell component pouch, spellbook.

Quiver with 20 arrows.

Gold: 3d6 gp.

Skill	Ranks	Ability	Armor
Spellcraft	4	Int	
Concentration	4	Con	
Knowledge (arcane)	4	Int	
Hide (cc)	2	Dex	0
Move Silently (cc)	2	Dex	0
Search (cc)	2	Int	
Spot (cc)	2	Wis	

ALTERNATIVE WIZARD STARTING PACKAGE

As elven wizard, except Race: Human, dwarf, half-elf, half-orc, or halfling.

Armor: Speed 20 ft. (dwarf and halfling only).

Weapons: Light crossbow (1d8, crit 19-20/x2, 80 ft., 6 lb., Piercing) instead of shortbow.

Weapons: Club (1d6, crit x2, 10 ft., 3 lb., Bludgeoning) instead of quarterstaff (halfling only).

Skill Selection: Pick a number of skills equal to 3 + Int modifier (human only).

Bonus Feat: Skill Focus (Spellcraft or other skill) (human only).

Gear: Case with 10 bolts instead of quiver with 20 arrows.

Gold: 2d4.

GNOME ILLUSIONIST STARTING PACKAGE

As elven wizard, except Race: Gnome.

Armor: Speed 20 ft.

Weapons: Club (1d6, crit x2, 10 ft., 3 lb., Bludgeoning) instead of quarterstaff.

Light crossbow (1d8, crit 19–20/x2, 80 ft., 6 lb., Piercing) instead of shortbow.

School Specialization: Illusion.

Prohibited School: Enchantment.

Spellbook: All 0-level spells; plus *color spray*, *silent image*, and *summon monster I*; plus one of these spells of your choice per point of Intelligence bonus: *burning hands*, *cause fear*, *mage armor*, and *magic missile*.

Gear: Case with 10 bolts instead of quiver with 20 arrows.

Gold: 2d4 gp.

TABLE 3—20: THE WIZARD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Summon familiar, Scribe Scroll	3	1	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Bonus feat	4	3	2	1	—	—	—	—	—	—
6	+3	+2	+2	+5		4	3	3	2	—	—	—	—	—	—
7	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8	+4	+2	+2	+6		4	4	3	3	2	—	—	—	—	—
9	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10	+5	+3	+3	+7	Bonus feat	4	4	4	3	3	2	—	—	—	—
11	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	—	—	—
13	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15	+7/+2	+5	+5	+9	Bonus feat	4	4	4	4	4	4	3	2	1	—
16	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20	+10/+5	+6	+6	+12	Bonus feat	4	4	4	4	4	4	4	4	4	4

SCHOOL SPECIALIZATION

A school is one of eight groupings of spells, each defined by a common theme, such as illusion or necromancy. A wizard may specialize in one school of magic (see below). Specialization allows a wizard to cast extra spells from the chosen school, but the wizard then never learns to cast spells from one or more other schools. Essentially, the wizard gains exceptional mastery over a single school by neglecting the study of other schools. The more difficult a school is to master, the more one must give up in order to specialize in it. Some schools only require that a specialist give up one other school, while others might require the giving up of two or three. Spells of the school or schools that the specialist gives up are not available to her, and she can't even cast such spells from scrolls or wands. The wizard must choose whether to specialize and how at 1st level. She may not change her specialization later. The specialist can prepare one additional spell (of the school selected as a specialty) per spell level each day. The specialist gains a +2 bonus to Spellcraft checks to learn the spells of her chosen school (see Adding Spells to a Wizard's Spellbook, page 155).

The eight schools of arcane magic are Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation. Spells that do not fall into any of these schools are called universal spells.

Abjuration: Spells that protect, block, or banish. An Abjuration specialist is called an abjurer. To become an abjurer, a wizard must select her prohibited school or schools from the following choices: (1) either Conjunction, Enchantment, Evocation, Illusion, or Transmutation; or (2) both Divination and Necromancy.

Conjunction: Spells that bring creatures or materials to the caster. A Conjunction specialist is called a conjurer. To become a conjurer, a wizard must select her prohibited school or schools from one of the following choices: (1) Evocation; (2) any two of the following three schools: Abjuration, Enchantment, and Illusion; (3) Transmutation, or (4) any three schools.

Divination: Spells that reveal information. A Divination specialist is called a diviner. To become a diviner, a wizard must select any other single school as her prohibited school.

Enchantment: Spells that imbue the recipient with some property or grant the caster power over another being. An Enchantment specialist is called an enchanter. To become an enchanter, a wizard must select her prohibited school or schools from the following choices: (1) either Abjuration, Conjunction, Evocation, Illusion, or Transmutation; or (2) both Divination and Necromancy.

Evocation: Spells that manipulate energy or create something from nothing. An Evocation specialist is called an evoker. To become an evoker, a wizard must select her prohibited school or schools from one of the following choices: (1) Conjunction; (2) any two of the following three schools: Abjuration, Enchantment, and Illusion; (3) Transmutation; or (4) any three schools.

Illusion: Spells that alter perception or create false images. An Illusion specialist is called an illusionist. To become an illusionist, a wizard must select her prohibited school or schools from the following choices: (1) either Abjuration, Conjunction, Enchantment, Evocation, or Transmutation; or (2) both Divination and Necromancy.

Necromancy: Spells that manipulate, create, or destroy life or life force. A Necromancy specialist is called a necromancer. To become a necromancer, a wizard must select any other single school as her prohibited school.

Transmutation: Spells that transform the recipient physically or change its properties in a more subtle way. A Transmutation specialist is called a transmuter. To become a transmuter, a wizard must select her prohibited school or schools from one of the following choices: (1) Conjunction; (2) Evocation; (3) any two of the following three schools: Abjuration, Enchantment, and Illusion; or (4) any three schools.

Universal: Not a school, but a category for spells all wizards can learn. A wizard cannot select universal as a specialty school or as a school to which she does not have access.

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(3.5)

BARBARIAN

From the frozen wastes of the north and the hellish jungles of the south come brave, even reckless, warriors.

Civilized people call them barbarians or berserkers and suspect them of mayhem, impiety, and atrocities.

These "barbarians", however, have proven their mettle and their value to those who would be their allies.

To enemies who underestimated them, they have proved their cunning, resourcefulness, persistence, and mercilessness.

Adventures: Adventuring is the best chance barbarians have of finding a place in a civilized society.

They're not well suited to the monotony of guard duty or other mundane tasks.

Barbarians also have no trouble with the dangers, the uncertainties, and the wandering that adventuring involves.

They may adventure to defeat hated enemies.

They have a noted distaste for that which they consider unnatural, including undead, demons, and devils.

Characteristics: The barbarian is an excellent warrior.

Where the fighter's skill in combat comes from training and discipline, however, the barbarian has a powerful rage.

While in this berserk fury, he becomes stronger and tougher, better able to defeat his foes and withstand their attacks.

These rages leave him winded, and he has the energy for only a few such spectacular displays per day, but those few rages are usually sufficient.

He is at home in the wild, and he runs at great speed.

Alignment: Barbarians are never lawful.

They may be honorable, but at heart they are wild.

This wildness is their strength, and it could not live in a lawful soul.

At best, barbarians of chaotic alignment are free and expressive.

At worst, they are thoughtlessly destructive.

Religion: Some barbarians distrust established religions and prefer an intuitive, natural relationship to the cosmos over formal worship.

Others devote themselves to powerful deities, such as Kord (god of strength), Obad-Hai (god of nature), or Erythnul (god of slaughter).

A barbarian is capable of fierce devotion to his god.

Background: Barbarians come from uncivilized lands or from barbaric tribes on the outskirts of civilization.

A barbarian adventurer may have been lured to the settled lands by the promise of riches, may have escaped after being captured in his homeland and sold into "civilized" slavery, may have been recruited as a soldier, or may have been driven out of his homeland by invaders.

Barbarians share no bond with each other unless they come from the same tribe or land.

In fact, they think of themselves not as barbarians but as warriors.

Races: Human barbarians come from the distant wild lands on the edge of civilization.

Most half-orc barbarians lived among orcs before abandoning them for human lands.

Dwarf barbarians are rare, usually hailing from dwarven kingdoms that have fallen into barbarism as a result of recurrent war with goblinoids, orcs, and giants.

Barbarians of other races are very rare.

Among the brutal humanoid, barbarians are more common than fighters.

Orcs and ogres are especially likely to be barbarians.

Other Classes: As people of the wild, barbarians are most comfortable in the company of rangers, druids, and clerics of nature deities, such as Obad-Hai or Ehlonna.

Many barbarians admire the talents and spontaneity of bards, and some are enthusiastic lovers of music.

Barbarians don't trust that which they don't understand, and that includes wizardry, which they call "book magic".

They find sorcerers more understandable than wizards, but maybe that's just because sorcerers tend to be more charismatic.

Monks, with their studied, practiced, deliberate approach to combat, sometimes have a hard time seeing eye to eye with barbarians, but members of these classes aren't necessarily hostile to each other.

Barbarians have no special attitudes toward fighters, paladins, clerics, or rogues.

Role: A barbarian's typical primary role in a group of adventurers is as a front-line combat specialist.

No other character can match his sheer toughness.

He can also serve as a good scout, thanks to his speed, skill selection, and trap sense.

GAME RULE INFORMATION

Barbarians have the following game statistics.

Abilities: Strength is important for barbarians because of its role in combat, and several barbarian class skills are based on Strength.

Dexterity is also useful to barbarians, especially those who wear light armor.

Wisdom is also important for several of the barbarian's class skills.

A high Constitution score lets a barbarian rage longer (and live longer, because it gives him more hit points).

Alignment: Any nonlawful.

Hit Die: d12.

CLASS SKILLS

The barbarian's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the barbarian.

Weapon and Armor Proficiency: A barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet.

This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load.

Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

For example, a human barbarian has a speed of 40 feet, rather than 30 feet, when wearing light or no armor. When wearing medium armor or carrying a medium load, his speed drops to 30 feet.

A halfling barbarian has a speed of 30 feet, rather than 20 feet, in light or no armor.

When wearing medium armor or carrying a medium load, his speed drops to 20 feet.

Illiteracy: Barbarians are the only characters who do not automatically know how to read and write.

A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

A barbarian who gains a level in any other class automatically gains literacy.

Any other character who gains a barbarian level does not lose the literacy he or she already had.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a certain number of times per day.

In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself.

He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class.

The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal.

(These extra hit points are not lost first the way temporary hit points are; see Temporary Hit Points, page 146).

While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function.

He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats.

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier.

A barbarian may prematurely end his rage.

At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter.

At 1st level he can use his rage ability once per day.

At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level).

Entering a rage takes no time itself, but a barbarian can do it only during his action (see Initiative, page 136), not in response to someone else's action.

A barbarian can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if he had gone into a rage earlier in the round, before the arrow struck. **Uncanny Dodge (Ex):** At 2nd

level, a barbarian gains the ability to react to danger before his senses would normally allow him to do so.

He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

If a barbarian already has uncanny dodge from a different class (a barbarian with at least four levels of rogue, for example), he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian has an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level).

Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker.

This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Damage Reduction (Ex): At 7th level, a barbarian gains the ability to shrug off some amount of injury from each blow or attack.

Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack.

At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point.

Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex): At 11th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3.

The penalty to AC remains at -2.

Indomitable Will (Ex): While in a rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells.

This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.

Tireless Rage (Ex): At 17th level and higher, a barbarian no longer becomes fatigued at the end of his rage.

Mighty Rage (Ex): At 20th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +8, and his morale bonus on Will saves increases to +4.

The penalty to AC remains at -2.

EX-BARBARIANS

A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian.

He retains all the other benefits of the class (damage reduction, fast movement, trap sense, and uncanny dodge).

HALF-ORC BARBARIAN STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 40 ft., 20 lb.).

Weapons: Greataxe (1d12, crit ×3, 12 lb., two-handed, slashing).

Shortbow (1d6, crit ×3, range inc. 60 ft., 2 lb., Piercing).

Dagger (1d4, crit 19–20/×2, range inc. 10 ft., 1 lb., light, piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Climb	4	Str	–1
Survival	4	Wis	—
Listen	4	Wis	—
Jump	4	Str	–1
Swim	4	Str	–2
Ride	4	Dex	—
Intimidate	4	Cha	—
Spot (cc)	2	Wis	—

TABLE 3–3: THE BARBARIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fast movement, illiteracy, rage 1/day
2nd	+2	+3	+0	+0	Uncanny dodge
3rd	+3	+3	+1	+1	Trap sense +1
4th	+4	+4	+1	+1	Rage 2/day
5th	+5	+4	+1	+1	Improved uncanny dodge
6th	+6/+1	+5	+2	+2	Trap sense +2
7th	+7/+2	+5	+2	+2	Damage reduction 1/—
8th	+8/+3	+6	+2	+2	Rage 3/day
9th	+9/+4	+6	+3	+3	Trap sense +3
10th	+10/+5	+7	+3	+3	Damage reduction 2/—
11th	+11/+6/+1	+7	+3	+3	Greater rage
12th	+12/+7/+2	+8	+4	+4	Rage 4/day, trap sense +4
13th	+13/+8/+3	+8	+4	+4	Damage reduction 3/—
14th	+14/+9/+4	+9	+4	+4	Indomitable will
15th	+15/+10/+5	+9	+5	+5	Trap sense +5
16th	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/—, rage 5/day
17th	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18th	+18/+13/+8/+3	+11	+6	+6	Trap sense +6
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/—
20th	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage 6/day

BARD

It is said that music has a special magic, and the bard proves that saying true.

Wandering across the land, gathering lore, telling stories, working magic with his music, and living on the gratitude of his audience—such is the life of a bard.

When chance or opportunity draws them into a conflict, bards serve as diplomats, negotiators, messengers, scouts, and spies.

A bard's magic comes from the heart.

If his heart is good, a bard brings hope and courage to the downtrodden and uses his tricks, music, and magic to thwart the schemes of evildoers.

If the nobles of the land are corrupt, the good bard is an enemy of the state, cunningly evading capture and raising the spirits of the oppressed.

But music can spring from an evil heart as well.

Evil bards forego blatant violence in favor of manipulation, holding sway over the hearts and minds of others and taking what enraptured audiences “willingly” give.

Adventures: Bards see adventures as opportunities to learn. They practice their many skills and abilities, and they especially relish the opportunity to enter a long-forgotten tomb, to discover ancient works of magic, to decipher old tomes, to travel to strange places, to encounter exotic creatures, and to learn new songs and stories.

Feat: Weapon Focus (greataxe).

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Quiver with 20 arrows.

Gold: 2d4 gp.

Bards love to accompany heroes (and villains), joining their entourage to witness their deeds firsthand—a bard who can tell a marvelous story from personal experience earns renown among his fellows.

Indeed, after telling so many stories about heroes doing mighty deeds, many bards take these themes to heart and assume heroic roles themselves.

Characteristics: A bard brings forth magic from his soul, not from a book.

He can cast only a small number of spells, but he can do so without selecting or preparing them in advance.

His magic emphasizes charms and illusions over the more dramatic evocation spells that wizards and sorcerers often use.

In addition to spells, a bard works magic with his music and poetry.

He can encourage allies, hold his audiences rapt, and counter magical effects that rely on speech or sound.

Bards have some of the skills that rogues have, although bards they are not as focused on skill mastery as rogues are. A bard listens to stories as well as telling them, of course, so he has a vast knowledge of local events and noteworthy items.

Alignment: Bards are wanderers, guided by whim and intuition rather than by tradition or law.

The spontaneous talent, magic, and lifestyle of the bard are incompatible with a lawful alignment.

Religion: Bards revere Fharlanghn (god of roads).

They sometimes camp near his wayside shrines, hoping to earn some coin from the travelers who stop to leave offerings for the god.

Many bards, even those who are not elves, worship Corellon Larethian, god of elves and patron of poetry and music.

Many good bards are partial to Pelor (god of the sun), believing that he watches over them in their travels.

Bards given to chaos and occasional larceny favor Olidammara (god of thieves).

Those who have turned to evil ways are known to worship Erythnul (the god of slaughter), though few will admit to it. In any event, bards spend so much time on the road that, while they may be devoted to a deity, they are rarely devoted to any particular temple.

Background: An apprentice bard learns his skills from a single experienced bard, whom he follows and serves until he is ready to strike out on his own.

Many bards were once young runaways or orphans, befriended by wandering bards who became their mentors. Since bards occasionally congregate in informal "colleges", the apprentice bard may meet many of the more prominent bards in the area.

Still, the bard has no strong allegiance to bards as a whole. In fact, some bards are highly competitive with other bards, jealous of their reputations and defensive about their territories.

Races: Bards are commonly human, gnome, elf, or half-elf. Humans take well to the wandering life and adapt easily to new lands and customs.

Gnomes have a sense of humor and trickery that lends itself to a bardic career.

Elves are talented in music and magic, so the career of the bard comes naturally to them.

A bard's wandering ways suit many half-elves, who often feel like strangers even when at home.

Half-orcs, even those raised among humans, find themselves ill suited to the demands of a bard's career.

There are no bardic traditions among dwarves, or halflings, though occasional individuals of these races find teachers to train them in the ways of the bard.

Bards are exceedingly rare among the savage humanoids, except among centaurs.

Centaur bards sometimes train the children of humans or other humanoids.

Other Classes: A bard works well with companions of other classes.

He often serves as the spokesman of the party, using his social skills for the party's benefit.

In a party without a wizard or sorcerer, the bard contributes his magic.

In a party without a rogue, he uses his skills.

A bard is curious about the ways of more focused or dedicated adventurers, so he often tries to pick up pointers from fighters, sorcerers, and rogues.

Role: The bard is perhaps the ultimate generalist.

In most adventuring groups, he works best in a supporting role.

He can't usually match the stealth of the ranger or the rogue, the spellcasting power of the cleric or the wizard, or the combat prowess of the barbarian or the fighter.

However, he makes all the other characters better at what they do, and he can often fill in for another character when needed.

For a typical group of four characters, the bard is perhaps the most useful fifth character to consider adding, and he can make a great team leader.

GAME RULE INFORMATION

Bards have the following game statistics.

Abilities: Charisma determines how powerful a spell a bard can cast, how many spells he can cast per day, and how hard those spells are to resist (see Spells, below).

Charisma, Dexterity, and Intelligence are important for many of the bard's class skills.

Alignment: Any nonlawful.

Hit Die: d6.

CLASS SKILLS

The bard's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(6 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $6 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the bard.

Weapon and Armor Proficiency: A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip.

Bards are proficient with light armor and shields (except tower shields).

Because the somatic components required for bard spells are relatively simple, a bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance.

However, like any other arcane spellcaster, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do).

A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A bard casts arcane spells (the same type of spells available to sorcerers and wizards), which are drawn from the bard spell (page 181) list.

He can cast any spell he knows without preparing it ahead of time, the way a wizard or cleric must (see below).

Every bard spell has a verbal component (singing, reciting, or music).

To learn or cast a spell, a bard must have a Charisma score equal to at least $10 + \text{the spell level}$ (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth).

The Difficulty Class for a saving throw against a bard's spell is $10 + \text{the spell level} + \text{the bard's Charisma modifier}$.

Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day.

His base daily spell allotment is given on Table 3-4: The Bard.

In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1-1: Ability Modifiers and Bonus Spells, page 8).

When Table 3-4 indicates that the bard gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 2nd-

level bard), he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level. The bard's selection of spells is extremely limited.

A bard begins play knowing four 0-level spells (also called cantrips) of your choice.

At most new bard levels, he gains one or more new spells, as indicated on Table 3-5: Bard Spells Known.

TABLE 3-5: BARD SPELLS KNOWN

Level	Spells Known					
	0	1st	2nd	3rd	4th	5th
1st	4	—	—	—	—	—
2nd	5	2 ¹	—	—	—	—
3rd	6	3	—	—	—	—
4th	6	3	2 ¹	—	—	—
5th	6	4	3	—	—	—
6th	6	4	3	—	—	—
7th	6	4	4	2 ¹	—	—
8th	6	4	4	3	—	—
9th	6	4	4	3	—	—
10th	6	4	4	4	2 ¹	—
11th	6	4	4	4	3	—
12th	6	4	4	4	3	—
13th	6	4	4	4	4	2 ¹
14th	6	4	4	4	4	3
15th	6	4	4	4	4	3
16th	6	5	4	4	4	2 ¹
17th	6	5	5	4	4	3
18th	6	5	5	5	4	3
19th	6	5	5	5	5	4
20th	6	5	5	5	5	4

¹ Provided the bard has a high enough Charisma score to have a bonus spell of this level.

(Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score; the numbers on Table 3-5 are fixed).

Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already knows.

In effect, the bard "loses" the old spell in exchange for the new one.

The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast.

For instance, upon reaching 5th level, a bard could trade a single 0-level spell (two spell levels below the highest-level bard spell he can cast, which is 2nd) for a different 0-level spell.

At 8th level, he could trade in a single 0-level or 1st-level spell (since he now can cast 3rd-level bard spells) for a different spell of the same level.

A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

As noted above, a bard need not prepare his spells in advance.

He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

For example, at 1st level, Gimble the bard can cast two 0-level spells per day for being 1st level (see Table 3-4: The Bard).

However, he knows four 0-level spells: *detect magic*, *ghost sound*, *light*, and *read magic* (see Table 3-5: Bard Spells Known).

Thus, on any given day, he can cast some combination of those four spells a total of two times.

He does not have to decide ahead of time which spells he'll cast.

Bardic Knowledge: A bard picks up a lot of stray knowledge while wandering the land and learning stories from other bards.

He may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check).

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function.

A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

DC	Type of Knowledge	Examples
10	Common, known by at least a substantial minority of the local population.	A local mayor's reputation for drinking; common legends about a powerful place of mystery.
20	Uncommon but available, known by only a few people in the area.	A local priest's shady past; legends about a powerful Magic item.
25	Obscure, known by few, hard to come by.	A knight's family history; legends about a minor place of mystery or magic item.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.	A mighty wizard's childhood nickname; the history of a petty magic item.

The DM can determine the Difficulty Class of the check by referring to the table above.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired).

While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies (fa-la-la, and so forth), whistling, playing an instrument, or playing an instrument in combination with some spoken performance.

Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action.

Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability.

Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands).

Just as for casting a spell with a verbal component (see Components, page 174), a deaf bard has a 20% chance to fail when attempting to use bardic music.

If he fails, the attempt still counts against his daily limit.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components).

Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack (such as a *sound burst* or *command* spell) may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher.

If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves.

The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him.

Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him.

The bard must also be able to see the creature.

The distraction of a nearby combat or other dangers prevents the ability from working.

For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability (two at 4th level, three at 7th level, and so on).

To use the ability, a bard makes a Perform check.

His check result is the DC for each affected creature's Will save against the effect.

If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours.

If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level).

While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks.

Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities.

To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter.

An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls.

At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th).

Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task.

The ally must be within 30 feet and able to see and hear the bard.

The bard must also be able to see the ally.

Depending on the task that the ally has at hand, the bard may use his bardic music to lift the ally's spirits, to help him or her focus mentally, or in some other way.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music.

The DM may rule that certain uses of this ability are infeasible—chanting to make a rogue move more quietly, for example, is self-defeating.

The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes.

A bard can't inspire competence in himself.

Inspire competence is a mind-affecting ability.

Suggestion (Sp): A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above).

Using this ability does not break the bard's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect.

Making a *suggestion* doesn't count against a bard's daily limit on bardic music performances.

A Will saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) negates the effect.

This ability affects only a single creature (but see *mass suggestion*, below).

Suggestion is an enchantment (compulsion), mind-affecting, language dependent ability.

Inspire Greatness (Su): A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability.

For every three levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th).

To inspire greatness, a bard must sing and an ally must hear him sing.

The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter.

A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves.

The bonus Hit Dice count as regular Hit Dice for determining the effect of spells such as *sleep*.

Inspire greatness is a mind-affecting ability.

Song of Freedom (Sp): A bard of 12th level or higher with 15 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character's bard level).

Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet.

A bard can't use *song of freedom* on himself.

Inspire Heroics (Su): A bard of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing

ally within 30 feet, allowing that creature to fight bravely even against overwhelming odds. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round.

A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC.

The effect lasts for as long as the ally hears the bard sing and for up to 5 rounds thereafter.

Inspire heroics is a mind-affecting ability.

Mass Suggestion (Sp): This ability functions like *suggestion*, above, except that a bard of 18th level or higher with 21 or more ranks in a Perform skill can make the *suggestion* simultaneously to any number of creatures that he has already fascinated (see above).

Mass suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability.

EX-BARDS

A bard who becomes lawful in alignment cannot progress in levels as a bard, though he retains all his bard abilities.

GNOME BARD STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, arcane spell failure chance n/a, speed 20 ft., 10 lb.).

Weapons: Longsword (1d6, crit 19-20/x2, 2 lb., one-handed, slashing).

Light crossbow (1d6, crit 19-20/x2, range inc. 80 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 6 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Perform (string instruments)	4	Cha	—
Spellcraft	4	Int	—
Use Magic Device	4	Cha	—
Gather Information	4	Cha	—
Listen	4	Wis	—
Decipher Script	4	Int	—
Diplomacy	4	Cha	—
Knowledge (any one)	4	Int	—
Sleight of Hand	4	Dex	-1
Disguise	4	Cha	—

Feat: If Dexterity is 13 or higher, Dodge; if Dexterity is 12 or lower, Improved Initiative instead.

Spells Known: 0 level—*detect magic*, *ghost sound*, *light*, *read magic*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Three torches.

Case with 10 crossbow bolts.

Lute (common).

Spell component pouch.

Gold: 2d4 gp.

TABLE 3-4: THE BARD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Bardic music, bardic knowledge, countersong, <i>fascinate</i> , inspire courage +1	2	—	—	—	—	—	—
2nd	+1	+0	+3	+3		3	0	—	—	—	—	—
3rd	+2	+1	+3	+3	Inspire competence	3	1	—	—	—	—	—
4th	+3	+1	+4	+4		3	2	0	—	—	—	—
5th	+3	+1	+4	+4		3	3	1	—	—	—	—
6th	+4	+2	+5	+5	<i>Suggestion</i>	3	3	2	—	—	—	—
7th	+5	+2	+5	+5		3	3	2	0	—	—	—
8th	+6/+1	+2	+6	+6	Inspire courage +2	3	3	3	1	—	—	—
9th	+6/+1	+3	+6	+6	Inspire greatness	3	3	3	2	—	—	—
10th	+7/+2	+3	+7	+7		3	3	3	2	0	—	—
11th	+8/+3	+3	+7	+7		3	3	3	3	1	—	—
12th	+9/+4	+4	+8	+8	<i>Song of freedom</i>	3	3	3	3	2	—	—
13th	+9/+4	+4	+8	+8		3	3	3	3	2	0	—
14th	+10/+5	+4	+9	+9	Inspire courage +3	4	3	3	3	3	1	—
15th	+11/+6/+1	+5	+9	+9	Inspire heroics	4	4	3	3	3	2	—
16th	+12/+7/+2	+5	+10	+10		4	4	4	3	3	2	0
17th	+12/+7/+2	+5	+10	+10		4	4	4	4	3	3	1
18th	+13/+8/+3	+6	+11	+11	<i>Mass suggestion</i>	4	4	4	4	4	3	2
19th	+14/+9/+4	+6	+11	+11		4	4	4	4	4	4	3
20th	+15/+10/+5	+6	+12	+12	Inspire courage +4	4	4	4	4	4	4	4

CLERIC

The handiwork of the gods is everywhere—in places of natural beauty, in mighty crusades, in soaring temples, and in the hearts of worshippers.

Like people, gods run the gamut from benevolent to malicious, reserved to intrusive, simple to inscrutable. The gods, however, work mostly through intermediaries—their clerics.

Good clerics heal, protect, and avenge.

Evil clerics pillage, destroy, and sabotage.

A cleric uses the power of his god to make his god's will manifest.

And if a cleric uses his god's power to improve his own lot, that's to be expected, too.

Adventures: Ideally, a cleric's adventures support his god's causes, at least in a general way.

A good cleric, for example, helps those in need.

If, through noble acts, he can improve the reputation to his god or temple, that's even better.

An evil cleric seeks to increase his own power and that of his deity, so that others will respect and fear both.

Clerics sometimes receive orders, or at least suggestions, from their ecclesiastical superiors, directing them to undertake missions for the church.

The clerics and their companions are compensated fairly for these missions, and the church may be especially

generous with the casting of needed spells or divine magic items as payment.

Of course, clerics are people, too, and they may have any or all the more common motivations for adventuring.

Characteristics: Clerics are masters of divine magic, which is especially good at healing.

Even an inexperienced cleric can bring people back from the brink of death, and an experienced cleric can bring back people who have crossed over that brink.

As channelers of divine energy, clerics can affect undead creatures.

A good cleric can turn away or even destroy undead; an evil cleric can bring undead under his control.

Clerics have some combat training.

They can use simple weapons, and they are trained in the use of armor, since armor does not interfere with divine spells the way it does with arcane spells.

Alignment: Like the gods they serve, clerics can be of any alignment.

Because people more readily worship good deities than neutral or evil ones, there are more good than evil clerics. Clerics also tend toward law instead of chaos, since lawful religions tend to be more structured and better able to recruit and train clerics than chaotic ones.

Typically, a cleric is the same alignment as his deity, though some clerics are one step away from their respective deities in alignment.

For example, most clerics of Heironeous, the god of valor (who is lawful good) are lawful good, but some are lawful neutral or neutral good.

Additionally, a cleric may not be neutral (that is, neutral on both the good-evil axis and the lawful-chaotic axis) unless his deity is neutral.

Religion: Every reasonably well-known deity has clerics devoted to him or her, so clerics can be of any religion.

The deity most common worshiped by human clerics in civilized lands is Pelor (god of the sun).

The majority of nonhuman clerics are devoted to the chief god of the appropriate racial pantheon.

Most clerics are officially ordained members of religious organizations, commonly called churches.

Each has sworn to uphold the ideals of his church.

Some clerics devote themselves not to a god but to a cause or a source of divine power.

These characters wield magic the way clerics devoted to individual gods do, but they are not associated with any religious institution or any particular practice of worship.

A cleric devoted to good and law, for example, may be on friendly terms with the clerics of lawful and good deities and may extol the virtues of a good and lawful life, but he is not a functionary in a church hierarchy.

Background: Most clerics join their churches as young adults, though some are devoted to a god's service from a young age, and a few feel the call later in life.

While some clerics are tightly bound to their churches' activities on a daily basis, others have more freedom to conduct their lives as they please, as long as they do so in accordance with their gods' wishes.

Clerics of a given religion are all supposed to get along, though schisms within a church are often more bitter than conflicts between religions.

Clerics who share some basic ideals, such as goodness or lawfulness, may find common cause with each other and

see themselves as part of an order or body that supersedes any given religion.

Clerics of opposed goals, however, are sworn enemies.

In civilized lands, open warfare between religions occurs only during civil wars and similar social upheavals, but vicious politicking between opposed churches is common.

Races: All the common races are represented in this class, since the need for religion and divine magic is universal.

The clerics of most races, however, are too focused on their religious duties to undertake an adventurer's life.

Crusading, adventuring clerics most often come from the human and dwarf races.

Among the savage humanoids, clerics are less common.

The exception is troglodytes, who take well to divine magic and are often led by priests, who make a practice of sacrificing and devouring captives.

Other Classes: In an adventuring party, the cleric is everybody's friend and often the glue that holds the party together.

As the one who can channel divine energy, a cleric is a capable healer, and adventurers of every class appreciate being put back together after they've taken some hard knocks.

Clerics sometimes clash with druids, since druids represent an older, more primal relationship between the mortal and the divine.

Mostly, though, the religion of a cleric determines how he gets along with others.

A cleric of Olidammara (god of thieves), gets along fine with rogues and ne'er-do-wells, for example, while a cleric of Heironeous (god of valor) rankles at such company.

Role: The cleric serves as a typical group's primary healer, diviner, and defensive specialist.

He can hold his own in a fight but usually isn't well served by charging to the front of combat.

The cleric's domains and spell selection can greatly affect his role as well.

GAME RULE INFORMATION

Clerics have the following game statistics.

Abilities: Wisdom determines how powerful a spell a cleric can cast, how many spells he can cast per day, and how hard those spells are to resist (see *Spells*, below).

A high Constitution score improves a cleric's hit points, and a high Charisma score improves his ability to turn undead.

Alignment: A cleric's alignment must be within one step of his deity's (that is, it may be one step away on either the lawful-chaotic axis or the good-evil axis, but not both).

Exceptions are the clerics of St. Cuthbert (a lawful neutral deity), who may choose only between lawful good and lawful neutral for their alignment.

A cleric may not be neutral unless his deity's alignment is also neutral.

Hit Die: d8.

CLASS SKILLS

The cleric's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4: Skills for skill descriptions.

Domains and Class Skills: A cleric who chooses the Animal or Plant domain adds Knowledge (nature) (Int) to the cleric class skills listed above.

A cleric who chooses the Knowledge domain adds all Knowledge (Int) skills to the list.

A cleric who chooses the Travel domain adds Survival (Wis) to the list.

A cleric who chooses the Trickery domain adds Bluff (Cha), Disguise (Cha), and Hide (Dex) to the list.

See Deity, Domains, and Domain Spells, below, for more information.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the cleric.

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

Every deity has a favored weapon (see Deities, page 106), and his or her clerics consider it a point of pride to wield that weapon.

A cleric who chooses the War domain receives the Weapon Focus feat related to that weapon as a bonus feat.

He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

See Chapter 5: Feats for details.

Aura (Ex): A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

Clerics who don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.

Spells: A cleric casts divine spells (the same type of spells available to the druid, paladin, and ranger), which are drawn from the cleric spell list (page 183).

However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below.

A cleric must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a cleric must have a Wisdom score equal to at least $10 + \text{the spell level}$ (Wis 10 for 0-level spells, Wis 11 for 1st-level spells, and so forth).

The Difficulty Class for a saving throw against a cleric's spell is $10 + \text{the spell level} + \text{the cleric's Wisdom modifier}$.

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day.

His base daily spell allotment is given on Table 3-7: The Cleric.

In addition, he receives bonus spells per day if he has a high Wisdom score (see Table 1-1: Ability Modifiers and Bonus Spells, page 8).

A cleric also gets one domain spell of each spell level he can cast, starting at 1st level.

When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains (see Deities, Domains, and Domain Spells, below).

Clerics do not acquire their spells from books or scrolls, nor do they prepare them through study.

Instead, they meditate or pray for their spells, receiving them through their own strength of faith or as divine inspiration.

Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells.

Typically, this hour is at dawn or noon for good clerics and at dusk or midnight for evil ones.

Time spent resting has no effect on whether a cleric can prepare spells.

A cleric may prepare and cast any spell on the cleric spell list (page 183), provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Deity, Domains, and Domain Spells: Choose a deity for your cleric.

Sample deities are listed on Table 3-7: Deities and described on page 106-108.

TABLE 3-7: DEITIES

Deity	Alignment	Domains	Typical Worshipers
Heironeous, god of valor	Lawful good	Good, Law, War	Paladins, fighters, monks
Moradin, god of the dwarves	Lawful good	Earth, Good, Law, Protection	Dwarves
Yondalla, goddess of the halflings	Lawful good	Good, Law, Protection	Halflings
Ehlonna, goddess of the woodlands	Neutral good	Animal, Good, Plant, Sun	Elves, gnomes, half-elves, halflings, rangers, druids
Garl Glittergold, god of the gnomes	Neutral good	Good, Protection, Trickery	Gnomes
Pelor, god of the sun	Neutral good	Good, Healing, Strength, Sun	Rangers, bards
Corellon Larethian, god of the elves	Chaotic good	Chaos, Good, Protection, War	Elves, half-elves, bards
Kord, god of Strength	Chaotic good	Chaos, Good, Luck, Strength	Fighters, barbarians, rogues, athletes
Wee Jas, goddess of death and magic	Lawful neutral	Death, Law, Magic	Wizards, necromancers, sorcerers
St. Cuthbert, god of retribution	Lawful neutral	Destruction, Law, Protection, Strength	Fighters, monks, soldiers
Boccob, god of magic	Neutral	Knowledge, Magic, Trickery	Wizards, sorcerers, sages
Fharlanghn, god of roads	Neutral	Luck, Protection, Travel	Bards, adventurers, merchants
Obad-Hai, god of nature	Neutral	Air, Animal, Earth, Fire, Plant, Water	Druids, barbarians, rangers
Olidammara, god of thieves	Chaotic neutral	Chaos, Luck, Trickery	Rogues, bards, thieves
Hextor, god of tyranny	Lawful evil	Destruction, Evil, Law, War	Evil fighters, monks
Nerull, god of death	Neutral evil	Death, Evil, Trickery	Evil necromancers, rogues
Vecna, god of secrets	Neutral evil	Evil, Knowledge, Magic	Evil wizards, sorcerers, rogues, spies
Erythnul, god of slaughter	Chaotic evil	Chaos, Evil, Trickery, War	Evil fighters, barbarians, rogues
Gruumsh, god of the orcs	Chaotic evil	Chaos, Evil, Strength, War	Half-orcs, orcs

The cleric's deity influences his alignment, what magic he can perform, his values, and how others see him.

You may also choose for your cleric to have no deity.

If the typical worshipers of a deity include the members of a race, a cleric must be of the indicated race to choose that deity as his own.

(The god may have occasional worshipers of other races, but not clerics).

When you have chosen an alignment and a deity for your cleric, choose two domains from among those given on Table 3–7 for the deity.

While the clerics of a particular religion are united in their reverence for their deity, each cleric emphasizes different aspects of the deity's interests.

You can select an alignment domain (Chaos, Evil, Good, or Law) for your cleric only if his alignment matches that domain.

If your cleric is not devoted to a particular deity, you still select two domains to represent his spiritual inclinations and abilities.

The restriction on alignment domains still applies.

Each domain gives your cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power.

Your cleric gets the granted powers of both the domains selected.

With access to two domain spells at a given spell level, a cleric prepares one or the other each day in his domain spell slot.

If a domain spell is not on the cleric spell list (page 183), a cleric can prepare it only in his domain spell slot.

Domain spells and granted powers are given in Cleric Domains, pages 185–189.

For example, Jozan is a 1st-level cleric of Pelor.

He chooses Good and Healing (from Pelor's domain options) as his two domains.

He gets the granted powers of both his selected domains.

The Good domain allows him to cast all spells with the good descriptor at +1 caster level (as if he were one level higher as a cleric) as a granted power, and it gives him access to *protection from evil* as a 1st-level domain spell.

The Healing domain allows him to cast all healing subschool spells of the conjuration school at +1 caster level as a granted power, and it gives him access to *cure light wounds* as a 1st-level domain spell.

When Jozan prepares his spells, he gets one 1st-level spell for being a 1st-level cleric, one bonus 1st-level spell for having a high Wisdom score (15), and one domain spell. The domain spell must be one of the two to which he has access, either *protection from evil* or *cure light wounds*.

Spontaneous Casting: A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time.

The cleric can “lose” any prepared spell that is not a domain spell in order to cast any *cure* spell of the same spell level or lower (a *cure* spell is any spell with “cure” in its name).

For example, a good cleric who has prepared *command* (a 1st-level spell) may lose *command* in order to cast *cure light wounds* (also a 1st-level spell).

Clerics of good deities can cast *cure* spells in this way because they are especially proficient at wielding positive energy.

An evil cleric (or a neutral cleric of an evil deity), on the other hand, can't convert prepared spells to *cure* spells but can convert them to *inflict* spells (an *inflict* spell is one with “inflict” in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either *cure* spells or *inflict* spells (player's choice), depending on whether the

cleric is more proficient at wielding positive or negative energy.

Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead (see below).

Exceptions: All lawful neutral clerics of Wee Jas (goddess of death and magic) convert prepared spells to *inflict* spells, not *cure* spells.

All clerics of St. Cuthbert (god of retribution) and all nonevil clerics of Obad-Hai (god of nature) convert prepared spells to *cure* spells, not *inflict* spells.

Chaotic, Evil, Good, and Lawful Spells: A cleric can't cast spells of an alignment opposed to his own or his deity's (if he has one).

For example, a good cleric (or a neutral cleric of a good deity) cannot cast evil spells.

Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions (see Chapter 11: Spells).

Turn or Rebuke Undead (Su): Any cleric, regardless of alignment, has the power to affect undead creatures (such as skeletons, zombies, ghosts, and vampires) by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead, page 159).

A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures.

An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures, forcing them to cower in awe of his power.

If your character is a neutral cleric of a neutral deity, you must choose whether his turning ability functions as that of a good cleric or an evil cleric.

Once you make this choice, it cannot be reversed.

This decision also determines whether the cleric can cast spontaneous *cure* or *inflict* spells (see above).

Exceptions: All lawful neutral clerics of Wee Jas (goddess of death and magic) rebuke or command undead.

All clerics of St. Cuthbert (god of retribution) and all nonevil clerics of Obad-Hai (god of nature) turn or destroy undead.

A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier.

A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

Bonus Languages: A cleric's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race (see Race and Languages, page 12, and the Speak Language skill, page 82).

EX-CLERICS

A cleric who grossly violates the code of conduct required by his god (generally by acting in ways opposed to the god's alignment or purposes) loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons.

He cannot thereafter gain levels as a cleric of that god until he atones (see the *atonement* spell description, page 201).

HUMAN CLERIC STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty –4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty –2, 10 lb.).

Weapons: Heavy mace (1d8, crit ×2, 8 lb., one-handed, bludgeoning).
 Light crossbow (1d8, crit 19–20/×2, range inc. 80 ft., 4 lb., piercing).
 Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor
Spellcraft	4	Int	—
Concentration	4	Con	—
Heal	4	Wis	—
Knowledge (religion)	4	Int	—
Diplomacy	4	Cha	—
Gather Information (cc)	2	Cha	—
Listen (cc)	2	Wis	—

TABLE 3–6: THE CLERIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	Spells per Day ¹								
							1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Turn or rebuke undead	3	1+1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3		4	2+1	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3		4	2+1	1+1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4		5	3+1	2+1	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		5	3+1	2+1	1+1	—	—	—	—	—	—
6th	+4	+5	+2	+5		5	3+1	3+1	2+1	—	—	—	—	—	—
7th	+5	+5	+2	+5		6	4+1	3+1	2+1	1+1	—	—	—	—	—
8th	+6/+1	+6	+2	+6		6	4+1	3+1	3+1	2+1	—	—	—	—	—
9th	+6/+1	+6	+3	+6		6	4+1	4+1	3+1	2+1	1+1	—	—	—	—
10th	+7/+2	+7	+3	+7		6	4+1	4+1	3+1	3+1	2+1	—	—	—	—
11th	+8/+3	+7	+3	+7		6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—
12th	+9/+4	+8	+4	+8		6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—
13th	+9/+4	+8	+4	+8		6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—
14th	+10/+5	+9	+4	+9		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—
15th	+11/+6/+1	+9	+5	+9		6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—
16th	+12/+7/+2	+10	+5	+10		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—
17th	+12/+7/+2	+10	+5	+10		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
18th	+13/+8/+3	+11	+6	+11		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19th	+14/+9/+4	+11	+6	+11		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1
20th	+15/+10/+5	+12	+6	+12		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1

¹ In addition to the stated number of spells per day for 1st- through 9th-level spells, a cleric gets a domain spell for each spell level, starting at 1st. The "+1" in the entries on this table represents that spell. Domain spells are in addition to any bonus spells the cleric may receive for having a high Wisdom score.

Feat: Scribe Scroll.
 Bonus Feat: Alertness.
 Deity/Domains: Pelor/Good and Healing.
 Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.
 Case with 10 crossbow bolts.
 Wooden holy symbol (sun disc of Pelor).
 Three torches.
 Gold: 1d4 gp.

DRUID

The fury of a storm, the gentle strength of the morning sun, the cunning of the fox, the power of the bear—all these and more are at the druid's command.

The druid however, claims no mastery over nature. That claim, she says, is the empty boast of a city dweller. The druid gains her power not by ruling nature but by being at one with it.

To trespassers in a druid's sacred grove, and to those who feel her wrath, the distinction is overly fine.

Adventures: Druids adventure to gain knowledge (especially about animals and plants unfamiliar to them) and power.

Sometimes, their superiors call on their services.

Druids may also bring their power to bear against those who threaten what they love, which more often includes ancient stands of trees or trackless mountains than people. While druids accept that which is horrific or cruel in nature, they hate that which is unnatural, including aberrations (such as beholders and carrion crawlers) and undead (such as zombies and vampires).

Druids sometimes lead raids against such creatures, especially when they encroach on the druids' territory.

Characteristics: Druids cast divine spells much the same way clerics do, though most get their spells from the power of nature rather than from deities.

Their spells are oriented toward nature and animals.

In addition to spells, druids gain an increasing array of magical powers, including the ability to take the shapes of animals, as they advance in level.

The armor of a druid are restricted by traditional oaths to the items noted in Weapon and Armor proficiency (below). All other armor is prohibited.

Though a druid could learn to wear full plate, putting it on would violate her oath and suppress her druidic powers.

Druids avoid carrying much worked metal with them because it interferes with the pure and primal nature that they attempt to embody.

Alignment: Druids, in keeping with nature's ultimate indifference, must maintain at least some measure of dispassion.

As such, they must be neutral on at least one alignment axis (chaotic-lawful or good-evil), if not both.

Just as nature encompasses such dichotomies as life and death, beauty and horror, and peace and violence, so two druids can manifest different or even opposite alignments (neutral good and neutral evil, for instance) and still be part of the druidic tradition.

Religion: A druid reveres nature above all. She gains her magical power either from the force of nature itself or from a nature deity.

The typical druid pursues a mystic spirituality of transcendent union with nature rather than devoting herself to a divine entity.

Still, some druids revere or at least respect either Obad-Hai (god of nature) or Ehlonna (goddess of the woodlands).

Background: Though their organization is invisible to most outsiders, who consider druids to be loners, druids are actually part of a society that spans the land, ignoring political borders.

A prospective druid is inducted into this society through secret rituals, including tests that not all survive.

Only after achieving some level of competence is the druid allowed to strike out on her own.

All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings.

All druids recognize each other as brothers and sisters.

Like true creatures of the wilderness, however, druids sometimes compete with or even prey on each other.

A druid may be expected to perform services for higher-ranking druids, though proper payment is tendered for such assignments.

Likewise, a lower-ranking druid may appeal for aid from her higher-ranking comrades in exchange for a fair price in coin or service.

Druids may live in small towns, but they always spend a good portion of their time in wild areas.

Even large cities surrounded by cultivated land as far as the eye can see often have druid groves nearby—small, wild refuges where druids live and which they protect fiercely.

Near coastal cities, such refuges may be nearby islands, where the druids can find the isolation they need.

Races: Elves and gnomes have an affinity for natural lands and often become druids.

Humans and half-elves also frequently adopt this path, and druids are particularly common among savage humans.

Dwarves, halflings, and half-orcs are rarely druids.

Few from among the brutal humanoids are inducted into druidic society, though gnolls have a fair contingent of evil druids among them.

Gnoll druids are accepted, though perhaps not welcomed, by druids of other races.

Other Classes: The druid shares with rangers and many barbarians a reverence for nature and a familiarity with natural lands.

She doesn't much understand the urban mannerism typical of a rogue, and she finds arcane magic disruptive and slightly distasteful.

The typical druid also dislikes the paladin's devotion to abstract ideals instead of "the real world".

Druids, however, are nothing if not accepting of diversity, and they take little offense at other characters, even those very different from them.

Role: The druid enjoys extraordinary versatility.

Though she lacks the sheer healing power of the cleric, she makes up for it with additional offensive power, thanks to her spell selection and wild shape ability.

A druid back up by another secondary healer (such as a paladin) can prove extremely valuable to a group of adventurers.

Her animal companion also provides valuable melee combat support.

GAME RULE INFORMATION

Druids have the following game statistics.

Abilities: Wisdom determines how powerful a spell a druid can cast, how many spells she can cast per day, and how hard those spells are to resist.

To cast a spell, a druid must have a Wisdom score of 10 + the spell's level.

A druid gets bonus spells based on Wisdom.

The Difficulty Class of a saving throw against a druid's spell is 10 + the spell's level + the druid's Wisdom modifier.

Since a druid wears light or medium armor, a high Dexterity score greatly improves her defensive ability.

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Hit Die: d8.

CLASS SKILLS

The druid's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the druid.

Weapon and Armor Proficiency: Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear.

They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor.

(A druid may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel.

See the *ironwood* spell description, page 246) Druids are proficient with shields (except tower shields) but must use only wooden ones.

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells: A druid casts divine spells (the same type of spells available to the cleric, paladin, and ranger), which are drawn from the druid spell list (page 189).

Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below.

A druid must choose and prepare her spells in advance (see below).

To prepare or cast a spell, the druid must have a Wisdom score equal to at least 10 + the spell level (Wis 10 for 0-level spells, Wis 11 for 1st-level spells, and so forth).

The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Wisdom modifier.

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day.

Her base daily spell allotment is given on Table 3–8: The Druid.

In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1-1: Ability Modifiers and Bonus Spells, page 8).

She does not have access to any domain spells or granted powers, as a cleric does.

A druid prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a *cure* spell in its place (but see Spontaneous Casting, below).

A druid may prepare and cast any spell on the druid spell list (page 189), provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Spontaneous Casting: A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time.

She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

For example, a druid who has prepared *repel vermin* (a 4th-level spell) may lose *repel vermin* in order to cast *summon nature's ally* IV (also a 4th-level spell).

Chaotic, Evil, Good, and Lawful Spells: A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one).

For example, a neutral good druid cannot cast evil spells. Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions (see Chapter 11: Spells).

Bonus Languages: A druid's bonus language options include Sylvan, the language of woodland creatures.

This choice is in addition to the bonus languages available to the character because of her race (see Race and Languages, page 12, and the Speak Language skill, page 82). A druid also knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid.

Druidic is a free language for a druid; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot.

Druids are forbidden to teach this language to nondruids. Druidic has its own alphabet.

Animal Companion (Ex): A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the DM's campaign takes place wholly or partly in an aquatic environment, the DM may add the following creatures to the druid's list of options: crocodile, porpoise, Medium shark, and squid.

This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind.

A 1st-level druid's companion is completely typical for its kind except as noted in the sidebar on page 36.

As a druid advances in level, the animal's power increases as shown on the table in the sidebar.

THE DRUID'S ANIMAL COMPANION

A druid's animal companion is superior to a normal animal of its kind and has special powers, as described below.

Class Level	Bonus HD	Natural Armor Adj.	Str/Dex Adj.	Bonus Tricks	Bonus Special
1st–2nd	+0	+0	+0	1	Link, share spells
3rd–5th	+2	+2	+1	2	Evasion
6th–8th	+4	+4	+2	3	Devotion
9th–11th	+6	+6	+3	4	Multiattack
12th–14th	+8	+8	+4	5	
15th–17th	+10	+10	+5	6	Improved evasion
18th–20th	+12	+12	+6	7	

Animal Companion Basics: Use the base statistics for a creature of the companion's kind, as given in the *Monster Manual*, but make the following changes.

Class Level: The character's druid level. The druid's class levels stack with levels of any other classes that are entitled to an animal companion (such as the ranger) such for the purpose of determining the companion's abilities and the alternative lists available to the character.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is the same as that of a druid of a level equal to the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice (see the *Monster Manual*).

Natural Armor Adj.: The number noted here is an improvement to the animal companion's existing natural armor bonus.

Str/Dex Adj.: Add this value to the animal companion's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the druid might choose to teach it (see the Handle Animal skill, page 74). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they can't be changed.

Link (Ex): A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion (Ex): If an animal companion is subjected to an attack that

normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): An animal companion's devotion to its master is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks (see the *Monster Manual* for details on this feat) and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a –5 penalty.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

ALTERNATIVE ANIMAL COMPANIONS

As explained in the text on page 35, a druid of sufficiently high level can select her animal companion from one of the following lists, applying the indicated adjustment to the druid's level (in parentheses) for purposes of determining the companion's characteristics and special abilities.

4th Level or Higher (Level –3)

Ape (animal)	Dire weasel
Bear, black (animal)	Leopard (animal)
Bison (animal)	Lizard, monitor (animal)
Boar (animal)	Shark, Large ¹ (animal)
Cheetah (animal)	Snake, constrictor (animal)
Crocodile (animal) ¹	Snake, Large viper (animal)
Dire badger	Wolverine (animal)
Dire bat	

7th Level or Higher (Level –6)

Bear, brown (animal)	Dire wolverine
Crocodile, giant (animal)	Elasmosaurus ¹ (dinosaur)
Deinonychus (dinosaur)	Lion (animal)
Dire ape	Rhinoceros (animal)
Dire boar	Snake, Huge viper (animal)
Dire wolf	Tiger (animal)

10th Level or Higher (Level –9)

Bear, polar (animal)	Shark, Huge ¹ (animal)
Dire lion	Snake, giant constrictor (animal)
Megaraptor (dinosaur)	Whale, orca ¹ (animal)

13th Level or Higher (Level –12)

Dire bear	Elephant (animal)
Octopus, giant ¹ (animal)	

16th Level or Higher (Level –15)

Dire shark ¹	Triceratops (dinosaur)
Dire tiger	Tyrannosaurus (dinosaur)
Squid, giant ¹ (animal)	

¹ Available only in an aquatic environment.

If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer.

This ceremony can also replace an animal companion that has perished.

A druid of 4th level or higher may select from alternative lists of animals (see the sidebar).

Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is.

Subtract the value indicated in the appropriate list header from the character's druid level and compare the result with the druid level entry on the table in the sidebar to determine the animal companion's powers.

(If this adjustment would reduce the druid's effective level to 0 or lower, she can't have that animal as a companion). For example, a 6th-level druid could select a leopard as an animal companion.

The leopard would have characteristics and special abilities as if the druid were 3rd level (taking into account the -3 adjustment) instead of 6th level.

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A druid can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or a monitor lizard).

This ability functions just like a Diplomacy check made to improve the attitude of a person (see Chapter 4: Skills).

The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions.

Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2 (such as a basilisk or a girallon), but she takes a -4 penalty on the check.

Woodland Stride (Ex): Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked.

She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey (such as dryads, pixies, and sprites).

Wild Shape (Su): At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day.

Her options for new forms include all creatures with the animal type (see the *Monster Manual*).

This ability functions like the *polymorph* spell, except as noted here.

The effect lasts for 1 hour per druid level, or until she changes back.

Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with.

For example, a druid who has never been outside a temperate forest could not become a polar bear.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form.

(The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech).

A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table 3-8: The Druid.

In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level.

The new form's Hit Dice can't exceed the character's druid level.

For instance, a druid can't take the form of a dire bear (a Large creature that always has at least 12 HD) until 12th level, even though she can begin taking Large forms at 8th level.

At 12th level, a druid becomes able to use wild shape to change into a plant creature, such as a shambling mound, with the same size restrictions as for animal forms.

(A druid can't use this ability to take the form of a plant that isn't a creature, such as a tree or a rose bush).

At 16th level, a druid becomes able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day.

These elemental forms are in addition to her normal wild shape usage.

In addition to the normal effects of wild shape, the druid gains all the elemental's extraordinary, supernatural, and spell-like abilities.

She also gains the elemental's feats for as long as she maintains the wild shape, but she retains her own creature type (humanoid, in most cases).

At 18th level, a druid becomes able to assume elemental form twice per day, and at 20th level she can do so three times per day.

At 20th level, a druid may use this wild shape ability to change into a Huge elemental.

Venom Immunity (Ex): At 9th level, a druid gains immunity to all poisons.

A Thousand Faces (Su): At 13th level, a druid gains the ability to change her appearance at will, as if using the *alter self* spell (page 197), but only while in her normal form.

Timeless Body (Ex): After attaining 15th level, a druid no longer takes ability score penalties for aging (see Table 6-5: Aging Effects, page 109) and cannot be magically aged.

Any penalties she may have already incurred, however, remain in place.

Bonuses still accrue, and the druid still dies of old age when her time is up.

EX-DRUIDS

A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruid loses all spells and druid abilities (including her animal companion, but not including weapon, armor, and shield proficiencies).

She cannot thereafter gain levels as a druid until she atones (see the *atonement* spell description, page 201).

HALF-ELF DRUID STARTING PACKAGE

Armor: Hide (+3 AC, armor check penalty -3, speed 20 ft., 25 lb.).

Heavy wooden shield (+2 AC, armor check penalty -2, 10 lb.).

Weapons: Scimitar (1d6, crit 18-20/x2, 4 lb., one-handed, slashing).

Club (oaken cudgel): (1d6, crit x2, 10 ft., 3 lb., one-handed, bludgeoning).

Sling (1d4, crit x2, rang inc. 50 ft., 0 lb., Medium, Bludgeoning).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Spellcraft	4	Int	—
Concentration	4	Con	—
Survival	4	Wis	—
Heal	4	Wis	—
Handle Animal	4	Cha	—
Knowledge (nature)	4	Int	—
Listen	4	Wis	—
Spot	4	Wis	—

Feat: Scribe Scroll.

TABLE 3–8: THE DRUID

	Base	Fort	Ref	Will		Spells per Day									
Level	Attack Bonus	Save	Save	Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Animal companion, nature sense, wild empathy	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Woodland stride	4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Trackless step	4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Resist nature's lure	5	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Wild shape (1/day)	5	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Wild shape (2/day)	5	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5	Wild shape (3/day)	6	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Wild shape (Large)	6	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Venom immunity	6	4	4	3	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7	Wild shape (4/day)	6	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7	Wild shape (Tiny)	6	5	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8	Wild shape (plant)	6	5	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8	A thousand faces	6	5	5	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9	Wild shape (5/day)	6	5	5	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9	Timeless body, wild shape (Huge)	6	5	5	5	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10	Wild shape (elemental 1/day)	6	5	5	5	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10		6	5	5	5	5	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11	Wild shape (6/day, elemental 2/day)	6	5	5	5	5	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11		6	5	5	5	5	5	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Wild shape (elemental 3/day, Huge elemental)	6	5	5	5	5	5	4	4	4	4

FIGHTER

The questing knight, the conquering overlord, the king's champion, the elite foot soldier, the hardened mercenary, and the bandit king—all are fighters.

Fighters can be stalwart defenders of those in need, cruel marauders, or gutsy adventurers.

Some are among the land's best souls, willing to face death for the greater good.

Others are among the worst, with no qualms about killing for private gain, or even for sport.

Fighters who are not actively adventuring may be soldiers, guards, bodyguards, champions, or criminal enforcers.

An adventuring fighter might call himself a warrior, a mercenary, a thug, or simply an adventurer.

Adventures: Most fighters see adventures, raids, and dangerous missions as their job.

Some have patrons who pay them regularly.

Others prefer to live like prospectors, taking great risks in hopes of the big haul.

Some fighters are more civic-minded and use their combat skills to protect endangered people who cannot defend themselves.

Whatever their initial motivations, however, fighters often wind up living for the thrill of combat and adventure.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Pouch with 10 sling bullets.

Holly and mistletoe.

Three torches.

Animal Companion: Wolf (see the *Monster Manual* for details).

Gold: 1d6 gp.

Characteristics: Of all classes, fighters have the best all-around fighting capabilities (hence the name).

Fighters are familiar with all the standard weapons and armors.

In addition to general fighting prowess, each fighter develops particular specialties of his own.

A given fighter may be especially capable with certain weapons, another might be trained to execute specific fancy maneuvers.

As fighters gain experience, they get more opportunities to develop their fighting skills.

Thanks to their focus on combat maneuvers, they can master the most difficult ones relatively quickly.

Alignment: Fighters may be of any alignment.

Good fighters are often crusading types who seek out and fight evil.

Lawful fighters may be champions who protect the land and its people.

Chaotic fighters may be wandering mercenaries.

Evil fighters tend to be bullies and petty villains who simply take what they want by brute force.

Religion: Fighters often worship Heironeous (god of valor), Kord (god of strength), St. Cuthbert (god of retribution), Hextor (god of tyranny), or Erythnul (god of slaughter).

A fighter may style himself as a crusader in the service of his god, or he may just want someone to pray to before putting his life on the line yet another time.

Background: Fighters come to their profession in many ways.

Most have had formal training in a noble's army or at least in the local militia.

Some have trained in formal academies.

Others are self-taught—unpolished but well tested.

A fighter may have taken up the sword as a way to escape the limits of life on the farm, or he may be following a proud family tradition.

Fighters share no special identity.

They do not see themselves as a group or brotherhood. Those who hail from a particular academy, mercenary company, or lord's regiment, however, share a certain camaraderie.

Races: Human fighters are usually veterans of some military service, typically from more mundane parents.

Dwarf fighters are commonly former members of the well-trained strike teams that protect the underground dwarven kingdoms.

They are typically members of warrior families that can trace their lineages back for millennia, and they may have rivalries or alliances with other dwarf fighters of a different lineage.

Elf fighters are typically skilled with the longsword.

They are proud of their ability at swordplay and eager to demonstrate or test it.

Half-orc fighters are often self-taught outcasts who have achieved enough skill to earn recognition and something akin to respect.

Gnome and halfling fighters usually stay in their own communities as part of the area militia rather than adventuring.

Half-elves are rarely fighters, but they may take up swordplay in honor of the elven tradition.

Among the brutal humanoids, few can manage the discipline it takes to be a true fighter.

The militaristic hobgoblins, however, produce quite a number of strong and skilled fighters.

Other Classes: The fighter excels in a straight fight, but he relies on others for magical support, healing, and scouting. On a team, it is his job to man the front lines, protect the other party members, and bring the tough opponents down.

Fighters might not understand the arcane ways of wizards or share the faith of clerics, but they recognize the value of teamwork.

Role: In most adventuring parties, the fighter serves as a melee combatant, charging into the fray while his comrades support him with spells, ranged attacks, and other effects.

Fighters who favor ranged combat can prove very deadly, though without other melee support, they can find themselves in front-line combat more often than they might prefer.

GAME RULE INFORMATION

Fighters have the following game statistics.

Abilities: Strength is especially important for fighters because it improves their melee attack and damage rolls. Constitution is important for giving fighters lots of hit points, which they need in their many battles.

Dexterity is important for fighters who want to be good archers or who want access to certain Dexterity-oriented feats, but the heavy armor that fighters usually wear reduces the benefit of a very high Dexterity score.

Alignment: Any.

Hit Die: d10.

CLASS SKILLS

The fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the fighter.

Weapon and Armor Proficiency: A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Bonus Feats: At 1st level, a fighter gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character.

The fighter gains an additional bonus feat at 2nd level and every two fighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th).

These bonus feats must be drawn from the feats noted as fighter bonus feats on Table 5–1: Feats (page 90).

A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. (See Chapter 5: Feats for descriptions of feats and their prerequisites).

These bonus feats are in addition to the feat that a character of any class gets from advancing levels (see Table 3–2: Experience and Level-Dependent Benefits, page 22).

A fighter is not limited to the list of fighter bonus feats when choosing these feats.

DWARF FIGHTER STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty –4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty –2, 10 lb.).

Weapons: Dwarven waraxe (1d10, crit $\times 3$, 8 lb., one-handed, slashing).

Shortbow (1d6, crit $\times 3$, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to $2 + \text{Int modifier}$.

Skill	Ranks	Ability	Armor Check Penalty
Climb	4	Str	–6
Jump	4	Str	–6
Ride	4	Dex	—
Swim	4	Str	–12
Intimidate	4	Cha	—
Listen (cc)	2	Wis	—
Search (cc)	2	Int	—
Spot (cc)	2	Wis	—

Feat: Weapon Focus (dwarven waraxe).

Bonus Feat (Fighter): If Strength is 13 or higher, Power Attack; if Strength is 12 or lower, Improved Initiative instead.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, quiver with 20 arrows.

Gold: 4d4 gp.

HUMAN FIGHTER STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty –4, speed 20 ft., 30 lb.).

Weapons: Greatsword (2d6, crit 19–20/×2, 8 lb., two-handed, slashing).
 Shortbow (1d6, crit ×3, 60 ft., 2 lb., piercing).
 Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Climb	4	Str	–6
Jump	4	Str	–6
Ride	4	Dex	—
Swim	4	Str	–12
Intimidate	4	Cha	—
Listen (cc)	2	Wis	—
Search (cc)	2	Int	—
Spot (cc)	2	Wis	—

Feat: Weapon Focus (dwarven waraxe).
 Bonus Feat (Fighter): If Strength is 13 or higher, Power Attack; if Strength is 12 or lower, Improved Initiative instead.
 Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, quiver with 20 arrows.
 Gold: 4d4 gp.

TABLE 3–9: THE FIGHTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	
8th	+8/+3	+6	+2	+2	Bonus feat
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	Bonus feat
11th	+11/+6/+1	+7	+3	+3	
12th	+12/+7/+2	+8	+4	+4	Bonus feat
13th	+13/+8/+3	+8	+4	+4	
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+5	
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat

MONK

Dotted across the landscape are monasteries—small, walled cloisters inhabited by monks who pursue personal perfection through action as well as contemplation. They train themselves to be versatile warriors skilled at fighting without weapons or armor. The inhabitants of monasteries headed by good masters serve as protectors of the people. Ready for battle even when barefoot and dressed in peasant clothes, monks can travel unnoticed among the populace, catching bandits, warlords, and corrupt nobles unawares. In contrast, the residents of monasteries headed by evil masters rule the surrounding lands through fear, as an evil warlord and his entourage might. Evil monks make ideal spies, infiltrators, and assassins. The individual monk is unlikely to care passionately about championing commoners or amassing wealth.

She cares primarily for the perfection of her art and, thereby, her personal perfection. Her goal is to achieve a state that is beyond the mortal realm.

Adventures: A monk approaches an adventure as if it were a personal test.

While not prone to showing off, monks are willing to try their skills against whatever obstacles confront them.

They are not greedy for material wealth, but they eagerly seek that which can help them perfect their art.

Characteristics: The key feature of the monk is her ability to fight unarmed and unarmored.

Thanks to her rigorous training, she can strike as hard as if she were armed and strike faster than a warrior with a sword.

Though a monk casts no spells, she has a magic of her own. She channels a subtle energy, called *ki*, which allows her to perform amazing feats.

The monk's best-known feat is her ability to stun an opponent with an unarmed blow.

A monk also has a preternatural awareness that allows her to dodge an attack even if she is not consciously aware of it. As the monk gains experience and power, her mundane and *ki*-oriented abilities grow, giving her more and more power over herself and, sometimes, over others.

Alignment: A monk's training requires strict discipline. Only those who are lawful at heart are capable of undertaking it.

Religion: A monk's training is her spiritual path.

She is inner-directed and capable of a private, mystic connection to the spiritual world, so she needs neither clerics nor gods.

Certain lawful gods, however, may appeal to monks, who may meditate on the gods' likenesses and attempt to emulate their deeds.

The three most likely candidates for a monk's devotion are Heironeous (god of valor), St. Cuthbert (god of retribution), and Hextor (god of tyranny).

Background: A monk typically trains in a monastery.

Most monks were children when they joined the monastery, sent to live there when their parents died, when there wasn't enough food to support them, or in return for some kindness that the monastery had performed for the family.

Life in the monastery is so focused that by the time a monk sets off on her own, she feels little connection to her former family or village.

In larger cities, master monks have set up monk schools to teach their arts to those who are interested and worthy.

The monks who study at these academies often see their rural cousins from the monasteries as backward.

A monk may feel a deep connection to her monastery or school, to the monk who taught her, to the lineage into which she was trained, or to all of these.

Some monks, however, have no sense of connection other than to their own path of personal development.

Monks recognize each other as a select group set apart from the rest of the populace.

They may feel kinship, but they also love to compete with each other to see whose *ki* is strongest.

Races: Monasteries are found primarily among humans, who have incorporated them into their ever-evolving culture.

Thus, many monks are humans, and many are half-orcs and half-elves who live among humans.

Elves are capable of single-minded, long-term devotion to an interest, art, or discipline, and some of them leave the forests to become monks.

The monk tradition is alien to dwarf and gnome culture, and halflings typically have too mobile a lifestyle to commit themselves to a monastery, so dwarves, gnomes, and halflings very rarely become monks.

The savage humanoids do not have the stable social structure that allows monk training, but the occasional orphaned or abandoned child from some humanoid tribe winds up in a civilized monastery or is adopted by a wandering master.

The evil subterranean elves known as the drow have a small but successful monk tradition.

Other Classes: Monks sometimes seem distant because they often have neither motivation nor skills in common with members of other classes.

Monks do, however, work well with the support of others, and they usually prove themselves reliable companions.

Role: The monk functions best as an opportunistic combatant, using her speed to get into and out of combat quickly rather than engaging in prolonged melees. She also makes an excellent scout, particularly if she focuses her skill selection on stealth.

GAME RULE INFORMATION

Monks have the following game statistics.

Abilities: Wisdom powers the monk's special offensive and defensive capabilities.

Dexterity provides the unarmored monk with a better defense and with bonuses to some class skills.

Strength helps a monk's unarmed combat ability.

Alignment: Any lawful.

Hit Die: d8.

CLASS SKILLS

The monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the monk.

Weapon and Armor Proficiency: Monks are proficient with certain basic peasant weapons and some special weapons that are part of monk training.

The weapons with which a monk is proficient are club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling. (See Chapter 7: Equipment for descriptions of these weapons).

Monks are not proficient with any armor or shields—in fact, many of the monk's special powers require unfettered movement.

When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses her AC bonus, as well as her fast movement and flurry of blows abilities.

AC Bonus (Ex): A monk is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks.

When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC.

In addition, a monk gains a +1 bonus to AC at 5th level.

This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

These bonuses to AC apply even against touch attacks or when the monk is flat-footed.

She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): When unarmored, a monk may strike with a flurry of blows at the expense of accuracy.

When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round.

The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table 3–10: The Monk.

This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. When a monk reaches 5th level, the penalty lessens to –1, and at 9th level it disappears.

A monk must use a full attack action (see page 143) to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired.

For example, at 6th level, the monk Ember could make one attack with her unarmed strike at an attack bonus of +3 and one attack with a special monk weapon at an attack bonus of +3.

When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus $\times 1\frac{1}{2}$ or $\times 1\frac{1}{2}$) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands.

The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability.

Even though the quarterstaff requires two hands to use, a monk may still intersperse unarmed strikes with quarterstaff strikes, assuming that she has enough attacks in her flurry of blows routine to do so.

For example, an 8th-level monk could make two attacks with the quarterstaff (one with each end) at a +5 attack bonus and one with an unarmed strike at a +0 attack bonus, or she could attack with one end of the quarterstaff and one unarmed strike each at a +5 attack bonus, and with the other end of the quarterstaff at a +0 attack bonus, or she could attack with one end of the quarterstaff and one unarmed strike at a +5 attack bonus each, and with the other end of the quarterstaff at a +0 attack bonus.

She cannot, however, wield any other weapon at the same time that she uses a quarterstaff.

When a monk reaches 11th level, her flurry of blows ability improves.

In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

Unarmed Strike: Monks are highly trained in fighting unarmed, giving them considerable advantages when doing so.

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat.

A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet.

This means that a monk may even make unarmed strikes with her hands full.

There is no such thing as an off-hand attack for a monk striking unarmed.

A monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll.

She has the same choice to deal lethal or nonlethal damage while grappling.

A monk's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons (such as the *magic fang* and *magic weapon* spells).

A monk also deals more damage with her unarmed strikes than a normal person would, as shown on Table 3–10: The Monk.

The unarmed damage on Table 3–10 is for Medium monks. A Small monk deals less damage than the amount given there with her unarmed attacks, while a Large monk deals more damage; see Table: Small or Large Monk Unarmed Damage.

TABLE 3–11: SMALL OR LARGE MONK UNARMED DAMAGE

Level	Damage (Small Monk)	Damage (Large Monk)
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

Bonus Feat: At 1st level, a monk may select either Improved Grapple or Stunning Fist as a bonus feat.

At 2nd level, she may select either Combat Reflexes or Deflect Arrows as a bonus feat.

At 6th level, she may select either Improved Disarm or Improved Trip as a bonus feat.

(See Chapter 5: Feats for descriptions).

A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): A monk of 2nd level or higher can avoid even magical and unusual attacks with great agility.

If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), she instead takes no damage.

Evasion can be used only if a monk is wearing light armor or no armor.

A helpless monk (such as one who is unconscious or paralysed) does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a monk gains an enhancement bonus to her speed, as shown on Table 3–10. A monk in armor (even light armor) or carrying a medium or heavy load loses this extra speed.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment, since her meditation and training improve her resistance to mind-affecting attacks.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*.

Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction (see Damage Reduction, page 291 of the *Dungeon Master's Guide*).

Ki strike improves with the character's monk level.

At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction.

At 16th level, her unarmed attacks are treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness (see Smashing an Object, page 165).

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent.

When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is.

The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her monk level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm. See the Special column on Table 3–10 for details.

Purity of Body (Ex): At 5th level, a monk gains control over her body's immune system.

She gains immunity to all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy).

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds.

She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Improved Evasion (Ex): At 9th level, a monk's evasion ability improves.

She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a *fireball*, but henceforth she takes only half damage on a failed save.

A helpless monk (such as one who is unconscious or paralysed) does not gain the benefit of improved evasion.

Diamond Body (Su): At 11th level, a monk is in such firm control of her own metabolism that she gains immunity to poisons of all kinds.

Abundant Step (Su): At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*, once per day.

Her caster level for this effect is one-half her monk level (rounded down).

Diamond Soul (Ex): At 13th level, a monk gains spell resistance equal to her current monk level + 10.

In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level; see Spell Resistance, page 177) that equals or exceeds the monk's spell resistance.

Quivering Palm (Su): Starting at 15th level, a monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires.

She can use this quivering palm attack once a week, and she must announce her intent before making her attack roll.

Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds.

Thereafter the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to her monk level.

To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC $10 + \frac{1}{2}$ the monk's level + the monk's Wis modifier), it dies.

If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

Timeless Body (Ex): Upon attaining 17th level, a monk no longer takes penalties to her ability scores for aging and cannot be magically aged.

Any such penalties that she has already taken, however, remain in place.

Bonuses still accrue, and the monk still dies of old age when her time is up.

Tongue of the Sun and Moon (Ex): A monk of 17th level or higher can speak with any living creature.

Empty Body (Su): At 19th level, a monk gains the ability to assume an ethereal state for 1 round per monk level per day, as though using the spell *etherealness*.

She may go ethereal on a number of different occasions during any single day, as long as the total number of rounds spent in an ethereal state does not exceed her monk level.

Perfect Self: At 20th level, a monk has tuned her body with skill and quasi-magical abilities to the point that she becomes a magical creature.

She is forevermore treated as an outsider (an extraplanar creature) rather than as a humanoid for the purpose of spells and magical effects.

For instance, *charm person* does not affect her.

Additionally, the monk gains damage reduction 10/magic, which allows her to ignore the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn't have similar

damage reduction (see Damage Reduction, page 291 of the *Dungeon Master's Guide*).

Unlike other outsiders, the monk can still be brought back from the dead as if she were a member of her previous creature type.

EX-MONKS

A monk who becomes nonlawful cannot gain new levels as a monk but retains all monk abilities.

Like a member of any other class, a monk may be a multiclass character, but multiclass monks face a special restriction.

A monk who gains a new class or (if already multiclass) raises another class by a level may never again raise her monk level, though she retains all her monk abilities.

HUMAN MONK STARTING PACKAGE

Armor: None (speed 30 ft).

Weapons: Quarterstaff (1d6/1d6, crit $\times 2$, 4 lb., two-handed, bludgeoning).

Sling (1d4, crit $\times 2$, range inc. 50 ft., 0 lb., bludgeoning).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Listen	4	Wis	—
Climb	4	Str	0
Move Silently	4	Dex	0
Tumble	4	Dex	0
Jump	4	Str	0
Escape Artist	4	Dex	0
Hide	4	Dex	0
Swim	4	Str	0
Balance	4	Dex	0

Feat: If Dexterity is 13 or higher, Dodge; if Dexterity is 12 or lower, Improved Initiative instead.

Bonus Feat: If Dexterity is 13 or higher, Mobility; if Dexterity is 12 or lower, Blind-Fight instead.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Three torches.

Pouch with 10 sling stones.

Gold: 2d4 gp.

TABLE 3-10: THE MONK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Damage ¹	AC Bonus	Unarmored Speed Bonus
1st	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike	-2/-2	1d6	+0	+0 ft.
2nd	+1	+3	+3	+3	Bonus feat, evasion	-1/-1	1d6	+0	+0 ft.
3rd	+2	+3	+3	+3	Still mind	+0/+0	1d6	+0	+10 ft.
4th	+3	+4	+4	+4	Ki strike (magic), slow fall 20 ft.	+1/+1	1d8	+0	+10 ft.
5th	+3	+4	+4	+4	Purity of body	+2/+2	1d8	+1	+10 ft.
6th	+4	+5	+5	+5	Bonus feat, slow fall 30 ft.	+3/+3	1d8	+1	+20 ft.
7th	+5	+5	+5	+5	Wholeness of body	+4/+4	1d8	+1	+20 ft.
8th	+6/+1	+6	+6	+6	Slow fall 40 ft.	+5/+5/+0	1d10	+1	+20 ft.
9th	+6/+1	+6	+6	+6	Improved evasion	+6/+6/+1	1d10	+1	+30 ft.
10th	+7/+2	+7	+7	+7	Ki strike (lawful), slow fall 50 ft.	+7/+7/+2	1d10	+2	+30 ft.
11th	+8/+3	+7	+7	+7	Diamond body, greater flurry	+8/+8/+8/+3	1d10	+2	+30 ft.
12th	+9/+4	+8	+8	+8	Abundant step, slow fall 60 ft.	+9/+9/+9/+4	2d6	+2	+40 ft.
13th	+9/+4	+8	+8	+8	Diamond soul	+9/+9/+9/+4	2d6	+2	+40 ft.
14th	+10/+5	+9	+9	+9	Slow fall 70 ft.	+10/+10/+10/+5	2d6	+2	+40 ft.
15th	+11/+6/+1	+9	+9	+9	Quivering palm	+11/+11/+11/+6/+1	2d6	+3	+50 ft.
16th	+12/+7/+2	+10	+10	+10	Ki strike (adamantine), slow fall 80 ft.	+12/+12/+12/+7/+2	2d8	+3	+50 ft.
17th	+12/+7/+2	+10	+10	+10	Timeless body, tongue of the sun and moon	+12/+12/+12/+7/+2	2d8	+3	+50 ft.
18th	+13/+8/+3	+11	+11	+11	Slow fall 90 ft.	+13/+13/+13/+8/+3	2d8	+3	+60 ft.
19th	+14/+9/+4	+11	+11	+11	Empty body	+14/+14/+14/+9/+4	2d8	+3	+60 ft.
20th	+15/+10/+5	+12	+12	+12	Perfect self, slow fall any distance	+15/+15/+15/+10/+5	2d10	+4	+60 ft.

¹ The value shown is for Medium monks. See Table 3-11: Small or Large Monk Unarmed Damage for Small or Large monks.

PALADIN

The compassion to pursue good, the will to uphold law, and the power to defeat evil—these are the three weapons of the paladin.

Few have the purity and devotion that it takes to walk the paladin's path, but those few are rewarded with the power to protect, to heal, and to smite.

In a land of scheming wizards, unholy priests, bloodthirsty dragons, and infernal fiends, the paladin is the final hope that cannot be extinguished.

Adventures: Paladins take their adventures seriously and have a penchant for referring to them as quests.

Even a mundane mission is, in the heart of the paladin, a personal test—an opportunity to demonstrate bravery, to develop martial skills, to learn tactics, and to find ways to do good.

Still, the paladin really comes into her own when leading a mighty campaign against evil, not when merely looting ruins.

Characteristics: Divine power protects the paladin and gives her special powers.

It wards off harm, protects her from disease, lets her heal herself, and guards her heart against fear.

The paladin can also direct this power to help others, healing their wounds or curing diseases.

Finally, the paladin can use this power to destroy evil. Even the least experienced paladin can detect evil, and more experienced paladins can smite evil foes and turn away undead.

In addition, this power draws a mighty steed to the paladin and imbues that mount with strength, intelligence, and magical protection.

Alignment: Paladins must be lawful good, and they lose their divine powers if they deviate from that alignment. Additionally, paladins swear to follow a code of conduct that is in line with lawfulness and goodness.

Religion: Paladins need not devote themselves to a single deity—devotion to righteousness is enough.

Those who align themselves with particular religions prefer Heironeous (god of valor) over all others, but some paladins follow Pelor (the sun god).

Paladins devoted to a god are scrupulous in observing religious duties and are welcome in every associated temple.

Background: No one ever chooses to be a paladin.

Becoming a paladin is answering a call, accepting one's destiny.

No one, no matter how diligent, can become a paladin through practice.

The nature is either within one or not, and it is not possible to gain the paladin's nature by any act of will.

It is possible, however, to fail to recognize one's own potential, or to deny one's destiny.

Occasionally, one who is called to be a paladin denies that call and pursues some other life instead.

Most paladins answer the call and begin training as adolescents.

Typically, they become squires or assistants to experienced paladins, train for years, and finally set off on their own to further the causes of good and law.

Other paladins, however, find their calling only later in life, after having pursued some other career.

All paladins, regardless of background, recognize in each other an eternal bond that transcends culture, race, and even religion.

Any two paladins, even from opposite sides of the world, consider themselves comrades.

Races: Humans, with their ambitious souls, make great paladins.

Half-elves, who often have human ambition, may also find themselves called into service as paladins.

Dwarves are sometimes paladins, but becoming a paladin may be hard on a dwarf because it means putting the duties of the paladin's life before duties to family, clan, and king.

Elf paladins are few, and they tend to follow quests that take them far and wide because their lawful bent puts them out of synch with life among the elves.

Members of the other common races rarely hear the call to become paladins.

Among the savage humanoids, paladins are all but unheard of.

Other Classes: Even though paladins are in some ways set apart from others, they eagerly team up with those whose skills and capabilities complement their own.

They work well with good and lawful clerics, and they appreciate working with those who are brave, honest, and committed to good.

While they cannot abide evil acts by their companions, they are otherwise willing to work with a variety of people quite different from themselves.

Charismatic, trustworthy, and well respected, the paladin makes a fine leader for a team.

Role: The paladin's chief role in most groups is as a melee combatant, but she contributes other useful support as well. She makes a good secondary healer, and her high Charisma opens up fine leadership opportunities.

GAME RULE INFORMATION

Paladins have the following game statistics.

Abilities: Charisma enhances a paladin's healing, self-protective capabilities, and undead turning ability.

Strength is important for a paladin because of its role in combat.

A Wisdom score of 14 or higher is required to get access to the most powerful paladin spells, and a score of 11 or higher is required to cast any paladin spells at all.

Alignment: Lawful good.

Hit Die: d10.

CLASS SKILLS

The paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the paladin.

Weapon and Armor Proficiency: Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Aura of Good (Ex): The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level, just like the aura of a cleric of a good deity.

Detect Evil (Sp): At will, a paladin can use *detect evil*, as the spell.

Smite Evil (Su): Once per day, a paladin may attempt to smite evil with one normal melee attack.

She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level.

For example, a 13th-level paladin armed with a longsword would deal $1d8+13$ points of damage, plus any additional bonuses for high Strength or magical affects that would normally apply.

If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table 3-12: The Paladin, to a maximum of five times per day at 20th level.

Divine Grace (Su): At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Lay on Hands (Su): Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch.

Each day she can heal a total number of hit points of damage equal to her paladin level \times her Charisma bonus.

For example, a 7th-level paladin with a 16 Charisma (+3 bonus) can heal 21 points of damage per day.

A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once.

Using lay on hands is a standard action.

Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures.

Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity.

The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

Aura of Courage (Su): Beginning at 3rd level, a paladin is immune to fear (magical or otherwise).

Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the paladin is conscious, but not if she is unconscious or dead.

Divine Health (Ex): At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases (such as mummy rot and lycanthropy).

Turn Undead (Su): When a paladin reaches 4th level, she gains the supernatural ability to turn undead.

She may use this ability a number of times per day equal to 3 + her Charisma modifier.

She turns undead as a cleric of three levels lower would.

(See Turn or Rebuke Undead, page 159).

Spells: Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells (the same type of spells available to the cleric, druid, and ranger), which are drawn from the paladin spell list (page 191).

A paladin must choose and prepare her spells in advance.

To prepare or cast a spell, a paladin must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth).

The Difficulty Class for a saving throw against a paladin's spell is 10 + the spell level + the paladin's Wisdom modifier. Like other spellcasters, a paladin can cast only a certain number of spells of each spell level per day.

Her base daily spell allotment is given on Table 3-12: The Paladin.

In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1-1: Ability Modifiers and Bonus Spells, page 8).

When Table 3-12 indicates that the paladin gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 4th-level paladin), she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level. The paladin does not have access to any domain spells or granted powers, as a cleric does.

A paladin prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to spontaneously cast a *cure* spell in its place.

A paladin may prepare and cast any spell on the paladin spell list (page 191), provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation. Through 3rd level, a paladin has no caster level.

THE PALADIN'S MOUNT

The paladin's mount is superior to a normal mount of its kind and has special powers, as described below. The standard mount for a Medium paladin is a heavy warhorse, and the standard mount for a Small paladin is a warpony (see below for statistics). Your DM may work with you to select another kind of mount, such as a riding dog (for a halfling paladin) or a Large shark (for a paladin in an aquatic campaign). A paladin's mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats).

Paladin Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
5th–7th	+2	+4	+1	6	Empathic link, improved evasion, share spells, share saving throws
8th–10th	+4	+6	+2	7	Improved speed
11th–14th	+6	+8	+3	8	Command creatures of its kind
15th–20th	+8	+10	+4	9	Spell resistance

Paladin's Mount Basics: Use the base statistics for a creature of the mount's kind, as given in the *Monster Manual*, but make changes to take into account the attributes and characteristics summarized on the table and described below.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount's base attack and base save bonuses. A special mount's base attack bonus is equal to that of a cleric of a level equal to the mount's HD. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). The mount gains additional skill points or feats for bonus HD as normal for advancing a monster's Hit Dice (see the *Monster Manual*).

Natural Armor Adj.: The number on the table is an improvement to the mount's existing natural armor bonus. It represents the preternatural toughness of a paladin's mount.

Str Adj.: Add this figure to the mount's Strength score.

Int: The mount's Intelligence score.

Empathic Link (Su): The paladin has an empathic link with her mount out to a distance of up to 1 mile. The paladin cannot see through the mount's eyes, but they can communicate empathically. Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the paladin has the same connection to an item or place that her mount does, just as with a master and his familiar (see Familiars, page 52).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Share Spells: At the paladin's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her mount. The

This mount is usually a heavy warhorse (for a Medium paladin) or a warpony (for a Small paladin). Once per day, as a full-round action, a paladin may magically call her mount from the celestial realms in which it resides. This ability is the equivalent of a spell of a level equal to one-third the paladin's class level.

At 4th level and higher, her caster level is one-half her paladin level.

Special Mount (Sp): Upon reaching 5th level, a paladin gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil (see the sidebar).

mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself. A paladin and her mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).

Share Saving Throws: For each of its saving throws, the mount uses its own base save bonus or the paladin's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have (such as from magic items or feats).

Improved Speed (Ex): The mount's speed increases by 10 feet.

Command (Sp): Once per day per two paladin levels of its master, a mount can use this ability to command other any normal animal of approximately the same kind as itself (for warhorses and warponies, this category includes donkeys, mules, and ponies), as long as the target creature has fewer Hit Dice than the mount. This ability functions like the *command* spell, but the mount must make a DC 21 Concentration check to succeed if it's being ridden at the time (in combat, for instance). If the check fails, the ability does not work that time, but it still counts against the paladin's daily uses. Each target may attempt a Will save (DC 10 + 1/2 paladin's level + paladin's Cha modifier) to negate the effect.

Spell Resistance (Ex): A mount's spell resistance equals its master's paladin level + 5. To affect the mount with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level; see Spell Resistance, page 177) that equals or exceeds the mount's spell resistance.

SAMPLE PALADIN'S MOUNTS

The statistics below are for normal creatures of the appropriate kinds; they do not include the modifications given on the table above.

Heavy Warhorse: CR 2; Large animal; HD 4d8+12; hp 30; Init +1; Spd 50 ft.; AC 14, touch 10, flat-footed 13; Base Atk +3; Grp +11; Atk +6 melee (1d6+4, hoof); Full Atk +6/+6 melee (1d6+4, 2 hooves) and +1 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SQ low-light vision, scent; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Jump +12, Listen +5, Spot +4; Endurance, Run.

Warpony: CR 1/3; Medium animal; HD 2d8+4; hp 13; Init +1; Spd 40 ft.; AC 13, touch 11, flat-footed 12; Base Atk +1; Grp +3; Atk +3 melee (1d3+2, hoof); Full Atk +3/+3 melee (1d3+2, 2 hooves); Space/Reach 5 ft./5 ft.; SQ low-light vision, scent; SV Fort +5, Ref +4, Will +0; Str 15, Dex 13, Con 14, Int 2, Wis 11, Cha 4.

Skills and Feats: Jump +6, Listen +5, Spot +5; Endurance.

See page 85 of the *Dungeon Master's Guide* for more information on how to read a creature's statistics block.

The mount immediately appears adjacent to the paladin and remains for 2 hours per paladin level; it may be dismissed at any time as a free action.

The mount is the same creature each time it is summoned, though the paladin may release a particular mount from service (if it has grown too old to join her crusade, for instance).

Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously.

The mount also appears wearing or carrying any gear it had when it was last dismissed (including barding, saddle, saddlebags, and the like).

Calling a mount is a conjuration (calling) effect.

Should the paladin's mount die, it immediately disappears, leaving behind any equipment it was carrying.

The paladin may not summon another mount for thirty days or until she gains a paladin level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the paladin takes a -1 penalty on attack and weapon damage rolls.

Remove Disease (Sp): At 6th level, a paladin can produce a *remove disease* effect, as the spell, once per week.

She can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, and so forth).

Code of Conduct: A paladin must be of lawful good alignment and loses all class abilities if she ever willingly commits an evil act.

Additionally, a paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

Associates: While she may adventure with characters of any good or neutral alignment, a paladin will never knowingly associate with evil characters, nor will she continue an association with someone who consistently offends her moral code.

A paladin may accept only henchmen, followers, or cohorts who are lawful good.

EX-PALADINS

A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all paladin spells and abilities (including the service of the paladin's mount, but not weapon, armor, and shield proficiencies).

She may not progress any farther in levels as a paladin.

She regains her abilities and advancement potential if she atones for her violations (see the *atonement* spell description, page 201), as appropriate.

Like a member of any other class, a paladin may be a multiclass character, but multiclass paladins face a special restriction.

A paladin who gains a level in any class other than paladin may never again raise her paladin level, though she retains all her paladin abilities.

The path of the paladin requires a constant heart.

If a character adopts this class, she must pursue it to the exclusion of all other careers.

Once she has turned off the path, she may never return.

HUMAN PALADIN STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty -4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty -2, 10 lb.).

Weapons: Longsword (1d8, crit 19-20/x2, 4 lb., one-handed, slashing).

Shortbow (1d6, crit x3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Heal	4	Wis	—
Ride	4	Dex	—
Diplomacy	4	Cha	—
Spot (cc)	2	Wis	—
Listen (cc)	2	Wis	—
Climb (cc)	2	Str	-6
Search (cc)	2	Int	—

Feat: Weapon Focus (longsword).

Bonus Feat: Improved Initiative.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel.

Hooded lantern, three pints of oil.

Quiver with 20 arrows.

Wooden holy symbol (fist of Heironeous, god of valor).

Gold: 6d4 gp.

TABLE 3-12: THE PALADIN

Level	Base	Fort	Ref	Will	Special	Spells per Day			
	Attack Bonus	Save	Save	Save		1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura of good, <i>detect evil</i> , smite evil 1/day	—	—	—	—
2nd	+2	+3	+0	+0	Divine grace, lay on hands	—	—	—	—
3rd	+3	+3	+1	+1	Aura of courage, divine health	—	—	—	—
4th	+4	+4	+1	+1	Turn undead	0	—	—	—
5th	+5	+4	+1	+1	Smite evil 2/day, special mount	0	—	—	—
6th	+6/+1	+5	+2	+2	<i>Remove disease</i> 1/week	1	—	—	—
7th	+7/+2	+5	+2	+2		1	—	—	—
8th	+8/+3	+6	+2	+2		1	0	—	—
9th	+9/+4	+6	+3	+3	<i>Remove disease</i> 2/week	1	0	—	—
10th	+10/+5	+7	+3	+3	Smite evil 3/day	1	1	—	—
11th	+11/+6/+1	+7	+3	+3		1	1	0	—
12th	+12/+7/+2	+8	+4	+4	<i>Remove disease</i> 3/week	1	1	1	—
13th	+13/+8/+3	+8	+4	+4		1	1	1	—
14th	+14/+9/+4	+9	+4	+4		2	1	1	0
15th	+15/+10/+5	+9	+5	+5	<i>Remove disease</i> 4/week, smite evil 4/day	2	1	1	1
16th	+16/+11/+6/+1	+10	+5	+5		2	2	1	1
17th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18th	+18/+13/+8/+3	+11	+6	+6	<i>Remove disease</i> 5/week	3	2	2	1
19th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	Smite evil 5/day	3	3	3	3

RANGER

The forests are home to fierce and cunning creatures, such as bloodthirsty owlbeasts and malicious displacer beasts. But more cunning and powerful than these monsters is the ranger, a skilled hunter and stalker.

He knows the woods as if they were his home (as indeed they are), and he knows his prey in deadly detail.

Adventures: A ranger often accepts the role of protector, aiding those who live in or travel through the woods.

In addition, a ranger carries grudges against certain types of creatures and looks for opportunities to find and destroy them.

He may adventure for all the reasons that a fighter does.

Characteristics: A ranger can use a variety of weapons and is quite capable in combat.

His skills allow him to survive in the wilderness, to find his prey, and to avoid detection.

He also has special knowledge about certain types of creatures, which makes it easier for him to find and defeat such foes.

Finally, an experienced ranger has such a tie to nature that he can actually draw upon natural power to cast divine spells, much as a druid does.

Alignment: Rangers can be of any alignment.

Most are good, and such rangers usually function as protectors of the wild areas.

In this role, a ranger seeks out and destroys or drives off evil creatures that threaten the wilderness.

Good rangers also protect those who travel through the wilderness, serving sometimes as guides and sometimes as unseen guardians.

Most rangers are also chaotic, preferring to follow the ebb and flow of nature or of their own hearts instead of rigid rules.

Evil rangers, though rare, are much to be feared.

They revel in nature's thoughtless cruelty and seek to emulate her most fearsome predators.

They gain divine spells just as good rangers do, for nature herself is indifferent to good and evil.

Religion: Though a ranger gains his divine spells from the power of nature, he like anyone else may worship a chosen deity.

Ehlonna (goddess of the woodlands) and Obad-Hai (god of nature) are the most common deities revered by, though some prefer more martial deities.

Background: Some rangers gained their training as part of special military teams, but most learned their skills from solitary masters who accepted them as students and assistants.

The rangers of a particular master may count themselves as cohorts, or they may be rivals for the status of best student and thus the rightful heir to their master's fame.

Races: Elves often choose the ranger's path.

They are at home in the woods, and they have the grace to move stealthily.

Half-elves who feel their elf parents' connection to the woods are also likely to adopt this class.

Humans are often rangers as well, being adaptable enough to learn their way around the woods even if it doesn't come naturally to them.

Half-orcs may find the life of a ranger more comfortable than life among cruel and taunting humans (or orcs).

Gnome rangers are more common than gnome fighters, but still they tend to remain in their own lands rather than adventure among "the big people".

Dwarf rangers are rare, but they can be quite effective.

Instead of living in the surface wilderness, they are at home in the endless caverns beneath the earth.

Here they hunt down and destroy the enemies of dwarvenkind with the relentless precision for which dwarves are known.

Dwarf rangers are often known as cavers.

Halfling rangers are highly respected for their ability to help communities of halflings prosper as they pursue their nomadic lifestyle.

Among the savage humanoids, only gnolls are commonly rangers, using their skills to slyly stalk their prey.

Classes: Rangers get along well with druids and to some extent with barbarians.

They are known to bicker with paladins, mostly because they often share goals but differ in style, tactics, approach, philosophy, and esthetics.

Since rangers don't often look to other people for support or friendship, they find it easy to tolerate people who are quite different from themselves, such as bookish wizards and preachy clerics.

They just don't care enough to get upset about others' differences.

Role: The ranger's best role is that of a scout and secondary combatant.

Without the heavy armor of the fighter or the staying power of the barbarian, the ranger should focus on opportunistic and ranged attacks.

Most rangers use their animal companions as sentries, scouts, or to assist them in melee combat.

GAME RULE INFORMATION

Rangers have the following game statistics.

Abilities: Dexterity is important for a ranger both because he tends to wear light armor and because several ranger skills are based on that ability.

Strength is important because rangers frequently get involved in combat.

Several ranger skills are based on Wisdom, and a Wisdom score of 14 or higher is required to get access to the most powerful ranger spells.

A Wisdom score of 11 or higher is required to cast any ranger spells at all.

One of the ranger's trademark skills, his ability to track foes, is based on Wisdom.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The ranger's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(6 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $6 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the ranger.

Weapon and Armor Proficiency: A ranger is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

Favored Enemy (Ex): At 1st level, a ranger may select a type of creature from among those given on Table 3–14: Ranger Favored Enemies.

TABLE 3–14: RANGER FAVORED ENEMIES

Type (Subtype)	Examples
Aberration	beholder
Animal	bear
Construct	golem
Dragon	black dragon
Elemental	invisible stalker
Fey	dryad
Giant	ogre
Humanoid (aquatic)	merfolk
Humanoid (dwarf)	dwarf
Humanoid (elf)	elf
Humanoid (goblinoid)	hobgoblin
Humanoid (gnoll)	gnoll
Humanoid (gnome)	gnome
Humanoid (halfling)	halfling
Humanoid (human)	human
Humanoid (orc)	orc
Humanoid (reptilian)	kobold
Magical beast	displacer beast
Monstrous humanoid	minotaur
Ooze	gelatinous cube
Outsider (air)	arrowhawk
Outsider (chaotic)	demon
Outsider (earth)	xorn
Outsider (evil)	devil
Outsider (fire)	salamander
Outsider (good)	angel
Outsider (lawful)	formian
Outsider (native)	tiefling
Outsider (water)	tojanida
Plant	shambling mound
Undead	zombie
Vermin	monstrous spider

Due to his extensive study on his chosen type of foe and training in the proper techniques for combating such creatures, the ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type.

Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table.

In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

For example, a 5th-level ranger has two favored enemies; against one he gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and weapon damage rolls, and against the other he has a +2 bonus.

At 10th level, he has three favored enemies, and he gains an additional +2 bonus, which he can allocate to the bonus against any one of his three favored enemies.

Thus, his bonuses could be either +4, +4, +2 or +6, +2, +2. If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table.

If a specific creature falls into more than one category of favored enemy (for instance, devils are both evil outsiders

and lawful outsiders), the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

See the *Monster Manual* for more information on types of creatures.

Track: A ranger gains Track (see page 101) as a bonus feat.

Wild Empathy (Ex): A ranger can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or a monitor lizard).

This ability functions just like a Diplomacy check to improve the attitude of a person (see page 72).

The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions.

Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2 (such as a basilisk or a girallon), but he takes a –4 penalty on the check.

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat.

This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor.

He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance: A ranger gains Endurance (see page 93) as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the DM's campaign takes place wholly or partly in an aquatic environment, the DM may add the following creatures to the ranger's list of options: crocodile, porpoise, Medium shark, and squid.

This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

(For instance, an aquatic creature can't adventure with a ranger on land and shouldn't be selected by a nonaquatic character without extenuating circumstances).

In most cases, the animal companion functions as a mount, sentry, scout, or hunting animal, rather than as a protector. This ability functions like the druid ability of the same name (see page 35), except that the ranger's effective druid level is one-half his ranger level.

For example, the animal companion of a 4th-level ranger would be the equivalent of a 2nd-level druid's animal companion.

A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level.

Thus, he must be at least an 8th-level ranger to select from the druid's list of 4th-level animal companions, and if he chooses one of those animals, his effective druid level would be reduced by 3, to 1st level.

Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells (the same type of spells available to the cleric, druid, and paladin), which are drawn from the ranger spell list (page 191).

A ranger must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth).

The Difficulty Class for a saving throw against a ranger's spell is 10 + the spell level + the ranger's Wisdom modifier. Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day.

His base daily spell allotment is given on Table 3-13: The Ranger.

In addition, he receives bonus spells per day if he has a high Wisdom score (see Table 1-1: Ability Modifiers and Bonus Spells, page 8).

When Table 3-13 indicates that the ranger gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 4th-level ranger), he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

The ranger does not have access to any domain spells or granted powers, as a cleric does.

A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a *cure* spell in its place.

A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a ranger has no caster level.

At 4th level and higher, his caster level is one-half his ranger level.

Improved Combat Style (Ex): At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves.

If he selected archery at 2nd level, he is treated as having the Manyshot feat (page 97), even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat (page 96), even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor.

He loses all benefits of his combat style when wearing medium or heavy armor.

Woodland Stride (Ex): Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Swift Tracker (Ex): Beginning at 8th level, a ranger can move at his normal speed while following tracks without taking the normal -5 penalty.

He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Evasion (Ex): At 9th level, a ranger can avoid even magical and unusual attacks with great agility.

If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), he instead takes no damage.

Evasion can be used only if the ranger is wearing light armor or no armor.

A helpless ranger (such as one who is unconscious or paralysed) does not gain the benefit of evasion.

Combat Style Mastery (Ex): At 11th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves again.

If he selected archery at 2nd level, he is treated as having the Improved Precise Shot feat (page 96), even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Greater Two-Weapon Fighting feat (page 95), even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor.

He loses all benefits of his combat style when wearing medium or heavy armor.

Camouflage (Ex): A ranger of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a ranger of 17th level or higher can use the Hide skill even while being observed.

ELF RANGER STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Weapons: Longsword (1d8, crit 19-20/x2, 4 lb., one-handed, slashing).

Short sword, off hand (1d6, crit 19-20/x2, 2 lb., light, piercing).

Note: When striking with both swords, the ranger takes a -4 penalty with his longsword and a -8 penalty with his short sword.

If he has a Strength bonus, add only one-half of it to his damage roll with the short sword, which is in his off hand, but add the full Strength bonus to his damage roll with the longsword.

Longbow (1d8, crit x3, range inc. 100 ft., 3 lb., piercing).

Skill Selection: Pick a number of skills equal to 6 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Survival	4	Wis	—
Hide	4	Dex	-1
Move Silently	4	Dex	-1
Listen	4	Wis	—
Spot	4	Wis	—
Knowledge (nature)	4	Int	—
Climb	4	Str	-1
Heal	4	Wis	—
Swim	4	Str	-2
Search	4	Int	—

Feat: Point Blank Shot.

Favored Enemy: Magical beast.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Three torches.

Quiver with 20 arrows.

Gold: 2d4 gp.

TABLE 3-13: THE RANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+2	+0	1st favored enemy, Track, wild empathy	—	—	—	—
2nd	+2	+3	+3	+0	Combat style	—	—	—	—
3rd	+3	+3	+3	+1	Endurance	—	—	—	—
4th	+4	+4	+4	+1	Animal companion	0	—	—	—
5th	+5	+4	+4	+1	2nd favored enemy	0	—	—	—
6th	+6/+1	+5	+5	+2	Improved combat style	1	—	—	—
7th	+7/+2	+5	+5	+2	Woodland stride	1	—	—	—
8th	+8/+3	+6	+6	+2	Swift tracker	1	0	—	—
9th	+9/+4	+6	+6	+3	Evasion	1	0	—	—
10th	+10/+5	+7	+7	+3	3rd favored enemy	1	1	—	—
11th	+11/+6/+1	+7	+7	+3	Combat style mastery	1	1	0	—
12th	+12/+7/+2	+8	+8	+4	Camouflage	1	1	1	—
13th	+13/+8/+3	+8	+8	+4		1	1	1	—
14th	+14/+9/+4	+9	+9	+4	4th favored enemy	2	1	1	0
15th	+15/+10/+5	+9	+9	+5		2	1	1	1
16th	+16/+11/+6/+1	+10	+10	+5	Hide in plain sight	2	2	1	1
17th	+17/+12/+7/+2	+10	+10	+5		2	2	2	1
18th	+18/+13/+8/+3	+11	+11	+6	5th favored enemy	3	2	2	1
19th	+19/+14/+9/+4	+11	+11	+6		3	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6		3	3	3	3

ROGUE

Rogues share little in common with each other.

Some are stealthy thieves.

Others are silver-tongued tricksters.

Still others are scouts, infiltrators, spies, diplomats, or thugs.

What they share is versatility, adaptability, and resourcefulness.

In general, rogues are skilled at getting what others don't want them to get: entrance into a locked treasure vault, safe passage past a deadly trap, secret battle plans, a guard's trust, or some random person's pocket money.

Adventures: Rogues adventure for the same reason they do most things: to get what they can get.

Some are after loot; others want experience.

Some crave fame; others seek infamy.

Quite a few also enjoy a challenge.

Figuring out how to thwart a trap or avoid an alarm is great fun for many rogues.

Characteristics: Rogues are highly skilled, and they can concentrate on developing any of several categories of skills.

While not equal to members of many other classes in combat, a rogue knows how to hit where it hurts, and she can dish out a lot of damage with a sneak attack.

Rogues have a sixth sense when it comes to avoiding danger.

Experienced rogues develop mystical powers and skills as they master the arts of stealth, evasion, and sneak attacks.

In addition, while not capable of casting spells on their own, rogues can "fake it" well enough to cast spells from scrolls, activate wands, and use just about any other magic item.

Alignment: Rogues follow opportunity, not ideals.

They are more likely to be chaotic than lawful, they are a diverse bunch, so they may be of any alignment.

Religion: Although they are not renowned for their piety, most rogues revere Olidammara (god of thieves).

Evil rogues might secretly worship Nerull (god of death), or Erythnul (god of slaughter).

Since rogues are so diverse, however, many of them worship other deities, or none at all.

Background: Some rogues are officially inducted into an organized fellowship of rogues or "guild of thieves".

Some are self-taught; others learned their skills from independent mentors.

Often, an experienced rogue needs an assistant for scams, second-story jobs, or just for watching her back.

She recruits a likely youngster, who then learns the skills of the trade on the job.

Eventually, the trainee is ready to move on, perhaps because the mentor has run afoul of the law, or perhaps because the trainee has double-crossed her mentor and needs some "space".

Rogues do not see each other as fellows unless they happen to be members of the same guild or students of the same mentor.

In fact, rogues trust other rogues less than they trust anyone else.

They're no fools.

Races: Adaptable and often unprincipled, humans take to the rogue's life with ease.

Halflings, elves, and half-elves also find themselves well suited to the demands of the career.

Dwarf and gnome rogues, while less common, are renowned as experts with locks and traps.

Half-orc rogues tend toward thuggery.

Rogues are common among brutal humanoids, especially goblins and bugbears.

Rogues who learn their arts in savage lands, however, generally don't have much experience with complex mechanisms such as traps and locks.

Other Classes: Rogues love and hate working with members of other classes.

They excel when protected by warriors and supported by spellcasters.

There are plenty of times, however, that they wish everyone else was as quiet, guileful, and patient as they. Rogues are particularly wary of paladins, so they endeavor to prove themselves useful when contact with paladins is unavoidable.

Role: The rogue's role in a group can vary dramatically based on her skill selection—from charismatic con artist to cunning burglar to agile combatant—but most rogues share certain aspects.

They aren't capable of prolonged melee combat, so they focus on opportunistic sneak attacks or ranged attacks.

The rogue's stealth and her trapfinding ability make her one of the best scouts in the game.

GAME RULE INFORMATION

Rogues have the following game statistics.

Abilities: Dexterity provides extra protection for the lightly armored rogue.

Dexterity, Intelligence and Wisdom are important for many of the rogue's skills.

A high Intelligence score also gives the rogue extra skill points, which can be used to expand her repertoire.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(8 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $8 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the rogue.

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword.

Rogues are proficient with light armor, but not with shields.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Basically, the rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target.

This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter.

Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

(See Table 8–5: Attack Roll Modifiers and Table 8–6: Armor Class Modifiers, page 151, for combat situations in which the rogue flanks an opponent or the opponent loses his Dexterity bonus to AC).

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

A rogue can't strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage.

She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty, because she must make optimal use of her weapon in order to execute a sneak attack.

(See Nonlethal Damage, page 146).

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack.

Any creature that is immune to critical hits is not vulnerable to sneak attacks.

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot.

A rogue cannot sneak attack while striking a creature with concealment (see page 152) or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden.

Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps.

A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility.

If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), she instead takes no damage.

Evasion can be used only if the rogue is wearing light armor or no armor.

A helpless rogue (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so.

She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker.

However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class (a rogue with at least two levels of barbarian, for example), she automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker.

This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Special Abilities: On attaining 10th level, and at every three levels thereafter (13th, 16th, and 19th), a rogue gains a special ability of her choice from among the following options.

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them.

An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage.

Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Defensive Roll (Ex): The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would.

Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage.

To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt).

If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage.

She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability.

Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Improved Evasion (Ex): This ability works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a fireball, henceforth she henceforth takes only half damage on a failed save.

A helpless rogue (such as one who is unconscious or paralysed) does not gain the benefit of improved evasion.

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round.

Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The rogue becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier.

When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so.

A rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (Ex): This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her.

If a rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC.

She gets only this one extra chance to succeed on her saving throw.

Feat: A rogue may gain a bonus feat in place of a special ability.

HALFLING ROGUE STARTING PACKAGE

Armor: Leather (+2 AC, speed 20 ft., 7-1/2 lb.).

Weapons: Short sword (1d4, crit 19-20/x2, 1 lb., light, piercing).

Light crossbow (1d6, crit 19-20/x2, range inc. 80 ft., 2 lb., piercing).

Dagger (1d3, crit 19-20/x2, range inc. 10 ft., 1/2 lb., light, piercing).

Skill Selection: Pick a number of skills equal to 8 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Move Silently	4	Dex	0
Hide	4	Dex	0
Spot	4	Wis	—
Listen	4	Wis	—
Search	4	Int	—
Disable Device	4	Int	—
Open Lock	4	Dex	—
Climb	4	Str	0
Use Magic Device	4	Cha	—
Sleight of Hand	4	Dex	0
Decipher Script	4	Int	—
Bluff	4	Cha	—
Intimidate	4	Cha	—

Feat: Improved Initiative.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Thieves' tools.

Hooded lantern and three pints of oil.

Case with 10 crossbow bolts.

Gold: 4d4 gp.

TABLE 3-15: THE ROGUE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, trapfinding
2nd	+1	+0	+3	+0	Evasion
3rd	+2	+1	+3	+1	Sneak attack +2d6, trap sense +1
4th	+3	+1	+4	+1	Uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Trap sense +2
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge
9th	+6/+1	+3	+6	+3	Sneak attack +5d6, trap sense +3
10th	+7/+2	+3	+7	+3	Special ability
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Trap sense +4
13th	+9/+4	+4	+8	+4	Sneak attack +7d6, special ability
14th	+10/+5	+4	+9	+4	—
15th	+11/+6/+1	+5	+9	+5	Sneak attack +8d6, trap sense +5
16th	+12/+7/+2	+5	+10	+5	Special ability
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Trap sense +6
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6, special ability
20th	+15/+10/+5	+6	+12	+6	—

SORCERER

Sorcerers create magic the way a poet creates poems, with inborn talent honed by practice.

They have no books, no mentors, no theories—just raw power that they direct at will.

Some sorcerers claim that the blood of dragons courses through their veins.

That claim may even be true in some cases—it is common knowledge that certain powerful dragons can take humanoid form and even have humanoid lovers, and it's difficult to prove that a given sorcerer does not have a dragon ancestor.

It's true that sorcerers often have striking good looks, usually with a touch of the exotic that hints at an unusual heritage.

Others hold that the claim is either an unsubstantiated boast on the part of certain sorcerers or envious gossip on the part of those who lack the sorcerer's gift.

Adventures: The typical sorcerer adventures in order to improve his abilities.

Only by testing his limits can he expand them.

A sorcerer's power is inborn—part of his soul.

Developing this power is a quest in itself for many sorcerers, regardless of how they wish to use their power.

Some good sorcerers are driven by the need to prove themselves.

Marked as different by their power, they seek to win a place in society and to prove themselves to others.

Evil sorcerers, however, also feel themselves set apart from others—apart and above.

They adventure to gain power over those they look down upon.

Characteristics: Sorcerers cast spells through innate power rather than through careful training and study.

Their magic is intuitive rather than logical.

Sorcerers know fewer spells than wizards do and acquire powerful spells more slowly than wizards, but they can cast spells more often and have no need to select and prepare their spells ahead of time.

Sorcerers do not specialize in certain schools of magic the way wizards sometimes do.

Since sorcerers gain their powers without undergoing the years of rigorous study that wizards go through, they don't have the background of arcane knowledge than most wizards have.

However, they do have more time to learn fighting skills, and they are proficient with simple weapons.

Alignment: For a sorcerer, magic is an intuitive art, not a science.

Sorcery favors the free, chaotic, creative spirit over the disciplined mind, so sorcerers tend slightly toward chaos over law.

Religion: Some sorcerers favor Boccob (god of magic), while others revere Wee Jas (goddess of death and magic). However, many sorcerers follow some other deity, or none at all.

(Wizards typically learn to follow Boccob or Wee Jas from their mentors, but most sorcerers are self-taught, with no master to induct them into a religion.)

Background: Sorcerers develop rudimentary powers at puberty.

Their first spells are incomplete, spontaneous, uncontrolled, and sometimes dangerous.

A household with a budding sorcerer in it may be troubled by strange sounds or lights, which can create the impression that the place is haunted.

Eventually, the young sorcerer understands the power that he has been wielding unintentionally.

From that point on, he can begin practicing and improving his powers.

Sometimes a sorcerer is fortunate enough to come under the care of an older, more experienced sorcerer, someone who can help him understand and use his new powers.

More often, however, sorcerers are on their own, feared by erstwhile friends and misunderstood by family.

Sorcerers have no sense of identity as a group.

Unlike wizards, they gain little by sharing their knowledge and have no strong incentive to work together.

Races: Most sorcerers are humans or half-elves, but the innate talent for sorcery is unpredictable, and it can show up in any of the common races.

Arcane spellcasters from savage lands or from among the brutal humanoids are more likely to be sorcerers than wizards.

Kobolds are especially likely to take up this path, and they are fierce, if inarticulate, proponents of the “blood of the dragons” theory.

Other Classes: Sorcerers find that they have the most in common with members of other largely self-taught classes, such as druids and rogues.

They sometimes find themselves at odds with members of the more disciplined classes, such as paladins and monks. Since they cast the same spells as wizards but do so in a different way, they sometimes find themselves in competition with wizards.

Role: A sorcerer tends to define his role based on his spell selection.

A sorcerer who focuses on damage-dealing spells becomes a center of the party's offensive power.

Another may rely on more subtle magics, such as charms and illusions, and thus take a quieter role.

A party with a sorcerer should strongly consider including a second spellcaster, such as a bard, cleric, druid, or even a wizard, to make up for the sorcerer's lack of versatility.

Since a sorcerer often has a powerful presence that gives him a way with people, he may serve as the “face” for an adventuring party, negotiating, bargaining, and speaking for others.

The sorcerer's spells often help him sway others or gain information, so he makes an excellent spy or diplomat for an adventuring party.

GAME RULE INFORMATION

Sorcerers have the following game statistics.

Abilities: Charisma determines how powerful a spell a sorcerer can cast, how many spells he can cast per day, and how hard those spells are to resist (see *Spells*, below).

Like a wizard, a sorcerer benefits from high Dexterity and Constitution scores.

Alignment: Any.

Hit Die: d4.

CLASS SKILLS

The sorcerer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the sorcerer.

Weapon and Armor Proficiency: Sorcerers are proficient with all simple weapons.

They are not proficient with any type of armor or shield.

Armor of any type interferes with a sorcerer's arcane gestures, which can cause his spells with somatic components to fail.

Spells: A sorcerer casts arcane spells (the same type of spells available to bards and wizards), which are drawn primarily from the sorcerer/wizard spell list (page 192).

He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below).

To learn or cast a spell, a sorcerer must have a Charisma score equal to at least $10 + \text{the spell level}$ (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth).

The Difficulty Class for a saving throw against a sorcerer's spell is $10 + \text{the spell level} + \text{the sorcerer's Charisma modifier}$.

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day.

His base daily spell allotment is given on Table 3-16: The Sorcerer.

In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1-1: Ability Modifiers and Bonus Spells, page 8).

A sorcerer's selection of spells is extremely limited.

A sorcerer begins play knowing four 0-level spells (also called cantrips) and two 1st-level spells of your choice.

At each new sorcerer level, he gains one or more new spells, as indicated on Table 3-17: Sorcerer Spells Known.

TABLE 3-17: SORCERER SPELLS KNOWN

Level	Spells Known								
	0	1st	2nd	3rd	4th	5th	6th	7th	8th
1st	4	2	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—
9th	8	5	4	3	2	—	—	—	—
10th	9	5	4	3	2	1	—	—	—
11th	9	5	5	4	3	2	—	—	—
12th	9	5	5	4	3	2	1	—	—
13th	9	5	5	4	4	3	2	—	—
14th	9	5	5	4	4	3	2	1	—
15th	9	5	5	4	4	4	3	2	—
16th	9	5	5	4	4	4	3	2	1
17th	9	5	5	4	4	4	3	3	2
18th	9	5	5	4	4	4	3	3	2
19th	9	5	5	4	4	4	3	3	3
20th	9	5	5	4	4	4	3	3	3

(Unlike spells per day, the number of spells a sorcerer knows is not affected by his Charisma score; the numbers on Table 3-17 are fixed).

These new spells can be common spells chosen from the sorcerer/wizard spell list (page 192), or they can be unusual spells that the sorcerer has gained some understanding of by study.

For example, a sorcerer with a scroll or spellbook detailing an unusual sorcerer/wizard spell (one not on the sorcerer/wizard spell list in this book) could select that spell as one of his new spells for attaining a new level, provided that it is of the right spell level.

The sorcerer can't use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a sorcerer can choose to learn a new spell in place of one he already knows.

In effect, the sorcerer “loses” the old spell in exchange for the new one.

The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast.

For instance, upon reaching 4th-level, a sorcerer could trade in a single 0-level spell (two spell levels below the highest-level sorcerer spell he can cast, which is 2nd) for a different 0-level spell.

At 6th level, he could trade in a single 0-level or 1st-level spell (since he now can cast 3rd-level sorcerer spells) for a different spell of the same level.

A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level. Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance.

He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. For example, at 1st level, the sorcerer Hennes can cast four 1st-level spells per day—three for being 1st level (see Table 3-16: The Sorcerer), plus one thanks to his Charisma score of 15 (see Table 1-1: Ability Modifiers and Bonus Spells, page 8).

However, he knows only two 1st-level spells: *magic missile* and *sleep* (see Table 3-17: Sorcerer Spells Known).

Thus, on any given day, he can cast some combination of the two spells a total of four times.

He does not have to decide ahead of time which spells he'll cast.

Familiar: A sorcerer can obtain a familiar.

Doing so takes 24 hours and uses up magical materials that cost 100 gp.

A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent.

FAMILIARS

Familiars are magically linked to their masters. In some sense, the familiar and the master are practically one being. That's why, for example, the master can cast a personal range spell on a familiar even though he can normally cast such a spell only on himself. A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a sorcerer or wizard. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but it is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. Thus, a druid/sorcerer can't use her animal companion as a familiar.

A familiar also grants special abilities to its master (a sorcerer or wizard), as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars (such as sorcerer and wizard) stack for the purpose of determining any familiar abilities that depend on the master's level.

Familiar	Special
Bat	Master gains a +3 bonus on Listen checks
Cat	Master gains a +3 bonus on Move Silently checks
Hawk	Master gains a +3 bonus on Spot checks in bright light
Lizard	Master gains a +3 bonus on Climb checks
Owl	Master gains a +3 bonus on Spot checks in shadows
Rat	Master gains a +2 bonus on Fortitude saves
Raven ¹	Master gains a +3 bonus on Appraise checks
Snake ²	Master gains a +3 bonus on Bluff checks
Toad	Master gains +3 hit points
Weasel	Master gains a +2 bonus on Reflex saves

1 A raven familiar can speak one language of its master's choice as a supernatural ability.

2 Tiny viper.

The creature serves as a companion and servant.

The sorcerer chooses the kind of familiar he gets.

As the sorcerer advances in level, his familiar also increases in power.

If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw.

Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount.

However, a sorcerer's experience point total can never go below 0 as the result of a familiar's demise or dismissal.

For example, suppose that Hennes is a 3rd-level sorcerer with 3,230 XP when his owl familiar is killed by a bugbear.

Hennes makes a successful saving throw, so he loses 300 XP, dropping him below 3,000 XP and back to 2nd level (see the *Dungeon Master's Guide* for rules for losing levels).

A slain or dismissed familiar cannot be replaced for a year and day.

A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time.

Familiar Basics: Use the basic statistics for a creature of the familiar's kind, as given in the *Monster Manual*, but make the following changes:

Hit Dice: For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

Hit Points: The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice. For example, at 2nd level, Hennes has 9 hit points, so his familiar has 4.

Attacks: Use the master's base attack bonus, as calculated from all his classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons. Damage equals that of a normal creature of the familiar's kind.

Saving Throws: For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves (from magic items or feats, for example).

Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills (such as Craft) may remain beyond the familiar's ability to use.

Familiar Ability Descriptions: All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

Natural Armor Adj.: The number noted here is an improvement to the familiar's existing natural armor bonus. It represents the preternatural toughness of a spellcaster's familiar.

Int: The familiar's Intelligence score. Familiars are as smart as people, though not necessarily as smart as smart people.

Alertness (Ex): The presence of the familiar sharpens its master's senses. While a familiar is within arm's reach, the master gains the Alertness feat (page 89).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content (such as fear, hunger, happiness, curiosity) can be communicated. Note that the low Intelligence of a low-level master's familiar limits what the creature is able to communicate or understand, and even intelligent familiars see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the master has the same connection to an item or place that his familiar does. For instance, if his familiar has seen a room, the master can teleport into that room as if he has seen it too.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell

just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind (Ex): If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Spell Resistance (Ex): If the master is 11th level or higher, a familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level; see Spell Resistance, page 177) that equals or exceeds the familiar's spell resistance.

Scry on Familiar (Sp): If the master is 13th level or higher, he may scry on his familiar (as if casting the scrying spell) once per day.

Master Class Level	Natural Armor Adj.	Int	Special
1st–2nd	+1	6	Alertness, improved evasion, share spells, empathic link
3rd–4th	+2	7	Deliver touch spells
5th–6th	+3	8	Speak with master
7th–8th	+4	9	Speak with animals of its kind
9th–10th	+5	10	—
11th–12th	+6	11	Spell resistance
13th–14th	+7	12	Scry on familiar
15th–16th	+8	13	—
17th–18th	+9	14	—
19th–20th	+10	15	—

HUMAN SORCERER STARTING PACKAGE

Armor: None (speed 30 ft.).

Weapons: Shortspear (1d6, crit ×2, range inc. 20 ft., 3 lb., one-handed, piercing).

Light crossbow (1d8, crit 19–20/×2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Spellcraft	4	Int	—
Concentration	4	Con	—
Knowledge (arcana)	4	Int	—
Bluff	4	Cha	—
Gather Information (cc)	2	Cha	—
Diplomacy (cc)	2	Cha	—
Hide (cc)	2	Dex	0
Move Silently (cc)	2	Dex	0

Feat: Toughness.

Bonus Feat: Combat Casting.

Spells Known: 0-level spells—*detect magic*, *ghost sound*, *light*, *read magic*.

1st-level spells—*magic missile*, *sleep*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Hooded lantern, 5 pints of oil.

Spell component pouch.

Case with 10 crossbow bolts.

Gold: 3d4 gp.

TABLE 3-16: THE SORCERER

	Base	Fort	Ref	Will		Spells per Day									
Level	Attack Bonus	Save	Save	Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Summon familiar	5	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		6	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		6	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		6	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		6	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5		6	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6		6	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7		6	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	6	6	6	6	6	4	—	—	—	—	
12th	+6/+1	+4	+4	+8	6	6	6	6	6	5	3	—	—	—	
13th	+6/+1	+4	+4	+8	6	6	6	6	6	6	4	—	—	—	
14th	+7/+2	+4	+4	+9	6	6	6	6	6	6	5	3	—	—	
15th	+7/+2	+5	+5	+9	6	6	6	6	6	6	6	4	—	—	
16th	+8/+3	+5	+5	+10	6	6	6	6	6	6	6	5	3	—	
17th	+8/+3	+5	+5	+10	6	6	6	6	6	6	6	6	4	—	
18th	+9/+4	+6	+6	+11	6	6	6	6	6	6	6	6	5	3	
19th	+9/+4	+6	+6	+11	6	6	6	6	6	6	6	6	6	4	
20th	+10/+5	+6	+6	+12	6	6	6	6	6	6	6	6	6	6	

WIZARD

A few unintelligible words and fleeting gestures carry more power than a battleaxe, when they are the words and gestures of a wizard.

These simple acts make magic seem easy, but they only hint at the time the wizard must spend poring over her spellbook preparing each spell for casting, and the years before that spent in apprenticeship to learn the arts of magic.

Wizards depend on intensive study to create their magic. They examine musty old tomes, debate magical theory with their peers, and practice minor magics whenever they can. For a wizard, magic is not a talent but a difficult, rewarding art.

Adventures: Wizards conduct their adventures with caution and forethought.

When prepared, they can use their spells to devastating effect.

When caught by surprise, they are vulnerable.

They seek knowledge, power, and the resources to conduct their studies.

They may also have any of the noble or ignoble motivations that other adventurers have.

Characteristics: The wizard's strength is her spells.

Everything else is secondary.

She learns new spells as she experiments and grows in experience, and she can also learn them from other wizards.

In addition to learning new spells, a wizard can, over time, learn to manipulate her spells so they go farther, work better, or are improved in some other way.

Some wizards prefer to specialize in a certain type of magic. Specialization makes a wizard more powerful in her chosen field, but it denies her access to some of the spells that lie outside that field.

(See School Specialization, page 57).

Like a sorcerer, a wizard can call a familiar—a small, magical animal companion that serves her.

For some wizards, their familiars are their only true friends.

Alignment: Overall, wizards show a slight tendency toward law over chaos because the study of magic rewards those who are disciplined.

Illusionists and transmuters, however, are masters of deception and change, respectively.

They favor chaos over law.

Religion: Wizards commonly revere Boccob (god of magic).

Some, especially necromancers or simply more misanthropic wizards, prefer Wee Jas (goddess of death and magic).

Evil necromancers are known to worship Nerull (god of death).

Wizards in general are more devoted to their studies than to their spiritual sides.

Background: Wizards recognize each other as comrades or rivals.

Even wizards from very different cultures or magical traditions have much in common because they all conform to the same laws of magic.

Unlike fighters or rogues, wizards see themselves as members of a distinct, if diverse, group.

In civilized lands where wizards study in academies, schools, or guilds, wizards also identify themselves and others according to membership in these formal organizations.

But while a guild magician may look down her nose at a rustic wizard who learned his arts from a doddering hermit, she nevertheless can't deny the rustic's identity as a wizard.

Races: Humans take to magic for any of various reasons: curiosity, ambition, lust for power, or just personal inclination.

Human wizards tend to be practical innovators, creating new spells or using old spells creatively.

Elves are enthralled by magic, and many of them become wizards for love of the art.

Elf wizards see themselves as artists, and they hold magic in high regard as a wondrous mystery, as opposed to the more pragmatic human wizards, who see magic more as a set of tools or tricks.

Illusion magic comes so simply to gnomes that becoming an illusionist is just natural to brighter and more talented ones.

Gnome wizards who don't specialize in the school of illusion are rare, but they don't suffer under any special stigma.

Half-elf wizards feel both the elf's attraction to magic and the human's drive to conquer and understand. Some of the most powerful wizards are half-elves. Dwarf and halfling wizards are rare because their societies don't encourage the study of magic.

Half-orc wizards are rare because few half-orcs have the brains necessary for wizardry.

Drow (evil, subterranean elves) often take up wizardry, but wizards are quite rare among the savage humanoids.

Other Classes: Wizards prefer to work with members of other classes.

They love to cast their spells from behind strong fighters, to "magic up" rogues and send them out to scout, and to rely on the divine healing of clerics.

They may find members of certain classes (such as sorcerers, rogues, and bards) to be not quite serious enough, but they're not judgmental.

Role: The wizard's role depends somewhat on her spell selection, but most wizards share certain similarities in function.

They are among the most offensively minded of the spellcasting classes, with a broad range of options available for neutralizing enemies.

Some wizards provide great support to their comrades by way of their spells, while others may focus on divination or other facets of wizardry.

GAME RULE INFORMATION

Wizards have the following game statistics.

Abilities: Intelligence determines how powerful a spell a wizard can cast, how many spells she can cast, and how hard those spells are to resist (see *Spells*, below).

A high Dexterity score is helpful for a wizard, who typically wears little or no armor, because it provides her with a bonus to Armor Class.

A good Constitution score gives a wizard extra hit points, a resource that she is otherwise very low on.

Alignment: Any.

Hit Die: d4.

CLASS SKILLS

The wizard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the wizard.

Weapon and Armor Proficiency: Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield.

Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.

Spells: A wizard casts arcane spells (the same type of spells available to sorcerers and bards), which are drawn from the sorcerer/wizard spell list (page 192).

A wizard must choose and prepare her spells ahead of time (see below).

To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level (Int 10 for 0-level spells, Int 11 for 1st-level spells, and so forth).

The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier.

Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day.

Her base daily spell allotment is given on Table 3-18: The Wizard.

In addition, she receives bonus spells per day if she has a high Intelligence score (see Table 1-1: Ability Modifiers and Bonus Spells, page 8).

Unlike a bard or sorcerer, a wizard may know any number of spells (see *Writing a New Spell into a Spellbook*, page 179).

She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook.

While studying, the wizard decides which spells to prepare (see *Preparing Wizard Spells*, page 177).

Bonus Languages: A wizard may substitute Draconic for one of the bonus languages available to the character because of her race (see Chapter 2: Races).

Many ancient tomes of magic are written in Draconic, and apprentice wizards often learn it as part of their studies.

Familiar: A wizard can obtain a familiar in exactly the same manner as a sorcerer can.

See the sorcerer description and the accompanying Familiars sidebar for details.

Scribe Scroll: At 1st level, a wizard gains Scribe Scroll as a bonus feat.

This feat enables her to create magic schools (see *Scribe Scroll*, page 99, and *Creating Magic Items*, page 282 of the *Dungeon Master's Guide*).

Bonus Feats: At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat.

At each such opportunity, she can choose a metamagic feat, an item creation feat, or Spell Mastery.

The wizard must still meet all prerequisites for a bonus feat, including caster level minimums.

(See Chapter 5 for descriptions of feats and their prerequisites).

These bonus feats are in addition to the feat that a character of any class gets every three levels (as given on Table 3-2: Experience and Level-Dependent Benefits, page 22).

The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing these feats.

Spellbooks: A wizard must study her spellbook each day to prepare her spells (see *Preparing Wizard Spells*, page 177). She cannot prepare any spell not recorded in her spellbook, except for *read magic*, which all wizards can prepare from memory.

A wizard begins play with a spellbook containing all 0-level wizard spells (except those from her prohibited school or schools, if any; see *School Specialization*, page 57) plus three 1st-level spells of your choice.

For each point of Intelligence bonus the wizard has (see Table 1-1: Ability Modifiers and Bonus Spells, page 8), the spellbook holds one additional 1st-level spell of your choice.

At each new wizard level, she gains two new spells of any spell level or levels that she can cast (based on her new wizard level) for her spellbook.

For example, when a wizard attains 5th level, she can cast 3rd-level spells.

At this point, she can add two new 3rd-level spells to her spellbook, or one 2nd-level spell and one 3rd-level spell, or any combination of two spells between 1st and 3rd level.

At any time, a wizard can also add spells found in other wizards' spellbooks to her own (see Adding Spells to a Wizard's Spellbook, page 178).

ELF WIZARD STARTING PACKAGE

Armor: None (speed 30 ft.).

Weapons: Quarterstaff (1d6/1d6, crit ×2, 4 lb., two-handed, bludgeoning).

Light crossbow (1d8, crit 19–20/×2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Spellcraft	4	Int	—
Concentration	4	Con	—
Knowledge (arcana)	4	Int	—
Decipher Script	4	Int	—
Hide (cc)	2	Dex	0
Move Silently (cc)	2	Dex	0
Search (cc)	2	Int	—
Spot (cc)	2	Wis	—

TABLE 3–18: THE WIZARD

Spells per Day															
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Summon familiar, Scribe scroll	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5		4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6		4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7		4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12		4	4	4	4	4	4	4	4	4	4

ARCANE SPELLS AND ARMOR

Wizards and sorcerers do not know how to wear armor effectively. If desired, they can wear armor anyway (though they'll be clumsy in it), or they can gain training in the proper use of armor (with the various Armor Proficiency feats—light, medium, and heavy—and the Shield Proficiency feat), or they can multiclass to add a class that grants them armor proficiency (see Multiclass Characters later in this chapter). Even if a wizard or sorcerer is wearing armor with which he or she is proficient, however, it might still interfere with spellcasting.

Most characters have a difficult time casting arcane spells while wearing armor or carrying shields (see Arcane Spell Failure, page 122). The armor restricts the complicated gestures that a wizard or sorcerer must make while casting any spell that has a somatic component (most do). To find the arcane spell failure chance for a wizard or sorcerer wearing a certain type of armor, see Table 7–6: Armor and Shields (page 123).

Feat: Toughness.

School Specialization: None.

Spellbook: All 0-level spells; plus *charm person*, *summon monster I*, and *sleep*; plus one of these spells of your choice per point of Intelligence bonus (if any): *cause fear*, *color spray*, *magic missile*, and *silent image*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Ten candles, map case, three pages of parchment, ink, inkpen.

Spell component pouch, spellbook.

Case with 10 crossbow bolts.

Gold: 3d6 gp.

By contrast, bards not only know how to wear light armor effectively, but they can also ignore the arcane spell failure chance for such armor. However, they too wear heavier armor ineffectively and must either learn to wear heavier armor via the appropriate Armor Proficiency feat (medium or heavy) or add a class (such as fighter) that grants them such proficiency as a class feature. A bard wearing armor heavier than light or using any type of shield incurs the normal arcane spell failure chance, even if he becomes proficient with that armor.

If a spell doesn't have a somatic component, an arcane spellcaster can cast it with no problem while wearing armor. Such spells can also be cast even if the caster's hands are bound or if he or she is grappling (although Concentration checks still apply normally). Also, the metamagic feat Still Spell allows a spellcaster to prepare or cast a spell at one spell level higher than normal without the somatic component. This also provides a way to cast a spell while wearing armor without risking arcane spell failure. See Chapter 5: Feats for more about metamagic feats such as Still Spell.

SCHOOL SPECIALIZATION

A school is one of eight groupings of spells, each defined by a common theme, such as illusion or necromancy. If desired, a wizard may specialize in one school of magic (see below). Specialization allows a wizard to cast extra spells from her chosen school, but she then never learns to cast spells from some other schools. Essentially, the wizard gains exceptional mastery over a single school by neglecting the study of other schools.

A specialist wizard can prepare one additional spell of her specialty school per spell level each day. She also gains a +2 bonus on Spellcraft checks to learn the spells of her chosen school (see Adding Spells to a Wizard's Spellbook, page 178).

The wizard must choose whether to specialize and, if she does so, choose her specialty at 1st level. At this time, she must also give up two other schools of magic (unless she chooses to specialize in divination; see below), which become her prohibited schools. For instance, if she chooses to specialize in conjuration, she might decide to give up enchantment and necromancy, or evocation and transmutation. A wizard can never give up divination to fulfill this requirement. Spells of the prohibited school or schools are not available to the wizard, and she can't even cast such spells from scrolls or fire them from wands. She may not change either her specialization or her prohibited schools later.

The eight schools of arcane magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and trans-

mutation. Spells that do not fall into any of these schools are called universal spells.

Abjuration: Spells that protect, block, or banish. An abjuration specialist is called an abjurer.

Conjuration: Spells that bring creatures or materials to the caster. A conjuration specialist is called a conjurer.

Divination: Spells that reveal information. A divination specialist is called a diviner. Unlike the other specialists, a diviner must give up only one other school.

Enchantment: Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter.

Evocation: Spells that manipulate energy or create something from nothing. An evocation specialist is called an evoker.

Illusion: Spells that alter perception or create false images. An illusion specialist is called an illusionist.

Necromancy: Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer.

Transmutation: Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a transmuter.

Universal: Not a school, but a category for spells that all wizards can learn. A wizard cannot select universal as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

PLAYER'S HANDBOOK 2 (3.5)

BEGUILER

"You know me.

I'm as good as my word, and my life is an open book."

—said with a straight face by Anastria Nailo, half-elf beguiler

Some hold truth to be the greatest virtue, but it can do more damage than fiction.

Everyone lives in a constant state of deception.

White lies, false smiles, and secret thoughts keep society running smoothly.

Honesty is a virtue only up to a certain point.

Beguilers understand these ideas better than anyone, and they use deception, misunderstanding, and secrets as skillfully as a soldier employs weapons of war.

Beguilers see lying and manipulation as tools.

Just as a hammer can be used to build a house or crack a skull, deceit and the ability to control others can be used for good or ill.

A lie whispered in the right ear can ruin lives, but a dishonest smile and honeyed words can open doors, turn foes into friends, and even end wars.

Beguilers have reputations as rakes, thieves, spies, and puppet masters, but they can also be diplomats, peacemakers, or heroic leaders who give hope in desperate situations.

If you delight in manipulating others, either to their disadvantage or for their own good, then the beguiler is the class for you.

More than any other kind of character, you rely on Charisma-based skills to change the reactions of others, while your other class abilities enable you to catch others off guard with devastating spell-based attacks.

MAKING A BEGUILER

As a beguiler, you possess many useful skills and spells.

If your adventuring group lacks a rogue, you make a great substitute for all but the rogue's melee combat strengths.

If the group lacks a wizard or other arcane caster, you can also fill that role with your command of illusions and enchantments, although you lack a wizard's array of spells that deal damage and you possess less spellcasting versatility.

Your main strategy should be to control enemies, bolster your allies, and take command of the battlefield.

Abilities: Beguilers have quick wits, deft hands, and compelling personalities.

You need a high Intelligence to get the most from your spells and skills.

A high Charisma helps you be more convincing in your deceptions, while a high Dexterity helps you with the sneaky tasks you are likely to pursue.

Don't neglect Constitution; although you have the same Hit Die as a rogue, your Constitution score influences your ability to cast defensively and thus how well you can use your surprise casting class feature.

Races: Beguilers can be found among any race, but gnomes and half-elves seem to most appreciate the beguilers' flexible philosophy about truth.

Being tricksters and inquisitive by nature, gnomes gravitate to the beguiler class due to the interesting deeds it allows them to accomplish.

Half-elves, trapped as they are between the worlds of elves and humans, find that a beguiler's abilities help them better exist in both.

Humans, elves, and halflings also foster beguilers in their midst, but dwarves and half-orcs rarely become members of the class.

Dwarves tend to dislike dissembling, and half-orcs typically lack the mental discipline and likable personality required to make a good beguiler.

Alignment: The beguilers' outlook about truth is neither good nor evil, and beguilers of all alignments walk the world.

Nevertheless, those well practiced in the arts of deception and manipulation rarely put much stock in others' laws, and they often display a self-centered attitude. Lawful good beguilers are like lawful good necromancers—rare and foreign even to their fellows.

Starting Gold: 6d4×10 gp (150 gp).

Starting Age: As wizard (PH 109).

CLASS SKILLS

(6 + Int modifier per level, ×4 at 1st level): Appraise, Balance, Bluff, Climb, Concentration, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Jump, Knowledge (arcana), Knowledge (local), Listen, Move Silently, Open Lock, Profession, Search, Sense Motive, Sleight of Hand, Speak Language, Spellcraft, Spot, Swim, Tumble, Use Magic Device.

CLASS FEATURES

Your spells and skills make you well suited to espionage and dungeon delving.

In addition to being able to find and disarm traps your group might encounter, you can charm and confound guards, turning what could be dangerous encounters into simple steps toward your goal.

In combat, you can use your spells to trick and outmaneuver foes.

Weapon and Armor Proficiency: Beguilers are proficient with all simple weapons plus the hand crossbow, rapier, shortbow, and short sword.

Beguilers are proficient with light armor, but not with shields.

Spells: A beguiler casts arcane spells, which are drawn from the beguiler spell list on page 11.

When you gain access to a new level of spells, you automatically know all the spells for that level on the beguiler's spell list.

You can cast any spell you know without preparing it ahead of time.

Essentially, your spell list is the same as your spells known list.

You also have the option of adding to your existing spell list through your advanced learning class feature (see below) as you increase in level.

To cast a beguiler spell, you must have an Intelligence score of 10 + the spell's level (Int 10 for 0-level spells, Int 11 for 1st-level spells, and so forth).

The Difficulty Class for a saving throw against a beguiler's spell is 10 + the spell's level + the beguiler's Int modifier.

Like other spellcasters, a beguiler can cast only a certain number of spells of each spell level per day.

The base daily spell allotment is given on Table 1–1.

In addition, you receive bonus spells for a high Intelligence score (PH 8).

A beguiler need not prepare spells in advance.

You can cast any spell you know at any time, assuming you have not yet used up your spells per day for that spell level.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause your spells to fail if those spells have a somatic component.

A beguiler's limited focus and specialized training, however, allow you to avoid any chance of arcane spell failure as long as you restrict yourself to light armor.

This training does not extend to any other form of armor, nor does this ability apply to spells gained from other spellcasting classes.

Trapfinding: Beguilers can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden.

Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Beguilers can use the Disable Device skill to disarm magic traps.

A magic trap typically has a DC of 25 + the level of the spell used to create it.

A beguiler who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his allies) without disarming it. Cloaked Casting (Ex): Starting at 2nd level, a beguiler's spells become more effective when cast against an unwary foe.

You gain a +1 bonus to the spell's save DC when you cast a spell that targets any foe who would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not).

At 8th level, you gain a +2 bonus on rolls made to overcome the spell resistance of any affected target.

At 14th level, the bonus to your spell's save DC increases to +2.

At 20th level, you become able to automatically overcome the spell resistance of any affected target.

Surprise Casting (Ex): Starting at 2nd level, when you successfully use the Bluff skill to feint in combat, your target is denied its Dexterity bonus (if it has one) to AC for the next melee attack you make against it or the next spell you cast.

You must remain in melee with the target, and the attack must be made or the spell cast on or before your next turn. The target is not considered flat-footed and therefore can make attacks of opportunity against you if you do not cast defensively.

At 6th level, you gain the ability to feint in combat as a move action instead of a standard action.

If you have the Improved Feint feat, you can now feint in combat as a swift action.

Advanced Learning (Ex): At 3rd level, you can add a new spell to your list, representing the result of personal study and experimentation.

The spell must be a sorcerer/wizard spell of the enchantment or illusion school and of a level no higher than that of the highest-level spell you already know.

Once a new spell is selected, it is forever added to your spell list and can be cast just like any other spell on your list.

You gain another new spell at 7th, 11th, 15th, and 19th level.

Silent Spell: At 5th level, you gain Silent Spell as a bonus feat.

Still Spell: At 10th level, you gain Still Spell as a bonus feat.

PLAYING A BEGUILER

Truth lies in the eye of the beholder.

Manipulation of truth—and others' visions of it—is a part of life.

Everyone does it; you just do it better than everyone else.

If you nudge someone into doing something he otherwise wouldn't have done, that person still did the actual deed, and some part of him must have wanted it done.

You trick fools, charm egocentrics, influence schemers, and control the weak-willed.

In a way, you're doing them a favor.

If they're clever enough to figure out they've been manipulated, they'll be better prepared to defend themselves against the later manipulations of those who mean them harm.

If they don't figure it out, they'll get tricked again, but that's no concern of yours.

Life is a game that you win by coming out on top, and the best way to do that is to convince others to give you a boost. You might adventure because you desire excitement. Someone with your smarts gets bored with mundane pursuits.

Alternatively, you might have set off on a life of adventure after some trick or manipulation gone wrong.

You have to keep moving, and adventuring offers you a regular change of scenery.

In any case, a life of adventure allows you to see new things, meet interesting people, and garner a name for yourself.

Of course, it might not be your real name, but fame is fame. You always look to expand your knowledge and increase your power.

You are clever enough to know there's always more to learn.

Although you tend to be self-reliant, you understand the value of friendship and allies in your pursuits.

Truth might be mutable, but friends value honesty and trust, so you make sure not to entangle your allies in your webs of lies and trickery.

RELIGION

Beguilers favor deities who share their unfettered outlook and who would seem to appreciate their schemes and strategies.

Most beguilers look to Olidammara for obvious reasons, but others prefer Fharlanghn since he shares their love of new beginnings and travel.

Gnome beguilers largely put their faith in Garl Glittergold, and some nongnome beguilers follow suit.

Many also follow Boccob; the Lord of All Magics cares little to what use beguilers put their spells, and beguilers prefer it that way.

Evil beguilers often join Vecna's fold—the Master of All that Is Secret and Hidden welcomes beguilers, manipulating them toward ever greater acts of villainy even as they take advantage of their victims.

OTHER CLASSES

Few know of characters such as yourself because many beguilers pretend to be something other than what they are, and you can easily pass as a rogue, bard, wizard, or sorcerer.

Those who learn of the class often have a poor impression of beguilers unless they call one a friend.

Wizards consider characters such as you to be undisciplined and limited in their magic.

Knights, paladins, and monks rightly think of you as untrustworthy.

Rangers, dragon shamans, barbarians, and druids rarely have patience for your prevarications and your enjoyment of civilized society.

Rogues, duskblades, sorcerers, and fighters tend to be more practical: If your abilities make their jobs easier, then you find a welcome reception.

Bards often find the life led by beguilers fascinating and are intrigued by a beguiler's exploits.

COMBAT

You're at your best when you can catch foes unaware.

Use your spells to hide and disguise yourself and your allies so that you can employ surprise tactics.

If you get into melee, use the Bluff skill to feint in combat and thus get the drop on your enemy with cloaked casting or surprise casting.

Control the terrain with spells such as *grease* and *fog cloud*. Control foes with *charm person* and *dominate monster* spells.

ADVANCEMENT

Remaining a beguiler typically presents the best course of advancement.

The rogue class might seem like a natural choice for multiclassing, but you don't gain much from taking levels in it.

Although it gives you the sneak attack ability, it detracts from your spellcasting prowess.

You should assign skill points according to your role in your adventuring group.

If the group already has a rogue who is good at finding traps and sneaking about, boost your ranks in social skills such as Diplomacy and Gather Information.

Remember that you can use spells such as *invisibility* and *silence* for stealth, and spells such as *knock* and *spider climb* to do things for which rogues must use skills.

High bonuses in Bluff and Concentration are a must if you're going to use the surprise casting ability.

You have many good options for feats, but be sure to take Combat Casting, Combat Expertise, and Improved Feint to get the most from surprise casting and cloaked casting. *Complete Adventurer* offers Mobile Spellcasting, a feat that allows you to cast a spell and move as a single standard action.

Combining this with the benefits provided to you by Improved Feint and the Tumble skill, you could move into melee, feint, and cast a spell that gets the benefit of cloaked casting or surprise casting.

You should also consider taking the Battle Caster feat from *Complete Arcane*, which allows a beguiler to wear medium armor without spell failure.

Combining it with the Armor Proficiency (medium) feat gives you much greater protection.

If you're interested in having a lot of feats, it might be worthwhile to take a level of fighter, since the 1st level of the fighter class gives you proficiency with all types of armor and a bonus feat you could use for Combat Expertise or Improved Feint.

STARTING PACKAGES

Package 1: The Controller

Human Beguiler

Ability Scores: Str 8, Dex 14, Con 12, Int 15, Wis 10, Cha 13.

Skills: Bluff, Concentration, Disable Device, Hide, Move Silently, Open Lock, Search, Sense Motive, Spot.

Languages: Common, Goblin, Orc.

Feat: Improved Initiative, Spell Focus (enchantment).

Weapons: Short sword (1d6/19–20), Armor: Chain shirt (+4 AC).

Other Gear: Standard adventurer's kit, spell component pouch, thieves' tools, 20 gp.

Package 2: The Investigator

Half-Elf Beguiler

Ability Scores: Str 8, Dex 14, Con 10, Int 15, Wis 12, Cha 13.

Skills: Bluff, Gather Information, Hide, Move Silently, Open Lock, Search, Sense Motive, Spot.

Languages: Common, Dwarven, Elven, Goblin.

Feat: Spell Focus (enchantment) **Weapons:** Rapier (1d6/18–20), shortbow with 20 arrows (1d6/×3, 60 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, spell component pouch, thieves' tools, 23 gp.

Package 3: The Trickster

Gnome Beguiler

Ability Scores: Str 10, Dex 14, Con 12, Int 15, Wis 8, Cha 13.

Skills: Bluff, Disguise, Escape Artist, Hide, Move Silently, Search, Spot, Use Magic Device.

Languages: Common, Giant, Gnome, Goblin.

Feat: Spell Focus (illusion).

Weapons: Morningstar (1d6), light crossbow with 20 bolts (1d6/×3, 60 ft.).

Armor: Scale mail (+4 AC), heavy steel shield (+2 AC).

Other Gear: Standard adventurer's kit, spell component pouch, thieves' tools, 40 gp.

BEGUILERS IN THE WORLD

"Just wait 'till I get my hands on her.

No one makes a fool of Obramus Tumbor!"

—Obramus Tumbor, being made a fool of by a beguiler

The beguiler class gives players a chance to play the archetypal trickster.

The class provides the skill set of a rogue and a selection of arcane spells without the complications of balancing multiple classes.

Beguilers also make great villains.

By manipulating NPCs and situations the PCs encounter, an evil beguiler can operate behind the scenes and trick the adventurers to his own ends.

DAILY LIFE

The way a beguiler behaves depends on his or her individual sense of morality.

Some think nothing of adopting false identities or impersonating others as a matter of course.

They rely on their spells and their charm to get others to give them what they want.

Other beguilers find themselves driven to use their powers of persuasion to help people.

They see the daily troubles of others and can't help getting involved in solving arguments, matchmaking, and ending feuds.

Regardless of outlook, a beguiler in a civilized area rarely gets bored.

There's always something to meddle in or some grand scheme to enact.

Beguilers can become great leaders.

With their sharp minds and great charisma, beguilers would be natural leaders were it not for their inconstancy. Beguilers regularly devise brilliant plans for espionage or trickery—plans that usually require them to play a major role—but their natural penchant for improvisation and secrecy often means that such plans possess unpredictable elements or key parts hidden from all other participants. If a beguiler earns the trust of companions, they value her leadership.

Lacking that trust, a beguiler rarely leads for long.

NOTABLES

Beguilers often gain notoriety for their deeds, although usually under a false identity.

They earn fame, rather than infamy, when they use their abilities to serve a greater good.

Anastria Nailo did so when she tricked an entire orc army into a box canyon where it could be ambushed, and again

when she charmed a leader of a city and learned that he had already been charmed by a mind flayer.

Since she was pretending to be a famous elf bard at the time, Anastira can still maintain a low profile despite her famous deeds, which is just the way she likes it.

ORGANIZATIONS

Beguilers don't organize together, but they often join other organizations, especially thieves guilds and secret political groups.

A beguiler joining an organization probably has a specific goal in mind and takes a position that best allows her to attain it.

A long-term commitment to such a group rarely appeals to a beguiler, but if the organization champions a cause close to the beguiler's heart, it can count on her very best efforts.

NPC REACTIONS

Few common folk understand beguilers to be different from sorcerers or wizards who have some rogue training, and many more mistake them for bards.

Beguilers further confuse the issue by regularly adopting false identities and hiding their varied abilities.

Thus, the reaction a beguiler gets from those she meets depends on what she is pretending to be at the time.

Individuals who know about the beguiler class and the outlook common to its members greet beguilers with an attitude one step more hostile than normal.

Paladins and knights in particular look poorly upon beguilers, as does anyone who puts great importance in forthrightness.

BEGUILER LORE

Characters with ranks in Knowledge (arcana) can research beguilers to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 15: Beguilers are arcane spellcasters who focus on illusions and enchantments.

They employ deception and compulsory magic to get what they want.

DC 20: Beguilers can cast spells in light armor, and they have many of the skills of rogues.

BEGUILERS IN THE GAME

Beguilers fit smoothly into any ongoing game, since they are little known and don't require the insertion of an organization into the world or the addition of lots of new mechanics to the game.

You can have a beguiler first appear as a villain when players discover a secret manipulator behind foul deeds they have been investigating.

A beguiler might first appear as a foe and end up an ally, or the reverse could happen.

A PC beguiler can be introduced to the party just as any rogue, bard, or wizard would be.

Think of a beguiler as similar to Loki of Norse myth or the Coyote in Native American tales.

The player of a beguiler wants her to be smooth, sly, smart, likable, and light on her feet.

Keeping this player happy is a matter of helping the player to feel that way.

You might be tempted to make the player's schemes go awry because that seems more interesting to you, but instead you should allow good schemes to work most of the time.

Let a player with a beguiler character feel empowered to try crazy ideas and dangerous plans. If it becomes too much of a good thing, then that's when the guards see through her disguise or the villain allows the unwitting PCs to infiltrate their way into his clutches.

ADAPTATION

When adapting the beguiler to your campaign, look at how rogues and bards fit into your game.

The beguiler fills a similar niche, and any organizations that cater to such classes likely prove helpful for beguilers.

A thieves' guild might have a small cabal of beguilers associated with it.

The beguilers aid the guild on any missions that require their magical talents.

In return, the beguilers receive protection, a share of the loot, and a headquarters.

Young thieves who show a knack for magic might be shepherded into the beguiler class.

In a kingdom or land where magic is common, beguilers might replace the typical rogue, diplomat, or spy.

A bandit gang might consist of several beguilers and a number of fighters.

In such lands, magic supersedes a rogue's talent with skills. With their talent for deception, a beguiler might have a reputation similar to the ninja.

The common folk fear the beguilers for their ability to bend minds and to use magic to slip away from the authorities. Every royal court employs a few mages charged with using their spells to ferret out beguilers.

In this case, the beguilers are secretive, clannish, and difficult to find.

They gather in secret societies and never reveal their lore to those whom they do not trust.

Becoming a beguiler is a process of winning the trust of one's master, not simply mastering a few simple spells.

Becoming a beguiler is a process of winning the trust of one's master, not simply mastering a few simple spells.

BEGUILER SPELL LIST

The beguiler's spell list appears below.

Spells printed in this book are marked with an asterisk.

0 Level: *dancing lights*, *daze*, *detect magic*, *ghost sound*, *message*, *open/close*, *read magic*.

1st Level: *charm person*, *color spray*, *comprehend languages*, *detect secret doors*, *disguise self*, *expeditious retreat*, *hypnotism*, *mage armor*, *obscuring mist*, *rouse**, *silent image*, *sleep*, *undetectable alignment*, *whelm**.

2nd Level: *blinding color surge**, *blur*, *daze monster*, *detect thoughts*, *fog cloud*, *glitterdust*, *hypnotic pattern*, *invisibility*, *knock*, *minor image*, *mirror image*, *misdirection*, *see invisibility*, *silence*, *spider climb*, *stay the hand**, *touch of idiocy*, *vertigo**, *whelming burst**.

3rd Level: *arcane sight*, *clairaudience/clairvoyance*, *crown of veils**, *deep slumber*, *dispel magic*, *displacement*, *glibness*, *halt**, *haste*, *hesitate**, *hold person*, *inevitable defeat**, *invisibility sphere*, *legion of sentinels**, *major image*, *nondetection*, *slow*, *suggestion*, *vertigo field**, *zone of silence*.

4th Level: *charm monster*, *confusion*, *crushing despair*, *freedom of movement*, *greater invisibility*, *greater mirror image**, *locate creature*, *mass whelm**, *phantom battle**, *rainbow pattern*, *solid fog*.

5th Level: *break enchantment*, *dominate person*, *feeblemind*, *friend to foe**, *hold monster*, *incite riot**, *mind fog*, *Rary's telepathic bond*, *seeming*, *sending*, *swift etherealness**.

6th Level: *greater dispel magic*, *mass suggestion*, *mislead*, *overwhelm**, *repulsion*, *shadow walk*, *true seeing*, *veil*.

7th Level: *ethereal jaunt*, *greater arcane sight*, *mass hold person*, *mass invisibility*, *phase door*, *power word blind*, *project image*, *spell turning*.

8th Level: *demand*, *discern location*, *mind blank*, *moment of prescience*, *power word stun*, *scintillating pattern*, *screen*.

9th Level: *dominate monster*, *etherealness*, *foresight*, *mass hold monster*, *power word kill*, *time stop*.

TABLE 1-1: THE BEGUILER HIT DIE: d6

Level	Base				Special	— Spells per Day —									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Armored mage, trapfinding	5	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Cloaked casting (+1 DC), surprise casting	6	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Advanced learning	6	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	—	6	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Silent Spell	6	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	Surprise casting (move action)	6	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Advanced learning	6	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6	Cloaked casting (+2 to overcome SR)	6	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	—	6	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7	Still Spell	6	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	Advanced learning	6	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8	—	6	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8	—	6	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9	Cloaked casting (+2 DC)	6	6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Advanced learning	6	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10	—	6	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10	—	6	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11	—	6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	Advanced learning	6	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Cloaked casting (overcomes SR)	6	6	6	6	6	6	6	6	6	5

DRAGON SHAMAN

"I possess a dragon's power.

Beware lest you awaken that dragon's wrath."

—Kalia, last and greatest dragon shaman of the Blackspear tribe

Empires crumble, eons pass, and even gods wither and die, but dragons remain.

Mortal but eternal, the races of true dragons weather the roll of the ages because of their unsurpassed might.

Few creatures can match a dragon in its full fury, whether in a combat of arms or battle of wits.

Dragon shamans recognize this fact and see true dragons as more than powerful beings.

To a dragon shaman, the passing shadow of a dragon flying overhead isn't a sign that invokes fear; it's a blessing that reveals you to be in the presence of greatness.

Dragon shamans respect true dragons as power incarnate. Some worship dragons, but most simply aspire to gain dragon powers for themselves.

In assuming the abilities and the likeness of a dragon, a dragon shaman seeks to emulate that might and embody that power within himself.

If you gaze at dragons with awe and aspire to share their power and majesty, then the dragon shaman is the class for you.

By choosing a totem dragon, you partake of a true dragon's power and take on aspects of a particular kind of dragon.

MAKING A DRAGON SHAMAN

As a dragon shaman, you primarily act as a melee combatant, but your class features also allow you to grant benefits to those fighting around you.

In a standard group of adventurers, you can stand in for the fighter or the cleric.

Your combat prowess isn't quite as great as a fighter's, but you can employ special attacks and special defenses a fighter can't access.

Although you lack many of the cleric's specialized spells, you do possess the ability to heal and remove negative conditions.

As a dragon shaman, you can grow tough scales, breathe fire or another type of energy, and soar on dragon wings—and that barely scratches the surface of the powers at your command.

Abilities: As with any melee-oriented class, Strength is a key ability for dragon shamans.

Constitution provides you with increased hit points as usual, and it also increases the save DC of your breath weapon.

If you want to make good use of the dragon shaman's ability to heal and remove negative conditions, you'll need a high Charisma.

Races: Although humans make up the majority of dragon shamans, any community of people with a close connection to true dragons can produce dragon shamans.

Typically, dragon shamans come from savage societies that live near the lairs of dragons, but even highly civilized populations can produce dragon shamans.

In any race or society, dragon shamans tend to dedicate themselves to the dragons native to the area.

Thus, elf dragon shamans from a forest nation often aspire to the qualities of a green dragon, whereas the dwarf dragon

shamans of a high mountain citadel would seek to gain the qualities of a silver dragon.

Alignment: Attaining the abilities of a true dragon requires a deep understanding of the chosen kind of dragon.

An aspiring dragon shaman must make a study of the dragon's typical mindset and emotions; adopting these for himself opens the door to the dragon's power.

Thus, dragon shamans align their morals to suit the outlook of the color of true dragon to which they dedicate themselves.

Each kind of metallic or chromatic dragon has a particular alignment with which it is associated.

A dragon shaman who turns away from the alignment of his chosen dragon type loses many of his powers unless he can successfully adopt another dragon type as his chosen dragon (see Ex-Dragon Shamans, below).

Neutral individuals with no preference for law, chaos, good, or evil cannot properly attain the outlook of a true dragon and therefore cannot become dragon shamans.

Starting Gold: 4d4×10 gp (100 gp).

Starting Age: As druid (PH 109).

CLASS SKILLS

(2 + Int modifier per level, ×4 at 1st level): Climb, Craft, Intimidate, Knowledge (nature), Search (plus others depending on the chosen totem dragon).

CLASS FEATURES

As a dragon shaman, you function most effectively on the front lines of any combat.

Your class abilities allow you to boost your combat effectiveness and that of your party, and the touch of vitality ability provides you with the power to heal others and remove negative conditions that affect them, giving you more reason to take the fight to your foes and stay close to those melee-oriented allies most likely to need your aid.

Weapon and Armor Proficiency: Dragon shamans are proficient with simple weapons, with light and medium armor, and with shields (except tower shields).

Bonus Languages: A dragon shaman's bonus language options include Draconic.

Draconic Aura (Su): You can channel the mighty powers of dragonkind to project an aura that grants you and nearby allies a special benefit.

Projecting an aura is a swift action (see page 4), and you can only project one draconic aura at a time.

An aura remains in effect until you use a free action to dismiss it or you activate another aura in its place.

You can have a draconic aura active continually; thus, an aura can be in effect at the start of an encounter even before you take your first turn.

Unless otherwise noted, your draconic aura affects all allies within 30 feet (including yourself) with line of effect to you.

Your aura is dismissed if you become unconscious or are slain, but otherwise it remains in effect even if you are incapable of acting.

The bonus granted by your aura begins at +1 and increases to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level.

As a 1st-level dragon shaman, you know how to project three auras chosen from the list below.

At every odd-numbered level after that, you learn one additional draconic aura of your choice, until all seven auras are known at 9th level.

Each time you activate a draconic aura, you can choose from any of the auras that you know.

Energy Shield: Any creature striking you or your ally with a natural attack or a nonreach melee weapon is dealt 2 points of energy damage for each point of your aura bonus.

The energy type is that of your totem dragon's damage-dealing breath weapon (see below).

Power: Bonus on melee damage rolls equal to your aura bonus.

Presence: Bonus on Bluff, Diplomacy, and Intimidate checks equal to your aura bonus.

Resistance: Resistance to your totem dragon's energy type equal to $5 \times$ your aura bonus.

Senses: Bonus on Listen and Spot checks, as well as on initiative checks, equal to your aura bonus.

Toughness: DR $1/\text{magic}$ for each point of your aura bonus (up to $5/\text{magic}$ at 20th level).

Vigor: Fast healing 1 for each point of your aura bonus, but only affects characters at or below one-half their full normal hit points.

Totem Dragon: You must choose a totem dragon from among the true dragons appearing in the *Monster Manual* (black, blue, brass, bronze, copper, gold, green, red, silver, or white).

You must choose a dragon whose alignment is within one step of yours, as described in the following table.

You gain additional class skills and a particular sort of breath weapon based on the dragon you select as your totem.

Skill Focus: At 2nd level, you gain Skill Focus as a bonus feat.

You must apply the feat to one of the three class skills granted by your chosen totem dragon.

For example, a blue dragon shaman can select Skill Focus (Bluff), Skill Focus (Hide), or Skill Focus (Spellcraft).

At 8th level, and again at 16th level, you gain Skill Focus in another of the class skills granted by your chosen totem dragon.

If you already have Skill Focus in all three of the skills associated with your totem dragon, you gain Skill Focus in any other dragon shaman class skill.

Draconic Adaptation (Ex or Sp): At 3rd level, you take on an aspect of your totem dragon.

Some adaptations are extraordinary abilities that are always active; others are spell-like abilities that you can activate at will.

Spell-like abilities have a caster level equal to your class level and a save DC equal to $10 + \text{spell level} + \text{Cha modifier}$.

Black—Water Breathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

Blue—Ventriloquism (Sp): As the spell (at will).

Brass—Endure Elements (Sp): As the spell, except you can only target yourself (at will).

Bronze—Water Breathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

Copper—Spider Climb (Sp): As the spell, except you can only target yourself (at will).

Gold—Water Breathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

Green—Water Breathing (Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active).

Red—Treasure Seeker (Ex): You gain a +5 competence bonus on Appraise and Search checks (always active).

Silver—Feather Fall (Sp): As the spell, except you can only target yourself (at will).

White—Icewalker (Ex): You can walk across icy surfaces without reducing your speed or making Balance checks (always active).

At 13th level, you can choose as a swift action (see page 4) to share the effect of your draconic adaptation with any or all allies within 30 feet.

In the case of spell-like abilities, you must make this decision when you activate the ability.

The benefit lasts until you spend a free action to rescind it or (if the effect has a limited duration) the effect ends, whichever comes first.

Breath Weapon (Su): At 4th level, you gain a breath weapon corresponding to your totem dragon.

Regardless of the area one affects or the type of energy damage it deals, all breath weapons deal 2d6 points of damage, plus an extra 1d6 points of damage for every two additional class levels (3d6 at 6th level, 4d6 at 8th level, and so forth).

A successful Reflex save halves the damage dealt; the save DC is equal to $10 + 1/2$ your dragon shaman level + your Con modifier.

Just like a true dragon, once you breathe you must wait 1d4 rounds before you can use your breath weapon again.

Cone-shaped breath weapons extend out to 15 feet at 4th level, increasing to 30 feet at 12th level and to 60 feet at 20th level.

Line-shaped breath weapons are 30 feet long at 4th level, increasing to 60 feet at 12th level and to 120 feet at 20th level.

Draconic Resolve (Ex): At 4th level, you gain immunity to paralysis and sleep effects.

You also become immune to the frightful presence of dragons.

Touch of Vitality (Su): At 6th level, you can heal the wounds of living creatures (your own or those of others) by touch.

Each day you can heal a number of points of damage equal to twice your class level \times your Charisma bonus.

For example, a 7th-level dragon shaman with a Charisma score of 14 (+2 bonus) can heal 28 points of damage.

You can choose to divide your healing among multiple recipients, and you don't have to use it all at once.

Using your touch of vitality is a standard action.

It has no effect on undead.

Beginning at 11th level, you can choose to spend some of the healing bestowed by your touch of vitality to remove other harmful conditions affecting the target.

For every 5 points of your healing ability you expend, you can cure 1 point of ability damage or remove the dazed, fatigued, or sickened condition from one individual.

For every 10 points of your healing ability you expend, you can remove the exhausted, nauseated, poisoned, or stunned condition from one individual.

For every 20 points of your healing ability you expend, you can remove a negative level or the blinded, deafened, or diseased condition from one individual.

You can remove a condition (or more than one condition) and heal damage with the same touch, so long as you expend the required number of points.

For example, if you wanted to heal 12 points of damage and remove the blinded and exhausted conditions from a target, you would have to expend 42 points (12 hit points restored plus 20 points for blinded plus 10 points for exhausted).

Natural Armor (Ex): At 7th level, your skin thickens, developing faint scales.

Your natural armor bonus improves by 1.

At 12th level, this improvement increases to +2, and at 17th level to +3.

Energy Immunity (Ex): At 9th level, you gain immunity to the energy type of the breath weapon you gained at 4th level.

Commune with Dragon Spirit (Sp): At 14th level, you gain the ability to contact your dragon totem directly to ask questions of it.

This is the equivalent of casting a *commune* spell, except that it has no material component, focus, or XP cost and allows only one question per three class levels.

After using this ability, you cannot use it again for seven days.

Draconic Wings (Ex): At 19th level, you grow a pair of wings that resemble those of your totem dragon.

They allow flight at a speed of 60 feet (good maneuverability).

You can even fly while carrying a medium load, though your fly speed drops to 40 feet in this case.

If you already have wings, you can choose whether these draconic wings replace your own.

PLAYING A DRAGON SHAMAN

As a dragon shaman, you believe the acquisition of power is a worthy end in itself.

By having power, you can effect your will in the world, be it beneficent or malign.

Those who have or seek power deserve your respect, while those who have power but fail to use it earn your derision. Your strength comes from devoting yourself to dragons, the primal embodiment of the principle of power, but you worship dragons in the abstract, honoring them much as a cleric might honor light as a symbol of purity and goodness.

Dragons gather power to themselves simply by living and aging, but you must actively seek the influence and might you desire.

As a dragon hungers for flesh to feed itself or for treasure to enlarge its hoard, so you hunger for power.

You adventure out of a desire to test yourself and prove your worth; whatever the specific inducement, the urge to gain more power underlies every quest.

Drawn by your power, others follow your lead, and you are happy to command them.

Being a great leader is just one of the many ways you can manifest your power.

RELIGION

Dragon shamans can worship any deity, but most worship divine powers that encourage their worshipers to be proactive in pursuit of the deity's goals.

Dragon shamans often worship Erythnul, Gruumsh, Heironeous, Hextor, Kord, or St. Cuthbert, as well as dragon deities such as Bahamut and Tiamat.

They rarely find much to admire in more passive or protective deities such as Boccob, Ehlonna, Fharlanghn, and Yondalla.

Dragon shamans from more primitive societies sometimes worship true dragons.

These savage dragon shamans might worship all true dragons, assigning each color or metallic hue its own place in a crude pantheon of totemic spirits.

Or they might worship a single color or metal as the best among all the true dragons, finding it the most representative of pure power.

In rare cases, a dragon shaman worships and serves a particular true dragon.

How the dragon reacts to such worship depends on that individual dragon; even good dragons might take advantage of a dragon shaman's worship to achieve their own aims.

OTHER CLASSES

You work well with melee-oriented allies such as fighters, duskblades, barbarians, rogues, and even druids.

Those characters value the benefits a dragon shaman can grant them and rarely make an issue of their source.

Clerics, paladins, knights, and monks are often suspicious of your moral outlook unless you have dedicated yourself to a kind of dragon that associates itself with a code of ethics similar to their own.

Wizards, bards, and beguilers view you indifferently, whereas sorcerers might seek you out to learn more of the source of your power and your connection to dragons.

Rangers might or might not take issue with your abilities; a ranger whose favored enemy is dragons might attack you on sight.

COMBAT

Dragon shamans lead from the front, rather than directing battles from a safe position behind others.

Keep as many allies as possible within the range of your draconic aura, but focus on those in melee with your foes. Pick a draconic aura that grants your allies the best benefit for the situation, and don't hesitate to switch it during the fight should conditions change and another aura prove more useful.

Outside combat, employ the senses or presence aspects of your draconic aura.

If you have a cleric or other healer in your group, save your touch of vitality for removing conditions or for emergency healing.

If no other healer is present, use it to heal yourself and your allies after combat.

ADVANCEMENT

You profit most from remaining a dragon shaman throughout your advancement, so that your breath weapon and draconic aura continue to improve as you gain levels.

If you do multiclass, a level of barbarian is an excellent choice; the benefits it grants help you in combat regardless of when you take that 1st level.

Alternatively, you might consider beginning your career as a 1st-level barbarian for the greater hit points and skill points that option offers, then multiclassing into the dragon shaman class at 2nd level.

The fighter class might seem like a strong second choice, but unless you need a fighter bonus feat for a particular kind of character, you'll see better long-term advantages from the barbarian class.

The bard class can be an interesting multiclass option, since the benefits provided by bardic music stack with those provided by your draconic aura.

STARTING PACKAGES

Package 1: The Defender

Dwarf Dragon Shaman (Gold)

Ability Scores: Str 14, Dex 12, Con 15, Int 8, Wis 10, Cha 13.

Skills: Heal.

Feat: Shield Specialization (heavy)*.

Weapons: Morningstar (1d8), five javelins (1d6, 30 ft.).

Armor: Scale mail (+4 AC), heavy wooden shield (+3 AC [includes Shield Specialization]).

Other Gear: Standard adventurer's kit, 15 gp.

Package 2: The Destroyer

Half-Orc Dragon Shaman (Red)

Ability Scores: Str 16, Dex 12, Con 13, Int 6, Wis 10, Cha 13.

Skills: Intimidate.

Feat: Power Attack.

Weapons: Morningstar (1d8), five javelins (1d6, 30 ft.).

Armor: Scale mail (+4 AC), heavy wooden shield (+2 AC).

Other Gear: Standard adventurer's kit, 10 gp.

Package 3: The Second-Rank Warrior

Human Dragon Shaman (Copper)

Ability Scores: Str 15, Dex 14, Con 12, Int 8, Wis 10, Cha 13.

Skills: Hide, Jump.

Feat: Combat Reflexes, Power Attack.

Weapons: Longspear (1d8/×3), light crossbow with 20 bolts (1d6/×3, 60 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 8 gp.

DRAGON SHAMANS IN THE WORLD

"There are differences from one to another, based on the dragon each shaman honors, but the main thing to remember is this: The whole lot of them are mad for power."

—Durven Ironscale, a dwarf sorcerer instructing the young of the Ironscale clan

Dragon shamans put the power and appeal of dragons in players' hands while providing DMs with a new way to put dragons in the D&D game.

The class provides an uncomplicated way to have a new play experience, and each NPC dragon shaman could provide the nucleus for an interesting cult or villainous organization the PCs must face.

DAILY LIFE

A dragon shaman remains ever ready to face the challenges of a new day.

Without the need to rest, study, or pray for their powers, dragon shamans can leap up in pursuit of power whenever they desire.

This capability causes most dragon shamans to be decisive and swift to act.

Chaotic dragon shamans are often impetuous and energetic, while lawful dragon shamans tend to be more ready to improvise and less rigid in their thinking than some might expect.

Dragon shamans desire power and constantly seek the means to gain it.

To dragon shamans, life and adventure are one and the same.

Dragon shamans often possess the charisma and take-charge attitude required of great leaders, but many suffer from an inability to empathize with those they lead.

Dragon shamans respect the pursuit of might and its use, and they often minimize the value of those who adhere to other philosophies.

Even among themselves, dragon shamans tend to be contentious, and a single dragon shaman rarely takes a leadership role over a group of his fellows for any length of time.

Although dragon shamans give great respect to one another, each is always trying to outdo the others in all pursuits.

The most powerful dragon shaman leaders arise among savage tribes that worship dragons, where a single dragon shaman relies on his forceful personality and impressive powers to win the hearts of comrades.

NOTABLES

The pursuit of power garners notoriety for a dragon shaman, but it also can bring about his death or force him into exile.

A powerful dragon shaman warlord might suddenly arise and terrorize an area for a time, only to fall from power as swiftly as he appeared.

A case in point would be the history of a barbaric human named Kalia.

Under her leadership, her tribe of red dragon worshipers raided and razed hundreds of elf and human towns on the border between two nations.

Then she vanished, and soon afterward her leaderless tribe was caught in an ambush and exterminated.

Some say she died in a squabble with a fellow dragon shaman, but other believe she left her tribe to directly serve a red dragon wyrm that laired in distant mountains.

ORGANIZATIONS

Dragon shamans rarely work together for long unless they are led by a dragon of the type to which all the shamans present have dedicated themselves.

In such cases, the dragon is either worshiped or leads because the dragon shamans see it as the embodiment of all they seek; thus, obeying the dragon's edicts presents the swiftest path to that desired goal.

Rank and privilege rarely have much meaning in such groups.

Instead, the dragon decides each shaman's duties according to his or her merit, changing such assignments as necessary.

Such a group exists among the Ironscale clan.

Tied to a long-dead silver dragon by blood, the dwarf clan fosters sorcerers and is led by a half-dragon.

Despite these firm ties to dragonkind, the clan views its dragon shaman members with some suspicion, since they follow the orders of an unrelated silver dragon that lairs near the clan home.

NPC REACTIONS

Dragon shamans who don't show aspects of their affiliation with dragons rarely elicit an unusual reaction from others.

To most they seem like simple warriors or perhaps barbarians.

Those who know of their pursuit of draconic power or who see evidence of it, such as scales or a dragon shaman's breath weapon, react depending on their attitude toward the dragon shaman's totem dragon.

This reaction is one step closer to hostile if the dragon is of a kind feared or hated by that individual.

The reaction is one step closer to friendly if that individual is directly associated with a dragon of that kind.

Clerics, paladins, and others who are deeply entrenched in a particular moral outlook view the dragon shaman's devotion with suspicion, and their reaction is one step closer to hostile regardless of the dragon shaman's totem dragon.

DRAGON SHAMAN LORE

Characters with ranks in Knowledge (arcana) can research dragon shamans to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: Dragon shamans devote themselves to dragons and aspire to their power.

DC 15: A dragon shaman devotes himself to a particular kind of true dragon and gains powers based on the dragon chosen.

He can use the dragon's breath weapon and grow dragonlike scales.

Very powerful dragon shamans can grow dragon wings and fly.

DC 20: In addition to the details above, this result allows the PC to know that a dragon shaman projects an aura that can bolster himself and his allies in a number of ways and can heal damage or remove negative conditions somewhat like a paladin.

DRAGON SHAMANS IN THE GAME

Dragon shamans fit easily into any ongoing campaign because true dragons are a cornerstone of nearly every DUNGEON & DRAGONS game.

The PCs might first learn of dragon shamans by encountering a cult of dragon worshippers near a dragon's lair.

Alternatively, a more civilized group of dragon shamans might serve a dragon who rules a city.

A lone dragon shaman makes an excellent new villain, a powerful temporary ally, or an eager participant in an ongoing plot because his focused pursuit of power can get him involved in anyone's scheme to gain it.

Dragon shaman PCs should present no more difficulty than introducing a monk or cleric of a lesser-known deity. Although the character's abilities might be somewhat foreign, the idea that an individual is so dedicated to one philosophy that it grants him powers should be easily understood.

The player of a dragon shaman usually finds the character's association with dragons to be the most entertaining part of the class.

Before featuring adventures that deal with dragons, ask that player about her character's philosophy concerning dragons.

Does the character admire dragons in the abstract, worship them as living gods, or hold to a philosophy between these extremes?

The answer should inform your adventure planning and inspire new adventure ideas.

Be careful about using the PC's dedication to dragons to manipulate the character's actions: Occasional use of this idea might provoke some interesting roleplaying, but the player won't enjoy your game if a dragon shows up every session to boss her PC around.

ADAPTATION

You can alter the dragon shaman to suit your game in a number of ways.

You could decide that all dragon shamans are barbaric, or that all them are civilized and sophisticated disciples of dragons who prefer to work behind the scenes through such agents.

You might decide that only good dragons are available to your players for their totem dragons, or that a particular organization fosters dragon shamans devoted to a single kind of dragon.

If you feature other dragons prominently in your game, such as the gem dragons from *Monster Manual II* or the deep dragon and the shadow dragon from *Monsters of Faerûn*, you might consider changing the class's features to allow a dragon shaman to follow other kinds of dragons as well.

TABLE 1-2: THE DRAGON SHAMAN HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Draconic Auras Known
1st	+0	+2	+0	+2	Draconic aura +1, totem dragon	3
2nd	+1	+3	+0	+3	Skill Focus	3
3rd	+2	+3	+1	+3	Draconic adaptation	4
4th	+3	+4	+1	+4	Breath weapon (2d6; 15-ft. cone or 30-ft. line), draconic resolve	4
5th	+3	+4	+1	+4	Draconic aura +2	5
6th	+4	+5	+2	+5	Breath weapon (3d6), touch of vitality (heal wounds)	5
7th	+5	+5	+2	+5	Natural armor +1	6
8th	+6/+1	+6	+2	+6	Breath weapon (4d6), Skill Focus	6
9th	+6/+1	+6	+3	+6	Energy immunity	7
10th	+7/+2	+7	+3	+7	Breath weapon (5d6), draconic aura +3	7
11th	+8/+3	+7	+3	+7	Touch of vitality (remove conditions)	7
12th	+9/+4	+8	+4	+8	Breath weapon (6d6; 30-ft. cone or 60-ft. line), natural armor +2	7
13th	+9/+4	+8	+4	+8	Draconic adaptation (share with allies)	7
14th	+10/+5	+9	+4	+9	Breath weapon (7d6), commune with dragon spirit	7
15th	+11/+6/+1	+9	+5	+9	Draconic aura +4	7
16th	+12/+7/+2	+10	+5	+10	Breath weapon (8d6), Skill Focus	7
17th	+12/+7/+2	+10	+5	+10	Natural armor +3	7
18th	+13/+8/+3	+11	+6	+11	Breath weapon (9d6)	7
19th	+14/+9/+4	+11	+6	+11	Draconic wings	7
20th	+15/+10/+5	+12	+6	+12	Breath weapon (10d6; 60-ft. cone or 120-ft. line), draconic aura +5	7

Totem Dragon	Acceptable Alignment	Class Skills	Breath Weapon Energy Type
Black	NE, CE, CN	Hide, Move Silently, Swim	Line of acid
Blue	NE, LE, LN	Bluff, Hide, Spellcraft	Line of electricity
Brass	NG, CG, CN	Bluff, Gather Information, Survival	Line of fire
Bronze	NG, LG, LN	Disguise, Survival, Swim	Line of electricity
Copper	NG, CG, CN	Bluff, Hide, Jump	Line of acid
Gold	NG, LG, LN	Disguise, Heal, Swim	Cone of fire
Green	NE, LE, LN	Bluff, Hide, Move Silently	Cone of acid
Red	NE, CE, CN	Appraise, Bluff, Jump	Cone of fire
Silver	NG, LG, LN	Bluff, Disguise, Jump	Cone of cold
White	NE, CE, CN	Hide, Move Silently, Swim	Cone of cold

EX-DRAGON SHAMANS

Dragon shamans who change alignment could lose their powers. If a dragon shaman changes to an alignment still appropriate to the dragon to which he is already dedicated, nothing happens. However, if the dragon shaman changes to an alignment inappropriate for his chosen dragon, he immediately loses all abilities granted by the dragon shaman class and becomes an ex-dragon shaman.

An ex-dragon shaman can choose a new color or metallic hue of true dragon to emulate and thus regain the powers granted by the class. To switch to a new totem dragon, he must find a dragon shaman of higher level who is dedicated to that dragon type. The higher-level dragon shaman must willingly expend all her touch of vitality on the ex-dragon shaman each day for a week. At the end of the week, the ex-dragon shaman gains

the class features of a dragon shaman dedicated to the newly chosen totem dragon, including exchanging the focus of any class-granted Skill Focus feats. Most dragon shamans who are asked to perform this service demand payment in the form of some great deed. This deed might be a demand that the ex-dragon shaman retrieve magic items that will add to his sponsor's power or simply a short quest to prove the ex-dragon shaman's worth.

Dragon shamans can go through the same process to switch chosen totem dragons even if they don't change alignment. If a dragon shaman has an alignment appropriate for a different true dragon color or hue, the shaman can switch to that kind of dragon through a process identical to the one described above for ex-dragon shamans.

DUSKBLADE

"My blade and my magic are one and the same."

—Yele, elf duskblade

The duskblade blurs the line between spellcaster and warrior, marrying the power of magic with hand-to-hand combat prowess.

A student of ancient elven spellcasting techniques, the duskblade combines arcane spellcasting with the combat skills of a fighter.

While the ability to cast arcane spells in armor originated with the elves, over the millennia the secrets of the duskblade have been disseminated to the other races, and today members of any race can become a duskblade.

If you find you can't choose between being an arcane spellcaster who zaps your enemies with powerful spells and a nimble, powerful front-line melee character who lays them low with a sword, the duskblade is the perfect class for you.

Combining arcane magic with melee prowess, you're prepared in any situation.

Enemies who underestimate you never get a second chance, since you don't even have to switch back and forth between hands-on combat and spellcasting; you can do both simultaneously.

MAKING A DUSKBLADE

The duskblade is a quintessential hybrid character, simultaneously a potent spellcaster and an effective melee combatant.

The original duskblades were elite guardians in an ancient elf empire, duelmasters and arcane spellcasters beyond compare.

Historical accounts vary on why they were called duskblades; some say the name is symbolic of how they combined swordplay and arcane magic—a night-and-day combination.

Others contend that the duskblades earned their name when they were charged with preserving the elf race in the face of a tide of darkness and evil.

The most powerful duskblades can duel a fighter to a standstill and match a wizard spell for spell—for a while, at least.

But the class really comes into its own when you embrace your hybrid nature, using a quick-cast spell to supplement your melee attacks or combining a touch spell with a devastating sword strike.

The duskblade is a good choice for players who know they want a sword-wielding arcane spellcaster from the beginning.

By contrast, multiclass fighter/wizard combinations and prestige classes such as the eldritch knight are better suited for characters who begin their careers as fighters or arcane

spellcasters and only later contemplate embracing their opposite.

Abilities: Your Intelligence and Strength scores should be as high as possible, since your spellcasting and melee combat depend upon them.

Your Constitution is also important, because you need all the hit points you can get.

Races: The duskblade class originated among the ancient elves, and to this day most duskblades are elves.

However, some humans and half-elves also have proved adept at mastering the class's dual focus on combat and spellcasting.

Halflings, gnomes, dwarves, and half-orcs rarely enter this class.

Alignment: Since the duskblade class originated among the elves, those who undergo the intense training required to master the class abilities at the hands of an elf mentor often end their apprenticeship sharing the chaotic good alignment of most elves.

However, duskblades are highly individualist and can be of any alignment.

Starting Gold: 6d4×10 gp (150 gp).

Starting Age: As wizard (PH 109).

CLASS SKILLS

(2 + Int modifier per level, ×4 at 1st level): Climb, Concentration, Craft, Decipher Script, Jump, Knowledge (all skills taken individually), Ride, Sense Motive, Spellcraft, Swim.

CLASS FEATURES

Your class features are simple to characterize: constant improvement in your spellcasting, a fighter's base attack bonus progression, and ever-increasing mastery of arcane magic in melee combat.

Weapon and Armor Proficiency: Duskblades are proficient with all martial weapons, as well as all armors and shields (except tower shields).

Spells: You cast arcane spells, which are drawn from the duskblade spell list on page 98.

You can cast any spell you know without preparing it ahead of time.

To learn or cast a spell, you must have an Intelligence score equal to at least 10 + the spell level (Int 10 for 0-level spells, Int 11 for 1st-level spells, and so forth).

The Difficulty Class for a saving throw against your spell is 10 + the spell level + your Int modifier.

You can cast only a certain number of spells of each spell level per day.

Your base daily spell allotment is given on Table 1–3.

In addition, you receive bonus spells per day if you have a high Intelligence score (see Table 1–1: Ability Modifiers and Bonus Spells, page 8 of the *Player's Handbook*).

Spells Known: You begin play knowing two 0-level spells and two 1st-level spells, chosen from the duskblade spell list.

You also know one additional 0-level spell for each point of Intelligence bonus.

Each time you gain a new class level, you learn one additional spell of any level you can cast, chosen from the duskblade spell list.

Upon reaching 5th level, and at every subsequent odd-numbered level, you can choose to learn a new spell in place of one you already know.

In effect, you lose access to the old spell in exchange for gaining the new one.

The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level spell you can cast.

For instance, upon reaching 9th level, you could trade in a single 1st-level spell (two levels below the highest-level spell you can cast, which is 3rd) for a different 1st-level spell.

You can swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that you gain new spells known for the level.

You need not prepare spells in advance.

You can cast any spell you know at any time, assuming you have not yet used up your spells per day for that spell level.

Arcane Attunement (Sp): You can use the spell-like powers *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined total of times per day equal to 3 + your Int modifier.

These spell-like powers do not count against your total of spells known or spells per day.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component.

A duskblade's limited focus and specialized training, however, allows you to avoid arcane spell failure so long as you stick to light armor and light shields.

This training does not extend to medium or heavy armors, nor to heavy shields.

This ability does not apply to spells gained from a different spellcasting class.

At 4th level, you learn to use medium armor with no chance of arcane spell failure.

At 7th level, you learn to use a heavy shield with no chance of arcane spell failure.

Combat Casting: At 2nd level, you gain Combat Casting as a bonus feat.

Arcane Channeling (Su): Beginning at 3rd level, you can use a standard action to cast any touch spell you know and deliver the spell through your weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity.

The spell must have a casting time of 1 standard action or less.

If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

At 13th level, you can cast any touch spell you know as part of a full attack action, and the spell affects each target you hit in melee combat that round.

Doing so discharges the spell at the end of the round, in the case of a touch spell that would otherwise last longer than 1 round.

Quick Cast: Beginning at 5th level, you can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

You can use this ability twice per day at 10th level, three times per day at 15th level, and four times per day at 20th level.

Spell Power (Ex): Starting at 6th level, you can more easily overcome the spell resistance of any opponent you successfully injure with a melee attack.

If you have injured an opponent with a melee attack, you gain a +2 bonus on your caster level check to overcome spell resistance for the remainder of the encounter.

This bonus increases to +3 at 11th level, to +4 at 16th level, and to +5 at 18th level.

PLAYING A DUSKBLADE

A duskblade can take the fighter's place in the front ranks of a party or ensorcel his foes from a distance like a wizard. While you aren't quite as good as either a dedicated fighter or a dedicated wizard or sorcerer in those roles, you're reasonably effective in either, and you can change roles on a round-by-round basis as needed.

Choosing the path of the duskblade means you don't have to choose between being a combat specialist and a spellcaster.

You enjoy the best of both worlds, and you'll undertake any quest that promises to improve either your spellcasting or your melee prowess.

Driven to simultaneously master both swordplay and spellcasting, you might devote yourself to delving into ancient ruins to learn more about the original duskblades or wander far and wide looking for other duskblades interested in restoring the class to its previous glory.

RELIGION

The demands of martial and arcane discipline don't leave much room for religion in the typical duskblade.

Good-aligned duskblades typically venerate Corellon Larethian, even if they aren't elves, because he supposedly taught the first duskblades the secret of combining melee combat with arcane casting.

A few worship Boccob as the personification of their own mastery of magic, while more honor Wee Jas, who exemplifies both the magic they wield and also the death that they deal.

OTHER CLASSES

You get along well with members of other classes who share a rigorous devotion to a chosen path, such as paladins, dragon shamans, and monks.

You are the object of envy to sorcerers and of admiration to bards, who sometimes try to emulate your abilities (often with disastrous results).

Among members of the two classes whose portfolios you draw from, fighters and wizards, some view you with disdain while others are fascinated by your unique meld of melee combat and arcane spellcasting.

Barbarians, clerics, and knights tend to distrust you, while rogues, rangers, druids, and beguilers view you and other duskblades with indifference.

COMBAT

You might sometimes feel you have too many options, too many things you can do in a single round.

Use that flexibility to confound your enemies, outfighting what you can't outspell and outspelling what you can't outfight.

The monster that engages you in melee, hoping to get an attack of opportunity that spoils your next spell, is in for a surprise—a surprise consisting of three feet of razor-sharp steel.

Most of a duskblade's spells target a single creature or have a range of touch, so you are most effective when you single out and focus upon defeating a single opponent.

Your spells that affect areas are limited mostly to cones, which means you need to be on or near the front lines to get the greatest effect from them.

Even if you come close to being as effective as a fighter or a sorcerer in his chosen field, you're certainly not as effective as a fighter and a sorcerer.

You'll occasionally cast a spell and strike with your blade in the same round, but pure spellcasters such as the sorcerer are more able to affect a crowd of foes or blast a group of opponents.

That said, actions are the D&D game's most fundamental currency, and you'll be able to take advantage of additional actions in the round, as you combine spellcasting with melee attacks and eventually gain the ability to cast any spell you know as a swift action a number of times per day.

ADVANCEMENT

Like the sorcerer, you face a crucial decision: which spells to put on your spells known list.

The offensive spells on your spell list fall into three primary categories: touch spells, single-target ranged spells, and short-range cones.

Choose at least one touch spell, such as *shocking grasp*, to take advantage of your arcane channeling ability.

You should also take a movement spell, such as *swift expeditious retreat*, and an attack-enhancing spell such as *true strike* or *magic weapon*.

Future spell selections can tailor your repertoire to the role you find yourself most commonly filling, whether it be a front-line fighter or a finesse caster.

Assign as many skill points as possible to Concentration, Knowledge (arcana), and Sense Motive.

For feats, take the Weapon Focus (longsword) feat and also consider sudden metamagic feats, such as Sudden Silent and Sudden Empower, both from the *Complete Arcane* supplement.

Do not neglect to put some thought into your gear as well. Spend 30% of your wealth on the heaviest armor you can manage without risking arcane spell failure chance (often mithral and/or having the twilight special ability).

Spend 20% on your primary weapon and 20% on items that improve your Intelligence, Strength, and saving throws.

Spend 20% on wands and scrolls and the remaining 10% on miscellaneous items and a basic adventuring package.

Your spellcasting and fighting prowess also allow you the opportunity to enter into prestige classes that are suited to either melee or spellcasting.

STARTING PACKAGES

Package 1: The Blaster

Human Duskblade

Ability Scores: Str 15, Dex 13, Con 12, Int 14, Wis 10, Cha 8.

Skills: Climb, Concentration, Jump, Knowledge (arcana), Spellcraft.

Languages: Common, Draconic, Elven.

Feat: Point Blank Shot, Weapon Focus (ranged spell).

Weapon: Greataxe (1d12/×3), 3 javelins (1d6, 30 ft.).

Armor: Chain shirt (+4 AC).

Other Gear: Spell component pouch, standard adventurer's kit, 10 gp.

Spells Known: 1st—*Kelgore's fire bolt*, *ray of enfeeblement*; 0—*acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue*.

Package 2: The Defender

Dwarf Duskblade

Ability Scores: Str 15, Dex 13, Con 14, Int 14, Wis 10, Cha 6.

Skills: Concentration, Decipher Script, Knowledge (arcana), Spellcraft.

Languages: Common, Dwarven, Goblin, Orc.

Feat: Toughness.

Weapon: Dwarven waraxe (1d10/×3).

Armor: Scale mail (+4 AC), light wooden shield (+1 AC).

Other Gear: Spell component pouch, standard adventurer's kit, 22 gp.

Spells Known: 1st—lesser deflect, resist energy; 0—acid splash, disrupt undead, ray of frost, touch of fatigue.

Package 3: The Skirmisher

Elf Duskblade

Ability Scores: Str 15, Dex 15, Con 10, Int 14, Wis 10, Cha 8.

Skills: Climb, Concentration, Jump, Spellcraft, Spot (cc).

Languages: Common, Draconic, Elven, Sylvan.

Feat: Dodge.

Weapons: Glaive (1d10/x3), five javelins (1d6, 30 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Spell component pouch, standard adventurer's kit, 42 gp.

Spells Known: 1st—swift expeditious retreat, true strike; 0—acid splash, disrupt undead, ray of frost, touch of fatigue.

DUSKBLADES IN THE WORLD

"Your spells cannot penetrate my magical defenses.

You are helpless, wizard!"

—Last words of Zufir Halaq, rakshasa lord

The duskblade combines the best features of the fighter and wizard.

Duskblades make dangerous foes because they have so many options, magical and martial, available to them every round; their ability to deliver touch spells through a melee attack is particularly potent.

DAILY LIFE

The life of a duskblade is one of constant training.

Each duskblade must simultaneously be a swordmaster, a deft spellcaster, and an expert in the esoteric techniques of arcane channeling.

Each of those elements requires years to master; put them together, and you have a training regimen that only the most driven characters can maintain.

The typical duskblade is doing calisthenics in the castle courtyard before the other characters wake up in the morning and practicing somatic gestures long after everyone else has gone to sleep in the evening.

Exceptions exist, of course, but in general duskblades have a reputation as driven, focused individuals.

NOTABLES

Since duskblades are few and far between, they are natural loners, wandering far and wide in search of adventures that will prove a suitable challenge for their unique combination of abilities.

Such is the case with Gwilor the Swift, a wild elf who adventured in the woodlands of his people for a century or so before he committed himself entirely to a crusade against the duergar and spent the rest of his long career on extended forays into the underground.

Other duskblades join like-minded adventuring groups. Given their own mix of melee and spellcasting abilities, duskblades are willing to try unusual combinations, such as in the case of Taiglin the Fair, a gray elf duskblade who formed a highly successful party with a human hexblade and a halfling warmage.

Still others are restless, moving from group to group and area to area in search of new challenges.

For example, Hallia Yelebane, a self-taught half-elf duskblade, rarely stays in the same country more than a month or two.

She arrives, seeks out a suitable challenge for her talents, throws herself into that adventure, and then moves on.

In the course of her career (brief by elven standards), she has rescued a halfling metropolis from a cabal of mind flayers who were "farming" the small humanoids for their brains, teamed with a githzerai monk to defeat a famed githyanki knight (and claimed his silver sword as her own), and exposed malenti infiltrators in an aquatic elf community and thus turned back a sahuagin invasion, along with other exploits.

Hallia's nickname derives from her unexpected victory, early in her career, over one of her fellow duskblades, the elf Yele, who until then had boasted that he had never been defeated in a one-on-one duel.

The two became fast friends and now make a point to duel at least once every year.

ORGANIZATIONS

Because of the elven heritage of the class, many duskblades gravitate toward the elf lands even if they aren't elves themselves.

Knowledge of duskblade fighting techniques is sufficiently rare that no large company of duskblades exists—or, if one does, it's a well-kept secret.

For centuries, the class has been sustained by nothing more than solitary masters who teach duskblade skills and spells to worthy apprentices, and by those who have taught themselves the techniques from long-neglected tomes and training manuals.

More recently, some self-taught duskblades have appeared who master the difficult techniques required by the class through some innate instinct.

No matter what their origin, all are equals in the eyes of their fellow duskblades.

Duskblades love to test themselves against each other; on the rare occasions when the paths of two duskblade adventurers happen to cross, they will always make time for a friendly duel before they part.

Given elf life spans, some duskblades maintain friendly rivalries that can last for centuries.

NPC REACTIONS

Few common folk understand who or what duskblades truly are, and most assume those duskblades they happen to meet are simply fighters with a bit of sorcerer ability (or vice versa).

Legends speak of elf heroes skilled with both blade and spell, but these tales do little to inform anyone of the specific abilities of the duskblades.

Most adventurers react to duskblades with some wariness because a duskblade's combination of abilities makes it very hard to judge how powerful or capable such a character is in any situation.

DUSKBLADE LORE

Characters with ranks in Knowledge (arcana) can research duskblades to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: Some elves have the ability to cast arcane spells while engaged in melee combat; such elves are known as duskblades.

DC 15: Not all duskblades are elves; sometimes members of other races master the class's special techniques of spellcasting in melee.

DC 20: Duskblades preserve an ancient tradition that enables them to deliver spell damage through weapon strikes.

DUSKBLADES IN THE GAME

Duskblades fit easily into an ongoing game because of their small numbers and enigmatic mix of abilities. The presence of the class is easily explained as your players explore more of the world—they simply hadn't encountered any duskblades until now, or had mistaken those they did encounter for multiclass fighter/wizards. Now that they've discovered this aspect of the setting, however, they're free to multiclass into the duskblade class or to begin a new character with levels only in the new class.

ADAPTATIONS

One of the more interesting ways to adapt this class to your campaign is to keep the class abilities more or less the same but to change the race involved.

For example, the githyanki have a tradition of multiclass fighter/wizards known as gish; these individuals could easily be reconceived as a gith duskblade class.

Unexpected combinations would be the most striking, such as a previously unrevealed halfling duskblade class. After all, few expect halflings to engage in melee except by bull's strength and the like and fighting with oversized weapons, they could prove unexpectedly deadly against those who underestimate them—which, after all, is the essence of the duskblade class.

DUSKBLADE SPELL LIST

The duskblade's spell list appears below.

Spells printed in this book are marked with an asterisk.

0 Level: acid splash, disrupt undead, ray of frost, touch of fatigue.
1st Level: Bigby's tripping hand*, blade of blood*, burning hands, cause fear, chill touch, color spray, jump, Kelgore's fire bolt*, lesser deflect*, magic weapon, obscuring mist, ray of enfeeblement, resist energy, rouse*, shocking grasp, stand*, swift expeditious retreat, true strike.

2nd Level: animalistic power*, bear's endurance, Bigby's striking fist*, bull's strength, cat's grace, darkvision, deflect*, dimension hop*, ghoul touch, Melf's acid arrow, scorching ray, see invisibility, seeking ray*, spider climb, stretch weapon*, sure strike*, swift fly, swift invisibility, touch of idiocy.

3rd Level: crown of might*, crown of protection*, dispelling touch*, doom scarabs*, energy aegis*, energy surge*, greater magic weapon, halt*, keen edge, protection from energy, ray of exhaustion, regroup*, vampiric touch.

4th Level: Bigby's interposing hand, channeled pyroburst*, dimension door, dispel magic, enervate, fire shield, phantasmal killer, shout, toxic weapon*.

5th Level: Bigby's clenched fist, chain lightning, disintegrate, hold monster, polar ray, slashing dispel*, sonic shield*, waves of fatigue.

SWIFT EXPEDITIOUS RETREAT, SWIFT FLY, AND SWIFT INVISIBILITY

Three spells on the duskblade's spell list—*swift expeditious retreat*, *swift fly*, and *swift invisibility*—appear in *Spell Compendium*. If you do not have that book, treat these spells as their nonswift versions, except that their casting time is 1 swift action and the duration of each spell is 1 round.

TABLE 1-3: THE DUSKBLADE

HIT DIE: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						0	1st	2nd	3rd	4th	5th
1st	+1	+2	+0	+2	Arcane attunement, armored mage (light)	3	2	—	—	—	—
2nd	+2	+3	+0	+3	Combat Casting	4	3	—	—	—	—
3rd	+3	+3	+1	+3	Arcane channeling	5	4	—	—	—	—
4th	+4	+4	+1	+4	Armored mage (medium)	6	5	—	—	—	—
5th	+5	+4	+1	+4	Quick cast 1/day	6	5	2	—	—	—
6th	+6/+1	+5	+2	+5	Spell power +2	6	6	3	—	—	—
7th	+7/+2	+5	+2	+5	Armored mage (heavy shield)	6	6	5	—	—	—
8th	+8/+3	+6	+2	+6		6	7	6	—	—	—
9th	+9/+4	+6	+3	+6		6	7	6	2	—	—
10th	+10/+5	+7	+3	+7	Quick cast 2/day	6	8	7	3	—	—
11th	+11/+6/+1	+7	+3	+7	Spell power +3	6	8	7	5	—	—
12th	+12/+7/+2	+8	+4	+8		6	8	8	6	—	—
13th	+13/+8/+3	+8	+4	+8	Arcane channeling (full attack)	6	9	8	6	2	—
14th	+14/+9/+4	+9	+4	+9		6	9	8	7	3	—
15th	+15/+10/+5	+9	+5	+9	Quick cast 3/day	6	9	8	7	5	—
16th	+16/+11/+6/+1	+10	+5	+10	Spell power +4	6	9	9	8	6	—
17th	+17/+12/+7/+2	+10	+5	+10		6	10	9	8	6	2
18th	+18/+13/+8/+3	+11	+6	+11	Spell power +5	6	10	9	8	7	3
19th	+19/+14/+9/+4	+11	+6	+11		6	10	10	9	7	5
20th	+20/+15/+10/+5	+12	+6	+12	Quick cast 4/day	6	10	10	10	8	6

KNIGHT

"I offer you surrender or an honorable death in battle.
The choice is yours."

—Archibold the Impetuous

A knight is a proud, skilled melee combatant who fights in the name of honor and chivalry.

A knight relies on more than a sharp sword and a stout suit of armor to defeat her foes.

Her drive, determination, and fighting spirit allow her to control the battlefield in ways that others cannot match.

A knight can challenge an opponent to a duel, calling upon the foe's pride and ego to force his hand.

The knight's talent with heavy armor, shields, and defensive tactics grant her the ability to disrupt her foe's plans.

Only the most talented rogues and monks can slip past a knight's defenses to strike at her allies.

An adventuring group with wizards, sorcerers, and other lightly armored members thrives with the assistance of a knight.

While the knight keeps enemies occupied, her allies can use their talents and abilities without fear of attack or harassment.

The knight class is a great choice if you want to play a tough, durable melee combatant whose strong personality allows you to manipulate your foes.

Weaker foes cower in fear before you, while stronger foes move to strike you rather than your allies when you play on their egos and challenge them to duels.

Your expertise in using armor and carrying a shield allows you to form an impregnable defensive line.

Once you engage a foe, he has difficulty moving away to threaten your allies.

If you want to be a front-line melee combatant who defends the rest of the party and manipulates opponents, the knight is a good choice.

MAKING A KNIGHT

A low-level knight is similar to a cross between a fighter and a bard.

You have many hit points, a high Armor Class, and an ability similar to bardic music (the knight's challenge class feature).

You can pick a single foe, usually the one who poses the most dangerous physical threat, and gain a bonus on attack rolls and damage rolls against that opponent.

You must pay close attention to the knight's code of conduct, since it forbids you from taking advantage of several tactically useful situations.

You excel in combat in a manner similar to a fighter—but while a fighter can slay a monster, your primary talent is your ability to keep that monster away from your allies while you battle it.

It might take you longer to win the day, but your many hit points and strong defensive abilities help preserve you. Best of all, your defense enables your allies to function at full capacity without being subject to the monster's attacks.

Any sorcerer or wizard in the party thrives when you are there to absorb attacks and hold back your mutual foes.

As you advance in level, you gain the ability to dictate a foe's actions, forcing him to attack you instead of other targets.

Weaker opponents, which typically appear in numbers too large for you to hold them all back, quail in terror when you menace them.

Even if they slip past you, they take penalties when they attack your allies.

Your knight's challenge and shield block class features combine to let you excel in one-on-one melee, granting you a bonus on attack rolls, damage rolls, and Armor Class against a single foe of your choice.

If the group faces a mighty villain or a single, overwhelming physical threat, it's up to you to keep the monster occupied while your allies cast their spells or maneuver for position.

Abilities: You benefit from a high Charisma score, since it determines how often you can use some of your abilities and the save DC of those abilities.

A high Constitution allows you to increase your already impressive hit point total, thus bolstering your capacity to defend your allies.

Strength improves your combat abilities, making you more effective as a front-line character.

Races: The majority of knights are dwarves, humans, and half-elves.

The dwarf's tendency toward order, combined with that race's militaristic bent, gives rise to fighting orders dedicated to upholding justice and obeying an honorable code.

Dwarf knights also serve as wandering dispensers of justice between isolated settlements who enforce the rule of law and protect small clanholds.

Humanity, with its sprawling kingdoms and empires, produces many knights who fight as much for king and country as for personal honor and monetary rewards.

Some half-elves enter into such service as well and can rise to high ranks within such orders.

Gnomes and halflings rarely become knights, since the knight's straightforward code of conduct runs counter to the small races' reliance on trickery and clever planning. Few half-orcs have the opportunity to become knights, but when they do their natural strength serves them well.

Elf knights are rare, since elves prefer freedom and flexibility over the rigid code of honor all knights must follow.

Alignment: Knights are always lawful.

Their dedication to a code of conduct is but one expression of their devotion to order.

Most knightly orders arise as institutions forged to protect a kingdom from invaders or to enforce the law against chaos from within.

While knights value order, they tend in equal numbers toward good, evil, and neutrality.

Lawful good knights see order as a tool to protect the innocent and weak from evil.

Lawful evil knights believe that the social order serves to reward the strong.

Lawful neutral knights abhor the destruction and suffering that chaos can bring and so uphold order for its own sake.

Starting Gold: 6d4×10 gp (150 gp).

Starting Age: As paladin (PH 109).

CLASS SKILLS

(2 + Int modifier per level, ×4 at 1st level): Climb, Handle Animal, Intimidate, Jump, Knowledge (nobility and royalty), Ride, Swim.

CLASS FEATURES

Your class features involve mastering the use of armor and shields and learning how to manipulate your foes so that melee combat takes place on your terms, not theirs.

Weapon and Armor Proficiency: Knights are proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and all shields (except tower shields).

Knight's Challenge: Your dauntless fighting spirit plays a major role in your fighting style, as important as the strength of your arm or the sharpness of your blade.

In battle, you use the force of your personality to challenge your enemies.

You can call out a foe, shouting a challenge that boosts his confidence, or issue a general challenge that strikes fear into weak opponents and compels strong opponents to seek you out for personal combat.

By playing on your enemies' ego, you can manipulate your foes.

You can use this ability a number of times per day equal to $1/2$ your class level + your Charisma bonus (minimum once per day).

As you gain levels, you gain a number of options that you can use in conjunction with this ability.

Even if you and your foes lack a shared language, you can still effectively communicate through body language, tone, and certain oaths and challenges you learn from a variety of different tongues.

Fighting Challenge (Ex): As a swift action, you can issue a challenge against a single opponent.

The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your character level minus 2.

If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability.

You fight with renewed vigor and energy by placing your honor and reputation on the line.

If your chosen foe reduces you to 0 or fewer hit points, you lose two uses of your knight's challenge ability for the day because of the blow to your ego and confidence from this defeat.

The effect of a fighting challenge lasts for a number of rounds equal to 5 + your Charisma bonus (if any).

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter.

If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe.

You cannot switch foes if your original target is still active.

At 7th level, the bonus you gain from this ability increases to +2.

At 13th level, it rises to +3.

At 19th level, it increases to +4.

Test of Mettle (Ex): Starting at 4th level, you can shout a challenge to all enemies, calling out for the mightiest among them to face you in combat.

Any target of this ability must have a language of some sort and an Intelligence score of 5 or higher.

Creatures that do not meet these requirements are immune to the test of mettle.

You must have line of sight and line of effect to the targets of this ability.

As a swift action, you can expend one use of your knight's challenge ability to cause all your enemies within 100 feet with a CR greater than or equal to your character level minus 2 to make Will saves (DC 10 + $1/2$ your class level + your Cha modifier).

Creatures that fail this save are forced to attack you with their ranged or melee attacks in preference over other available targets.

If a foe attacks by casting a spell or using a supernatural ability, he must target you with the attack or include you in the effect's area.

An opponent compelled to act in this manner is not thrown into a mindless rage and does not have to move to attack you in melee if doing so would provoke attacks of opportunity against him.

In such a case, he can use ranged attacks against you or attack any opponents he threatens as normal.

If anyone other than you attacks the target, the effect of the test of mettle ends for that specific target.

If you are reduced to 0 or fewer hit points by an opponent forced to attack you due to this ability, you gain one additional use of your knight's challenge ability for that day.

This additional use comes from increased confidence and the knowledge that you have proved your mettle as a knight against your enemies by calling out foes even against overwhelming odds.

This additional use disappears if you have not used it by the start of the next day.

You can only gain one additional use of your knight's challenge ability in this manner per day.

The effect of a test of mettle lasts for a number of rounds equal to 5 + your Charisma bonus (if any).

Whether a creature fails or succeeds on its save against your test of mettle, it can only be targeted by this effect once per day.

Call to Battle (Ex): Starting at 8th level, you become an inspiring figure on the battlefield.

When all seems lost, you are a beacon of hope who continues to fight on despite the odds.

No cause is yet lost when a knight still battles on its name.

As a swift action, you can expend one use of your knight's challenge ability to grant an ally another save against a fear effect.

The target gains a bonus on this save equal to your Charisma bonus (if any).

If the target succeeds on this save, he gains the benefit for a successful save against the attack or spell.

This ability reflects your talent to inspire your allies in the face of a daunting foe.

For example, Lidda fails her save against a lich's *fear* spell.

On his next action, Sir Agrivail uses his call to battle ability to grant Lidda another save.

If she succeeds, she immediately shrugs off the effect of the *fear* spell.

Daunting Challenge (Ex): Starting at 12th level, you can call out opponents, striking fear into the hearts of your enemies.

In this manner you separate the strong-minded from the weak-willed, allowing you to focus on opponents that are worthy foes.

As a swift action, you can expend one use of your knight's challenge ability to issue a daunting challenge.

This ability affects all creatures within 100 feet of you that have a CR less than your character level minus 2.

Targets must be able to hear you, speak or understand a language of some sort, and have an Intelligence score of 5 or more.

All targets who meet these conditions must make Will saves (DC 10 + $1/2$ your class level + your Cha modifier) or become shaken.

Whether a creature fails or succeeds on its save against your daunting challenge, it can only be targeted by this effect once per day.

Bond of Loyalty (Ex): Starting at 16th level, your loyalty to your comrades endures even in the face of powerful magic. You can expend one use of your knight's challenge ability to make an additional saving throw against a mindaffecting spell or ability.

You can use this ability once per round as a free action and can continue to use it even if an opponent is controlling your actions with a mind-affecting spell or ability.

Loyal Beyond Death (Ex): At 20th level, if you are reduced to 0 or fewer hit points by an effect that otherwise leaves your body intact, you can expend one use of your knight's challenge ability to remain conscious and continue to act for 1 more round before dying.

You can use this ability even if your hit point total is -10 or lower.

If your body is somehow destroyed before your next action (such as by *disintegrate*), then you cannot act.

You can continue to expend uses of your knight's challenge ability to survive from round to round until you run out of uses.

If you receive healing that leaves you with more than -10 hit points, you survive (or fall unconscious, as appropriate to your new hit point total) when you stop using this ability.

Otherwise, death overtakes you when you run out of uses of your knight's challenge ability.

The Knight's Code: You fight not only to defeat your foes but to prove your honor, demonstrate your fighting ability, and win renown across the land.

The stories that arise from your deeds are just as important to you as the deeds themselves.

A good knight hopes that her example encourages others to lead righteous lives.

A neutral knight wishes to uphold the cause of his liege (if he has one) and win glory.

An evil knight seeks to win acclaim across the land and increase her own personal power.

The knight's code focuses on fair play: A victory achieved through pure skill is more difficult, and hence wins more glory, than one achieved through trickery or guile.

- A knight does not gain a bonus on attack rolls when flanking.

You still confer the benefit of a flanking position to your ally, but you forgo your own +2 bonus on attack rolls.

You can choose to keep the +2 bonus, but doing so violates your code of honor (see below).

- A knight never strikes a flat-footed opponent.

Instead, you allow your foe to ready himself before attacking.

- A knight never deals lethal damage against a helpless foe. You can strike such a foe, but only with attacks that deal nonlethal damage.

If you violate any part of this code, you lose one use of your knight's challenge ability for the day.

If your knight's challenge ability is not available when you violate the code (for example, if you have exhausted your uses for the day), you take a -2 penalty on attack rolls and saves for the rest of that day.

Your betrayal of your code of conduct undermines the foundation of confidence and honor that drives you forward.

While you cleave to your view of honor, chivalry, and pursuit of glory, you do not force your views on others.

You might chide a rogue for sneaking around a battlefield, but you recognize (and perhaps even feel a bit smug about) the reality that not everyone is fit to follow the knight's path.

Mounted Combat: At 2nd level, you gain Mounted Combat as a bonus feat.

Shield Block (Ex): Starting at 2nd level, you excel in using your armor and shield to frustrate your enemy's attacks. During your action, designate a single opponent as the target of this ability.

Your shield bonus to AC against that foe increases by 1, as you move your shield to deflect an incoming blow, possibly providing just enough protection to turn a telling swing into a near miss.

This shield bonus increases to +2 at 11th level and +3 at 20th level.

Bulwark of Defense (Ex): When you reach 3rd level, an opponent that begins its turn in your threatened area treats all the squares that you threaten as difficult terrain.

Your strict vigilance and active defensive maneuvers force your opponents to move with care.

Armor Mastery (Ex): Starting at 4th level, you are able to wear your armor like a second skin and ignore the standard speed reduction for wearing medium armor.

Starting at 9th level, you ignore the speed reduction imposed by heavy armor as well.

Bonus Feat: At 5th level, you gain a bonus feat chosen from the following list: Animal Affinity, Diehard, Endurance, Great Fortitude, Iron Will, Quick Draw, Ride-By Attack, Spirited Charge, Trample, or Weapon Focus (lance).

You must still meet any prerequisites for the feat.

You gain an additional bonus feat from this list at 10th level and again at 15th level.

Vigilant Defender (Ex): Starting at 5th level, you stand your ground against all enemies, warding the spot where you make your stand to prevent foes from slipping past and attacking those you protect.

If an opponent attempts to use the Tumble skill to move through your threatened area or your space without provoking attacks of opportunity, the Tumble check DC to avoid your attacks of opportunity increases by an amount equal to your class level.

Shield Ally (Ex): Starting at 6th level, as an immediate action you can opt to absorb part of the damage dealt to an adjacent ally.

Each time this ally takes damage from a physical attack before your next turn, you can take half this damage on yourself.

The target takes the other half as normal.

You can only absorb damage from physical melee attacks and ranged attacks, such as an incoming arrow or a blow from a sword, not from spells and other effects.

Improved Shield Ally (Ex): At 14th level, your ability to absorb damage increases.

Once per round you can absorb all the damage from a single attack directed against an adjacent ally.

In addition, you continue to absorb half the damage from other physical attacks on an adjacent ally, if you so choose.

You must decide whether to use this ability after the attacker determines that an attack has succeeded but before he rolls damage.

Impetuous Endurance (Ex): Starting at 17th level, your fighting spirit enables you to push your body beyond the normal limits of endurance.

You no longer automatically fail a saving throw on a roll of 1.

You might still fail the save if your result fails to equal or beat the DC.

PLAYING A KNIGHT

As a knight, you are driven to prove your abilities, showcase the code of chivalry as a proper way to live, and defend your allies.

You are impetuous and brave, never backing down from a challenge.

When you face a mighty foe, you take a moment to call out a challenge to him, salute his fighting ability, or list his crimes that you seek to avenge.

RELIGION

Knights value order and honor in all things.

They worship lawful gods, though whether their patrons are good, neutral, or evil depends solely on the knight's preferences.

Good knights favor Heironeous, while neutral ones follow St. Cuthbert.

Evil knights, if they venerate a god, offer prayers to Hextor.

Knights of Heironeous and Hextor are renowned for the epic duels they have fought against each other.

Opposing armies sometimes halt their advance to allow these sworn enemies to duel to the death before the rest of the battle is joined.

OTHER CLASSES

You respect paladins for their skill in combat and devotion to a code of conduct, although their path is somewhat different from your own.

You see wizards, sorcerers, clerics, and bards as useful allies who should stay back away from combat; individual knights sometimes travel partnered with a member of one of these classes.

Most knights consider barbarians to be crazed lunatics who lack the honor, self-control, and training to fight in a proper civilized manner, yet a skilled barbarian can earn a knight's grudging respect through deeds in battle.

You have little regard for rogues, beguilers, or others who rely on stealth or deceit.

In general, you have no feeling one way or the other toward druids, monks, and rangers.

You distrust the duskblade's mix of melee combat and spellcasting but can empathize with the dragon shaman's devotion to his totem dragon, though you might be wary of particular shamans (those devoted to chaotic dragons).

In general, you feel protective (but with a touch of condescension) toward adventurers who cannot handle heavy armor and weapons.

COMBAT

You serve two basic roles in battle.

You excel at dominating the field of battle, since your defensive abilities make it difficult for opponents to move past you and strike vulnerable members of your party.

You believe that the best way to face an enemy is to challenge him to an honorable duel and kill him fair and square, claiming all the glory for yourself.

When faced with multiple foes, you can strike fear into some and goad others into attacking you rather than your allies.

You are the sorcerer's, wizard's, or bard's best friend.

Your commanding presence draws attacks to you, while your hit points and heavy armor make you ideally suited to absorb blows.

While you are engaging foes in combat, your allies can use their spells and special abilities without interference.

ADVANCEMENT

When looking at feats to select as you gain levels, you have two basic paths.

You can focus on your fighting skill, or you can attempt to expand your capabilities to serve as the party's spokesman. The former option is best when you are the group's primary combat specialist.

If the party includes a barbarian, paladin, fighter, ranger, or duskblade, you can afford to dabble in feats that improve your Charisma-based skills.

Although Diplomacy is not a class skill for you, the Skill Focus feat combined with your superior Charisma and a few cross-class ranks makes you a serviceable emissary.

When it comes to combat feats, look to ones that improve your ability to deal damage.

Your class features already enhance your defense, making feats such as Power Attack, Weapon Focus, and so forth excellent options to boost your offense.

Alternatively, you could focus on crippling your foe's ability to deal damage.

Combat Expertise combined with Improved Disarm and Improved Trip form a potent combo.

When you lure a foe into attacking you, you can pluck his weapon from his hand or knock him to the ground.

In either case, your opponent is neutralized as a threat to you or your allies.

Improved Initiative is a critically important feat, since it allows you to act first, move forward, and defend your allies. The sooner you find a place at the front line, the longer you can hold back the monsters.

STARTING PACKAGES

Package 1: The Cavalier

Human Knight

Ability Scores: Str 15, Dex 12, Con 13, Int 10, Wis 8, Cha 14.

Skills: Diplomacy, Knowledge (nobility and royalty), Ride.

Feats: Mounted Combat, Skill Focus (Ride).

Weapons: Lance (1d8/×3), longsword (1d8/19–20), three javelins (1d6, 30 ft.).

Armor: Chain shirt (+4 AC), heavy wooden shield (+2 AC).

Other Gear: Standard adventurer's kit, 11 gp.

Package 2: The Defender

Dwarf Knight

Ability Scores: Str 15, Dex 12, Con 15, Int 10, Wis 8, Cha 12.

Skills: Diplomacy, Ride.

Feat: Shield Specialization (heavy).

Weapons: Dwarven waraxe (1d10/×3), warhammer (1d8/×3), 5 javelins (1d6, 30 ft.).

Armor: Scale mail (+4 AC), heavy steel shield (+2 AC).

Other Gear: Standard adventurer's kit, 18 gp.

Package 3: The Destroyer

Half-Orc Knight

Ability Scores: Str 16, Dex 12, Con 13, Int 8, Wis 8, Cha 13.

Skill: Intimidate.

Feat: Power Attack.

Weapons: Battleaxe (1d8/×3), five javelins (1d6, 30 ft.).

Armor: Scale mail (+4 AC), heavy steel shield (+2 AC).

Other Gear: Standard adventurer's kit, 50 gp.

KNIGHTS IN THE WORLD

"I like having a knight in front of me in a fight.

He holds the line and allows me to work my spells in peace.

Best of all, so long as he has his back to me I can't hear him prattling on about honor, strength, and chivalry."

—Vaarlis Runespeaker, mage-initiate of Wee Jas

The concept of the knight, or cavalier, or chevalier has arisen in many cultures that used mounted warriors in their armies.

Typically, knights were members of the rich, land-owning upper class who could afford to buy and maintain heavy armor and a horse.

Such individuals served an elite role in the military not only for their fighting talents and ability to ride over and smash through infantry who lacked polearms but also for their social standing.

For the historical knight, his status as a rich landowner was the basis of his superiority to others.

Legend transformed the concept of the knight to focus on one who sets forth searching for deeds that will win him glory, drawing on his code of conduct and charismatic personality to defeat his enemies.

Since a character who owns land and sits on a fortune in gold makes for a poor adventurer in a traditional D&D game, the knight character class focuses on the concept of a heavily armored melee combatant who fights according to a strict code of conduct.

Fidelity to that code grants the knight the confidence and fighting spirit to excel on the battlefield and hence the glory he or she seeks.

DAILY LIFE

A knight adventures to prove her skill at arms, to advance the cause of whatever lord she might serve, and to further her own aims.

She rides forth from her lord's castle to right wrongs, quest in her lord's name, and prove herself worthy of knighthood.

By actively seeking fame, glory, and acclaim, the knight brings praise and respect to the code of honor that she fights under.

Some knights are lone wanderers with neither castle nor king.

A bloody war might leave a knight without a master.

Homeless and with little more than her armor and weapons, this knight adventures to further the cause she still holds dear.

She could work to bring down the enemies who defeated her lord or attempt to do as much good across the land as possible, winning glory all the while.

She might seek for a new cause worthy of her devotion.

The knight's order might fall, but the concepts of honor and chivalry endure so long as one knight holds them dear.

Other knights are similar to paladins in that they place their faith in a cause, though for a knight this cause is rooted in the world rather than a divine power.

A knight might fight against oppression and brutality in all its forms, such as when a dwarf knight ventures into the underground with his companions on a crusade to defeat drow, duergar, and other horrors before they can threaten the surface.

Such a knight doesn't need a lord or an order.

All he needs is a sharp sword, a stout shield, and an indomitable belief in his cause.

The knight of the D&D game is a wanderer who hunts down the red dragon that has despoiled the countryside, or the hero who mans the walls and rallies the town guard when a horde of orcs appears on the horizon.

The knight fights for a cause, and it matters not whether that cause is upholding the crown or a ceaseless desire to bring justice and hope to the land.

NOTABLES

Knights gain notoriety for their deeds, whether triumphs in combat or selfless acts of great honor.

Many an adventurer grew up on stories such as that of Archibold the Impetuous, who after the defeat of his liege's army stood alone to block pursuit on a narrow bridge while his allies withdrew to safety.

The bards claim that Sir Archibold slew more than a hundred hobgoblins before he finally fell, by which time his allies had reached the safety of a nearby fortress.

Another legend tells of Lady Attis, an evil but brave knight who drove off a rampaging red dragon that had terrorized the region, not from any beneficence toward the inhabitants but to win the fame of defeating a foe no one else dared face.

ORGANIZATIONS

Knights often band together into orders of knighthood, and many of these organizations have storied histories.

Knightly orders typically allow their members to spend much of their time on individual quests, requiring only that the knight live by the code of the order and be willing to return to the order's headquarters when called upon.

Knightly orders have a proud tradition of using heraldic symbols to identify themselves, and knights who belong to the order often carry these symbols on their shields and armor to identify their affiliation.

NPC REACTIONS

Individuals react to knights based on their previous interactions with other members of the class.

A heroic knight meets stony silence and suspicion in a land where evil knights oppress the poor.

By the same token, a villainous knight finds that folk who assume knights are chivalrous, fair, and honorable are quick to trust her and willing to believe the best about her.

Such trust might indeed bring out the best in her, or it might lead swiftly to disaster, depending on the knight.

A knight who has retired from adventuring typically acquires some position of authority, with commensurate political power, whether as general, king's champion, or ruler of some city or outpost.

People's opinions of knights are thus often the same as their views of authority in general.

KNIGHT LORE

Characters with ranks in Knowledge (nobility and royalty) can research knights to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Knights are skilled mounted fighters who specialize in defensive combat.

DC 15: Knights are combat-oriented characters adept at protecting their companions and stopping foes from getting past them.

They follow a strict code of honor.

DC 20: Knights are masters of armor and shield use.

They can lure foes into one-on-one combat through sheer force of will.

KNIGHTS IN THE GAME

Because of their obvious place in real-world history,

knights fit well into any campaign with a medieval setting.

The class can be available to characters of almost any race or origin, or you can tie the class to a specific kingdom or group of cultures in your campaign world.

Either way, the knight provides an exciting option for players interested in a melee-oriented character capable of holding a line of combat and really protecting her allies, as well as challenging monsters in single combat.

ADAPTATION

This class can fit in a campaign in many ways—to serve a specific plot need, you can tie its history to a race or add a connection to a mysterious organization. The class description assumes that many races and cultures produce knights, but in your world perhaps only lawful societies might field knights as part of their armed forces, creating an instant and flavorful difference between lawful and chaotic culture groups.

If you take this route, create a chaotic-oriented group of hexblades, rangers, or scouts who oppose the order of knights.

EX-KNIGHTS

A knight who is no longer lawful loses the benefits of her knight's challenge ability.

As a result, she cannot use class features that require her to expend uses of the knight's challenge ability, such as fighting challenge, test of mettle, and call to battle.

She no longer takes penalties for violating her code of conduct.

A knight can regain her status by returning to a lawful alignment.

TABLE 1-4: THE KNIGHT HIT DIE: d12

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Fighting challenge +1, knight's challenge, knight's code
2nd	+2	+0	+0	+3	Mounted Combat, shield block +1
3rd	+3	+1	+1	+3	Bulwark of defense
4th	+4	+1	+1	+4	Armor mastery (medium), test of mettle
5th	+5	+1	+1	+4	Bonus feat, vigilant defender
6th	+6/+1	+2	+2	+5	Shield ally
7th	+7/+2	+2	+2	+5	Fighting challenge +2
8th	+8/+3	+2	+2	+6	Call to battle
9th	+9/+4	+3	+3	+6	Armor mastery (heavy)
10th	+10/+5	+3	+3	+7	Bonus feat
11th	+11/+6/+1	+3	+3	+7	Shield block +2
12th	+12/+7/+2	+4	+4	+8	Daunting challenge
13th	+13/+8/+3	+4	+4	+8	Fighting challenge +3
14th	+14/+9/+4	+4	+4	+9	Improved shield ally
15th	+15/+10/+5	+5	+5	+9	Bonus feat
16th	+16/+11/+6/+1	+5	+5	+10	Bond of loyalty
17th	+17/+12/+7/+2	+5	+5	+10	Impetuous endurance
18th	+18/+13/+8/+3	+6	+6	+11	—
19th	+19/+14/+9/+4	+6	+6	+11	Fighting challenge +4
20th	+20/+15/+10/+5	+6	+6	+12	Loyal beyond death, shield block +3

PSIONICS HANDBOOK (3.0)

PSION

The striking fist or flashing sword pales before a psion's focused stare.

Psionic powers arise from a regimen of strict mental discipline developed over months and years of self-scrutiny and mind-actualization.

Those who overcome personal demons, neuroses, and other pitfalls of intense self-reflection learn to call upon an internal reservoir of power.

Psions depend on a continual study of their own minds to discover an ever-wider range of mental powers.

They meditate on memories and the nature of memory itself, debate with their own fragment personalities, and delve into the dark recesses of their minds' convoluted corridors.

"Know thyself" is not just a saying for a psion, but the road to power.

Adventures: A psion adventures to stimulate his or her mind.

New experiences translate to new avenues of thought and eventually the discovery of previously latent abilities. A psion's powers are innate, but are not effortlessly attained.

Good psions are keenly aware of the corrupting effect telepathic powers can have if used unethically.

They strive to keep mental infiltration to a minimum and only strike at an enemy's mind when there is no alternative. Evil psions, however, have no such compunctions against mental violence.

If they corrupt the dreams or personalities of those who stand in their way, they take it as proof of their own mental superiority.

Characteristics: The psion draws real power from his mind. His power is a logical expression of lore attained through ongoing individual self-study.

He has access to fewer powers than a wizard or sorcerer of equal level has spells, but he enjoys supreme flexibility in accessing those powers.

A psion chooses one primary discipline, gaining knowledge of additional powers from that discipline first, although he can learn powers from any discipline if his appropriate ability scores are high enough.

A psion can seed a crystal or gem with a fragment of his personality, creating a psicrystal.

A psicrystal has special abilities that are helpful to the psion.

Psions gain their powers as self-knowledge grows.

To truly know oneself, one must not only study mentally, but also physically: Psions learn a few rudimentary fighting skills and are proficient with simple weapons.

Alignment: For a psion, psionics is a personal art.

Psions look always inward, so they tend slightly toward neutrality over both chaos and law, but being neutral is not a requirement.

Psions are both good and evil, in equal measure.

Religion: Psions are not particularly drawn to any deity, due to their exceptional focus on their own personal potential.

Psions who do revere a deity do not conform to any general choice.

Background: Those destined to be psions shows signs of mental powers from the time they are just a few years old, but manifestations become especially noticeable at puberty. Unexplained noises and lights, crockery flying through the air of its own accord, and the appearance of small items out of thin air are common.

Most who have the gift grow out of it, turning away from their potential.

However, a few embrace their differences.

From that point on, the budding psion can begin practicing and improving his or her powers.

Like spell-wielding sorcerers, psions are often on their own, misunderstood and feared by friends and family.

Sometimes, psions find others with similar abilities and form informal networks, small societies, or even tiny communes populated with individuals possessing some psionic ability.

Races: The inborn gift for psionics is unpredictable, and it can show up in any of the common races.

Illithids are especially likely to be psions, since their abilities are actually components of a deeper psionic nature they possess awesome psionic might even without taking levels in the psion class.

Other Classes: Psions enjoy the company of monks, sharing their dedication to self-mastery.

Psions sometimes get off on the wrong foot with members of spellcasting classes such as sorcerers and wizards, because some psions feel that magic is a crutch for the mind.

Psions often rib psychic warriors, and vice versa, but their rivalry rarely leads to out-and-out conflict.

A psion's powers make him a good addition to any party.

Psions take on differing roles within a party, based on their discipline.

For example, Clairsentience specialists serve to guide parties in difficult spots, while psions who have chosen Psychoportation as their primary discipline vastly upgrade the party's mobility.

GAME RULE INFORMATION

Psions have the following game statistics.

Abilities: A psion's ability scores are all potentially important, because each discipline has a key ability score that affects powers used from within that discipline (see the side bar on Disciplines).

Every power falls within one of six psionic disciplines, and each discipline is keyed to a different ability score.

For instance, Dexterity is key for Psychoportation.

The same key ability score governs all the powers within a particular discipline.

When a psion uses a psionic power, he "manifests" it.

To manifest a 1st-level or higher power, the psion must have a key ability score of 10 plus the power's level (thus, a psion cannot manifest powers in a particular discipline if his key ability score for that discipline is less than 10).

The psion must also possess sufficient power points to pay the power's cost.

Choosing ability scores is also important because a defender's Will save DC against an attacking psion's power is set by the attacker each time a power is manifested: 1d20 roll + the power's level + the key ability modifier.

(See Chapter 4: Psionics for more detailed information).

A psion also gets bonus power points based on the key ability score for his primary discipline (this never varies).

Table 1-2: Psion Bonus Power Points shows bonus power points a psion with a high ability score in his primary discipline gains as level increases.

The points are additive; thus, a 5th-level psion with a score of 18 in his key ability has 1 + 3 + 5 = 9 bonus power points. Likewise, an 8th-level psion with a score of 15 in his key ability still gets the 1 + 3 = 4 bonus power points granted from earlier levels.

Bonus power points only accrue from a high ability score that has not fluctuated for 24 hours.

In addition to having a high ability score, a psion must be of sufficient level to gain bonus power points of a given level.

For instance, at 3rd level, the psion Alexandra (primary discipline Psychoportation) has Dexterity 16, good enough to get 1 bonus power point at 1st level and 3 at 3rd level. Once she reaches 5th level, she will receive an additional 5 power points.

If your character's key ability score is 9 or lower, you can't manifest powers tied to that ability (powers keyed to that discipline).

For example, if Alexandra's Dexterity drops to 9 because of a poison or psionic combat, she is unable to manifest even her simplest psychoportation powers until cured.

Alignment: Any.

Hit Die: d4.

CLASS SKILLS

The psion's class skills vary by the psion's primary discipline.

The egoist's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Balance (Dex), Climb (Str), Concentration* (Con), Jump (Str), Knowledge (psionics)* (Int), Psicraft (Int), Stabilize Self (Con), and Swim (Str).

The nomad's class skills (and the key ability for each skill) are Climb (Str), Concentration* (Con), Escape Artist (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (psionics)* (Int), Psicraft (Int), Remote View* (Int), Ride (Dex), Swim (Str), and Use Rope (Dex).

The savant's class skills (and the key ability for each skill) are Autohypnosis (Wis)*, Concentration* (Con), Disable Device (Int), Knowledge (psionics)* (Int), Open Lock (Dex), Pick Pocket (Dex), Psicraft* (Int), Remote View* (Int), and Search (Int).

The shaper's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration* (Con), Craft (any) (Int), Disguise (Cha), Knowledge (psionics)* (Int), Perform (Cha), Psicraft* (Int), and Remote View* (Int).

The seer's class skills (and the key ability for each skill) are Concentration* (Con), Gather Information (Cha), Intuit Direction (Wis), Knowledge (psionics)* (Int), Listen (Wis),

Psicraft* (Int), Remote View* (Int), Sense Motive (Wis), and Spot (Wis).

The telepath's class skills (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Concentration* (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (psionics) (Int), Psicraft (Int), Remote View* (Int), and Sense Motive (Wis).

* See Chapter 2: Skills for new skill descriptions.

Other skills are found in Chapter 4 of the *Player's Handbook*.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the psion.

Weapon and Armor Proficiency: Psions are proficient with all simple weapons.

They are not proficient with any type of armor or shield.

Armor does not interfere with the use of psionic powers, but psions who wear armor with which they are not proficient or who hold a shield with which they are not proficient suffer the armor check penalty on attack rolls and on the use of the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

(See Chapter 7 of the *Player's Handbook* for armor check penalties).

Powers: A psion manifests psionic powers.

A psion's selection of powers is extremely limited, although he enjoys ultimate flexibility.

Your psion begins play knowing two 0-level powers (also called talents) of your choice and zero 1st level powers, plus one extra power within his primary discipline for each power level known, for a total of three 0-level powers and one 1st-level power.

At each level, your psion discovers one or more previously latent powers, as indicated on Table 1-1: The Psion.

Psions can pick powers from any discipline, but the "d" in each column represents a single extra power learned from the psion's primary discipline.

A "—" indicates no extra powers are known a "d" or a number indicates that the psion can choose one or more powers at the given level.

Powers discovered can be common powers chosen from the psion power list (see Chapter 5: Powers), or they can be

unusual powers that the psion has gained some understanding of by study.

For example, a psion with a power stone encoded with an unusual psionic power (one not on the psion power list) could select that power as one of his new powers for achieving a new level, provided the power is the right level. In any case, the psion can't learn powers at a faster rate in this manner.

It simply allows the psion to occasionally select powers that aren't found on the psion power list.

To manifest a power within a particular discipline, a psion must have a key ability score of at least 10 + the power's level.

(Psionic attack and defense modes are exempt from this restriction, and do not possess levels).

The DC for saving throws to resist a psion's powers is $1d20 + \text{the power's level} + \text{the psion's key ability modifier}$.

The 1d20 roll is made by the attacking psion when the power is manifested.

(Psionic attack and defense modes add a special modifier instead).

Certain powers can be enhanced as they are manifested, at the cost of additional power points.

Chapter 3: Feats describes a number of psionic power enhancement feats.

Note: A psion may choose to discover a lower-level power in place of a higher-level power normally granted by level advancement.

Thus, a psion advancing to 9th level may normally learn another 4th-level power but could instead learn a 3rd- or lower-level power in its place.

If a psion chooses to learn a lower-level power instead of his first discipline power for a particular level (indicated by a "d" on Table 1-1), the substitute lower-level power must be in the psion's primary discipline.

Power Points: A psion can manifest a certain number of 1st-level and higher powers per day based on his available power points, but he need not prepare his powers in advance; he just pays the power point cost of a power to manifest it.

The number of available power points per day is improved by his bonus power points, if any, as shown on Table 1-2.

TABLE 1-2: PSION BONUS POWER POINTS

Ability	Bonus Power Points (by Psion Level)									
Score	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20
1-9	Can't manifest powers with this key ability									
10-11	—	—	—	—	—	—	—	—	—	—
12-13	1	—	—	—	—	—	—	—	—	—
14-15	1	3	—	—	—	—	—	—	—	—
16-17	1	3	5	—	—	—	—	—	—	—
18-19	1	3	5	7	—	—	—	—	—	—
20-21	3	3	5	7	9	—	—	—	—	—
22-23	3	5	5	7	9	11	—	—	—	—
24-25	3	5	7	7	9	11	13	—	—	—
26-27	3	5	7	9	9	11	13	15	—	—
28-29	5	5	7	9	11	11	13	15	17	—
30-31	5	7	7	9	11	13	13	15	17	19
32-33	5	7	9	9	11	13	15	15	17	19
34-35	5	7	9	11	11	13	15	17	17	19
36-37	7	7	9	11	13	13	15	17	19	19
38-39	7	9	9	11	13	15	15	17	19	21
40-41	7	9	11	11	13	15	17	17	19	21

etc. . .

For instance, at 1st level the telepath Ialdabode gets 2 power points per day (see Table 1-1: The Psion), plus 1 additional power point for his high score in Charisma (which is the key ability for his primary discipline). Ialdabode also selected the Inner Strength feat, which grants 1 power point, for a daily total of 4.

He only knows one 1st-level power, *disable*, chosen from his primary discipline.

He also knows any five psionic combat modes (see below), which also cost power points to manifest.

On any given day, he can manifest *disable* four times (using up all his power points that day).

Special rules govern the manifestation of o-level powers and psionic combat modes.

o-Level Powers: Also called talents, o-level powers have a special power point cost.

A psion can manifest any talent he knows for free a number of times per day equal to his level + 3.

After exhausting his daily allotment, the psion must pay 1 power point per manifestation of a o-level power for the rest of the day.

Thus, a 1st-level psion can manifest four talents for free, then must pay 1 power point for each additional o-level manifestation that day.

Psionic Combat Modes: At 1st level, the psion can choose to learn five of the ten psionic combat modes.

(A full description of psionic combat, along with summaries of each power, is presented in Chapter 4: Psionics).

At every odd-numbered level from 3rd through 11th, he can learn one additional psionic combat mode.

The five attack modes are *ego whip*, *id insinuation*, *mind blast*, *mind thrust*, and *psychic crush*.

The five defense modes are *empty mind*, *intellect fortress*, *mental barrier*, *thought shield*, and *tower of iron will*.

Psionic attack and defense modes are most effective against psionic characters and creatures, but they can affect nonpsionic beings as well.

Attack and defense modes are treated like psionic powers in some ways, but they have their own special qualities that powers do not share.

Psionic combat modes have varying manifestation costs: Low-level psions are cautioned to choose powers with lower costs.

For instance, a psion could choose *mind blast* at 1st level, but its high power point cost (9) makes it inaccessible to the psion for several levels.

Psicrystal: A psion can encode a psicrystal (see *Psicrystals*, below).

Doing so takes a day and requires materials that cost 100 gp (usually, the gem used as the basis for the psicrystal represents at least 50% of the total cost).

A psicrystal is a psionically charged crystalline stone no more than 1 inch in diameter.

It carries a fragment personality seeded from the psion's own mind, with which the psion can empathically interact and from which he can derive benefits.

A psion may possess no more than one psicrystal at any one time.

The psion chooses the type of psicrystal he gets, that is, what fragment of his personality is encoded in the stone. As the psion increases in level, his psicrystal also increases in utility, as shown on Table 1-5: *Psicrystal Special Abilities*.

If the psicrystal is destroyed, whether by accident or on purpose, the psion must attempt a Fortitude save (DC 15).

If the saving throw fails, the psion loses 200 experience points per class level.

A successful saving throw reduces the loss by half.

However, a psion's experience can never go below 0 as the result of a psicrystal's destruction.

For example, Ialdabode is a 3rd-level psion with 3,230 XP when his psicrystal is eaten by a xorn.

Ialdabode makes a successful saving throw, so he loses 300 XP, dropping him below 3,000 XP and back to 2nd level (the DUNGEON MASTER's Guide has rules for losing levels).

A destroyed psicrystal cannot be replaced for six months.

Starting Gold: $3d4 \times 10$ gp (unless using a starting package).

PSICRYSTALS

Except to its owner, a psicrystal appears to be a normal gem worth 100 gp.

However, a psicrystal grants a special ability to its psion owner depending on the fragment personality seeded in the stone, as given on Table 1-4: Psicrystals.

TABLE 1-4: PSICRYSTALS

Psicrystal Personality	Special
Artiste	Owner gains +2 bonus on Craft checks.
Bully	Owner gains +2 bonus on Intimidate checks.
Coward	Owner gains +2 bonus on Hide checks.
Friendly	Owner gains +2 bonus on Diplomacy checks.
Hero	Owner gains +2 bonus on Fortitude saves.
Liar	Owner gains +2 bonus on Bluff checks.
Meticulous	Owner gains +2 bonus on Search checks.
Observant	Owner gains +2 bonus on Spot checks.
Poised	Owner gains +2 bonus on Balance checks.
Resolve	Owner gains +2 bonus on Will saves.
Sage	Owner gains +2 bonus on any one Knowledge skill he already knows; once chosen this does not vary.
Singleminded	Owner gains +2 bonus on Concentration checks.
Sneak	Owner gains +2 bonus on Move Silently checks.
Sympathetic	Owner gains +2 bonus on Sense Motive checks.

Physically, psicrystals have AC 13, hardness 8, and 20 hit points.

Psicrystals "regenerate" their crystal matrix at rate of 2d4 hit points per day if damaged.

If a psicrystal is brought to 0 hit points, it is destroyed.

Psicrystal Personality Descriptions: All psicrystals have distinct personalities.

At 1st-level, the psion only gets a.

feel for the crystal's personality through strong feelings, but at higher levels the psicrystal is free to telepathically provide the psion with advice, severely slanted toward the psicrystal's particular world view.

The owner always sees a bit of herself in her psicrystal, even if magnified and therefore distorted.

Artiste: This splinter personality notes without humility that it is wonderfully talented in almost any occupation, be it dancing, opera, or cooking.

Equal parts truth and pretension make up this claim.

Bully: Sometimes bad seeds are still good for something.

The bully splinter personality's overbearing harangues and nearly constant insistence that only its way is right is trying, but its influence is sometimes handy for the psion.

Coward: Buried deep in everyone is a healthy dose of self-preservation.

When captured and magnified, the essence of cowardliness aids the psion in finding safe harbor in dangerous situations.

However, this psicrystal is far too eager to urge the psion to run and hide, even in only moderately dangerous situations.

Friendly: This splinter personality is disposed to promote the well-being of another, even of a revealed enemy.

The psion owner puts up with lectures on his hard-hearted ways, but in return the psion is better able to deal with creatures in a nonviolent manner.

Hero: We all want to be heroes, and the psicrystal with this implanted splinter is that feeling personified.

Given to urging the psion into dangerous situations, it pays back its owner with physical resolve in difficult situations.

Liar: The lying psicrystal just can't help telling falsehoods, even to its owner who knows all too well when it is prevaricating and when it is communicating truthfully.

This doesn't stop the psicrystal.

Its laying ways serve the psion in good stead when she is forced to attempt the same.

Meticulous: The meticulous psicrystal has a hard time discerning between important details and those that are irrelevant.

In describing itself, it would say it is "punctilious in its attention to the roles of etiquette, and furthermore marked by extreme care in the treatment of details".

Sometimes maddening, this trait is sometimes useful to the psion who attempts a precise study of his environment.

Observant: "Did you see that?" is the most common communication between a psicrystal and its owner.

Often enough, the psion has seen the proffered sight and ignored it as, unimportant.

Sometimes, though this observant quality allows the psion to note things she might have otherwise passed by.

Poised: The ability to be constantly aware of your body and how it interacts with your surroundings is something often lost in the welter of more important thoughts.

Not so for this psicrystal, which is perfectly poised and sure of itself, if not its owner.

It often preaches the importance of equilibrium and the readiness for action, and its influence actually grants the psion a bonus in situations where balance is important.

Resolve: A quality everyone wishes they had, this psicrystal has it in spades.

It is firm in purpose and belief, and its advice and observations are characterized by firmness and determination.

Or, as the psion might say, it is a stubborn so-and-so.

Still, this unshakable faith aids the psion in all contests of will.

Sage: This splinter personality attempts to be a mentor to its owner, even though it is drawn from the owner's mind.

Still, unfettered with any other personality type, the sage sees itself as the be-all, end-all master of spiritual and philosophical topics, not to mention the area of Knowledge in which it is specialized.

Beyond its specialization, the sage psicrystal's advice is sometimes suspect.

Single-minded: The ability to focus in on the task at hand, ignoring all other environmental and emotional factors, is the personality seeded in this psicrystal.

Sometimes the psion has a very difficult time getting the psicrystal's attention if it is focused on a specific task, but its influence also magnifies the psion's own concentration abilities.

Sneak: Why announce your presence with loud footfalls when you could just as easily glide in with less noise than a breath of air?

Or so asks the sneaky psicrystal, who believes wholeheartedly in the role that silence is golden.

It is given to hushing its owner, and its owner's companions, at higher levels.

Still, its expertise in the area of quiet locomotion can't be denied.

Sympathetic: This quality allows the psicrystal to see into the hearts of other living things by putting itself in their shoes. Unfortunately, the psicrystal also spends a lot of time analyzing the psion and his companions, commenting on their mental states, and making pronouncements about the fitness of their actions of course, this is useful when the psion wants to determine the motives of a potential enemy.

Psion Level: The level of the psion.

Psicrystal Ability Descriptions: All psicrystals have special abilities that depend on the level of the owner.

These abilities are cumulative.

Intelligence: The psicrystal's Intelligence score.

Psicrystals are smart, but their personality trait colors all empathic, telepathic, or verbal interaction.

Sighted: Though it possesses no physical sensory organs, a psicrystal can telepathically sense its environment as well as a sighted, hearing creature can.

Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can't discern invisible or ethereal beings.

The psicrystal's sighted range is 40 feet.

Empathic Link: The psion has an empathic link with his or her psicrystal to a distance of up to one mile.

Psions cannot see using the psicrystal's sighted ability, but they can communicate empathetically.

The empathic link between a psicrystal and its owner limits communication to strong feelings, such as confidence, fear, uncertainty, resolve, and so on, so misunderstandings are always possible.

Telepathic Link: The psion has a telepathic link with his or her psicrystal to a distance of up to one mile.

Psions cannot see using the psicrystal's sighted ability, but they can communicate telepathically.

The telepathic link allows actual communication.

For instance, a psicrystal placed in a distant room could relay the activities occurring in that room.

psicrystals know all the languages their psion owners know.

Self-Propulsion: If the psion pays the cost of 1 power point, his or her psicrystal forms spidery, ectoplasmic legs for a day.

The legs grant the psicrystal a speed of 30 feet.

The psicrystal can climb walls and ceilings with its legs like a real spider at a speed of 20 feet.

The legs fade to nothingness when their duration expires, or if the psicrystal takes 1 or more points of damage that penetrate its hardness.

Speak with Other Creatures: The psicrystal can communicate mentally with its owner, other creatures, or psicrystals within 60 feet, using any language known to its psion owner (other creatures must speak aloud to return

communication, except for the owner and other psicrystals).

To those familiar with the psion, the psicrystal's mental voice sounds very similar; however, all exchanges are colored by the psicrystal's particular personality trait.

Power Resistance: The psicrystal's power resistance (PR) equals the psion owner's level plus 5.

To affect the psicrystal with a power, an enemy manifester must make a manifester level check (1d20 + enemy's manifester level) at least equal to the psicrystal's power resistance.

Unless the Psionics Are Different option is used (see Chapter 4: Psionics), the psicrystal's spell resistance (SR) equals its power resistance.

Sight Link: Once per day, the psicrystal's owner can see what the crystal sees for a period of 1 hour, as long as the psion and the crystal are not separated by more than one mile.

Channel Power: The psion can manifest powers through the psicrystal to a distance of up to one mile.

The psicrystal is treated as the power's originator, and all ranges are calculated from that location.

When channeling a power through his psicrystal, the psion manifests the power by paying its cost.

He is still subject to attacks of opportunity and other hazards of manifesting a power, if applicable.

TABLE 1-5: PSICRYSTAL SPECIAL ABILITIES

Psion Level	Psicrystal Intelligence	Special
1-2	6	Sighted, empathic link
3-4	7	Telepathic link
5-6	8	Self-propulsion
7-8	9	Speak with other creatures
9-10	10	
11-12	11	Power resistance
13-14	12	Sight link
15-16	13	Channel power
17-18	14	
19-20	15	

HUMAN PSION (EGOIST) STARTING PACKAGE

Armor: None, speed 30 ft.

Weapons: Halbspear (1d6, crit x3, 20 ft., 3 lb., Medium-size, Piercing).

Light crossbow (1d8, crit 19-20/x2, 50 ft., 6 lb., Small, Piercing).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability
Autohypnosis	4	Wis
Balance	4	Dex
Climb	4	Str
Concentration	4	Con
Jump	4	Str
Knowledge (psionics)	4	Int
Psicraft	4	Int
Stabilize Self	4	Con
Swim*	4	Str
Heal (cc)	2	Wis
Tumble (cc)	2	Dex

*Effective modifier reduced -1 per 5 lb. of equipment.

Feat: Inertial Armor.

Bonus Feat: Two-Weapon Fighting.

Powers Known: o-level—*lesser natural armor, talons, verve*.
1st-level—*bite of the wolf*.

Modes Known: *Ego whip, id insinuation, and mind thrust; empty mind and thought shield*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Hooded lantern, 3 pints of oil.

Meditation mat.

Case with 10 crossbow bolts.

Clothes (including cloak, cap, boots, tunic, and pants).

Gold: 1d2 gp.

HUMAN PSION (NOMAD) STARTING PACKAGE

Armor: None, speed 30 ft.

Weapons: Shortsphear (1d8, crit x3, 20 ft., 5 lb., Large, Piercing).

Light crossbow (1d8, crit 19–20/x2, 80 ft., 6 lb., Small, Piercing).

Skill	Ranks	Ability
Climb	4	Str
Concentration	4	Con
Escape Artist	4	Dex
Intuit Direction	4	Wis
Jump	4	Str
Knowledge (psionics)	4	Int
Psicraft	4	Int
Remote View	4	Int
Ride	4	Dex
Swim	4	Str
Rope Use (cc)	2	Dex
Tumble (cc)	2	Dex

*Effective modifier reduced -1 per 5 lb. of equipment.

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Feat: Inertial Armor.

Bonus Feat: Dodge.

Powers Known: o-level—*catfall, burst, float*.

1st-level—*spider climb*.

Modes Known: *Ego whip and mind thrust; empty mind, intellect fortress, and thought shield*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Hooded lantern, 3 pints of oil.

50-ft. silk rope.

Case with 10 crossbow bolts.

Clothes (including cloak, cap, boots, tunic, and pants).

Gold: 1d2 gp.

HUMAN PSION (SAVANT) STARTING PACKAGE

Armor: None, speed 30 ft.

Weapons: Shortsphear (1d8, crit x3, 20 ft., 5 lb., large, Piercing).

Light crossbow (1d8, crit 19–20/x2, 80 ft., 6 lb., Small, Piercing).

Skill Selection: pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability
Autohypnosis	4	Wis
Concentration	4	Con
Disable Device	4	Int
Knowledge (psionics)	4	Int
Open Lock	4	Dex
Pick Pocket	4	Dex
Psicraft	4	Int
Remote View	4	Int
Search	4	Int
Listen (cc)	2	Wis
Spot (cc)	2	Wis

Feat: Inner Strength.

Bonus Feat: Inertial Armor.

Powers Known: o-level—*catfall, far punch, my light*.

1st-level—*lesser concussion*.

Modes Known: *Mind thrust and psychic crush; empty mind, mental barrier, and thought shield*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Hooded lantern, 3 pints of oil.

Hammer, chisel, 20 nails.

Case with 10 crossbow bolts.

Clothes (including cloak, cap, boots, tunic, and pants).

Gold: 1d2 gp.

HUMAN PSION (SHAPER) STARTING PACKAGE

Armor: None, speed 30 ft.

Weapons: Shortsphear (1d8, crit x3, 20 ft., 5 lb., large, Piercing).

Light crossbow (1d8, crit 19–20/x2, 80 ft., 6 lb., Small, Piercing).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability
Alchemy	4	Int
Appraise	4	Int
Concentration	4	Con
Craft (any)	4	Int
Disguise	4	Cha
Knowledge (psionics)	4	Int
Perform	4	Cha
Psicraft	4	Int
Remote View	4	Int
Spot (cc)	2	Wis
Use Rope (cc)	2	Dex

Feat: Inner Strength.

Bonus Feat: Talented.

Powers Known: o-level—*daze, finger of fire, trinket*.

1st-level—*firefall*.

Modes Known: *Ego whip and mind thrust; empty mind, mental barrier, and thought shield*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Hooded lantern, 3 pints of oil.

Hammer, chisel, 20 nails.

Case with 10 crossbow bolts.

Clothes (including cloak, cap, boots, tunic, and pants).

Gold: 1 d2 gp.

HUMAN PSION (SEER) STARTING PACKAGE

Armor: None, speed 30 ft.

Weapons: Quarterstaff (1d6/1d6, crit x2, 4 lb., large, Bludgeoning).
 Light crossbow (1d8, crit 19–20/x2, 80 ft., 6 lb., Small, Piercing).
 Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability
Concentration	4	Con
Gather Information	4	Cha
Intuit Direction	4	Wis
Knowledge (psionics)	4	Int
Listen	4	Wis
Psicraft	4	Int
Remote View	4	Int
Sense Motive	4	Wis
Spot	4	Wis
Diplomacy (cc)	2	Cha
Search (cc)	2	Int

Feat: Inertial Armor.
 Bonus Feat: Mental Adversary.
 Powers Known: o-level—*detect psionics, finger of fire, inkling*.
 1st-level—*destiny dissonance*.
 Modes Known: *id insinuation, mind thrust, and psychic crush; empty mind and thought shield*.
 Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.
 Hooded lantern, 3 pints of oil.
 Chalk.
 Case with 10 crossbow bolts.
 Clothes (including a cloak, a cap, boots, tunic, and pants).
 Gold: 1d2 gp.

HUMAN PSION (TELEPATH) STARTING PACKAGE

Armor: None, speed 30 ft.
 Weapons: Shortspear (1d8, crit x3, 20 ft., 5 lb., Large, Piercing).
 Light crossbow (1d8, crit 19–20/x2, 80 ft., 6 lb., Small, Piercing).
 Skill selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability
Animal Empathy	4	Cha
Bluff	4	Cha
Concentration	4	Con
Diplomacy	4	Cha
Gather Information	4	Cha
Knowledge (psionics)	4	Int
Psicraft	4	Int
Remote view	4	Int
Sense Motive	4	Wis
Disguise (cc)	4	Cha
Intimidate (cc)	4	Cha

Feat: Inertial Armor.
 Bonus Feat: Inner Strength.
 Powers Known: o-level—*daze, missive, control shadow*.
 1st-level—*disable*.
 Modes Known: *Empty mind, thought shield, and tower of iron will; id insinuation and mind thrust*.
 Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.
 Hooded lantern, 3 pints of oil.
 Mirror.
 Ink, quill, and 10 sheets of parchment.
 Case with 10 crossbow bolts.
 Clothes (including cloak, cap, boots, tunic, and pants).
 Gold: 1d2 gp.

ALTERNATIVE PSION STARTING PACKAGE

As human psion (any discipline), except Race: Dwarf, elf, half-elf, half-orc.
 Armor: Speed 20 ft. (dwarf only).
 Skill selection: Pick a number of skills equal to 4 + Int modifier.
 Bonus Feat: None.

ALTERNATIVE PSION STARTING PACKAGE

As human psion (any discipline), except Race: Gnome or halfling.
 Armor: Speed 20 ft.
 Weapons: Morningstar (1d8, crit x2, 8 lb., Medium-size, Bludgeoning and Piercing) instead of shortspear.
 Skill Selection: Pick a number of skills equal to 4 + Int modifier.
 Bonus Feat: None.
 Gold: 1 gp.

TABLE 1-1: THE PSION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Pts/Day	Powers Discovered									
							0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Psicrystal, five psionic combat modes	2	2+d	d	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		3	2+d	1+d	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Psionic combat mode	4	2+d	2+d	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4		7	3+d	2+d	d	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Psionic combat mode	10	3+d	2+d	1+d	—	—	—	—	—	—	—
6	+3	+2	+2	+5		15	4+d	2+d	1+d	d	—	—	—	—	—	—
7	+3	+2	+2	+5	Psionic combat mode	20	4+d	3+d	2+d	1+d	—	—	—	—	—	—
8	+4	+2	+2	+6		27	5+d	3+d	2+d	1+d	d	—	—	—	—	—
9	+4	+3	+3	+6	Psionic combat mode	34	5+d	3+d	2+d	2+d	1+d	—	—	—	—	—
10	+5	+3	+3	+7		43	6+d	3+d	2+d	2+d	1+d	d	—	—	—	—
11	+5	+3	+3	+7	Psionic combat mode	52	6+d	3+d	3+d	2+d	2+d	1+d	—	—	—	—
12	+6/+1	+4	+4	+8		63	7+d	3+d	3+d	2+d	2+d	1+d	d	—	—	—
13	+6/+1	+4	+4	+8		74	7+d	4+d	3+d	3+d	2+d	2+d	1+d	—	—	—
14	+7/+2	+4	+4	+9		87	7+d	4+d	3+d	3+d	2+d	2+d	1+d	d	—	—
15	+7/+2	+5	+5	+9		100	7+d	4+d	3+d	3+d	3+d	2+d	2+d	1+d	—	—
16	+8/+3	+5	+5	+10		115	7+d	4+d	4+d	3+d	3+d	2+d	2+d	1+d	d	—
17	+8/+3	+5	+5	+10		130	7+d	4+d	4+d	3+d	3+d	3+d	2+d	2+d	1+d	—
18	+9/+4	+6	+6	+11		147	7+d	4+d	4+d	4+d	3+d	3+d	2+d	2+d	1+d	d
19	+9/+4	+6	+6	+11		164	7+d	4+d	4+d	4+d	3+d	3+d	3+d	2+d	1+d	1+d
20	+10/+5	+6	+6	+12		183	7+d	4+d	4+d	4+d	4+d	3+d	3+d	2+d	2+d	1+d

Level: The psion's level.

Base Attack Bonus: The psion's base attack bonus and number of attacks.

Special: Level-dependent psion abilities, explained in the "Class Features" section that follows.

Power Points/Day: How many psionic power points the psion has access to each day. Psions manifest powers when they pay that power's cost with power points. The psion possesses a maximum number of power points equal to the given number of power points per day plus any bonus power points per day, no more. Bonus power points are shown on Table 1-2.

DISCIPLINES

A discipline is one of six groupings of powers, each defined by a common theme, such as Metacreativity or Telepathy. Every known psionic power is aligned with one of the six disciplines. A psion must choose one psionic discipline as his or her primary discipline at character creation. A psion can choose powers from any discipline according to the schedule shown in Table 1-1, but a psion knows one additional power per accessible power level within his primary discipline. A psion may not change his primary discipline once chosen. The psion's primary discipline also determines which ability score provides the psion's bonus power points (see Table 1-2).

TABLE 1-3: DISCIPLINES AND ASSOCIATED ABILITIES

Discipline	Associated Ability	Subclass in Brief	Nickname
Psychometabolism	Strength	Psi-biofeedback	Egoist
Psychopotation	Dexterity	Move in spacetime	Nomad
Psychokinesis	Constitution	Manipulate energy	Savant
Metacreativity	Intelligence	Out of thin air	Shaper
Clairsentience	Wisdom	See what's hidden	Seer
Telepathy	Charisma	Mental contact	Telepath

Psychometabolism: Powers that alter the psion's own physiobiology. A psion whose primary discipline is Psychometabolism is called an egoist. Strength is the key ability score for all powers within the Psychometabolism discipline and is the ability score egoists use to determine bonus power points.

Psychopotation: Powers that propel or displace objects in space or time. A psion whose primary discipline is Psychopotation is called a nomad. Dexterity is the key ability score for all powers within the Psychopotation discipline and is the ability score nomads use to determine bonus power points.

Psychokinesis: Powers that manipulate and transform physical properties. A psion whose primary discipline is Psychokinesis is called a savant. Constitution is the key ability score for all powers within the Psychokinesis discipline and is the ability score savants use to determine bonus power points.

Metacreativity: Powers that draw matter from the Astral Plane, creating semisolid and solid items. A psion whose primary discipline is Metacreativity is called a shaper. Intelligence is the key ability score for all powers within the Metacreativity discipline and is the ability score shapers use to determine bonus power points.

Clairsentience: Powers that reveal information. A psion whose primary discipline is Clairsentience is called a seer. Wisdom is the key ability score for all powers within the Clairsentience discipline and is the ability score seers use to determine bonus power points.

Telepathy: Powers that allow mental contact and control of other sentient creatures. A psion whose primary discipline is Telepathy is called a telepath. Charisma is the key ability score for all powers within the Telepathy discipline and is the ability score telepaths use to determine bonus power points.

PSYCHIC WARRIOR

One who rums the mind's potential to the warrior's an is known as a psychic warrior.

Where psions devote themselves wholly to the development of mind-engendered abilities, psychic warriors give emphasis to the development of the body. With mental and physical energy working in union, the psychic warrior strives toward martial perfection.

The sword, axe, and bow are physical tools that psychic warriors embrace along with their psionic abilities.

Applying equal pans physical training and psionic discipline, the psychic warrior is a worthy adversary.

Adventures: Psychic warriors know that only through conflict will their skills grow.

Prone to showing off their flamboyant abilities, they claim to fear nothing.

Psychic warriors are eager to accumulate treasure that adventures bring in order to upgrade their weapons and armor.

Characteristics: The defining trait of the psychic warrior is her ability to supplement her physical attacks with psionic feats and psionic powers.

A combination of Strength, martial skill, and psionic ability allows the psychic warrior to equal and sometimes surpass a normal fighter of equal experience.

As the psychic warrior gains experience and power, her fighting skills and psionic abilities grow in concert.

Alignment: A psychic warrior's training requires the ability to give equal shrift to what others consider polar opposites of physical and mental ability.

Psychic warriors tend toward chaotic alignments, but chaotic alignment is not a requirement.

Religion: Psychic warriors prefer to worship any nonlawful god, often choosing Heironeous, god of valor; Kord, god of strength; or Erythnul, god of slaughter.

But, like psions, psychic warriors' reliance on their will and internal fortitude often make them poor supplicants.

Background: A psychic warrior typically grows up among psions who have formed a society or small community of the "like-minded".

Such communes are rare, but their existence provides some protection in a world often hostile to those with purely mental abilities.

Psychic warriors are often the children of psions who grow up dissatisfied with directly following the dictates of their parents.

Without the support of those who have fully plumbed the depths of psionic ability, though, it is doubtful that the hybrid psychic warrior could ever come into being.

Although they have chosen their class out of a sense of rebellion, most psychic warriors still feel a deep connection to the commune or society where they were raised and trained.

Of course, a few have no connection other than to their own paths of personal development.

Races: The inborn gift for psionics is unpredictable, and it can show up in any of the common races.

Mind Flayers are more likely to be psions than psychic warriors, especially since a chaotic viewpoint aids the dual discipline; however, a few illithid psychic warriors exist.

Other Classes: Psychic warriors get on well with anyone, regardless of class, who appreciates their unique contributions.

Because the psychic warrior is good to have in a fight, most adventurers are happy to ask her to join their merry band.

GAME RULE INFORMATION

Psychic warriors have the following game statistics.

Abilities: Strength is an ideal ability for the psychic warrior, augmenting both melee prowess and Psychometabolism powers.

Dexterity provides better defense and bonuses to melee attacks.

Constitution upgrades the psychic warrior's toughness.

As with a psion, all the ability scores are potentially important because of the psionic disciplines tied to them.

Choosing ability scores is also important because a defender's Will save DC against an attacking psychic warrior's power is set by the attacker each time a power is manifested: 1d20 roll + the power's level + the key ability modifier.

(See Chapter 4: Psionics for more information).

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The psychic warrior's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Balance (Dex), Climb (Str), Concentration* (Con), Jump (Str), Stabilize Self* (Str), Swim (Str), Tumble (Dex), and Use Psionic Device* (Cha).

* See Chapter 2: Skills for new skill descriptions.

Other skills are found in Chapter 4 of the *Player's Handbook*.

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the psychic warrior.

Weapon and Armor Proficiency: The psychic warrior is proficient in the use of all simple and martial weapons and all armor (light, medium, and heavy armor) and shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Bonus Feats: At 1st level, the psychic warrior gets a bonus feat in addition to the feat that any 1st-level character gets and the bonus feat granted to humans.

The psychic warrior gains an additional bonus feat at 2nd level and every three levels thereafter (5th, 8th, 11th, and so on).

These bonus feats can be selected from all psionic feats (see Chapter 3: Feats) as well as the following feats from the *Player's Handbook*: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, and Weapon Focus*.

Feats dependent on other feats are given parenthetically after the prerequisite feat.

Some of the psionic feats also have feats from the above list as prerequisites, as noted in Chapter 3 of this book.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time.

Characters must still meet all prerequisites for a feat, including ability score and base attack bonus (see Chapter 5 of the *Player's Handbook* for descriptions of feats and their prerequisites).

Important: Bonus feats are in addition to the feat that any character gets every three levels.

The psychic warrior is not limited to the list given here when choosing those fears.

Powers: A psychic warrior manifests psionic powers.

A psychic warrior's selection of powers is more limited than a psion's.

Your psychic warrior begins play knowing two o-level powers (talents).

At each level, your psychic warrior discovers one or more previously latent powers, as indicated on Table 1-6: The Psychic Warrior.

These powers are chosen from the psychic warrior power list (see Chapter 5: Powers).

To manifest a power within a particular discipline, a psychic warrior must have a key ability score of at least 10 + the power's level.

(Psionic attack and defense modes are exempt from this restriction and do not possess levels).

The DC for saving throws to resist a psychic warrior's powers is 1d20 + the power's level + the psychic warrior's key ability modifier.

The 1d20 roll is made by the attacking psion when the power is manifested.

(Psionic attack and defense modes add a special modifier instead).

Certain powers can be enhanced as they are manifested, at the cost of additional power points.

Chapter 3: Feats describes a number of psionic power enhancement feats.

Note: A psychic warrior may choose to discover a lower-level power in place of a higher-level power normally granted by level advancement, just as psions can.

Power Points: A psychic warrior can manifest a certain number of 1st-level and higher powers per day based on her available power points, but she need not prepare her powers in advance—she just pays the power point cost of a power to manifest it.

Psychic warriors do not gain bonus power points for exceptional ability scores, and so at 1st level have only 2 power points.

Special rules govern the manifestation of o-level powers and psionic combat modes.

o-level Powers: Also called talents, o-level powers have a special power point cost.

A psychic warrior can manifest any talent she knows for free a number of times per day equal to her level + 2.

After exhausting her daily allotment, the psychic warrior must pay 1 power point per manifestation of a o-level power for the rest of the day.

Thus, a 1st-level psychic warrior can manifest three talents for free, then must pay 1 power point for each additional o-level manifestation that day.

Psionic Combat Modes: At 1st level, a psychic warrior can choose to learn two of the ten psionic combat modes.

(A full description of psionic combat, along with summaries of each power, is presented in Chapter 4: Psionics).

At succeeding levels, she can learn one additional psionic combat mode according to the schedule shown on Table 1-6: The Psychic Warrior.

The five attack modes are *ego whip*, *id insinuation*, *mind blast*, *mind thrust*, and *psychic crush*.

The five defense modes are *empty mind*, *intellect fortress*, *mental barrier*, *thought shield*, and *tower of iron will*.

Psionic attack and defense modes are most effective against psionic characters and creatures, but they can affect nonpsionic beings as well.

Attack and defense modes are treated like psionic powers in some ways, but they have their own special qualities that powers do not share.

Psionic combat modes have varying manifestation costs:

Low-level psychic warriors are cautioned to choose powers with lower costs.

For instance, a psychic warrior could choose *mind blast* at 1st level, but its high power point cost (9) makes it inaccessible to her for several levels.

Weapon Specialization: On achieving 6th level, a psychic warrior gains the Weapon Specialization feat.

Weapon Specialization adds a +2 damage bonus with a chosen weapon.

The psychic warrior must have Weapon Focus with that weapon to gain Weapon Specialization.

If the weapon is a ranged weapon, the damage bonus applies only if the target is within 30 feet, because only at that range can the psychic warrior strike precisely enough to hit more effectively.

Psychic warriors gain Weapon Specialization as a free feat; it doesn't count against the character's bonus and regular feat acquisition.

The character cannot take Weapon Specialization as a bonus or regular feat at any other level.

Starting Gold: 5d4×10 gp (unless using a starting package).

PSIONIC PSYCHIC WARRIOR STARTING PACKAGE

Armor: Scale mail +4 AC, large wooden shield +2 AC, armor check penalty -6, speed 20 ft., 40 lb.

Weapons: Longsword (1d8, crit 19-20/x2, 4 lb., Medium-size, Slashing).

Shortbow (1d6, crit ×3, 60 ft., 2 lb., Medium-size, Piercing).

Skill Selection: pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor
Autohypnosis	4	Wis	
Balance	4	Dex	
Climb	4	Str	-6
Concentration	4	Con	
Jump	4	Str	-6
Stabilize Self	4	Con	
Swim	2	Str	-12
Tumble	4	Dex	
Use Psionic Device	4	Cha	
Listen (cc)	2	Wis	
Spot (cc)	2	Wis	

*Effective modifier reduced -1 per 5 lb. of equipment.

Feat: Power Attack.

Bonus Feat: Psionic Weapon.

Bonus Feat: Stand Still.

Powers Known: o-level—*elfsight, verve*.
 Modes Known: *Mind thrust; thought shield*.
 Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.
 Quiver with 20 arrows.
 Gold: 2d4 gp.

ALTERNATIVE PSYCHIC WARRIOR STARTING PACKAGE

Same as human psychic warrior, except Race: Elf, half-elf, or half-orc.

Skill Selection: pick a number of skills equal to 2 + Int modifier.

Feat: Power Attack.

Bonus Feat: Stand Still.

Powers Known: o-level—*daze, far punch*.

ALTERNATIVE PSYCHIC WARRIOR STARTING PACKAGE

Same as human psychic warrior, except Race: Gnome or halfling.

Armor: Speed 15 ft. instead of 20 ft.

Weapons: Short sword (1d6, crit 19–20/x2, 3 lb., small, Piercing) instead of longsword.

Skill Selection: pick a number of skills equal to 2 + Int modifier.

Feat: Power Attack.

Bonus Feat: Rapid Metabolism.

Gold: 2d4 gp.

ALTERNATIVE PSYCHIC WARRIOR STARTING PACKAGE

Same as human psychic warrior, except Race: Dwarf.

Armor: Speed 15 ft. instead of 20 ft.

Weapons: Dwarven waraxe (1d10, crit x3, 15 lb., Medium-size, Slashing) instead of longsword.

Skill selection: Pick a number of skills equal to 2 + Int modifier.

Feat: Power Attack.

Bonus Feat (Psychic Warrior): Weapon Focus (dwarven waraxe).

Powers Known: o-level—*daze, far punch*.

Gold: 2d4 gp.

TABLE 1–6: THE PSYCHIC WARRIOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Pts/Day	Powers Discovered						
							0	1	2	3	4	5	6
1	+0	+2	+0	+0	Bonus feat, two psionic combat modes	2	2	—	—	—	—	—	—
2	+1	+3	+0	+0	Bonus feat	3	3	—	—	—	—	—	—
3	+2	+3	+1	+1	Psionic combat mode	4	3	1	—	—	—	—	—
4	+3	+4	+1	+1		5	3	2	—	—	—	—	—
5	+3	+4	+1	+1	Bonus feat	8	3	3	1	—	—	—	—
6	+4	+5	+2	+2	Weapon Specialization	11	3	3	2	—	—	—	—
7	+5	+5	+2	+2	Psionic combat mode	16	3	3	2	1	—	—	—
8	+6/+1	+6	+2	+2	Bonus feat	21	3	3	3	1	—	—	—
9	+6/+1	+6	+3	+3	Psionic combat mode	26	3	3	3	2	—	—	—
10	+7/+2	+7	+3	+3	Psionic combat mode	33	3	3	3	2	1	—	—
11	+8/+3	+7	+3	+3	Bonus feat	40	3	3	3	3	1	—	—
12	+9/+4	+8	+4	+4	Psionic combat mode	47	3	3	3	3	2	—	—
13	+9/+4	+8	+4	+4	Psionic combat mode	56	3	3	3	3	2	1	—
14	+10/+5	+9	+4	+4	Bonus feat	65	3	3	3	3	3	1	—
15	+11/+6/+1	+9	+5	+5	Psionic combat mode	74	3	3	3	3	3	2	—
16	+12/+7/+2	+10	+5	+5	Psionic combat mode	85	3	3	3	3	3	2	1
17	+12/+7/+2	+10	+5	+5	Bonus feat	96	3	3	3	3	3	3	1
18	+13/+8/+3	+11	+6	+6		107	3	3	3	3	3	3	2
19	+14/+9/+4	+11	+6	+6		118	3	4	3	3	3	3	2
20	+15/+10/+5	+12	+6	+6	Bonus feat	129	3	4	3	3	3	3	3

Powers Discovered: The number of powers of each level that the psychic warrior knows. A "—" indicates no powers are available.

TOME OF BATTLE (3.5)

CRUSADER

"Make your peace with whatever vile deity you worship, monster, for I am the sword of Pelor, and I will not fail in my strike!"

—Daresa, crusader of Pelor

Devoted knight, divine agent, instrument of vengeance, peerless fighting machine—the crusader is a warrior dedicated to good, evil, law, chaos, or some other cause. She seeks out and destroys the enemies of her chosen faith. Strengthened by prayer or absolute devotion to a principle, armored by unshakable faith, and driven by her

convictions, a good crusader is a mighty weapon against injustice and malice.

An evil crusader, on the other hand, is a cruel and fearsome warrior of darkness.

A crusader who embraces a religion or holy faith is similar to a paladin in that she commands a number of holy (or unholy) powers.

However, a crusader has no skill with divine spellcasting; she is a martial adept whose maneuvers are unpredictable gifts of divine power.

Trusting in the power of her chosen deity, she allows faith and intuition to guide her through battle.

Many crusaders receive the call to their cause early in life, but never study formally at a temple or monastery.

These warriors are gifted with a natural ability to channel the divine energies of their cause, but in a raw, untamed manner.

A crusader has absolute faith in her ability to draw on the source of her power, but she never quite knows how that power will manifest.

MAKING A CRUSADER

A crusader is primarily a front-line melee battler, much like the fighter or paladin.

Her martial maneuvers give her more tactical flexibility than the fighter and make her a dynamic and well-rounded combatant.

Most crusaders also make good leaders, since they are both charismatic and dedicated.

Abilities: Strength and Constitution are vital to a crusader, since she is often in harm's way.

Intelligence is useful for gaining plenty of skill points, which a crusader needs to purchase the ranks in Diplomacy.

Intimidate, and Balance, the key skills for her martial disciplines.

Dexterity is useful for any character in combat, but a crusader's ability to wear heavy armor means that she is not as dependent on a high Dexterity score as other characters.

Races: Most crusaders are humans, half-elves, or dwarves, because the ideals of dedication, service, zeal, and courage are important in both dwarf and human cultures.

Elves, gnomes, and halflings generally lack the seriousness, single-minded devotion, and moderate fanaticism required to succeed as crusaders.

Half-orcs rarely become crusaders, but those who do follow this path often excel at it.

Many half-orcs spend their lives searching for an ideal to believe in or a community to which they can belong, and the way of the crusader appeals to such souls.

Alignment: A crusader can choose any alignment except neutral—she must stand for some ideal, whether chaos, good, evil, law, or a combination of principles.

To be a crusader is to devote oneself wholeheartedly to a cause or deity, and this way of life leaves no room for indecision or unwillingness to commit.

A crusader's alignment reflects her chosen cause, and in some cases molds the maneuvers she can use.

Good and lawful crusaders are more common than chaotic or evil ones, since obedience and service come more easily to characters of the former alignments.

However, the rare evil crusader is a force to be reckoned with.

She is a cruel and fearsome reaver—a scourge who preys on the weak and defenseless to honor her dark patrons.

Starting Gold: 6d4×10 gp (150 gp).

Starting Age: As paladin (PH 109).

CLASS SKILLS

(4 + Int modifier per level, ×4 at 1st level): Balance, Concentration, Craft, Diplomacy, Intimidate, Jump, Knowledge (history), Knowledge (religion), Martial Lore*, Ride.

* New skill described on page 28.

CLASS FEATURES

First and foremost, a crusader is a competent combatant. She fights as skillfully as a fighter, paladin, or ranger does, relying on heavy armor and a good selection of weapons to gain the edge over her opponents.

To this basic fighting prowess, she adds several abilities derived from her absolute faith and devotion to her chosen ideal.

When fighting for her cause, a crusader becomes an unstoppable force on the battlefield.

Terrible injuries might send less dedicated warriors running from the fight, but a crusader transforms such setbacks into martial fury that enables her to fight on long after other warriors would have been overwhelmed.

A crusader masters a small number of martial maneuvers as she gains levels.

Derived from her extraordinary self-discipline, these maneuvers include catechisms of faith, spiritual devotions, and the ability to strike spectacular blows in the service of her patron or cause.

Armed with the power of her faith, she can shatter boulders, shrug off enemy attacks, or rally an army with a single act of bravery.

Weapon and Armor Proficiency: As a crusader, you are proficient with simple weapons, martial weapons, light, medium, and heavy armor, and all shields.

Maneuvers: You begin your career with knowledge of five martial maneuvers.

The disciplines available to you are Devoted Spirit, Stone Dragon, and White Raven.

Once you know a maneuver, you must ready it before you can use it (see Maneuvers Readied, below).

A maneuver usable by crusaders is considered an extraordinary ability unless otherwise noted in its description.

Your maneuvers are not affected by spell resistance, and you do not provoke attacks of opportunity when you initiate one.

You learn additional maneuvers at higher levels, as shown on Table 1–1.

You must meet a maneuver's prerequisite to learn it. See Table 3–1, page 39, to determine the highest-level maneuvers you can learn.

Upon reaching 4th level, and at every even-numbered crusader level after that (6th, 8th, 10th, and so on), you can choose to learn a new maneuver in place of one you already know.

In effect, you lose the old maneuver in exchange for the new one.

You can choose a new maneuver of any level you like, as long as you observe your restriction on the highest-level maneuvers you know; you need not replace the old maneuver with a maneuver of the same level.

For example, upon reaching 10th level, you could trade in a single 1st-, 2nd-, 3rd- or 4th-level maneuver for a maneuver of 5th level or lower, as long as you meet the prerequisite of the new maneuver.

You can swap only a single maneuver at any given level.

Maneuvers Readied: You can ready all five maneuvers you know at 1st level, but as you advance in level and learn more maneuvers, you must choose which maneuvers to ready.

You ready maneuvers by praying for 5 minutes.

The maneuvers you choose remain readied until you decide to pray again and change them.

You need not sleep or rest for any long period of time in order to ready your maneuvers; any time you spend 5 minutes in prayer, you can change your readied maneuvers.

You begin an encounter with all your readied maneuvers unexpended, regardless of how many times you might have already used them since you chose them.

When you initiate a maneuver, you expend it for the current encounter, so each of your readied maneuvers can be used once per encounter (unless you recover them, as described below).

Crusaders are unique among martial adepts, relying on flashes of divine inspiration to use their martial maneuvers. As such, you do not control access to your readied maneuvers.

Before you take your first action in an encounter, two of your readied maneuvers (randomly determined) are granted to you.

The rest of your readied maneuvers are withheld, currently inaccessible.

At the end of each turn, one previously withheld maneuver (again, randomly determined) is granted to you, and thus becomes accessible for your next turn and subsequent turns.

You can freely choose to initiate any maneuver that is currently granted when your turn begins, but you cannot initiate a withheld maneuver, if you choose not to employ a maneuver in a given round, your currently granted maneuvers remain available, and a previously withheld maneuver is granted, as described above.

In other words, it doesn't matter if you use your maneuvers or not—at the end of each of your turns, one withheld maneuver from your selection of readied maneuvers is granted to you.

Over the course of a few rounds, all your maneuvers will eventually be granted.

If, at the end of your turn, you cannot be granted a maneuver because you have no withheld maneuvers remaining, you recover all expended maneuvers, and a new pair of readied maneuvers is granted to you.

Randomly determine which of your maneuvers are granted and which are withheld.

At the end of your next turn, a withheld maneuver is granted to you, and the whole process of divine inspiration begins again.

You begin an encounter with an additional granted maneuver at 10th level (bringing your total to three), and again at 20th level (bringing your total to four).

Stances Known: You begin play with knowledge of one 1st-level stance from the Devoted Spirit, Stone Dragon, or White Raven discipline.

At 2nd, 8th, and 14th level, you can choose an additional stance.

Unlike maneuvers, stances are not expended, and you do not have to ready them.

All the stances you know are available to you at all times, and you can change the stance you currently use as a swift action.

A stance is an extraordinary ability unless otherwise stated in the stance description.

Unlike with maneuvers, you cannot learn a new stance at higher levels in place of one you already know.

Steely Resolve (Ex): Your supreme dedication and intense focus allow you to temporarily set aside the pain and hindering effects of injuries.

When an opponent strikes you, the injury does not immediately affect you.

You have a delayed damage pool that allows you to forestall the effects of many injuries.

This pool begins at 0 with each encounter.

When you are attacked, any hit point damage the blow deals is added to your delayed damage pool.

At the end of your next turn, you take damage equal to the total stored in your delayed damage pool, which then resets to 0.

Any healing you receive can either increase your current hit point total as normal or reduce the total damage in your delayed damage pool.

When you receive healing, you choose whether it affects your damage pool, your hit points, or both (you can split the amount of healing as you wish).

Most crusaders opt to keep as much damage in their delayed damage pool as possible to maximize the benefit of their furious counterstrike ability (see below).

Special effects tied to an attack, such as energy drain, stun, and so forth, still affect you as normal, and their effects are not delayed by this ability.

For example, if you are bitten by a venomous spider, you must still attempt a Fortitude save against the poison immediately, even though the bite damage shifts into your delayed damage pool.

By the same token, any other special attack that imposes a condition, such as a medusa's petrifying gaze, takes immediate effect on you.

At 1st level, your delayed damage pool can hold up to 5 points of damage.

Any damage beyond that comes off your hit points as normal.

The maximum damage your pool holds increases by 5 at 4th, 8th, 12th, 16th, and 20th level.

Furious Counterstrike (Ex): You can channel the pain of your injuries into a boiling rage that lets you lash out at your enemies with renewed vigor and power.

Each attack that strikes you only pushes you onward to greater glory.

During your turn, you gain a bonus on attack rolls and damage rolls equal to the current value of your delayed damage pool (see *steely resolve*, above) divided by 5, and rounding down (minimum +1).

You can only gain a maximum bonus on attack rolls and damage rolls of +6 from furious counterstrike.

Use the table below to quickly determine the attack bonus and damage bonus from furious counterstrike, based on the amount of damage in your delayed damage pool.

Delayed Damage Pool Points	Furious Counterstrike Bonus
1–9	+1
10–14	+2
15–19	+3
20–24	+4
25–29	+5
30+	+6

This ability's benefits last until the end of your turn.

Indomitable Soul (Ex): Beginning at 2nd level, you draw upon the power of your unwavering faith to steel yourself against the enemies you face.

Your personality, energy, and dedication to your faith make it possible for you to shrug off attacks that target your willpower.

You add your Charisma bonus (if any) as a bonus on Will saves.

This bonus does not stack with that from a paladin's divine grace ability.

Zealous Surge (Ex): Your boundless energy and dedication to your cause allow you to throw off the effect of a special attack, spell, or other attack that would otherwise hinder or harm you.

Once per day, from 3rd level on, you can opt to reroll a single saving throw.

You must abide by the result of the new, second saving throw, even if it is lower than the first.

This ability does not require an action.

You simply decide to use it after seeing the result of your saving throw roll but before the DM tells you if it fails or succeeds.

Smite (Ex): Driven by the courage of your convictions and the ironclad strength of your beliefs, you can strike back at those who dare stand against your cause.

Starting at 6th level, once per day, you can concentrate all your anger, hatred, and determination into a single attack. On the next melee attack you make, you gain a bonus on your attack roll equal to your Charisma bonus (if any) and a bonus on damage equal to your crusader level.

At 18th level, you gain an additional use of smite per day.

Die Hard (Ex): At 10th level, you gain Die Hard as a bonus feat.

Mettle (Ex): You can resist magical attacks with greater effectiveness than other warriors.

Beginning at 13th level, by drawing on your boundless energy and dedication to your cause, you can shrug off effects that would hinder even the toughest warrior, if you succeed on a Fortitude or Will save against an attack that would normally produce a lesser effect on a successful save (such as a spell with a saving throw entry of Will half or Fortitude partial), you instead negate the effect.

You do not gain the benefit of mettle when you are unconscious or sleeping.

PLAYING A CRUSADER

When fog chills the battlefield, and your frost-rimed mail weighs on your stiffening muscles, your faith warms you. It is the fire that burns inside, illuminating your life with the ideals of your patron or cause.

Alms or arms for the impoverished, a hand or a lash for the downtrodden, mercy or cruelty—you decide according to your faith.

As a living instrument of your cause, you have worked for years to become a weapon worthy of your ideal.

Where others hesitate, you press on with certainty, unshakable in your beliefs.

As a crusader, you undertake adventures according to the dictates of your cause, your temple, or your conscience.

You might find yourself in a swampy mausoleum slaying infidel trolls with a sword in one hand and a flask of acid in the other, or bouncing across sahuagin-infested waves on a halfling sloop because you owe a friend safe passage across the straits.

You might even find yourself on the cold, muddy field of battle, charging shoulder to shoulder with peasants and soldiers, raising pitchforks and shields against the pelting ice storms of the enemy.

The only constant is the depth of your devotion to your cause—the night winds will snuff out the stars before your fidelity ever wavers.

RELIGION

Your choice of deity is paramount, since religion is an obvious target for the devotion and zeal embodied by this class.

If you are good, you might serve Pelor or St. Cuthbert, or perhaps join the beleaguered crusaders of Heironeous, who are famous for their tenacious defense of many a lost cause. Alternatively, if you are a dwarf, Moradin is a natural choice for patron.

You might join the Ruby Knights of Wee Jas, who are reputed to be tainted by the necromancy of their Witch Goddess.

Chaotic crusaders are rare, but those who worship Kord are often paragons of the Stone Dragon discipline, and Ehlonna's ambushing crusaders tend to be adept at taking and holding forestland.

If you are evil, you might take up the cause of Nerull or Erythnul the Many, whose crusaders are plagues upon the land.

OTHER CLASSES

Your power stems from your devotion to your cause, and you value martial prowess, dedication, and self-discipline. You generally get along well with paladins, clerics, fighters, and warblades, as long as their alignments are compatible with yours.

You might scorn those of antithetical alignments as heathens or target them with your proselytizing, depending on the evangelism inherent in your own religion.

Monks and swordsages are also worthy companions for you, although their reliance on *ki* and skill, rather than faith and armor, is suspect.

The subterfuge of rogues, the superficiality of bards, and the susceptibility of most arcane casters to a single greataxe blow force members of those classes to prove themselves before earning your esteem.

COMBAT

Your specific tactics in battle depend on the discipline you chose and the maneuvers you have learned.

However, certain tactics are common to all crusaders. As a zealous proponent of your cause, you are generally at the forefront of any battle.

Fighting on the front line allows you to maximize the benefits you gain from your class abilities, and also to protect a weaker ally by absorbing an enemy's blows yourself.

Doing so benefits both you and your party in various ways. First, your steely resolve ability makes any attacks you deliver after taking damage both more accurate and more powerful than they were before you were injured.

Furthermore, if opponents focus on you, they cannot injure your allies.

Thus, taking damage each round should be your goal.

The sooner you can engage the toughest opponent in melee, the faster you can bolster your attacks.

As a crusader, you're at your best when you can take on the monster or opponent that deals the most damage.

Other tactics vary according to your chosen discipline.

Stone Dragon crusaders favor head-on charges, boulder-rolling into opponents and mountain-hammering anyone left standing.

If you have a high Strength score, you should consider feats that take advantage of that ability if you choose this path (such as Power Attack, Cleave, Improved Bull Rush, Improved Overrun, and Improved Sunder).

As a Devoted Spirit crusader, some of your maneuvers function only against creatures with opposed alignments. Devoted Spirit crusaders are often hunters on the battlefield, dedicated to chasing down the most dangerous foes.

If you are a White Raven crusader, you are more group-oriented than other crusaders.

Fighting shoulder to shoulder with allies, directing flanks, coordinating charges, and covering a cleric while he heals the wounded are among the specialties of a White Raven crusader.

At high levels, your mettle ability affords you an extra measure of confidence when you confront enemies that use spells or spell-like abilities.

Many demons, devils, and other outsiders have spell-like abilities, and these are precisely the foes that you are trained to vanquish (particularly if you're a Devoted Spirit crusader).

Combined with the indomitable soul ability, mettle can prove to be surpassingly powerful.

ADVANCEMENT

Ever since the Spirit Seeker was torn apart by demons during the catastrophic battle that ended in the destruction and dispersal of the Shadow Tiger horde, master crusaders have sought to attain his perfect harmony of spirit, body, and weapon mastery.

In three warring stone citadels, the combat masters of the Vix Tholm, the Ruby Knights of Wee Jas, and the reth dekala (see page 154) each teach pilgrims the three precepts of combat: skill, self-discipline, and knowledge.

To take training at a citadel, you must maintain maximum ranks in your most important skills.

Rare is a crusader who does not have maximum ranks in the skill most appropriate to her path (Balance for Stone Dragon, Intimidate for Devoted Spirit, and Diplomacy for White Raven).

In addition, you live and die by your discipline.

If you hope to achieve true mastery, you must choose your discipline wisely and devote yourself to it completely, if you're physically weak, you would be ill-advised to pursue the path of the Stone Dragon, but your strength of will might serve you well on the path of the Devoted Spirit.

If you're advancing as a Stone Dragon adept, you seek to acquire items, learn feats, and develop maneuver combinations that emphasize strength and direct confrontation.

If yours is the path of the While Raven, you focus on your leadership abilities and the tactical details of combat.

If you embrace the Devoted Spirit discipline, you turn inward, cultivating wisdom and devout faith.

HUMAN CRUSADER STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty -4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty -2 10 lb.).

Weapons: Longsword (1d8, crit 19-20/x2, 4 lb., one-handed slashing).

Shortbow (1d6, crit x3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Balance	4	Dex	—
Concentration	4	Con	—
Diplomacy	4	Cha	—
Intimidate	4	Cha	—
Jump	4	Str	-6
Martial Lore	4	Int	—
Ride	4	Dex	—
Spot (cc)	2	Wis	—

Feat: Weapon Focus (longsword).

Bonus Feat: Iron Will.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 3 torches, quiver with 20 arrows, tent, traveler's outfit, cold weather outfit, holy symbol.

Gold: 2d4 gp.

CRUSADERS IN THE WORLD

"Howling over the thunder, the antlered demons leapt down from the peak.

The demon blades were as numerous as the driving spikes of steel, but the Vix Tholm crusaders held their ground.

I began to believe that the mountain would slide out from under the crusaders' feet before they yielded an inch."

—Darh Nas'urb, dwarf pilgrim of Heironeous

Crusaders bring clashing steel, stirring speeches, and intense fervor to the campaign.

The first sign of a crusader's presence might be a knight-herald riding alone down the Processional to the King's Fane, where he tacks a scroll to the door and promptly gallops off, his helmeted visage revealing nothing.

Crusaders can launch grand crusades, each of which can serve as the foundation for a thousand adventures.

Crusaders who support less than popular causes might hold clandestine meetings in the night, filled with whispered negotiations.

Alternatively, if war has already broken out, the campaign might feature battles along ramparts studded with ballistae and bombarded with darning pitch.

A crusader might be a one-time occurrence when a passing army moves through the kingdom's hinterlands, or it might serve as the entire focus of the campaign, with the PCs moving up through the ranks of a holy army to lead the charge on the infidels' stronghold.

Crusaders can also move through a campaign world individually.

Perhaps a PC crusader is the last adherent of her cause, destined to make a glorious final stand against an evil that has consumed her heritage.

She might join with other adventurers, seeking strength in their company.

A PC crusader could also be an evangelist from a far land who has come to the campaign area to spread the word of her cause—and perhaps even to recruit adventurers whom she can take back to her homeland to fight alongside her.

Perhaps a PC crusader is falsely accused of heresy and forced to travel alone, dodging bounty hunters and assassins, all while upholding her ideals without the support or respect of her erstwhile colleagues.

DAILY LIFE

A crusader views the world through the twin lenses of faith and battle.

A farmer seeding the furrows, a merchant hawking oranges and pottery, an apprentice toasting his fingers with an ironically misfired burning hands—to the crusader, these everyday sights are not random occurrences, but building blocks in the battle between good and evil, law and chaos. For whom does the farmer toil, and to whom does he pay taxes—a good baron, an evil count?

Is the merchant trading with priests of Nerull or changing monies with dark emissaries from the reth dekala?

If the apprentice learns his spells, to what end will he use them?

In every facet of life, the crusader sees some embodiment of her principles.

NOTABLES

Over the centuries since the great battle that resulted in the destruction of the Shadow Tiger horde, many crusaders have sought to emulate the Spirit Seeker.

This enigmatic crusader slew the Shadow Master and was subsequently torn apart by demons, but few facts about his life are known.

Many, in fact, argue that the Spirit Seeker was a female, and many more argue over the exact faith that this mysterious figure embraced.

The Vix Tholm believe that the Seeker was a devotee of Heironeous, but the Chapeaux and Stars of St. Cuthbert claim him as their own.

The Ruby Knights of Wee Jas claim that he sought the spirits of the dead and was thus firmly in the Jasite camp.

ORGANIZATIONS

After the Temple of Nine Swords collapsed, many crusaders founded martial orders allied with their religions. These new organizations placed the deity before the sword—a reversal of the temple's priorities.

The most powerful and secretive of these orders survive today.

Many, however, perished as a result of ecclesiastical infighting.

The established church hierarchies did not trust these new “sword orders”, many of which had recovered enough treasure from the fallen Temple of Nine Swords to make their members very wealthy.

Purges and pogroms were common as the churches asserted control over the orders and seized their wealth. The church of St. Cuthbert subsumed its crusader order, but many other churches exterminated their crusaders in the night.

The church of Heironeous rose above such petty tyrannies, and it still maintains a cordial relationship with its crusader order, the Vix Tholm, though the relationship is sometimes strained by rivalry.

From the start, the Ruby Knights of Wee Jas swore a binding covenant—a dark pact, according to some—to serve the high priests and priestesses as the military arm of the Witch Goddess's temples, and they continue to do so. Crusader orders dedicated to Pelor, Hextor, Ehlonna, and Nerull also exist, and rumors abound of hidden temples that house crusaders who narrowly escaped the purges.

In a large and openly acknowledged crusader order, promotion is based on battlefield performance.

The battlefield, however, is generously defined.

It could be a political battlefield on which victory consists of the grant of the western valley's taxation rights from the Exchequer.

It might also be a specific battlefield, such as the hedge prison of a demon prince in an ancient dungeon, where victory can be attained by thwarting the captive's attempts at escape.

The battlefield could even be a spiritual one, where victory is the delivery of pilgrims to a holy site that will inspire them to new heights of religious fervor.

In a persecuted crusader order, promotion is often based simply on survival.

New blood is vital and special, so a crusader who successfully recruits a reliable new member is accorded great honor.

Many persecuted orders develop pyramidal hierarchies in which a member's recruits all rank below her in seniority.

NPC REACTIONS

Many lay people cannot tell a crusader from a paladin until the latter calls his horse from the sky or lays hands on the maimed.

Like paladins, crusaders of good alignment often become heroes to peasants, laborers, and others to whom gold is a dream and silver an always fleeting reality.

Most nobles distrust crusaders because their beliefs take a higher priority in their lives than wealth and status.

Paradoxically, most established clerics also distrust crusaders—not only because of faith-based rivalries but also because of the implicit acknowledgment that a crusader order could weaken the influence of nonaffiliated churches in a region's political landscape.

CRUSADER LORE

Characters with ranks in Knowledge (religion) can research crusaders to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: Crusaders are hot-blooded zealots whose fervor is unrelieved by wisdom.

DC 15: Crusaders follow the Sublime Way, seeking to perfect their combat skill to better serve their deity.

They're not like clerics, and they don't heal the sick or exorcise undead.

Crusaders possess very little overt magic, unless you consider what they can do with their swords as magical.

DC 20: Crusaders can stand up to punishment that no other individual can endure, shrugging off even the most powerful of attacks.

CRUSADERS IN THE GAME

Depending on their alignment and disposition, crusaders can appear as allies or enemies, patrons or tyrants.

You can use large crusader organizations to offer the PCs work guarding pilgrim caravans, retrieving items from a rival religion's vaults, or representing the organization at court.

An evil crusader order might target the PCs' homeland for invasion or persecute all members of their race.

The leader of an evil crusader order can make an excellent recurring villain for your campaign—especially if he uses his political clout to pass laws that make life difficult for the PCs.

For example, he might institute 2-hour delays at the city gates, forbid foreigners to possess mithral and adamantite, require that all spellbooks be registered and copies stored at the owner's expense, or the like.

A crusader character expects that his combat prowess will aid the party in its fights and that his religious affiliation will have meaningful consequences in the game world.

Accordingly, you should populate your encounters with monsters that oppose your crusader's ideals. Sketching out in advance how a campaign's important NPCs will react to zealot warriors is time well spent.

ADAPTATION

One way to adapt crusaders is to remove the religious flavor from the class and replace it with regional or racial elements.

In such an arrangement, a crusader would oppose creatures from enemy territory or of a different race.

In like manner, her martial maneuvers would represent not catechisms of faith and divine magic, but a battle tradition of slayers handed down over the centuries.

TABLE 1-1: THE CRUSADER						HIT DIE: D10		
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maneuvers Known	Maneuvers Readied	Stances Known
1st	+1	+2	+0	+0	Furious counterstrike, steely resolve 5	5	5 (2)	1
2nd	+2	+3	+0	+0	Indomitable soul	5	5 (2)	2
3rd	+3	+3	+1	+1	Zealous surge	6	5 (2)	2
4th	+4	+4	+1	+1	Steely resolve 10	6	5 (2)	2
5th	+5	+4	+1	+1	—	7	5 (2)	2
6th	+6/+1	+5	+2	+2	Smite 1/day	7	5 (2)	2
7th	+7/+2	+5	+2	+2	—	8	5 (2)	2
8th	+8/+3	+6	+2	+2	Steely resolve 15	8	5 (2)	3
9th	+9/+4	+6	+3	+3	—	9	5 (2)	3
10th	+10/+5	+7	+3	+3	Die Hard	9	6 (3)	3
11th	+11/+6/+1	+7	+3	+3	—	10	6 (3)	3
12th	+12/+7/+2	+8	+4	+4	Steely resolve 20	10	6 (3)	3
13th	+13/+8/+3	+8	+4	+4	Mettle	11	6 (3)	3
14th	+14/+9/+4	+9	+4	+4	—	11	6 (3)	4
15th	+15/+10/+5	+9	+5	+5	—	12	6 (3)	4
16th	+16/+11/+6/+1	+10	+5	+5	Steely resolve 25	12	6 (3)	4
17th	+17/+12/+7/+2	+10	+5	+5	—	13	6 (3)	4
18th	+18/+13/+8/+3	+11	+6	+6	Smite 2/day	13	6 (3)	4
19th	+19/+14/+9/+4	+11	+6	+6	—	14	6 (3)	4
20th	+20/+15/+10/+5	+12	+6	+6	Steely resolve 30	14	7 (4)	4

SWARDSAGE

"Thick armor indicates a lack of skill.

If you lack the framing to avoid your enemies' blows, perhaps you should leave the fighting to me."

—Chen, swardsage

A master of martial maneuvers, the swardsage is a physical adept—a blade wizard whose knowledge of the Sublime Way lets him unlock potent abilities, many of which are overtly supernatural or magical in nature.

Depending on which disciplines he chooses to study, a swardsage might be capable of walking through walls, leaping dozens of feet into the air, shattering boulders with a single touch, or even mastering the elements of fire or shadow.

Whatever his specific training, a swardsage blurs the line between martial prowess and magical skill.

MAKING A SWARDSAGE

Despite his spectacular combat moves, a swardsage is not a typical front-line melee combatant.

Although a fighter, barbarian, or warblade might swing a sword more accurately, or with greater force, a swardsage depends on his repertoire of martial strikes and stances.

This character is also not intended to be a replacement for an arcane spellcaster, even though he can create a number of short-range area effects.

A swardsage's role within an adventuring party isn't easily defined, but his combination of maneuverability, supernatural power, and martial arts is useful in almost any encounter.

Abilities: Dexterity and Wisdom are crucial to a swardsage.

Since he wears only light armor, he must rely on agility and shrewdness to avoid attacks, and as such his Armor Class is augmented by his Wisdom modifier as well as his Dexterity modifier.

A swardsage can get along with an average Wisdom score, but to excel, he wants a good Wisdom bonus.

Since a swardsage often engages in melee, Strength is also important—although he can use the Weapon Finesse feat to overcome a low Strength score, and his array of martial strikes can make up for any lack of damage potential. Intelligence helps a swardsage master the skills necessary to continue progressing along the path of the Nine Swords, and Constitution is as important to him as it is to any character.

Races: Most swardsages are humans.

It is not uncommon for members of other races to take up the path, though dwarves and gnomes rarely do.

Dwarves are too firmly grounded to adapt easily to the ascetic lifestyle swardsages often favor, and the few dwarf swardsages who do exist typically focus on the Stone Dragon discipline.

Gnomes find most swardsages singularly humorless, although members of this race occasionally take up the discipline of the Setting Sun, because they understand better than most how weakness can be turned to strength. Half-orcs account for a surprising number of swardsages, especially in the more warlike disciplines of Stone Dragon and Tiger Claw.

Members of this race are well suited to endure the difficult physical regimen of study and practice that these disciplines require.

Alignment: A swardsage can choose any alignment.

The study of the Sublime Way is its own end, and whether any particular student chooses to employ what he has learned in the service of good, evil, law, or chaos is not considered significant by most who follow this path. Accordingly, a typical swordsage has at least one neutral component in his alignment, representing a certain detachment from worldly matters.

Good swordsages tend to be free-roaming champions of the weak and downtrodden.

The less commonplace evil swordsages believe that their mastery of the martial arts has made them superior to everyone around them.

Starting Gold: 4d4x10 (100 gp).

Starting Age: As monk.

CLASS SKILLS

(6 + Int modifier per level, ×6 at 1st level): Balance, Climb, Concentration, Craft, Heal, Hide, Intimidate, Jump, Knowledge (history), Knowledge (local), Knowledge (nature), Knowledge (nobility and royalty), Listen, Martial Lore*, Move Silently, Profession, Ride, Sense Motive, Swim, Tumble.

* New skill described on page 28.

CLASS FEATURES

Of all three martial adept classes, swordsages learn and can ready the most maneuvers.

This advantage gives them unparalleled versatility in a given encounter.

In one battle, a swordsage might fulfill the role of the rogue, lurking in shadows and striking when foes are least prepared.

In another, he might be scorching enemies with area attacks, much like a wizard.

In still another fight, he might tear an enemy apart with his bare hands, matching a barbarian's ferocity with his own distinctive style of bloodthirstiness.

Whatever the occasion, a swordsage is able to contribute, often in completely unexpected ways.

Weapon and Armor Proficiency: As a swordsage, you are proficient with simple weapons, martial melee weapons (including those that can be used as thrown weapons), and light armor, but not with shields.

Maneuvers: You begin your career with knowledge of six martial maneuvers.

The disciplines available to you are Desert Wind, Diamond Mind, Setting Sun, Shadow Hand, Stone Dragon, and Tiger Claw.

Once you know a maneuver, you must ready it before you can use it (see Maneuvers Readied, below).

A maneuver usable by swordsages is considered an extraordinary ability unless otherwise noted in its description.

Your maneuvers are not affected by spell resistance, and you do not provoke attacks of opportunity when you initiate one.

You learn additional maneuvers at higher levels, as shown on Table 1–2.

You must meet a maneuver's prerequisite to learn it. See Table 3–1, page 39, to determine the highest-level maneuvers you can learn.

Upon reaching 4th level, and at every even-numbered swordsage level after that (6th, 8th, 10th, and so on), you can choose to learn a new maneuver in place of one you already know.

In effect, you lose the old maneuver in exchange for the new one.

You can choose a new maneuver of any level you like, as long as you observe your restriction on the highest-level maneuvers you know; you need not replace the old maneuver with a maneuver of the same level.

For example, upon reaching 10th level, you could trade in a single 1st-, 2nd-, 3rd- or 4th-level maneuver for a maneuver of 5th level or lower, as long as you meet the prerequisite of the new maneuver.

You can swap only a single maneuver at any given level.

Maneuvers Readied: You can ready four of your six maneuvers known at 1st level, and as you advance in level and learn more maneuvers, you are able to ready more, but you must still choose which maneuvers to ready.

You ready your maneuvers by meditating and exercising for 5 minutes.

The maneuvers you choose remain readied until you decide to meditate again and change them.

You need not sleep or rest for any long period of time to ready your maneuvers; any time you spend 5 minutes in meditation, you can change your readied maneuvers.

You begin an encounter with all your readied maneuvers unexpended, regardless of how many times you might have already used them since you chose them.

When you initiate a maneuver, you expend it for the current encounter, so each of your readied maneuvers can be used once per encounter (unless you recover them, as described below).

You can recover an expended maneuver by using a full-round action to quickly meditate.

Doing this does not provoke attacks of opportunity.

If you complete your meditation, you can choose one expended maneuver to refresh.

It is now available for use in a subsequent round.

Stances Known: You begin play with knowledge of one 1st-level stance from any discipline open to you.

At 2nd, 5th, 9th, 14th, and 20th level, you can choose additional stances.

Unlike maneuvers, stances are not expended, and you do not have to ready them.

All the stances you know are available to you at all times, and you can change the stance you currently use as a swift action.

A stance is an extraordinary ability unless otherwise stated in the stance description.

Unlike with maneuvers, you cannot learn a new stance at higher levels in place of one you already know.

AC Bonus: Starting at 2nd level, you can add your Wisdom modifier as a bonus to Armor Class, so long as you wear light armor, are unencumbered, and do not use a shield. This bonus to AC applies even against touch attacks or when you flat-footed.

However, you lose this bonus when you are immobilized or helpless.

Discipline Focus (Ex): As a swordsage, you can focus training to take advantage of each discipline's fighting style. Each time you gain the discipline focus ability, select one of the six swordsage disciplines to which that focus applies. You can select a different discipline each time you gain discipline focus, but you must know at least one martial maneuver from the selected discipline.

Even if you select a different discipline at higher levels, your discipline choice for earlier abilities does not change.

This focus manifests in the following ways.

Weapon Focus: At 1st level, you gain the benefit of the Weapon Focus feat for weapons associated with the chosen discipline.

See the discipline descriptions in Chapter 4.

Insightful Strikes: At 4th level, you can add your Wisdom modifier as a bonus on damage rolls whenever you execute a strike from the chosen discipline.

At 12th level, you can choose a second discipline to which this ability applies.

Defensive Stance: At 8th level, you gain a +2 bonus on saving throws whenever you adopt a stance from the chosen discipline.

At 16th level, you can choose a second discipline to which this ability applies.

You gain a +2 bonus on Martial Lore checks made regarding a maneuver in a discipline in which you have discipline focus.

Quick to Act (Ex): You gain a +1 bonus on initiative checks. This bonus increases by 1 at 5th, 10th, 15th, and 20th level.

Sense Magic (Su): Beginning at 7th level, you can spend 10 minutes focusing upon a weapon or suit of armor.

If you succeed on a level check (DC 10 + the caster level of the weapon or armor), you can identify the properties of that item, including its enhancement bonus and special abilities.

This ability does not reveal the properties of artifacts or legacy weapons, though it does indicate that such items are significantly powerful.

Evasion (Ex): At 9th level, you can avoid even magical and unusual attacks with great agility.

If you make a successful Reflex saving throw against an attack that normally deals damage on a successful save, you instead take no damage.

Evasion can be used only if you are wearing light armor or no armor, if you are helpless, you do not gain the benefit of evasion.

Improved Evasion (Ex): From 17th level on, you gain the benefit of improved evasion.

You still take no damage if you make a successful Reflex save against an attack, and even if you fail the Reflex save, you take only half damage from the attack.

If you are helpless, you do not gain the benefit of improved evasion.

Dual Boost (Ex): When you reach 20th level, you can use two boost maneuvers simultaneously.

Whenever you initiate a boost maneuver, you can also initiate any other boost maneuver that you know as a free action.

Both boosts you initiate are expended normally.

You can use this ability three times per day.

PLAYING A SWORDSAGE

To you, a sword is not simply a sharpened length of steel. It is the wisdom of the smith, the fire of the forge, and the shouts and ringing blows of your battles.

It is your teacher and your student, your life and your death.

When your mind is tempered like the blade, no feat of combat prowess is beyond you.

You can run on the weapons of your foes, strike an enemy unseen, and flip insouciantly away from the frustrated riposte.

Through it all, you seek to understand the secret knowledge of combat.

Every blow is a revelation, and every wound an apocalypse. In the end, you and your sword are nothing without each other.

You and your fellow swordsages adventure for a plethora of reasons.

Neither the religious fervor of the crusader nor the honor quest of the warblade causes you to travel the world.

More than faith, more than glory, you seek truth.

Whether you find that truth in the burbling acid swamps south of the Deluge Jungle, in a screeching jungle harpy roost, or in the gullet of a purple worm, you are driven to uncover it, learn it, and master it.

RELIGION

Religion might be entirely immaterial to you, or you might find comfort in the existence of the Upper (or Lower) Planes.

If you are among the minority of swordsages who revere a deity, you worship one who is remote and generally retrains from meddling in the lives of mortals.

Boccob the Uncaring is a favorite among your fellow swordsages.

A few, however, choose to worship the Shalm, Obad-Hai, because his neutrality aligns well with the swordsage notion that the truth of steel is not what you want it to be, but simply what it is.

OTHER CLASSES

You have learned to look past the profession and see the individual, finding more truth in a person's deeds than in her abilities.

Once you have ascertained the measure of her soul, you consider her profession and skills.

You prize other martial adepts—especially other swordsages—as friends and allies, both for their combat prowess and for their ability to play to each other's strengths.

Flanking rogues are also valuable allies in battle.

Clerics and arcane casters are invaluable companions, but you resent spellcasters who cast area spells, *wall* spells, or similar dweomers that alter the battlefield and limit your mobility and options.

COMBAT

Rather than rushing into combat with the mindless rage of a barbarian or the foolhardy courage of a warblade, you assess your opponents and try to achieve tactical supremacy through position and martial maneuvers.

Your lack of armor proficiency means that you are best suited to a skirmish-style attack—one in which you can use your high mobility to flank an enemy and strike hard and fast.

However, you are perfectly capable of standing toe to talon with vrocks and wyverns when necessary, parrying fang with blade and using your martial maneuvers to cut a path through your enemy's front ranks.

You have access to an amazing array of powerful martial maneuvers.

You have exclusive access to the Desert Wind, Shadow Hand, and Setting Sun disciplines, and you would do well to learn at least some maneuvers from these.

You have the greatest range of maneuvers of any martial adept, so you should have multiple strikes, counters, stances, and boosts available after just a few levels in the class.

ADVANCEMENT

Your training began when you won an apprenticeship with a mentor—either an individual hermit swordsage or an instructor at an ancient swordsage temple dating back to the Battle of the Shadow Tiger Horde.

You knew that winning a swordsage apprenticeship would not be easy—that in fact, it would be an ordeal designed to test your worth in some unusual way.

The masters of the Harad Devin Temple are known to make the young boys and girls wishing to undertake training wait in the courtyard for seasons on end, through rain, snow, and the acid cloud storms of reth dekalas attacks. Occasionally the masters might send a pot of porridge to the courtyard for the aspirants, and even more occasionally—never more than once per season—they select one child to enter through the Ivory and Horn Gates. The Eighty Emperesses have a different selection process for their protégés.

The masters bring each young lady separately into the Dressing Room of Opala I, whose walls, mirrors, incense lamps, pots of rouge, and songbird cages are draped with 1,080 shimmering gold, red, pink, orange, and fuchsia silk ribbons.

The girl is allowed to stay as long as she likes in the dressing room; she has but to give a signal when she is ready to leave.

After she is led away, one ribbon is removed from the room. Then she is brought back.

If she can name the color of the ribbon that was removed, she is accepted; otherwise, she is turned away forever.

As a swordsage, your selection of disciplines and martial maneuvers is paramount to your success.

You might choose to focus on maneuvers from a single discipline, but learning a few maneuvers from the other schools is almost always advisable.

True success in combat requires a wide variety of martial maneuvers.

HUMAN SWORDSAGE STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty –1, speed 30 ft., 20 lb.).

Weapons: Longsword (1d8, crit 19–20/x2, 4 lb., one-handed slashing).

Light crossbow (1d8, crit 19–20, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 6 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Balance	4	Dex	–1
Concentration	4	Con	—
Heal	4	Wis	—
Hide	4	Dex	–1
Intimidate	4	Cha	—
Jump	4	Str	–1
Knowledge (local)	4	Int	—
Martial Lore	4	Int	—
Move Silently	4	Dex	–1
Ride	4	Dex	—
Sense Motive	4	Wis	—
Spot (cc)	2	Wis	—
Tumble	4	Dex	–1

Feat: Dodge.

Bonus Feat: Improved Initiative.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 3 torches, quiver with 20 arrows, tent, traveler's outfit, cold weather outfit.

Gold: 2d4 gp.

SWORDSAGES IN THE WORLD

"I could smell the jasmine perfume lingering in the torchlight. The Eighty Emperesses had entered the castle here, through this door.

The sentinel, crumpled on the parapet, was still smiling."

—Kalin Stonehelm, castellan of Orlep Tor

The pontificating recluse, the wandering mystic, the martial scholar—all these and more are swordsages. These martial adepts bring a combination of mental acumen and physical prowess to the world.

With a potential to advance in a number of different directions—offensive, defensive, support, and quick-strike—they make excellent additions to adventuring parties.

When the campaign action veers out of the dungeon and into the royal courts, darkened chambers, and diplomatic halls of the kingdom, a swordsage's inclination toward intellectual pursuits and his natural role as a scholar—martial and otherwise—allow him to remain a strong contributor to the party.

DAILY LIFE

A swordsage spends the majority of his time perfecting his art.

The mental and spiritual demands of the Sublime Way require constant attention, so he can spare little time for carousing.

Art in all its forms is often a passion for swordsages. Many find refreshment and a wellspring of strength in the arts of sculpting, painting, poetry, calligraphy, rock-stacking, or illusory patterns.

A swordsage with an apprentice spends much of his time training his student.

A swordsage without an apprentice might or might not spend time seeking one out, according to his whims.

NOTABLES

Opala I, the Empress Incarnadine and founder of the Eighty Emperesses, was a swordsage.

Known as much for her wisdom, her dance, and her ribbons as for her swords, she is regarded by many as the prototypical swordsage—serene, poised, and deadly.

Modern notable swordsages include the Sage of Snow and Shadow, who lives at the peak of one of the Sunspires near Koshtra Amnorn, and Skurrgh, a half-orc pariah who is shunned by his native tribe for questioning the unmitigated war frenzy dictated by the shamans of He Who Watches.

Skurrgh is presently looking for an apprentice but has yet to find one he considers suitable.

Many of the more dedicated aspirants prefer to wait in the rain and snow outside the Harad Devin Temple rather than risk their training on a rogue half-orc.

ORGANIZATIONS

The Harad Devin Temple has recruited and trained swordsages for centuries.

Many of its alumni wear intricate tattoos or brands on the inside of their forearms that record fragments of the order's history.

It is said that if all the sages of the Harad Devin Temple were to line up, one could read the entire history of the Sunspire Mountains and Deluge Jungle regions from their

tattoos, and that their brands are sigils that can unlock a spell of epic proportions. The women of the Eighty Empresses also carry the marks of their order, which in this case are ribbons. Each young lady who wins acceptance to the order adopts the ribbon from her induction ceremony as her personal symbol.

Unlike the markings associated with the Harad Devin Temple, no legend connects the ribbons of the Eighty Empresses with greater epic.

In fact, these decorations appear to have no meaning at all. No color, braidwork, or fringe signifies rank within the order, and no particular manner of display—hair bow, choker, or wristband—has any meaning beyond the preference of the individual member.

Many other swordmage organizations exist as well.

The typical order is a small, well-organized, organic unit that exists for a single purpose.

One swordmage organization might focus on the history of a particular combat style, while another is sworn to protect the ruler of a local population.

At least one swordmage organization has devoted itself to Studying the combat techniques, migratory patterns, and warren culture of the Sunspire Mountain umber hulks, presumably with an eye toward eventually exterminating them.

Such daunting tasks are typical fare for swordmages, whose patience and calmness often lead them to consider plans that might take decades or even centuries to execute.

NPC REACTIONS

Most authority figures and government officials do not appreciate swordmages.

Like crusaders, these martial adepts are often dedicated to a higher cause than the interests of the local earl or lord, and unlike warblades, swordmages are not easily bought.

Thus, governments, churches, and other civic and religious organizations generally treat swordmages with a great deal of caution.

Merchants, on the other hand, embrace swordmages.

Who else would buy an ancient coin, the chipped comb of a long-dead princess, or a petrified dragon claw?

In addition to purchasing curiosities and art supplies particular to his interests, a swordmage also provides business for smiths, carpenters, and stables as he practices his martial maneuvers in an effort to maintain a constant state of patient readiness.

RACES

Elves and swordmages often get along famously because of their similar long-term viewpoints and their appreciation for history.

Dwarves appreciate the serious nature of swordmages and the fine sculpture that many of them produce.

Gnomes have a love-hate relationship with these masters of martial knowledge: They appreciate the swordmages' sense of history and love of bardic arts but dislike their tendency to take life seriously.

Half-elves often dislike swordmages, seeing in their selective apprenticeship process an echo of the exclusionary attitude that those of mixed blood sometimes experience.

OTHER CLASSES

Swordmages tend to have more in common with clerics and wizards than with the melee fighting classes.

Barbarians in particular are apt to be annoyed by a swordmage's proclivity to analyze or at least contemplate a combat before, during, and after the actual fighting.

One of Opala's favorite questions was, "How does a sword mean?" It is said that the orc barbarian horde-king Blech Forktongue slew twenty subchieftains in a rage while trying to discover the meaning of that question.

SWORDMAGE LORE

Characters with ranks in Gather Information or Knowledge (history) can research swordmages to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: A swordmage is a fancy sword-swinger who thinks he knows more about swordplay than anyone else.

DC 15: Like warblades and crusaders, swordmages walk the Sublime Way.

But they don't just walk—they study it, they search it, they think there's a meaning in it.

They look for the wisdom of their swords, the story of each swing, and the history of each foe.

DC 20: Swordmages are patient, calm, and lethal.

They gain the most mystical powers of all those who walk the Sublime Way.

SWORDMAGES IN THE GAME

When characters need to know the truename of a reth dekala prophet, the resting place of the last lieutenant of the Shadow Tiger Horde, or the secrets of the Perfect Strike, they are likely to seek out a swordmage.

Such moments provide excellent opportunities to introduce swordmages into an ongoing campaign that has not previously included martial adepts.

If a player wants to play a swordmage in such a campaign, the character might be sought out by an ancient swordmage—the last practitioner of his kind—and taught the secrets of the Sublime Way.

If you are using *Dungeon Master's Guide II*, a PC could acquire a spirit companion—the spirit of an ancient swordmage who has selected her to be the first in a new generation of martial scholars.

When developing a swordmage character, consider his focus.

Does he define himself by his martial maneuvers, his art, and his relationships with NPCs?

Provide a swordmage with challenges to all facets of his character.

His high skill points, excellent combat abilities, and magical flair ensure that he is equally at home in a dungeon, in the halls of a palace, and in a wizard's tower. A good enemy for a swordmage is one against whom he must use all his skills, all his maneuvers, and all his knowledge.

ADAPTATION

The name "swordmage" naturally implies a character who carries a sword or weapon of some kind.

However, a swordmage works very well as a supernatural martial artist of almost any school or origin.

To create a monklike character with a tremendous array of fantastic moves and strikes, give the swordmage the monk's unarmed strike progression and remove his light armor proficiency.

If you prefer, you could instead emphasize the magical talents of the swordmage by giving the swordmage the ability

to learn arcane spells in place of maneuvers of equivalent level.

In general, spells from the schools of abjuration, evocation, and transmutation are most appropriate for a swordmage of this type, especially spells with a range of personal or touch.

The arcane spell is “cast” as if it were a martial maneuver. In this case, you should remove the class’s light armor proficiency and reduce the swordmage’s Hit Die to d6.

Level	Base	HIT DIE: D8			Special	Maneuvers Known	Maneuvers Readied	Stances Known
	Attack Bonus	Fort Save	Ref Save	Will Save				
1st	+0	+0	+2	+2	Quick to act +1, discipline focus (Weapon Focus)	6	4	1
2nd	+1	+0	+3	+3	AC bonus	7	4	2
3rd	+2	+1	+3	+3	—	8	5	2
4th	+3	+1	+4	+4	Discipline focus (insightful strike)	9	5	2
5th	+3	+1	+4	+4	Quick to act +2	10	6	3
6th	+4	+2	+5	+5	—	11	6	3
7th	+5	+2	+5	+5	Sense magic	12	6	3
8th	+6/+1	+2	+6	+6	Discipline focus (defensive stance)	13	7	3
9th	+6/+1	+3	+6	+6	Evasion	14	7	4
10th	+7/+2	+3	+7	+7	Quick to act +3	15	8	4
11th	+8/+3	+3	+7	+7	—	16	8	4
12th	+9/+4	+4	+8	+8	Discipline focus (insightful strike)	17	8	4
13th	+10/+5	+4	+8	+8	—	18	9	4
14th	+10/+5	+4	+9	+9	—	19	9	5
15th	+11/+6/+1	+5	+9	+9	Quick to act +4	20	10	5
16th	+12/+7/+2	+5	+10	+10	Discipline focus (defensive stance)	21	10	5
17th	+13/+8/+3	+5	+10	+10	Improved evasion	22	10	5
18th	+13/+8/+3	+6	+11	+11	—	23	11	5
19th	+14/+9/+4	+6	+11	+11	—	24	11	5
20th	+15/+10/+5	+6	+12	+12	Dual boost 3/day, quick to act +5	25	12	6

WARBLADE

“I was born for war.

I have the heart of a lion, the swiftness of an eagle, and the strength of a dragon!

In battle I find purpose.

In conflict perfection, and in victory exaltation.

The gods themselves envy my hour of glory.”

—Arzimon, a warblade

The warblade was born for conflict.

Swift, strong, enduring, and utterly confident in his martial skills, he seeks to test himself against worthy foes.

Battle is beautiful to him—a perfect moment in which life hangs suspended on the bright edge of a sword.

Sheer combat skill is important to a warblade, so he trains intensely with his chosen weapons.

But even more important are his athleticism, endurance, daring, recklessness, and joy in the hour of danger.

Warblades, often called sword princes, live for the chance to test themselves in battle—the stronger the foe, the greater the glory once an enemy is defeated.

MAKING A WARBLADE

A warblade is a front-line melee combatant, much like a barbarian or fighter.

He engages his enemies toe to toe and defeats them through skill at arms.

Abilities: Pure physical perfection is a warblade’s ideal, so Strength, Dexterity, and Constitution are all vital to him.

Because mastering a bewildering variety of martial maneuvers is difficult, Intelligence is also important to a warblade, because he appreciates the bonus skill points, and many of his class features reward a high Intelligence bonus.

Given the choice between Wisdom and Charisma, a warblade is more likely to boost the latter—the better to wear the mantle of glory he hopes to win with his deeds on the battlefield.

Races: The warrior cultures that give rise to warblades are most often found in human, elf, and hobgoblin lands.

Admiration for athletic prowess, the martial ideal, and sheer physical daring is common among these races.

The githyanki also take great pride in their martial skill, and a number of warblades can be found among this race.

Dwarves appreciate a warblade’s martial prowess but might shy away from overweening praise.

Halflings generally admire athletic prowess, but most find the stringent requirements of this class too challenging.

Half-orcs and savage humanoid races generally do not appreciate beauty in motion in quite the same way that their more civilized counterparts do; they fight to destroy their enemies, not to cover themselves in glory.

Gnomes feel no particular need to try themselves in battle; they are happy with their normal pursuits.

Alignment: A warblade can choose any alignment, though many prefer chaotic over lawful.

After all, a warblade seeks to win glory through individual deeds of prowess, so he is unlikely to adopt a personal code emphasizing obedience over freedom to improvise.

Good warblades are champions of the weak and downtrodden; evil ones are vicious warlords who exult in the defeat and humiliation of their foes.

Starting Gold: 5d4×10 (125 gp).

Starting Age: As barbarian.

CLASS SKILLS

(4 + Int modifier, ×4 at 1st level): Balance, Climb, Concentration, Craft, Diplomacy, Intimidate, Jump,

Knowledge (history), Knowledge (local), Martial Lore*, Swim, Tumble.

* New skill described on page 28.

CLASS FEATURES

When fighting, you rely on an ever-increasing repertoire of spectacular martial maneuvers.

Depending on which disciplines you choose to study, you might be a mongoose-swift skirmisher who uses speed as your sword and shield, a fierce master of blades, or a bold commander who leads your allies into battle.

Your maneuvers are the signature moves that serve to define your character.

Regardless of the path you choose, you acquire a modest number of bonus feats that make you quicker, more agile, and more athletic than most other warriors.

Weapon and Armor Proficiency: You are proficient with simple and martial melee weapons (including those that can be used as thrown weapons), light and medium armor, and all shields except tower shields.

Maneuvers: You begin your career with knowledge of three martial maneuvers.

The disciplines available to you are Diamond Mind, Iron Heart, Stone Dragon, Tiger Claw, and White Raven.

Once you know a maneuver, you must ready it before you can use it (see *Maneuvers Readied*, below).

A maneuver usable by warblades is considered an extraordinary ability unless otherwise noted in its description.

Your maneuvers are not affected by spell resistance, and you do not provoke attacks of opportunity when you initiate one.

You learn additional maneuvers at higher levels, as shown on Table 1–3.

You must meet a maneuver's prerequisite to learn it.

See Table 3–1, page 39, to determine the highest-level maneuvers you can learn.

Upon reaching 4th level, and at every even-numbered warblade level after that (6th, 8th, 10th, and so on), you can choose to learn a new maneuver in place of one you already know.

In effect, you lose the old maneuver in exchange for the new one.

You can choose a new maneuver of any level you like, as long as you observe your restriction on the highest-level maneuvers you know; you need not replace the old maneuver with a maneuver of the same level.

For example, upon reaching 10th level, you could trade in a single 1st-, 2nd-, 3rd- or 4th-level maneuver for a maneuver of 5th level or lower, as long as you meet the prerequisite of the new maneuver.

You can swap only a single maneuver at any given level.

Maneuvers Readied: You can ready all three of the maneuvers you know at 1st level, but as you advance in level and learn more maneuvers, you must choose which maneuvers to ready.

You ready your maneuvers by exercising for 5 minutes.

The maneuvers you choose remain readied until you decide to exercise again and change them.

You need not sleep or rest for any long period of time to ready your maneuvers; any time you spend 5 minutes in practice, you can change your readied maneuvers.

You begin an encounter with all your readied maneuvers unexpended, regardless of how many times you might have already used them since you chose them.

When you initiate a maneuver, you expend it for the current encounter, so each of your readied maneuvers can be used once per encounter (until you recover them, as described below).

You can recover all expended maneuvers with a single swift action, which must be immediately followed in the same round with a melee attack or using a standard action to do nothing else in the round (such as executing a quick, harmless flourish with your weapon).

You cannot initiate a maneuver or change your stance while you are recovering your expended maneuvers, but you can remain in a stance in which you began your turn.

Stances Known: You begin play with knowledge of one 1st-level stance from any discipline open to warblades.

At 4th, 10th, and 16th level, you can choose additional stances.

Unlike maneuvers, stances are not expended, and you do not have to ready them.

All the stances you know are available to you at all times, and you can change the stance you are currently using as a swift action.

A stance is an extraordinary ability unless otherwise stated in the stance description.

Unlike with maneuvers, you cannot learn a new stance at higher levels in place of one you already know.

Battle Clarity (Ex): You can enter a state of almost mystical awareness of the battlefield around you.

As long as you are not flat-footed, you gain an insight bonus equal to your Intelligence bonus (maximum equals your warblade level) on your Reflex saves.

Weapon Aptitude (Ex): Your training with a wide range of weaponry and tactics gives you great skill with particular weapons.

You qualify for feats that usually require a minimum number of fighter levels (such as *Weapon Specialization*) as if you had a fighter level equal to your warblade level – 2.

For example, as a 6th-level warblade, you could take *Weapon Specialization*, since you're treated as being a 4th-level fighter for this purpose, these effective fighter levels stack with any actual fighter levels you have.

Thus, a fighter 2/warblade 4 would also qualify for *Weapon Specialization*.

You also have the flexibility to adjust your weapon training. Each morning, you can spend 1 hour in weapon practice to change the designated weapon for any feat you have that applies only to a single weapon (such as *Weapon Focus*).

You must have the newly designated weapon available during your practice session to make this change.

For example, if you wish to change the designated weapon for your *Weapon Focus* feat from greatsword to longsword, you must have a longsword available to practice with during your practice session.

You can adjust any number of your feats in this way, and you don't have to adjust them all in the same way.

However, you can't change the weapon choices in such a way that you no longer meet the prerequisite for some other feat you possess.

For instance, if you have both *Weapon Focus* (longsword) and *Weapon Specialization* (longsword), you can't change the designated weapon for *Weapon Focus* unless you also change the weapon for *Weapon Specialization* in the same way.

Uncanny Dodge (Ex): At 2nd level, you gain the ability to react to danger before your senses would normally allow you to do so.

You retain your Dexterity bonus to AC (if any) even if you are caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to AC if you are immobilized.

If you already have uncanny dodge from a different class (barbarian or rogue, for example), you automatically gain improved uncanny dodge (see below) instead.

Battle Ardor (Ex): The sheer love of battle lends uncanny strength to your blows.

Starting at 3rd level, you gain an insight bonus equal to your Intelligence bonus on rolls made to confirm critical hits.

Bonus Feat: At 5th level, you gain a bonus feat from the list given below.

You must meet the prerequisite for the feat you select.

Every four levels thereafter (at 9th, 13th, and 17th level), you choose another bonus feat from the list.

Bonus Feat List: Acrobatic, Agile, Athletic, Blade Meditation*, Blind-Fight, Combat Reflexes, Diehard, Endurance, Great Fortitude, Improved Initiative, Iron Will, Ironheart*, Lightning Reflexes, Quick Draw, Run, Stone Power*, Tiger Blooded*, Unnerving Calm*, White Raven Defense*.

* New feats described in Chapter 2.

Battle Cunning (Ex): Your instinct for seizing the moment gives you a significant advantage over foes unprepared for your attack.

At 7th level, you gain an insight bonus equal to your Intelligence bonus on melee damage rolls against flat-footed or flanked opponents.

Battle Skill (Ex): You anticipate your enemies' ploys and tactics.

At 11th level, you gain an insight bonus equal to your Intelligence bonus on any check made to oppose an enemy's bull rush, disarm, feint, overrun, sunder, or trip attempt.

Battle Mastery (Ex): You notice the most subtle openings and cues offered by your opponents.

At 15th level, you gain an insight bonus equal to your Intelligence bonus on melee attack rolls and melee damage rolls made whenever you make an attack of opportunity.

Improved Uncanny Dodge (Ex): At 6th level and higher, you can no longer be flanked; you can react to opponents on opposite sides of you as easily as you can react to a single attacker.

See the barbarian class feature (PH 26) for more information.

Stance Mastery (Ex): At 20th level, you can have two stances active simultaneously.

When you use a swift action to initiate or change your stance, you can initiate or change one or both stances.

PLAYING A WARBLADE

Mastering the techniques of blade and shield is important to you, but even more important is the sense of daring, recklessness, and even joy that transports you in the hour of danger.

You fight for glory, the thrill of combat, and personal honor.

Thus, you approach each encounter as if the bards will sing of it for ages.

Every raging bulette that breaks through the cobblestones in the bazaar, every dragon snarling on its pile of coin, and every reth dekala champion still carrying a sword of the Shadow Tiger horde is an opportunity for you to test your skill, prove your heroism, and shine ever brighter.

Gold and magic are pleasant tokens, but the real measure of your success is the height of the obelisk commemorating your triumphs.

As a warblade, you find adventure wherever an opportunity for glory exists.

A more mercenary character might ignore an impecunious burgomaster's plea for aid, but you are quick to step in, taking the accolades of the villagers and the rapture of combat as pay along with a small bit of gold.

Diplomatic missions have all the appeal of weak tea for you, but nearly any fight will do.

Even a quick hunt through the sewers for a rabid otyugh can become a suitable adventure, as long as the otyugh is a worthy opponent and some townsfolk are present to honor you when you emerge, slime-covered but victorious.

RELIGION

If you are good-aligned, you probably worship Kord.

His independent and amiably belligerent nature reflects your brash approach to life.

Other good warblades favor Pelor, Heironeous, and, in rare cases, dour St. Cuthbert.

If you are evil, you probably champion the cause of Erythnul or Hextor.

A rumored secret sect of warblades follows Vecna, claiming to be the descendants of the loyal army that watched horrified as its commander, Kas, committed his famous betrayal.

OTHER CLASSES

Because you appreciate the long years of study and practice necessary to become a master of combat, you have great respect for fighters and paladins—though you sometimes feel a rivalry with them, as well.

You don't get along too well with barbarians because they seem incapable of properly bestowing or receiving honor. Bards are among your favorite companions as long as they stay out of the way and leave the glory of the fight to you—and sing of your success later in tavern and hall.

Both divine and arcane spellcasters are foreign to your pursuit of physical perfection, so you see them as little more than a means of support for your own endeavors. For that matter, you rarely work well with other warblades, since they are as competitive as you are, and you're always suspicious that one of them might try to steal your glory.

COMBAT

You revel in melee.

Your place is battling face to face with vrocks and umber hulks, where you can deal maximum damage while keeping such monsters away from the softer targets in your own party.

You make good use of your various battle-keyed abilities to give yourself an important edge in combat.

Although these abilities might not be as physically impressive as a barbarian's rage, they can grant a significant boost to defense, as well as situational bonuses on attack and damage rolls.

Unlike rage, your class features carry no fatigue penalty.

Your lack of proficiency with heavy armor is both a blessing and a curse—it allows you to enter combat quickly but leaves you vulnerable to the enemy.

Consider taking feats such as Improved Toughness (see *Complete Warrior*) to increase your ability to soak up damage and partially offset your lack of heavy armor.

Choose bonus feats that enhance your capabilities (such as Blind-Fight or Improved Initiative) or bolster your weaknesses (such as Iron Will).

You consider swordplay to be high art, and a martial maneuver to be the artist's signature on his masterpiece. Learning many maneuvers in one discipline generally makes you more lethal in combat than a warblade who learns a few maneuvers from each of several disciplines. This phenomenon stems from the fact that taking many maneuvers from one discipline while largely ignoring the rest lets you master higher-level maneuvers sooner.

You gain only thirteen maneuvers over the course of twenty levels, so make your choices carefully.

ADVANCEMENT

Warblades come from all walks of life.

Perhaps you were a poor youth who lacked the respect of the upper class and now seeks to redress this inequity and win the praise of all through your fighting.

Perhaps your drive to succeed was inborn, like the innate power of a sorcerer.

Your race matters little; anyone with the drive to win glory through combat is a good candidate to warblade training.

The first warblades to embark on the path of the Iron Heart were hobgoblins.

They were the first to teach Reshar, and their discipline was the first that he mastered.

In the centuries that have followed, hobgoblins have not forgotten this fact, and that race still produces more warblades than many others.

Elves and half-elves often take up this class because they appreciate the warblade's view of battle as a glorious art, and the martial dwarves favor it as well.

Outsiders often wonder at a warblade academy in which synchronized lines of young would-be warblades practice their weapon forms, especially when they notice that these ordered ranks include elves, hobgoblins, and dwarves.

But as a warblade, you know that it is the art of the sword that makes a true warrior, not a coincidence of race.

As you become more skilled, your most important decisions are which maneuvers to learn.

When selecting maneuvers, try not to choose any in isolation.

Instead, pick two or three that work well in synergy so that one maneuver can set up another.

HUMAN WARBLADE STARTING PACKAGE

Armor: Scale mail (+4 AC, armor check penalty -4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty -2, 10 lb.).

Weapons: Longsword (1d8, crit 19-20/x2, 4 lb., one-handed slashing).

Shortbow (1d6, crit x3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Con	—
Jump	4	Str	-6
Balance	4	Dex	-6
Diplomacy	4	Cha	—
Intimidate	4	Cha	—
Martial Lore	4	Int	—
Climb	4	Str	-6
Knowledge (local)	4	Int	—
Spot (cc)	2	Wis	—

Feat: Weapon Focus (longsword).

Bonus Feat: Improved Initiative.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, Hint and steel, 3 torches, quiver with 20 arrows, tent, traveler's outfit, cold weather outfit.

Gold: 2d4 gp.

WARBLADES IN THE WORLD

"The clicks and scrapes echoed off the limestone blocks, warning us of danger ahead.

The dwarf and I whispered, debating a retreat, but our third was a warblade and a student of the Bright Annis.

He charged, slicing the umber hulk's mandibles off, then striking it seven times more before the creature's jaw had clattered to the floor."

—Dorrom Veshthazrell, swordsage of the Murient Temple
Warblades live by muscle and steel, but their interaction with the campaign world is not limited to trading sword slashes for talon rakes.

These characters are keenly aware of their social standing, and for them, glory and honor are at least as important as gold and gems.

Because these precious intangibles cannot be won by strength of blade alone, warblades constantly find themselves embroiled in liaisons with generals, kings, princesses, archbishops, and others who can confer the honor of an entire society upon a victorious hero.

The whispers of courtesans, the badinage of bards, and the wit of aristocrats can be as significant to a warblade's career as the giants and phase spiders of the Sunspire Mountains—and even more ferocious.

Warblades in adventuring parties must strike a balance between group and individual goals.

Ideally, the party's path guarantees the warblade both the thrill of combat and the laurels of an acclaimed hero.

In cases where only one of the other is possible (such as a stealth mission to extirpate a reth dekala cell operating in embarrassingly high government circles, or a crucial escort mission in which the danger comes not from flashing swords but from the wayward nature of a dauphin), the warblade must bide his time and accept the need to sacrifice one objective for another.

Never for long, however, does a prince of the sword allow himself to forgo tasting the heady rush of combat and the sweet adulation of the multitudes.

DAILY LIFE

A warblade must train constantly to maintain his puissance. Thus, much of his day is spent working through forms, jabbing at wooden effigies, and swinging weighted swords. Many warblades are affiliated with sword temples or dojos that allow them space to practice.

While out adventuring, a prince of swords often spends his time at night on watch practicing his breathing exercises and stretches.

The character taking the next watch is likely to wake and find his predecessor in the trees, meditating with measured breaths and supported only by a branch under each far-flung ankle.

Once he has reached a respectable level of accomplishment, a warblade might take the Leadership feat and begin teaching his own pupils at a school—either his previous academy or one he has founded.

Teaching allows a warblade to prove his worth to many students on a daily basis—and the more prestigious they are, the better.

Nobles' daughters and sons are highly sought-after students.

A positive word from them, placed in the right ear, can earn a warblade honor, a royal audience, or even an honor guard and a ship for his next journey.

NOTABLES

Famous warblades fall into two categories: those who recruit followers to found a sword temple or form an adventuring band, and those who operate independently. Among the warblades who have founded their own schools, the one known as the Bright Annis is famous for her merciless training techniques.

Fewer than one in ten of her students manage to complete her tutelage.

Many perish while sparring with their instructors or are lost in Bright Annis's ferocious quest for the heads of drow, whom she blames for the death of a lover long ago.

Among the warblades who refuse to tie themselves to a particular school or demesne are Allek Thrast, an outcast of the hobgoblin masters of the Iron Heart school.

He is known to trade his former school's secrets for bright gold.

The charcoal-skinned dwarf sword prince Mardilkuthor Pwarna, the scourge of the Seekers of Reshar (a group that hopes to rediscover the Nine Swords and hasten Reshar's return).

Whether Mardilkuthor's motive is fear, jealousy, or an agenda he has managed to conceal even from the Sage of Snow and Shadow, the dwarf reportedly hunts down martial adepts who seek to reunite the Nine Swords.

ORGANIZATIONS

Because of their independent and sometimes downright chaotic natures, many warblades refuse to join traditional, hierarchical organizations, though they are not averse to the greater glory of founding one.

Thus, some warblade-created organizations have one or more warblades in a leadership position, while the rank and file consists of fighters, rangers, and bards, who can record the deeds of the organization's leaders.

Mardilkuthor Pwarna has built up a network of spies, assassins, and rangers across the Sunspire Mountains and the Deluge Jungle.

These individuals meet in concealed safe houses, tree blinds, and mountainside caves in the peaks gathered at the skirts of the Mother Mountain, Koshtra Amnorn.

Members of this organization can advance through the capture of any adepts seeking the Nine Swords, but Mardilkuthor maintains an iron grip on command.

The Bright Annis welcomes all princes of the sword to her open-air dojo in the southern fens of the Deluge Jungle.

A consummate teacher, she is harsh even by warblade standards.

Her students are regularly required to make forays into the dark places beneath the earth to hunt dark elves.

Any warblade who slays large numbers of drow is guaranteed advancement.

Countless other warblade organizations rise and fall according to the mercurial fortunes of individual sword princes.

Most of these movements are dedicated to the greater glory of their founders, although a fair number are ostensibly at least, focused on amassing coin or arcane power.

Because the warlike natures of their leaders guarantee a high casualty rate, most such organizations are always eager for new blood.

NPC REACTIONS

Governments, churches, and spy rings love to employ warblades.

Easily motivated by promises of gold, glory, and land (whichever the employers possess a surplus of at the moment), warblades can lend excellent, efficient muscle to any mission.

A wise patron sends companions of other classes along with a warblade.

though, to keep him on track.

Many kings and high priests have been left cursing in their chambers when word reached them of their hired muscle's fickle decision to abandon the job, seize the goal for his own, or even change sides to gain greater glory.

RACES

The stoic, taciturn, clan-oriented mindset of dwarves is anathema to the free-thinking, brash, and individualist warblade.

But even so, a surprising number of dwarves (often outcasts from their clans) choose to take up this path.

Conversely, warblades are often admired by the more gregarious races, including humans, halflings, and gnomes, for their life-on-the-edge, devil-may-care attitude.

OTHER CLASSES

Fighters, paladins, and other front-line fighters welcome warblades as brothers in steel.

Mages, however, are often suspicious of warblades and tend to give them a wide berth.

Rogues often see warblades as useful muscle, so eager for glory and gold that they can easily be duped.

In the absence of other motives, most classes and races regard warblades with a cautious and hesitant eye.

The chaotic and individualist nature of warblades means that they sometimes make unreliable companions, and no one wants to be caught in the Sunspires while the party's warblade pouts in his tent, unsatisfied with his split of the last battle's loot.

WARBLADE LORE

Characters with ranks in Gather Information or Knowledge (nobility and royalty) can research warblades and learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: A warblade is a fighter with delusions of immortality.

These glory-hounds think they can live forever in a bard's song!

DC 15: Warblades walk the Sublime Way, and few can match their skill with weapons.

A warblade can learn combat maneuvers from many different disciplines, so you can't guess the strengths or weaknesses of any warblade you face in battle. He might move with the speed of thought, tumble like a boulder through your ranks, or attack with the savagery of a beast.

DC 20: A warblade tends to be a chaotic creature. His downfall is his pride—he cannot abide an affront to his prestige.

The promise of honor and the laurels of a city are often enough to entice a warblade to risk his life.

An enterprise's possible reward—be it glory or gold—is much more important to a warblade than the potential risks, which he often disregards completely.

WARBLADES IN THE GAME

Combat is the natural campaign entry point for warblades. With the sun glinting off their polished armor, these characters literally shine in combat.

The first warblades in your campaign might be a brother and sister seeking to restore their family name by defeating the most renowned fighter in the area (one of the PCs).

Their martial maneuvers have been passed down in secret for generations, and at last these two have chosen to reveal themselves in the name of redemption and recovered honor.

Alternatively, if a PC is the first warblade in your campaign world, he might experience an epiphany in battle, foreshadowed by the soothsayings of a mysterious sage, so that his first use of a martial maneuver becomes the fulfillment of a prophecy.

Once warblades have become an established part of a campaign world, they find their niches on the battlefield, in the royal court, and in the twin arenas of public opinion and public entertainment.

With their crowd-pleasing martial maneuvers, warblades make excellent gladiators, and their thirst for glory often leads them to the public games.

However, warblades are equally likely to become enmeshed in the webs of court intrigue, playing cardinals off dukes and infantas off dauphins in a game that they find nearly as rewarding and exciting as swordplay.

Whereas a rogue might lament the loss of his riches and a cleric his loss of faith, a warblade feels no deficiency more keenly than the loss of the public's admiration.

ADAPTATION

Campaign worlds without large, established nations or organizations can still offer warblades a chance at glory. Becoming the hero of a village can be just as meaningful as becoming the hero of a nation—especially if the warblade knows every person in the village, can inquire about the innkeeper's grandchildren by name, and is met in the temple by a congregation that rises to its feet whenever he enters.

You might also consider making warblades revolutionaries fighting for freedom rather than seekers of personal glory. Their lack of magical skill plays well to the idea that warblades are oppressed fighters working to subvert a powerful arcane regime that denies the use of magic to all but its chosen agents.

Level	Base Attack Bonus	Hit Die: d12			Special	Maneuvers Known	Maneuvers Readied	Stances Known
		Fort Save	Ref Save	Will Save				
1st	+1	+2	+0	+0	Battle clarity (Reflex saves), weapon aptitude	3	3	1
2nd	+2	+3	+0	+0	Uncanny dodge	4	3	1
3rd	+3	+3	+1	+1	Battle ardor (critical confirmation)	5	3	1
4th	+4	+4	+1	+1	—	5	4	2
5th	+5	+4	+1	+1	Bonus feat	6	4	2
6th	+6/+1	+5	+2	+2	Improved uncanny dodge	6	4	2
7th	+7/+2	+5	+2	+2	Battle cunning (damage)	7	4	2
8th	+8/+3	+6	+2	+2	—	7	4	2
9th	+9/+4	+6	+3	+3	Bonus feat	8	4	2
10th	+10/+5	+7	+3	+3	—	8	5	3
11th	+11/+6/+1	+7	+3	+3	Battle skill (opposed checks)	9	5	3
12th	+12/+7/+2	+8	+4	+4	—	9	5	3
13th	+13/+8/+3	+8	+4	+4	Bonus feat	10	5	3
14th	+14/+9/+4	+9	+4	+4	—	10	5	3
15th	+15/+10/+5	+9	+5	+5	Battle mastery (attacks of opportunity)	11	6	3
16th	+16/+11/+6/+1	+10	+5	+5	—	11	6	4
17th	+17/+12/+7/+2	+10	+5	+5	Bonus feat	12	6	4
18th	+18/+13/+8/+3	+11	+6	+6	—	12	6	4
19th	+19/+14/+9/+4	+11	+6	+6	—	13	6	4
20th	+20/+15/+10/+5	+12	+6	+6	Stance mastery	13	7	4

TOME OF MAGIC (3.5)

BINDER

"I call upon you, Amon, the Void before the Altar. Render unto me your sight and your breath, for I stand before your seal and possess your talisman."

—Morden, dwarf binder, calling upon a vestige to make a pact

Between mortality and godhood, beyond life and undeath, souls exist in a place both forgotten and inaccessible.

Mortals too strong-willed to pass into the afterlife, dead outsiders too powerful to be absorbed into their planes, the dreams of slain deities put to rest eons before the current age—these are the beings called vestiges.

A seal forms the door between these beings and reality, and knowledge is the key to opening it.

Only the binder possesses that key, because only he knows the vestiges' special seals and the rituals by which they can be called from the void beyond reality.

By drawing their seals and speaking the words of power, he summons these strange entities, bargains with them, and binds them to his service.

MAKING A BINDER

The binder can redefine his role in an adventuring party on a daily basis, if desired.

His potent abilities are always useful in combat, but what those abilities are and what strategies he employs when using them depend on the vestige that he binds.

As with any class, the race, alignment, and ability choices made upon character creation influence future choices.

The binder class, however, offers a special opportunity to break free of a spellcaster's typical boundaries.

Abilities: A binder typically possesses a healthy body and a strong personality, since high Constitution and Charisma scores can improve many of his supernatural abilities.

More importantly, a high Charisma score enhances the binder's ability to make beneficial pacts with vestiges.

Since many vestiges grant improved melee or ranged combat ability, a high Strength or Dexterity score serves the binder well.

Lastly, a high Intelligence score grants him extra skill points to spend on important class skills.

Races: Because binders associate with spirits beyond the control of the gods, the practice of pact magic is forbidden by most religions.

Binders tend to be rare among all humanoid races.

Given their ambition and their penchant for a cosmopolitan lifestyle, humans choose the path of the binder more frequently than members of other races do, but binders are no more welcome in human society than in any other.

Many halfling traveling communities remain largely unaware of binders, but settlements often gain knowledge of them—and learn to fear them—from the clergy of other races in neighboring areas.

Because single deities dominate the cultures of both elves and dwarves, members of these races tend to be more aware of—and more opposed to—binders than their fellow humanoids.

Gnomes who know of binders claim that Garl Glittergold appreciates the cosmic joke of mortal souls that grow so powerful that they can be neither saved nor damned.

Half-orcs and half-elves, accustomed as they are to existing on the fringe of society and suffering persecution, sometimes even sympathize with the plight of binders.

Alignment: Although vestiges were once beings of light and darkness like all creatures of the planes, their long existence in a strange state beyond normal reality has twisted them into enigmatic and amoral entities.

However, their nature does not dictate the alignments of those who bind to them.

A fearsome and violent vestige can lend its powers to a good binder, who uses them to make peace with enemies. Conversely, a sweet-faced and kind vestige might grant an evil binder the power to wreak havoc.

In some cases, the same vestige might make separate but simultaneous pacts with two binders who are in direct conflict with one another.

Vestiges are not easily defined as good, evil, lawful, or chaotic, but their unfathomable mindsets and strange appearance often disturb lawful and good creatures.

Thus, most binders are neutral, chaotic neutral, chaotic evil, or neutral evil.

Starting Gold: 5d4×10 (125 gp).

Starting Age: As cleric.

CLASS SKILLS

(2 + Int modifier per level, ×4 at 1st level): Bluff, Concentration, Craft, Decipher Script, Diplomacy, Gather Information, Intimidate, Knowledge (arcana), Knowledge (history), Knowledge (religion), Knowledge (the planes), Profession, Sense Motive.

CLASS FEATURES

As a binder, you can serve many purposes in an adventuring party.

Since each vestige grants you a different set of supernatural abilities, you can choose which role to play on any given day—diplomat, scout, support, melee combatant, or ranged combatant.

At higher levels, you can host more than one vestige at a time to gain an even wider range of abilities.

You also gain special defenses and bonus feats that let you further refine your role in the party and play to your strengths.

Weapon and Armor Proficiency: As a binder, you gain proficiency with all simple weapons and with light armor, but not with shields.

Soul Binding (Su): Through special methods known only to binders, you can contact a vestige and make a pact with it.

At 1st level, you can make a pact with one vestige at a time.

At higher levels, you can form and maintain pacts with multiple vestiges simultaneously, as shown on Table 1–1.

You must complete the summoning and binding process with each separately, so each has its normal chance to influence you.

You bear the physical sign of binding for each one.

Your effective binder level, or EBL (your binder class level plus any soul binding bonuses you receive from prestige classes or other sources), determines the maximum level of vestige you can summon, as well as all other functions related to binding vestiges.

This value equates to your binder class level, as given on Table 1–1, for this purpose.

If the vestige you are trying to contact is of a higher level than your indicated maximum, you cannot summon it.

To contact a vestige, you must draw its unique seal visibly on a surface (generally the ground), making the image at least 5 feet across.

Drawing a seal requires the ability to mark a surface and 1 minute of concentration, and the act provokes attacks of opportunity.

A seal not used within 1 minute of its drawing loses all potency, and you must draw a new one to contact the vestige.

A vestige might also have other requirements for contact, as noted in its entry (see *The Vestiges*, page 16).

Once the seal is drawn, you must perform a ritual requiring a full-round action to summon the corresponding vestige.

During this time, you must touch the seal and call out to the vestige using both its name and its title.

The ritual fails if you cannot be heard (for example, if you are within the area of a silence spell).

Otherwise, a manifestation of the vestige appears in the seal's space as soon as you finish the ritual. This image is not the actual vestige; it is merely a figment—an illusion that cannot harm or be harmed by any creature. Creatures that interact with the image or study it carefully automatically recognize it as illusory. The summoned image ignores everyone but you. If you fail to address it within 1 round, it disappears. The vestige speaks in whatever language you used to call it. To make a pact with your summoned vestige, you must make a binding check (1d20 + your effective binder level + your Cha modifier). This process requires 1 minute but you can choose to make a rushed binding check as full-round action at a penalty. The DC for this check is provided in the description of each vestige (see pages 16–49). You must make your perilous pact alone; others cannot aid you in any way. Whether the binding check succeeds or fails, you gain the powers granted by the vestige for 24 hours. During that time, you cannot rid yourself of the vestige unless you possess the Expel Vestige feat. Success or failure does, however, determine other aspects of the pact. If you fail the binding check, the vestige influences your personality and your actions, and you are said to have made a poor pact. (Specifically, the vestige's presence changes your general demeanor, and it can force you to perform or refrain from certain actions). If your binding check is successful, the vestige has no control over your actions and does not influence your personality. In this case, you are said to have made a good pact. While under the influence of a vestige, you must adhere to its requirements to the best of your ability. If you are conscious and free-willed, and you encounter situation in which you cannot or will not refrain from a prohibited action or perform a required one, you take a –1 penalty on attack rolls, saving throws, and checks until, that vestige leaves you. If you are influenced by more than one vestige, you must act according to all their influences. If you fail to fulfill the requirements of more than one vestige or disobey a single vestige more than once, the penalties stack. As long as you are bound to a vestige, you manifest a specific physical sign of its presence, as given in its entry. This sign is real, not an illusory or shapechanging effect, and someone using *true seeing* perceives it just as it is. You can hide a sign by mundane or magical means without penalty, or you can prevent it from appearing at all if you have the suppress sign ability. Vestiges are bound to your soul by the pact. They cannot be targeted or expelled by any means except the Expel Vestige feat, nor can they be suppressed except by an *antimagic field* or similar effect. The Difficulty Class for a saving throw against any supernatural power granted by a vestige is 10 + 1/2 your effective binder level + your Cha modifier. Suppress Sign (Ex): At 2nd level and higher, when you make a good pact, you can choose not to exhibit the physical sign that normally accompanies a pact with a vestige.

You can suppress or reveal the sign at will as a swift action. With a poor pact, you gain the powers of the vestige, but you cannot suppress its sign. You show it for the duration of the pact and are influenced by it as normal.

Bonus Feats: At 4th level, and again at 11th and 18th level, you gain a bonus feat of your choice from the following list: Armor Proficiency (medium), Armor Proficiency (heavy), Diligent, Investigator, Martial Weapon Proficiency, Negotiator, Persuasive, Shield Proficiency, and the feats presented in this chapter.

Feats not described in this book can be found in the *Player's Handbook*.

These feats are in addition to those normally gained for attaining higher levels, but you must still meet any prerequisites for the bonus feats you choose.

Pact Augmentation (Su): Beginning at 2nd level, you can draw additional power from the vestiges you bind.

As long as you are bound to at least one vestige, you can choose one ability from the following list.

Each time you rebind a vestige, you also reselect your pact augmentation ability.

As you attain higher levels, you can make additional selections from the list.

You gain one additional ability at 5th, 10th, 16th, and 20th level (to a maximum of five selections at 20th level).

You can choose a single ability multiple times, and their effects stack.

For instance, at 16th level you could choose bonus hit points twice and damage reduction twice, gaining +10 hit points and damage reduction 2/–.

PACT AUGMENTATION ABILITIES

+5 hit points

Energy resistance 5 (acid, cold, electricity, fire, or sonic)

+1 insight bonus on saving throws

Damage reduction 1/–

+1 insight bonus to Armor Class

+1 insight bonus on attack rolls

+1 insight bonus on damage rolls

+2 insight bonus on initiative checks

Soul Guardian (Su): Beginning at 6th level, you have immunity to fear effects as long as you are bound to a vestige.

As you attain higher binder levels, the vestige guards its time with you even more jealously, granting you protection from additional effects that would harm your soul and life energy for as long as the pact lasts.

At 9th level, you gain the slippery mind ability, which allows you to wriggle free from magical effects that would otherwise control or compel you.

If you fail your saving throw against an enchantment spell or effect, you can attempt it again 1 round later at the same DC.

You get only this one extra chance to succeed on your saving throw.

At 13th level, you gain immunity to energy drain and negative levels.

When you attain 19th level, your bound vestiges completely protect your mind, granting you immunity to all mind-affecting spells and abilities.

PLAYING A BINDER

Others might misunderstand your powers, but you can't allow their shortcomings to stop you.

You know that contacting the vestiges isn't an evil act, and you've never traded your soul for any sort of benefit. However, you can't afford to be too open about your activities, or those who fear your form of magic might learn something truly terrifying—your magic is easy. You don't need to spend hours studying incomprehensible writings, beg for boons from a distant deity, or have magic in your blood.

With the proper seal and the necessary personal power, you can call up a vestige and gain its abilities with just a few words.

The situation does sometimes get more complicated, and you haven't figured it all out yet, but you're certain that your path to power lies with the vestiges—creatures so strong that even the gods can't contain them.

You are well aware that others like yourself exist. The process of summoning a vestige is so simple that you've probably met other practitioners without even knowing it. All it takes is the knowledge and the will to complete the process, so any kind of person could conceivably speak with the same spirits that serve as your patrons.

You must always watch for the signs and be wary of other binders.

Although they could be valuable sources of knowledge, they might also be enemies.

You might engage in adventures for many reasons, but amassing personal power is generally your primary concern.

Certain vestiges refuse to answer the call of novice binders, and a desire to contact them and gain their powers often motivates your escapades.

Perhaps you took up a life of adventure after fleeing persecution.

After all, your activities and powers seem foreign and frightening to many people, and various religious sects consider contacting a vestige a sacrilege.

RELIGION

Because you have the means to speak directly with powers beyond the reach of most deities, you tend to scorn the worship of such beings.

At the same time, your strength flows from creatures expatriated from the rule of those deities, and for that reason, you fear inciting the ire of a god or his worshipers. Although you are unlikely to take up a cleric's raiment, you find it convenient to pay homage to gods and show outward respect for their servants.

OTHER CLASSES

You need to be especially careful around paladins, clerics, and others devoted to a deity.

Such individuals are likely to have the worst reaction to your abilities, though they might not be informed enough to have an opinion.

Wizards, sorcerers, and other arcane spellcasters appreciate the power you can gain, but consider their own magic superior.

Characters of any class tend to mistrust you if they actually see you summoning a vestige, but open-minded individuals value your worth as an ally no matter how you achieve your power.

COMBAT

When you're not hosting a vestige, you're not a great melee or ranged combatant.

Your combat skills are roughly comparable to those of a cleric without spells, except that you lack the cleric's proficiency with shields and medium and heavy armor. Making a pact with a vestige can easily make up for this deficiency.

The mix of abilities that vestiges offer you lets you define your role in each day's encounters.

For example, you could make a pact with a vestige that makes you stealthy so that you can scout ahead and take foes by surprise.

You could bind with one that lets you take on the role of a stalwart fighter who can use arms and armor with skill. Alternatively, you could decide to be a silver-tongued speaker, winning the hearts and minds of friend and foe alike.

At higher levels, you can make a pact with more than one vestige at a time to gain even greater versatility in combat and roleplaying encounters.

ADVANCEMENT

You profit most from remaining a binder throughout your career.

Each level of the binder class increases the power you gain from making a pact with a vestige; you gain other class abilities at higher levels as well.

As you advance and establish your role in the adventuring party, you might find yourself using one or two vestiges more than others.

In that case, consider taking a level or two in another class to supplement the abilities the vestige grants you.

For example, if you often find yourself in melee, a level of barbarian or fighter might help to make you more effective. On the other hand, if you regularly act as your group's spokesperson and scout, a level of rogue might be appropriate.

DWARF BINDER STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Heavy wooden shield (-2 AC, armor check penalty -2, 10 lb.).

Weapons: Morningstar (1d8, crit x2, 6 lb., one-handed, bludgeoning and piercing).

Light crossbow (1d8, crit 19-20/x2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Bluff	4	Cha	—
Concentration	4	Con	—
Decipher Script	4	Int	—
Diplomacy	4	Cha	—
Gather Information	4	Cha	—
Intimidate	4	Cha	—
Knowledge (arcana)	4	Int	—
Knowledge (history)	4	Int	—
Knowledge (the planes)	4	Int	—
Knowledge (religion)	4	Int	—
Sense Motive	4	Int	—

Feat: Shield Proficiency.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Three torches.

Case with 10 crossbow bolts.

Gold: 1d4 gp.

BINDERS IN THE WORLD

"Binders—you know why they're called that?

Because they give up their souls to bind with the dark forces.

Heretics, the lot of them.

They profane the natural order!

Should you ever meet one, destroy him, and let the gods punish him for his crimes."

—Prelate Czarran Highfist, dwarf paladin of Moradin
Binders put the allure of the forbidden into the hands of players, allowing them to participate in occult-style activities without forcing them to play evil characters.

At the same time, the reaction that most religious organizations have to binders can reveal a darker side to the clergy of good-aligned deities while creating opportunities for great roleplaying.

DAILY LIFE

A binder typically begins his day by finding a quiet, out-of-the-way place to summon the vestige whose power he desires.

He then spends the rest of the day engaged in whatever task seems most pressing while trying to avoid too much contact with others.

Although many binders are adept at social interaction, a vestige's influence can affect his personality.

The bound spirit's sign also manifests on his body unless he has the means to prevent it.

When not adventuring, binders often spend their time seeking out scraps of information about vestiges and other soul binders.

The pursuit of such forbidden knowledge is often quite dangerous and can result in the binder undertaking additional adventures.

Binders generally avoid accepting followers or serving in leadership positions because a high-profile station draws too many eyes.

Yet the charismatic and mysterious nature of most binders draws others to them like moths to flame, so binders often develop friendships with outcasts, rebels, curious youths, and others who feel they don't fit in or aren't fond of the status quo.

By actively strengthening these bonds of friendship, a binder can create secret networks of allies and spies who will alert him to threats and aid him in times of danger.

Local authorities rarely see these groups as simple gatherings of friends.

The binder's allies are often involved in other clandestine dealings that spell trouble for the whole network.

NOTABLES

Because of the secrecy surrounding vestiges and the constant attempts to quash all knowledge of soul binding, few binders become notable in their communities.

Even so, most who pursue this class know of Syfal, the mythic individual who is said to have first discovered the means of contacting vestiges.

Syfal's name appears in almost every text about vestiges, though whether he is invoked as a patron saint of the practice or cursed as a foul denier of the universal order depends on the writer's viewpoint.

No one knows for certain who or what Syfal was, or even when he lived, but the age of some carvings about him found in ruins indicates that he must have lived and died millennia ago.

Without an obvious champion for their practice, many binders look to history for signs of famous folk who might secretly have pursued this profession.

Legends are replete with great heroes and villains who possess strange powers, and many a binder takes comfort in the belief that an admired individual spoke to the same vestiges that he contacts every day.

ORGANIZATIONS

Binders rarely work in groups, but an individual binder who gathers a small circle of friends occasionally chooses one or two of them as apprentices.

Such a group might eventually grow into a cabal of a dozen or so people whom the binder has taken into his confidence.

In general, cabals of this sort exist solely to protect the binder and to seek out rumors and hints relating to other binders or vestige lore.

Rarely, such a cabal grows into a larger organization, such as the Theurgian Society.

For more information about the Theurgian Society, see the Pact Magic Organizations section beginning on page 90.

NPC REACTIONS

Most people have an indifferent attitude toward binders because they know very little about what such individuals do.

Even those who gain a basic understanding of binders' powers typically view these individuals with the same respect or fear that they view conjurers or necromancers. The situation changes radically when religion comes into the equation, however.

The leaders of most organized religions are aware of binders to at least some degree.

Most choose to keep that knowledge secret, lest the common and worshipers learn of powers beyond the reach of their deities.

Occasionally, a church even maintains a secret arm of its organization to seek out and eradicate binders.

Such a force usually possesses a small library of texts describing vestiges and the practices required to summon them, so that its leaders can teach members to recognize the signs of pact magic and train them to defeat binders. Ironically, books stolen from such libraries introduce many future binders to pact magic.

In fact, many binders began their careers as clerics before the promise of a swift means to power seduced them to the path of pact magic.

This attrition is one reason, why clerics, paladins, and other religious people who know about binders react to them in an unfriendly or hostile manner.

BINDER LORE

Characters with ranks in Knowledge (arcana) or Knowledge (religion), or who have the bardic knowledge ability, can research binders and pact magic to learn more about them.

Also, although religious groups try to quash the stories of binders, bards often find the intrigue and romance of pact magic so alluring that they can't resist sharing the tales of it, if only with other bards.

When a character makes a skill check or a bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

A character with ranks in Knowledge (the planes) can also gain some information about binders, though each of the DCs below increases by 5 for such checks.

DC 15: Certain strange spellcasters called binders practice a taboo art known as pact magic.

Most clerics who know of binders consider them little more than heretics but grudgingly acknowledge that they are real.

These spellcasters routinely contact otherworldly forces and make pacts with them for power.

A particular sign, seal, or name is associated with each spirit.

DC 20: Binders contact vestiges—souls that have been lost to the gods and planes, and banished to some hidden place.

A binder calls forth these spirits and makes pacts with them.

In exchange for allowing the vestige to experience life through his body, a binder assumes some of its powers.

Many churches outlaw this practice of pact magic.

Some even mark its practitioners for death.

DC 25: Binders aren't true spellcasters—they and the spirits they summon work outside the normal flow of magic.

The powers they gain and the vestiges they host can't be dispelled or banished by normal means, DC 28: Characters who achieve this level of success know the legend, manifestation, sign, and seal of one or more particular vestiges.

They also know the basic powers that the vestige grants (the first paragraph beneath the vestige's name and title in its entry).

DC 30: Characters who achieve this level of success can learn important details about the specific binders in your campaign, or the arm of a church responsible for finding and eradicating users of pact magic.

Also, such a character could learn the specifics of the powers that a particular vestige grants.

A character trying to establish contact with a binder or an organization opposed to such individuals can make a DC 30 Gather Information check to discover the necessary intermediaries and protocols for contact.

Talking directly to a binder or member of an opposing group won't work, because both are likely to feign ignorance.

A PC who can offer something of value (such as information or a magic item) to the person or people he is trying to contact gains a +2 circumstance bonus on the check.

BINDERS IN THE GAME

Binders fit easily into just about any game simply because their existence has remained largely a secret.

You can introduce binders through the PCs' discovery of ancient lore, a chance meeting with an NPC binder, or an encounter with agents of a church seeking out a binder. Perhaps your group's introduction to pact magic comes when a player sits down to play her new binder PC.

In any case, using binders in your game requires little more than simply putting one into play.

The player of a binder character probably thrills at dancing on the dagger's edge of discovery by the authorities.

Hiding the signs of soul binding, controlling a vestige's influence, and finding explanations for supernatural abilities make for fun roleplaying, so the player will be looking for such opportunities.

At the same time, the player of a binder character might find continual persecution tiresome and grow disillusioned if public use of her characters abilities always provokes a negative reaction.

The best solution is to keep in mind that those who hunt binders generally want to keep their efforts—and even the existence of binders—a secret.

Although the conflict between binders and those who fear them could explode at any time, in most cases it simmers under the surface as a cloak-and-dagger conflict.

Therefore, a game that includes a binder PC can function in much the same way as it does now.

You can occasionally present side plots, adventures, and encounters that focus on the binder's class and abilities, just as you would for any other member of the adventuring party.

ADAPTATION

You can significantly change the binder's role in your game without dramatically changing the mechanics.

For example, binders could devote themselves to beings other than vestiges.

To lend binders a darker or lighter feel, you could have them contact and bind themselves to fiends or celestials.

Binders related to a particular religious or secular order could bind themselves to the spirits of saints or heroes.

The process of soul binding could even be a totemic rite that lets a binder call up ancestors or the essential spirits of creatures by drawing upon the power of special tattoos or talismans.

When changing the focus of a binder's pact making, you can keep the mechanics of the class largely the same, though you might want to change the influences of the vestiges (or whatever beings you choose) to suit their new natures.

TABLE 1-1: THE BINDER

HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Vestige Level
1st	+0	+2	+0	+2	Soul binding (1 vestige)	1st
2nd	+1	+3	+0	+3	Pact augmentation (1 ability), suppress sign	1st
3rd	+2	+3	+1	+3	—	2nd
4th	+3	+4	+1	+4	Bonus feat	2nd
5th	+3	+4	+1	+4	Pact augmentation (2 abilities)	3rd
6th	+4	+5	+2	+5	Soul guardian (immune to fear)	3rd
7th	+5	+5	+2	+5	—	4th
8th	+6/+1	+6	+2	+6	Soul binding (2 vestiges)	4th
9th	+6/+1	+6	+3	+6	Soul guardian (slippery mind)	4th
10th	+7/+2	+7	+3	+7	Pact augmentation (3 abilities)	5th
11th	+8/+3	+7	+3	+7	Bonus feat	5th
12th	+9/+4	+8	+4	+8	—	6th
13th	+9/+4	+8	+4	+8	Soul guardian (immune to energy drain and negative levels)	6th
14th	+10/+5	+9	+4	+9	Soul binding (3 vestiges)	6th
15th	+11/+6/+1	+9	+5	+9	—	7th
16th	+12/+7/+2	+10	+5	+10	Pact augmentation (4 abilities)	7th
17th	+12/+7/+2	+10	+5	+10	—	8th
18th	+13/+8/+3	+11	+6	+11	Bonus feat	8th
19th	+14/+9/+4	+11	+6	+11	Soul guardian (mind blank)	8th
20th	+15/+10/+5	+12	+6	+12	Pact augmentation (5 abilities), soul binding (4 vestiges)	8th

VARIANT: HETERODOXY AND HERESY

Deities who despise vestiges and binders might frown upon a follower consorting with binders or for taking up pact magic. In the case of a cleric or paladin, such punishment often involves revocation of divine powers, rendering the character an ex-cleric or ex-paladin, as described in the *Player's Handbook*. This penalty is quite harsh, especially if the transgression is one for which the deity does not allow atonement, such as taking levels in the binder class. If you want to represent removal of a cleric's or paladin's powers but you don't want to overly hinder the offending PC, consider the following ideas.

Clerics and paladins need not abandon their principles to be friendly with binders or even to take up pact magic. Perhaps the character maintains all her powers, but they now stem from devotion to her ideals, like those of any cleric not devoted to a specific deity. The character becomes a heretic to her own church, but she maintains the same morals and outlook she had before.

Alternatively, a PC cleric or paladin need not abandon her deity. Perhaps the main wing of her church disavows her, but other heterodox factions exist. In this situation, the character's deity doesn't offer followers a clear opinion about binders and pact magic, but rather allows them to wrestle with the topic on their own. Perhaps the deity has withheld an opinion on the subject in hopes that his followers will come to the proper

conclusion by themselves, or perhaps he is content to let the strongest philosophy win the day.

Although it isn't necessary to provide rules for penalizing characters who consort with (or even become) binders, you can use the following optional rules to represent the above possibilities.

Cleric: A cleric who goes against the will of his deity with regard to pact magic—usually by taking a level in the binder class—loses the ability to access his domains, including his domain spell slots and granted powers. If the cleric takes a second level in the class and thus gains the pact augmentation ability, he can add his cleric level to his binder level for the purpose of determining its effects. In addition, he gains a bonus feat chosen from the binder's bonus feat list upon attaining 3rd level as a binder (as well as the bonus feat awarded to all binders at 4th level). A cleric who merely consorts with a binder might find himself turned away from his own temples, at best, or hunted as a heretic alongside his binder companion, at worst.

Paladin: A paladin who goes against the will of her deity with regard to pact magic—again, by taking levels as a binder—cannot use the divine grace ability. If she takes enough binder levels to gain the pact augmentation ability, she can add her cleric level to her binder level for the purpose of determining its effects. As with clerics who associate themselves with binders, a paladin might be ostracized, excommunicated, or hunted by her own church if she continues the relationship with the binder.

SHADOWCASTER

"Behind the fire, between the worlds, in all the empty spaces, at the end of all things, we are there.

Matter, light, life—these things are fleeting.

Shadow, only shadow, is eternal."

—Eddas Coradran, Lord of the First House, Parliament of Shadows

All things fall into shadow, even light.

Shadows do not represent the absence of light; they show the presence of darkness.

Thus, shadow and darkness are not death or diminishment; they are the fundamental state of the universe, the constant

that existed before, that exists now, and that will exist when all other things are snuffed out.

So it is with the Plane of Shadow, that dark mirror to the Material Plane and many other realities.

Shadowcasters tap into this most fundamental offerees and planes to work their dark wills.

By tying themselves to the Plane of Shadow, they maintain a tenuous link to the ultimate force of existence.

The shadowcaster understands the true, primal power of darkness, attunes herself to the Plane of Shadow, and learns great shadow mysteries the equal of any mundane spell.

These dark casters are workers of alien magic, possessing an occult understanding of the world and magic that even other spellcasters find disturbing.

They are masters of a dark power—and perhaps, as some worry, its servants as well.

MAKING A SHADOWCASTER

The shadowcaster is a potent magic user.

Her abilities are tightly focused, making her somewhat less versatile than other spellcasters, but what she lacks in range she makes up in sheer capability.

Shadow magic is unfamiliar to most enemies and, especially at higher levels, far more difficult to counter, disrupt, or dispel.

Depending on the shadowcaster's focus and choice of paths, she might be an exceptional scout, a master of scrying, a commander of shadowy minions, a thief of life, or any combination thereof.

Like most spell users, her role depends largely on the magic she chooses.

Those who walk the dark road of shadow magic must fortify themselves against the pull of the Plane of Shadow.

As the power the plane grants grows, so too does its grip on a shadowcaster's soul.

This constant contest between shadow and soul strengthens a shadowcaster's will and fortitude. Few shadowcasters are leaders of adventuring groups, being more concerned with expanding their knowledge and understanding of the mystical in general, and of shadow in particular.

Abilities: Shadowcasters must be both clever and confident, studious and determined; Intelligence and Charisma both impact their mysteries.

Wisdom is useful for perception, particularly if they opt for any of the scrying-oriented paths.

Because shadowcasters rarely wear armor, a high Dexterity proves helpful.

Races: The majority of shadowcasters are humans or half-elves, individuals whose quest for power, understanding, or knowledge is at the forefront of their personas.

Dwarves tend to see shadowcasters as agents of evil, even if they are unwitting ones.

Elves do not necessarily consider them evil, but they do see shadow magic as unnatural, and therefore harmful even when their masters intend no malice.

Gnomes are more accepting of shadowcasters.

They view them with suspicion, but simultaneously respect their drive and wonder at the great arcane secrets they possess.

Halflings fear shadowcasters for their powers but envy their ability to enter and explore the dark, hidden places.

Half-orcs tend to distrust shadowcasters, although some lust after their abilities; however, few half-orcs have the mental capacity to be effective shadowcasters.

Alignment: Shadowcasters deal with dark powers, magic often associated with evil, and live with a skewed perception of the world itself.

Mastering the paths and mysteries, and learning to comprehend the world through the alien filter of the Plane of Shadow, requires an exceedingly disciplined, organized mind.

Thus, while shadowcasters can be of any alignment, those with good or chaotic alignments are exceedingly rare.

Starting Gold: 3d4x10 (75 gp).

Starting Age: As wizard.

CLASS SKILLS

(2 + Int modifier per level, ×4 at 1st level): Concentration, Craft, Hide, Intimidate, Knowledge (arcana), Knowledge (the planes), Move Silently, Profession, Spellcraft, Spot.

CLASS FEATURES

Your class features represent a growing mastery of shadow magic and a more intimate connection to the Plane of Shadow.

Weapon and Armor Proficiency: You are proficient with all simple weapons.

You are not proficient with any type of armor or shield.

Armor of any type interferes with your gestures, which can cause your mysteries to fail when they function as spells.

Fundamentals of Shadow (Su): As a shadowcaster, you must master certain basic powers before proceeding to deeper secrets of shadow.

These powers, known as fundamentals, function as supernatural abilities usable three times per day.

You begin play with three fundamentals and gain an additional fundamental at 4th level and every four additional levels beyond 4th.

At 14th level, you can use your fundamentals an unlimited number of times per day.

You can, when gaining a new level, choose a new fundamental in place of another mystery.

When choosing a fundamental, you can "relearn" an already known fundamental, thus gaining another set of uses of that fundamental per day.

The save DC of any fundamental is equal to 10 + your Cha modifier.

Mysteries and Paths: You do not cast spells as other classes do, but instead invoke mystical secrets called mysteries (see pages 139–153).

You know one mystery at 1st level and gain one additional mystery every class level.

Up to 6th level, you can learn only apprentice mysteries.

At 7th level, you gain access to initiate mysteries, and at 13th level you become able to use master mysteries.

You can choose your new mystery from any category you have access to (including fundamentals).

For instance, at 8th level, you could select either a fundamental, an apprentice mystery, or an initiate mystery. Shadow magic progresses in very specific stages.

You may not "jump ahead" in a path, although you need not complete a path if you do not wish to.

Within a category (apprentice, initiate, master), you can only learn mysteries of a new level if you have learned at least two mysteries of a previous level, and you must know all previous mysteries within a path to select a mystery from that path.

For example, you cannot learn *congress of shadows* (the second mystery of the Ebon Whispers path) until you know at least two 1st-level mysteries, one of which must be *voice of shadow* (the first mystery of that path).

However, you can always select the first mystery in a path of a category you have access to, even if you didn't complete the lower category paths.

For example, you could learn the shadow vision mystery, the first one (4th level) in the Initiate Veil of Shadows path, even if you know no 3rd level mysteries (all of which are in the Apprentice category).

Mysteries represent thought patterns and formulae so alien that other spells seem simple in comparison.

As you progress, however, your connection to the Plane of Shadow grows stronger, and your mysteries become more ingrained in your essence.

When you are capable of casting only apprentice mysteries, you cast them as though they were arcane spells.

They all have somatic components, armor-based spell failure chance, and are subject to interruption (but they do not require material components, foci, or verbal components).

Whenever you cast a mystery as an arcane spell, observers can make a DC 15 Spot check to note that your shadow is making different gestures from the ones you make when you cast the mystery (see *Detecting Mysteries*, page 138). At 7th level, when you become capable of casting initiate mysteries (whether or not you choose to learn any), your apprentice mysteries become so much a part of you that they now function as spell-like abilities, and they no longer require somatic components.

Your new initiate mysteries (when you learn them) function as arcane spells and follow the rules described above.

When you reach 13th level and become capable of casting master mysteries, another change occurs.

Your master mysteries now function as arcane spells, and your initiate mysteries function as spell-like abilities.

Your apprentice mysteries become supernatural abilities. (See page 139 for rules governing supernatural abilities).

You can learn a mystery more than once.

Each time you relearn a mystery, you gain another set of uses of that mystery per day.

You can use each mystery you know a certain number of times per day depending on whether it is cast as a spell (once), a spell-like ability (two times), or a supernatural ability (three times).

The allotments per level are given on Table 2–2, but only apply if you are able to cast mysteries of the level indicated.

TABLE 2–2: USES PER MYSTERY PER DAY

Class Level	Mystery Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1	–	–	–	–	–	–	–	–
2nd	1	–	–	–	–	–	–	–	–
3rd	1	1	–	–	–	–	–	–	–
4th	1	1	–	–	–	–	–	–	–
5th	1	1	1	–	–	–	–	–	–
6th	1	1	1	–	–	–	–	–	–
7th	2	2	2	1	–	–	–	–	–
8th	2	2	2	1	–	–	–	–	–
9th	2	2	2	1	1	–	–	–	–
10th	2	2	2	1	1	–	–	–	–
11th	2	2	2	1	1	1	–	–	–
12th	2	2	2	1	1	1	–	–	–
13th	3	3	3	2	2	2	1	–	–
14th	3	3	3	2	2	2	1	–	–
15th	3	3	3	2	2	2	1	1	–
16th	3	3	3	2	2	2	1	1	–
17th	3	3	3	2	2	3	1	1	1
18th	3	3	3	2	2	2	1	1	1
19th	3	3	3	2	2	2	1	1	1
20th	3	3	3	2	2	2	1	1	1

For example, if you choose breadth over depth and know no 4th-level mysteries as a 7th-level shadowcaster, you cannot take advantage of the one use per mystery per day detailed in the table.

Unlike spellcasters, you don't get bonus mysteries for a high ability score.

Although you do not prepare spells, you must rest for 8 hours and meditate for 15 minutes each day to regain your use of mysteries just as a sorcerer or bard must rest and meditate to regain use of spell slots.

In order to cast a mystery, you must have an Intelligence score of at least 10 + the mystery's level.

The save DC for your mysteries equals 10 + mystery level + your Cha modifier. Even though as a shadowcaster you do not "cast spells" in the traditional sense, your levels in this class count for the purpose of determining your overall caster level.

Bonus Feats: Beginning at 2nd level, you gain bonus feats equal to half the total number of paths you have access to, rounded down.

For instance, most shadowcasters know the first mystery of two different paths at 2nd level, so they gain one bonus feat.

If you learn the first mystery of a third path at 3rd level, you still have only one bonus feat, but if you learn the first mystery of yet another path at 4th level, you know four paths, and therefore gain a second bonus feat.

Thus, you have a choice: fully master fewer paths and gain access to more high-level mysteries, or branch out into more paths and gain more feats but fewer high-level mysteries.

You do not gain a new bonus feat for repeating a path you already know, and fundamentals do not apply for the purpose of bonus feats.

You must meet the prerequisite (if any) in order to select a feat as a bonus feat.

The list of feats you can select includes any metamagic feat (as described in the *Player's Handbook*), Favored Mystery, Greater Path Focus, Nocturnal Caster, Path Focus, Shadow Vision, and any metashadow feat.

Umbral Sight (Su): When you reach 3rd level, your vision extends slightly into the Plane of Shadow.

You gain darkvision out to 30 feet.

If you already have darkvision, or gain it from some other source, the effective distance of that vision is increased by 30 feet.

At 11th level, you become able to see perfectly in complete darkness, even magical darkness, out to 60 feet.

Sustaining Shadow (Ex): When you reach 5th level, your bond to the Plane of Shadow allows you to absorb dark energies, mitigating certain biological needs.

You need eat only a single meal per week to maintain health.

At 10th level, you only need 1 hour of sleep per night (but you must still rest for 8 hours to regain your mysteries for the next day).

At 15th level, you gain immunity to nonmagical diseases and poisons.

Finally, at 20th level, you no longer need to breathe, and need never eat or sleep.

PLAYING A SHADOWCASTER

You are a master of arcane secrets far greater than any other—or at least you will be.

You understand what others do not: All power stems from darkness.

All reality is a facade, and everything is symbolism; by changing a thing's reflection—its shadow—you change the thing itself.

Other forms of magic, and other religions, aren't necessarily inferior or worthy of scorn; it's simply that they see only a part of the whole, the first layer of a deeper truth. You rarely take anything at face value or make snap decisions.

You might be inclined to see conspiracies where none exist, so accustomed are you to looking for the shadows behind the obvious.

Mostly, you adventure to perfect your understanding and mastery of shadow.

You likely prefer endeavors that allow you frequent use of your mysteries and other abilities, or those that promise access to ancient lore.

You might have personal goals as well, and it's not uncommon for shadowcasters to adventure for the sake of riches, to avenge a past wrong, or for any other "standard" adventure motive.

RELIGION

If you are the scholarly type, you might eschew religion, preferring to focus entirely on your own abilities and those offered by shadow magic.

Those of you who do subscribe to religion most frequently follow deities of darkness, mystic knowledge, and secrets, such as Boccob, Vecna, and Wee Jas.

OTHER CLASSES

You tend to view other spellcasters, arcane and divine, as both talented and misguided.

You respect the abilities of these other classes, and acknowledge that they can perform feats that you cannot. Nevertheless, you usually maintain that darkness is the ultimate power of the multiverse, and those who devote themselves to other magic, and other powers, are deluded. You appreciate fighters and barbarians, who can handle physical threats while you deal with more esoteric matters. You enjoy the company of rogues, as you understand the rogue's need to hide from the eyes of others.

You tend not to get along well with paladins, who are usually mistrustful; with druids, who view mysteries as outside nature; or with bards, who seem flighty and unfocused.

COMBAT

You possess fewer overtly damaging powers than spellcasters.

Against a single foe, you are quite capable of dealing damage on par with any wizard, assuming you have selected the proper mysteries.

Against a larger number of enemies, however, your area-affecting abilities are better suited toward weakening or impeding your foes so that your companions can finish them off—at least until you reach higher levels.

If you have selected any of the perception-related mysteries, you are particularly adept in arranging ambushes, flanks, and other tactical maneuvers involving surprise.

Your abilities to see the battlefield from all angles, or in the dark, allow you to position your companions for maximum effectiveness.

At high levels, you can often call forth weapons and minions of darkness, enabling you to turn many battles through sheer weight of numbers, without putting yourself directly in harm's way.

Consider gaining proficiency in armor and wearing it at this point.

Only your master-path mysteries risk spell failure from wearing armor, and magic armor with a low arcane spell failure chance minimizes that.

A magic shield is a particularly good option because it can be set aside when casting master-path mysteries but held in all other situations.

ADVANCEMENT

Continuing your development as a shadowcaster requires a substantial amount of time and effort.

You must study arcane and esoteric texts, not merely to learn new mysteries but to comprehend the very nature of what you do.

You must investigate the interaction of planes and forces. You might also elect to study shadow magic in a religious context, determining how the Plane of Shadow fits into your belief system—or at the very least how it impacts the beliefs of other shadowcasters, so you can better understand them.

When you are not studying, you are practicing, training your mind to comprehend the alien formulae of mysteries, and your body to channel ever greater amounts of shadowstuff.

As you reach high levels, you might start to feel a bit distant from your companions.

You could find it difficult to maintain friendships; the changes in your thought patterns and physiology leave you feeling much less human (or whatever race you are).

Mechanically, you should increase your Intelligence and Charisma as you attain levels.

Beyond this, focus on feats and skills that enhance the mysteries you have chosen.

HUMAN SHADOWCASTER STARTING PACKAGE

Armor: None (speed 30 ft.).

Weapons: Quarterstaff (1d6, crit ×2, 4 lb., two-handed, bludgeoning).

light crossbow (1d8, crit 19–20/×2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Con	—
Hide	4	Dex	—
Knowledge (arcana)	4	Int	—
Knowledge (the planes)	4	Int	—
Move Silently	4	Dex	—
Spellcraft	4	Int	—
Spot	4	Wis	—

Feat: Improved Initiative.

Bonus Feat (Human): Combat Casting.

Fundamentals Known: Arrow of dusk (supernatural, 3/day), black candle (supernatural, 3/day), widened eyes, supernatural, 3/day).

Mysteries Known: *Dusk and dawn* (spell, 1/day).

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel.

Hooded lantern, 4 pints of oil.

Case with 10 crossbow bolts.

Gold: 3d4 gp.

SHADOWCASTERS IN THE WORLD

"I wish I could say which bothers me more...that shadowcasters claim darkness is the greatest power of the cosmos, or that a small part of me believes they might be right."

—Jinna Aurinaire, priestess of Pelor

A shadowcaster is perhaps the most frightening magic user the PCs might run across.

Her abilities are strange and dark, she can do things no other class can, and she practices magic in ways unfamiliar to even the most learned wizard.

As villains, shadowcasters should terrify even confident parties.

As PCs, they allow players to approach the use of magic in new and exciting ways.

Perhaps most important for DMs, the shadowcaster is a walking plot hook; from the fearful and hateful reactions of those who do not understand her, to her innate connection to the mysterious Plane of Shadow, a single shadowcaster provides fodder for an entire series of adventures.

DAILY LIFE

When not adventuring, shadowcasters spend the majority of their time in study, meditation, and contemplation. No less so than wizards, shadowcasters must constantly research new discoveries regarding their powers and the sources thereof and must review formulae and esoteric concepts so thoroughly that they burn them into their minds.

This is not to say that shadowcasters have no life outside their mystical pursuits, simply that they have little time to devote to other endeavors.

NOTABLES

Few shadowcasters are particularly famous; shadow magic does not lend itself to flashy displays.

Many practitioners remain hidden from the eyes of those who would destroy them.

Still, several shadowcasters have gained fame or notoriety, in the eyes of their comrades if not the outside world.

These include Eddas Coradran, one of the most vocal leaders of the Parliament of Shadows, who believes the organization holds authority over all shadowcasters whether they acknowledge it or not; his daughter Irrin, the so-called "left hand" of the Parliament; Zathra Kuhn, called the Daughter of Night, one of the infamous enforcers of the Brotherhood of the Blinded Sun; and Hallair Shadowmane, an elf priest and shadowcaster who departed to dwell in a hermitage—some say in the Plane of Shadow itself.

NPC REACTIONS

Few people understand shadowcasters, and even fewer trust them.

The common association of darkness with evil is simply too hard to shake, particularly since a goodly number of shadowcasters are evil, or at least uncaring of others.

Most common folk react to shadowcasters as they would any other arcane spellcaster, unaware that they are dealing with something different.

Should a shadowcaster reveal her unusual nature—perhaps by casting a blatantly shadow-oriented effect, or by allowing others to spot her shadow's unnatural movements—most people become unfriendly or even hostile.

Spellcasters are also unfriendly, for they neither trust nor comprehend the shadowcaster's abilities.

Clerics of gods of darkness and shadow, however, are often quite friendly toward shadowcasters, at least initially.

Good-hearted shadowcasters can usually overcome these reactions, given time and opportunity, but it requires substantial effort.

Clerics of gods of light are particularly hostile to shadowcasters, and many remain rivals even if a shadowcaster has proven to be an ally.

Similarly, evil creatures of darkness consider shadowcasters dangerous, fearing that the mystery users might too easily discover their own vulnerabilities and exploit their powers. For their own part, shadowcasters usually return such hostility in kind, considering each a potential threat.

SHADOWCASTER LORE

Characters with ranks in Knowledge (arcana) or Knowledge (the planes) can research shadowcasters to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: Shadowcasters are magic users who focus on the powers of darkness and shadow.

DC 15: Shadowcasters draw their power from the Plane of Shadow, shaping it into magic both familiar and alien to other practitioners.

They believe that shadow, as both the reflection of the material world and the substance between worlds, is the only eternal force in existence.

DC 20: Shadowcasters grow inextricably linked to the Plane of Shadow as they continue their studies.

They no longer have even the most basic biological needs, and their powers become so great that they can cast many of their spells as innate abilities.

A DC 20 Gather Information or Knowledge (religion) check in a very high-magic community, or one in which a god of darkness or night is worshiped, will reveal the existence of shadowcasters.

A bardic knowledge check can reveal the same information as these skill checks, but in each case the DC is 5 higher than the given value.

SHADOWCASTERS IN THE GAME

In an ongoing game, shadowcasters might be restricted to specific organizations, particularly those with which the PCs have not dealt.

Maybe only a particular college or church possesses these secrets.

Given the planar source of their power, perhaps they did not even exist in the world until recently, traveling there from elsewhere by means of the Plane of Shadow.

If you have a player with a shadowcaster PC, allow the PC to excel on occasion.

The magic of the shadowcaster is more subtle and more alien than those of other classes.

If the campaign consists primarily of large-scale battles, a shadowcaster might (at least at low levels) feel inferior to a sorcerer or wizard.

Although she is not ineffective in such circumstances, she truly shines in battle against single, more potent foes.

She is also very comfortable in circumstances requiring espionage or deceit, or when normal strategies have failed and creative solutions and abilities are called for.

ADAPTATION

While the shadowcaster's magic comes from, and focuses on, the Plane of Shadow, other options exist.

In a cosmology where no such plane exists, shadowcasters might draw their powers from a deity of night, functioning as divine rather than arcane casters.

Alternatively, they might draw their power from night itself becoming more potent after sunset but less so during the day.

Perhaps the “shadowcaster” does not manipulate shadow at all, instead using smoke or mist to accomplish similar effects.

TABLE 2-1: THE SHADOWCASTER

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Fundamentals of shadow, apprentice mysteries
2nd	+1	+3	+0	+3	Bonus feat; see text
3rd	+1	+3	+1	+3	Umbral sight (darkvision 30 ft.)
4th	+2	+4	+1	+4	Bonus fundamental
5th	+2	+4	+1	+4	Sustaining shadow (eat 1 meal/week)
6th	+3	+5	+2	+5	—
7th	+3	+5	+2	+5	Apprentice mysteries (spell-like), initiate mysteries
8th	+4	+6	+2	+6	Bonus fundamental
9th	+4	+6	+3	+6	—
10th	+5	+7	+3	+7	Sustaining shadow (sleep 1 hour/day)
11th	+5	+7	+3	+7	Umbral sight (see in darkness 60 ft.)
12th	+6/+1	+8	+4	+8	Bonus fundamental
13th	+6/+1	+8	+4	+8	Apprentice mysteries (supernatural), initiate mysteries (spell-like), master mysteries
14th	+7/+2	+9	+4	+9	Unlimited uses of fundamentals
15th	+7/+2	+9	+5	+9	Sustaining shadow (immune to poison/disease)
16th	+8/+3	+10	+5	+10	Bonus fundamental
17th	+8/+3	+10	+5	+10	—
18th	+9/+4	+11	+6	+11	—
19th	+9/+4	+11	+6	+11	—
20th	+10/+5	+12	+6	+12	Bonus fundamental, sustaining shadow (no need to breathe, eat, or sleep)

A CREEPING DARKNESS: MULTICLASS SHADOWCASTERS

Darkness spreads, and night overcomes the day. Experienced spellcasters who turn their efforts toward shadow might find their connection to primal darkness growing swiftly, at the expense of their previous abilities.

When a multiclass sorcerer or wizard gains a new shadowcaster level, she can choose to sacrifice a preexisting level of sorcerer or wizard, in exchange for an additional shadowcaster level. For instance, a 3rd-level wizard/4th-level shadowcaster who attains a new shadowcaster level becomes either a 3rd-level wizard/5th-level shadowcaster, or a 2nd-level wizard/6th-level shadowcaster. A character can exchange only one such level at a time.

When “swapping” levels, make the following changes:

- Add 1 hit point, to represent the average difference between the sorcerer/wizard’s d4 Hit Die and the shadowcaster’s d6.
- When exchanging sorcerer levels, you must also remove an appropriate number of spells from the sorcerer’s list of spells known. A wizard who exchanges a level does not lose spells from his spellbook, though some spells might no longer be available.

- Leave skills gained at that level as they are; these classes have the same number of skill points, and many skills in common.
- When replacing any wizard level at which you gained a bonus feat, you lose that feat.
- When replacing any level at which you gained one of the following feats as a normal feat (not a class-related bonus feat), swap it out as follows: Trade metamagic feats for similar metashadow feats, Spell Focus for Path Focus, and Greater Spell Focus for Greater Path Focus.
- You can’t lose a feat or class ability that would make you ineligible for any other feat or prestige class you already have, even if this means you can no longer take advantage of the creeping darkness feature.

This notion of creeping darkness does more than add an alien element to shadow magic. DMs who introduce shadow magic into an ongoing campaign can use this as a way of allowing players to embrace the new material without having to abandon their existing characters.

TRUENAMER

“I name you thelehb’maürechthallah, tyrant.

I rend asunder your petty spells with bhauo-yualé-mannarae.

And I bring you to your knees with gorvoätymu-lälautha.

With only three words, I have you at my mercy.”

—Sekhen, Master of Truespeech

Truenamers study the words that comprise the fabric of existence.

They seek to unravel and comprehend the mysteries of the Multiverse by learning the truenames of as many of its components as possible.

A truenamer learns new truenames as he progresses in level, which he can use as utterances to manipulate the world around him.

All truenamers know the basic words of Truespeak that allow them to describe creatures that they encounter, so the new words they learn enable them to alter those creatures in very specific ways.

As they continue to advance, they also learn to describe—and thus affect—inanimate objects and even places, which are more difficult to describe using truenames.

If you want to understand the secret language of the universe, the truenamer class is for you.

By delving into the truenames of everything that surrounds you, you can reshape reality itself.

You will speak words of power so potent that the cosmos will rearrange itself to match their meaning.

MAKING A TRUENAMER

At first, you will only be able to use Truespeak in a few ways, so your power will necessarily be limited. You will know only a few truenames, and more important, your ability to pronounce them is imperfect. You will encounter situations when you aren't as skilled with Truespeak as you need to be, and you say "ghaurtahlakranammio" when you meant to say "ghaurtalhakranammio".

As a low-level truenamer, you might be able to increase an ally's effectiveness in combat or freeze an enemy in place, but you won't be commanding demons or altering the landscape—yet.

As you attain more levels, your power grows in three main ways.

First, you gain access to new lexicons, expanding your abilities to influence items and places, as well as creatures. Second, you learn new utterances, each of which gives you a new way to affect creatures, objects, and places.

Third, as you gain ranks in the Truespeak skill, you will naturally be able to pronounce truenames more reliably, especially the truenames of more powerful creatures.

In many ways, you're like a spellcaster.

You would rather deliver an utterance or a recitation than attack with a weapon.

By choosing the path of the truenamer, you give up a degree of flexibility compared to a spellcaster.

You have a set of utterances and recitations you can make, and this set doesn't change from day to day the way a wizard can change her arsenal of prepared spells.

But because you aren't casting spells, you don't have to worry about spell slots, spell levels, or running out of your most precious resource.

You can continue to speak utterances and recitations as long as you can continue to succeed on Truespeak checks. Abilities: Intelligence and Charisma are the most important ability scores for you.

Intelligence is the relevant ability score for the Truespeak skill; a high Intelligence will help you learn and remember the long strings of syllables and exact pronunciation of the truenames you know.

Charisma provides the force and conviction behind your words.

In game terms, it sets the save DC for many of your utterances.

Other ability scores matter less, because you would much rather deliver an utterance than swing a sword or shoot a bow.

If you're spending points on a physical ability score, consider Constitution because it provides extra hit points—a resource everyone runs short on eventually.

Races: The knowledge of truenames—and how to manipulate them—can be found among most races, but, as with the magic of wizards, the lore of truenamers requires a certain scholarly bent.

Truenamers also spend significant time in libraries and other places of knowledge, and thus are more rare among less civilized (or at least, less urban) races.

Humans and dwarves, especially, find truename magic appealing.

Dwarves find truename magic like a delightful puzzle to be solved: combinations of individual words of power, when

put together a certain way, capable of achieving a specific effect.

Scholarly dwarves are on the forefront of combining genealogy and truenames, discovering how the personal truenames of dwarves within the same clan have some common syllables.

Humans living in the centers of major cities have access to some of the libraries and other resources so essential to learning truenames.

They're also natural explorers, crossing the globe in search of new things to name.

The division of truenames into three lexicons is largely a human invention, and now all truenamers enjoy the convenience of the three classifications.

Truenamers can also be found among elves and gnomes, although such characters tend to prefer a more organic approach to magic.

Halflings and half-orcs frequently lack the discipline or access to sources of knowledge to make truename magic feasible, although some clans and tribes might include members with ranks in Truespeak, and perhaps knowledge of a few truename spells.

Alignment: Truenamers have no preferred alignment.

Both the blackest hearts and the purest souls seek to understand the cosmos by mastering truename magic.

Evildoers want to reshape the universe for their own ends—or for those of their dark masters.

The defenders of all that is good want to use truenames to create a more just, compassionate world.

The rigid complexities of truename linguistics appeal to lawful characters, while chaotic characters love how truename magic confounds society's rules as an agent of fundamental change.

Starting Gold: 4d4×10 gp (100 gp).

Starting Age: As wizard.

CLASS SKILLS

(4 + Int modifier per level, ×4 at 1st level): Concentration, Craft, Perform (oratory), Knowledge (all skills, taken individually), Truespeak, Use Magic Device.

CLASS FEATURES

Your class features involve learning new utterances, attaining more knowledge among the three lexicons, and learning recitations that use your personal truename.

Weapon and Armor Proficiency: You are proficient with simple weapons and with light armor, but not with shields.

Known Personal Truename: You know your own personal truename.

You cannot pronounce it automatically; doing so requires a Truespeak check with a DC equal to 15 + (2 × your Hit Dice) + 2.

Because it's your personal truename, you get a +4 bonus on the Truespeak check.

Utterances (Sp): You have the ability to speak utterances, powerful combinations of truenames that can alter the world around you in fundamental ways.

Utterances exist in three lexicons: The Lexicon of the Evolving Mind, the Lexicon of the Crafted Tool, and the Lexicon of the Perfected Map.

You begin play knowing one utterance from the 1st level of the Lexicon of the Evolving Mind, and you gain one utterance from this lexicon at each truenamer level you attain.

You gain access to higher levels of utterances at the levels indicated on Table 3–3.

TABLE 3-3: MAXIMUM UTTERANCE LEVEL KNOWN

Level	Lexicon of the Evolving Mind	Lexicon of the Crafted Tool	Lexicon of the Perfected Map
1st	1st	—	—
2nd	1st	—	—
3rd	2nd	—	—
4th	2nd	1st	—
5th	2nd	1st	—
6th	3rd	1st	—
7th	3rd	2nd	—
8th	3rd	2nd	1st
9th	3rd	2nd	1st
10th	4th	2nd	1st
11th	4th	3rd	1st
12th	4th	3rd	2nd
13th	4th	3rd	2nd
14th	5th	3rd	2nd
15th	5th	4th	2nd
16th	5th	4th	3rd
17th	5th	4th	3rd
18th	6th	4th	3rd
19th	6th	5th	3rd
20th	6th	5th	4th

When you gain access to higher-level utterances, you can choose an utterance from that level or from a lower level, if you wish.

Each utterance represents hundreds of truenames in your repertoire.

When you gain the *word of bolstering*, for example, you say *thanthan'ku'ul-hrasechni* when you're delivering it on your elf ranger ally and *yanu-shankrini'qalaasha* when you're delivering it on your gnome rogue friend.

The Difficulty Class for a saving throw against your utterances is $10 + \frac{1}{2}$ your truenamer level + your Cha modifier.

Beginning at 4th level, you also gain access to the 1st-level utterances of the Lexicon of the Crafted Tool, allowing you to alter objects with your truenames.

You gain access to higher-level utterances from this lexicon at 7th, 11th, 15th, and 19th levels, as indicated on Table 3-3.

Beginning at 8th level, you gain access to the 1st-level utterances of the Lexicon of the Perfected Map, allowing you to alter places with your truenames.

You gain access to higher-level utterances from this lexicon at 12th, 16th, and 20th levels, as indicated on Table 3-3.

See page 232 for the rules on successfully speaking utterances.

Knowledge Focus (Ex): As a truenamer, you spend a great deal of time studying the world around you in an effort to learn new truenames.

At the levels indicated on Table 3-2, you gain a permanent +3 bonus on a Knowledge skill of your choice.

Each time you gain this ability, you can apply it to a different Knowledge skill, or to the same Knowledge skill, if you want to focus on a particular area of expertise.

Truename Research: At 6th level, you gain Truename Research as a bonus feat.

See page 229 for details.

Bonus Recitation Feat: By repeating your own personal truename over and over with a particular inflection, you can achieve various healing effects starting at 8th level. Choose one recitation feat from those given later in the chapter.

You must still meet the prerequisites for the bonus feat to take it.

At 15th level, you gain a second bonus recitation feat.

See the **Named (Su): Beginning** at 9th level, you have the ability to see a creature from afar whose personal truename you know.

This ability works as the *scrying* spell, but does not require a mirror or pool of water to function.

Instead, you must make a Truespeak check for the creature as normal (see page 196 for information on making a Truespeak check to affect a creature).

If your check is successful, the creature does not get a save to resist the ability, but you can view the subject for only 1 round.

You can use this ability once per day.

Sending (Su): Beginning at 13th level, you can speak to creatures whose personal truenames you know from a great distance.

You must make a successful Truespeak check ($DC\ 15 + 2 \times$ target's CR) to use this ability.

If successful, you can send a message to the subject as a *sending* spell (caster level equal to your truenamer level).

You can use this ability three times per day.

Speak unto the Masses (Su): At 17th level, you have the ability to affect a number of creatures of the same creature type with a single, powerful utterance.

You can only affect creatures of the same type (humanoids, giants, or dragons, for example) with a single use of this ability, although you could use it against a different group of a different creature type each round.

No two of the creatures you wish to affect with your utterance can be more than 30 feet apart, and the base DC for your Truespeak check is equal to the most powerful (highest CR or most Hit Dice, if you are affecting PCs) creature in the group.

For each creature you wish to affect with the utterance beyond the first, the DC of your Truespeak check increases by 2.

The Law of Resistance (see page 233) applies to utterances altered with *speak unto the masses*.

As a result, additional uses of an utterance modified with *speak unto the masses* might be more difficult, even if you then want to use the utterance on a single creature later in the day.

For example, if you attempted to use an utterance against four fire giants (each CR 10), the DC would be $15 + (2 \times 10) + 6$, or 41.

If your attempt was successful, and you later tried to use that same utterance against a single marut (CR 15), the Law of Resistance applies, and the DC would be $15 + (2 \times 15) + 2$, or 47.

Say My Name and I Am There (Su): At 20th level, you develop a truename—not your personal truename, but a sort of true nickname—that is invested with cosmic power such that others who speak it can conjure you forth.

Whenever someone successfully says this truename, you can appear at that creature's location as if taken there by a *word of recall* spell.

You know who is saying your truename, and you can choose not to be transported if you wish.

The nickname is often one or two syllables taken from your personal truename.

A creature speaking your true nickname need not make a Truespeak check to do so.

Most truenamers with this ability teach the truename to their friends and allies so they can be called when needed.

PLAYING A TRUENAMER

The whole point of being a truenamer is that your words have impact.

You're at the table to be heard.

Whether you're a glib negotiator, a master of riddles, or a laconic hero who speaks only when she must, you should develop a distinctive style for your character's speech.

As a truenamer, you're particularly interested in defining things.

You want to figure out the game world and accurately name all its contents.

That's what drives you to solve puzzles, uncover hidden enemies, and undertake other adventures: the desire to catalog and name all you encounter.

RELIGION

Any deity with knowledge, lore, or speech in its pantheon is a natural for truenamers.

But more than that, truenamers favor the creator deity (if one exists) in a given pantheon.

Many truenamers have the explicit or implicit belief that the creator deity used the language of truenames to define everything in the universe at the moment of creation, essentially speaking every truename at the beginning of time.

Not every truenamer believes in the connection between the creation of the universe and the power of truenames, but most do.

This can sometimes get truenamers in trouble with strongly orthodox religions that lack a creator deity or don't incorporate truenames into their creation story.

In the standard D&D pantheon, truenamers tend to worship Boccob (N), Vecna (NE), or the patron deities of a specific race such as Corellon Larethian (elves, CG), Moradin (dwarves, LN), Garl Glittergold (gnomes, NG), or Yondalla (halflings, LG).

Truenamers of the FORGOTTEN REALMS setting often venerate Azuth (LN), Gond (N), Lathander (NG), Mystra (NG), or Oghma (N).

Some truenamers worship Selûne or Shar due to their importance in the world's creation myth.

Others favor Deneir because they see a connection between truenames and the Deneiran *Metatext*.

The racial patron deities find worshipers among truenamers, too.

The truenamers of the EBERRON setting worship Aureon (LN), Onatar (NG), or the Path of Light (kalashtar, LN).

OTHER CLASSES

Most members of other classes know little about the ways of truename magic, and thus most will judge you independently of your magical inclinations.

Wizards and some clerics are the most likely to know something of your art, and many can be invaluable allies, aiding you in your research and complementing your utterances with their own powerful forms of magic.

You also benefit from the presence of strong melee combatants, as do spellcasters, since they can keep enemies away from you while you shake the battlefield and strike terror into the hearts of your foes from a distance.

Allies can become mistrustful once they see your power and realize that they too have truenames, and some will take time before they become comfortable with you knowing their personal truenames.

COMBAT

Although you don't cast spells, strictly speaking, you're effectively a spellcaster in a fight.

In a typical combat round, you attempt an utterance, hoping to damage or otherwise confound your enemies in some way, or to aid your allies.

If you are wounded, you might be able to use an utterance to heal yourself.

But your interesting combat options revolve around the utterances you have at your disposal.

If a foe proves especially resilient to your truename magic, or if your offensive utterances have been repeated to an extent that you can no longer succeed on your Truespeak checks, your tactical role in a fight shifts from offense to defense and support.

ADVANCEMENT

Once you have undergone your initial training, you can continue your studies in the downtime between adventures, much the way a wizard learns new spells.

You're always practicing the pronunciation of truenames you already know and trying to figure out the truenames you don't know yet.

Occasionally, you might visit the library of your mentor or a truename-aware organization so you can learn more truenames.

When you reach higher levels, you might advance the lore of truenames yourself, discovering new truenames and becoming the first truenamer to speak them aloud.

As you attain more levels in the truenamer class, the most important choice you face is which utterances to learn.

Each utterance from the *Lexicon of the Evolving Mind* represents an action, and its reverse, that you can use against friends or enemies.

Eventually, you learn words that you can use to form utterances that affect objects and places.

At every level, you learn a new utterance that can affect creatures you encounter.

The words you can learn also increase in difficulty (and therefore increase in power) as you gain levels, allowing access to new, more powerful utterances.

ELF TRUENAMER STARTING PACKAGE

Armor: Studded leather armor (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Weapons: Spear (1d8, crit x3, 6 lb., Medium, piercing).

Light crossbow (1d8, crit 19-20/x2, range inc. 80 ft., 4 lb., Medium, piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill Penalty	Ranks	Ability	Armor Check
Concentration	4	Con	—
Knowledge (arcana)	4	Int	—
Knowledge (nature)	4	Int	—
Knowledge (local)	4	Int	—
Truespeak	4	Int	—
Use Magic Device	4	Cha	—

Feat: Skill Focus (Truespeak).

Utterance: Utterance of minor health Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, six torches, 10 bolts.

Gold: 1d8 gp.

TRUENAMERS IN THE WORLD

"If it's magic, it's awfully subtle magic."

I was watching for the handwaving and chanting. Instead, he just said something—and I couldn't move!"

—Captain Von Hakri of the city guard

Truenamers are a good addition to a magic-rich campaign because they extend the boundaries of magic.

What they do is unquestionably magical, but it doesn't involve spells, components, schools, or any of the other accoutrements normally associated with spellcasters.

DAILY LIFE

Most truenamers are content to catalog new truenames, practice the truenames they already know, and engage in other linguistic and historical studies.

Adventuring truenamers are an exception, however.

They use truenames to bring their vision of the way the world should be that much closer to reality.

Some are eager to find the truenames of monsters, places, and items that no sentient eyes have ever seen before—even if they have a hand in creating such things in the first place.

Truenamers are curious about the world around them, so a high-level truenamer can make a good patron for lower-level PCs.

Such truenamers often hire adventurers to gather rare items for study or to recover lost treasure troves of truenamer lore.

NOTABLES

Perhaps the most famous truenamer is Khurufu the Eloquent, a human truenamer who lived centuries ago and founded several truenamer colleges that exist to this day. Khurufu lived to be more than 130 years old, although his mental faculties had diminished significantly from their peak.

He didn't die so much as utter the truename for "ascend" and disappear.

Some say that for centuries, Khurufu the Eloquent has been wandering the caves of Pandemonium, where the screaming wind drowns out his voice and makes rational thought impossible.

ORGANIZATIONS

Several organizations of interest to truenamers exist, including the Collectors of the Lexicon and the Kingmakers.

They are described beginning on page 270.

NPC REACTIONS

Most people have an indifferent attitude toward truenamers, because truename magic is regarded as just another esoteric discipline.

The average peasant doesn't distinguish between truenamers and wizards—they're all scholars who make magic, aren't they?

Truenamers likewise have few enemies.

Logokron devils (described on page 265) regard them as rivals and have starting attitudes of unfriendly.

TRUENAMER LORE

Characters with ranks in Knowledge (arcana) can research truenamers to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: Truenamers speak their magic aloud using long strings of what sounds like gibberish.

DC 15: Truenamers claim to tap into the power of a fundamental language of the universe, and if they know something's truename, they can affect it with their magic.

DC 20: Truenamers gradually learn more truenames and more ways to use each truename they know.

They also can learn the personal truename of an individual creature, which gives them lots of power over that creature.

TRUENAMERS IN THE GAME

Truenamers rely on truename magic, obviously.

But as long as truename magic is compatible with your ongoing campaign, you can introduce it gradually.

The most important way to keep the player of a truenamer happy is to let that truenamer use his most important utterances—especially those recently acquired.

Mostly, though, truenamers are versatile enough to have fun in nearly any sort of encounter.

You can pay attention to the types of utterances a truenamer takes to get a clue as to the types of encounters the player would enjoy most.

ADAPTATION

The underlying structure of the truenamer class is modular:

He can use utterances and recitation feats.

That leaves plenty of room to replace those elements described in this chapter with utterances and recitation feats invented by the truenamer or DM.

TABLE 3-2: THE TRUENAMER						HIT DIE: D6		
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Utterances Known		
						Lexicon of the Evolving Mind	Lexicon of the Crafted Tool	Lexicon of the Perfected Map
1st	+0	+0	+0	+2	Known personal truename	1	—	—
2nd	+1	+0	+0	+3	Knowledge focus	2	—	—
3rd	+2	+1	+1	+3	—	3	—	—
4th	+3	+1	+1	+4	—	4	1	—
5th	+3	+1	+1	+4	—	5	1	—
6th	+4	+2	+2	+5	Truename Research	6	1	—
7th	+5	+2	+2	+5	Knowledge focus	7	2	—
8th	+6/+1	+2	+2	+6	Bonus recitation feat	8	2	1
9th	+6/+1	+3	+3	+6	See the named 1/day	9	2	1
10th	+7/+2	+3	+3	+7	Knowledge focus	10	2	1
11th	+8/+3	+3	+3	+7	—	11	3	1
12th	+9/+4	+4	+4	+8	—	12	3	2
13th	+9/+4	+4	+4	+8	Sending	13	3	2
14th	+10/+5	+4	+4	+9	Knowledge focus	14	3	2
15th	+11/+6/+1	+5	+5	+9	Bonus recitation feat	15	4	2
16th	+12/+7/+2	+5	+5	+10	—	16	4	3
17th	+12/+7/+2	+5	+5	+10	Speak unto the masses	17	4	3
18th	+13/+8/+3	+6	+6	+11	—	18	4	3
19th	+14/+9/+4	+6	+6	+11	—	19	5	3
20th	+15/+10/+5	+6	+6	+12	Say my name and I am there	20	5	4

UNEARTHED ARCANA (3.5)

EXPERT

The expert can be a jack-of-all-trades or a master of a limited area of expertise.

Based on his selection of skills and feats, he can focus on diplomatic matters, stealth, combat, wilderness survival, thievery, or any of a number of critical tasks.

At first glance, the expert appears similar to the rogue; it shares that class's combat ability, wide range of class skills, and tendency toward simple weapons and light armor.

Unlike a rogue, however, the expert has no special class features, but instead defines his specialty by his selection of bonus feats.

Hit Die: d6.

Base Save Bonuses: Two good saves and one poor save.

Class Skills: Choose any twelve skills as class skills, plus Craft and Profession.

Skill Points: 6 + Int modifier (or four times this number at 1st level).

Weapon and Armor Proficiency: All simple weapons, one martial weapon; light armor.

Bonus Feats: The expert gets one bonus feat at 1st level, another at 2nd level, one at 4th level, and another one at every fourth class level thereafter (8th, 12th, and so on).

TABLE 2-7: THE EXPERT

Level	Base Attack Bonus	Good Saves	Poor Save	Special
1st	+0	+2	+0	Bonus feat
2nd	+1	+3	+0	Bonus feat
3rd	+2	+3	+1	—
4th	+3	+4	+1	Bonus feat
5th	+3	+4	+1	—
6th	+4	+5	+2	—
7th	+5	+5	+2	—
8th	+6/+1	+6	+2	Bonus feat
9th	+6/+1	+6	+3	—
10th	+7/+2	+7	+3	—
11th	+8/+3	+7	+3	—
12th	+9/+4	+8	+4	Bonus feat
13th	+9/+4	+8	+4	—
14th	+10/+5	+9	+4	—
15th	+11/+6/+1	+9	+5	—
16th	+12/+7/+2	+10	+5	Bonus feat
17th	+12/+7/+2	+10	+5	—
18th	+13/+8/+3	+11	+6	—
19th	+14/+9/+4	+11	+6	—
20th	+15/+10/+5	+12	+6	Bonus feat

SPELLCASTER

Whether arcane or divine, the spellcaster has an array of magical effects at her beck and call.

Depending on her choice of spells, she can be a healer or an enchanter, a necromancer or a trickster.

The spellcaster most closely resembles the sorcerer, though she has fewer spells per day than that class.

In exchange, she gains a number of bonus feats that she can use to improve her magical aptitude, increase her survivability, heighten her combat skills, or achieve any of a wide variety of other goals.

Hit Die: d4.

Base Save Bonuses: One good save and two poor saves.

Class Skills: Choose any four skills as class skills, plus Craft, Knowledge (all), and Profession.

Skill Points: 2 + Int modifier (or four times this number at 1st level).

Weapon and Armor Proficiency: One simple weapon; no armor.

Bonus Feats: The spellcaster gets one bonus feat at 1st level, one at 5th level, and another one at every fifth class level thereafter (10th, 15th, and so on).

Spellcasting: A spellcaster learns and casts spells as a sorcerer.

She may select her spells known from the cleric, druid, and sorcerer/wizard spell lists.

A spellcaster must choose at 1st level whether to be an arcane spellcaster or a divine spellcaster.

This choice has no impact on the spells that she may learn, but affects what kinds of scrolls she can use and which ability score controls her spellcasting.

An arcane spellcaster may designate either Intelligence or Charisma as the ability score that determines the highest-level spell she can learn or cast, and the Difficulty Class of her spell's saving throws.

A divine spellcaster must use Wisdom to determine the highest-level spell she can learn or cast, and the DC of her spell's saving throws.

TABLE 2-9: SPELLCASTER SPELLS KNOWN

Level	Spells Known									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Multiclassing: A character can multiclass between arcane spellcaster and divine spellcaster.

TABLE 2-8: THE SPELLCASTER

Level	Base		Good Save	Poor Saves	Special	Spells per Day									
	Attack	Bonus				0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0		+2	+0	Bonus feat	4	2	—	—	—	—	—	—	—	—
2nd	+1		+3	+0		5	3	—	—	—	—	—	—	—	—
3rd	+1		+3	+1		5	4	—	—	—	—	—	—	—	—
4th	+2		+4	+1		6	5	2	—	—	—	—	—	—	—
5th	+2		+4	+1	Bonus feat	6	5	3	—	—	—	—	—	—	—
6th	+3		+5	+2		6	6	4	2	—	—	—	—	—	—
7th	+3		+5	+2		6	6	5	3	—	—	—	—	—	—
8th	+4		+6	+2		6	6	5	4	2	—	—	—	—	—
9th	+4		+6	+3		6	6	6	5	3	—	—	—	—	—
10th	+5		+7	+3	Bonus feat	6	6	6	5	4	2	—	—	—	—
11th	+5		+7	+3		6	6	6	6	5	3	—	—	—	—
12th	+6/+1		+8	+4		6	6	6	6	5	4	2	—	—	—
13th	+6/+1		+8	+4		6	6	6	6	6	5	3	—	—	—
14th	+7/+2		+9	+4		6	6	6	6	6	5	4	2	—	—
15th	+7/+2		+9	+5	Bonus feat	6	6	6	6	6	6	5	3	—	—
16th	+8/+3		+10	+5		6	6	6	6	6	6	5	4	2	—
17th	+8/+3		+10	+5		6	6	6	6	6	6	6	5	3	—
18th	+9/+4		+11	+6		6	6	6	6	6	6	6	5	4	2
19th	+9/+4		+11	+6		6	6	6	6	6	6	6	6	5	3
20th	+10/+5		+12	+6	Bonus feat	6	6	6	6	6	6	6	6	6	5

WARRIOR

The warrior is the basic combatant of the trio of generic classes.

He has the fighter's hit points, combat prowess, bonus feats, and weapon selection.

Unlike the fighter, the warrior can choose a different array of class skills, can designate any one of his saves as a good save, and can select his bonus feats from the entire list of feats available.

Also, if he wants to be proficient in heavy armor, he must take the Armor Proficiency (heavy) feat.

Hit Die: d10.

Base Save Bonuses: One good save and two poor saves.

Class Skills: Choose any six skills as class skills, plus Craft.

Skill Points: 2 + Int modifier (or four times this number at 1st level).

Weapon and Armor Proficiency: All simple and martial weapons; light and medium armor; shields (but not tower shields).

Bonus Feats: A warrior gets one bonus feat at 1st level, one at 2nd level, and another one at every second class level (4th, 6th, and so on).

TABLE 2-10: THE WARRIOR

Level	Base Attack Bonus	Good Save	Poor Saves	Special
1st	+1	+2	+0	Bonus feat
2nd	+2	+3	+0	Bonus feat
3rd	+3	+3	+1	—
4th	+4	+4	+1	Bonus feat
5th	+5	+4	+1	—
6th	+6/+1	+5	+2	Bonus feat
7th	+7/+2	+5	+2	—
8th	+8/+3	+6	+2	Bonus feat
9th	+9/+4	+6	+3	—
10th	+10/+5	+7	+3	Bonus feat
11th	+11/+6/+1	+7	+3	—
12th	+12/+7/+2	+8	+4	Bonus feat
13th	+13/+8/+3	+8	+4	—
14th	+14/+9/+4	+9	+4	Bonus feat
15th	+15/+10/+5	+9	+5	—
16th	+16/+11/+6/+1	+10	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+5	—
18th	+18/+13/+8/+3	+11	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	—
20th	+20/+15/+10/+5	+12	+6	Bonus feat

BLOODLINES

UNEARTHED ARCANA (3.5)

CELESTIAL

A character with a celestial bloodline can trace her heritage to beings of the Upper Planes, much like an aasimar or celestial creature.

Most angels, archons, guardinals, and eladrins have the ability to interbreed with humanoids, and examples of celestial creatures descending from the heavens to live with mortals often appear in myth and legend.

Descendants of such relationships often have silver or golden hair, a proud bearing, or a piercing stare.

CELESTIAL BLOODLINE TRAITS

Character	
Level	Minor
4th	+2 on Sense Motive checks
8th	Alertness
12th	Wisdom +1
16th	Protection from evil 1/day (Sp)
20th	Celestial affinity +2 ¹

Character		
Level	Intermediate	Major
1st	—	+2 on Sense Motive checks
2nd	+2 on Sense Motive checks	Alertness
3rd	—	Wisdom +1
4th	Alertness	Protection from evil 1/day (Sp)
5th	—	Celestial affinity +2 ¹
6th	Wisdom +1	Smite evil 1/day (Su) ²
7th	—	+2 on Concentration checks
8th	Protection from evil 1/day (Sp)	Resistance to electricity 5 (Ex)
9th	—	Charisma +1
10th	Celestial affinity +2 ¹	+2 on saves against poison (Ex)
11th	—	Celestial affinity +4 ¹
12th	Smite evil 1/day (Su) ²	Resistance to cold 5 (Ex)
13th	—	+2 on Listen checks
14th	+2 on Concentration checks	Improved Initiative
15th	—	Constitution +1
16th	Resistance to electricity 5 (Ex)	Resistance to acid 5 (Ex)
17th	—	Celestial affinity +6 ¹
18th	Charisma +1	+1 to natural armor
19th	—	+2 on Spot checks
20th	+2 on saves against poison (Ex)	Damage reduction 5/evil

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with celestials.

2 You can smite an evil creature with a melee attack as a paladin of your character level once per day.

DEMON

A character with a demon bloodline has one or more ancestors of demonic origin.

The most common source of such a bloodline is a succubus, but any demon capable of taking humanoid form might be responsible for the character's unusual traits.

Characters with a demon bloodline may bear some minor characteristic reminiscent of such an ancestor: sinister glowing eyes, a faint smell of brimstone, or a love of brutality.

DEMON BLOODLINE TRAITS

Character	
Level	Minor
4th	+2 on Move Silently checks
8th	Power Attack
12th	Strength +1
16th	Resistance to electricity 5 (Ex)
20th	Demon affinity +2 ¹

Character		
Level	Intermediate	Major
1st	—	+2 on Move Silently checks
2nd	+2 on Move Silently checks	Power Attack
3rd	—	Strength +1
4th	Power Attack	Resistance to electricity 5 (Ex)
5th	—	Demon affinity +2 ¹
6th	Strength +1	Smite good 1/day (Su) ²
7th	—	+2 on Hide checks
8th	Resistance to electricity 5 (Ex)	Resistance to acid 5 (Ex)
9th	—	Constitution +1
10th	Demon affinity +2 ¹	+2 on saves against poison (Ex)
11th	—	Demon affinity +4 ¹
12th	Smite good 1/day (Su) ²	Resistance to fire 5 (Ex)
13th	—	+2 on Intimidate checks
14th	+2 on Hide checks	Cleave
15th	—	Charisma +1
16th	Resistance to acid 5 (Ex)	Resistance to cold 5 (Ex)
17th	—	Demon affinity +6 ¹
18th	Constitution +1	+1 to natural armor
19th	—	+2 on Spot checks
20th	+2 on saves against poison (Ex)	Damage reduction 5/good

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with demons.

2 You can smite a good creature with a melee attack as a blackguard of your character level once per day.

DEVIL

For a character with a devil bloodline, an erinyes is often the source.

However, other devils with the ability to use a *polymorph* effect, such as gelugons or pit fiends, have been known to consort with mortals.

A character with this bloodline may also possess tiny horns or unusually sharp teeth.

DEVIL BLOODLINE TRAITS

Character Level	Minor
4th	+2 on Bluff checks
8th	Dodge
12th	Charisma +1
16th	Darkness 1/day (Sp)
20th	Devil affinity +2 ¹

Character Level	Intermediate	Major
1st	—	+2 on Bluff checks
2nd	+2 on Bluff checks	Dodge
3rd	—	Charisma +1
4th	Dodge	Darkness 1/day (Sp)
5th	—	Devil affinity +2 ¹
6th	Charisma +1	Smite good 1/day (Su) ²
7th	—	+2 on Diplomacy checks
8th	Darkness 1/day (Sp)	Resistance to fire 5 (Ex)
9th	—	Constitution +1
10th	Devil affinity +2 ¹	+2 on saves against poison (Ex)
11th	—	Devil affinity +4 ¹
12th	Smite good 1/day (Su) ²	Resistance to acid 5 (Ex)
13th	—	+2 on Search checks
14th	+2 on Diplomacy checks	Alertness
15th	—	Intelligence +1
16th	Resistance to fire 5 (Ex)	Resistance to cold 5 (Ex)
17th	—	Devil affinity +6 ¹
18th	Constitution +1	+1 to natural armor
19th	—	+2 on Listen checks
20th	+2 on saves against poison (Ex)	Damage reduction 5/good

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with devils.

2 You can smite a good creature with a melee attack as a blackguard of your character level once per day.

DOPPELGANGER

The ultimate humanoid shapechanger, a doppelganger can be anyone, anywhere, at any time.

It's easy to imagine even a single doppelganger being responsible for a plethora of offspring tainted with shapechanging powers.

DOPPELGANGER BLOODLINE TRAITS

Character Level	Minor
4th	+2 on Disguise checks
8th	Alter self 1/day (Sp)
12th	Charisma +1
16th	Detect thoughts 1/day (Sp)
20th	Doppelganger affinity +2 ¹

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with doppelgangers.

DRAGON, BLACK

The sinister black dragon occasionally makes a close "alliance" with a like-minded humanoid, and that can lead to a black dragon bloodline.

A character with this bloodline shares his ancestor's cunning and malevolence, and may have a sunken, almost skeletal appearance to his face.

BLACK DRAGON BLOODLINE TRAITS

Character Level	Minor	Intermediate
2nd	—	+2 on Swim checks
4th	+2 on Swim checks	Alertness
6th	—	Strength +1
8th	Alertness	Resistance to acid 5 (Ex)
10th	—	Black dragon affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Hide checks
16th	Acid resistance 5 (Ex)	Resistance to acid 10 (Ex)
18th	—	Constitution +1
20th	Black dragon affinity +2 ¹	Water breathing (Ex) ²

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with black dragons.

2 You can breathe underwater indefinitely and can freely use special abilities while submerged.

DRAGON, BLUE

In times long past, blue dragons often interacted with the kings and queens of great desert empires.

The bloodlines created by such intermingling were treated as a mark of royalty, though such empires have long since vanished.

An individual bearing a blue dragon bloodline tends to be territorial and may smell faintly of ozone.

BLUE DRAGON BLOODLINE TRAITS

Character Level	Minor	Intermediate
2nd	—	+2 on Bluff checks
4th	+2 on Bluff checks	Alertness
6th	—	Strength +1
8th	Alertness	Resistance to electricity 5 (Ex)
10th	—	Blue dragon affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Sense Motive checks
16th	Resistance to electricity 5 (Ex)	Resistance to electricity 10 (Ex)
18th	—	Constitution +1
20th	Blue dragon affinity +2 ¹	Create/destroy water 1/day (Sp)

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with blue dragons.

DRAGON, BRASS

Bards tell a popular tale of a lost desert traveler encountering a friendly woman who nurses him back to health before putting him on the path home.

In the tale, this helpful individual turns out to be a powerful brass dragon who merely wants someone to talk

to, and who, many months later, gives birth to a half-dragon child.

The descendants of this chance encounter are often talkative and friendly.

BRASS DRAGON BLOODLINE TRAITS

Character		
Level	Minor	Intermediate
2nd	—	+2 on Gather Information checks
4th	+2 on Gather Information checks	Alertness
6th	—	Strength +1
8th	Alertness	Resistance to fire 5 (Ex)
10th	—	Brass dragon affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Bluff checks
16th	Fire resistance 5 (Ex)	Resistance to fire 10 (Ex)
18th	—	Constitution +1
20th	Brass dragon affinity +2 ¹	<i>Speak with animals</i> 1/day (Sp)

¹ You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with brass dragons.

DRAGON, BRONZE

With its innate ability to take on humanoid form, coupled with a natural inquisitiveness, it is common for the bronze dragon to give rise to lines of creatures carrying its bloodline.

These descendants tend to share the bronze dragon's curiosity as well as its love for the water.

BRONZE DRAGON BLOODLINE TRAITS

Character		
Level	Minor	Intermediate
2nd	—	+2 on Swim checks
4th	+2 on Swim checks	Alertness
6th	—	Strength +1
8th	Alertness	Resistance to electricity 5 (Ex)
10th	—	Bronze dragon affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Sense Motive checks
16th	Resistance to electricity 5 (Ex)	Resistance to electricity 10 (Ex)
18th	—	Constitution +1
20th	Bronze dragon affinity +2 ¹	Water breathing (Ex) ²

¹ You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with bronze dragons.

² You can breathe underwater indefinitely and can freely use special abilities while submerged.

DRAGON, COPPER

When the playful copper dragon meets a like-minded creature, a long-term friendship is often struck. The result of such a relationship can give rise to a long line of dragon-blooded individuals.

Such characters often share the copper dragon's incorrigible nature, but may also be a bit miserly.

COPPER DRAGON BLOODLINE TRAITS

Character		
Level	Minor	Intermediate
2nd	—	+2 on Perform checks
4th	+2 on Perform checks	Alertness
6th	—	Strength +1
8th	Alertness	Resistance to acid 5 (Ex)
10th	—	Copper dragon affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Bluff checks
16th	Resistance to acid 5 (Ex)	Resistance to acid 10 (Ex)
18th	—	Constitution +1
20th	Copper dragon affinity +2 ¹	<i>Spider climb</i> 1/day (Sp)

¹ You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with copper dragons.

DRAGON, GOLD

Gold dragons occasionally take more than a passing interest in mortals.

Thanks to their ability to *polymorph*, some leave a lasting reminder of their presence in the form of a half-dragon child.

Even many generations later, this draconic blood can manifest in the form of bloodline traits.

Descendants of a gold dragon tend to get along well with other good-aligned creatures, displaying uncommon grace and courtesy.

GOLD DRAGON BLOODLINE TRAITS

Character		
Level	Minor	
4th	+2 on Sense Motive checks	
8th	Alertness	
12th	Strength +1	
16th	Resistance to fire 5 (Ex)	
20th	Gold dragon affinity +2 ¹	

Character Level	Intermediate	Major
1st	—	+2 on Sense Motive checks
2nd	+2 on Sense Motive checks	Alertness
3rd	—	Strength +1
4th	Alertness	Resistance to fire 5 (Ex)
5th	—	Gold dragon affinity +2 ¹
6th	Strength +1	+1 to natural armor
7th	—	+2 on Heal checks
8th	Resistance to fire 5 (Ex)	Resistance to fire 10 (Ex)
9th	—	Constitution +1
10th	Gold dragon affinity +2 ¹	Water breathing (Ex) ²
11th	—	Gold dragon affinity +4 ¹
12th	+1 to natural armor	+1 to natural armor
13th	—	+2 on Swim checks
14th	+2 on Heal checks	Power Attack
15th	—	Intelligence +1
16th	Resistance to fire 10 (Ex)	Breath weapon (Ex) ³
17th	—	Gold dragon affinity +6 ¹
18th	Constitution +1	+1 to natural armor
19th	—	+2 on Jump checks
20th	Water breathing (Ex) ²	Immunity to fire (Ex)

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with gold dragons.

2 You can breathe underwater indefinitely and can freely use special abilities while submerged.

3 30-ft. cone of fire; 6d8 damage; Reflex half (DC 10 + one-half HD + Con modifier).

DRAGON, GREEN

In certain rare instances, green dragons have been known to take control of (rather than simply devour) small enclaves of forest-dwelling humanoids.

Some of those humanoids later give birth to half-dragon offspring, creating bloodlines that last centuries.

Descendants of a green dragon are often voracious and belligerent, picking fights with little or no provocation.

GREEN DRAGON BLOODLINE TRAITS

Character Level	Minor	Intermediate
2nd	—	+2 on Move Silently checks
4th	+2 on Move Silently checks	Alertness
6th	—	Strength +1
8th	Alertness	Resistance to acid 5 (Ex)
10th	—	Green dragon affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Bluff checks
16th	Resistance to acid 5 (Ex)	Resistance to acid 10 (Ex)
18th	—	Constitution +1
20th	Green dragon affinity +2 ¹	Water breathing (Ex) ²

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with green dragons.

2 You can breathe underwater indefinitely and can freely use special abilities while submerged.

DRAGON, RED

Though most evil dragons don't enjoy friendly relationships with humanoids, red dragons do occasionally spawn bloodlines among humanoids.

Such descendants exhibit extraordinary powers beyond those of their people.

A character with a red dragon bloodline is usually covetous and vain, and may smell faintly of smoke.

RED DRAGON BLOODLINE TRAITS

Character Level	Minor
4th	+2 on Bluff checks
8th	Alertness
12th	Strength +1
16th	Resistance to fire 5 (Ex)
20th	Red dragon affinity +2 ¹

Character Level	Intermediate	Major
1st	—	+2 on Bluff checks
2nd	+2 on Bluff checks	Alertness
3rd	—	Strength +1
4th	Alertness	Resistance to fire 5 (Ex)
5th	—	Red dragon affinity +2 ¹
6th	Strength +1	+1 to natural armor
7th	—	+2 on Intimidate checks
8th	Resistance to fire 5 (Ex)	Resistance to fire 10 (Ex)
9th	—	Constitution +1
10th	Red dragon affinity +2 ¹	Locate object 1/day (Sp)
11th	—	Red dragon affinity +4 ¹
12th	+1 to natural armor	+1 to natural armor
13th	—	+2 on Appraise checks
14th	+2 on Intimidate checks	Power Attack
15th	—	Charisma +1
16th	Resistance to fire 10 (Ex)	Breath weapon (Ex) ²
17th	—	Red dragon affinity +6 ¹
18th	Constitution +1	+1 to natural armor
19th	—	+2 on Jump checks
20th	Locate object 1/day (Sp)	Immunity to fire (Ex)

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with red dragons.

2 30-ft. cone of fire; 6d8 damage; Reflex half (DC 10 + one-half HD + Con modifier).

DRAGON, SILVER

Silver dragons are perhaps most likely of all dragons to have taken humanoid companions, and thus this is the most common dragon bloodline.

Characters of the silver dragon bloodline tend to be regal and statuesque.

SILVER DRAGON BLOODLINE TRAITS

Character Level	Minor
4th	+2 on Sense Motive checks
8th	Alertness
12th	Strength +1
16th	Resistance to cold 5 (Ex)
20th	Silver dragon affinity +2 ¹

Character Level	Intermediate	Major
1st	—	+2 on Sense Motive checks
2nd	+2 on Sense Motive checks	Alertness
3rd	—	Strength +1
4th	Alertness	Resistance to cold 5 (Ex)
5th	—	Silver dragon affinity +2 ¹
6th	Strength +1	+1 to natural armor
7th	—	+2 on Perform checks
8th	Resistance to cold 5 (Ex)	Resistance to cold 10 (Ex)
9th	—	Constitution +1
10th	Silver dragon affinity +2 ¹	Alter self 1/day (Sp)
11th	—	Silver dragon affinity +4 ¹
12th	+1 to natural armor	+1 to natural armor
13th	—	+2 on Bluff checks
14th	+2 on Perform checks	Power Attack
15th	—	Charisma +1
16th	Resistance to cold 10 (Ex)	Breath weapon (Ex) ²
17th	—	Silver dragon affinity +6 ¹
18th	Constitution +1	+1 to natural armor
19th	—	+2 on Jump checks
20th	Alter self 1/day (Sp)	Immunity to cold (Ex)

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with silver dragons.

2 30-ft. cone of cold; 6d8 damage; Reflex half (DC 10 + one-half HD + Con modifier).

DRAGON, WHITE

Some arctic tribes have managed to bargain with nearby white dragons, trading food and occasional sacrifices for protection from their enemies.

These alliances can result in dragon-blooded descendants, who tend to mimic the single-minded ferocity of their forebears.

WHITE DRAGON BLOODLINE TRAITS

Character Level	Minor	Intermediate
2nd	—	+2 on Hide checks
4th	+2 on Hide checks	Alertness
6th	—	Strength +1
8th	Alertness	Resistance to cold 5 (Ex)
10th	—	White dragon affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Swim checks
16th	Resistance to cold 5 (Ex)	Resistance to cold 10 (Ex)
18th	—	Constitution +1
20th	White dragon affinity +2 ¹	Icewalking 1/day (Ex) ²

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with white dragons.

2 As *spider climb*, but the surface must be icy.

ELEMENTAL, AIR

Similar to but less specific than a djinni bloodline (see below), the air elemental bloodline derives its power from a connection to the Elemental Plane of Air.

Characters with air elemental bloodlines tend to shift between emotions with surprising quickness, and may have hair or skin tinged with light blue.

AIR ELEMENTAL BLOODLINE TRAITS

Character Level	Minor	Intermediate
2nd	—	+2 on Balance checks
4th	+2 on Balance checks	Improved Initiative
6th	—	Dexterity +1
8th	Improved Initiative	Gust of wind 1/day (Sp)
10th	—	Air elemental affinity +2 ¹
12th	Dexterity +1	Weapon Finesse
14th	—	+2 on Spot checks
16th	Gust of wind 1/day (Sp)	Air mastery (Ex) ²
18th	—	Constitution +1
20th	Air elemental affinity +2 ¹	Flyby Attack

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with air elementals.

2 As the air elemental special ability.

ELEMENTAL, EARTH

Creatures that bear a bloodline of elemental earth feel a sense of gravity and stability that ties them to the stones of the world.

They have a palpable sense of inertia about them, which sometimes manifests as a slowness to take action.

EARTH ELEMENTAL BLOODLINE TRAITS

Character Level	Minor	Intermediate
2nd	—	+2 on Climb checks
4th	+2 on Climb checks	Power Attack
6th	—	Strength +1

8th	Power Attack	<i>Meld into stone</i> 1/day (Sp)
10th	—	Earth elemental affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Listen checks
16th	<i>Meld into stone</i> 1/day (Sp)	Earth mastery (Ex) ²
18th	—	Constitution +1
20th	Earth elemental affinity +2 ¹	Improved Sunder

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with earth elementals.

2 As the earth elemental special ability.

ELEMENTAL, FIRE

Those who bear elemental fire within their veins are often high-strung and quick-tempered.

Their eyes often seem to glow like embers, and their skin may take on a reddish hue.

FIRE ELEMENTAL BLOODLINE TRAITS

Character Level	Minor	Intermediate
2nd	—	+2 on Tumble checks
4th	+2 on Tumble checks	Dodge
6th	—	Dexterity +1
8th	Dodge	<i>Pyrotechnics</i> 1/day (Sp)
10th	—	Fire elemental affinity +2 ¹
12th	Dexterity +1	Mobility
14th	—	+2 on Listen checks
16th	<i>Pyrotechnics</i> 1/day (Sp)	Resistance to fire 10 (Ex)
18th	—	Constitution +1
20th	Fire elemental affinity +2 ¹	Spring Attack

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with fire elementals.

ELEMENTAL, WATER

The bloodline of elemental water is most common among the water-breathing races, but it also manifests among sailors and fishermen, and even the occasional character with no link whatsoever to oceans, seas, or large lakes. Such characters are often independent-minded, and generally don't live in any one place for very long.

WATER ELEMENTAL BLOODLINE TRAITS

Character Level	Minor	Intermediate
2nd	—	+2 on Swim checks
4th	+2 on Swim checks	Power Attack
6th	—	Strength +1
8th	Power Attack	<i>Fog cloud</i> 1/day (Sp)
10th	—	Water elemental affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Spot checks
16th	<i>Fog cloud</i> 1/day (Sp)	Swim 30 ft. ²
18th	—	Constitution +1
20th	Water elemental affinity +2 ¹	Improved Bull Rush

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with water elementals.

2 Or +30 ft. to existing swim speed.

FEY

Every culture tells stories of fey creatures taking mortal lovers, so it's no surprise that individuals display fey bloodlines from time to time.

Regardless of whether it descended from a dryad, nymph, satyr, or other kind of fey, a creature with a fey bloodline often has a personality that is both aloof and carefree.

FEY BLOODLINE TRAITS

Character Level	Minor
4th	+2 on Hide checks
8th	Iron Will
12th	Charisma +1
16th	<i>Charm person</i> 1/day (Sp)
20th	Fey affinity +2 ¹

Character Level	Intermediate	Major
1st	—	+2 on Hide checks
2nd	+2 on Hide checks	Iron Will
3rd	—	Charisma +1
4th	Iron Will	<i>Charm person</i> 1/day (Sp)
5th	—	Fey affinity +2 ¹
6th	Charisma +1	Low-light vision
7th	—	+2 on Move Silently checks
8th	<i>Charm person</i> 1/day (Sp)	Alertness
9th	—	Dexterity +1
10th	Fey affinity +2 ¹	<i>Speak with animals</i> 1/day (Sp)
11th	—	Fey affinity +4 ¹
12th	Low-light vision	<i>Invisibility</i> 1/day (Sp)
13th	—	+2 on Perform checks
14th	+2 on Move Silently checks	Damage reduction 1/cold iron
15th	—	Wisdom +1
16th	Alertness	<i>Deep slumber</i> 1/day (Sp)
17th	—	Fey affinity +6 ¹
18th	Dexterity +1	<i>Speak with plants</i> 1/day (Sp)
19th	—	+2 on Bluff checks
20th	<i>Speak with animals</i> 1/day (Sp)	Damage reduction 5/cold iron

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with fey.

GENIE, DJINNI

Though few sages put much stock in myths that humanoids and genies share a common ancestor, there is no denying that the races are very similar in form. Characters with a djinni bloodline are often haughty but display great guile.

DJINNI BLOODLINE TRAITS

Character Level	Minor
4th	+2 on Concentration checks
8th	Improved Initiative
12th	Dexterity +1
16th	Resistance to acid 5 (Ex)
20th	Djinni affinity +2 ¹

Character Level	Intermediate	Major
1st	—	+2 on Concentration checks
2nd	+2 on Concentration checks	Improved Initiative
3rd	—	Dexterity +1
4th	Improved Initiative	Resistance to acid 5 (Ex)
5th	—	Djinni affinity +2 ¹
6th	Dexterity +1	+1 to natural armor
7th	—	+2 on Knowledge (the planes) checks
8th	Resistance to acid 5 (Ex)	Dodge
9th	—	Wisdom +1
10th	Djinni affinity +2 ¹	Invisibility 1/day (Sp)
11th	—	Djinni affinity +4 ¹
12th	+1 to natural armor	Resistance to acid 10 (Ex)
13th	—	+2 on Appraise checks
14th	+2 on Knowledge (the planes) checks	Create food and water 1/day (Sp)
15th	—	Strength +1
16th	Dodge	Gaseous form 1/week (Sp)
17th	—	Djinni affinity +6 ¹
18th	Wisdom +1	+1 to natural armor
19th	—	+2 on Sense Motive checks
20th	Invisibility 1/day (Sp)	Immunity to acid (Ex)

¹ You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with djinn.

GENIE, EFREETI

Characters with the bloodline of the efreet are most likely descended from slaves of that terrible and powerful race. They typically have reddish skin and a cruel disposition, and may display tiny horns or bronze-colored eyes.

EFREETI BLOODLINE TRAITS

Character Level	Minor
4th	+2 on Bluff checks
8th	Improved Initiative
12th	Strength +1
16th	Resistance to fire 5 (Ex)
20th	Efreeti affinity +2 ¹

Character Level	Intermediate	Major
1st	—	+2 on Bluff checks
2nd	+2 on Bluff checks	Improved Initiative
3rd	—	Strength +1
4th	Improved Initiative	Resistance to fire 5 (Ex)
5th	—	Efreeti affinity +2 ¹
6th	Strength +1	+1 to natural armor
7th	—	+2 on Knowledge (the planes) checks
8th	Resistance to fire 5 (Ex)	Dodge
9th	—	Charisma +1
10th	Efreeti affinity +2 ¹	Produce flame 1/day (Sp)
11th	—	Efreeti affinity +4 ¹
12th	+1 to natural armor	Resistance to fire 10 (Ex)
13th	—	+2 on Concentration checks
14th	+2 on Knowledge (the planes) checks	Scorching ray 1/day (Sp)
15th	—	Dexterity +1
16th	Dodge	Wall of fire 1/week (Sp)
17th	—	Efreeti affinity +6 ¹
18th	Charisma +1	+1 to natural armor
19th	—	+2 on Intimidate checks
20th	Produce flame 1/day (Sp)	Immunity to fire (Ex)

¹ You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with efreet.

GENIE, JANNI

As natural wanderers of the Material Plane, the only thing surprising about janni bloodlines may be that there aren't more of them.

A creature who bears the janni bloodline tends to be a couple inches taller than normal for his race, standing with a proud and regal posture.

He may also share the janni's nomadic behavior.

JANNI BLOODLINE TRAITS

Character Level	Minor
4th	+2 on Appraise checks
8th	Improved Initiative
12th	Wisdom +1
16th	Invisibility 1/day (Sp)
20th	Janni affinity +2 ¹

¹ You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with jann.

GIANT

In ages past, giants mingled more freely with smaller humanoids.

Today, the evidence of such relationships is rare at best. Characters with bloodlines of the lesser evil giants (hill, frost, and fire) may be the result of voluntary or involuntary breeding with the greatfolk.

Bloodlines of stone, cloud, or storm giants, on the other hand, are more likely the results of long-ago alliances between those races and the ancient nobility of the world.

In any event, characters bearing giant bloodlines tend to be massive for their race, and often share characteristics (skin and hair color, attitudes, and such) with their ancestor. An intermediate bloodline can only be taken for cloud giants, fire giants, frost giants, stone giants, and storm giants.

A major bloodline can only be taken for storm giants.

CLOUD GIANT BLOODLINE TRAITS

Character		
Level	Minor	Intermediate
2nd	—	+2 on Climb checks
4th	+2 on Climb checks	Power Attack
6th	—	Strength +1
8th	Power Attack	+1 to natural armor
10th	—	Cloud giant affinity +2 ¹
12th	Strength +1	Obscuring mist 1/day (Sp)
14th	—	+2 on Jump checks
16th	+1 to natural armor	Improved Bull Rush
18th	—	Constitution +1
20th	Cloud giant affinity +2 ¹	Scent (Ex)
1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with cloud giants.		

FIRE GIANT BLOODLINE TRAITS

Level	Minor	Intermediate
2nd	—	+2 on Climb checks
4th	+2 on Climb checks	Power Attack
6th	—	Strength +1
8th	Power Attack	+1 to natural armor
10th	—	Fire giant affinity +2 ¹
12th	Strength +1	Resistance to fire 5 (Ex)
14th	—	+2 on Jump checks
16th	+1 to natural armor	Cleave
18th	—	Constitution +1
20th	Fire giant affinity +2 ¹	Resistance to fire 10 (Ex)
1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with fire giants.		

FROST GIANT BLOODLINE TRAITS

Character		
Level	Minor	Intermediate
2nd	—	+2 on Climb checks
4th	+2 on Climb checks	Power Attack
6th	—	Strength +1
8th	Power Attack	+1 to natural armor
10th	—	Frost giant affinity +2 ¹
12th	Strength +1	Resistance to cold 5 (Ex)
14th	—	+2 on Jump checks
16th	+1 to natural armor	Improved Sunder
18th	—	Constitution +1
20th	Frost giant affinity +2 ¹	Resistance to cold 10 (Ex)
1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with frost giants.		

HILL GIANT BLOODLINE TRAITS

Character		
Level	Minor	
4th	+2 on Climb checks	
8th	Power Attack	
12th	Strength +1	
16th	+1 to natural armor	
20th	Hill giant affinity +2 ¹	
1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with hill giants.		

STONE GIANT BLOODLINE TRAITS

Character		
Level	Minor	Intermediate
2nd	—	+2 on Climb checks
4th	+2 on Climb checks	Point Blank Shot
6th	—	Strength +1
8th	Point Blank Shot	+1 to natural armor
10th	—	Stone giant affinity +2 ¹
12th	Strength +1	Stone shape 1/week (Sp)
14th	—	+2 on Jump checks
16th	+1 to natural armor	Combat Reflexes
18th	—	Constitution +1
20th	Stone giant affinity +2 ¹	+1 to natural armor
1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with stone giants.		

STORM GIANT BLOODLINE TRAITS

Character		
Level	Minor	
4th	+2 on Climb checks	
8th	Power Attack	
12th	Strength +1	
16th	+1 to natural armor	
20th	Storm giant affinity +2 ¹	

Character

Level	Intermediate	Major
1st	—	+2 on Climb checks
2nd	+2 on Climb checks	Power Attack
3rd	—	Strength +1
4th	Power Attack	+1 to natural armor
5th	—	Storm giant affinity +2 ¹
6th	Strength +1	Resistance to electricity 5 (Ex)
7th	—	+2 on Jump checks
8th	+1 to natural armor	Cleave
9th	—	Constitution +1
10th	Storm giant affinity +2 ¹	Water breathing (Ex) ²
11th	—	Storm giant affinity +4 ¹
12th	Resistance to electricity 5 (Ex)	Resistance to electricity 10 (Ex)
13th	—	+2 on Swim checks
14th	+2 on Jump checks	Call lightning 1/day (Sp)
15th	—	Wisdom +1
16th	Cleave	Freedom of movement 1/day (Sp)
17th	—	Storm giant affinity +6 ¹
18th	Constitution +1	+1 to natural armor
19th	—	+2 on Concentration checks
20th	Water breathing (Ex) ²	Immunity to electricity (Ex)
1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with storm giants.		
2 You can breathe underwater indefinitely and can freely use special abilities while submerged.		

GITHYANKI/GITHZERA

After a raid, a githyanki or githzerai war party may return home with prisoners or rescued slaves.

In some rare instances—particularly when children are involved—they take pity on these individuals and raise them as their own.

Upon reaching adulthood, such a gith-raised character may take a mate among his or her rescuers, resulting in half-blooded children who then pass on the gith traits to their offspring.

These descendants share the githyanki warlike nature or the githzerai xenophobia, and tend to be hard-hearted or even cruel.

GITHYANKI BLOODLINE TRAITS

Character

Level	Minor
4th	+2 on Search checks
8th	Iron Will
12th	Constitution +1
16th	Spell resistance 2 + HD
20th	Githyanki affinity +2 ¹

¹ You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with githyanki.

GITHZERAI BLOODLINE TRAITS

Character

Level	Minor
4th	+2 on Concentration checks
8th	Iron Will
12th	Dexterity +1
16th	Spell resistance 2 + HD
20th	Githzerai affinity +2 ¹

¹ You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with githzerai.

HAG

Many hags have the ability to change their appearance, making it possible for them to interact with creatures of other races.

Though horrible to contemplate, some use this ability to lure in mates, in the hopes that the offspring can help them further their evil plots.

The descendants of a hag tend to be strong but ugly, and often share their ancestor's love of schemes.

HAG BLOODLINE TRAITS

Character

Level	Minor
4th	+2 on Hide checks
8th	Alertness
12th	Strength +1
16th	+1 to natural armor
20th	Hag affinity +2 ¹

¹ You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with hags.

LYCANTHROPE

When he isn't murdering innocent townsfolk, the typical lycanthropic character may enjoy an almost entirely normal social life—even having a family.

While the offspring of an afflicted lycanthrope might not share the curse itself, the bloodline might still pass its characteristics down the generations, allowing later descendants to display some of the lycanthrope's attributes. Regardless of the original animal stock, the carriers of lycanthropic bloodlines tend to share similar characteristics, including a feral stare and an overabundance of body hair.

LYCANTHROPE BLOODLINE TRAITS

Character

Level	Minor
4th	+2 on Search checks
8th	Power Attack or Dodge ¹
12th	Constitution +1
16th	Scent (Ex)
20th	Lycanthrope affinity +2 ²

¹ If the base animal's Strength is higher than its Dexterity, it gains Power Attack. Otherwise, it gains Dodge.

² You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with lycanthropes.

MINOTAUR

Horrid tales describe the fate of innocents carried away from their homes by marauding minotaurs—and the rare individual displaying a minotaur bloodline proves the truth of such stories.

These characters have a savage look, with thick hair and sometimes even tiny stubs of horns.

MINOTAUR BLOODLINE TRAITS

Character

Level	Minor
4th	+2 on Search checks
8th	Alertness
12th	Strength +1
16th	+1 to natural armor
20th	Minotaur affinity +2 ¹

¹ You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with minotaurs.

OGRE

A character with ogre blood is most likely the result of raids on humanoid settlements, but may also derive from the more intelligent and magically gifted race of ogre mages (in fact, all intermediate ogre bloodlines are actually ogre mage bloodlines).

These characters may appear clumsy and brutish, but they can possess a high degree of cunning.

OGRE BLOODLINE TRAITS

Character

Level	Minor	Intermediate
2nd	—	+2 on Climb checks
4th	+2 on Climb checks	Power Attack
6th	—	Strength +1
8th	Power Attack	+1 to natural armor
10th	—	Ogre affinity +2 ¹
12th	Strength +1	Darkness 1/day (Sp)
14th	—	+2 on Concentration checks
16th	+1 to natural armor	Invisibility 1/day (Sp)
18th	—	Charisma +1
20th	Ogre affinity +2 ¹	Fly 1/day (Sp)

¹ You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with ogres.

SLAAD

In perhaps one in a million cases, a red slaad's egg implant or a blue's slaad fever has an unexpected result: A creature physically similar to the afflicted humanoid, rather than a true slaad.

These creatures are often fearsome warriors, using their strength and ferocity to great advantage.

SLAAD BLOODLINE TRAITS

Character

Level	Minor	Intermediate
2nd	—	+2 on Jump checks
4th	+2 on Jump checks	Power Attack
6th	—	Strength +1
8th	Power Attack	Shatter 1/day (Sp)
10th	—	Slaad affinity +2 ¹
12th	Strength +1	+1 to natural armor
14th	—	+2 on Climb checks
16th	Shatter 1/day (Sp)	Cleave
18th	—	Constitution +1

20th Slaad affinity +2¹ Resistance to energy 5 (Ex)²

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with slaadi.

2 Roll 1d10 to determine type of energy: 1–2 acid; 3–4 cold; 5–6 electricity; 7–8 fire; 9–10 sonic.

TITAN

Whether as allies, tyrants, or objects of reverence, titans have on occasion interacted actively with lesser beings.

In rare cases, these interactions have given rise to scions of great power—power that hides within rare mortals to this very day.

Creatures with a titan's bloodline tend to have wild emotional swings, and are generally large and powerful.

TITAN BLOODLINE TRAITS

Character

Level	Minor
4th	+2 on Jump checks
8th	Power Attack
12th	Strength +1
16th	Levitate 1/day (Sp)
20th	Titan affinity +2 ¹

Character

Level	Intermediate	Major
1st	—	+2 on Jump checks
2nd	+2 on Jump checks	Power Attack
3rd	—	Strength +1
4th	Power Attack	Levitate 1/day (Sp)
5th	—	Titan affinity +2 ¹
6th	Strength +1	+1 to natural armor
7th	—	+2 on Concentration checks
8th	Levitate 1/day (Sp)	Improved Sunder
9th	—	Constitution +1
10th	Titan affinity +2 ¹	Spell resistance 2 + HD
11th	—	Titan affinity +4 ¹
12th	+1 to natural armor	Use oversized weapon (Ex) ²
13th	—	+2 on Knowledge (any one) checks
14th	+2 on Concentration checks	Daylight or deeper darkness 1/day (Sp) ³
15th	—	Intelligence +1
16th	Improved Sunder	Remove curse or bestow curse 1/day (Sp) ³
17th	—	Titan affinity +6 ¹
18th	Constitution +1	+1 to natural armor
19th	—	+2 on Sense Motive checks
20th	Spell resistance 2 + HD	Damage reduction 5/lawful

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with titans.

2 As the titan special ability.

3 If you are good, you gain *daylight* at 14th level and *remove curse* at 16th; if evil, *deeper darkness* and *bestow curse*; if neutral, 50% chance of either.

TROLL

Though the origin of such a bloodline is almost too hideous to contemplate, there are nonetheless a few creatures who display a certain trollish fortitude.

Such characters tend to bear many scars from old wounds, and are often ferocious in attitude.

TROLL BLOODLINE TRAITS

Character

Level	Minor	Intermediate
2nd	—	+2 on Spot checks
4th	+2 on Spot checks	Great Fortitude
6th	—	Constitution +1
8th	Great Fortitude	Double heal rate (Ex) ²
10th	—	Troll affinity +2 ¹
12th	Constitution +1	+1 to natural armor
14th	—	+2 on Listen checks
16th	Double heal rate (Ex) ²	Power Attack
18th	—	Strength +1
20th	Troll affinity +2 ¹	Scent (Ex)

1 You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with trolls.

2 You heal naturally at double normal rates.

VAMPIRE

The vampire's powers of persuasion have led more than one weak-willed humanoid into its deadly clutch of intimacy.

Though it seems impossible that any child could result from such a union, tales of humanoids possessing some of the vampire's physical and mental prowess abound. These pale, haunted creatures are inevitably cloaked in mystery and deception, for even good-aligned descendants of vampires fear retribution from those mistaking them for the undead.

VAMPIRE BLOODLINE TRAITS

Character Level	Minor
4th	+2 on Climb checks
8th	Stealthy
12th	Strength +1
16th	Resistance to cold 5 (Ex)
20th	Vampire affinity +2 ¹

Character Level	Intermediate	Major
1st	—	+2 on Climb checks
2nd	+2 on Climb checks	Stealthy
3rd	—	Strength +1
4th	Stealthy	Resistance to cold 5 (Ex)
5th	—	Vampire affinity +2 ¹
6th	Strength +1	+1 to natural armor
7th	—	+2 on Search checks
8th	Resistance to cold 5 (Ex)	Resistance to electricity 5 (Ex)
9th	—	Charisma +1
10th	Vampire affinity +2 ¹	Lightning Reflexes
11th	—	Vampire affinity +4 ¹
12th	+1 to natural armor	Alertness
13th	—	+2 on Sense Motive checks
14th	+2 on Search checks	Improved Initiative
15th	—	Dexterity +1
16th	Resistance to electricity 5 (Ex)	Suggestion 1/day (Sp)
17th	—	Vampire affinity +6 ¹
18th	Charisma +1	+1 to natural armor
19th	—	+2 on Bluff checks
20th	Lightning Reflexes	Damage reduction 5/silver

¹ You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with vampires.

YUAN-TI BLOODLINE TRAITS

Character Level	Minor	Intermediate
2nd	—	+2 on Hide checks
4th	+2 on Hide checks	Alertness
6th	—	Charisma +1
8th	Alertness	Detect poison 1/day (Sp)
10th	—	Yuan-ti affinity +2 ¹
12th	Charisma +1	Blind-Fight
14th	—	+2 on Disguise checks
16th	Detect poison 1/day (Sp)	Chameleon power 1/day (Sp) ²

18th — Intelligence +1
 20th Yuan-ti affinity +2¹ +1 to natural armor
¹ You gain the indicated bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with yuan-ti.
² As the yuan-ti special ability.

YUAN-TI

At least one faction among these ruthless serpentfolk often engages in intimate relations with untainted humanoids, believing this to be a means of corrupting other races. The descendants of such activities are often indistinguishable from purebloods, having subtle snakelike features such as scaly patches or unblinking eyes.

EPIC PRESTIGE CLASSES

EPIC LEVEL HANDBOOK (3.0)

AGENT RETRIEVER

Finding items, especially long-lost ones, is an agent retriever's specialty.

A member of this class has a knack for hunting down unique and valuable items, unrelentingly following every clue, every whispered rumor, and every trail, no matter how cold, until the object for person is in hand.

He is the ultimate bounty hunter, able to move among the planes in his quest.

Although a focused set of skills paves the way to becoming an agent retriever, several classes exhibit the talents needed to excel at this endeavor.

Rangers, bards, and rogues most commonly take this epic prestige class, but spellcasters, especially those with scrying capabilities, also make good agent retrievers.

Other classes rarely become agent retrievers.

While many agent retrievers function independently, working for hire on a freelance basis, most work with the Gleaners (see Chapter 6), an organization that trains them in their unique abilities.

Hit Die: d6.

REQUIREMENTS

To qualify to become an agent retriever, a character must fulfill all the following criteria.

Alignment: Any lawful.

Skills: Gather Information 24 ranks, Knowledge (the planes) 15 ranks.

Feats: Track.

CLASS SKILLS

The agent retriever's class skills (and the key ability for each skill) are Appraise (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (the planes; (Int), listen (Wis), Search (Int), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the agent retriever prestige class.

Weapon and Armor Proficiency: An agent retriever gains no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: At each agent retriever level, the character gains new spells per day and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming an agent retriever, the player must decide to which class to add the new level for the purpose of determining spells per day.

Uncanny Location (Sp): When an agent retriever spends one day attuning himself to a person or object he is seeking (speaking with others who knew the person or object, examining items that belonged to that person or written descriptions of the object, researching histories, or the like), he automatically determines that person's or item's location as the *discern location* spell.

Once he has established a sense of the location, the agent retriever can maintain this uncanny link even if the target moves, but only so long as he hunts down this person or item to the exclusion of all other pursuits.

If he ever turns aside to undertake a second pursuit, the *uncanny location* ends, and the agent retriever must spend another day to reattune himself to the target.

Tracking Bonus (Ex): The agent retriever develops a keen sense of the path his quarry is likely to take and a better understanding of how that quarry will attempt to shake pursuit.

This keen sense gives the agent retriever a +10 insight bonus on Wilderness Lore checks to track the quarry. This bonus increases by +10 every five levels thereafter (+20 at 6th level, +30 at 11th level, +40 at 16th level, and so on).

Plane Shift (Sp): The agent retriever can use *plane shift* as a 14th-level caster once per day starting at 2nd level, plus one additional time per day every five levels thereafter (7th, 12th, 17th, and so on).

Force Sphere (Sp): Without the ability to capture a target, finding it does no good.

Gleaner training allows the agent retriever to call forth a *force sphere*.

The agent retriever can attempt to enclose any creature or object he can see within 30 feet.

The target is allowed a Reflex saving throw (DC 20 + 1/2 the class level of the agent retriever + the agent retriever's Dexterity modifier).

Those who fail are then encapsulated in a sphere of force with a radius of up to 50 feet (the sphere is only as large as it needs to be, up to its maximum radius).

Those trapped inside cannot escape except with methods that can bypass or destroy a *wall of force*.

The sphere persists as long as the agent retriever desires, up to a maximum of seven days.

A captured target does not count toward the capacity of the agent retriever's *plane shift* ability, and the agent retriever can *plane shift* with the target despite the presence of the *force sphere*.

The agent retriever can use this power once per day at 3rd level, plus one additional time per day every five levels thereafter (8th, 13th, and so on).

Ethereal Jaunt (Sp): The agent retriever can use *ethereal jaunt* as a 14th-level caster once per day at 4th level, plus one additional time per day every five levels thereafter (9th, 14th, 19th, and so on).

Bonus Feats: The agent retriever gets a bonus feat at 5th level and an additional bonus feat every five levels thereafter (10th, 15th, 20th, and so on).

These bonus feats must be selected from the following list: Epic Endurance, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Combat Casting, Improved Spell Capacity, Legendary Climber, Legendary Rider, Legendary Tracker, Perfect Health, Permanent Emanation, Spontaneous Spell, Storm of Throws, Swarm of Arrows, and Uncanny Accuracy.

TABLE 1–24: THE AGENT RETRIEVER

Agent Retriever Level	Special	Spells per Day
1st	Uncanny location, tracking bonus +10	+1 level of existing class
2nd	Plane shift 1/day	+1 level of existing class
3rd	Force sphere 1/day	+1 level of existing class
4th	Ethereal jaunt 1/day	+1 level of existing class
5th	Bonus feat	+1 level of existing class
6th	Tracking bonus +20	+1 level of existing class
7th	Plane shift 2/day	+1 level of existing class
8th	Force sphere 2/day	+1 level of existing class
9th	Ethereal jaunt 2/day	+1 level of existing class
10th	Bonus feat	+1 level of existing class

COSMIC DESCRYER

The cosmic descryer is interested in the infinite variety of the planes and fascinated by the different layers of the multiverse.

She uses experimentation to grow knowledgeable in the whirl and gyre of the cosmos, developing an extraordinary affinity for all things planar.

Furthermore, she derives power from that fundamental understanding.

She is particularly adept in the summoning arts, able to call and command the most powerful outsiders known.

She can travel to other planes with ease, adapting herself to those otherworldly environments no matter how alien.

By necessity, spellcasters are the only classes eligible to become cosmic descryers.

But most spellcasters, whether divine or arcane in nature, can eventually advance into this epic prestige class.

The cosmic descryer can serve a variety of capacities in an ongoing campaign.

She is a useful part of an adventuring group that travels to different planes of existence or that has frequent need of an outsider's help.

Even if she doesn't travel very often, a cosmic descryer can help anyone who seeks knowledge through scrying or communication with outsiders.

The Gleaners employ cosmic descryers, as does the Planar Cartographic Society (see Chapter 6).

Hit Die: d4.

REQUIREMENTS

To qualify to become a cosmic descryer, a character must fulfill all the following criteria.

Skills: Knowledge (the planes) 24 ranks.

Feats: Spell Focus (Conjuration).

Epic Feats: Energy Resistance.

Spells: Ability to cast *gate* and any *planar ally* or *planar binding* spell.

Special: Must have previously traveled to any other plane of existence.

CLASS SKILLS

The cosmic descryer's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the cosmic descryer prestige class.

Weapon and Armor Proficiency: A cosmic descryer gains no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: At every other cosmic descryer level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level.

If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming a cosmic descryer, the player must decide to which class to add the new level for the purpose of determining spells per day.

Superior Planar Summoning (Ex): Beginning at 1st level, the cosmic descryer can increase the power of any of the following spells—*elemental swarm*, *gate*, *greater planar ally*, *greater planar binding*, *summon monster IX*, or *summon nature's ally IX*—to affect or summon outsiders of 4 Hit Dice higher than the spell's normal limit or conjure creatures with 4 Hit Dice of advancement.

Thus, *greater planar binding* summons an outsider of 28 HD rather than just 24 HD.

Every four levels thereafter, the cosmic descryer can increase the number of extra Hit Dice by 4.

Naturalization (Ex): Starting at 2nd level, the cosmic descryer develops a natural affinity for one plane that she has visited, becoming resistant to any spells and spell-like effects that would normally affect any creature not native to that plane (such as *banishment*).

Every two levels thereafter, the cosmic descryer gains naturalization to one additional plane (two planes at 4th, three planes at 6th, four planes at 5th, and so on).

Enduring Gate (Su): Starting at 3rd level, as a full-round action, the cosmic descryer can make any casting of the *gate* spell remain for a full day, rather than disappearing after 1 round per caster level.

Every three levels thereafter, the cosmic descryer can increase the duration of *gate* by one additional day (two days at 6th, three days at 9th, four days at 12th, and so on).

Bonus Feat (Ex): The cosmic descryer gains a bonus feat at 5th level and an additional bonus feat every five levels thereafter (10th, 15th, 20th, and so on).

These bonus feats must be selected from the following list: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation,

Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

Cosmic Connection (Su): At 7th level, the cosmic descryer may join with the massive energy of the multiverse once per day, plus one additional time per day every five levels thereafter (12th, 17th, 22nd, and so on).

The cosmic descryer can remain connected for a number of minutes equal to her class level.

The cosmic connection is a transcendent experience for the devotee, and she is transfigured by it.

While connected, she is immune to critical hits, is a native on any plane she visits, and can use *dimension door* at will as a 20th-level caster.

Using her exceptional knowledge, the cosmic descryer can draw off excess energy from the multiverse itself to increase her effective caster level or enhance any attack roll, saving throw, skill check, or ability check.

Drawing off excess energy from the multiverse is dangerous, and it deals the cosmic descryer 5 points of damage for each +1 bonus applied to a single roll or +1 caster level on a single spell.

For instance, a cosmic descryer could add a +5 bonus on her next attack roll or saving throw, but in doing so she takes 25 points of damage.

TABLE 1–25: THE COSMIC DESCRYER

Cosmic Descryer Level	Special	Spells per Day
1st	Superior planar summoning (+4 HD)	
2nd	Naturalization (1 plane)	+1 level of existing class
3rd	Enduring gate (1 day)	
4th	Naturalization (2 planes)	+1 level of existing class
5th	Bonus feat, superior planar summoning (+8 HD)	
6th	Naturalization (3 planes), enduring gate (2 days)	+1 level of existing class
7th	Cosmic connection 1/day	
8th	Naturalization (4 planes)	+1 level of existing class
9th	Superior planar summoning (+12 HD), enduring gate (3 days)	
10th	Naturalization (5 planes), bonus feat	+1 level of existing class

DIVINE EMISSARY

Deities have need of powerful servants, many of whom are epic clerics, paladins, and other characters.

Some gods also have special, handpicked agents who speak with their authority.

However, the same deities may choose a single proxy through whom a little of their own power flows.

Called divine emissaries, these characters are second to none in the god's favor.

They act with that god's full blessing and some of its divine power.

Divine emissaries who abuse their powers (in the eyes of the deity) may be stripped of them.

Divine emissaries are often instruments of war, and thus paladins and blackguards are often chosen to serve this role. However, some deities also choose clerics.

Despite being the highest representative of a deity, a divine emissary usually travels with comrades who supplement the emissary's strength.

When a deity gives an important decree to mortals, lesser agents often serve as that deity's voice.

But when a god needs to back up its decrees with force, a divine emissary has a new mission.

Hit Die: d10.

REQUIREMENTS

To become a divine emissary, the character must fulfill all the following criteria.

Base Attack Bonus: +23.

Feats: Weapon Focus (deity's favored weapon).

Epic Feat: Great Smiting.

Skills: Knowledge (religion) 10 ranks.

Special: Must have a patron deity.

Furthermore, the potential divine emissary must complete some quest that furthers his deity's goals so much that it impresses the deity.

If the deity has no other divine emissary (or is willing to oust the current divine emissary), the god may choose the character.

The DM makes this choice, not the player.

CLASS SKILLS

The divine emissary's class skills (and the key ability for each) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are features of the divine emissary prestige class.

Spells per Day/Spells Known: At each divine emissary level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming a divine emissary, the player must decide to which class to add the new level for the purpose of determining spells per day.

Special Mount: if he has one, the divine emissary's special mount continues to increase in power.

Every five levels after 1st (6th, 11th, 16th, and so on), the special mount gains +2 bonus Hit Dice, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1.

The mount's spell resistance equals the divine emissary's class level + the class level that provided the special mount + 5.

Granted Domain (Ex): A divine emissary gains access to one of his deity's domains, as well as the granted power of that domain.

The extra domain expands a paladin's selection of spells, but he does not gain the ability to cast higher-level spells than he otherwise could.

Clerics gain an additional domain but otherwise use the rules for preparing spells from their domains normally.

Divine Inspiration (Sp): A divine emissary gains a +2 luck bonus on his attack and damage rolls for 10 rounds, once per day at 1st level, plus one additional time per day every three levels thereafter (4th, 7th, 11th, and so on).

Extra Smite (Su): A divine emissary can use his smite ability two extra times per day, plus one additional time per day every three levels thereafter (5th, 8th, 11th, and so on).

To determine the damage with any smite attack, a divine emissary adds together his divine emissary levels and class levels that originally conferred the smite ability.

Greater Planar Ally (Sp): The emissary can call a *greater planar ally* (as the spell) once per day at 3rd level, plus one additional time per day every ten levels thereafter (13th, 23rd, 33rd, and so on).

The ally does not request a return favor when a divine emissary uses this ability.

Bonus Feats: The divine emissary gains a bonus feat at 6th level and an additional bonus feat every ten levels thereafter (16th, 26th, 36th and so on).

These bonus feats must be selected from the following list:

Armor Skin, Devastating Critical, Epic leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Holy Strike, Improved Aura of Courage, Improved Combat Casting, Improved Spell Capacity, Legendary Commander, Legendary Rider, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell, Widen Aura of Courage.

Divine Hand (Su): Sometimes the divine emissary feels the touch of his deity.

As a free action, the emissary gains a +20 sacred (or profane if appropriate) bonus on his next melee or ranged attack roll, as long as the attack is made with the deity's favored weapon.

The emissary can use divine hand once per day at 9th level, plus one additional time per day every ten levels thereafter (19th, 29th, and so on).

TABLE 1–26: THE DIVINE EMISSARY

Divine Emissary Level	Special
1st	<i>Divine inspiration</i> 1/day, granted domain
2nd	Extra smite 2/day
3rd	<i>Greater planar ally</i> 1/day
4th	<i>Divine inspiration</i> 2/day
5th	Extra smite 3 /day
6th	Bonus feat
7th	<i>Divine inspiration</i> 3/day
8th	Extra smite 4/day
9th	<i>Divine hand</i> 1/day
10th	<i>Divine inspiration</i> 4/day

EPIC INFILTRATOR

The epic infiltrator is an agent of espionage, an undercover operative, and sometimes a saboteur.

He is the plant in the enemy's forces, going incognito to retrieve secret battle plans or steal a valuable item.

He excels at pretending to be someone other than he is, convincing everyone around him through disguises and an uncanny ability to tell people what they want to hear.

He may use special equipment to aid him in his mission, but his most important tool is his own ability to stay calm in a tight spot.

His grace under pressure helps him get the information he needs to succeed without getting caught.

Rogues and bards are best suited for becoming epic infiltrators, but fighters, wizards, and sorcerers also work well undercover.

Other classes turn to espionage less often.

Barbarians, druids, and paladins do not usually work well as spies except in very unusual circumstances.

Epic infiltrators often work for governments or powerful merchant lords.

Sometimes they accept short-term, one-shot missions, but often they engage in long-term infiltration operations.

Many epic infiltrators operate freelance, taking contracts through a third party.

Occasionally, an epic infiltrator may be found as part of an adventuring group, putting his talents to use as a scout.

The Regulators have many epic infiltrators among their ranks, and the Gleaners, the Garrote, and the Godkissed all employ them from time to time (see Chapter 6).

Hit Die: d6.

REQUIREMENTS

To qualify to become an epic infiltrator, a character must fulfill all the following criteria.

Alignment: Any nonchaotic.

Skills: Bluff 24 ranks, Diplomacy 10 ranks, Disguise 24 ranks, Read Lips 10 ranks.

Feats: Alertness.

Epic Feat: Polyglot.

Special: Must have successfully spent one month using the Disguise skill to pose as someone else.

CLASS SKILLS

The epic infiltrator's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Scry (Int), Sense Motive (Wis), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

The following are class features of the epic infiltrator prestige class.

Weapon and Armor Proficiency: An epic infiltrator is proficient with all simple and martial weapons, all armor, and shields.

Improved Cover Identity (Ex/Su): At 1st level, an epic infiltrator establishes three specific cover identities, plus

one additional cover identity every four levels thereafter (5th, 9th, 13th, and so on).

An epic infiltrator at work must keep his true identity secret, so he pretends to be a merchant, a stable boy, or an innkeeper, or possibly a fighter, a low-level wizard, or some other class.

A cover identity allays others' suspicions and leads opponents to underestimate the epic infiltrator until it is too late.

While operating in a cover identity, the epic infiltrator gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

When the epic infiltrator has the option of adding a new cover identity, he may instead work on further perfecting a cover identity already possessed.

An improved cover identity grants a +6 circumstance bonus on Disguise checks and a +4 circumstance bonus on Bluff and Gather Information checks while operating in that identity.

A specific cover identity may be improved again and again, each time adding +2 to the bonuses.

The web of different cover identities inside the epic infiltrator's mind makes it impossible to detect his alignment with any form of divination.

This ability functions exactly like an *undetectable alignment* spell, except that it is always active as a supernatural ability. Only divinations are confounded; spells that function only against certain alignments, such as *protection from evil* and *holy smite*, affect the epic infiltrator normally.

Should the epic infiltrator wish to "retire" a cover identity and develop a new one, he must spend one week rigorously practicing subtle vocal intonations and body language before he earns the bonuses.

Cover identities do not in themselves provide the epic infiltrator with additional skills, proficiencies, or class features that others might expect of the pretended professions; however, a successful Bluff check at the right time is enough to deter suspicion.

The epic infiltrator can switch cover identities or don a disguise using the Disguise skill in 1d3 minutes.

He can also put on or take off armor in one-half the normal time.

Sneak Attack: If an epic infiltrator can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage.

Basically, any time the epic infiltrator's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the epic infiltrator's attack deals +1d6 points of damage.

This extra damage increases by +1d6 points every three levels (+2d6 at 4th level, +3d6 at 7th level, +4d6 at 10th level, and so on).

Should the epic infiltrator score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the epic infiltrator can make a sneak attack that deals subdual damage instead of normal damage.

He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –

4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

An epic infiltrator can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks.

Also, the epic infiltrator must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot.

The epic infiltrator cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If an epic infiltrator gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Specialist Training (Ex): At 2nd level, the epic infiltrator gains the benefit of focusing his craft on a particular type of work, specializing in one of the following categories and receiving a +3 bonus on all checks with the listed skills.

Every three levels thereafter (5th, 8th, 11th, and so on), the epic infiltrator gains specialist training again.

He may select the same category more than once.

Concealment: Bluff, Disguise, Forgery, and Innuendo.

Subterfuge: Hide, Move Silently, Open Lock, and Pick Pocket.

Espionage: Listen, Read Lips, Search, and Spot.

Interaction: Diplomacy, Gather Information, Intimidate, and Sense Motive.

Read Thoughts (Su): Beginning at 3rd level, the epic infiltrator can "hear" the surface thoughts, once per day, of any single target he selects.

Every four levels thereafter (7th, 11th, 15th, and so on), the epic infiltrator can perform this ability one additional time per day.

This ability functions as the *detect thoughts* spell cast by a 15th-level caster, except that it targets a single mind.

Far Senses (Su): Starting at 4th level, the epic infiltrator can extend his vision or hearing into an area beyond his normal range, once per day, to a distance of 20 feet plus an additional 20 feet per epic infiltrator level.

The epic infiltrator must have personally visited the physical location earlier to use far senses on it.

Barriers do not impede far senses, and low-light vision or darkvision function normally if the epic infiltrator has one or both of those abilities.

Far senses can also apply to the epic infiltrator's read thoughts ability.

Every two levels beyond 4th (6th, 8th, 10th, and so on), the epic infiltrator can perform this ability one additional time per day.

This ability functions as the *clairaudience/clairvoyance* spell cast by a 15th-level caster, except for the limit on range, the need to know the locale beforehand, and the ability to use the read thoughts ability.

Mind Blank (Sp): At 3rd level, the epic infiltrator can become immune to all mind-affecting spells and divinations by rigorously silencing his mind once per day, plus one additional time per day every eight levels thereafter (11th, 19th, 27th, and so on).

This ability works as the *mind blank* spell cast by a 15th-level caster.

TABLE 1–27: THE EPIC INFILTRATOR

Epic Infiltrator Level	Special
1st	Improved cover identity (3), sneak attack +1d6
2nd	Specialist training
3rd	Read thoughts 1/day, mind blank 1/day
4th	Far senses 1/day, sneak attack +2d6
5th	Specialist training, improved cover identity (4)
6th	Far senses 2/day
7th	Read thoughts 2/day, sneak attack +3d6
8th	Far senses 3/day, specialist training
9th	Improved cover identity (5)
10th	Far senses 4/day, sneak attack +4d6

GUARDIAN PARAMOUNT

The guardian paramount is an extraordinary bodyguard, a protector of others who is skilled in preventing harm to his charge.

He often places himself in danger, taking the brunt of attacks meant for the person he is protecting.

He displays unparalleled prowess in defending his charge, keeping her from harm and returning her to health should she be injured.

Guardian paramounts most often come from the ranks of rogues, rogue/fighters, and rogue/clerics. Rogue/wizards, sorcerers, and druids rarely answer the call to defend, because their martial skills are not up to the demands of such work.

The guardian paramount is a valued member of society, a mercenary willing to accept the dangers of attack in exchange for payment.

Most guardian paramounts work independently, although some belong to the Order of the Shield (see Chapter 6).

It is fairly uncommon to have a guardian paramount as part of an adventuring group, although a wizard or a sorcerer may employ one or recruit a guardian paramount as a cohort.

Hit Die: d10.

REQUIREMENTS

To qualify to become a guardian paramount, a character must fulfill all the following criteria.

Base Attack Bonus: +15.

Skills: Spot 13 ranks.

Feats: Alertness, Lightning Reflexes.

Epic Feats: Blinding Speed, Superior Initiative.

Special: Uncanny dodge, evasion.

CLASS SKILLS

The guardian paramount's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the guardian paramount prestige class.

Weapon and Armor Proficiency: A guardian paramount is proficient with all simple and martial weapons, all armor, and shields.

Bonus Feats: The guardian paramount gets a bonus feat at 1st level and an additional bonus feat every three levels thereafter (4th, 7th, 10th and so on).

These bonus feats must be selected from the following list: Bulwark of Defense, Combat Archery, Damage Reduction, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Fortitude, Epic Reflexes, Epic Reputation, Epic Skill Focus, Epic Speed, Epic Toughness, Epic Will, Exceptional Deflection, Fast Healing, Great Dexterity, Improved Combat Reflexes, Improved Sneak Attack, Improved Spell Resistance, Infinite Deflection, Legendary Climber, Lingering Damage, Mobile Defense, Perfect Health, Reflect Arrows, Self-Concealment, Sneak Attack of Opportunity, Spellcasting Harrier, Trap Sense, and Uncanny Accuracy. Uncanny Dodge Enabler (Ex): The guardian paramount must have the uncanny dodge class feature to qualify for the prestige class, so at a minimum the guardian paramount has the extraordinary ability to retain his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

It is possible that the character has higher-level aspects of the uncanny dodge ability, such as a bonus to avoid traps.

Whatever the level of uncanny dodge attained by the character, the guardian paramount can extend the features of his uncanny dodge ability to include any one creature he designates within 5 feet of him (he can designate a creature or change designations as a free action once per round).

Thus, if a guardian paramount retains his Dexterity bonus to AC when flatfooted, the designated target retains it as well.

The guardian paramount can extend his uncanny dodge ability three times per day at 1st level, plus one additional time per day every three levels thereafter (4th, 7th, 10th, and so on).

Evasive Preceptor (Ex): The guardian paramount must have the evasion class feature, which allows the character to take no damage from an area attack with a successful Reflex save.

He may also have improved evasion, though this is not a prerequisite.

The character can extend evasion or improved evasion to include any one creature he designates within 5 feet of him.

The guardian paramount can extend his evasion ability once per day at 2nd level, plus one additional time per day every three levels thereafter (5th, 8th, 11th, and so on).

Protective Aura (Sp): Starting at 3rd level, the guardian paramount can use a special form of *shield other* once per day, plus one additional time per day every three levels thereafter (6th, 9th, 12th, and so on).

When a guardian paramount creates a *protective aura*, the transferred wounds are dealt to the guardian paramount as subdual damage, not normal damage, as with the *shield other* spell.

Otherwise, the guardian paramount's *protective aura* functions like the *shield other* spell cast by an 8th-level cleric.

Adjust Probability (Ex): On reaching 5th level, the guardian paramount gains the ability to affect probability twice per day, plus one additional time per day per three levels thereafter (8th, 11th, 14th, and so on).

The guardian paramount can force a reroll of one attack roll, check, or saving throw that another creature within 25 feet—friend or enemy—just made.

The guardian paramount often uses this ability to allow his ward to reroll a saving throw, but he could also use the ability to make an enemy striking his ward reroll a successful attack.

The guardian paramount can find out whether the attack roll, check, or save would have succeeded before using this ability.

The recipient must take the second roll, whether it's better or worse than the original roll.

The use of this ability takes place outside the normal initiative order, but the paramount guardian can't use it if he is flat-footed or unable to see the situation resulting in the roll.

The guardian paramount must decide whether to reroll as soon as the result of the attack roll, check, or save is known; otherwise he must wait for another opportunity.

When possible, the guardian paramount player should notify the DM prior to another character's roll, stating his intention to use this ability immediately if the outcome appears undesirable.

Call Back (Sp): On reaching 6th level, the guardian paramount gains the ability to return a dead creature that he has previously used any of his other class abilities on back to life, as if he had cast *true resurrection* as a 20th-level cleric.

The character can use this ability once per day, plus one additional time per day every six levels (12th, 18th, 24th, and so on).

TABLE 1-28: THE GUARDIAN PARAMOUNT

Guardian Paramount Level	Special
1st	Bonus feat, uncanny dodge enabler 3/day
2nd	Evasive preceptor 1/day
3rd	Protective aura 1/day
4th	Bonus feat, uncanny dodge enabler 4/day
5th	Adjust probability 2/day, evasive preceptor 2/day
6th	Call back 1/day, protective aura 2/day
7th	Bonus feat, uncanny dodge enabler 5/day
8th	Evasive preceptor 3/day, adjust probability 3/day
9th	Protective aura 3/day
10th	Bonus feat, uncanny dodge enabler 6/day

HIGH PROSELYTIZER

The high proselytizer is the holy inspiration that begins religious movements.

She is the word of her deity, spreading the teachings of her god and sharing her beliefs in a truly stirring display of rapture and fervor.

All who listen to her preaching find it easy to accept her words as truth.

They come to understand that committing themselves to the dogma of the high proselytizer's order will grant them enlightenment in her deity's name.

Entire nations have fallen under the glorious sway of a high proselytizer's ardent zeal.

Clerics most often command the attention of the people well enough to begin the work of a high proselytizer, and paladins sometimes hear the calling as well.

Druids and rangers rarely experience such a calling, and other characters simply do not have the proper relationship with their deities.

High proselytizers generally work within a society already worshipping the character's deity, although it is not uncommon for a high proselytizer to be at odds with the established religious leaders of the temple.

Often, a high proselytizer's deity takes a particularly active role in the events of her world and leads the deity's followers to action.

Hit Die: d8.

REQUIREMENTS

To qualify to become a high proselytizer, a character must fulfill all the following criteria.

Skills: Diplomacy 12 ranks and either Knowledge (religion) 24 ranks or Knowledge (nature) 24 ranks.

Feats: Leadership.

Epic Feats: Epic Leadership.

Spells: Ability to cast 5th-level divine spells.

Special: Must have a patron deity.

CLASS SKILLS

The high proselytizer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the high proselytizer prestige class.

Weapon and Armor Proficiency: High proselytizers are proficient with all simple weapons, all armor, and all shields.

Spells per Day: At every other high proselytizer level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level.

If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning undead).

If the character had more than one divine spellcasting class before becoming a high proselytizer, the player must decide to which class to add each high proselytizer level for the purpose of determining spells per day.

Proselytize (Sp): At 1st level, the high proselytizer gains the ability to preach the word of her deity to large crowds with great effect.

She may speak in such a manner once per day, plus one additional time per day per ten class levels thereafter (11th, 21st, 31st, and so on).

Proselytize has three effects.

First, any time the high proselytizer is speaking in this manner, she is treated as though affected by a *sanctuary* spell.

Second, her voice can be heard clearly by anyone within a radius of 100 feet plus 50 feet per class level, regardless of background noise, and her speech can be understood as though the audience were affected by a *comprehend languages* spell.

Finally, everyone in the range of the high proselytizer's voice immediately has a chance of becoming enraptured:

Type of Listener	Effect
Followers of the same deity	Automatic if 10 or fewer HD, otherwise Will save (DC 20 + 1/2 high proselytizer's class level + Wis modifier)
Others of the same alignment	Automatic if 5 or fewer HD, otherwise Will save (as above)
All others	Will save (as above)

Enraptured audience members act as though affected by a *symbol of persuasion* (see the *symbol* spell), changing alignment as appropriate and otherwise functioning according to the *charm person* spell.

The high proselytizer can inspire the crowd to take any of a number of actions depending on her alignment.

She might urge an army to fight with courage or convince an urban crowd to do good deeds in the streets of the city. In the case of a chaotic or evil high proselytizer, she might incite a mob to wreak havoc and vandalize the city or seek out and punish nonbelievers.

Any suicidal suggestion grants audience members a new saving throw to break the rapture 'with the exception of low-level followers of the same deity, who never got a save in the first place).

This rapture lasts for 10 minutes plus an additional 5 minutes per high proselytizer level.

At 3rd level, the high proselytizer's *proselytize* ability includes *deific touch* once per day, plus one additional time per day per ten levels thereafter (13th, 23rd, 33rd, and so on).

During her speech, she can move among the enraptured, shaking hands, caressing brows, and otherwise making contact with audience members.

Anyone so touched is healed of 1d4 points of damage and cured of any natural disease or poison.

Up to six individuals per round can be so affected.

An audience member can benefit from *deific touch* only once per *proselytize* session.

The high proselytizer can use *deific touch* as long as her *proselytize* ability lasts.

At 5th level, the *proselytize* ability includes *deific word* once per day, plus one additional time per day per ten levels thereafter (15th, 25th, 35th, and so on).

The words spoken by the high proselytizer can, if she chooses, function as a triple-strength *sound burst* spell (3d8 points of sonic damage and a Will save to avoid being stunned for 3 rounds) to all who are not enraptured, as the spell cast by a 20th-level cleric.

The *deific word* can occur at any point during her *proselytize* speech.

At 7th level, the *proselytize* ability includes *deific face* once per day, plus one additional time per day per ten levels thereafter (17th, 27th, 37th, and so on).

When the high proselytizer speaks, she can cause a blinding burst to shine from her face.

Deific face functions against all in the audience who are not enraptured as the *sunburst* spell cast by a 20th-level cleric.

The *deific face* can occur at any point during her speech.

At 9th level, the *proselytize* ability includes *deific aura* once per day, plus one additional time per day per ten levels thereafter (19th, 29th, 39th, and so on).

When the high proselytizer speaks, she can cause a rolling wave of deific power to spring from her body that functions as either a *blasphemy*, *dictum*, *holy word*, or *word of chaos* spell

(as appropriate for her alignment), affecting only those in the audience who have resisted becoming enraptured.

Deific aura otherwise functions as the relevant spell cast by a 20th-level cleric.

The *deific aura* can occur at any point during her speech.

Heal (Sp): At 2nd level, the high proselytizer can use *heal* on herself or another creature once per day, plus one additional time per day per four levels thereafter (6th, 10th, 14th, and so on).

Bonus Feats: The high proselytizer gets a bonus feat at 4th level and an additional bonus feat every four levels thereafter (8th, 12th, 16th, and so on).

These bonus feats must be chosen from the following list: *Armor Skin*, *Automatic Quickened Spell*, *Automatic Silent Spell*, *Automatic Still Spell*, *Bonus Domain*, *Enhance Spell*, *Epic Reputation*, *Epic Spell Focus*, *Epic Spell Penetration*, *Epic Spellcasting*, *Epic Will*, *Extended Life Span*, *Great Charisma*, *Great Wisdom*, *Ignore Material Components*, *Improved Alignment-Based Casting*, *Improved Combat Casting*, *Improved Heighten Spell*, *Improved Metamagic*, *Improved Spell Capacity*, *Intensify Spell*, *Legendary Commander*, *Multispell*, *Negative Energy Burst*, *Permanent Emanation*, *Planar Turning*, *Polyglot*, *Positive Energy Aura*, *Spectral Strike*, *Spell Stowaway*, *Spell Opportunity*, *Spontaneous Domain Access*, *Spontaneous Spell*, *Tenacious Magic*, *Undead Mastery*, *Zone of Animation*.

TABLE 1–29: THE HIGH PROSELYTIZER

High Proselytizer Level	Special	Spells per Day
1st	<i>Proselytize</i> 1/day	
2nd	<i>Heal</i> 1/day	+1 level of divine spellcasting class
3rd	<i>Proselytize (deific touch)</i> 1/day	
4th	Bonus feat	+1 level of divine spellcasting class
5th	<i>Proselytize (deific word)</i> 1/day	
6th	<i>Heal</i> 2/day	+1 level of divine spellcasting class
7th	<i>Proselytize (deific face)</i> 1/day	
8th	Bonus feat	+1 level of divine spellcasting class
9th	<i>Proselytize (deific aura)</i> 1/day	
10th	<i>Heal</i> 3/day	+1 level of divine spellcasting class

LEGENDARY DREADNOUGHT

The legendary dreadnought is the ultimate foot soldier, an absolute force of destruction, a total warrior who excels at sheer combat prowess.

While some rely on cunning and reflexes in a fight, and others uphold a code of honor or engage in combat from horseback, the legendary dreadnought simply wades into battle, completely bent on relentless, steady destruction. When the tide of combat flows against him, he stands like a rock.

It is the legendary dreadnought who has the might to breach the seemingly unbreachable gates.

Fighters, rangers, and barbarians most often seek to become legendary dreadnoughts, as do ex-paladins and blackguards. Clerics, paladins, and monks may occasionally change their focus and become legendary dreadnoughts, but druids, rogues, sorcerers, and wizards seldom do.

Legendary dreadnoughts may function as brute force in an adventuring group, but small groups of them make up the most devastating combat units in an army.

On occasion, a legendary dreadnought might serve as a champion for a prominent ruler or noble, acting as a strong-arm or engaging in staged combats for money.

Hit Die: d12.

REQUIREMENTS

To qualify to become a legendary dreadnought, a character must fulfill all the following criteria.

Base Attack Bonus: +23.

Skills: Intimidate 15 ranks.

Feats: Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical.

CLASS SKILLS

The legendary dreadnought's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), and Swim (Str).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the legendary dreadnought prestige class.

Weapon and Armor Proficiency: A legendary dreadnought is proficient with all simple and martial weapons, all armor, and all shields.

Unstoppable (Ex): At 1st level, the legendary dreadnought can concentrate his power, turning himself into an unstoppable force once per day, plus one additional time per day every five levels thereafter (6th, 11th, 16th, and so on).

This ability grants the character a +20 bonus on his Strength check to break or burst a door or item (see *Breaking Open Doors* in Chapter 4: Skills and *Breaking Items* in Chapter 8: Combat in the *Player's Handbook*).

As a special use of this ability, the legendary dreadnought can attempt to break a *wall of force* (Strength DC 32, and the character applies his unstoppable bonus to this check as well).

Alternatively, the legendary dreadnought can apply the +20 bonus to a single attack roll.

Unmovable (Ex): At 2nd level, the legendary dreadnought can concentrate his power, making himself unmovable once per day, plus one additional time per day every five levels thereafter (7th, 12th, 17th, and so on).

This power grants the character a +20 bonus on any one of the following:

- A grapple check made to avoid being grabbed with the improved grab ability.
- A Strength check to avoid the effects of a bull rush, trip attempt, or similar effect.
- A Strength check against any effect that would move the character either physically or magically.
- Any one saving throw.

If an effect that would move the character either physically or magically does not normally allow a saving throw, the legendary dreadnought can use this ability to gain a Will saving throw.

He still gains the +20 bonus on the saving throw in such a case.

Shrug off Punishment (Ex): The legendary dreadnought grows more and more able to withstand the injuries that would fell lesser men, gaining 12 bonus hit points at 3rd

level and 12 more every five levels thereafter (8th, 13th, 18th, and so on).

Thick Skinned (Ex): At 4th level, the legendary dreadnought learns to ignore the minor nicks and cuts of battle, gaining damage reduction 3/—.

This does not stack with damage reduction granted by magic items or nonpermanent magical effects, but it does stack with any damage reduction granted by permanent magical effects, class features, the Damage Reduction feat, and this ability itself.

The damage reduction improves by 3 points every five levels thereafter (9th.

14th, 19th, and so on).

Bonus Feats: The legendary dreadnought gets a bonus feat at 5th level and an additional bonus feat every five levels thereafter (at 10th, 15th, 20th, and so on).

These bonus feats must be selected from the following list: Armor Skin, Devastating Critical, Dire Charge, Epic Fortitude, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Fast Healing, Great Constitution, Great Strength, Improved Combat Reflexes, Overwhelming Critical, Penetrate Damage Reduction.

TABLE 1–30: THE LEGENDARY DREADNOUGHT

Legendary Dreadnought Level	Special
1st	Unstoppable 1/day
2nd	Unmovable 1/day
3rd	Shrug off punishment
4th	Thick skinned
5th	Bonus feat
6th	Unstoppable 2/day
7th	Unmovable 2/day
8th	Shrug off punishment
9th	Thick skinned
10th	Bonus feat

PERFECT WIGHT

The perfect wight is a master of skulking, the ultimate prowler and thief.

She has transcended the extraordinary, honing her talents to supernatural levels.

She can bypass any protection and slip through any defense.

Few see her coming, and she does not leave evidence of her passing.

She quite literally is a shadow in the night.

Only the sneakiest and stealthiest of characters can become a perfect wight, so rogues are the most likely candidates.

Assassins sometimes enhance their own skills by spending some time as a perfect wight, although the perfect wight's focus on stealth and evasion comes at the expense of some offensive abilities.

Few other classes ever excel at the talents necessary to become perfect wights, although the occasional sorcerer or wizard might find herself in a position to do so.

Perfect wights are true thieves, cat burglars in the extreme. They have heightened the art of breaking and entering to a new level, and they consider it an exciting challenge to test their mettle against the best security to multiverse has to offer.

Most operate solo, although some may work with a group or perhaps use their talents to aid in protecting rather than stealing.

Hit Die: d6.

REQUIREMENTS

To qualify to become a perfect wight, a character must fulfill all the following criteria.

Skills: Hide 24 ranks, Move Silently 24 ranks.

Epic Feats: Self-Concealment.

Special: Sneak attack +10d6.

CLASS SKILLS

The perfect wight's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

The following are class features of the perfect wight prestige class.

Weapon and Armor Proficiency: A perfect wight gains no proficiency with any weapons, armor, or shields.

Improved Invisibility (Su): Starting at 1st level, the perfect wight gains the benefit of *improved invisibility* once per day, plus one additional time per day every five levels thereafter (6th, 11th, 16th, and so on).

The *improved invisibility* is as the spell cast by a 20th-level caster.

Improved Legerdemain (Su): A perfect wight can perform the following class skills at a range of 30 feet: Disable Device, Open Lock, Pick Pocket, and Search.

If desired, the perfect wight can take 10 on the check.

Any object manipulated during the skill check must weigh 100 pounds or less.

Alternatively, the perfect wight can use improved legerdemain to make one melee sneak attack against any creature within 30 feet.

The perfect wight executes the sneak attack (or death attack, if applicable) as if attacking from a flanking position. If the attack is successful, the victim is dealt the appropriate sneak attack damage despite the fact that the perfect wight and her weapon do not physically cross the intervening distance.

A perfect wight can use improved legerdemain once per day at 2nd level, plus one additional time per day every five levels thereafter (7th, 12th, 17th, and so on).

Incorporeal (Su): At 3rd level, the perfect wight can become incorporeal once per day, plus one additional time per day every five levels thereafter (8th, 13th, 18th, and so on).

A perfect wight can remain incorporeal for a number of rounds equal to 20 + her perfect wight level.

As an incorporeal creature, the perfect wight can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, and supernatural abilities.

She is immune to all nonmagical attack forms.

Even when hit by spells or magic weapons, the perfect wight has a 50% chance to ignore any damage from a corporeal source (except for force effects, such as *magic missile*, or attacks made with ghost touch weapons).

An incorporeal perfect wight has no natural armor but has a deflection bonus equal to her Charisma modifier (always at least +1, even if her Charisma score does not normally provide a bonus).

An incorporeal perfect wight can pass through solid objects at will, but not force effects.

Her attack passes through (ignores) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it.

An incorporeal perfect wight moves silently and cannot be heard with Listen checks if she doesn't wish to be.

While incorporeal, the perfect wight has no Strength score, so her Dexterity modifier applies to both her melee and her ranged attacks.

Shadow Form (Su): At 4th level, the perfect wight can take shadow form once per day, plus one additional time per day every five levels thereafter (9th, 14th, 19th, and so on).

The perfect wight's shadow form lasts 1 minute per level of the prestige class.

The shadow form is the ultimate expression of the perfect wight's power.

She is incorporeal (see above), she is immune to critical hits, and she can fly at a speed of 100 feet (good).

The perfect wight can also use the substance of her own shadow to enhance her effective level on any attack roll, check, or saving throw.

Drawing power from her own shadow form deals the perfect wight 7 points of damage for each +1 bonus on a single roll or +1 effective level for any other single use. For example, a perfect wight could add a +5 bonus on her next attack roll or saving throw, but in doing so she takes 35 points of damage.

Bonus Feats: The perfect wight gets a bonus feat at 5th level and an additional bonus feat every five levels thereafter (10th, 15th, 20th, and so on).

These bonus feats must be selected from the following list: Blinding Speed, Combat Archery, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Reputation, Epic Skill Focus, Epic Speed, Improved Combat Reflexes, Improved Sneak Attack, Legendary Climber, Lingering Damage, Self-Concealment, Sneak Attack of Opportunity, Spellcasting Harrier, Superior Initiative, Trap Sense, Uncanny Accuracy.

TABLE 1–31: THE PERFECT WIGHT

Perfect Wight Level	Special
1st	Improved invisibility 1/day
2nd	Improved legerdemain 1/day
3rd	Incorporeal 1/day
4th	Shadow form 1/day
5th	Bonus feat
6th	Improved invisibility 2/day
7th	Improved legerdemain 2/day
8th	Incorporeal 2/day
9th	Shadow form 2/day
10th	Bonus feat

UNION SENTINEL

A Union Sentinel is a member of an elite police force that guards the demiplane-city of Union (see Chapter 6).

Union Sentinels patrol the city streets, enforcing the laws of Union and ensuring that peace reigns supreme.

A Union Sentinel is trained to capture lawbreakers and imprison them for trial rather than killing them. A Union Sentinel uses lethal force only as a last resort, or he calls in higher beings to aid him when his own power proves ineffective. Union Sentinels often come from fighter, ranger, or cleric backgrounds, and paladins occasionally take up the mantle of union sentinel, too. Rogues and monks occasionally have enough battle prowess to serve as Union Sentinels, but druids, sorcerers, wizards, and barbarians lack either the raw fighting skill or the discipline necessary to serve in Union. Union Sentinels are regular sights in Union, appearing in small units of two to five. They are stoically true to the law, serving the mercanes that run the city with unswerving loyalty. Off-duty Union Sentinels occasionally take up other professions and might even agree to join adventuring groups if the task at hand doesn't interfere with their duty. But in any case, they rarely leave the city.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Union Sentinel, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +21.

Skills: Diplomacy 8 ranks, Knowledge (local) 3 ranks.

Feats: Alertness, Improved Disarm.

Epic Feats: Armor Skin.

Special: Must reside in the demiplane-city of Union.

CLASS SKILLS

The Union Sentinel's class skills (and the key ability for each skill) are Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (local) (Int), Listen (Wis), Profession (Wis\ Search (Int), Sense Motive (Wis), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the Union Sentinel prestige class.

Weapon and Armor Proficiency: Union Sentinels are proficient with all simple and martial weapons, all armor, and all shields.

Sending (Sp): At 1st level, the Union Sentinel gains the use of the *sending* spell as a spell-like ability once per day, plus one additional time per day every seven levels thereafter (8th, 15th, 22nd, and so on).

Union Sentinels normally use *sending* to contact their superiors if their patrol meets a threat they can't handle. This ability functions as the spell cast by a 15th-level caster.

Shield of Law (Sp): At 1st level, the Union Sentinel gains the use of the *shield of law* spell as a spell-like ability once per day, plus one additional time per day every three levels thereafter (4th, 7th, 10th, and so on).

Union Sentinels normally use *shield of law* prior to confronting a threat in the streets.

This ability functions as the spell cast by a 15th-level caster.

Freedom (Sp): At 2nd level, the Union Sentinel gains the use of the *freedom* spell as a spell-like ability once per day, plus one additional time per day every six levels thereafter (8th, 14th, 20th, and so on).

This ability functions as the spell cast by an 18th-level caster.

Knock (Sp): At 2nd level, the Union Sentinel gains the use of the *knock* spell as a spell-like ability once per day, plus one additional time per day every four levels thereafter (6th, 10th, 14th, and so on).

This ability functions as the spell cast by a 15th-level caster.

Dimensional Anchor (Sp): At 3rd level, the Union Sentinel gains the use of the *dimensional anchor* spell as a spell-like ability once per day, plus one additional time per day every three levels thereafter (6th, 9th, 12th, and so on).

This ability functions as the spell cast by a 15th-level caster.

Portal Guardian (Su): A 4th-level Union Sentinel can become a portal guardian once per day, plus one additional time per day every six levels thereafter (10th, 16th, 22nd, and so on).

The Union Sentinel must position himself within 5 feet of a portal or gate, and while he remains, the portal cannot be activated from either side by any means.

The Union Sentinel can defend himself and use any of his other abilities normally, as long as he remains adjacent to the blocked portal.

This ability only functions against portals and the *gate* spell, not against creatures with other spell-like or supernatural interplanar traveling abilities.

Forcecage (Sp): At 5th level, the Union Sentinel gains the use of the *forcecage* spell as a spell-like ability once per day, plus one additional time per day every five levels thereafter (10th, 15th, 20th, and so on).

This ability functions as the spell cast by a 20th-level caster.

Imprisonment (Sp): At 7th level, the Union Sentinel gains the use of the *imprisonment* spell as a spell-like ability once per week, plus one additional time per week every five levels thereafter (12th, 17th, 22nd, and so on).

This ability functions as the spell cast by a 20th-level caster.

TABLE 1-32: THE UNION SENTINEL

Union Sentinel Level	Special
1st	<i>Sending</i> 1/day, <i>shield of law</i> 1/day
2nd	<i>Freedom</i> 1/day, <i>knock</i> 1/day
3rd	<i>Dimensional anchor</i> 1/day
4th	<i>Portal guardian</i> 1/day, <i>shield of law</i> 2/day
5th	<i>Forcecage</i> 1/day
6th	<i>Dimensional anchor</i> 2/day, <i>knock</i> 2/day
7th	<i>Imprisonment</i> 1/day, <i>shield of law</i> 3/day
8th	<i>Freedom</i> 2/day, <i>sending</i> 2/day
9th	<i>Dimensional anchor</i> 3/day
10th	<i>Knock</i> 3/day, <i>forcecage</i> 2/day, <i>portal guardian</i> 2/day, <i>shield of law</i> 4/day

EPIC INSIGHTS (3.0)

CELESTIAL PARAGON

The celestial paragon embodies the divine power of good and righteousness.

She channels the holy power of the Upper Planes in her battles against the forces of evil.

Eventually, a celestial paragon transcends her normal form and becomes a celestial being.

Most celestial paragons are paladins or good clerics, though an occasional druid or ranger aligned with the forces of good follows the path.

Multiclass fighter/clerics or monk/clerics make excellent celestial paragons.

Other classes either lack the divine connection to the holy powers or aren't interested in such pursuits.

NPC celestial paragons are champions of good.

At lower levels, they may work with other similarly minded individuals, but by higher levels they often serve at the right hand of their deities.

Hit Die: d8.

REQUIREMENTS

To qualify to become a celestial paragon, a character must fulfill all the following criteria.

Alignment: Any good.

Skills: Knowledge (the planes) 10 ranks, Knowledge (religion) 25 ranks.

Feats: Extended Lifespan.

Spells: Able to cast 4th-level divine spells.

Special: Must pledge to serve the greater cause of good.

CLASS SKILLS

The celestial paragon's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (any), Sense Motive (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the celestial paragon prestige class.

Weapon and Armor Proficiency: The celestial paragon gains no proficiency in armor or weapons.

Spells per Day/Spells Known: At every odd-numbered level, the celestial paragon gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. She does not, however, gain any other benefit a character of that class would have gained (such as improved turning or *lay on hands* ability).

If the character had more than one divine spellcasting class before becoming a celestial paragon, the player must decide to which class to add the new level for the purpose of determining spells per day (though she must choose a class in which she can cast at least 5th-level divine spells).

Planar Diplomacy (Ex): The celestial paragon may add her class level to any Diplomacy checks made to adjust the attitude of an intelligent creature native to the Upper Planes.

Radiant Aura (Su): A celestial paragon radiates bright light (equivalent in effect to the *daylight* spell cast by a character

whose level equals the celestial paragon's divine caster level) at all times.

The radius of this radiant aura is equal to 10 feet per class level.

The celestial paragon can douse or relight this aura as a standard action.

Aura of Menace (Su): Beginning at 2nd level, a righteous aura surrounds a celestial paragon when she fights or gets angry.

Any hostile creature within a 20-foot radius of her must succeed at a Will save (DC 20 + celestial paragon level + Cha modifier) or be shaken for one day or until it successfully hits the celestial paragon that generated the aura.

A creature that has resisted or broken the effect cannot be affected again by that celestial paragon's aura for one day.

Celestial Metamagic (Su): Once per day, a celestial paragon of 3rd or higher level can treat any good spell she casts as if it were maximized.

This has no effect on the spell's spell level or casting time.

She can use this ability one additional time per day for every three levels gained above 3rd.

Holy Strike (Su): Beginning at 4th level, the celestial paragon deals +1d6 points of damage whenever she strikes an evil creature with a melee attack.

This bonus damage increases by an additional +1d6 for every four levels gained above 4th.

Healing Touch (Su): A 5th-level celestial paragon can heal injuries and other afflictions with her touch.

Treat this as a *heal* spell, except that it cures 100 + 10 per class level hit points of damage instead of restoring all hit point damage.

The celestial paragon may use her healing touch one additional time per day for every five levels gained above 5th.

Timeless Body (Ex): After achieving 7th level, the celestial paragon no longer suffers ability penalties for aging and cannot be magically aged.

Any penalties she may have already suffered, however, remain in place.

Bonuses still accrue, and the celestial paragon still dies of old age when her time is up.

Divine Transformation: At 10th level, the divine paragon becomes a native outsider.

Her type changes to outsider, though she may still be raised or resurrected as normal.

She also gains the good subtype.

Thanks to this transformation, the celestial paragon gains SR equal to 31 + her class level.

Ex-Celestial Paragons A celestial paragon who becomes nongood or who willingly commits an evil act loses all features of the celestial paragon class and cannot progress in levels as a celestial paragon.

She regains her abilities and may continue to advance in the class if she atones for her violations in the presence of a good deity.

The Celestial Paragon

Level	Special	Spellcasting
1	Radiant aura, planar diplomacy	+1 level of existing divine spellcasting class
2	Aura of menace	
3	Celestial metamagic 1/day	+1 level of existing divine spellcasting class
4	Holy strike +1d6	
5	Healing touch 1/day	+1 level of existing divine spellcasting class
6	Celestial metamagic 2/day	
7	Timeless body	+1 level of existing divine spellcasting class
8	Holy strike +2d6	
9	Celestial metamagic 3/day	+1 level of existing divine spellcasting class
10	Divine transformation, healing touch 2/day	

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Multiclass fighter/clerics or monk/clerics make excellent celestial paragons.

Other classes either lack the divine connection to the holy powers or aren't interested in such pursuits.

NPC celestial paragons are champions of good.

At lower levels, they may work with other similarly minded individuals, but by higher levels they often serve at the right hand of their deities.

Hit Die: d8.

REQUIREMENTS

To qualify to become a celestial paragon, a character must fulfill all the following criteria.

Alignment: Any good.

Skills: Knowledge (the planes) 10 ranks, Knowledge (religion) 25 ranks.

Feats: Extended Lifespan.

Spells per Day/Spells Known: Able to cast 4th-level divine spells.

Special: Must pledge to serve the greater cause of good.

CLASS SKILLS

The celestial paragon's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (any) (Wis), Sense Motive (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the celestial paragon prestige class.

Weapon and Armor Proficiency: The celestial paragon gains no proficiency in armor or weapons.

Spells per Day/Spells Known: At every odd-numbered level, the celestial paragon gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level, up to the maximum spells per day and spells known of that class.

If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class.

She does not, however, gain any other benefit a character of that class would have gained (such as improved turning or *lay on hands* ability).

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The radius of this radiant aura is equal to 10 feet per class level.

The celestial paragon can douse or relight this aura as a standard action.

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Any hostile creature within a 20-foot radius of her must succeed at a Will save (DC 20 + celestial paragon level + Charisma modifier) or be shaken for one day or until it successfully hits the celestial paragon that generated the aura.

A creature that has resisted or broken the effect cannot be affected again by that celestial paragon's aura for one day. Celestial Metamagic (Su): Once per day, a celestial paragon of 3rd or higher level can treat any good spell she casts as if it were maximized.

This has no effect on the spell's spell level or casting time. She can use this ability one additional time per day for every three levels gained above 3rd.

Holy Strike (Su): Beginning at 4th level, the celestial paragon deals +1d6 points of damage whenever she strikes an evil creature with a melee attack.

This bonus damage increases by an additional +1d6 for every four levels gained above 4th.

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Treat this as a *heal* spell, except that it cures 100 + 10 per class level hit points of damage instead of restoring all hit point damage.

The celestial paragon may use her healing touch one additional time per day for every five levels gained above 5th.

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She also gains the good subtype.

Thanks to this transformation, the celestial paragon gains SR equal to 31 + her class level.

EX-CELESTIAL PARAGONS

A celestial paragon who becomes nongood or who willingly commits an evil act loses all features of the celestial paragon class and cannot progress in levels as a celestial paragon.

She regains her abilities and may continue to advance in the class if she atones for her violations in the presence of a good deity.

THE CELESTIAL PARAGON

Level	Special	Spellcasting
1	Planar diplomacy, radiant aura	+1 level of existing divine spellcasting class
2	Aura of menace	—
3	Celestial metamagic 1/day	+1 level of existing divine spellcasting class
4	Holy strike +1d6	—
5	Healing touch 1/day	+1 level of existing divine spellcasting class
6	Celestial metamagic 2/day	—
7	Timeless body	+1 level of existing divine spellcasting class
8	Holy strike +2d6	—
9	Celestial metamagic 3/day	+1 level of existing divine spellcasting class
10	Divine transformation, healing touch 2/day	—

MASTER ARCANES ARTISAN

Some arcane spellcasters aspire only to perfect their own spellcasting powers.

The master arcane artisan instead focuses her efforts outward, creating vessels of great power to wield against her enemies.

Most master arcane artisans are wizards, since few other classes have the ability to learn the wide range of item creation feats required for the class.

However, bards and sorcerers who focus their attentions can qualify for this class as well.

A variety of prestige classes also offer good preparation for this class, including the gnome artificer and the master alchemist.

Master arcane artisans tend to have many acquaintances—everyone seems to like the wizard with all the toys—but few true friends.

Many arcane spellcasters, particularly sorcerers, disdain the artisan's reliance on trinkets, but it's hard to argue with the result.

Hit Die: d4.

REQUIREMENTS

To qualify to become a master arcane artisan, a character must fulfill all the following criteria:

Skills: Craft (any) 12 ranks, Knowledge (arcana) 24 ranks, Spellcraft (24 ranks).

Feats: Efficient Item Creation, Skill Focus (Knowledge [arcana]), any four item creation feats.

Spellcasting: Able to cast 6th-level arcane spells.

CLASS SKILLS

The master arcane artisan's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Wis), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Spellcraft (Int), and Use Magic Device (Cha).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the master arcane artisan prestige class.

Weapon and Armor Proficiency: The master arcane artisan gains no proficiency with weapons or armor.

Spells: The epic master arcane artisan's caster level increases by 1 per even-numbered level gained above 10th. In addition, at every even-numbered level, the epic master arcane artisan gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

Rapid Item Creation (Ex): When crafting any magic item for which she has selected the Efficient Item Creation feat, a master arcane artisan can craft magic items at an even more accelerated rate.

At 1st level, she can craft such items at a rate of 20,000 gp per day.

This increases by 10,000 gp per day for every 2 levels gained after 1st (30,000 gp per day at 3rd level, 40,000 gp per day at 5th, and so on).

This ability has no effect on creation times for items that require feats for which she has not selected the Efficient Item Creation feat.

Item Creation XP Pool (Ex): A 2nd-level master arcane artisan has a source of magical energy from which she can draw the equivalent of XP to contribute toward the creation of magic items.

At 2nd level, the pool has the equivalent of 3,000 XP in it. Every level thereafter, the pool gains a number of points equal to the level gained times 1,000 (+3,000 at 3rd level, +4,000 at 4th, and so on).

These points can be spent only to create magic items, and once spent, the points are gone.

Bonus Item: At 4th level the master arcane artisan gains a single magic item of her choice (whose market price can't exceed 100,000 gp) that she could craft herself.

She need not spend any time working on the item, and she need not expend any gp or XP.

She is assumed to have been working on the item during her studies and spare time, and she completes it for free as part of gaining the new level.

The master arcane artisan must meet all the item's prerequisites herself.

Every 4 levels after 4th, the master arcane artisan gains an additional free magic item, and the maximum market price of the item gained increases by 100,000 gp (to 200,000 gp at 8th, 300,000 gp at 12th, and so on).

Cannibalize Magic Items (Ex): A 10th-level master arcane artisan gains the ability to cannibalize magic items to harvest the power held within.

The process requires 1 day per 100,000 gp of the item (or fraction thereof), at the end of which the artisan can add a number of points to her item creation XP pool (see above) equal to one-half the XP required to create the item.

For instance, if a master arcane artisan cannibalized a +5 *longsword* (which costs 2,000 XP to create) she would add 1,000 points to her pool.

A charged item that isn't fully charged only contributes a proportional amount of XP.

For instance, a wand with only 25 charges would contribute half the normal points of a fully charged wand.

The power harvested from such activity contributes only to the character's item creation XP pool, not to her normal XP total.

Bonus Feats: The master arcane artisan gains a bonus feat (selected from the list of epic master arcane artisan feats) at 3rd level, and every 3 levels thereafter.

Epic Master Arcane Artisan Bonus Feat List: Additional Magic Item Space, Augmented Alchemy, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Forge Epic Ring, Improved Spell Capacity, Master Staff, Master Wand, Scribe Epic Scroll, Spell Knowledge.

Master Arcane Artisan

Level	Special	Spellcasting
1	Rapid item creation (20,000 gp/day)	--
2	Item creation XP pool	+1 level of existing class
3	Bonus feat, rapid item creation (30,000 gp/day)	--
4	Bonus item	+1 level of existing class
5	Rapid item creation (40,000 gp/day)	--
6	Bonus feat	+1 level of existing class
7	Rapid item creation (50,000 gp/day)	--
8	Bonus item	+1 level of existing class
9	Bonus feat, rapid item creation (60,000 gp/day)	--
10	Cannibalize magic items	+1 level of existing class

MASTER ARCANES ARTISAN

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The master arcane artisan instead focuses her efforts outward, creating vessels of great power to wield against her enemies.

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Master arcane artisans tend to have many acquaintances—everyone seems to like the wizard with all the toys—but few true friends.

Many arcane spellcasters, particularly sorcerers, disdain the artisan's reliance on trinkets, but it's hard to argue with the result.

Hit Die: d4.

REQUIREMENTS

To qualify to become a master arcane artisan, a character must fulfill all the following criteria:

Skills: Craft (any) 12 ranks, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks.

Feats: Efficient Item Creation, Skill Focus (Knowledge [arcana]), any four item creation feats.

Spellcasting: Able to cast 6th-level arcane spells.

CLASS SKILLS

The master arcane artisan's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Spellcraft (Int), and Use Magic Device (Cha).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the master arcane artisan prestige class.

Weapon and Armor Proficiency: The master arcane artisan gains no proficiency with weapons or armor.

Spells per Day/Spells Known: The epic master arcane artisan's caster level increases by 1 per even-numbered level gained above 10th.

The epic master arcane artisan continues to gain new spells per day (and spells known, if applicable) at each new even-numbered level, up to the maximum spells per day and spells known of the spellcasting class to which the master arcane artisan belonged before adding the prestige class.

Rapid Item Creation (Ex): When crafting any magic item for which she has selected the Efficient Item Creation feat, a master arcane artisan can craft magic items at an even more accelerated rate.

At 1st level, she can craft such items at a rate of 20,000 gp per day.

This increases by 10,000 gp per day for every two levels gained after 1st (30,000 gp per day at 3rd level, 40,000 gp per day at 5th, and so on).

This ability has no effect on creation times for items that require feats for which she has not selected the Efficient Item Creation feat.

Item Creation XP Pool (Ex): A 2nd-level master arcane artisan has a source of magical energy from which she can draw the equivalent of XP to contribute toward the creation of magic items.

At 2nd level, the pool has the equivalent of 3,000 XP in it. Every level thereafter, the pool gains a number of points equal to the level gained times 1,000 (+3,000 at 3rd level, +4,000 at 4th, and so on).

These points can be spent only to create magic items, and once spent, the points are gone.

Bonus Item: At 4th level the master arcane artisan gains a single magic item of her choice (whose market price can't exceed 100,000 gp) that she could craft herself.

She need not spend any time working on the item, and she need not expend any gp or XP.

She is assumed to have been working on the item during her studies and spare time, and she completes it for free as part of gaining the new level.

The master arcane artisan must meet all the item's prerequisites herself.

Every four levels after 4th, the master arcane artisan gains an additional free magic item, and the maximum market price of the item gained increases by 100,000 gp (to 200,000 gp at 8th, 300,000 gp at 12th, and so on).

Cannibalize Magic Items (Ex): A 10th-level master arcane artisan gains the ability to cannibalize magic items to harvest the power held within.

The process requires 1 day per 100,000 gp of the item (or fraction thereof), at the end of which the artisan can add a number of points to her item creation XP pool (see above) equal to one-half the XP required to create the item.

For instance, if a master arcane artisan cannibalized a +5 *longsword* (which costs 2,000 XP to create) she would add 1,000 points to her pool.

A charged item that isn't fully charged only contributes a proportional amount of XP.

For instance, a wand with only 25 charges would contribute half the normal points of a fully charged wand.

The power harvested from such activity contributes only to the character's item creation XP pool, not to her normal XP total.

Bonus Feats: The master arcane artisan gains a bonus feat (selected from the list of epic master arcane artisan feats) at 3rd level, and every three levels thereafter.

Epic Master Arcane Artisan Bonus Feat List: Additional Magic Item Space, Augmented Alchemy, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Forge Epic Ring, Improved Spell Capacity, Master Staff, Master Wand, Scribe Epic Scroll, Spell Knowledge.

THE MASTER ARCANIC ARTISAN

Level	Special	Spellcasting
1	Rapid item creation (20,000 gp/day)	—
2	Item creation XP pool	+1 level of existing arcane spellcasting class
3	Bonus feat, rapid item creation (30,000 gp/day)	—
4	Bonus item	+1 level of existing arcane spellcasting class
5	Rapid item creation (40,000 gp/day)	—
6	Bonus feat	+1 level of existing arcane spellcasting class
7	Rapid item creation (50,000 gp/day)	—
8	Bonus item	+1 level of existing arcane spellcasting class
9	Bonus feat, rapid item creation (60,000 gp/day)	—
10	Cannibalize magic items	+1 level of existing arcane spellcasting class

SPELLFIRE HIEROPHANT

While many characters may call themselves master of spellfire—the raw energy of the weave—such individuals are mere students compared to you.

The spellfire hierophant learns new methods of controlling and shaping spellfire that lesser mortals barely comprehend.

A spellfire hierophant can come from almost any background, though most have some previous training in the use of spellfire (such as the spellfire channeler prestige class).

Other than that class, spellcasters have the easiest time qualifying.

With the generally solitary nature of spellfire wielders, it's no surprise that spellfire hierophants tend to exist outside of normal society.

Those few who venture from their hidden lairs in the wilderness or on the planes rely on disguises and subterfuge to accomplish their goals.

Hit Die: d4.

REQUIREMENTS

To qualify to become a spellfire hierophant, a character must fulfill all the following criteria.

Skills: Concentration 24 ranks, Knowledge (arcana) 12 ranks, Spellcraft 12 ranks.

Feats: Endurance, Epic Spellfire Wielder, Spellfire Wielder, Weapon Focus (spellfire).

CLASS SKILLS

The spellfire hierophant's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the spellfire hierophant prestige class.

Weapon and Armor Proficiency: Spellfire hierophants gain no proficiency with any weapons, armor, or shields.

Greater Charged Item Drain (Sp): A spellfire hierophant can drain a number of charges from a touched charged item (including single-use items such as potions or scrolls), converting the energy into stored spellfire energy levels. The limit to the number of charges she can drain is equal to her Charisma bonus (minimum 1), but she can't drain more charges than the item has remaining (each spell on a scroll counts as one charge).

A fully drained item has no magical properties (a potion becomes water, a scroll becomes blank paper).

A creature gets to make a Will save ($DC = 20 + \text{one-half class level} + \text{Charisma modifier}$) to prevent one of its held or carried items from being drained.

Ranged Healing (Su): At 2nd level, the spellfire hierophant gains the ability to release stored spellfire energy levels to heal at a range of up to 25 feet (plus 5 ft./2 levels).

This requires a ranged touch attack.

The amount of healing is normal for the character (either 2 points per level expended or $1d4+1$ points per level expended if the character has the spellfire wielder class feature improved healing).

Haste (Su): Once per day, the spellfire hierophant can expend spellfire energy levels to accelerate her actions, just as if she had cast *haste* on herself.

Each spellfire energy level expended when the ability is activated allows the hierophant to act as *hasted* for 1 round. The *hasted* hierophant sparkles with light while so affected. For every three levels gained after 3rd, the spellfire hierophant can use this ability one additional time per day (twice at 6th level, three times per day at 9th level, and so on).

Greater Permanent Item Drain (Sp): At 5th level, a spellfire hierophant can drain power from permanent magic items by touch as a standard action.

An item that creates spell effects (such as *boots of speed*) loses that function for 24 hours, and the spellfire hierophant gains spellfire energy levels equal to the caster level of the item.

A creature gets to make a Will save ($DC = 20 + \frac{1}{2} \text{ class level} + \text{Charisma modifier}$) to prevent one of its held or carried items from being drained.

An item with all its permanent abilities drained for the day is still a magic item (for purposes of making saving throws when damaged, and so on).

Spellfire Reserve (Ex): At 7th level, the spellfire hierophant learns how to store spellfire energy levels in deep reserve. These energy levels don't count as part of the character's normal storage capacity, but they also can't be used to power spellfire effects without first calling them from reserve.

Spellfire energy levels in reserve also don't detect as magical (allowing a spellfire hierophant to disguise her nature).

Placing any number of stored spellfire energy levels in reserve, or calling any number of levels from reserve into normal storage capacity, requires a full-round action.

The spellfire hierophant can store a number of energy levels in reserve equal to her class level plus her Constitution bonus (if any).

Spellfire Burst (Su): At 10th level, the spellfire hierophant can substitute a spellfire burst for a normal spellfire blast.

The range remains the same, but instead of requiring a touch attack, the spellfire energy explodes in a 5-foot radius burst at the target point, dealing appropriate damage to all creatures in the area (Reflex halves; $DC = 20 + \frac{1}{2} \text{ class level} + \text{Charisma modifier}$).

This can affect as many bursts as the character would normally fire blasts in the round, but it can be used only for one round per day.

For every 5 levels gained thereafter, the spellfire hierophant can use this ability one additional round per day (two rounds at 15th, three rounds at 20th, and so on).

If the character also has the spellfire channeler class feature maelstrom of fire, the area of the burst is a 10-foot radius instead.

Bonus Feats: The spellfire hierophant gains a bonus feat at 4th level and an additional bonus feat every 4 levels thereafter (8th, 12th, 16th, and so on).

These bonus feats must be selected from the following list: Energy Resistance, Epic Skill Focus (Concentration), Epic Spellfire Wielder (new feat, described below), Epic Toughness, Epic Weapon Focus (spellfire), Exceptional Deflection*, Fast Healing, Infinite Deflection*, Reflect Arrows*.

* The spellfire hierophant can ignore the prerequisite of Improved Unarmed Strike for these feats.

Spellfire Hierophant

Level	Special
1	Greater charged item drain
2	Ranged healing
3	Haste 1/day
4	Bonus feat
5	Greater permanent item drain
6	Haste 2/day
7	Spellfire reserve
8	Bonus feat
9	Haste 3/day
10	Spellfire burst 1/day

SPELLFIRE HIEROPHANT

While many characters may call themselves master of spellfire—the raw energy of the weave—such individuals are mere students compared to you.

The spellfire hierophant learns new methods of controlling and shaping spellfire that lesser mortals barely comprehend.

A spellfire hierophant can come from almost any background, though most have some previous training in the use of spellfire (such as the spellfire channeler prestige class).

Other than that class, spellcasters have the easiest time qualifying.

With the generally solitary nature of spellfire wielders, it's no surprise that spellfire hierophants tend to exist outside of normal society.

Those few who venture from their hidden lairs in the wilderness or on the planes rely on disguises and subterfuge to accomplish their goals.

Hit Die: d4.

REQUIREMENTS

To qualify to become a spellfire hierophant, a character must fulfill all the following criteria.

Skills: Concentration 24 ranks, Knowledge (arcana) 12 ranks, Spellcraft 12 ranks.

Feats: Endurance, Epic Spellfire Wielder, Spellfire Wielder, Weapon Focus (spellfire).

CLASS SKILLS

The spellfire hierophant's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the spellfire hierophant prestige class.

Weapon and Armor Proficiency: Spellfire hierophants gain no proficiency with any weapons, armor, or shields.

Greater Charged Item Drain (Sp): A spellfire hierophant can drain a number of charges from a touched charged item (including single-use items such as potions or scrolls), converting the energy into stored spellfire energy levels.

The limit to the number of charges she can drain is equal to her Charisma bonus (minimum 1), but she can't drain more charges than the item has remaining (each spell on a scroll counts as one charge).

A fully drained item has no magical properties (a potion becomes water, a scroll becomes blank paper).

A creature gets to make a Will save (DC = 20 + one-half class level + Charisma modifier) to prevent one of its held or carried items from being drained.

Ranged Healing (Su): At 2nd level, the spellfire hierophant gains the ability to release stored spellfire energy levels to heal at a range of up to 25 feet (plus 5 feet/2 levels).

This requires a ranged touch attack.

The amount of healing is normal for the character (either 2 points per level expended or 1d4+1 points per level expended if the character has the spellfire wielder class feature improved healing).

Haste (Su): Once per day, the spellfire hierophant can expend spellfire energy levels to accelerate her actions, just as if she had cast *haste* on herself.

Each spellfire energy level expended when the ability is activated allows the hierophant to act as *hasted* for 1 round. The *hasted* hierophant sparkles with light while so affected. For every three levels gained after 3rd, the spellfire hierophant can use this ability one additional time per day (twice at 6th level, three times per day at 9th level, and so on).

Greater Permanent Item Drain (Sp): At 5th level, a spellfire hierophant can drain power from permanent magic items by touch as a standard action.

An item that creates spell effects (such as *boots of speed*) loses that function for 24 hours, and the spellfire hierophant gains spellfire energy levels equal to the caster level of the item.

A creature gets to make a Will save (DC = 20 + 1/2 class level + Charisma modifier) to prevent one of its held or carried items from being drained.

An item with all its permanent abilities drained for the day is still a magic item (for purposes of making saving throws when damaged, and so on).

Spellfire Reserve (Ex): At 7th level, the spellfire hierophant learns how to store spellfire energy levels in deep reserve. These energy levels don't count as part of the character's normal storage capacity, but they also can't be used to power spellfire effects without first calling them from reserve.

Spellfire energy levels in reserve also don't detect as magical (allowing a spellfire hierophant to disguise her nature).

Placing any number of stored spellfire energy levels in reserve, or calling any number of levels from reserve into normal storage capacity, requires a full-round action.

The spellfire hierophant can store a number of energy levels in reserve equal to her class level plus her Constitution bonus (if any).

Spellfire Burst (Su): At 10th level, the spellfire hierophant can substitute a spellfire burst for a normal spellfire blast.

The range remains the same, but instead of requiring a touch attack, the spellfire energy explodes in a 5-foot radius burst at the target point, dealing appropriate damage to all creatures in the area (Reflex halves; DC 20 + 1/2 class level + Charisma modifier).

This can affect as many bursts as the character would normally fire blasts in the round, but it can be used only for 1 round per day.

For every five levels gained thereafter, the spellfire hierophant can use this ability 1 additional round per day (2 rounds at 15th, 3 rounds at 20th, and so on).

If the character also has the spellfire channeler class feature maelstrom of fire, the area of the burst is a 10-foot radius instead.

Bonus Feats: The spellfire hierophant gains a bonus feat at 4th level and an additional bonus feat every four levels thereafter (8th, 12th, 16th, and so on).

These bonus feats must be selected from the following list: Energy Resistance, Epic Skill Focus (Concentration), Epic Spellfire Wielder (see New Epic Feats), Epic Toughness, Epic Weapon Focus (spellfire), Exceptional Deflection*, Fast Healing, Infinite Deflection*, Reflect Arrows*.

* The spellfire hierophant can ignore the prerequisite of Improved Unarmed Strike for these feats.

THE SPELLFIRE HIEROPHANT

Level	Special
1	Greater charged item drain
2	Ranged healing
3	Haste 1/day
4	Bonus feat
5	Greater permanent item drain
6	Haste 2/day
7	Spellfire reserve
8	Bonus feat
9	Haste 3/day
10	Spellfire burst 1/day

VOID INCARNATE

The void incarnate specializes in “not being”.

He trains himself in the art of avoiding detection and escaping danger, and he steels his body and mind to resist harm.

Eventually, the void incarnate extends this ability to the point where he can simply ignore a wide variety of physical and mental effects—much as if he weren't there at all.

Void incarnates are sometimes referred to as “blanks” or “untouchables”.

Rogues and shadowdancers make the most common void incarnates.

Few other characters have the talents to become a blank, though ex-monks who meet the prerequisites often find this class to their liking.

NPC void incarnates might as well not exist, for all that anyone can remember about them.

You could live right next door to a void incarnate and not only would you be unaware of his talents, but you also might not even know you had a neighbor at all.

Hit Die: d6.

REQUIREMENTS

To qualify to become a void incarnate, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Skills: Bluff 24 ranks, Escape Artist 24 ranks, Hide 24 ranks.

Feats: Great Fortitude or Iron Will or Lightning Reflexes.

Epic Feats: Dexterous Fortitude or Dexterous Will.

Special: Evasion class feature, slippery mind class feature.

CLASS SKILLS

The void incarnate's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Hide (Dex), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Tumble (Dex), and Use Magic Device (Cha).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the void incarnate prestige class.

Weapon and Armor Proficiency: The void incarnate gains no proficiency in armor or weapons.

Blank Aura (Ex): The void incarnate (and any equipment he wears or carries) radiates no aura of any kind.

Detect chaos, detect magic, and similar spells simply register him as a blank.

The void incarnate cannot lower this aura.

For every four levels gained above 1st, the void incarnate can share this aura with one additional willing creature (and its equipment) within 30 feet of the void incarnate. Granting the blank aura to one or more creatures within range is a standard action; the effect lasts for 24 hours or until the void incarnate dismisses the aura as a free action. A creature sharing the aura must remain within 30 feet of the void incarnate (regardless of line of effect) to receive the benefit of the effect.

If a creature sharing the aura leaves the range of the effect, the effect on the creature fades for the amount of time spent away from the void incarnate; moving back into range allows the creature to once again gain the aura's benefits for the remainder of the 24 hours or until the creature leaves the area again, whichever comes first.

Improved Evasion (Ex): At 2nd level and higher, when subjected to an effect that allows a Reflex save for half damage, the void incarnate takes only half damage on a failed save (and no damage on a successful save, just as with evasion).

Improved evasion can be used only if the void incarnate is wearing light armor or no armor.

Void Presence (Ex): Opponents of a void incarnate unconsciously ignore the void incarnate's presence starting at 3rd level.

They are always treated as flat-footed to the void incarnate (and thus may not apply their Dexterity modifier to AC). This lasts until the void incarnate attacks the opponent, but resumes again at the start of the void incarnate's next turn. This is a mind-affecting effect.

You can also use Bluff to create a diversion to hide as a move-equivalent action, rather than as a standard action. This ability has an interesting side effect.

Anyone attempting to use Gather Information or similar methods to learn about a void incarnate finds the task very difficult.

Increase the DC of such tasks by 20 plus the target's void incarnate class level.

Mettle of Fortitude (Ex): Beginning at 4th level, if exposed to any effect that normally allows a character to attempt a Fortitude save for a partial or half effect (such as *slay living*), the void incarnate suffers no effect with a successful saving throw.

Blank Mind (Ex): At 5th level, the void incarnate is protected by a *mind blank* effect at all times.

The void incarnate cannot lower this aura, even to accept a harmless mind-affecting spell.

For every four levels gained above 5th, the void incarnate can share this effect with one additional willing creature (and its equipment) within 30 feet of the void incarnate. Granting the blank mind to one creature is a standard action; the effect lasts for 24 hours or until the void incarnate dismisses the aura as a free action.

A creature sharing the effect must remain within 30 feet of the void incarnate (regardless of line of effect) to receive the benefit of the effect.

If a creature sharing the effect leaves the range of the effect, the effect on the creature fades for the amount of time spent away from the void incarnate; moving back into range allows the creature to once again gain the effect's benefits for the remainder of the 24 hours or until the creature leaves the area again, whichever comes first.

Mettle of Will (Ex): If exposed to any effect that normally allows a character to attempt a Will save for a partial or half

effect (such as an *inflict wounds* spell), the 6th-level void incarnate suffers no effect with a successful saving throw.

Null Strike (Ex): Once per day, a 7th-level void incarnate can declare any melee or ranged attack he makes to be a touch attack.

He may use this ability one additional time per day for every 4 levels gained above 7th.

Improved Mettle of Fortitude (Ex): By 8th level, if subjected to an effect that allows a Fortitude save for a partial or half effect, the void incarnate takes only the partial or half effect on a failed save (and no effect on a successful save, just as with mettle of fortitude).

Empty Form (Ex): A 9th-level void incarnate has a permanent *freedom of movement* effect (as the spell) on him at all times.

The character also becomes immune to force effects. Such effects either deal no damage (such as *magic missile*), don't exist for the void incarnate (such as *wall of force*, which the void incarnate can simply walk through), or otherwise fail to affect the void incarnate (such as *mage armor*).

For every four levels gained above 9th, the void incarnate can share this effect with one additional willing creature (and its equipment) within 30 feet of the void incarnate.

Granting the empty form to one creature is a standard action; the effect lasts for 24 hours or until the void incarnate dismisses the aura as a free action.

A creature sharing the effect must remain within 30 feet of the void incarnate (regardless of line of effect) to receive the benefit of the effect.

If a creature sharing the effect leaves the range of the effect, the effect on the creature fades for the amount of time spent away from the void incarnate; moving back into range allows the creature to once again gain the effect's benefits for the remainder of the 24 hours or until the creature leaves the area again, whichever comes first.

Improved Mettle of Will (Ex): Beginning at 10th level, if subjected to an effect that allows a Will save for a partial or half effect, the void incarnate takes only the partial or half effect on a failed save (and no effect on a successful save, just as with mettle of will).

Ex-Void Incarnates A void incarnate who becomes lawful may not progress in levels as a void incarnate. He retains all class abilities.

The Void Incarnate

Level	Special
1	Blank aura
2	Improved evasion
3	Void presence
4	Mettle of fortitude
5	Blank mind
6	Mettle of will
7	Null strike
8	Improved mettle of fortitude
9	Empty form
10	Improved mettle of will

VOID INCARNATE

The void incarnate specializes in "not being".

He trains himself in the art of avoiding detection and escaping danger, and he steels his body and mind to resist harm.

Eventually, the void incarnate extends this ability to the point where he can simply ignore a wide variety of physical and mental effects—much as if he weren't there at all. Void incarnates are sometimes referred to as “blanks” or “untouchables”.

Rogues and shadowdancers make the most common void incarnates.

Few other characters have the talent to become a blank, though ex-monks who meet the prerequisites often find this class to their liking.

NPC void incarnates might as well not exist, for all that anyone can remember about them.

You could live right next door to a void incarnate and not only would you be unaware of his talents, but you also might not even know you had a neighbor at all.

Hit Die: d6.

REQUIREMENTS

To qualify to become a void incarnate, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Skills: Bluff 24 ranks, Escape Artist 24 ranks, Hide 24 ranks.

Feats: Great Fortitude or Iron Will or Lightning Reflexes.

Epic Feats: Dexterous Fortitude or Dexterous Will.

Special: Evasion class feature, slippery mind class feature.

CLASS SKILLS

The void incarnate's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Hide (Dex), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Tumble (Dex), and Use Magic Device (Cha). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the void incarnate prestige class.

Weapon and Armor Proficiency: The void incarnate gains no proficiency in armor or weapons.

Blank Aura (Ex): The void incarnate (and any equipment he wears or carries) radiates no aura of any kind.

Detect chaos, *detect magic*, and similar spells simply register him as a blank.

The void incarnate cannot lower this aura.

For every four levels gained above 1st, the void incarnate can share this aura with one additional willing creature (and its equipment) within 30 feet of the void incarnate.

Granting the blank aura to one or more creatures within range is a standard action; the effect lasts for 24 hours or until the void incarnate dismisses the aura as a free action.

A creature sharing the aura must remain within 30 feet of the void incarnate (regardless of line of effect) to receive the benefit of the effect.

If a creature sharing the aura leaves the range of the effect, the effect on the creature fades for the amount of time spent away from the void incarnate; moving back into range allows the creature to once again gain the aura's benefits for the remainder of the 24 hours or until the creature leaves the area again, whichever comes first.

Improved Evasion (Ex): At 2nd level and higher, when subjected to an effect that allows a Reflex save for half damage, the void incarnate takes only half damage on a

failed save (and no damage on a successful save, just as with evasion).

Improved evasion can be used only if the void incarnate is wearing light armor or no armor.

Void Presence (Ex): Opponents of a void incarnate unconsciously ignore the void incarnate's presence starting at 3rd level.

They are always treated as flat-footed to the void incarnate (and thus may not apply their Dexterity modifier to AC).

This lasts until the void incarnate attacks the opponent, but resumes again at the start of the void incarnate's next turn.

This is a mind-affecting effect.

You can also use Bluff to create a diversion to hide as a move-equivalent action, rather than as a standard action.

This ability has an interesting side effect.

Anyone attempting to use Gather Information or similar methods to learn about a void incarnate finds the task very difficult.

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Mettle of Fortitude (Ex): Beginning at 4th level, if exposed to any effect that normally allows a character to attempt a Fortitude save for a partial or half effect (such as *slay living*), the void incarnate suffers no effect with a successful saving throw.

Blank Mind (Ex): At 5th level, the void incarnate is protected by a *mind blank* effect at all times.

The void incarnate cannot lower this aura, even to accept a harmless mind-affecting spell.

For every four levels gained above 5th, the void incarnate can share this effect with one additional willing creature (and its equipment) within 30 feet of the void incarnate.

Granting the blank mind to one creature is a standard action; the effect lasts for 24 hours or until the void incarnate dismisses the aura as a free action.

A creature sharing the effect must remain within 30 feet of the void incarnate (regardless of line of effect) to receive the benefit of the effect.

If a creature sharing the effect leaves the range of the effect, the effect on the creature fades for the amount of time spent away from the void incarnate; moving back into range allows the creature to once again gain the effect's benefits for the remainder of the 24 hours or until the creature leaves the area again, whichever comes first.

Mettle of Will (Ex): If exposed to any effect that normally allows a character to attempt a Will save for a partial or half effect (such as an *inflict wounds* spell), the 6th-level void incarnate suffers no effect with a successful saving throw.

Null Strike (Ex): Once per day, a 7th-level void incarnate can declare any melee or ranged attack he makes to be a touch attack.

He may use this ability one additional time per day for every four levels gained above 7th.

Improved Mettle of Fortitude (Ex): By 8th level, if subjected to an effect that allows a Fortitude save for a partial or half effect, the void incarnate takes only the partial or half effect on a failed save (and no effect on a successful save, just as with mettle of fortitude).

Empty Form (Ex): A 9th-level void incarnate has a permanent *freedom of movement* effect (as the spell) on him at all times.

The character also becomes immune to force effects.

Such effects either deal no damage (such as *magic missile*), don't exist for the void incarnate (such as *wall of force*, which

the void incarnate can simply walk through), or otherwise fail to affect the void incarnate (such as *mage armor*). For every four levels gained above 9th, the void incarnate can share this effect with one additional willing creature (and its equipment) within 30 feet of the void incarnate. Granting the empty form to one creature is a standard action; the effect lasts for 24 hours or until the void incarnate dismisses the aura as a free action.

A creature sharing the effect must remain within 30 feet of the void incarnate (regardless of line of effect) to receive the benefit of the effect.

If a creature sharing the effect leaves the range of the effect, the effect on the creature fades for the amount of time spent away from the void incarnate; moving back into range allows the creature to once again gain the effect's benefits for the remainder of the 24 hours or until the creature leaves the area again, whichever comes first.

Improved Mettle of Will (Ex): Beginning at 10th level, if subjected to an effect that allows a Will save for a partial or half effect, the void incarnate takes only the partial or half effect on a failed save (and no effect on a successful save, just as with mettle of will).

EX-VOID INCARNATES

A void incarnate who becomes lawful may not progress in levels as a void incarnate.

He retains all class abilities.

THE VOID INCARNATE

Level	Special
1	Blank aura
2	Improved evasion
3	Void presence
4	Mettle of fortitude
5	Blank mind
6	Mettle of will
7	Null strike
8	Improved mettle of fortitude
9	Empty form
10	Improved mettle of will

WARLORD OF UTTERDARK

The warlord of utterdark is the personification of evil. He may be cold and calculating or savage and brutal, but one fact remains crystal clear: He is evil incarnate and the sworn foe of all who hold good and mercy dear to their hearts.

The path of utterdark attracts fighters, barbarians, rangers, monks, and even fallen paladins.

However, most warlords of utterdark come from the ranks of blackguards or warriors of darkness (see the *Book of Vile Darkness*).

A warlord of utterdark can rule an army of like-minded individuals, or he may serve an even more powerful master of evil, whether mortal or divine.

They care nothing for rank or personal honor—only the performance of vile deeds upon innocents interests them.

Hit Die: d10.

Requirements To qualify to become a warlord of utterdark, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +21.

Skills: Alchemy 12 ranks, Hide 15 ranks, Knowledge (arcana) 9 ranks, Knowledge (religion) 9 ranks, Speak Language (Abyssal and Infernal), Spellcraft 6 ranks.

Feats: Cleave, Evil Brand, Great Cleave, Iron Will, Power Attack, Sunder, Vile Martial Strike (or Vile Ki Strike or Vile Natural Attack).

Special: The character must endure a month-long ritual of black magic performed by an evil spellcaster of at least 21st level or an evil outsider of at least 21 HD.

Class Skills The warlord of utterdark's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Move Silently (Dex), Profession (Wis), Ride (Dex), Scry (Int), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features All of the following are class features of the warlord of utterdark prestige class.

Weapon and Armor Proficiency: A warlord of utterdark gains proficiency with all simple and martial weapons, with all types of armor, and with shields.

Darkvision (Ex): At 1st level, the warlord of utterdark gains darkvision 120 feet.

This overlaps (but does not stack with) any darkvision the character may already possess.

Bulwark of Evil (Su): The warlord of utterdark gains a +1 profane bonus to saves against good spells.

All evil allies within 30 feet of the warlord share this save bonus.

The profane bonus increases by +1 every four levels thereafter (+2 at 5th level, +3 at 9th level, and so on).

The warlord of utterdark radiates evil as if he were an evil outsider.

Vile Strike (Ex): Beginning at 2nd level, the warlord of utterdark deals 1 additional point of vile damage with any weapon or natural weapon attack.

This additional vile damage increases by 1 additional point for every four levels gained thereafter (6th, 10th, and so on).

Dark God's Blessing (Su): At 3rd level, the warlord of utterdark can apply a +5 luck bonus to a single attack roll, skill check, ability check, or saving throw once per day.

Using this ability is a free action but must be declared before the roll is made.

At 7th level, and every four levels thereafter, the warlord of utterdark can call upon this blessing one additional time per day (twice at 7th level, three times at 11th, four times at 15th, and so on).

Bonus Feats: The warlord of utterdark gains a bonus feat at 4th level and an additional bonus feat every 4 levels thereafter (8th, 12th, 16th, and so on).

These bonus feats must be selected from the following list: Armor Skin, Damage Reduction, Devastating Critical, Epic Leadership, Epic Poison Crafter (new feat; see above), Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Epic Will, Improved Darkvision, Legendary Commander, Overwhelming Critical, Perfect Health.

Warlord of Utterdark

Level	Special
1	Darkvision, bulwark of evil +1
2	Vile strike +1
3	Dark god's blessing 1/day
4	Bonus feat
5	Bulwark of evil +2
6	Vile strike +2
7	Dark god's blessing 2/day
8	Bonus feat
9	Bulwark of evil +3
10	Vile strike +3

WARLORD OF UTTERDARK

The warlord of utterdark is the personification of evil. He may be cold and calculating or savage and brutal, but one fact remains crystal clear: He is evil incarnate and the sworn foe of all who hold good and mercy dear to their hearts.

The path of utterdark attracts fighters, barbarians, rangers, monks, and even fallen paladins.

However, most warlords of utterdark come from the ranks of blackguards or warriors of darkness (see the *Book of Vile Darkness*).

A warlord of utterdark can rule an army of likeminded individuals, or he may serve an even more powerful master of evil, whether mortal or divine.

They care nothing for rank or personal honor—only the performance of vile deeds upon innocents interests them. Hit Die: d10.

REQUIREMENTS

To qualify to become a warlord of utterdark, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +21.

Skills: Craft (alchemy) 12 ranks, Hide 15 ranks, Knowledge (arcana) 9 ranks, Knowledge (religion) 9 ranks, Speak Language (Abyssal and Infernal), Spellcraft 6 ranks.

Feats: Cleave, Evil Brand, Great Cleave, Improved Sunder, Iron Will, Power Attack, Vile Martial Strike (or Vile Ki Strike or Vile Natural Attack).

Special: The character must endure a month-long ritual of black magic performed by an evil spellcaster of at least 21st level or an evil outsider of at least 21 HD.

CLASS SKILLS

The warlord of utterdark's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Move Silently (Dex), Profession (Wis), Ride (Dex), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the warlord of utterdark prestige class.

Weapon and Armor Proficiency: A warlord of utterdark gains proficiency with all simple and martial weapons, with all types of armor, and with shields.

Darkvision (Ex): At 1st level, the warlord of utterdark gains darkvision 120 feet.

This overlaps (but does not stack with) any darkvision the character may already possess.

Bulwark of Evil (Su): The warlord of utterdark gains a +1 profane bonus to saves against good spells.

All evil allies within 30 feet of the warlord share this save bonus.

The profane bonus increases by +1 every four levels thereafter (+2 at 5th level, +3 at 9th level, and so on).

The warlord of utterdark radiates evil as if he were an evil outsider.

Vile Strike (Ex): Beginning at 2nd level, the warlord of utterdark deals 1 additional point of vile damage with any weapon or natural weapon attack.

This additional vile damage increases by 1 additional point for every four levels gained thereafter (6th, 10th, and so on).

Dark God's Blessing (Su): At 3rd level, the warlord of utterdark can apply a +5 luck bonus to a single attack roll, skill check, ability check, or saving throw once per day.

Using this ability is a free action but must be declared before the roll is made.

At 7th level, and every four levels thereafter, the warlord of utterdark can call upon this blessing one additional time per day (twice at 7th level, three times at 11th, four times at 15th, and so on).

Bonus Feats: The warlord of utterdark gains a bonus feat at 4th level and an additional bonus feat every four levels thereafter (8th, 12th, 16th, and so on).

These bonus feats must be selected from the following list: Armor Skin, Damage Reduction, Devastating Critical, Epic Leadership, Epic Poison Crafter (see New Epic Feats), Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Epic Will, Improved Darkvision, Legendary Commander, Overwhelming Critical, Perfect Health.

THE WARLORD OF UTTERDARK

Level	Special
1	Darkvision, bulwark of evil +1
2	Vile strike +1
3	Dark god's blessing 1/day
4	Bonus feat
5	Bulwark of evil +2
6	Vile strike +2
7	Dark god's blessing 2/day
8	Bonus feat
9	Bulwark of evil +3
10	Vile strike +3

WORLDWALKER

The worldwalker is a planetouched character that travels far and wide across the planes of existence.

He draws power from each new realm he discovers and gains strength as he slowly masters the unique magic and energy inherent in each realm.

Doing so further enhances his own body and mind, which slowly grows more and more akin to his outsider or elemental ancestors.

Most worldwalkers are multiclass characters, usually with several levels of monk (the usual restriction on multiclass monks applies to this class), ranger, rogue, or sorcerer, although any planetouched character that is self-sufficient and willing to travel to numerous realms can eventually gain the skills required to become a worldwalker.

Druids are perhaps the rarest worldwalkers, since they often prefer to remain in regions they favor rather than explore other planes.

NPC worldwalkers are often oracles, seers, mystics, or other mysterious and unknowable figures, and they frequently settle for several decades in a rural or wilderness area to rest for a while before beginning their travels anew.

Hit Die: d8.

REQUIREMENTS

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

Race: Any planetouched (or the perfect self class feature).

Skills: Knowledge (the planes) 24 ranks, Survival 24 ranks.

Feats: Self-Sufficient.

Epic Feats: Epic Skill Focus (Knowledge [the planes]).

Special: Must have visited at least 6 different Outer Planes for at least 30 days each.

Worldwalker Infusions

Level + Cha Modifier	Effect
1	+4 bonus to any one skill (may be chosen more than once, but must apply to a different skill each selection)
2	+4 bonus to Initiative checks
3	Spell-like ability: 1st-level cleric spell
4	Spell-like ability: 1st-level sorcerer spell
5	Bonus Feat (selected from the list of bonus worldwalker feats)
6	Spell-like ability: 2nd-level cleric spell
7	Spell-like ability: 2nd-level sorcerer spell
8	+2 bonus to an ability score
9	Spell-like ability: 3rd-level cleric spell
10	Spell-like ability: 3rd-level sorcerer spell
11	Bonus Feat (selected from any feat for which the character meets the prerequisites)
12	Spell-like ability: 4th-level cleric spell
13	Spell-like ability: 4th-level sorcerer spell
14	+4 bonus to one saving throw (you may select this infusion up to three times; each time it must apply to a different saving throw)
15	Spell-like ability: 5th-level cleric spell
16	Spell-like ability: 5th-level sorcerer spell
17	+4 dodge bonus to Armor Class
18	Spell-like ability: 6th-level cleric spell
19	Spell-like ability: 6th-level sorcerer spell
20	+4 bonus to an ability score

His worldwalker level plus his Charisma modifier determines the total number and power of infusions he can choose.

He can't choose the same infusion more than once, unless the infusion specifically states that it allows multiple selections.

Many infusions grant spell-like abilities.

Saving throw DCs for these spell-like abilities are equal 10 + the spell's level + his Charisma modifier; caster level equals his worldwalker level.

CLASS SKILLS

The worldwalker's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Diplomacy (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (the planes) (Int), Speak Language (none), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the worldwalker prestige class.

Weapon and Armor Proficiency: Worldwalkers gains no proficiency with any weapon or armor.

Planar Infusion: At 1st level, a worldwalker's outsider blood and heritage absorbs the ambient magical energies he is exposed to during his travels.

These energies reshape and augment the worldwalker's body, mind, and soul, purifying him and magnifying the traits he inherited from his elemental or outsider ancestors.

The worldwalker chooses one infusion from the table below at 1st level, and then again every additional 3 levels (at 4th level, 7th level, 10th level, and so on).

A worldwalker can use the spell-like ability once per day.

He can never have more than one cleric spell-like ability or one sorcerer spell-like ability per spell level.

Bonus Feats: The worldwalker gains a bonus feat (selected from the list of worldwalker feats) at 2nd level and every 3 levels after that.

Epic Worldwalker Bonus Feat List: Additional Magic Item Space, Energy Resistance, Epic Endurance, Epic Reputation, Epic Skill Focus, Epic Speed, Extended Life Span, Holy Strike, Improved Alignment-Based Casting,

Negative Energy Burst, Penetrate Damage Reduction, Perfect Health, Planar Turning, Polyglot, Positive Energy Aura, Unholy Strike.

Favored Plane: At 3rd level, and again every 3 levels thereafter (at 6th, 9th, 12th, and so on), the worldwalker selects one plane of existence he has personally visited. From this point on, the worldwalker is treated as a native of that plane (not an extraplanar creature) when on that plane. Additionally, while on a favored plane, a worldwalker gains a +4 morale bonus on all Will saving throws and Charisma-based skill checks.

Worldwalker

Level	Special
1	Planar infusion
2	Bonus feat
3	Favored plane
4	Planar infusion
5	Bonus feat
6	Favored plane
7	Planar infusion
8	Bonus feat
9	Favored plane
10	Planar infusion

PLAYER'S GUIDE TO FAERÛN (3.5)

NETHERESE ARCANIST

The archwizards of ancient Netheril were arguably the greatest human spellcasters in all of Faerûn's history, though the elves often point out that the Netherese learned all they knew from elf wizards.

But even so, the spellcasters of Netheril were renowned for the mighty magic under their control—spells that could shear the tops from mountains and levitate them in the air to serve as floating enclaves.

Some say that these archwizards even had access to a spell that could make a man into a god.

The Netherese arcanist is a pioneer of epic spellcasting who focuses his efforts on mastering the secrets of spells that go beyond ordinary limits.

Most members of this prestige class died when their floating enclaves plummeted from the sky and their mighty empire crumbled into the desert of Anauroch, though at least one still survives as a lich.

But two means remain by which modern-day wizards and sorcerers can approach the techniques of ancient Netheril. They can explore lost Netherese ruins and find records of the arcanists' forgotten secrets, or they can visit the living heirs of those powerful spellcasters—the shades.

Among the shades, Netherese arcanists are once again rising to a level of prominence in society, to the great concern of their neighbors.

REQUIREMENTS

To qualify to become a Netherese arcanist, a character must fulfill all the following criteria.

Race: Human (including human undead) or shade.

Skills: Knowledge (arcana) 25 ranks, Spellcraft 25 ranks.

Feats: Improved Metamagic, Improved Spellcasting.

Spells: Able to cast 13th-level arcane spells.

Special: *Traditions of Netheril*: The candidate must have access to the ancient magical traditions of Netheril.

A lich or a shade character from the Empire of Shade meets this criterion, or (at the DM's discretion) another character who has unearthed ancient Netherese lore might also qualify.

CLASS SKILLS

The Netherese arcanist's class skills (and the key ability for each skill) are Concentration (Con), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Speak Language (None), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Netherese arcanist.

Weapon and Armor Proficiency: Netherese arcanists gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Epic Spellcasting: At 1st level, the Netherese arcanist gains Epic Spellcasting as a bonus feat if he does not already have it.

Field Specialization: Every Netherese arcanist chooses one of three "fields" of magic—invention, mentalism, or variation—for his major field of specialization.

He also chooses one of the remaining two fields as his minor field.

He cannot cast spells based on seeds from the third field. The epic spell seeds covered by each field are given in the table below.

Field	Seeds
Invention	<i>afflict, armor, conjure, destroy, energy, slay, summon</i>
Mentalism	<i>banish, compel, conceal, contact, delude, foresee, reveal</i>
Variation	<i>animate, animate dead, dispel, fortify, reflect, transform, transport, ward</i>

The base Spellcraft DC for developing spells in the arcanist's major field of specialization is reduced by 5, as though it were within the caster's specialist school.

If it already is within the caster's specialist school, there is no additional benefit.

Spell Focus (Epic): At 2nd level, the saving throw DC for each of a Netherese arcanist's epic spells increases by 1, but the Spellcraft DC does not increase.

Backlash Resistance (Su): At 3rd level, a Netherese arcanist gains resistance 5 to backlash damage from casting epic spells.

Each time he casts an epic spell with a backlash, that damage is reduced by 5 points.

If the backlash damage continues for more than 1 round, the reduction is 5 points each round.

Epic Spell Artisan: At 4th level, a Netherese arcanist gains the ability to develop epic spells with less expense in time and resources.

When determining the cost of raw materials for researching an epic spell, he multiplies the Spellcraft DC

by 7,000 gp instead of the usual 9,000 gp and reduces the development time and XP cost accordingly.
Greater Spell Focus (Epic): At 5th level, the saving throw DC for each of a Netherese arcanist's epic spells increases by 1, but the Spellcraft DC does not increase.
 This increase stacks with that provided by his Spell Focus (epic) ability, for a net increase of +2.

TABLE 5—II: THE NETHERESE ARCANIST

Class Level	Special
1st	Epic Spellcasting, field specialization
2nd	Spell Focus (epic)
3rd	Backlash resistance 5
4th	Epic spell artisan
5th	Greater Spell Focus (epic)

SPELLFIRE HIEROPHANT

While many characters may call themselves master of spellfire—the raw energy of the Weave—such individuals are mere students compared to the spellfire hierophant. This master of the Weave learns new methods of controlling and shaping spellfire that lesser mortals barely comprehend.

A spellfire hierophant can come from almost any background, though most have some previous training in the use of spellfire.

The spellfire channeler prestige class (see *Magic of Faerûn*) provides the lion's share of the candidates for this prestige class; otherwise, spellcasters have the easiest time qualifying.

Considering the generally solitary nature of spellfire wielders, it's no surprise that spellfire hierophants tend to exist outside of normal society.

Those few who venture from their hidden lairs in the wilderness or on other planes usually rely on disguises and subterfuge to accomplish their goals.

Hit Die: d4.

REQUIREMENTS

To qualify to become a spellfire hierophant, a character must fulfill all the following criteria.

Skills: Concentration 24 ranks, Knowledge (arcana) 12 ranks, Spellcraft 12 ranks.

Feats: Endurance, Epic Spellfire Wielder, Spellfire Wielder, Weapon Focus (spellfire).

CLASS SKILLS

The spellfire hierophant's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the spellfire hierophant prestige class.

Weapon and Armor Proficiency: Spellfire hierophants gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump,

Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Greater Charged Item Drain (Sp): A spellfire hierophant can drain a number of charges from a touched charged item (including single-use items such as potions or scrolls) and convert that energy into stored spellfire energy levels. She can drain a number of charges equal to her Charisma bonus (minimum 1), but she can't drain more charges than the item has remaining.

(Each spell on a scroll counts as 1 charge).

A fully drained item has no magical properties—a potion becomes water, and a scroll becomes blank paper.

A creature holding or carrying such an item may attempt a Will save (DC 20 + 1/2 spellfire hierophant level + spellfire hierophant's Cha modifier) to prevent the item from being drained.

Ranged Healing (Su): At 2nd level, the spellfire hierophant can release stored spellfire energy levels to heal at a range of up to 25 feet + 5 feet per two caster levels.

Using this ability requires a successful ranged touch attack. The amount of healing is normal for the character (either 2 points per spellfire energy level expended, or 1d4+1 points per spellfire energy level expended if the character has the improved healing class feature of the spellfire channeler).

Haste (Su): Once per day, a spellfire hierophant of 3rd level or higher can expend spellfire energy levels to accelerate her actions, just as if she had cast *haste* on herself.

She must decide how many levels to spend upon activation of the ability.

Each spellfire energy level she spends allows her to function as though affected by a *haste* spell for 1 round, and she sparkles with light while this ability is in effect.

The spellfire hierophant can use this ability twice per day at 6th level and three times per day at 9th level.

Bonus Feats: At 4th level and again at 8th level, the spellfire hierophant gains a bonus feat selected from the following list: Energy Resistance, Epic Skill Focus (Concentration), Epic Spellfire Wielder**, Epic Toughness, Epic Weapon Focus (spellfire), Exceptional Deflection*, Fast Healing, Infinite Deflection*, Reflect Arrows*.

She must meet all of a feat's prerequisites in order to select it, except as noted below.

* The spellfire hierophant can ignore the prerequisite of Improved Unarmed Strike for these feats.

** New epic feat; see page 135.

Greater Permanent Item Drain (Sp): At 5th level, a spellfire hierophant can drain power from permanent magic items by touch as a standard action.

An item that creates a spell effect (such as *boots of speed*)

loses that function for 24 hours, and the spellfire hierophant gains spellfire energy levels equal to the item's caster level.

A creature holding or carrying such an item may attempt a Will save (DC 20 + 1/2 spellfire hierophant level + spellfire hierophant's Cha modifier) to prevent the item from being drained.

If all of an item's permanent abilities are drained, it is still a magic item for the purpose of making saving throws when damaged, and so on.

Spellfire Reserve (Ex): At 7th level, the spellfire hierophant learns how to store spellfire energy levels in deep reserve. These energy levels don't count as part of her normal storage capacity, but they also can't be used to power spellfire effects without first calling them out of reserve.

Spellfire energy levels in reserve don't detect as magical, so a spellfire hierophant's true nature cannot be determined by detecting them.

Placing any number of stored spellfire energy levels in reserve requires a full-round action, as does calling any number out of reserve into normal storage capacity.

The spellfire hierophant can hold a number of spellfire energy levels to her spellfire hierophant level plus her Constitution bonus (if any) in reserve.

Spellfire Burst (Su): At 10th level, the spellfire hierophant can substitute a spellfire burst for a normal spellfire blast. The range remains the same, but instead of requiring a touch attack, the spellfire energy explodes in a 5-foot-radius burst at the target point, dealing appropriate damage to all creatures in the area.

Each affected creature may attempt a Reflex save (DC 20 + 1/2 spellfire hierophant level + spellfire hierophant's Cha modifier) to halve the damage.

The character can substitute bursts for as many blasts as she would normally fire in a round, but she can use the ability for only 1 round per day.

For every 5 levels gained thereafter, the spellfire hierophant can use this ability for 1 additional round per day (2 rounds at 15th, 3 rounds at 20th, and so on).

If the character also has the maelstrom of fire class feature of the spellfire channeler, the area of the burst is a 10-foot radius.

TABLE 5-12:

THE SPELLFIRE HIEROPHANT

Class Level	Special
1st	<i>Greater charged item drain</i>
2nd	Ranged healing
3rd	Haste 1/day
4th	Bonus feat
5th	<i>Greater permanent item drain</i>
6th	Haste 2/day
7th	Spellfire reserve
8th	Bonus feat
9th	Haste 3/day
10th	Spellfire burst 1/day

RACES OF FAERÛN (3.5)

ELVEN HIGH MAGE

Elves study magic with a matchless passion.

But even among the elves, the high mages are regarded as obsessed with the accumulation of arcane power.

Elven high mages are the masters of creating their own epic spells—*mythals* that can grow to engulf entire cities.

Learning the secrets of epic magic is the culmination of any arcanist's career, and the elves are very selective about who can learn such potent lore.

Existing high mages often observe high mage candidates for a decade or more, probing for the faintest hint of unworthiness.

So far, their extreme secrecy has worked.

Less than a dozen elves even know where the lore of elven high magic is even kept, much less how to actually cast an epic spell.

All elven high mages are sun elves, moon elves, or wood elves, and all are powerful wizards or sorcerers.

No one else can learn the elves' greatest magical secrets. NPC high mages spend their time developing new epic spells, organizing searches for lost elven lore, or taking steps to ensure that elven secrets stay secret.

PC high mages will find that being a high mage is a full-time job, making adventuring a challenge.

But due to their considerable personal power, elven high mages often wind up on the front lines of the defense of the elven people.

The elven high mage prestige class makes use of material found in *Epic Level Handbook*, since any elven high mage is by definition an epic-level character.

Hit Die: d4.

REQUIREMENTS

To qualify to become an elven high mage, a character must fulfill all the following criteria.

Race: Sun elf, moon elf, or wood elf.

Skills: Knowledge (arcana) 25 ranks, Spellcraft 25 ranks.

Feats: Epic Skill Focus [Knowledge (arcana)], Epic Skill Focus (Spellcraft).

Spellcasting: Able to cast 9th-level arcane spells.

Special: Must survive scrutiny and meet with the approval of all existing elven high mages.

CLASS SKILLS

The elven high mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (any) (Int), Profession (Wis), Sense Motive (Wis), Speak Language, and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the elven high mage.

Weapon and Armor Proficiency: The elven high mage gains no proficiencies in weapons or armor.

Spells Per Day/Spells Known: Starting at 1st level and every other elven high mage level thereafter (1st, 3rd, 5th, 7th, and 9th), the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level.

If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class.

She does not, however, gain any other benefit that a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming an elven high mage, the player must decide to which class to add the new level for the purpose of determining spells per day.

Seed Affinity (Ex): The elven high mage's studies have provided insight into the finer points of epic spell creation. Whenever this class feature is attained (at 1st, 3rd, 6th, and 8th levels), the elven high mage chooses an epic spell seed from the list in Chapter 2 of the *Epic Level Handbook*.

The base Spellcraft DC for epic spells created with this seed is two lower, so the elven high mage can achieve powerful epic spells at lower levels.

For example, an elven mage who chooses the *banish* seed (normally DC 27) will gain quicker access to all epic spells that use the *banish* seed, because the base Spellcraft DC will be 25, not 27, and the elven mage will be able to achieve a given effect two levels earlier than other epic spellcasters.

Mythal Invention (Ex): Whenever the elven high mage attains this class feature (at 2nd, 4th, 7th, and 9th levels), she may develop a single epic spell for 75% of the normal development cost in gold, time, and experience points.

The elven high mage doesn't have to develop an epic spell right away, but if she attains this class feature again before she develops an epic spell, the previous benefit is lost.

For example, an elven high mage who attains a mythal invention at 2nd level must use it before 4th level, when the next mythal invention is available.

Bonus Feat (Ex): The elven high mage gains a bonus feat at 5th level and an additional bonus feat every five levels thereafter.

These bonus feats must be selected from the following list: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spellcasting, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Spell.

TABLE A—9: THE ELVEN HIGH MAGE

Class		
Level	Special	Spells Per Day/Spells Known
1st	Seed affinity	+1 level of existing class
2nd	Mythal invention	—
3rd	Seed affinity	+1 level of existing class
4th	Mythal invention	—
5th	Bonus Feat	+1 level of existing class
6th	Seed affinity	—
7th	Mythal invention	+1 level of existing class
8th	Seed affinity	—
9th	Mythal invention	+1 level of existing class
10th	Bonus Feat	—

EPIC PROGRESSIONS

COMPLETE ADVENTURER (3.5)

DUNGEON DELVER

If you plan on venturing into trap-infested dungeon complexes, there's no one better to take along than the epic dungeon delver.

Hit Die: d6.

Skill Points at Each Additional Level: 8 + Int modifier.

Trap Sense (Ex): An epic dungeon delver's bonus on Reflex saves to avoid traps and his dodge bonus to AC against traps increase by 1 for every three levels above 10th.

Augury (Sp): An epic dungeon delver can use *augury* one additional time per day for every three levels above 9th.

Skill Mastery (Ex): An epic dungeon delver can apply the effect of skill mastery to one additional class skill each time he attains a new level.

Blindsense (Ex): An epic dungeon delver can use blindsense one additional time per day for every five levels above 10th.

Bonus Feats: An epic dungeon delver gains a bonus feat every three levels above 10th.

Dungeon Delver Class Level	Special
11th	Skill Mastery
12th	Augury 4/day
13th	Bonus feat, trap sense +5
14th	—
15th	Augury 5/day, blindsense 3/day
16th	Bonus feat, trap sense +6
17th	—
18th	Augury 6/day
19th	Bonus feat, trap sense +7
20th	Blindsense 4/day

COMPLETE ARCANE (3.5)

MAGE OF THE ARCANE ORDER

An epic mage of the Arcane Order displays a great thirst for arcane knowledge.

His associations with his guild and the Spellpool grow to new heights.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: An epic mage of the Arcane Order's caster level increases by one for each new mage of the arcane order level he attains.

A mage of the Arcane Order's number of spells per day does not increase after 10th level.

If a mage of the Arcane Order memorizes his spells from a book (as a wizard does), then each time he achieves a new spell level he learns two new spells of any level that he can cast.

Bonus Language: For every four levels higher than 10th (14th, 18th, and so on), a mage of the Arcane Order gains another bonus language.

Bonus Feats: An epic mage of the Arcane Order gains a bonus feat every four levels after 10th.

Spellpool: If you have access to the *Epic Level Handbook*, an epic mage of the Arcane Order can also call epic spells from the Spellpool as long as he has the Epic Spellcasting feat. Treat epic spells as 10th-level spells for the purpose of accumulating Spellpool debt.

A DM might wish to rule that certain epic spells are unavailable to an epic mage of the Arcane Order on a case-by-case basis.

WARLOCK

A being of fell magic, an epic warlock is a supernatural force incarnate, losing all but the smallest fragment of his humanity.

Hit Die: d6.

Skill Points at Each Additional Level: 2 + Int modifier.

Invocations: The epic warlock's caster level is equal to his class level.

He does not learn additional invocations.

Eldritch Blast: The epic warlock's *eldritch blast* damage increases by 1d6 at every even-numbered level higher than 20th (12d6 at 22nd level, 13d6 at 24th level, and so on).

Damage Reduction: The epic warlock's damage reduction increases by 1 point (to 6/cold iron) at 23rd level and by 1 additional point every four levels thereafter (7/cold iron at 27th, 8/cold iron at 31st, and so on).

Bonus Feats: The epic warlock gains a bonus feat every three levels higher than 20th (23rd, 26th, 29th, and so on).

WARMAGE

An epic warmage has perfected the art of destruction and devastation through his magic, able to lay waste to entire armies and cities with horrifying ease.

Hit Die: d6.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: An epic warmage's caster level is equal to his class level.

The warmage's number of spells per day does not increase after 20th level, but he can learn additional spells through the advanced learning class feature (see below).

Advanced Learning (Ex): At 21st level and every four levels after (25th, 29th, and so on), the epic warmage can continue to add new spells to his spell list.

Spells added must be sorcerer/wizard spells of the evocation school.

Once added, they become a part of that warmage's spell list to be cast like any other spell.

Bonus Feats: The epic warmage gains a bonus feat at 23rd level and at every three levels after (26th, 29th, and so on).

Bonus feats must be chosen from the following list, and can be selected even if the warmage does not meet the prerequisites.

Epic Warmage Bonus Feats: Automatic Silent Spell*, Automatic Still Spell*, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Energy Resistance, Enhance Spell*, Epic Spell Focus*, Epic Spell Penetration*, Epic Spellcasting, Ignore Material Components, Improved Combat Casting*, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff*, Master Wand*, Scribe Epic Scroll, Spell Opportunity, Spell Stowaway, Spellcasting Harrier, Tenacious Magic.

* Feats marked with an asterisk are presented under Epic Feats, below.

See page 209 of the *Dungeon Master's Guide* (as well as the *Epic Level Handbook*) for descriptions and information on other epic feats.

WU JEN

The epic wu jen continues to grow apart from society, her mighty powers and strange ways becoming even more frightening to those uninitiated into the mysteries of arcane magic.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: An epic wu jen's caster level is equal to her class level.

The wu jen's number of spells per day does not increase after 20th level, but each time the wu jen achieves a new level, she learns two new spells of any spell level that she can cast.

Spell Secret: Every three levels after 18th (21st, 24th, 27th, and so on), the epic wu jen can select one additional spell known to her to become modified as though affected by one of the following feats: Enlarge Spell, Extend Spell, Still Spell, or Silent Spell.

The spell's level does not change, and once the spell and the modification are chosen, they cannot be changed.

As the wu jen goes up in level, she can choose the same spell to be modified in different ways with multiple spell secrets.

She does not need to know a feat in order to apply its effect to the spell.

Each time a new spell secret is learned, the wu jen must also choose an additional taboo (see page 16).

Bonus Feats: The epic wu jen gains a bonus feat every three levels after 20th (23rd, 26th, 29th, and so on).

Bonus feats must be chosen from the following list, and can be selected even if the wu jen does not meet the prerequisites.

Epic Wu Jen Bonus Feats: Augmented Alchemy, Automatic Quicken Spell*, Automatic Silent Spell*, Automatic Still Spell*, Enhance Spell*, Epic Spell Focus*, Epic Spell Penetration*, Epic Spellcasting, Ignore Material Components, Improved Combat Casting*, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Superior Initiative, Tenacious Magic.

* Feats marked with an asterisk are presented under Epic Feats, below.

See page 209 of the *Dungeon Master's Guide* (as well as the *Epic Level Handbook*) for descriptions and information on other epic feats.

COMPLETE DIVINE (3.5)

HOLY LIBERATOR

An epic holy liberator displays an incredible devotion to the cause of freedom.

His implacable quest to overthrow tyranny shall not be easily thwarted.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Smite Evil (Su): The holy liberator adds his class level to damage with any smite evil attack, as normal.

He can smite one additional time per day for every five levels higher than 10th (4/day at 15th, 5/day at 20th, and so on).

Spells: A holy liberator's caster level is equal to his class level.

A holy liberator's number of spells per day does not increase after 10th level.

Break Enchantment (Sp): A holy liberator can use *break enchantment* one additional time per week for every four levels higher than 10th (3/day at 14th, 4/day at 18th, and so on).

Celestial Companion (Sp): A holy liberator's celestial companion continues to increase in power.

Once a holy liberator becomes an epic character, at every five levels higher than 20th (25th, 30th, 35th, and so on), the companion gains +2 bonus Hit Dice, its natural armor increases by +1, its Dexterity adjustment increases by +1, and its Intelligence increases by +1.

The companion's spell resistance equals the holy liberator's class level +10.

Bonus Feats: An epic holy liberator gains a bonus feat (selected from the list of epic holy liberator feats) every three levels after 10th.

COMPLETE PSIONIC (3.5)

ARDENT

At epic levels, an ardent continues to gain access to new mantles, albeit at a much slower rate, representing his devotion to understanding the myriad philosophies that make up the multiverse.

Hit Die: d6.

Skill Points at Each Additional Level: 2 + Int modifier.

Powers: An epic ardent's manifester level is equal to his ardent level.

An ardent's base power points do not increase after 20th level (except through the use of epic feats).

Each time an ardent attains a new level, he learns one new power from an existing mantle that he can manifest.

New Mantles: An ardent continues to gain access to new mantles at higher levels, although his rate of accrual slows. He gains access to a new mantle at 21st level and every seven levels after 20th (one at 27th level, one at 34th level, and so on).

Bonus Feats: An epic ardent gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

DIVINE MIND

An epic divine mind becomes one of the foremost aspects of his deity.

He is a creature charged with psychodeific energy, a divine aspect incarnate.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Powers: An epic divine mind's manifester level is equal to his divine mind level minus 4.

A divine mind's base power points do not increase after 20th level (except through the use of epic feats).

Psychic Aura: A divine mind's psychic aura ability continues to expand in area after 20th level.

At 22nd level and every 2 levels thereafter, the radius of the psychic aura increases by 5 feet.

Mantles: A divine mind's ability to wear more than one mantle simultaneously continues to improve.

At 30th level, he can don or change a single mantle as a free action.

At 40th level, he can don or change two of his mantles as free actions.

At 50th level, he can don or change all his mantles as free actions.

ERUDITE

The myriad powers of an epic erudite converge and crystallize in his mind, granting him unparalleled depths of psionic mastery.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Powers: An epic erudite's manifester level is equal to his erudite level.

An epic erudite's base power points do not increase after 20th level (except through the use of epic feats).

Each time an erudite attains a new level, he learns two new powers of any level or levels that he can manifest.

Unique Powers: An epic erudite's number of unique powers per day continues to increase after 20th level, but at a reduced rate.

At 25th level and every five levels thereafter, an erudite can manifest one additional unique power.

Thus, a 25th-level erudite can manifest twelve unique powers per day, a 30th-level erudite can manifest thirteen unique powers per day, and soon.

Psicrystal: An epic erudite's psicrystal continues to increase in power.

At every odd-numbered level higher than 20th (21st, 23rd, and so on), a psicrystal's natural armor bonus and Intelligence each increase by 1.

The psicrystal's power resistance is equal to an erudite's psionic class level + 5.

At 21st level and again every 10 levels thereafter, a psicrystal gains the benefit of the Psicrystal Power epic feat (EPH 34) for a power of its master's choice.

Bonus Feats: An epic erudite gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

LURK

The dangerous thrusts employed by a lurk become even more lethal, making the character a true angel of death.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: An epic lurk's manifester level is equal to her lurk level.

A lurk's base power points and powers known do not increase after 20th level (except through the use of epic feats).

Lurk Augment: An epic lurk continues to gain additional uses of her lurk augment after 20th level.

Her total number of augments each day is equal to her lurk level + 3.

Focused Sneak Attack: An epic lurk continues to increase her focused sneak attack after 20th level.

At 22nd level and every five levels thereafter, a lurk's focused sneak attack deals an additional 1d6 points of damage (+5d6 at 22nd level, +6d6 at 27th level, and so on).

Bonus Feats: An epic lurk gains a bonus feat at 22nd level and every four levels thereafter (26th, 30th, and so on).

COMPLETE WARRIOR (3.5)

FRENZIED BERSERKER

Few mortal beings can surpass the destructive capabilities of the epic frenzied berserker.

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Frenzy: An epic frenzied berserker may enter a frenzy one additional time per day for every two levels gained after 9th (6/day at 11th, 7/day at 13th, and so forth).

Inspire Frenzy: An epic frenzied berserker may use this ability one additional time per day for every two levels gained after 10th (4/day at 12th, 5/day at 14th, and so on).

Bonus Feats: An epic frenzied berserker gains a bonus feat every three levels beyond 10th (13th, 16th, 19th, and so on).

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BARBARIAN

An epic barbarian is a terror to behold.

The very incarnation of rage, this furious warrior can cut his opponents to ribbons with awe-inspiring ease.

Hit Die: d12.

Skill Points at Each Additional Level: 4 + Int modifier.

Barbarian Rage: The epic barbarian gains one use of rage per day every four levels higher than 20th (7/day at 24th, 8/day at 28th, and so on).

Trap Sense (Ex): The epic barbarian's bonus increases by +1 every three levels higher than 18th (+7 at 21st, +8 at 24th, and so on).

Damage Reduction (Ex): The epic barbarian's damage reduction increases by 1 point every three levels higher than 19th (6/- at 22nd, 7/- at 25th, and so on).

Bonus Feats: The epic barbarian gains a bonus feat every four levels higher than 20th (24th, 28th, and so on).

BARD

An epic bard's music can move even the cruelest, most soulless creature, or inspire his allies to the heights of power and bravery.

Hit Die: d6.

Skill Points at Each Additional Level: 6 + Int modifier.

Spells: The bard's caster level is equal to his class level.

The bard's number of spells per day does not increase after 20th level.

The bard does not learn additional spells.

Bardic Music: The bard gains no new bardic music effects from his Perform ranks.

Bardic Knowledge: Add the bard's class level + Intelligence modifier to all bardic knowledge checks, as normal.

Bonus Feats: The epic bard gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

Inspire Courage (Su): The epic bard's bonus when this ability is used increases by +1 every six levels higher than 20th (26th, 32nd, and so on).

CLERIC

In a typical world, the epic cleric stands as one of his deity's most elite servants.

In an adventuring party, he must also stand as the solid center of the group, providing power and assistance to his companions.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The cleric's caster level is equal to his class level.

The cleric's number of spells per day does not increase after 20th level.

Turn or Rebuke Undead: Use the cleric's class level to determine the most powerful undead affected by a turn or rebuke check and the turning damage, just as normal.

Bonus Feats: The epic cleric gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

DRUID

The epic druid is a mighty symbol of the power of the natural world, able to focus the primal forces of the elements to do her bidding.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The druid's caster level is equal to her class level.

The druid's number of spells per day does not increase after 20th level.

Animal Companion: The druid may have a maximum number of animal companions equal to twice her class level, as normal.

Wild Shape (Su): The druid can use this ability to take the form of an animal one additional time per day every four levels higher than 18th (7/day at 22nd, 8/day at 26th, and so on).

The druid's ability to wild shape into an elemental does not improve.

Bonus Feats: The epic druid gains a bonus feat every four levels higher than 20th.

FIGHTER

The epic fighter is a combat machine, a master of more battle maneuvers than any other character in the game. More than a mere sword-slinger, the epic fighter knows how to best his opponents in any arena.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic fighter gains a bonus feat every two levels higher than 20th (22nd, 24th, 26th, and so on).

MONK

The epic monk has achieved an inner tranquility that lesser characters can't even dream of.

Her speed, power, grace, and force of will are unmatched by mortal beings.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

AC Bonus (Ex): The monk's bonus to Armor Class when unarmored increases by +1 every five levels higher than 20th (+5 at 25th, +6 at 30th, and so on).

Unarmed Strike: The damage for a monk's unarmed strike does not increase after 16th level.

Stunning Attack: Use the monk's class level when determining the DC to resist this attack, as normal.

Unarmored Speed Bonus: The epic monk's speed when wearing no armor increases by 10 feet every three levels higher than 18th (+70 ft. at 21st, +80 ft. at 24th, and so on).

Ki Strike (Su): The monk's ki strike ability does not automatically increase with class level after 16th level.

Wholeness of Body (Su): The epic monk can cure up to twice her class level in hit points each day, as normal.

Abundant Step (Su): Use the monk's class level when determining the effective caster level of this ability, as normal.

Diamond Soul (Ex): The epic monk's spell resistance is equal to her class level +10, as normal.

Quivering Palm (Su): Use the monk's class level when determining the DC to resist this attack, as normal.

Empty Body (Su): Use the monk's class level when determining the duration of this effect, as normal.

Bonus Feats: The epic monk gains a bonus feat every five levels higher than 20th (25th, 30th, and so on).

PALADIN

The epic paladin stands at the forefront of the battle against chaos and evil in the world, shining as a beacon of hope to all who fight the good fight.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Lay on Hands (Su): Each day the epic paladin can cure a total number of hit points equal to her Charisma bonus (if any) times her class level, as normal.

Smite Evil (Su): The epic paladin adds her class level to damage with any smite evil attack, as normal.

She can smite one additional time per day for every five levels higher than 20th (6/day at 25th, 7/day at 30th, and so on).

Turn Undead (Su): The paladin turns undead as a cleric of two levels lower, as normal.

Spells: The paladin's caster level is equal to one-half her class level, as normal.

The paladin's number of spells per day does not increase after 20th level.

Special Mount: The epic paladin's special mount continues to increase in power.

Every five levels higher than 20th (25th, 30th, 35th, and so on), the special mount gains +2 bonus Hit Dice, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1.

The mount's spell resistance equals the paladin's class level + 5.

Remove Disease (Sp): The epic paladin can use *remove disease* one additional time per week for every three levels higher than 18th (7/week at 21st, 8/week at 24th, and so on).

Bonus Feats: The epic paladin gains a bonus feat every three levels higher than 20th (23rd, 26th, 29th, and so on).

RANGER

Whether cunning protector of the wild or cold-blooded hunter of the weak, the epic ranger is one with the wilderness, moving with deadly grace and keen mind through the natural world.

Hit Die: d8.

Skill Points at Each Additional Level: 6 + Int modifier.

Spells: The ranger's caster level is equal to one-half his class level, as normal.

The ranger's number of spells per day does not increase after 20th level.

Favored Enemy (Ex): The epic ranger gains one additional favored enemy, and his bonuses against one category of favored enemies go up by +2, every five levels higher than 20th (6th enemy at 25th, 7th enemy at 30th, and so on).

Bonus Feats: The epic ranger gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

ROGUE

The epic rogue is a trickster and a thief, a trap-detector and a tale-spinner.

Her skills are legendary and her tales of derring-do even more so.

If you listen to the stories, there's nothing she can't do.

Hit Die: d6.

Skill Points at Each Additional Level: 8 + Int modifier.

Sneak Attack: The epic rogue's sneak attack damage increases by +1d6 at every odd-numbered level (+11d6 at 21st, +12d6 at 23rd, and so on).

Special Abilities: The rogue does not gain additional rogue special abilities after 19th level, but can choose a rogue special ability from the *Player's Handbook* (crippling strike, defensive roll, improved evasion, opportunist, skill mastery, and slippery mind) instead of a bonus feat.

Bonus Feats: The epic rogue gains a bonus feat every four levels higher than 20th (24th, 28th, and so on).

SORCERER

The epic sorcerer has grown his natural arcane ability to mythical proportions, but the need for ever-greater power never abates.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The sorcerer's caster level is equal to his class level.

The sorcerer's number of spells per day does not increase after 20th level.

The sorcerer does not learn additional spells.

Familiar: The epic sorcerer's familiar continues to increase in power.

Every two levels higher than 20th (22nd, 24th, and so on) the familiar's natural armor bonus and Intelligence each increase by +1.

The familiar's spell resistance is equal to the master's level + 5.

At 21st level and again every ten levels higher than 21st, the familiar gains the benefit of the Familiar Spell epic feat for a spell of its master's choice.

Bonus Feats: The epic sorcerer gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

WIZARD

To the epic wizard, knowledge is power, and the quest for knowledge is never-ending.

The secrets of greater magic and the creation of artifacts tempt the epic wizard, who pursues these secrets across the planes.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The wizard's caster level is equal to her class level.

The wizard's number of spells per day does not increase after 20th level.

Each time the wizard attains a new level, she learns two new spells of any level or levels that she can cast (according to her new level).

Familiar: The epic wizard's familiar continues to increase in power.

Every two levels higher than 20th (22nd, 24th, and so on) the familiar's natural armor bonus and Intelligence each increase by +1.

The familiar's spell resistance is equal to the master's level + 5.

At 21st level and again every ten levels higher than 21st, the familiar gains the benefit of the Familiar Spell epic feat for a spell of its master's choice.

Bonus Feats: The epic wizard gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

EPIC LEVEL HANDBOOK (3.0)

ARCANE ARCHER

The epic arcane archer is a living extension of the bow, capable of achieving wonders of archery that cause lesser beings to gape in awe.

As an epic arcane archer, the path you pursue depends greatly on the path you took to qualify for the class.

This example assumes that you focused on combat abilities, picking up spellcasting only as an afterthought.

In this case, Epic Weapon Focus is your first stop, with Distant Shot and Uncanny Accuracy coming soon after.

While any archer hopes to never need defense, you don't have the luxury of ignoring feats such as Epic Toughness and Energy Resistance.

For ability increases, the arcane archer has three good choices—and all of them are Dexterity. If you're determined to look elsewhere, a Constitution boost can give much-needed hit points. Other Options: if your spellcasting powers are more than a mere afterthought, look to additional Improved Spell Capacity and metamagic feats.

You might also need to improve your defensive capabilities more than noted here, in which case you should consider Armor Skin.

Also, consult the epic paths for your other class or classes for alternative options.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Enchant Arrow: For every two levels beyond 9th, the potency of the arrows fired by the arcane archer increases by +1 (+6 at 11th, +7 at 13th, and so on).

Hail of Arrows: In lieu of her regular attacks, once per day the arcane archer can fire an arrow at each and every target within range, with a maximum number of targets equal to her arcane archer class level, as normal.

Bonus Feats: The arcane archer gains a bonus feat (selected from the list of epic arcane archer feats) every four levels after 10th.

Epic Arcane Archer Bonus Feat List: Blinding Speed, Combat Archery, Distant Shot, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus (any bow other than a crossbow), Improved Arrow of Death, Improved Combat Casting, Improved Low-Light Vision, Improved Manyshot, Swarm of Arrows, Uncanny Accuracy.

TABLE 1–15: THE EPIC ARCANE ARCHER

Arcane Archer Level	Special
11th	Enchant arrow +6
12th	—
13th	Enchant arrow +7
14th	Bonus feat
15th	Enchant arrow +8
16th	—
17th	Enchant arrow +9
18th	Bonus feat
19th	Enchant arrow +10
20th	—

ASSASSIN

The epic assassin flits from shadow to shadow, lying in wait until his target is vulnerable, then striking like a cobra and leaving only a cold corpse behind.

Like the epic rogue, the epic assassin must pay attention to offense, defense, and skill improvement as he plots his path to power.

It's easy to see the power of Improved Death Attack and Improved Sneak Attack, but don't forget the usefulness of Lingering Damage and Blinding Speed as well.

Epic Toughness gives you some staying power in a fight (at least enough to get away from your foes), while Epic Skill Focus (Disguise, Hide, and Move Silently) can ensure that you don't get into a fight until you choose to.

The assassin can use ability increases in a variety of scores, including Dexterity, Intelligence, Wisdom, and Charisma. Other Options: An epic assassin who finds himself in the midst of combat with frequency should consider giving up some sneak attack capability in favor of Armor Skin, Self-Concealment, and other defensive feats.

Improved Spell Capacity and one or more metamagic feats can greatly improve your spellcasting capability.

Depending on which other skills you favor, additional Epic Skill Focus feats can greatly improve your aptitudes.

Also, consult the epic paths for your other class or classes for alternative options.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Sneak Attack: The epic assassin's sneak attack damage increases by +1d6 every two levels after 9th (11th, 13th, and so on).

Death Attack: The assassin counts only half his class levels beyond 10th when determining the DC to resist this attack.

Spells: The assassin's caster level is equal to his class level.

The assassin's number of spells per day does not increase after 10th level.

Each time the assassin achieves a new level, he learns two new spells of any spell levels that he can cast (according to his new level).

Uncanny Dodge: The assassin's uncanny dodge bonus on saves against traps doesn't increase after 10th level, because it shows no pattern during the normal ten-level progression.

Saving Throw Bonus against Poison: The assassin's bonus on saves against poison increases by +1 every two levels after 10th (12th, 14th, and so on).

Bonus Feats: The epic assassin gains a bonus feat (selected from the list of epic assassin feats) every four levels after 10th.

Epic Assassin Bonus Feat List: Dexterous Fortitude, Dexterous Will, Improved Combat Casting, Improved Death Attack, Improved Sneak Attack, Improved Spell Capacity, Legendary Tracker, Lingering Damage, Sneak Attack of Opportunity, Spell Knowledge, Spontaneous Spell, Superior Initiative, Tenacious Magic, Uncanny Accuracy.

TABLE 1–16: THE EPIC ASSASSIN

Assassin Level	Special
11th	Sneak attack +6d6
12th	+6 save against poison
13th	Sneak attack +7d6
14th	+7 save against poison, bonus feat
15th	Sneak attack +8d6
16th	+8 save against poison
17th	Sneak attack +9d6
18th	+9 save against poison, bonus feat
19th	Sneak attack +10d6
20th	+10 save against poison

BARBARIAN

The epic barbarian is a terror to behold.

The very incarnation of rage, this furious warrior can cut his opponents to ribbons with awe-inspiring ease.

Focus on increasing the power of your rage while picking up other feats that boost your overall damage-dealing (and damage-resisting) power.

Chaotic Rage, Thundering Rage, and other rage-boosting fears are tailor-made for the epic barbarian. Epic Toughness, Damage Reduction, and Fast Healing allow you to continue fighting long after others have dropped dead, while the leaps of a barbarian with Legendary Leaper are truly stupendous. Ability increases should go into Strength and Constitution, unless you need ability boosts to qualify for other feats. Other Options: Consider selecting feats from the Power Attack feat path, eventually taking Devastating Critical. If your saves are poor, think about Energy Resistance. And if you really want a frightening barbarian, Blinding Speed is the way to go.

Hit Die: d12.

Skill Points at Each Additional Level: 4 + Int modifier.

Barbarian Rage: The epic barbarian gains one use of rage per day every four levels after 20th (24th, 28th, 32nd, and so on).

Uncanny Dodge: The bonus on the barbarian's saving throws against traps increases by +1 every three levels above 19th (22nd, 25th, and so on).

Damage Reduction: The epic barbarian's damage reduction increases by 1 point every three levels above 20th (23rd, 26th, 29th, and so on).

Bonus Feats: The epic barbarian gains a bonus feat (selected from the list of epic barbarian bonus feats) every four levels after 20th (24th, 28th, 32nd, and so on).

Epic Barbarian Bonus Feat List: Armor Skin, Chaotic Rage, Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Incite Rage, Legendary Climber, Legendary Leaper, Legendary Rider, Legendary Tracker, Legendary Wrestler, Mighty Rage, Overwhelming Critical, Ruinous Rage, Terrifying Rage, Thundering Rage.

TABLE 1-3: THE EPIC BARBARIAN

Barbarian Level	Special
21st	—
22nd	Uncanny dodge (+5 against traps)
23rd	Damage reduction 5/—
24th	Rage 7/day, bonus feat
25th	Uncanny dodge (+6 against traps)
26th	Damage reduction 6/—
27th	—
28th	Uncanny dodge (+7 against traps), bonus feat
29th	Damage reduction 7/—
30th	—

BARD

The epic bard's music can move even the cruelest, most soulless creature, or inspire his allies to the heights of power and bravery.

First and foremost, you must focus on improving your epic bard's ability to perform his bardic music.

Epic Skill Focus (Perform) is the obvious choice, but Lasting Inspiration and Inspire Excellence are crucial as well.

Gaining additional spellcasting ability is useful.

Don't forget that you'll still be in combat from time to time, so Epic Prowess is a good selection.

Put most if not all your ability increases in Charisma, because that's the key to most of your powers.

Of course, an occasional boost to Dexterity or Intelligence is never a bad idea.

Other Options: If you already have combat-related feats such as Weapon Focus or Point Blank Shot, consider picking up the epic feats that use them as prerequisites. Improved Spell Capacity lets you work your way toward 9th-level spells (and that in turn allows access to the automatic metamagic feats).

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The bard's caster level is equal to his class level.

The bard's number of spells per day does not increase after 20th level.

The bard does not learn additional spells unless he selects the Spell Knowledge feat (see the Feats section below).

Bardic Music: The bard gains no new bardic music effects from his Perform ranks.

However, he may select epic feats that grant new bardic music effects (see the Bonus Feats section below).

Bardic Knowledge: Add the bard's class level + Intelligence modifier to all bardic knowledge checks, as normal.

Bonus Feats: The epic bard gains a bonus feat (selected from the list of epic bard bonus feats) every three levels after 20th.

Epic Bard Bonus Feat List: Augmented Alchemy, Deafening Song, Epic Inspiration, Epic Leadership, Epic Reputation, Epic Skill Focus, Group Inspiration, Hindering Song, Improved Combat Casting, Improved Metamagic, Improved Spell Capacity, Inspire Excellence, Lasting Inspiration, Master Staff, Master Wand, Music of the Gods, Permanent Emanation, Polyglot, Ranged Inspiration, Rapid Inspiration, Reactive Countersong, Spell Knowledge, Spell Stowaway, Spell Opportunity, Tenacious Magic.

TABLE 1-4: THE EPIC BARD

Bard Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	—

BLACKGUARD

The epic blackguard is a twisted reflection of the epic paladin, radiating evil power from every pore of his body. The epic blackguard should focus on his combat prowess, including such feats as Epic Weapon Focus, Unholy Strike, and Improved Sneak Attack.

He can boost his ability to command undead by picking up Undead Mastery and Planar Turning, allowing him to lead an army of undead and fiends.

Finally, defensive feats such as Epic Toughness and Armor Skin ensure that he'll survive the battle and plague the forces of good on yet another day.

The blackguard needs a high Charisma score, but Strength and Wisdom can also use ability increases from time to time.

Other Options: An epic blackguard interested in commanding more mundane armies should look to Epic Leadership.

Improved Spell Capacity expands the blackguard's meager spell ability.

Also, consult the epic paths for your other class or classes for alternative options.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The blackguard's caster level is equal to his class level.

The blackguard's number of spells per day does not increase after 10th level.

Smite Good: The epic blackguard adds his class level to damage with any smite good attack, as normal.

Command Undead: The blackguard commands undead as a cleric of two levels lower, as normal.

Sneak Attack: The epic blackguard's sneak attack damage increases by +1d6 every three levels after 10th (13th, 16th, 19th, and so on).

Fiendish Servant: Up to 20th character level, a fiendish servant's powers depend on its master's character level, not his blackguard class level.

After that, they depend on his blackguard level.

For every five blackguard levels above 10th (15th, 20th, and so on), the fiendish servant gains +2 bonus Hit Dice, its natural armor increases by +2, and its Strength and Intelligence each increase by +1.

Fallen Paladins: A blackguard who trades in more than ten levels of paladin can gain more than ten levels of blackguard, but only if his character level is 21st or higher.

Bonus Feats: The epic blackguard gains a bonus feat (selected from the list of epic blackguard feats) every three levels after 10th.

Epic Blackguard Bonus Feat List: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Improved Aura of Despair, Improved Combat Casting, Improved Sneak Attack, Improved Spell Capacity, Legendary Commander, Legendary Rider, Lingering Damage, Negative Energy Burst, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Spontaneous Spell, Undead Mastery, Unholy Strike, Widen Aura of Despair, Zone of Animation.

TABLE 1-17: THE EPIC BLACKGUARD

Blackguard Level	Special
11th	—
12th	—
13th	Sneak attack +4d6, bonus feat
14th	—
15th	—
16th	Sneak attack +5d6, bonus feat
17th	—
18th	—
19th	Sneak attack +6d6, bonus feat
20th	—

CLERIC

In a typical world, the epic cleric stands as one of his deity's most elite servants.

In an adventuring party, he must also stand as the solid center of the group, providing power and assistance to his companions.

Like most spellcasters, you should consider improving your spellcasting ability at regular intervals.

Epic Spellcasting is a must, and metamagic feats help fill your higher-level spell slots.

Think strongly about increasing your turning ability as well, such as with Planar Turning.

Epic Skill Focus (Diplomacy) can help you change enemies into allies.

Your Wisdom controls your spellcasting power, so that's where you should put your ability increases.

Charisma is a reasonable second option, particularly if you use your turning or rebuking powers frequently.

Other Options: A combat-oriented cleric can look to Epic Weapon Focus, Epic Toughness, and Armor Skin to enhance his fighting capability.

Efficient Item Creation can help you pump out powerful magic items at an increased rate.

If your cleric rebukes undead rather than turning them, he should consider Undead Mastery and Zone of Animation.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The cleric's caster level is equal to his class level.

The cleric's number of spells per day does not increase after 20th level.

Turn or Rebuke Undead: Use the cleric's class level to determine the most powerful undead affected by a turn or rebuke check and the turning damage, just as normal.

Bonus Feats: The epic cleric gains a bonus feat (selected from the list of epic cleric bonus feats) every three levels after 20th.

Epic Cleric Bonus Feat List: Armor Skin, Automatic Quickened Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Negative Energy Burst, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

TABLE 1-5: THE EPIC CLERIC

Cleric Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	—

DRUID

The epic druid is a mighty symbol of the power of the natural world, able to focus the primal forces of the elements to do her bidding.

Take Improved Spell Capacity to gain higher-level spell slots.

Broaden your wild shape horizons by picking up Beast Shape, Improved Elemental *Wild Shape*, and other wild feats.

To improve your ability to cast spells while in another form, focus on the Automatic Still Spell and Ignore Material Components feats (or pick up Improved Metamagic).

Boost your Wisdom to improve your spellcasting power.

Most other abilities are reasonable second choices, but they all pale beside Wisdom.

Other Options: If you don't care about spellcasting while in wild shape, consider picking up different metamagic feats, such as Automatic Quicken Spell.

Weapon Focus (claw) and Epic Weapon Focus (claw) can apply to the natural attacks of a wide variety of wild shapes.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The druid's caster level is equal to her class level.

The druid's number of spells per day does not increase after 20th level.

Animal Companion: The druid may have a maximum number of animal companions equal to twice her class level, as normal.

Wild Shape: The epic druid can use this ability to take the form of an animal one additional time per day every four levels after 18th (22nd, 26th, and so on). Note that an epic druid gains the extraordinary abilities of whatever creature she becomes.

Bonus Feats: The epic druid gains a bonus feat (selected from the list of epic druid bonus feats) every four levels after 20th.

Epic Druid Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Beast Companion, Beast Shape, Colossal *Wild Shape*, Diminutive *Wild Shape*, Dragon Shape, Energy Resistance, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Fast Healing, Fine *Wild Shape*, Gargantuan *Wild Shape*, Ignore Material Components, Improved Combat Casting, Improved Elemental *Wild Shape*, Improved Heighten Spell, Improved Metamagic, Improved

Spell Capacity, Intensify Spell, Magical Beast Shape, Multispell, Perfect Health, Permanent Emanation, Plant Shape, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic, Vermin Shape.

TABLE 1-6: THE EPIC DRUID

Druid Level	Special
21st	—
22nd	<i>Wild shape</i> 7/day
23rd	—
24th	Bonus feat
25th	—
26th	<i>Wild shape</i> 8/day
27th	—
28th	Bonus feat
29th	—
30th	<i>Wild shape</i> 9/day

DWARVEN DEFENDER

The epic dwarven defender becomes the very definition of immovable object.

This stalwart warrior can stand his ground against virtually any foe imaginable. Your epic dwarven defender's first priority is improving his already impressive defensive capabilities with feats such as Epic Toughness, Fast Healing, and Damage Reduction.

Boost the power of your defensive stance with Bulwark of Defense and Mobile Defense (you'll probably have to spend a feat slot on Spring Attack as well).

Don't forget to increase your offensive ability with Epic Weapon Focus as well.

While Constitution seems the default choice for the dwarven defender, chances are good that you've already got more hit points than anybody else in the group.

Consider Strength or even Wisdom (the better to spot or hear your foes).

Other Options: Take a close look at other defensive feats, such as Energy Resistance and Spell Resistance.

If you have Weapon Specialization, pick up, Epic Weapon Specialization as well.

Also, consult the epic paths for your other class or classes for alternative options.

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Defensive Stance: The epic dwarven defender gains one additional defensive stance per day every two levels above 9th (11th, 13th, and so on).

Defensive Awareness: The dwarven defender's defensive awareness bonus on saves against traps doesn't increase after 10th level, because it shows no pattern during his normal ten-level progression.

Damage Reduction: The epic dwarven defender's damage reduction increases by 3 points every four levels above 10th (14th, 18th, and so on).

Bonus Feats: The epic dwarven defender gains a bonus feat (selected from the list of epic dwarven defender feats) every three levels after 10th.

Epic Dwarven Defender Bonus Feat List: Armor Skin, Bulwark of Defense, Damage Reduction, Devastating Critical, Energy Resistance, Epic Endurance.

Epic Prowess, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Combat Reflexes, Improved Darkvision, Instant Reload, Mobile Defense, Overwhelming Critical, Perfect Health, Spellcasting Harrier.

TABLE 1–18: THE EPIC DWARVEN DEFENDER

Dwarven Defender Level	AC Bonus	Special
11th	+4	Defensive stance 6/day
12th	+4	—
13th	+5	Defensive stance 7/day, bonus feat
14th	+5	Damage reduction 9/—
15th	+5	Defensive stance 8/day
16th	+6	Bonus feat
17th	+6	Defensive stance 9/day
18th	+6	Damage reduction 12/—
19th	+7	Defensive stance 10/day, bonus feat
20th	+7	—

FIGHTER

The epic fighter is a combat machine, a master of more battle maneuvers than any other character in the game. More than a mere sword-swinging, the epic fighter knows how to best his opponents in any arena.

Like the class name says, you're all about fighting, so there's no point in ignoring Epic Weapon Focus and Epic Weapon Specialization.

However, the epic fighter who forgets to pick up defensive abilities may not live to regret it.

Think about Epic Toughness and Armor Skin (or Damage Reduction and Fast Healing if you meet the prerequisites). Because your saving throws, particularly against most spells, are your weak point, consider and Energy Resistance.

Strength is the ability score you should increase, though you should boost Dexterity if you favor ranged combat. Extra hit points always help, so Constitution is a good occasional choice as well.

Other Options: The fighter who focuses on ranged weapons can ignore a little defense in favor of offensive feats such as Uncanny Accuracy and Swarm of Arrows. You might also consider pursuing the Dodge and Expertise feat progressions if you've previously disdained them. Eventually you can gain Improved Whirlwind Attack.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic fighter gains a bonus feat (selected from the list of epic fighter bonus feats) every two levels after 20th.

Epic Fighter Bonus Feat List: Armor Skin, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manyshot, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection.

Instant Reload, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy.

In addition to the feats on this list, the fighter may treat any feat designated as a fighter bonus feat, but not listed here, as being on his bonus feat list.

TABLE 1–7: THE EPIC FIGHTER

Fighter Level	Special
21st	—
22nd	Bonus feat
23rd	—
24th	Bonus feat
25th	—
26th	Bonus feat
27th	—
28th	Bonus feat
29th	—
30th	Bonus feat

LOREMASTER

If the epic loremaster doesn't know something, it probably isn't worth knowing.

This champion of secret tales stores the teachings of the ancients in her mind.

You need to balance the need for more spell power (with Epic Spellcasting and metamagic feats) with the improvement of your skills: with Epic Skill Focus).

Other feats that expand your powers include Permanent Emanation (for your wide variety of divination spells), Spontaneous Spell (so you're never caught without a *screaming* or *legend lore*), and Polyglot (to help decipher that strange map you just found).

The loremaster's choice for ability increases depends wholly on which ability score controls her spellcasting: Intelligence, Wisdom, or Charisma.

Other Options: Loremasters who focus on combat may want to sacrifice some knowledge for offensive and defensive capabilities (such as additional metamagic feats or Epic Toughness).

Those who like to create magic items should consider Efficient Item Creation and the various epic magic item feats.

Also, consult the epic paths for your other class or classes for alternative options.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The epic loremaster's caster level increases by 1 for each new loremaster level she attains.

If she has more than one spellcasting class, she must decide, which class receives the increase in caster level.

The epic loremaster's number of spells per day (and number of spells known, if applicable) does not automatically increase after 10th level.

Secret: The loremaster doesn't gain additional secrets after 10th level, because there is a built-in limit to the number of

secrets that can be gained, but you can choose a lore master secret instead of a bonus feat.

Remember that you can't select the same secret twice.

Lore: Add the loremaster's class level + Intelligence modifier to all lore checks, as normal.

Bonus Feats: The epic loremaster gains a bonus feat (selected from the list of epic loremaster feats) every three levels after 10th.

Epic Loremaster Bonus Feat list: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Polyglot, Scribe Epic Scroll, Spell Knowledge, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

In addition to the feats on this list, the loremaster can select a loremaster secret instead of a bonus feat.

TABLE 1-19: THE EPIC LOREMASTER

Loremaster Level	Special
11th	—
12th	—
13th	Bonus feat
14th	—
15th	—
16th	Bonus feat
17th	—
18th	—
19th	Bonus feat
20th	—

MONK

The epic monk has achieved an inner tranquility that lesser characters can't even dream of.

Her speed, power, grace, and force of will are unmatched by mortal beings.

Your epic monk has a wide variety of options available to her, so it's best for you to focus on a few areas of improvement, at least early in your epic career.

Improved Ki Strike means you don't have to rely on anything other than your fists and feet to damage creatures, while defensive feats such as Exceptional Deflection, Armor Skin, Damage Reduction, and Fast Healing allow you to stick around longer in a fight.

Improved Stunning Fist and Keen Strike make your unarmed attacks truly epic in nature, and the maneuverability provided by Blinding Speed is pretty awesome.

The only ability scores you shouldn't worry about boosting are Intelligence and Charisma, unless you're playing a very atypical monk.

Wisdom, Dexterity, Strength, and Constitution are all viable places to put your ability increases.

Other Options: Beef up your staying power with Epic Toughness, Damage Reduction, and Fast Healing.

Epic Prowess and Epic Weapon Focus (unarmed strike) let you keep up with the fighters.

Shattering Strike is great at kicking through doors and walls, as well as destroying your opponents' weapons and shields.

Legendary Climber lets you scamper up a wall faster than most characters can run.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Armor Class Bonus: The monk's bonus to Armor Class when unarmored increases by +1 every five levels after 20th (25th, 30th, and so on).

Unarmed Strike: The damage for a monk's unarmed strike does not increase after 16th level.

Stunning Attack: Use the monk's class level when determining the DC to resist this attack, as normal.

Fast Movement: The epic monk's speed when wearing no armor increases by 10 feet at 21st level and every three levels thereafter (24th, 27th, 30th, and so on).

The unarmored speed of Small and dwarven monks increases by 5 feet instead of 10 feet.

Wholeness of Body: The epic monk can cure up to twice her class level in hit points each day, as normal.

Ki Strike: The monk's ki strike ability does not automatically increase with class level after 16th level.

However, the monk can select the epic feat Improved Ki Strike to increase the effective enhancement bonus of her unarmed strikes.

Abundant Step: Use the monk's class level when determining the effective caster level of this ability, as normal.

Diamond Soul: The epic monk's spell resistance is equal to her class level +10, as normal.

Quivering Palm: Use the monk's class level when determining the DC to resist this attack, as normal.

Empty Body: Use the monk's class level when determining the duration of this effect, as normal.

Bonus Feats: The epic monk gains a bonus feat (selected from the list of epic monk bonus feats) every five levels after 20th.

Epic Monk Bonus Feat List: Armor Skin, Blinding Speed, Damage Reduction, Energy Resistance, Epic Prowess, Epic Speed, Epic Toughness, Exceptional Deflection, Fast Healing, Improved Combat Reflexes, Improved Ki Strike, Improved Spell Resistance, Improved Stunning Fist, Infinite Deflection, Keen Strike, Legendary Climber, Legendary Wrestler, Reflect Arrows, Righteous Strike, Self-Concealment, Shattering Strike, Vorpall Strike.

TABLE 1-8: THE EPIC MONK

Monk Level	AC Bonus*	Unarmored Speed**	Special
21st	+4	100 ft. (65 ft.)	
22nd	+4	100 ft. (65 ft.)	
23rd	+4	100 ft. (65 ft.)	
24th	+4	110 ft. (70 ft.)	
25th	+5	110 ft. (70 ft.)	Bonus feat
26th	+5	110 ft. (70 ft.)	
27th	+5	120 ft. (75 ft.)	
28th	+5	120 ft. (75 ft.)	
29th	+5	120 ft. (75 ft.)	
30th	+6	130 ft. (80 ft.)	Bonus feat

*This figure plus the monk's Wisdom modifier is added to the monk's Armor Class (if this figure plus the monk's Wisdom modifier is not a positive number, do not add it). The Armor Class bonus is 1/5 the monk's level.

**The number in parentheses indicates the speed of Small and dwarven monks.

PALADIN

The epic paladin stands at the forefront of the battle against chaos and evil in the world, shining as a beacon of hope to all who fight the good fight.

As an epic paladin, you'll want to improve your combat ability (Epic Weapon Focus and Holy Strike) while not forgetting about defense (Epic Toughness, Armor Skin and Energy Resistance).

Planar Turning lets you deal with those pesky fiends that keep getting in your way.

Charisma, Strength, and Wisdom are all good choices for ability increases.

Other Options: If you enjoy spellcasting, consider Improved Spell Capacity and metamagic feats.

Epic Leadership can get you a pretty big dragon to ride, and that's something few paladins refuse.

If you have a high Constitution score, consider Fast Healing and Damage Reduction.

Epic Skill Focus (Diplomacy) can turn would-be enemies into allies to the cause.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Lay on Hands: Each day a paladin can cure a total number of hit points equal to her Charisma bonus (if any) times her class level, as normal.

Smite Evil: The epic paladin adds her class level to damage with any smite evil attack, as normal.

Remove Disease: The epic paladin can use *remove disease* one additional time per week for every three levels above 18th (21st, 24th, 27th, and so on).

Turn Undead: The paladin turns undead as a cleric of two levels lower, as normal.

Spells: The paladin's caster level is equal to one-half her class level, as normal.

The paladin's number of spells per day does not increase after 20th level.

Special Mount: The epic paladin's special mount continues to increase in power.

Every five levels after 20th (25th, 30th, 35th, and so on), the special mount gains +2 bonus Hit Dice, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1.

The mount's spell resistance equals the paladin's class level + 5.

Bonus Feats: The epic paladin gains a bonus feat (selected from the list of epic paladin feats) every three levels after 20th (23rd, 26th, 29th, and so on).

Epic Paladin Bonus Feat List: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Holy Strike, Improved Aura of Courage, Improved Combat Casting, Improved Spell Capacity, Legendary Commander, Legendary Rider, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell, Widen Aura of Courage.

TABLE 1-9: THE EPIC PALADIN

Paladin Level	Special
21st	Remove disease 7/week
22nd	—
23rd	Bonus feat
24th	Remove disease 8/week
25th	—
26th	Bonus feat
27th	Remove disease 9/week
28th	—
29th	Bonus feat
30th	Remove disease 10/week

PSION

The epic psion has evolved his inborn mental abilities, achieving mental mastery of lesser mentalities.

But the path of the mind beckons still.

As a psion, you are a specialist in one of six disciplines, but no matter which discipline you follow, you'll want to enhance your manifesting ability through Improved Manifestation, as well as psionic versions of Epic Spellcasting, Spell Knowledge, and metamagic feats.

Don't forget to continue to improve your key ability score, which provides power points, increased DCs to avoid your psionic powers, and all the usual benefits of a high score.

Other Options: If you favor powers that require ranged attacks, think about Epic Weapon Focus (ray).

Energy Resistance is also likely to be useful.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The psion's manifester level is equal to his class level.

The psion's number of power points per day does not increase after 20th level, but the limit on power points spent on a metapsionic power is 19 (though feats such as Improved Manifestation extend this limit).

Each time the psion achieves a new level, he learns a new power of any power level that he can manifest (according to his new level) that is within his primary discipline.

Psions continue to gain bonus power points for high ability scores.

Psicrystal: The psion's psicrystal continues to increase in power.

Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1.

The psicrystal's power resistance is equal to the master's level +5.

Bonus Feats: The epic psion gains a bonus feat (selected from the list of epic psion feats) every three levels after 20th.

Epic Psion Bonus Feat List: Augmented Alchemy, Automatic Quickened Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Manifestation, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Penetration, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

In addition to the feats on this list, the psion may select any item creation feat or metapsionic feat not listed here.

For example, a feat called Craft Epic Crystal Capacitor, which does not appear in this book but which might eventually be published or developed by the DM, could conceivably allow a psion to create a crystal capacitor with higher power point storage limits.

As noted in the Epic Feats section later in this chapter, psions learn "psionically flavored" versions of feats, as appropriate.

TABLE 1-21: THE EPIC PSION

Psion Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	—

PSYCHIC WARRIOR

You are a meld of mental and martial prowess.

All fear your psionically enhanced blade.

As a warrior, you should divide your efforts between improving your offensive potency (Epic Weapon Focus, Overwhelming Critical, and Devastating Critical) and defensive prowess (Epic Toughness and Fast Healing). Improve your Strength with most ability increases, but occasionally boost Dexterity and Constitution.

Other Options: So your psionic skills do not languish, consider taking a few more Inner Strength feats (from the *Psionics Handbook*) to really pump up your power point reserve.

If you prefer thrown weapons to archery, try Storm of Throws.

Distant Shot works equally well with any ranged weapon.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The psychic warrior's caster level is equal to her class level.

The psychic warrior's number of power points per day does not increase after 20th level.

The psychic warrior does not learn additional powers unless she selects the Spell Knowledge feat, though in psionic parlance, the feat would be called Power Knowledge.

Bonus Feats: The epic psychic warrior gains a bonus feat (selected from the list of epic psychic warrior bonus feats) at 21st level and every three levels thereafter.

Epic Psychic Warrior Bonus Feat List: Armor Skin, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Stunning Fist, Improved Manifestation, Improved Whirlwind Attack, Infinite Deflection, Instant Reload, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Spell Knowledge, Superior Initiative, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy. In addition to the feats on this list, the psychic warrior may select any feat designated as a fighter or psychic warrior bonus feat but not listed here.

As noted in the Epic Feats section later in this chapter, psychic warriors learn "psionically flavored" versions of feats, as appropriate.

TABLE 1-22: THE EPIC PSYCHIC WARRIOR

Psychic Warrior Level	Special
21st	Bonus feat
22nd	—
23rd	—
24th	Bonus feat
25th	—
26th	—
27th	Bonus feat
28th	—
29th	—
30th	Bonus feat

RANGER

Whether cunning protector of the wild or cold-blooded hunter of the weak, the epic ranger is one with the wilderness, moving with deadly grace and keen mind through the natural world.

Like the epic paladin, you should divide your efforts between improving your offensive prowess (Epic Weapon Focus, Bane of Enemies, and Death of Enemies) while remembering the value of defense (Epic Toughness and Fast Healing).

Epic Skill Focus (Wilderness Lore) is a must for any serious tracker.

Improve your Dexterity and Wisdom with most ability increases, while throwing an occasional boost to Strength or Constitution.

Other Options: If you like to cast spells, think about picking up Epic Spellcasting and one or more metamagic feats.

Epic Skill Focus (particularly for Spot, Listen, and other scouting skills) can be quite useful as well.

If you prefer thrown weapons to archery, try Storm of Throws, and Distant Shot works equally well with any ranged weapon.

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The ranger's caster level is equal to one-half his class level, as normal.

The ranger's number of spells per day does not increase after 20th level.

Favored Enemy: The epic ranger gains one additional favored enemy (and his bonuses against all existing favored enemies go up by +1) every five levels after 20th (25th, 30th, and so on).

Bonus Feats: The epic ranger gains a bonus feat selected from the list of epic ranger feats) every three levels after 20th.

Epic Ranger Bonus Feat List: Bane of Enemies, Blinding Speed, Combat Archery, Death of Enemies, Distant Shot, Epic Endurance, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Combat Casting, Improved Favored Enemy, Improved Manyshot, Improved Spell Capacity, Legendary Climber, Legendary Rider, Legendary Tracker, Perfect Health, Perfect Two-Weapon Fighting, Permanent Emanation, Spontaneous Spell, Storm of Throws, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy.

TABLE 1-10: THE EPIC RANGER

Ranger Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	6th favored enemy
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	7th favored enemy

RED WIZARD

The epic Red Wizard is an example of how to build an epic progression for a ten-level prestige class beyond those described in the *DUNGEON MASTER's Guide* (which are covered in the first chapter of this book).

The only class feature that follows a consistent progression for the Red Wizard prestige class is the spell power ability, (The specialist defense ability is almost regular, but because

it skips 5th level in the standard progression, it cannot be extended past 10th level).

The Red Wizard's caster level increases as with the loremaster.

Because spell power is a powerful ability, the Red Wizard's bonus feat progression is slow.

Skill Points at Each Level: 2 + Int modifier.

Spells: The Red Wizard's caster level is equal to the sum of his class levels of Red Wizard and whatever other class his spellcasting is derived from.

The Red Wizard does not learn additional spells unless he selects the Spell Knowledge feat (see Feats, below).

Spell Power: The epic Red Wizard's spell power increases by +1 every two levels.

Specialist Defense: The epic Red Wizard's specialist defense does not increase after 10th level, because the progression is not consistent during the first ten levels.

Bonus Feats: The epic Red Wizard gains a bonus feat (selected from the list of bonus Red Wizard feats) every four levels after 10th.

Epic Red Wizard Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Knowledge, Spell Opportunity, Spontaneous Spell; Combat Casting, Spell Focus, Spell Mastery, Spell Penetration.

In addition to the feats on this list, the Red Wizard may treat any item creation feat or metamagic feat not listed here as being on her bonus feat list.

Also, the following feats from the *FORGOTTEN REALMS Campaign Setting* book are on the bonus feat list for the epic Red Wizard: Greater Spell Focus, Greater Spell Penetration, Improved Counterspell, Improved Familiar, Innate Spell, Magical Artisan, Signature Spell, and the new item creation and metamagic feats presented there.

TABLE A1-1: THE EPIC RED WIZARD

Red Wizard Level	Special
11th	—
12th	Spell power +6
13th	—
14th	Spell power +7, bonus feat
15th	—
16th	Spell power +8
17th	—
18th	Spell power +9, bonus feat
19th	—
20th	Spell power +10

ROGUE

The epic rogue is a trickster and a thief, a trap-detector and a tale-spinner.

Her skills are legendary, and her tales of derring-do even more so.

If you listen to the stories, there's nothing she can't do.

Your epic rogue must split her attention among three goals: offense, defense, and skills.

Improved Sneak Attack, Lingering Damage, and Sneak Attack of Opportunity are all great feats for the battle-minded rogue.

Epic Dodge and Self-Concealment help protect you from danger.

Epic Skill Focus is useful in any number of skills (particularly Hide), while other skill-based feats such as Trap Sense and Legendary Climber come in very handy. For most rogues, it's all about the Dexterity score.

However, don't neglect Intelligence and Wisdom, because many key rogue skills use, those abilities.

Fast-talking rogues should improve Charisma as well.

Other Options: Trap-minded rogues should pick up Epic Skill Focus (Search) and Epic Skill Focus (Disable Device).

If you find yourself in combat frequently, think about Epic Prowess and Epic Toughness.

Consider completing the Dodge and Expertise feat progressions if you haven't already, eventually reaching Improved Whirlwind Attack.

The various ranged attack feats (Distant Shot Uncanny Accuracy, and so on) are useful for rogues who prefer to fight from a distance.

Hit Die: d6.

Skill Points at Each Additional Level: 8 + Int modifier.

Sneak Attack: The epic rogue's sneak attack damage increases by +1d6 at every odd-numbered level (21st, 23rd, and so on).

Uncanny Dodge: The bonus on the rogue's saving throws against traps increases by +1 every three levels above 20th (23rd, 26th, and so on).

Special Abilities: The rogue does not gain additional rogue special abilities after 19th level, but can choose a rogue special ability from the *Player's Handbook* (crippling strike, defensive roll, improved evasion, opportunist, skill mastery, or slippery mind) instead of a bonus feat.

Bonus Feats: The epic rogue gains a bonus feat (selected from the list of epic rogue feats) every four levels after 20th.

Epic Rogue Bonus Feat List: Blinding Speed, Combat Archery, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Reputation, Epic Skill Focus, Epic Speed, Improved Combat Reflexes, Improved Sneak Attack, Legendary Climber, Lingering Damage, Self-Concealment, Sneak Attack of Opportunity, Spellcasting Harrier, Superior Initiative, Trap Sense, Uncanny Accuracy.

The rogue may choose a special rogue ability from the *Player's Handbook* instead of a bonus feat.

TABLE 1-11: THE EPIC ROGUE

Rogue Level	Special
21st	Sneak attack +11d6
22nd	—
23rd	Sneak attack +12d6, uncanny dodge (+5 against traps)
24th	Bonus feat
25th	Sneak attack +13d6
26th	Uncanny dodge (+6 against traps)
27th	Sneak attack +14d6
28th	Bonus feat
29th	Sneak attack +15d6, uncanny dodge (+7 against traps)
30th	—

SHADOWDANCER

While the epic assassin uses the shadows, the epic shadowdancer becomes the shadows, indistinguishable from the darkness cloaking her.

Your best bet is to focus on stealth and defense with feats such as Epic Dodge, Self-Concealment, and Epic Skill Focus, leaving combat for the less subtle.

However, Blinding Speed and Improved Combat Reflexes make you a formidable opponent for anyone.

Dexterity is a shadowdancer's best choice for ability increases, though Strength and Constitution can be useful, too.

Other Options: Other Epic Skill Focus feats might be appropriate, based on your skill selection.

Epic Prowess can help in combat, and if you started out as a rogue, Improved Sneak Attack makes an attractive choice.

Also, consult the epic paths for your other class or classes for alternative options.

Hit Die: d8.

Skill Points at Each Additional Level: 6 + Int modifier.

Uncanny Dodge: The shadowdancer's uncanny dodge bonus on saves against traps doesn't increase after 10th level, because it shows no pattern during her normal ten-level progression.

Summon Shadow: Every three levels after 9th (12th, 15th, and so on), the shadowdancer may summon an additional shadow and adds +2 Hit Dice (and the requisite base attack and base save bonus increases) to all her shadow companions.

Shadow Jump: The total distance of a shadowdancer's shadow jump doubles every two levels after 10th (12th, 14th, and so on).

Bonus Feats: The epic shadowdancer gains a bonus feat (selected from the list of epic shadowdancer feats) every three levels after 20th.

Epic Shadowdancer Bonus Feat List: Blinding Speed, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Skill Focus, Epic Speed, Exceptional Deflection, Improved Combat Reflexes, Improved Darkvision, Improved Whirlwind Attack, Infinite Deflection, Legendary Leaper, Reflect Arrows, Self-Concealment, Spellcasting Harrier, Superior Initiative.

TABLE 1-20: THE EPIC SHADOWDANCER

Shadowdancer Level	Special
11th	—
12th	Summon shadow (four of 9 HD each), shadow jump (320 ft.)
13th	Bonus feat
14th	Shadow jump (640 ft.)
15th	Summon shadow (five of 11 HD each)
16th	Shadow jump (1,280 ft.), bonus feat
17th	—
18th	Summon shadow (six of 13 HD each), shadow jump (2,560 ft.)
19th	Bonus feat
20th	Shadow jump (5,120 ft.)

SORCERER

The epic sorcerer has honed his natural arcane ability to mythical levels, but the need for ever greater power never ceases.

At first glance, your epic sorcerer's path is clear: improve your spellcasting ability through Epic Spell Focus, Epic Spellcasting, Spell Knowledge, and metamagic feats. But you must also give at least a passing nod to defensive feats such as Epic Toughness.

Finally, Epic Skill Focus (Spellcraft) isn't a bad choice. A sorcerer's success begins and ends with his Charisma score, though an occasional boost to Dexterity and Constitution can help long-term survival.

Other Options: If you favor spells that require ranged attacks, think about Epic Weapon Focus (Ray) Armor Skin works just as well for a sorcerer as for a fighter, and Energy Resistance can help protect against those pesky meteor swarms.

If you ever want to pick up Multispell, you'll have to "waste" a feat slot on Quicken Spell first.

FAMILIARS AT EPIC LEVEL

Special abilities granted to a familiar continue to grow as the level of its master increases beyond 20th, as shown on Table 1-13: Epic Familiar Special Abilities. Even though the table shows advancement only to 42nd level, that is not the limit. The patterns in the table continue infinitely. Familiar special abilities gained at less than 20th level also continue to improve. For instance, the familiar's spell resistance is 26 if her master is 21st level.

Familiar Spell: The familiar gains the benefit of the Familiar Spell epic feat for the spell you choose.

Bonus Feats: The epic sorcerer gains a bonus feat (selected from the list of epic sorcerer bonus feats) every three levels after 20th.

Epic Sorcerer Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Spell Knowledge, Spell Stowaway, Spell Opportunity.

TABLE 1-12: THE EPIC SORCERER

Sorcerer	
Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	—

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The sorcerer's caster level is equal to his class level. The sorcerer's number of spells per day does not increase after 20th level.

The sorcerer does not learn additional spells unless he selects the Spell Knowledge feat.

Familiar: The sorcerer's familiar continues to increase in power.

Every two levels beyond 20th (22nd, 24th, 26th, and so on), the familiar's natural armor and Intelligence each increase by +1.

The familiar's spell resistance is equal to the master's class level + 5.

TABLE 1-13: EPIC FAMILIAR SPECIAL ABILITIES*

Master Class Level	Natural Armor	Int	Special
21st–22nd	+11	16	Familiar Spell
23rd–24th	+12	17	
25th–26th	+13	18	
27th–28th	+14	19	
29th–30th	+15	20	
31st–32nd	+16	21	Familiar Spell
33rd–34th	+17	22	
35th–36th	+18	23	
37th–38th	+19	24	
39th–40th	+20	25	
41st–42nd	+21	26	Familiar Spell

*A psion's psicrystal uses part of this table. Natural armor does not increase, but the psicrystal's hardness increases by 1 point at 21st level and every additional two levels thereafter (23rd, 25th, 27th, and so on). The psicrystal's Intelligence improves as indicated. Familiar Spell is gained in its "psionically flavored" version: Psicrystal Power.

WIZARD

To the epic wizard, knowledge is power, and the quest for knowledge is never-ending.

The secrets of greater magic and the creation of artifacts tempt the epic wizard, who pursues these secrets across the planes.

Your epic wizard has more options than an epic sorcerer.

In addition to the obvious (Epic Spell Focus, Epic Spellcasting, and metamagic feats), Efficient Item Creation is extremely useful.

Multispell is an absolute must-have; if you don't already have Quicken Spell, get it first.

Don't forget some defense, such as Epic Toughness.

The wizard must place most or all of her ability increases in Intelligence.

Constitution and Dexterity can help survival prospects, but without Spellcasting, you're useless.

Other Options: Epic Weapon Focus (ray) can be useful, depending on what your favorite spells are.

Energy Resistance are strong defensive feats, and

Permanent Emanation can make invisible dangers a thing of the past.

Spontaneous Spell means you're never without your favorite spell.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The wizard's caster level is equal to her class level. The wizard's number of spells per day does not increase after 20th level.

Each time the wizard achieves a new level, she learns two new spells of any spell levels that she can cast (according to her new level).

Familiar: The wizard's familiar continues to increase in power.

Every two levels after 20th (22nd, 24th, 26th, and so on) the familiar's natural armor and Intelligence each increase by +1.

The familiar's spell resistance is equal to the master's level + 5.

Bonus Feats: The epic wizard gains a bonus feat (selected from the list of epic wizard feats) every three levels after 20th.

Epic Wizard Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Penetration Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

In addition to the feats on this list, the wizard may select any item creation feat or metamagic feat not listed here.

TABLE 1-14: THE EPIC WIZARD

Wizard Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	—

EPIC INSIGHTS (3.0)

ACOLYTE OF THE SKIN

By 10th level, the acolyte of the skin is permanently bonded to his fiendish epidermis, transforming his type to outsider.

He has a +2 natural armor bonus, a +2 modifier to Dexterity and Constitution, cold and fire resistance 20, 120-ft. darkvision, and a variety of supernatural and spell-like abilities related to his fiendish nature.

However, other than the character's spells-per-day progression and bonus feats, no clear pattern of ability gain exists.

Therefore, to continue the acolyte's "journey" into fiendishness, we must extrapolate additional class features for the character.

We can do this by examining the half-fiend template, as well as the common powers possessed by demons and devils.

A half-fiend has the following ability modifiers: Str +4, Dex +4, Con +2, Int +4, and Cha +2, which substantially exceeds what the acolyte gains.

Occasional ability modifiers might be a good place to start for class features.

In addition, the half-fiend has a list of a dozen potential spell-like abilities, only two of which (poison and summon fiend) the acolyte shares in any form, as well as poison immunity and acid and electricity resistance 20.

Here, then, are other good options for the epic character.

Looking at demons and devils, we find that telepathic communication is a common ability.

They tend to have high Strength and Constitution, and many are highly intelligent, wise, or charismatic (or all three).

From these elements we put together a reasonable epic class progression for the acolyte of the skin.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic acolyte's caster level increases by 1 every even-numbered level gained above 10th.

In addition, at every even-numbered level, the epic acolyte of the skin gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

Physical Power (Ex): At 11th level, and every 10 levels thereafter, the epic acolyte of the skin gains a permanent +2 bonus to Strength or Constitution (character's choice).

Poison Immunity (Ex): The epic acolyte of the skin becomes immune to poison at 11th level.

Fiendish Heritage (Sp): At 13th level, and every 4 levels thereafter (17th, 21st, and so on), the acolyte of the skin gains one daily use of each of the following powers:

desecrate, *unholy blight*, and *blasphemy*.

Use the character's acolyte of the skin level as the caster level.

Acid Resistant (Ex): At 14th level, the fiendish skin grants acid resistance 20.

Improved Symbiosis: At 15th level, and every 5 levels thereafter, the enhancement bonus needed to bypass the damage reduction of the epic acolyte of the skin increases by +1 (to DR 20/+2 at 15th level, DR 20/+3 at 20th level, and so forth).

Mental Power (Ex): At 16th level, and every 10 levels thereafter, the epic acolyte of the skin gains a permanent +2 bonus to Intelligence or Charisma (character's choice).

Electricity Resistant (Ex): At 18th level, the fiendish skin grants electricity resistance 20.

Telepathy (Su): A 19th-level acolyte of the skin can communicate telepathically with any creature within 100 feet that has a language.

Bonus Feats: The epic acolyte of the skin gains a bonus feat (selected from the list of epic acolyte of the skin feats) every 4 levels after 8th.

Epic Acolyte of the Skin Bonus Feat List: Armor Skin, Energy Resistance, Epic Spell Penetration, Epic Toughness, Extended Life Span, Improved Combat Casting, Improved Darkvision, Improved Spell Capacity, Spell Knowledge.

Acolyte	
Level	Special
11	Physical power, poison immunity
12	Bonus feat
13	Fiendish heritage (1/day)
14	Acid resistant
15	Improved symbiosis
16	Bonus feat, mental power
17	Fiendish heritage (2/day)
18	Electricity resistant
19	Telepathy
20	Bonus feat, improved symbiosis

ACOLYTE OF THE SKIN

By 10th level, the acolyte of the skin is permanently bonded to his fiendish epidermis, transforming his type to outsider.

He has a +2 natural armor bonus, a +2 modifier to Dexterity and Constitution, cold and fire resistance 20, 120-ft. darkvision, and a variety of supernatural and spell-like abilities related to his fiendish nature.

However, other than the character's spells-per-day progression and bonus feats, no clear pattern of ability gain exists.

Therefore, to continue the acolyte's "journey" into fiendishness, we must extrapolate additional class features for the character.

We can do this by examining the half-fiend template, as well as the common powers possessed by demons and devils.

A half-fiend has the following ability modifiers: Str +4, Dex +4, Con +2, Int +4, and Cha +2, which substantially exceeds what the acolyte gains.

Occasional ability modifiers might be a good place to start for class features.

In addition, the half-fiend has a list of a dozen potential spell-like abilities, only two of which (poison and summon fiend) the acolyte shares in any form, as well as poison immunity and acid and electricity resistance 20.

Here, then, are other good options for the epic character. Looking at demons and devils, we find that telepathic communication is a common ability.

They tend to have high Strength and Constitution, and many are highly intelligent, wise, or charismatic (or all three).

From these elements we put together a reasonable epic class progression for the acolyte of the skin.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic acolyte's caster level increases by 1 every even-numbered level gained above 10th.

The epic acolyte of the skin continues to gain new spells per day (and spells known, if applicable) at each new even-numbered level, up to the maximum spells per day and spells known of the arcane spellcasting class to which the

acolyte of the skin belonged before adding the prestige class.

Physical Power (Ex): At 11th level, and every ten levels thereafter, the epic acolyte of the skin gains a permanent +2 bonus to Strength or Constitution (character's choice).

Poison Immunity (Ex): The epic acolyte of the skin becomes immune to poison at 11th level.

Fiendish Heritage (Sp): At 13th level, and every four levels thereafter (17th, 21st, and so on), the acolyte of the skin gains one daily use of each of the following powers: *desecrate*, *unholy blight*, and *blasphemy*.

Use the character's acolyte of the skin level as the caster level.

Acid Resistant (Ex): At 14th level, the fiendish skin grants acid resistance 20.

Improved Symbiosis: At 15th level, the DR becomes 20/good and magic.

At 20th level, and every five levels thereafter, the value of the DR increases by 5 points (to DR 25/good and magic at 20th level, DR 30/good and magic at 25th level, and so on).

Mental Power (Ex): At 16th level, and every ten levels thereafter, the epic acolyte of the skin gains a permanent +2 bonus to Intelligence or Charisma (character's choice).

Electricity Resistant (Ex): At 18th level, the fiendish skin grants electricity resistance 20.

Telepathy (Su): A 19th-level acolyte of the skin can communicate telepathically with any creature within 100 feet that has a language.

Bonus Feats: The epic acolyte of the skin gains a bonus feat (selected from the list of epic acolyte of the skin feats) every four levels after 8th.

Epic Acolyte of the Skin Bonus Feat List: Armor Skin, Energy Resistance, Epic Spell Penetration, Epic Toughness, Extended Life Span, Improved Combat Casting, Improved Darkvision, Improved Spell Capacity, Spell Knowledge.

EPIC ACOLYTE OF THE SKIN

Level	Special
11	Physical power, poison immunity
12	Bonus feat
13	Fiendish heritage (1/day)
14	Acid resistant
15	Improved symbiosis
16	Bonus feat, mental power
17	Fiendish heritage (2/day)
18	Electricity resistant
19	Telepathy
20	Bonus feat, improved symbiosis

ANIMAL LORD

From Masters of the Wild

The epic animal lord is a paragon of natural prowess, almost more animal than humanoid.

Regardless of your chosen animal, feats such as Fast Healing and Perfect Health help you get along in the wild. Ignore Material Components allows you to forego the awkwardness of transferring your component pouch to animal form.

Select other feats based on your animal form and preferred mode of combat.

Your spellcasting is based on Wisdom, as are many of your skills.

Your particular animal form may also direct this choice to Strength, Dexterity, or any other ability.

Other Options: Diminutive Wild Shape and Fine Wild Shape may open up additional options for your lesser wild shape ability.

Hit Die: d8

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic animal lord's caster level is equal to her class level.

The epic animal lord's number of spells per day increases until her caster level reaches 20th.

Animal Bond: The epic animal lord's maximum Hit Dice of animal companions equals twice her animal lord level.

Animal Sense: The range of the epic animal lord's animal sense ability is equal to her class level squared, in miles.

Summon Animal: The epic animal lord may use this ability one additional time per day for every six levels gained after 6th.

Beginning at 12th level, she may use the ability to summon 1d3 legendary animals of her selected group.

Totem: The epic animal lord does not gain any additional totems after 8th level.

Instead, she may select her bonus feats either from her class list or from a list unique to her associated animal.

Bonus Feats: The epic animal lord gains a bonus feat (selected from the list of epic animal lord feats, or from the list of bonus feats affiliated with her associated animal) every three levels after 8th.

Epic Animal Lord Bonus Feat List: Diminutive Wild Shape, Epic Weapon Focus (any natural weapon appropriate to chosen animal), Fast Healing, Fine Wild Shape, Ignore Material Components, Improved Combat Casting, Improved Spell Capacity, Perfect Health.

Epic Apelord Bonus Feat List: Epic Toughness, Legendary Climber.

Epic Bearlord Bonus Feat List: Damage Reduction, Epic Weapon Focus (claw or bite).

Epic Birdlord Bonus Feat List: Blinding Speed, Epic Skill Focus (Spot).

Epic Catlord Bonus Feat List: Epic Skill Focus (Move Silently), Superior Initiative.

Epic Equinelord Bonus Feat List: Epic Endurance, Epic Speed.

Epic Marinelord Bonus Feat List: Armor Skin, Epic Skill Focus (Swim).

Epic Snakelord Bonus Feat List: Armor Skin, Improved Combat Reflexes.

Epic Wolflord Bonus Feat List: Epic Skill Focus (Wilderness Lore), Legendary Tracker.

Level	Animal Lord Special
11	Bonus feat
12	Summon animal (legendary, 3/day)
13	—
14	Bonus feat
15	—
16	—
17	Bonus feat
18	Summon animal (4/day)
19	—
20	Bonus feat

ANIMAL LORD

The epic animal lord is a paragon of natural prowess and is almost more animal than humanoid.

Regardless of your chosen animal, feats such as Fast Healing and Perfect Health help you get along in the wild. Ignore Material Components allows you to forego the awkwardness of transferring your component pouch to animal form.

Select other feats based on your animal form and preferred mode of combat.

Your spellcasting is based on Wisdom, as are many of your skills.

Your particular animal form may also direct this choice to Strength, Dexterity, or any other ability.

Other Options: Diminutive Wild Shape and Fine Wild Shape may open up additional options for your lesser wild shape ability.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic animal lord's caster level is equal to her class level.

The epic animal lord's number of spells per day does not increase after 10th level.

Animal Bond: The epic animal lord's maximum Hit Dice of animal companions equals twice her animal lord level.

Animal Sense (Su): The range of the epic animal lord's animal sense ability is equal to her class level squared, in miles.

Summon Animal (Sp): The epic animal lord may use this ability one additional time per day for every six levels gained after 6th.

Beginning at 12th level, she may use the ability to summon 1d3 legendary animals of her selected group.

Totem: The epic animal lord does not gain any additional totems after 8th level.

Instead, she may select her bonus feats either from her class list or from a list unique to her associated animal.

Bonus Feats: The epic animal lord gains a bonus feat (selected from the list of epic animal lord feats, or from the list of bonus feats affiliated with her associated animal) every three levels after 8th.

Epic Animal Lord Bonus Feat List: Diminutive Wild Shape, Epic Weapon Focus (any natural weapon appropriate to chosen animal), Fast Healing, Fine Wild Shape, Ignore Material Components, Improved Combat Casting, Improved Spell Capacity, Perfect Health.

Epic Apelord Bonus Feat List: Epic Toughness, Legendary Climber.

Epic Bearlord Bonus Feat List: Damage Reduction, Epic Weapon Focus (claw or bite), *Epic Birdlord Bonus Feat List:* Blinding Speed, Epic Skill Focus (Spot).

Epic Catlord Bonus Feat List: Epic Skill Focus (Move Silently), Superior Initiative.

Epic Equinelord Bonus Feat List: Epic Endurance, Epic Speed.

Epic Marinelord Bonus Feat List: Armor Skin, Epic Skill Focus (Swim).

Epic Snakelord Bonus Feat List: Armor Skin, Improved Combat Reflexes.

Epic Wolflord Bonus Feat List: Epic Skill Focus (Survival), Legendary Tracker.

EPIC ANIMAL LORD

Level	Special
11	Bonus feat
12	Summon animal (legendary, 3/day)
13	—
14	Bonus feat
15	—
16	—
17	Bonus feat
18	Summon animal (4/day)
19	—
20	Bonus feat

ARBOREAL GUARDIAN

The epic arboreal guardian is one of the most powerful protectors of the Spirit Wood, holding the line against all those who would endanger the trees of that forest. Most epic arboreal guardians combine combat prowess with spellcasting, so choosing a mix of feats from those categories—such as Swarm of Arrows, Improved Metamagic, and Combat Archery—is a pretty good idea. The arboreal guardian's Wisdom score is usually her most important, though combat-oriented guardians may look to Strength or Constitution instead.

Other Options: Thanks to her ever-increasing natural armor, the epic arboreal guardian usually doesn't have to worry about defense, but even so, feats such as Energy Resistance or Fast Healing can come in awfully handy. If your spellcasting powers meet the prerequisites, consider Epic Spellcasting.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The epic arboreal guardian's divine caster level increases by 1 per even-numbered level gained above 10th. In addition, at every even-numbered level the epic arboreal guardian gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

Natural Armor (Ex): The epic arboreal guardian's natural armor bonus improves by +1 at every even-numbered level above 10th (+6 at 12th, +7 at 14th, and so on).

Bonus Feats: The epic arboreal guardian gains a bonus feat (selected from the list of epic arboreal guardian feats) every 5 levels after 10th.

Epic Arboreal Guardian Bonus Feat List: Beast Companion, Combat Archery, Distant Shot, Energy Resistance, Enhance Spell, Epic Spell Penetration, Fast Healing, Improved Combat Casting, Improved Low-Light Vision, Improved Manyshot, Improved Metamagic, Perfect Health, Permanent Emanation, Plant Wild Shape, Spell Opportunity, Spell Stowaway, Swarm of Arrows, Tenacious Magic.

Epic Arboreal Guardian

Level	Special
11	
12	+6 natural armor
13	
14	+7 natural armor
15	Bonus feat
16	+8 natural armor
17	
18	+9 natural armor
19	
20	+10 natural armor, bonus feat

ARCANE TRICKSTER

From Tome and Blood

Combining choice elements of the epic rogue and epic wizard, the epic arcane trickster is a force to be reckoned with, unless you're looking forward to having your vault looted.

In general, most epic arcane tricksters focus on slipping past potential combats, selecting such feats as Blinding Speed, Epic Skill Focus, and Self-Concealment.

But since that doesn't always work, think about Improved Sneak Attack and Improved Combat Casting, too.

Dexterity and Intelligence are important abilities for your skills.

Don't forget Charisma, particularly if that ability influences your spellcasting ability.

Other Options: Those arcane tricksters with particularly noteworthy spellcasting power should look to Automatic Silent Spell, Automatic Still Spell, and Spell Opportunity. Both Lingering Damage and Sneak Attack of Opportunity are great options if you can qualify for them.

Hit Die: d4

Skill Points at Each Additional Level: 4 + Int modifier

Spells: The epic arcane trickster's caster level increases by one per level gained above 10th.

The epic arcane trickster's number of spells per day increases until his caster level reaches 20th.

Sneak Attack: The epic arcane trickster's sneak attack damage increases by +1d6 every 2 levels above 10th.

Impromptu Sneak Attack: The arcane trickster may use this ability one additional time per day for every four levels above 7th.

Ranged Legerdemain: The arcane trickster may use this ability one additional time per day for every four levels above 9th.

Bonus Feats: The epic arcane trickster gains a bonus feat (selected from the list of epic arcane trickster feats) every 4 levels after 10th.

Epic Arcane Trickster Bonus Feat List: Automatic Silent Spell, Automatic Still Spell, Blinding Speed, Epic Skill Focus, Improved Combat Casting, Improved Sneak Attack, Improved Spell Capacity, Lingering Damage, Self-Concealment, Sneak Attack of Opportunity, Spell Knowledge, Spell Opportunity, Spell Stowaway.

Level	Special
11	Impromptu sneak attack 3/day
12	Sneak attack +8d6
13	Ranged legerdemain 4/day
14	Sneak attack +9d6, bonus feat
15	Impromptu sneak attack 4/day
16	Sneak attack +10d6
17	Ranged legerdemain 5/day
18	Sneak attack +11d6, bonus feat
19	Impromptu sneak attack 5/day
20	Sneak attack +12d6

ARCANE TRICKSTER

The epic progression for the arcane trickster prestige class is now found in the *Revision Booklet*.

BERSERK

The epic berserk is a paragon of battle frenzy who lays waste to all those who would stand in their way. You can take advantage of your battle fury's similarity to rage by picking up feats such as Chaotic Rage or Thundering Rage.

Alternatively, improve your defensive capabilities with Armor Skin, Damage Reduction, or Epic Toughness. Strength is your best friend, so you should put most of your ability increases there, but improving your Dexterity and/or Constitution every now and then is a good idea, too. Other Options: To put an extra dose of terror in your opponents, pick up Wield Oversized Weapon, Terrifying Rage, and Overwhelming Critical, then watch your foes flee with their tails tucked between their legs!

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Battle Fury (Ex): The berserk can enter a battle fury one additional time per day for every 4 levels gained after 8th (4/day at 12th, 5/day at 16th, and so on).

For the purpose of qualifying for or using epic feats, treat the berserk's battle fury as interchangeable with rage.

Beast Shape (Su): The berserk can change to his beast shape one additional time per day for every 3 levels above 9th (4/day at 12th, 5/day at 15th, and so on).

Bonus Feats: The epic berserk gains a bonus feat (selected from the list of epic berserk feats) every 3 levels after 10th.

Epic Berserk Bonus Feat List: Armor Skin, Chaotic Rage*, Damage Reduction, Devastating Critical, Epic Prowess, Epic Toughness, Epic Weapon Focus, Fast Healing, Mighty Rage*, Overwhelming Critical, Ruinous Rage*, Terrifying Rage*, Thundering Rage*, Wield Oversized Weapon (new feat; see below).

* For the purpose of these feats, the berserk's battle fury is treated as rage.

Level	Special
11	
12	Beast shape 4/day, battle fury 4/day
13	Bonus feat
14	
15	Beast shape 5/day
16	Battle fury 5/day, bonus feat
17	
18	Beast shape 6/day
19	Bonus feat
20	Battle fury 6/day

BERSERK

The epic berserk is a paragon of battle frenzy who lays waste to all those who would stand in their way. You can take advantage of your battle fury's similarity to rage by picking up feats such as Chaotic Rage or Thundering Rage.

Alternatively, improve your defensive capabilities with Armor Skin, Damage Reduction, or Epic Toughness. Strength is your best friend, so you should put most of your ability increases there, but improving your Dexterity and/or Constitution every now and then is a good idea, too. Other Options: To put an extra dose of terror in your opponents, pick up Wield Oversized Weapon, Terrifying Rage, and Overwhelming Critical, then watch your foes flee with their tails tucked between their legs!

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Battle Fury (Ex): The berserk can enter a battle fury one additional time per day for every four levels gained after 8th (4/day at 12th, 5/day at 16th, and so on).

For the purpose of qualifying for or using epic feats, treat the berserk's battle fury as interchangeable with rage.

Beast Shape (Su): The berserk can change to his beast shape one additional time per day for every three levels above 9th (4/day at 12th, 5/day at 15th, and so on).

Bonus Feats: The epic berserk gains a bonus feat (selected from the list of epic berserk feats) every three levels after 10th.

Epic Berserk Bonus Feat List: Armor Skin, Chaotic Rage*, Damage Reduction, Devastating Critical, Epic Prowess, Epic Toughness, Epic Weapon Focus, Fast Healing, Mighty Rage*, Overwhelming Critical, Ruinous Rage*, Terrifying Rage*, Thundering Rage*, Wield Oversized Weapon (see New Epic Feats).

* For the purpose of these feats, the berserk's battle fury is treated as rage.

EPIC BERSERK

Level	Special
11	—
12	Beast shape 4/day, battle fury 4/day
13	Bonus feat
14	—
15	Beast shape 5/day
16	Battle fury 5/day, bonus feat
17	—
18	Beast shape 6/day
19	Bonus feat
20	Battle fury 6/day

BLADESINGER

From Tome and Blood

The epic bladesinger melds art, swordplay, and magic into a breathtaking, deadly display of combat prowess.

Epic Weapon Focus and Epic Prowess boost your offensive skills, as does Blinding Speed.

Epic Toughness helps make up for your low hit points.

Improved Combat Casting and Improved Spell Capacity help your arcane magic.

Dexterity, Strength, and Intelligence are your most important ability scores, so bump those up when you can. Other Options: Automatic Still Spell proves quite valuable to the epic bladesinger who can qualify for it.

Hit Die: d8

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic bladesinger's caster level is equal to her class level.

The epic bladesinger's number of spells per day does not increase after 10th level.

Bonus Feats: The epic bladesinger gains a bonus feat (selected from the list of epic bladesinger feats) every three levels after 8th.

Epic Bladesinger Bonus Feat List: Automatic Still Spell, Blinding Speed, Epic Prowess, Epic Spell Focus, Epic Toughness, Epic Weapon Focus (longsword), Improved Combat Casting, Improved Combat Reflexes, Improved Low-Light Vision, Improved Spell Capacity, Penetrate Damage Reduction, Permanent Emanation, Superior Initiative.

Bladesinger

Level	Special
11	Bonus feat
12	—
13	—
14	Bonus feat
15	—
16	—
17	Bonus feat
18	—
19	—
20	Bonus feat

BLADESINGER

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Improved Combat Casting and Improved Spell Capacity help your arcane magic.

Dexterity, Strength, and Intelligence are your most important ability scores, so bump those up when you can. Other Options: Automatic Still Spell proves quite valuable to the epic bladesinger who can qualify for it.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic bladesinger's caster level is equal to her class level.

The epic bladesinger's number of spells per day does not increase after 10th level.

Bonus Feats: The epic bladesinger gains a bonus feat (selected from the list of epic bladesinger feats) every two levels after 10th.

Epic Bladesinger Bonus Feat List: Automatic Still Spell, Blinding Speed, Combat Insight (see New Epic Feats), Epic Combat Expertise (see New Epic Feats), Epic Prowess, Epic Spell Focus, Epic Toughness, Epic Weapon Focus (longsword), Improved Combat Casting, Improved Combat Reflexes, Improved Low-Light Vision, Improved Spell Capacity, Penetrate Damage Reduction, Permanent Emanation, Superior Initiative.

EPIC BLADESINGER

Level	Special
11	—
12	Bonus feat
13	—
14	Bonus feat
15	—
16	Bonus feat
17	—
18	Bonus feat
19	—
20	Bonus feat

BLOODHOUND

From Masters of the Wild

Once an epic bloodhound is on your trail, you might as well stop running, since nothing on the planet can keep him from tracking you down.

Legendary Tracker is a no-brainer, but Epic Skill Focus is another solid choice.

Epic Endurance helps you stay on the trail, and Epic Prowess and Epic Toughness make sure you'll be able to handle your mark when you catch up.

Wisdom and Dexterity are important for a variety of reasons.

Don't overlook Strength or Constitution, though.

Other Options: Epic bloodhounds often find themselves on the trail of powerful extraplanar creatures, so Penetrate Damage Reduction can be useful.

And if you'd rather take out your mark from a safe distance, consider Distant Shot.

Hit Die: d10

Skill Points at Each Additional Level: 6 + Int modifier

Determination: The epic bloodhound's insight bonus to Gather Information, Spot, and Wilderness Lore checks made to determine the whereabouts of a mark increases by +1 for each level gained.

Mark: An epic bloodhound may have one additional mark per two levels gained above 10th (round up).

Bonus Feats: The epic bloodhound gains a bonus feat (selected from the list of epic bloodhound feats) every three levels after 10th.

Epic Bloodhound Bonus Feat List: Distant Shot, Epic Endurance, Epic Prowess, Epic Skill Focus, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Legendary Tracker, Penetrate Damage Reduction, Perfect Health.

Bloodhound

Level	Special
11	Determination
12	Determination, mark
13	Bonus feat, determination
14	Determination, mark
15	Determination
16	Bonus feat, determination, mark
17	Determination
18	Determination, mark
19	Bonus feat, determination
20	Determination, mark

BLOODHOUND

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Other Options: Epic bloodhounds often find themselves on the trail of powerful extraplanar creatures, so Penetrate Damage Reduction can be useful.

And if you'd rather take out your mark from a safe distance, consider Distant Shot.

Hit Die: d10.

Skill Points at Each Additional Level: 6 + Int modifier.

Determination (Ex): The epic bloodhound's insight bonus to Gather Information, Spot, and Survival checks made to determine the whereabouts of a mark increases by +1 for each level gained.

Mark (Ex): An epic bloodhound may have one additional mark per two levels gained above 10th (round up).

Bonus Feats: The epic bloodhound gains a bonus feat (selected from the list of epic bloodhound feats) every three levels after 10th.

Epic Bloodhound Bonus Feat List: Distant Shot, Epic Endurance, Epic Prowess, Epic Skill Focus, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Legendary Tracker, Penetrate Damage Reduction, Perfect Health.

EPIC BLOODHOUND

Level	Special
11	—
12	—
13	Bonus feat
14	—
15	—
16	Bonus feat
17	—
18	—
19	Bonus feat
20	—

CAVALIER

From Sword & Fist

The epic cavalier is a rider without peer, a true master of mounted combat.

Focus on feats that improve your combat prowess, such as Epic Weapon Focus or Overwhelming Critical. Armor Skin and Epic Toughness boost your defensive skills as well.

And of course, no self-respecting epic cavalier passes up Epic Skill Focus (Ride).

Strength is the most important ability score for most cavaliers, although Dexterity (as the ability that affects your Ride skill modifier) is significant as well.

It's hard to go wrong by adding points to Constitution from time to time.

Other Options: Command a powerful cohort or a legion of troops by selecting Epic Leadership or Legendary Commander.

If you're good at mounted archery, consider some of the archery-based feats, such as Distant Shot or Swarm of Arrows.

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int modifier

Tall in the Saddle: The epic cavalier's bonus to Ride checks made to negate a hit against his mount increases by 1 point every odd-numbered level above 10th.

Deadly Charge: The epic cavalier may use this ability one additional time per day for every two levels above 10th.

Mounted Weapon Bonus: The epic cavalier's bonus to attack rolls when using a sword while mounted increases by 1 every even-numbered level above 10th.

His bonus to attack rolls when using a lance while mounted increases by 1 every odd-numbered level above 10th.

Ride Bonus: The epic cavalier's competence bonus to Ride checks increases by 2 points every odd-numbered level above 10th.

Bonus Feats: The epic cavalier gains a bonus feat (selected from the list of epic cavalier feats) every four levels after 10th.

Epic Cavalier Bonus Feat List: Armor Skin, Devastating Critical (lance or any sword), Epic Leadership, Epic Prowess, Epic Reputation, Epic Skill Focus (Ride), Epic Toughness, Epic Weapon Focus, Legendary Commander, Legendary Rider, Overwhelming Critical (lance or any sword).

Cavalier

Level	Special
11	Mounted weapon bonus lance +6, Ride bonus +10, tall in the saddle +6
12	Deadly Charge 6/day, mounted weapon bonus sword +6
13	Mounted weapon bonus lance +7, Ride bonus +12, tall in the saddle +7
14	Deadly Charge 7/day, mounted weapon bonus sword +7, bonus feat
15	Mounted weapon bonus lance +8, Ride bonus +14, tall in the saddle +8
16	Deadly Charge 8/day, mounted weapon bonus sword +8
17	Mounted weapon bonus lance +9, Ride bonus +16, tall in the saddle +9
18	Deadly Charge 9/day, mounted weapon bonus sword +9, bonus feat
19	Mounted weapon bonus lance +10, Ride bonus +18, tall in the saddle +10
20	Deadly Charge 10/day, mounted weapon bonus sword +10

CAVALIER

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Armor Skin and Epic Toughness boost your defensive skills as well.

And of course, no self-respecting epic cavalier passes up Epic Skill Focus (Ride).

Strength is the most important ability score for most cavaliers, although Dexterity (as the ability that affects your Ride skill modifier) is significant as well.

It's hard to go wrong by adding points to Constitution from time to time.

Other Options: Command a powerful cohort or a legion of troops by selecting Epic Leadership or Legendary Commander.

If you're good at mounted archery, consider some of the archery-based feats, such as Distant Shot or Swarm of Arrows.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Tall in the Saddle: The epic cavalier's bonus to Ride checks made to negate a hit against his mount increases by 1 point every odd-numbered level above 10th.

Deadly Charge: The epic cavalier may use this ability one additional time per day for every two levels above 10th.

Mounted Weapon Bonus: The epic cavalier's bonus to attack rolls when using a sword or lance while mounted do not increase after 10th level.

Instead, he gains a bonus to damage rolls with these weapons, which begins at +1 at 11th level (lance) or at 12th level (sword).

Each damage bonus increases every other level.

Ride Bonus: The epic cavalier's competence bonus to Ride checks increases by 2 points every odd-numbered level above 10th.

Bonus Feats: The epic cavalier gains a bonus feat (selected from the list of epic cavalier feats) every four levels after 10th.

Epic Cavalier Bonus Feat List: Armor Skin, Devastating Critical (lance or any sword), Epic Leadership, Epic Prowess, Epic Reputation, Epic Skill Focus (Ride), Epic Toughness, Epic Weapon Focus, Legendary Commander, Legendary Rider, Overwhelming Critical (lance or any sword).

EPIC CAVALIER

Level	Special
11	Mounted weapon damage bonus lance +1, Ride bonus +10, tall in the saddle +6
12	Deadly Charge 6/day, mounted weapon damage bonus sword +1
13	Mounted weapon damage bonus lance +2, Ride bonus +12, tall in the saddle +7
14	Deadly Charge 7/day, mounted weapon damage bonus sword +2, bonus feat
15	Mounted weapon damage bonus lance +3, Ride bonus +14, tall in the saddle +8
16	Deadly Charge 8/day, mounted weapon damage bonus sword +3
17	Mounted weapon damage bonus lance +4, Ride bonus +16, tall in the saddle +9
18	Deadly Charge 9/day, mounted weapon damage bonus sword +4, bonus feat
19	Mounted weapon damage bonus lance +5, Ride bonus +18, tall in the saddle +10
20	Deadly Charge 10/day, mounted weapon damage bonus sword +5

DEATHWARDEN CHANTER

At epic levels, the deathwarden chanter becomes one of the most respected dwarves in the history of the Deathwarden clan.

The deathwarden chanter is a powerful spellcaster, and most focus their epic feat selection on those that improve that capacity, including Enhance Spell, Epic Spell Focus, Improved Heighten Spell.

Feats that aid in combat against undead, such as Great Smiting, Positive Energy Aura, and Spectral Strike, also make fine choices.

As a divine spellcaster, Wisdom is likely the most important ability for the epic deathwarden chanter.

Other Options: Deathwarden chanters who find themselves in combat with frequency should consider Epic Toughness or Armor Skin to aid in defense.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic deathwarden chanter's divine caster level increases by 1 per level gained above 10th.

In addition, at every even-numbered level the epic deathwarden chanter gains new spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

Smite Undead (Su): The epic deathwarden chanter may use this ability one additional time per day for every four levels gained above 8th (4/day at 12th, 5/day at 16th, and so on).

Deep Chant (Su): The epic deathwarden chanter may use this ability one additional time per day for every five levels gained above 10th (3/day at 15th, 4/day at 20th, and so on). **Bonus Feats:** The epic deathwarden chanter gains a bonus feat (selected from the list of epic deathwarden chanter feats) every 4 levels after 10th.

Epic Deathwarden Chanter Bonus Feat List: Armor Skin, Automatic Quicken Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Reputation, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Epic Will, Great Smiting, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Darkvision, Improved Heighten Spell, Improved Metamagic, Improved Spellcasting, Intensify Spell, Multispell, Permanent Emanation, Positive Energy Aura, Spectral Strike, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Spell.

Alternatively, the deathwarden chanter may learn a new chanter rune (for which he must meet all prerequisites) in place of a bonus feat.

EPIC DEATHWARDEN CHANTER

Level	Special
11	
12	Smite undead 4/day
13	
14	Bonus feat
15	Deep chant 3/day
16	Smite undead 5/day
17	
18	Bonus feat
19	
20	Deep chant 4/day, smite undead 6/day

DEEPWOOD SNIPER

From Masters of the Wild

The epic deepwood sniper has but to aim and fire, and her target's days are almost certainly over.

Since you're all about archery, you should focus on those feats that improve that aptitude, such as Distant Shot, Epic Weapon Focus, Improved Manyshot, Swarm of Arrows, and Uncanny Accuracy.

Dexterity is the bread and butter of the epic deepwood sniper.

Wisdom is an acceptable second choice.

Other Options: For those unpleasant situations when you find yourself closer to a target than you'd prefer, pick up Combat Archery.

Crossbow wielders should look to Instant Reload.

Hit Die: d8

Skill Points at Each Additional Level: 4 + Int modifier

Concealment Reduction: An epic deepwood sniper's miss chance against opponents with concealment drops by 10% for every four levels gained after 10th, to a maximum of 50% reduction at 18th level.

This can't reduce the miss chance to less than 0%.

Consistent Aim: The epic deepwood sniper may use this ability one additional time per day for every three levels gained after 9th.

Projectile Improved Critical: The critical damage multiplier of the epic deepwood sniper's projectile weapons increases by 1 for every five levels gained after 7th.

Bonus Feats: The epic deepwood sniper gains a bonus feat (selected from the list of epic deepwood sniper feats) every four levels after 10th.

Epic Deepwood Sniper Bonus Feat List: Combat Archery, Distant Shot, Epic Prowess, Epic Weapon Focus (any bow or crossbow), Improved Manyshot, Instant Reload, Penetrate Damage Reduction, Swarm of Arrows, Uncanny Accuracy.

Level	Deepwood Sniper Special
11	—
12	Consistent aim 4/day, projectile improved critical +3
13	—
14	Concealment reduction 40%, bonus feat
15	Consistent aim 5/day
16	—
17	Projectile improved critical +4
18	Consistent aim 6/day, concealment reduction 50%, bonus feat
19	—
20	—

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Wisdom is an acceptable second choice.

Other Options: For those unpleasant situations when you find yourself closer to a target than you'd prefer, pick up Combat Archery.

Crossbow wielders should look to Instant Reload.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Concealment Reduction (Ex): An epic deepwood sniper's miss chance against opponents with concealment drops by 10% for every four levels gained after 10th, to a maximum of 50% reduction at 18th level.

This can't reduce the miss chance to less than 0%.

Consistent Aim (Su): The epic deepwood sniper may use this ability one additional time per day for every three levels gained after 9th.

Projectile Improved Critical (Ex): The critical damage multiplier of the epic deepwood sniper's projectile weapons increases by 1 for every five levels gained after 7th.

Bonus Feats: The epic deepwood sniper gains a bonus feat (selected from the list of epic deepwood sniper feats) every four levels after 10th.

Epic Deepwood Sniper Bonus Feat List: Combat Archery, Distant Shot, Epic Prowess, Epic Weapon Focus (any bow or crossbow), Improved Manyshot, Instant Reload, Penetrate Damage Reduction, Swarm of Arrows, Uncanny Accuracy.

EPIC DEEPWOOD SNIPER

Level	Special
11	—
12	Consistent aim 4/day, projectile improved critical +3
13	—
14	Concealment reduction 40%, bonus feat
15	Consistent aim 5/day
16	—
17	Projectile improved critical +4
18	Consistent aim 6/day, concealment reduction 50%, bonus feat
19	—
20	—

DEVOTED DEFENDER

As far as pure defense goes, nobody can really hold a candle to the epic devoted defender.

This character's charge might as well be protected by a foot of reinforced adamantine.

Your shtick is defense, so consider feats such as Armor Skin, Damage Reduction, and Energy Resistance.

On the other hand, it has been said that the best defense is a good offense, and Epic Prowess and Epic Weapon Focus fit that bill nicely.

Epic Skill Focus (Listen or Spot) helps you pick out the enemy before he makes his move.

More than most other characters, your ability increases depend largely on your favored tactics—if you prefer to go toe-to-toe against enemies, pick Strength or Constitution, but more defensive-minded individuals should select Dexterity.

An occasional Wisdom boost helps some of your important bodyguard skills.

Other Options: If you have the Intelligence to qualify (or can spare the ability increases to get there), Epic Combat Expertise can make you extraordinarily hard to hit.

Armed Deflection allows you to protect yourself from ranged attacks.

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Armor Class Bonus: The devoted defender's dodge bonus to AC improves by +1 every 2 levels above 9th (to +6 at 11th, +7 at 12th, and so on).

Defensive Strike (Ex): The bonus gained to attacks of opportunity against adjacent opponents who attack your charge in melee improves by +1 every 2 levels above 10th (+5 at 12th, +6 at 14th, and so on).

Deflect Attack (Ex): The bonus to Reflex saves to deflect melee attacks against your charge improves by +1 every 2 levels above 9th (+5 at 11th, +6 at 13th, and so on).

Bonus Feats: The epic devoted defender gains a bonus feat (selected from the list of epic devoted defender feats) every 4 levels after 10th.

Epic Devoted Defender Bonus Feat List: Armed Deflection (new feat; see below), Armor Skin, Blinding Speed, Damage Reduction, Energy Resistance, Epic Combat Expertise (new

feat; see below), Epic Prowess, Epic Skill Focus (Listen), Epic Skill Focus (Spot), Epic Toughness, Epic Weapon Focus, Exceptional Deflection, Infinite Deflection, Perfect Health, Reflect Arrows.

Devoted Defender

Level	Special
11	Dodge bonus +6, deflect attack +5
12	Defensive strike +5
13	Dodge bonus +7, deflect attack +6
14	Defensive strike +6, bonus feat
15	Dodge bonus +8, deflect attack +7
16	Defensive strike +7
17	Dodge bonus +9, deflect attack +8
18	Defensive strike +8, bonus feat
19	Dodge bonus +10, deflect attack +9
20	Defensive strike +9

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Epic Skill Focus (Listen or Spot) helps you pick out the enemy before he makes his move.

More than most other characters, your ability increases depend largely on your favored tactics—if you prefer to go toe-to-toe against enemies, pick Strength or Constitution, but more defensive-minded individuals should select Dexterity.

An occasional Wisdom boost helps some of your important bodyguard skills.

Other Options: If you have the Intelligence to qualify (or can spare the ability increases to get there), Epic Combat Expertise can make you extraordinarily hard to hit.

Armed Deflection allows you to protect yourself from ranged attacks.

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Armor Class Bonus: The devoted defender's dodge bonus to AC improves by +1 every two levels above 9th (to +6 at 11th, +7 at 12th, and so on).

Defensive Strike (Ex): The bonus gained to attacks of opportunity against adjacent opponents who attack your charge in melee improves by +1 every two levels above 10th (+5 at 12th, +6 at 14th, and so on).

Deflect Attack (Ex): The bonus to Reflex saves to deflect melee attacks against your charge improves by +1 every two levels above 9th (+5 at 11th, +6 at 13th, and so on).

Bonus Feats: The epic devoted defender gains a bonus feat (selected from the list of epic devoted defender feats) every four levels after 10th.

Epic Devoted Defender Bonus Feat List: Armed Deflection (see New Epic Feats), Armor Skin, Blinding Speed, Damage Reduction, Energy Resistance, Epic Combat Expertise (see New Epic Feats), Epic Prowess, Epic Skill Focus (Listen),

Epic Skill Focus (Spot), Epic Toughness, Epic Weapon Focus, Exceptional Deflection, Infinite Deflection, Perfect Health, Reflect Arrows.

EPIC DEVOTED DEFENDER

Level	Special
11	Dodge bonus +6, deflect attack +5
12	Defensive strike +5
13	Dodge bonus +7, deflect attack +6
14	Defensive strike +6, bonus feat
15	Dodge bonus +8, deflect attack +7
16	Defensive strike +7
17	Dodge bonus +9, deflect attack +8
18	Defensive strike +8, bonus feat
19	Dodge bonus +10, deflect attack +9
20	Defensive strike +9

DIABOLIST

The epic diabolist seeks to build her power base and prepare for that inevitable day when she takes her rightful place as one of the rulers of hell itself.

Though she may bargain with archdevils, she does so from a position of equality.

The epic diabolist should look to feats that strengthen her greatest power: her spellcasting ability.

Epic Spell Focus and Epic Spell Penetration are excellent choices, as are Improved Spell Capacity and Improved Metamagic.

Epic Evil Brand displays her allegiance (and power) for all to see.

And, of course, vile feats are always attractive.

The epic diabolist's ability increases usually go toward the ability that controls her spellcasting (Intelligence, Wisdom, or Charisma).

If she enjoys casting corrupt spells, she should also consider boosting any ability commonly drawn upon by such spells.

Other Options: Epic diabolists with divine spellcasting abilities can pick up Improved Alignment-Based Casting. Those looking to build an army should try Epic Leadership and Legendary Commander.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The epic diabolist's caster level increases by 1 per level gained above 10th.

In addition, at every level, the epic diabolist gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

Diabolism: At 13th level, and every 3 levels thereafter, the diabolist can choose to grant one of her spells greater magical power one additional time per day.

At 15th level, and every 5 levels thereafter, the unholy damage dealt by one of these spells increases by +1d6 (+4d6 at 15th, +5d6 at 20th, and so forth).

Bonus Feats: The epic diabolist gains a bonus feat (selected from the list of epic diabolist feats) every 4 levels after 10th.

Epic Diabolist Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Automatic Violate Spell (new feat; see above), Enhance Spell, Epic Evil Brand (new feat; see above), Epic Reputation, Epic Spell

Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic. In addition, the epic diabolist can select any vile feat (see the *Book of Vile Darkness*) as a bonus feat.

Diabolist	
Level	Special
11	--
12	--
13	Diabolism 5/day
14	Bonus feat
15	Diabolism +4d6
16	Diabolism 6/day
17	--
18	Bonus feat
19	Diabolism 7/day
20	Diabolism +5d6

DIABOLIST

The epic diabolist seeks to build her power base and prepare for that inevitable day when she takes her rightful place as one of the rulers of hell itself.

Though she may bargain with archdevils, she does so from a position of equality.

The epic diabolist should look to feats that strengthen her greatest power: her spellcasting ability.

Epic Spell Focus and Epic Spell Penetration are excellent choices, as are Improved Spell Capacity and Improved Metamagic.

Epic Evil Brand displays her allegiance (and power) for all to see.

And, of course, vile feats are always attractive.

The epic diabolist's ability increases usually go toward the ability that controls her spellcasting (Intelligence, Wisdom, or Charisma).

If she enjoys casting corrupt spells, she should also consider boosting any ability commonly drawn upon by such spells.

Other Options: Epic diabolists with divine spellcasting abilities can pick up Improved Alignment-Based Casting. Those looking to build an army should try Epic Leadership and Legendary Commander.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells per Day/Spells Known: The epic diabolist's caster level increases by 1 per level gained above 10th.

The epic diabolist continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the spellcasting class to which the diabolist belonged before adding the prestige class.

Diabolism: At 13th level, and every three levels thereafter, the diabolist can choose to grant one of her spells greater magical power one additional time per day.

At 15th level, and every five levels thereafter, the unholy damage dealt by one of these spells increases by +1d6 (+4d6 at 15th, +5d6 at 20th, and so forth).

Bonus Feats: The epic diabolist gains a bonus feat (selected from the list of epic diabolist feats) every four levels after 10th.

Epic Diabolist Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Automatic Violate Spell (see New Epic Feats), Enhance Spell, Epic Evil Brand (see New Epic Feats), Epic Reputation, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic. In addition, the epic diabolist can select any vile feat (see the *Book of Vile Darkness*) as a bonus feat.

EPIC DIABOLIST

Level	Special
11	—
12	—
13	Diabolism 5/day
14	Bonus feat
15	Diabolism +4d6
16	Diabolism 6/day
17	—
18	Bonus feat
19	Diabolism 7/day
20	Diabolism +5d6

DIVINE AGENT

From Manual of the Planes

The epic divine agent may well be her deity's most powerful mortal servant.

Since most divine agents are formidable spellcasters, look to the various feats that improve that ability, such as Epic Spell Penetration (particularly useful against the many outsiders you're likely to face), Improved Spell Capacity, and Epic Spellcasting.

To help ensure your survival in dire circumstances, pick up Epic Toughness.

As a divine spellcaster, Wisdom is your most important ability score.

Charisma is often a good option as well.

Other choices may depend on your career before becoming a divine agent.

Other Options: Extremely powerful spellcasters can look to feats such as Automatic Quicken Spell and Intensify Spell. Planar Turning is a great choice for epic divine agents who began their career as clerics or paladins.

Hit Die: d8

Skill Points at Each Additional Level: 4 + Int modifier

Spells: The epic divine agent's caster level increases by one level for every two levels gained above 10th.

The epic divine agent's number of spells per day increases until her caster level reaches 20th.

Godly Gift: Every three levels after 9th, the epic divine agent gains another godly gift.

This is usually the ability to use a spell from one of the epic divine agent's domains (up to 9th level) as a spell-like ability.

Alternatively, the epic divine agent may gain one additional use per day of a godly gift she already possesses.

Bonus Feats: The epic divine agent gains a bonus feat (selected from the list of epic divine agent feats) every three levels after 10th.

Epic Divine Agent Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Extended Lifespan, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Planar Turning, Permanent Emanation, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

Level	Divine Agent Special
11	—
12	Godly gift
13	Bonus feat
14	—
15	Godly gift
16	Bonus feat
17	—
18	Godly gift
19	Bonus feat
20	—

DIVINE AGENT

The epic divine agent may well be her deity's most powerful mortal servant.

Since most divine agents are formidable spellcasters, look to the various feats that improve that ability, such as Epic Spell Penetration (particularly useful against the many outsiders you're likely to face), Improved Spell Capacity, and Epic Spellcasting.

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Other Options: Extremely powerful spellcasters can look to feats such as Automatic Quicken Spell and Intensify Spell. Planar Turning is a great choice for epic divine agents who began their career as clerics or paladins.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells per Day/Spells Known: The epic divine agent's caster level increases by one level for every two levels gained above 10th.

The epic divine agent continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the divine spellcasting class to which the divine agent belonged before adding the prestige class.

Godly Gift: Every three levels after 9th, the epic divine agent gains another godly gift.

This is usually the ability to use a spell from one of the epic divine agent's domains (up to 9th level) as a spell-like ability.

Alternatively, the epic divine agent may gain one additional use per day of a godly gift she already possesses.

Bonus Feats: The epic divine agent gains a bonus feat (selected from the list of epic divine agent feats) every three levels after 10th.

Epic Divine Agent Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Chosen Weapon Specialization (see New Epic Feats), Divine Spell Penetration (see New Epic Feats), Enhance Spell, Epic Devotion (see New Epic Feats), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Extended Lifespan, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Planar Turning, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

EPIC DIVINE AGENT

Level	Special
11	—
12	Godly gift
13	Bonus feat
14	—
15	Godly gift
16	Bonus feat
17	—
18	Godly gift
19	Bonus feat
20	—

DRAGON DISCIPLE

From Tome and Blood

The rare dragon disciple who continues his progress beyond apotheosis finds even greater draconic power awaiting him.

Mimic your draconic ancestor with feats such as Armor Skin, Damage Reduction, Epic Toughness, and Extended Lifespan.

Epic Prowess and Perfect Multiweapon Fighting boost your combat abilities.

Improve your Strength and Charisma above all other ability scores.

Other Options: To become as legendary as the most powerful dragons themselves, select feats such as Epic Reputation and Epic Leadership.

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int modifier
 Spells: The epic dragon disciple does not gain any bonus spells after 9th level.

Natural Armor: The epic dragon disciple's natural armor bonus increases by 1 point for every three levels after 10th.

Breath Weapon: For every three levels after 10th, the epic dragon disciple's breath weapon deals an additional two dice of damage (if his breath weapon inflicts six dice at 10th level) or an additional one die of damage (if his breath weapon inflicts three dice at 10th level).

Any additional dice are of the same type (d4, d6, d8, or d10) as his breath weapon normally inflicts.

Bonus Feats: The epic dragon disciple gains a bonus feat (selected from the list of epic dragon disciple feats) every four levels after 10th.

Epic Dragon Disciple Bonus Feat List: Armor Skin, Damage Reduction, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Extended Lifespan, Improved Combat Casting, Improved Darkvision, Improved Low-Light Vision, Improved Spell Capacity, Perfect Multiweapon Fighting.

Dragon Disciple	
Level	Special
11	—
12	—
13	Increased breath weapon, +5 natural armor
14	Bonus feat
15	—
16	Increased breath weapon, +6 natural armor
17	—
18	Bonus feat
19	Increased breath weapon, +7 natural armor
20	—

DRAGON DISCIPLE

Perhaps the most symbolic of the transformational prestige classes, the path of the dragon disciple allows a character to become the most iconic monster of the D&D game: a dragon.

Along the way to reaching dragon apotheosis, the dragon disciple gains claw and bite attacks, natural armor, wings, size, and, of course, a breath weapon.

But in most cases, these are only pale reflections of the power of a true dragon.

This suggests that the best route for the epic dragon disciple is to improve upon his already formidable draconic powers.

Because the dragon disciple's bonus spell progression doesn't follow an easily discernible pattern, and because the class is quite potent enough without it, the epic progression presented below does not continue the bonus spells.

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Natural Armor: At 11th level, and every 3 levels thereafter, the dragon disciple's natural armor bonus increases by +1 (to +5 at 11th, +6 at 14th, and so on).

Wing Slam: At 12th level, the dragon disciple gains the ability to make two wing slam attacks each round (assuming he is at least Medium-size).

Wing attacks deal the damage listed in the table below plus one-half the dragon disciple's Strength bonus, and are at a –5 penalty to the attack bonus.

Breath Weapon Increase: At 13th level, and every 3 levels thereafter, the epic dragon disciple's breath weapon increases in power and frequency of use.

The damage dealt by the breath weapon increases by 2 dice (if it deals 6 dice of damage at 10th level) or by 1 die (if it deals 3 dice of damage at 10th level).

The additional dice are of the same type normally dealt by the dragon disciple's breath weapon.

In addition, the save DC for the breath weapon increases by 1 point, and the range increases as shown in the table below.

Finally, the dragon disciple gains one additional daily use of his breath weapon, though he must wait 1d4 rounds before each use.

Enlargement: At 15th level, and every 10 levels thereafter, the dragon disciple's size increases by one step (such as from Large to Huge), to a maximum of Colossal size.

The change in size affects the dragon disciple's base natural weapon damage (see below).

Apply the appropriate new size modifier to the character's attacks and AC.

If the dragon disciple is already Colossal, he instead gains a +2 bonus to Strength.

Tail Slap: At 17th level, the dragon disciple grows a serpentine tail that he can use to deliver tail slap attacks.

A tail slap deals the listed damage plus 1 1/2 times the dragon disciple's Strength bonus and is at a –5 penalty to the attack bonus.

Spell Resistance (Ex): The 18th-level dragon disciple gains spell resistance equal to 20 + his class level.

Blindsight (Ex): The dragon disciple gains blindsight at 20th level, allowing him to ascertain creatures by nonvisual means just as a dragon does.

The range of this ability is 30 feet at 20th level, and it increases by 30 feet every 10 levels thereafter.

Bonus Feats: The epic dragon disciple gains a bonus feat (selected from the list of epic dragon disciple feats) every 5 levels after 10th.

Epic Dragon Disciple Bonus Feat List: Armor Skin, Damage Reduction, Epic Prowess, Epic Skill Focus (Knowledge [arcana]), Epic Toughness, Extended Life Span, Flyby Attack†, Great Charisma, Great Constitution, Great Strength, Hover†, Improved Combat Casting, Improved Darkvision, Improved Spell Capacity, Improved Spell Resistance, Snatch†, Spell Knowledge, Wingover†.

Non-epic feat: Treat the dragon disciple's age category as one-half his class level for the purpose of the Hover feat.

Dragon Disciple	
Level	Special
11	Natural armor +5
12	Wing slam
13	Breath weapon increase
14	Natural armor +6
15	Bonus feat, enlargement
16	Breath weapon increase
17	Natural armor +7, tail slap
18	Spell resistance
19	Breath weapon increase
20	Bonus feat, natural armor +8, blindsight

Dragon Disciple Natural Attacks and Breath Weapon Range

Size	Bite	Claw	Wing*	Tail Slap**	Line (length)	Cone (length)
Small	1d4	1d3	n/a	n/a	60 ft.	30 ft.
Medium-size	1d6	1d4	1d3	n/a	60 ft.	30 ft.
Large	1d8	1d6	1d4	1d6	60 ft.	30 ft.
Huge	2d6	1d8	1d6	1d8	100 ft.	50 ft.
Gargantuan	2d8	2d6	1d8	2d6	120 ft.	60 ft.
Colossal	4d6	2d8	2d6	2d8	140 ft.	70 ft.

*Gained at 12th level.

**Gained at 17th level.

DRAGON DISCIPLE

The epic progression for the dragon disciple prestige class is now found in the *Revision Booklet*.

If using the dragon disciple prestige class as originally presented in *Tome and Blood*, you can use the following variant epic progression originally presented in the Epic Insights column on transformational prestige classes. Perhaps the most symbolic of the transformational prestige classes, the path of the dragon disciple allows a character to become the most iconic monster of the D&D game: a dragon.

Along the way to reaching dragon apotheosis, the dragon disciple gains claw and bite attacks, natural armor, wings, size, and, of course, a breath weapon.

But in most cases, these are only pale reflections of the power of a true dragon.

This suggests that the best route for the epic dragon disciple is to improve upon his already formidable draconic powers.

Because the dragon disciple's bonus spell progression doesn't follow an easily discernible pattern, and because the class is quite potent enough without it, the epic progression presented below does not continue the bonus spells.

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Natural Armor: At 11th level, and every three levels thereafter, the dragon disciple's natural armor bonus increases by +1 (to +5 at 11th, +6 at 14th, and so on).

Wing Slam: At 12th level, the dragon disciple gains the ability to make two wing slam attacks each round (assuming he is at least Medium-size).

Wing attacks deal the damage listed in the table below plus one-half the dragon disciple's Strength bonus, and they are at a -5 penalty on the attack bonus.

Breath Weapon Increase: At 13th level, and every three levels thereafter, the epic dragon disciple's breath weapon increases in power and frequency of use.

The damage dealt by the breath weapon increases by 2 dice (if it deals 6 dice of damage at 10th level) or by 1 die (if it deals 3 dice of damage at 10th level).

The additional dice are of the same type normally dealt by the dragon disciple's breath weapon.

In addition, the save DC for the breath weapon increases by 1 point, and the range increases as shown in the table below.

Finally, the dragon disciple gains one additional daily use of his breath weapon, though he must wait 1d4 rounds before each use.

Enlargement: At 15th level, and every ten levels thereafter, the dragon disciple's size increases by one step (such as from Large to Huge), to a maximum of Colossal size.

The change in size affects the dragon disciple's base natural weapon damage (see below).

Apply the appropriate new size modifier to the character's attacks and AC.

If the dragon disciple is already Colossal, he instead gains a +2 bonus to Strength.

Tail Slap: At 17th level, the dragon disciple grows a serpentine tail that he can use to deliver tail slap attacks.

A tail slap deals the listed damage plus 1 1/2 times the dragon disciple's Strength bonus and is at a -5 penalty on the attack bonus.

Spell Resistance (Ex): The 18th-level dragon disciple gains spell resistance equal to 20 + his class level.

Blindsight (Ex): The dragon disciple's blindsight goes up by 30 feet at 15th level, and increases by 30 feet every 5 levels thereafter.

Bonus Feats: The epic dragon disciple gains a bonus feat (selected from the list of epic dragon disciple feats) every five levels after 10th.

Epic Dragon Disciple Bonus Feat List: Armor Skin, Damage Reduction, Epic Prowess, Epic Skill Focus (Knowledge [arcana]), Epic Toughness, Extended Life Span, Flyby Attack†, Great Charisma, Great Constitution, Great Strength, Hover†, Improved Combat Casting, Improved Darkvision, Improved Spell Capacity, Improved Spell Resistance, Snatch†, Spell Knowledge, Wingover†.

† Non-epic feat.

Treat the dragon disciple's age category as one-half his class level for the purpose of the Hover feat.

EPIC DRAGON DISCIPLE

Level	Special
11	Natural armor +5
12	Wing slam
13	Breath weapon increase
14	Natural armor +6
15	Bonus feat, enlargement, blindsense
16	Breath weapon increase
17	Natural armor +7, tail slap
18	Spell resistance
19	Breath weapon increase
20	Bonus feat, natural armor +8, blindsense

DRAGON DISCIPLE NATURAL ATTACKS AND BREATH WEAPON RANGE

Size	Bite	Claw	Wing [*]	Tail Slap ^{**}	Line (Length)	Cone (Length)
Small	1d4	1d3	n/a	n/a	60 ft.	30 ft.
Medium	1d6	1d4	1d3	n/a	60 ft.	30 ft.
Large	1d8	1d6	1d4	1d6	60 ft.	30 ft.
Huge	2d6	1d8	1d6	1d8	100 ft.	50 ft.
Gargantuan	2d8	2d6	1d8	2d6	120 ft.	60 ft.
Colossal	4d6	2d8	2d6	2d8	140 ft.	70 ft.

*Gained at 12th level.

**Gained at 17th level.

DREADMASTER

The epic dreadmaster rules (or seeks to rule) all he can survey and he keeps his subjects in a constant state of terror.

The ultimate tyrant, the dreadmaster satisfies himself with nothing less than total control of his domain.

The typical epic dreadmaster focuses feat selection on those that boost his ability to rule the wills, minds, and souls of others, such as Epic Spell Focus (Enchantment), Epic Reputation, Epic Leadership, and Legendary Commander. Craft Epic Rod allows the dreadmaster to strengthen the symbolic representation of Bane, while Epic Spell Penetration ensures that even powerful outsiders and the like can't escape his dominion.

After Wisdom, which controls the dreadmaster's divine spellcasting capability, Charisma is the character's most appropriate choice for ability increases.

Other Options: Dreadmasters can augment their undead-rebuking powers with Negative Energy Burst, Planar Turning, or Undead Mastery.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic dreadmaster's caster level increases by 1 per level gained above 10th.

In addition, at every level, the epic dreadmaster gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

Dominating Aura (Su): The radius of this aura increases by 20 feet every 2 levels beyond 9th (11th, 13th, 15th, and so on).

Enhanced Leadership (Ex): The bonus to the epic dreadmaster's Leadership score increases by +2 for every 2 levels after 10th (+8 at 12th, +10 at 14th, and so on).

This bonus also applies to the epic dreadmaster's Leadership score if he takes the Epic Leadership feat. Bonus Feats: The epic dreadmaster gains a bonus feat (selected from the list of epic dreadmaster feats) every 3 levels after 10th.

Epic Dreadmaster Bonus Feat List: Bonus Domain, Craft Epic Rod, Enhance Spell, Epic Leadership, Epic Reputation, Epic Skill Focus (Intimidate), Epic Spell Focus (Enchantment), Epic Spell Penetration, Epic Spellcasting, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Legendary Commander, Multispell, Negative Energy Burst, Permanent Emanation, Planar Turning, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

Dreadmaster

Level	Special
11	Dominating aura 80 feet
12	Enhanced leadership +8
13	Dominating aura 100 feet, bonus feat
14	Enhanced leadership +10
15	Dominating aura 120 feet
16	Enhanced leadership +12, bonus feat
17	Dominating aura 140 feet
18	Enhanced leadership +14
19	Dominating aura 160 feet, bonus feat
20	Enhanced leadership +16

DREADMASTER

The epic dreadmaster rules (or seeks to rule) all he can survey and he keeps his subjects in a constant state of terror.

The ultimate tyrant, the dreadmaster satisfies himself with nothing less than total control of his domain.

The typical epic dreadmaster focuses feat selection on those that boost his ability to rule the wills, minds, and souls of others, such as Epic Spell Focus (Enchantment), Epic Reputation, Epic Leadership, and Legendary Commander. Craft Epic Rod allows the dreadmaster to strengthen the symbolic representation of Bane, while Epic Spell Penetration ensures that even powerful outsiders and the like can't escape his dominion.

After Wisdom, which controls the dreadmaster's divine spellcasting capability, Charisma is the character's most appropriate choice for ability increases.

Other Options: Dreadmasters can augment their undead-rebuking powers with Negative Energy Burst, Planar Turning, or Undead Mastery.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic dreadmaster's caster level increases by 1 per level gained above 10th.

The epic dreadmaster continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the divine spellcasting class to which the dreadmaster belonged before adding the prestige class.

Dominating Aura (Su): The radius of this aura increases by 20 feet every two levels beyond 9th (11th, 13th, 15th, and so on).

Enhanced Leadership (Ex): The bonus to the epic dreadmaster's Leadership score increases by +2 for every two levels after 10th (+8 at 12th, +10 at 14th, and so on).

This bonus also applies to the epic dreadmaster's Leadership score if he takes the Epic Leadership feat. **Bonus Feats:** The epic dreadmaster gains a bonus feat (selected from the list of epic dreadmaster feats) every three levels after 10th.

Epic Dreadmaster Bonus Feat List: Bonus Domain, Craft Epic Rod, Divine Spell Penetration (see New Epic Feats), Enhance Spell, Epic Devotion (see New Epic Feats), Epic Leadership, Epic Reputation, Epic Skill Focus (Intimidate), Epic Spell Focus (Enchantment), Epic Spell Penetration, Epic Spellcasting, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Legendary Commander, Multispell, Negative Energy Burst, Permanent Emanation, Planar Turning, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

EPIC DREADMASTER

Level	Special
11	Dominating aura 80 feet
12	Enhanced leadership +8
13	Dominating aura 100 feet, bonus feat
14	Enhanced leadership +10
15	Dominating aura 120 feet
16	Enhanced leadership +12, bonus feat
17	Dominating aura 140 feet
18	Enhanced leadership +14
19	Dominating aura 160 feet, bonus feat
20	Enhanced leadership +16

DUELIST

From Sword and Fist

The epic duelist darts and weaves in combat, relying on his extraordinary agility and cunning to win the day.

Combat-related feats should occupy most of your bonus slots.

Look to Epic Weapon Focus, Epic Prowess, and Superior Initiative to gain the upper hand.

Of course, no duelist is complete without widespread recognition, and Epic Reputation does the trick well.

The epic duelist's most important ability score is Dexterity.

Intelligence bumps help increase your canny defense.

Strength isn't as significant for most duelists, since they tend to favor finesse weapons.

A duelist who relies on interaction skills should consider increasing Charisma from time to time.

Other Options: Epic duelists favoring two-weapon combat should look to Perfect Two-Weapon Fighting and Two-Weapon Rend for a boost.

To really show off against lesser mortals, pick up Exceptional Deflection or Infinite Deflection and watch the enemy archers gasp in awe.

Hit Die: d10

Skill Points at Each Additional Level: 4 + Int modifier

Precise Strike: Every four levels above 10th, the extra damage inflicted by the epic duelist's precise strike increases by +1d6.

Bonus Feats: The epic duelist gains a bonus feat (selected from the list of epic duelist feats) every three levels after 10th.

Epic Duelist Bonus Feat List: Blinding Speed, Epic Prowess, Epic Reputation, Epic Skill Focus, Epic Speed, Epic Weapon Focus (rapier), Exceptional Deflection*, Improved Combat Reflexes, Improved Whirlwind Attack, Infinite Deflection*, Perfect Two-Weapon Fighting, Superior Initiative, Two-Weapon Rend.

* The epic duelist need not have Improved Unarmed Strike to qualify for these feats.

Duelist

Level	Special
11	—
12	—
13	Bonus feat
14	Precise strike +4d6
15	—
16	Bonus feat
17	—
18	Precise strike +5d6
19	Bonus feat
20	—

DUELIST

The epic progression for the duelist prestige class is now found in the *Revision Booklet*.

If using the new feats found in this compilation, add the following feats to the epic duelist's bonus feat list: Combat Insight and Epic Combat Expertise.

DUNGEON DELVER

From Song and Silence

If you plan on venturing into trap-infested dungeon complexes, there's no one better to take along than the epic dungeon delver.

The epic dungeon delver appreciates the value of feats that keep her safe from harm, such as Epic Dodge and Trap Sense.

You can't go wrong with Epic Skill Focus or Legendary Climber.

Dexterity and Intelligence help most of your important skills.

Depending on your other aptitudes, Strength, Constitution, and Wisdom are all reasonable choices as well.

Other Options: Epic dungeon delvers who face combat frequently should consider Superior Initiative or Fast Healing.

Hit Die: d6

Skill Points at Each Additional Level: 8 + Int modifier
Danger Sense (Ex): The epic dungeon delver's insight bonus on Reflex saves to avoid traps, dodge bonus to Armor Class against attacks by traps, and insight bonus on Spot checks made to spot creatures at the beginning of an encounter increase by +2 every five levels gained above 6th.
Blindsight: The epic dungeon delver's blindsight range improves by 20 feet for every six levels gained above 8th.
Treasure Sense: The range of an epic dungeon delver's treasure sense increases by 200 feet for every level gained above 10th.

Bonus Feats: The epic dungeon delver gains a bonus feat (selected from the list of epic dungeon delver feats) every three levels after 10th.

Epic Dungeon Delver Bonus Feat List: Blinding Speed, Epic Dodge, Epic Skill Focus, Epic Speed, Fast Healing, Improved Darkvision, Legendary Climber, Superior Initiative, Trap Sense.

Dungeon Delver	
Level	Special
11	Danger sense +6/+8, treasure sense
12	Treasure sense
13	Bonus feat, treasure sense
14	Blindsight (60 ft.) , treasure sense
15	Treasure sense
16	Danger sense +8/+10, bonus feat, treasure sense
17	Treasure sense
18	Treasure sense
19	Bonus feat, treasure sense
20	Blindsight (80 ft.) , treasure sense

DUNGEON DELVER

If you plan on venturing into trap-infested dungeon complexes, there's no one better to take along than the epic dungeon delver.

The epic dungeon delver appreciates the value of feats that keep her safe from harm, such as Epic Dodge and Epic Trapfinding.

You can't go wrong with Epic Skill Focus or Legendary Climber.

Dexterity and Intelligence help most of your important skills.

Depending on your other aptitudes, Strength, Constitution, and Wisdom are all reasonable choices as well.

Other Options: Epic dungeon delvers who face combat frequently should consider Superior Initiative or Fast Healing.

Hit Die: d6.

Skill Points at Each Additional Level: 8 + Int modifier.

Danger Sense (Ex): The epic dungeon delver's insight bonus on Reflex saves to avoid traps, dodge bonus to Armor Class against attacks by traps, and insight bonus on Spot checks made to spot creatures at the beginning of an encounter increase by +2 every five levels gained above 6th.

Blindsight (Ex): The epic dungeon delver's blindsight range improves by 20 feet for every six levels gained above 8th.

Treasure Sense (Su): The range of an epic dungeon delver's treasure sense increases by 200 feet for every level gained above 10th.

Bonus Feats: The epic dungeon delver gains a bonus feat (selected from the list of epic dungeon delver feats) every three levels after 10th.

Epic Dungeon Delver Bonus Feat List: Blinding Speed, Epic Dodge, Epic Skill Focus, Epic Speed, Epic Trapfinding, Fast Healing, Improved Darkvision, Legendary Climber, Superior Initiative.

DUNGEON DELVER

Level	Special
11	Danger sense +6/+8
12	—
13	Bonus feat
14	Blindsight (60 ft.)
15	—
16	Danger sense +8/+10, bonus feat
17	—
18	—
19	Bonus feat
20	Blindsight (80 ft.)

DWEOMERKEEPER

The epic dweomerkeeper serves as one of Mystra's most trusted and powerful safeguards of the Weave.

Few living creatures exceed the epic dweomerkeeper's knowledge of arcane mysteries.

Most epic dweomerkeepers continue their training in metamagic and/or item creation with such feats as Improved Metamagic, Improved Heighten Spell, Craft Epic Staff, or Craft Epic Wondrous Item.

As with most epic spellcasters, ability increases should go to improving the character's spellcasting capability.

Regardless, Intelligence is a good second choice since it boosts many of the dweomerkeeper's signature skills.

Other Options: Though most dweomerkeepers focus on spellcasting pursuits over more mundane clerical capabilities, feats such as Positive Energy Aura or Negative Energy Burst can come in handy.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic dweomerkeeper's caster level increases by 1 per level gained above 10th.

In addition, at every level the epic dweomerkeeper gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

Mantle of Spells (Su): At 12th level, and every 2 levels thereafter (14th, 16th, and so on), the epic dweomerkeeper adds one arcane or divine spell to the list of spells which he can spontaneously convert from other spells.

The number in parentheses indicates the total number of spells into which the epic dweomerkeeper can spontaneously convert other spells.

Bonus Feats: The epic dweomerkeeper gains a bonus feat (selected from the list of epic dweomerkeeper feats) every 4 levels after 9th.

Epic Dweomerkeeper Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Skill Focus (Knowledge

[arcana] or Spellcraft), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Weapon Focus (ray, energy missile, or touch spell), Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Darkvision, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

Dweomerkeeper

Level	Special
11	
12	Mantle of spells (4)
13	Bonus feat
14	Mantle of spells (5)
15	
16	Mantle of spells (6)
17	Bonus feat
18	Mantle of spells (7)
19	
20	Mantle of spells (8)

DWEOMERKEEPER

The epic dweomerkeeper serves as one of Mystra's most trusted and powerful safeguards of the Weave. Few living creatures exceed the epic dweomerkeeper's knowledge of arcane mysteries.

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As with most epic spellcasters, ability increases should go to improving the character's spellcasting capability.

Regardless, Intelligence is a good second choice since it boosts many of the dweomerkeeper's signature skills.

Other Options: Though most dweomerkeepers focus on spellcasting pursuits over more mundane clerical capabilities, feats such as Positive Energy Aura or Negative Energy Burst can come in handy.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic dweomerkeeper's caster level increases by 1 per level gained above 10th.

The epic dweomerkeeper continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the spellcasting class to which the dweomerkeeper belonged before adding the prestige class.

Mantle of Spells (Su): At 12th level, and every two levels thereafter (14th, 16th, and so on), the epic dweomerkeeper adds one arcane or divine spell to the list of spells which he can spontaneously convert from other spells.

The number in parentheses indicates the total number of spells into which the epic dweomerkeeper can spontaneously convert from other spells.

Bonus Feats: The epic dweomerkeeper gains a bonus feat (selected from the list of epic dweomerkeeper feats) every four levels after 9th.

Epic Dweomerkeeper Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Divine Spell Penetration (see New Epic Feats), Efficient Item Creation, Enhance Spell, Epic Devotion (see New Epic Feats), Epic Skill Focus (Knowledge [arcana] or Spellcraft), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Weapon Focus (ray, energy missile, or touch spell), Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Darkvision, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

EPIC DWEOMERKEEPER

Level	Special
11	—
12	Mantle of spells (4)
13	Bonus feat
14	Mantle of spells (5)
15	—
16	Mantle of spells (6)
17	Bonus feat
18	Mantle of spells (7)
19	—
20	Mantle of spells (8)

EIDOLON

The epic eidolon is a true horror to the living, whether as a profane haunter of the innocent or a dire warning to those of evil bent.

The connection between the epic eidolon and his levels of the "living" classes allows him to select bonus feats from the lists available to those classes, but only so long as he maintains a minimum percentage of class levels in nonghost classes.

The eidolon's ability increases should go primarily toward Strength or Dexterity—depending on which score is more crucial to the character's success.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic eidolon gains a bonus feat (selected from the list of epic eidolon feats) every 2 levels after 20th.

Epic Eidolon Bonus Feat List: An epic eidolon may select any feat with the [Ghost] descriptor as a bonus feat.

In addition, an epic eidolon may select bonus feats from the class lists of any class, provided that at least one-fifth (20%) of his total class levels are made up of levels from that class (round down to the nearest whole number).

See above for details.

Epic Eidolon

Level	Special
21	
22	Bonus feat
23	
24	Bonus feat
25	
26	Bonus feat
27	
28	Bonus feat
29	
30	Bonus feat

EIDOLONCER

As the eidoloncer moves into the realm of epic levels, her link to the world of the living becomes weaker, though her ghostly and magical powers continue to improve.

Due to the link between the epic eidoloncer and her levels of the “living” classes, her bonus feat selection is limited to those that were available to her in life, but only so long as she maintains a minimum percentage of class levels in nonghost classes.

For this reason, most epic eidoloncers choose to spend occasional stretches of adventuring time in living form. An eidoloncer should focus ability score increases on the ability that influences her spellcasting, though an occasional point of Dexterity or Constitution can't hurt. Hit Die: d6.

Skill Points at Each Additional Level: 2 + Int modifier.

Spellcasting: The epic eidoloncer advances her spellcasting ability at every level in the eidoloncer class, just as at non-epic levels.

When the eidoloncer's spellcasting ability exceeds 20th level in a class, treat the eidoloncer as an epic spellcaster (see the individual class levels in the *Epic Level Handbook* for details).

Bonus Feats: The epic eidoloncer gains a bonus feat (selected from the list of epic eidoloncer feats) every 3 levels after 20th.

Epic Eidoloncer Bonus Feat List: An epic eidoloncer may select any feat with the [Ghost] descriptor as a bonus feat.

In addition, an epic eidoloncer may select bonus feats from the class lists of any class, provided that at least one-fifth (20%) of her total class levels are made up of levels from that class (round down to the nearest whole number).

See above for details.

Epic Eidoloncer

Level	Special
21	Spellcasting
22	Spellcasting
23	Spellcasting, bonus feat
24	Spellcasting
25	Spellcasting
26	Spellcasting, bonus feat
27	Spellcasting
28	Spellcasting
29	Spellcasting, bonus feat
30	Spellcasting

ELEMENTAL SAVANT

From Tome and Blood

The epic elemental savant's quest for power need not end with her transformation into elemental form—instead, she can continue and discover even greater mysteries.

Spellcasting is your forte, so look to feats that increase that aptitude, such as Epic Spell Focus, Epic Spellcasting, and Improved Spell Capacity.

Armor Skin and Damage Reduction boost your defensive prowess.

Focus on improving the ability score (Charisma, Intelligence, or Wisdom) that affects your spellcasting.

Other Options: Clerics following this path should consider Planar Turning, since they're likely to encounter many hostile extraplanar creatures.

Hit Die: d4

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic elemental savant's caster level increases by one per level gained above 10th, except for any level that ends in 0 (such as 20th or 30th).

The epic elemental savant's number of spells per day increases until her caster level reaches 20th.

Elemental Focus: The save DC for any spell using the epic elemental savant's chosen type of energy increases by +1 for every three levels after 8th.

Elemental Penetration: The competence modifier to caster level checks made by the epic elemental savant when casting a spell using her chosen type of energy increases by +1 for every three levels after 9th.

Bonus Feats: The epic elemental savant gains a bonus feat (selected from the list of epic elemental savant feats) every three levels after 10th.

Epic Elemental Savant Bonus Feat List: Armor Skin, Damage Reduction, Epic Spell Focus, Epic Spellcasting, Extended Lifespan, Improved Combat Casting, Improved Spell Capacity, Planar Turning, Spell Knowledge, Spell Stowaway, Spontaneous Spell.

Level	Elemental Savant Special
11	Elemental focus +4
12	Elemental penetration +4
13	Bonus feat
14	Elemental focus +5
15	Elemental penetration +5
16	Bonus feat
17	Elemental focus +6
18	Elemental penetration +6
19	Bonus feat
20	Elemental focus +7

ELEMENTAL SAVANT

At first glance, the elemental savant seems to make for an easy epic progression.

Her resistance, elemental focus, and elemental penetration all follow regular patterns of improvement over the 10 levels of the class, suggesting that all one needs to do to continue into epic levels is continue the patterns.

Unfortunately, this is one of those places where the guidelines in the *Epic Level Handbook* simply don't work. Since the elemental savant gains total immunity to her chosen energy type at 10th level, continued improvement of her energy resistance serves no purpose.

And if we simply grant an additional +1 to save DCs and spell penetration checks every 3 levels, these numbers quickly outstrip anything obtainable by other spellcasters. By the 20th level of elemental savant (minimum 30th-level character), the save DCs for her chosen energy type will be 7 points higher than those of a typical wizard or sorcerer (turning a difficult save into a near-impossible one), and a typical creature's spell resistance simply won't offer more than a speed bump.

That's not to say that these features can't continue to improve—they just have to do so more slowly than at non-epic levels.

And in addition, we can peruse the elementals in the *Monster Manual* for other options.

Certainly the save DC against her special elemental attacks (whirlwind, burn, or vortex) can continue to improve. The ability to transform into an elemental seems like a natural ability to grant, as is damage reduction and other powers traditionally associated with elementals.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic elemental savant's caster level increases by 1 every level gained above 10th.

In addition, at every level, the epic elemental savant gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

Elemental Special Attacks: The save DC against the epic elemental savant's special attacks (whirlwind, burn, or

vortex) is equal to 20 + 1/2 her number of class levels above 10th + Con modifier.

Elemental Transformation (Su): At 11th level, the elemental savant gains the ability to *shapechange* into a Large or smaller elemental of her chosen type (air, earth, fire, or water) once per day as a sorcerer of her class level. She also gains the elemental's supernatural special attacks and special qualities.

For every 3 additional levels gained above 11th, the savant can *shapechange* one additional time per day (twice at 14th, three times at 17th, and so on).

For every 5 additional levels gained above 11th, the elemental savant can take the form of an elemental of one size category greater (Huge at 16th, greater at 21st, and elder at 26th).

Elemental Focus (Ex): The save DC for any spell using the epic elemental savant's chosen type of energy increases to +4 at 12th level, and by another +1 every 6 levels thereafter. Damage Reduction (Su): At 13th level, the epic elemental savant gains DR 10/+1.

The enhancement bonus required to bypass this DR increases by +1 every six levels thereafter (to 10/+2 at 19th, 10/+3 at 25th, and so forth).

Ability Increase: The 13th-level epic elemental savant gains a permanent +2 increase to an ability score based on her chosen element: Strength (earth), Dexterity (air or fire), or Constitution (water).

Every 10 levels thereafter, she gains an additional +2 increase to the same ability score.

Elemental Penetration (Ex): The competence bonus to the epic elemental savant's caster level checks to defeat spell resistance increases to +4 at 15th level, and by another +1 every 6 levels thereafter.

Bonus Feats: The epic elemental savant gains a bonus feat (selected from the list of epic elemental savant feats) every 4 levels after 10th.

Epic Elemental Savant Bonus Feat List: Automatic Quickened Spell, Automatic Silent Spell, Automatic Still Spell, Damage Reduction, Epic Fortitude (earth, water only), Epic Reflexes (air, fire only), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness (earth, water only), Extended Life Span, Great Constitution (water only), Great Dexterity (air, fire only), Great Strength (earth only), Ignore Material Components, Improved Combat Casting, Improved Darkvision, Improved Spell Capacity, Intensify Spell, Multispell, Penetrate Damage Reduction, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Superior Initiative (air, fire only).

Elemental Savant

Level	Special
11	Elemental transformation (Large) 1/day
12	Elemental focus +4
13	Damage reduction 10/+1, ability increase
14	Elemental transformation 2/day, bonus feat
15	Elemental penetration +4
16	Elemental transformation (Huge)
17	Elemental transformation 3/day
18	Elemental focus +5, bonus feat
19	Damage reduction 10/+2
20	Elemental transformation 4/day

ELEMENTAL SAVANT

At first glance, the elemental savant seems to make for an easy epic progression.

Her resistance, elemental focus, and elemental penetration all follow regular patterns of improvement over the ten levels of the class, suggesting that all one needs to do to continue into epic levels is continue the patterns.

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Since the elemental savant gains total immunity to her chosen energy type at 10th level, continued improvement of her energy resistance serves no purpose.

And if we simply grant an additional +1 to save DCs and spell penetration checks every three levels, these numbers quickly outstrip anything obtainable by other spellcasters. By the 20th level of elemental savant (minimum 30th-level character), the save DCs for her chosen energy type will be 7 points higher than those of a typical wizard or sorcerer (turning a difficult save into a near-impossible one), and a typical creature's spell resistance simply won't offer more than a speed bump.

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And in addition, we can peruse the elementals in the *Monster Manual* for other options.

Certainly the save DC against her special elemental attacks (whirlwind, burn, or vortex) can continue to improve.

The ability to transform into an elemental seems like a natural ability to grant, as is damage reduction and other powers traditionally associated with elementals.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic elemental savant's caster level increases by 1 every level gained above 10th.

The epic elemental savant continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the arcane spellcasting class to which the elemental savant belonged before adding the prestige class.

Elemental Special Attacks: The save DC against the epic elemental savant's special attacks (whirlwind, burn, or vortex) is equal to 20 + 1/2 her number of class levels above 10th + Con modifier.

Elemental Transformation (Su): At 11th level, the elemental savant gains the ability to *shapechange* into a Large or smaller elemental of her chosen type (air, earth, fire, or water) once per day as a sorcerer of her class level. She also gains the elemental's supernatural special attacks and special qualities.

For every 3 additional levels gained above 11th, the savant can *shapechange* one additional time per day (twice at 14th, three times at 17th, and so on).

For every 5 additional levels gained above 11th, the elemental savant can take the form of an elemental of one size category greater (Huge at 16th, greater at 21st, and elder at 26th).

Elemental Focus (Ex): The save DC for any spell using the epic elemental savant's chosen type of energy increases to +4 at 12th level, and by another +1 every six levels thereafter.

Damage Reduction (Su): At 13th level, the epic elemental savant gains DR 5/–.

This increases by 1 every 3 levels thereafter (to 6/– at 16th, 7/– at 19th, and so on).

Ability Increase: The 13th-level epic elemental savant gains a permanent +2 increase to an ability score based on her chosen element: Strength (earth), Dexterity (air or fire), or Constitution (water).

Every ten levels thereafter, she gains an additional +2 increase to the same ability score.

Elemental Penetration (Ex): The competence bonus to the epic elemental savant's caster level checks to defeat spell resistance increases to +4 at 15th level, and by another +1 every six levels thereafter.

Bonus Feats: The epic elemental savant gains a bonus feat (selected from the list of epic elemental savant feats) every four levels after 10th.

Epic Elemental Savant Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Damage Reduction, Epic Counterspell (see New Epic Feats), Epic Fortitude (earth, water only), Epic Reflexes (air, fire only), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness (earth, water only), Extended Life Span, Great Constitution (water only), Great Dexterity (air, fire only), Great Strength (earth only), Ignore Material Components, Improved Combat Casting, Improved Darkvision, Improved Spell Capacity, Intensify Spell, Multispell, Penetrate Damage Reduction, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Superior Initiative (air, fire only).

EPIC ELEMENTAL SAVANT

Level	Special
11	Elemental transformation (Large) 1/day
12	Elemental focus +4
13	Damage reduction 10/+1, ability increase
14	Elemental transformation 2/day, bonus feat
15	Elemental penetration +4
16	Elemental transformation (Huge)
17	Elemental transformation 3/day
18	Elemental focus +5, bonus feat
19	Damage reduction 10/+2
20	Elemental transformation 4/day

FAVORED SOUL

An epic favored soul continues to grow closer to her deity, gaining more and more divine characteristics and resistances.

A truly high level epic favored soul is easily mistaken for an angel, devil, demon, or similar outsider.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The favored soul's caster level is equal to her class level.

The favored soul's number of spells per day does not increase after 20th level.

The favored soul does not learn additional spells.

Improved Energy Resistance (Ex): Starting at 22nd level, and every four levels thereafter, the favored soul adds +10 to one of her three energy resistances.

Divine Gift (Ex): At 25th level and every five levels thereafter, a favored soul's bond with her deity grows stronger and manifests physically.

She can choose any one of the following benefits at this time.

Damage Reduction (Ex): The favored soul's damage reduction increases by +2.

Increased Flight: The favored soul's flying speed increases by +10 ft.

Natural Armor: The favored soul's natural armor bonus increases by +2.

Sacred Ability: The favored soul gains a +1 bonus to an ability score of her choice.

Each time this gift is chosen, the favored soul must select a new ability to modify.

Sacred Skill: The favored soul gains a +4 sacred bonus on one skill.

Each time this gift is chosen, the favored soul must select a new skill to modify.

Sacred Spell: The favored soul selects one spell she knows; the selected spell's level must be equal to or less than her favored soul level divided by 10.

She can cast this spell one time each day without expending a spell slot, and each time she casts this spell it resolves at caster level +2.

Each time this gift is chosen, the favored soul must select a new spell to make sacred.

These benefits carry with them some form of physical change appropriate to the favored soul's deity.

This can be something as simple as glowing eyes, or it can be something as impressive as skin made of liquid fire.

In all cases, apart from the actual game benefit granted by the divine gift, this change is physical only.

Bonus Feats: The epic favored soul gains a bonus feat (selected from the list of epic favored soul feats) at 23rd level and again every three levels after that.

Epic Favored Soul Bonus Feat List: Craft Epic Magic Arms and Armor, Devastating Critical, Dire Charge, Enhance Spell, Epic Endurance, Epic Prowess, Epic Speed, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Weapon Focus, Epic Weapon Specialization, Extend Life Span, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Overwhelming Critical, Perfect Health, Permanent Emanation, Spell Stowaway, Tenacious Magic.

Epic Favored Soul

Level	Special
21	--
22	Improved energy resistance
23	Bonus feat
24	--
25	Divine gift
26	Improved energy resistance, bonus feat
27	--
28	--
29	Bonus feat
30	Improved energy resistance, divine gift

FRENZIED BERSERKER

From Masters of the Wild

Few mortal beings can surpass the destructive capabilities of the epic frenzied berserker.

Feats that augment your frenzy ability are obvious choices, but don't overlook more utilitarian options such as Epic Prowess and Fast Healing.

Your Strength and Constitution scores should benefit from ability boosts most often.

Dexterity is a good third option.

Other Options: Those few frenzied berserkers who care about boosting their defenses can pick up Damage Reduction or Epic Toughness.

Hit Die: d12

Skill Points at Each Additional Level: 2 + Int modifier

Frenzy: The epic frenzied berserker may enter a frenzy one additional time per day for every two levels gained after 9th.

In addition, at the DM's option, any epic feat that affects rage (such as Chaotic Rage) has the same effect on the frenzied berserker's frenzy ability.

Inspire Frenzy: The epic frenzied berserker may use this ability one additional time per day for every two levels gained after 10th.

Bonus Feats: The epic frenzied berserker gains a bonus feat (selected from the list of epic frenzied berserker feats) every three levels after 10th.

Epic Frenzied Berserker Bonus Feat List: Chaotic Rage, Damage Reduction, Devastating Critical, Epic Prowess, Epic Toughness, Fast Healing, Overwhelming Critical, Penetrate Damage Reduction, Ruinous Rage, Terrifying Rage, Thundering Rage.

Frenzied Berserker

Special

Level	Special
11	Frenzy 6/day
12	Inspire frenzy 4/day
13	Frenzy 7/day, bonus feat
14	Inspire frenzy 5/day
15	Frenzy 8/day
16	Inspire frenzy 6/day, bonus feat
17	Frenzy 9/day
18	Inspire frenzy 7/day
19	Frenzy 10/day, bonus feat
20	Inspire frenzy 8/day

FRENZIED BERSERKER

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Other Options: Those few frenzied berserkers who care about boosting their defenses can pick up Damage Reduction or Epic Toughness.

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Frenzy (Ex): The epic frenzied berserker may enter a frenzy one additional time per day for every two levels gained after 9th.

In addition, at the DM's option, any epic feat that affects rage (such as Chaotic Rage) has the same effect on the frenzied berserker's frenzy ability.

Inspire Frenzy (Su): The epic frenzied berserker may use this ability one additional time per day for every two levels gained after 10th.

Bonus Feats: The epic frenzied berserker gains a bonus feat (selected from the list of epic frenzied berserker feats) every three levels after 10th.

Epic Frenzied Berserker Bonus Feat List: Chaotic Rage, Damage Reduction, Devastating Critical, Epic Prowess, Epic Toughness, Fast Healing, Mighty Sunder (see New Epic Feats), Overwhelming Critical, Penetrate Damage Reduction, Ruinous Rage, Terrifying Rage, Thundering Rage.

EPIC FRENZIED BERSERKER

Level	Special
11	Frenzy 6/day
12	Inspire frenzy 4/day
13	Frenzy 7/day, bonus feat
14	Inspire frenzy 5/day
15	Frenzy 8/day
16	Inspire frenzy 6/day, bonus feat
17	Frenzy 9/day
18	Inspire frenzy 7/day
19	Frenzy 10/day, bonus feat
20	Inspire frenzy 8/day

GATECRASHER

From Manual of the Planes

The epic gatecrasher is, quite honestly, a headache of cosmic proportions to those who seek to maintain order on the planes.

Since the epic gatecrasher can't help but get into trouble, he should look for feats useful in such situations, including Blinding Speed, Epic Toughness, and Superior Initiative. Energy Resistance, Epic Spell Penetration, and Penetrate Damage Reduction help him deal with the denizens of the planes he visits.

Intelligence, Charisma, and Dexterity all help the epic gatecrasher keep his wits about him and his feet under him.

Other Options: Few gatecrashers would mind having an Epic Reputation, and once you've established that why not stick around with Extended Lifespan?

Hit Die: d6

Skill Points at Each Additional Level: 8 + Int modifier

Analyze Portal (Sp): The epic gatecrasher gains one additional daily use of this ability per level gained above 10th.

Bonus Language: The epic gatecrasher gains a free language every three levels after 10th, chosen from those commonly spoken on other planes.

Bonus Feats: The epic gatecrasher gains a bonus feat (selected from the list of epic gatecrasher feats) every two levels after 10th.

Epic Gatecrasher Bonus Feat List: Blinding Speed, Damage Reduction, Energy Resistance, Epic Reputation, Epic Skill Focus, Epic Spell Penetration, Epic Toughness, Extended Lifespan, Penetrate Damage Reduction, Polyglot, Superior Initiative.

Level	Gatecrasher Special
11	Analyze portal
12	Bonus feat, analyze portal
13	Bonus language, analyze portal
14	Bonus feat, analyze portal
15	Analyze portal
16	Bonus language, bonus feat, analyze portal
17	Analyze portal
18	Bonus feat, analyze portal
19	Bonus language, analyze portal
20	Bonus feat, analyze portal

GATECRASHER

The epic gatecrasher is, quite honestly, a headache of cosmic proportions to those who seek to maintain order on the planes.

Since the epic gatecrasher can't help but get into trouble, he should look for feats useful in such situations, including Blinding Speed, Epic Toughness, and Superior Initiative. Energy Resistance, Epic Spell Penetration, and Penetrate Damage Reduction help him deal with the denizens of the planes he visits.

Intelligence, Charisma, and Dexterity all help the epic gatecrasher keep his wits about him and his feet under him.

Other Options: Few gatecrashers would mind having an Epic Reputation, and once you've established that why not stick around with Extended Lifespan?

Hit Die: d6.

Skill Points at Each Additional Level: 8 + Int modifier.

Analyze Portal (Sp): The epic gatecrasher gains one additional daily use of this ability per level gained above 10th.

Bonus Language: The epic gatecrasher gains a free language every three levels after 10th, chosen from those commonly spoken on other planes.

Bonus Feats: The epic gatecrasher gains a bonus feat (selected from the list of epic gatecrasher feats) every two levels after 10th.

Epic Gatecrasher Bonus Feat List: Blinding Speed, Damage Reduction, Energy Resistance, Epic Reputation, Epic Skill Focus, Epic Spell Penetration, Epic Toughness, Extended Lifespan, Penetrate Damage Reduction, Polyglot, Superior Initiative.

EPIC GATECRASHER

Level	Special
11	
12	Bonus feat
13	Bonus language
14	Bonus feat
15	
16	Bonus language, bonus feat
17	
18	Bonus feat
19	Bonus language
20	Bonus feat

GUILD WIZARD OF WATERDEEP

As one of the most prestigious and powerful organizations of wizards in all of Faerûn, the Watchful Order of Magists and Protectors count a number of epic-level characters among its membership.

Most don't involve themselves in the day-to-day politics of the guild, but their devotion to the cause is second to none. The epic guild wizard selects feats much like a typical wizard, since she often focuses on metamagic and/or epic magic item crafting feats such as Enhance Spell or Craft Epic Wondrous Item.

Epic Spell Focus and Epic Spell Penetration are wise choices, as well.

Improved Spell Pool Access, a new feat described below, is a very worthy feat for this prestige class.

As a wizard, Intelligence is your single most important ability score.

Constitution is a good choice to boost your hit points and Concentration checks, and you can't argue with the positive effects of a Dexterity increase.

Other Options: Make your spellcasting more versatile with Spell Opportunity or Spell Stowaway.

Pick up defensive feats, such as Epic Toughness or Energy Resistance, to bolster your fortitude in combat.

Epic Spellcasting is useful, though you can't share the results with the rest of the guild.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The epic guild wizard's caster level increases by 1 per level gained above 10th.

The epic guild wizard's number of spells per day does not increase after 10th level, unless the sum of her class levels contributing to her caster level equals 20 or less.

Membership: The epic guild wizard of Waterdeep must continue to carry out the duties and responsibilities of membership, including dues, obedience to rulings, aid to other members, defense of the city, and devotion of personal time and energy.

Improved Spell Acquisition: At each level of advancement in the guild wizard prestige class, a character gains three spells of her choice of any level she can cast to add to her spellbook.

Bonus Language: At 12th level, and every 4 levels thereafter, the guild wizard can add one additional language to the list of those she already knows.

She can include ancient languages (see the section on Language in Chapter 3: Life in Faerûn in the *Forgotten Realms Campaign Setting*).

Spellpool: Beginning at 12th level, an epic guild wizard of Waterdeep can call spells of up to 10th level from the spellpool.

For every two additional levels of guild wizard gained, the upper limit of the spell level called from the spellpool increases by +1 (11th-level spells at 14th level, 12th-level spells at 16th level, and so on).

The spellpool can't provide epic spells (those created from the epic spellseeds described in Chapter 2 of the *Epic Level Handbook*).

The percentage chance that a desired spell is available in any 24-hour period is equal to 65% minus 5% per level of the spell, to a minimum of 5% for spells of 12th level or higher. The spellpool otherwise functions just as described in Chapter 1: Magic Variants in *Magic of Faerûn*.

Bonus Feats: The epic guild wizard of Waterdeep gains a bonus feat (selected from the list of epic guild wizard feats) every 4 levels after 9th.

Epic Guild Wizard Bonus Feat List: Augmented Alchemy, Automatic Quickened Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Energy Resistance, Enhance Spell, Epic Counterspell (new feat; see below), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Improved Spellpool Access (new feat; see below), Intensify Spell, Multispell, Permanent Emanation, Polyglot, Scribe Epic Scroll, Spell Knowledge, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

Guild Wizard of Waterdeep

Level	Special
11	
12	Bonus language, spellpool (10th)
13	Bonus feat
14	Spellpool (11th)
15	
16	Bonus language, spellpool (12th)
17	Bonus feat
18	Spellpool (13th)
19	
20	Bonus language, spellpool (14th)

GUILD WIZARD OF WATERDEEP

As one of the most prestigious and powerful organizations of wizards in all of Faerûn, the Watchful Order of Magists and Protectors count a number of epic-level characters among its membership.

Most don't involve themselves in the day-to-day politics of the guild, but their devotion to the cause is second to none. The epic guild wizard selects feats much like a typical wizard, since she often focuses on metamagic and/or epic magic item crafting feats such as Enhance Spell or Craft Epic Wondrous Item.

Epic Spell Focus and Epic Spell Penetration are wise choices, as well.

Improved Spell Pool Access, a new feat described below, is a very worthy feat for this prestige class.

As a wizard, Intelligence is your single most important ability score.

Constitution is a good choice to boost your hit points and Concentration checks, and you can't argue with the positive effects of a Dexterity increase.

Other Options: Make your spellcasting more versatile with Spell Opportunity or Spell Stowaway.

Pick up defensive feats, such as Epic Toughness or Energy Resistance, to bolster your fortitude in combat.

Epic Spellcasting is useful, though you can't share the results with the rest of the guild.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells per Day/Spells Known: The epic guild wizard's caster level increases by 1 per level gained above 10th.

The epic guild wizard continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the arcane spellcasting class to which the guild wizard belonged before adding the prestige class.

Membership: The epic guild wizard of Waterdeep must continue to carry out the duties and responsibilities of membership, including dues, obedience to rulings, aid to other members, defense of the city, and devotion of personal time and energy.

Improved Spell Acquisition: At each level of advancement in the guild wizard prestige class, a character gains three spells of her choice of any level she can cast to add to her spellbook.

Bonus Language: At 12th level, and every four levels thereafter, the guild wizard can add one additional language to the list of those she already knows.

She can include ancient languages (see the section on Language in Chapter 3: Life in Faerûn in the FORGOTTEN REALMS Campaign Setting).

Spellpool: Beginning at 12th level, an epic guild wizard of Waterdeep can call spells of up to 10th level from the spellpool.

For every two additional levels of guild wizard gained, the upper limit of the spell level called from the spellpool increases by +1 (11th-level spells at 14th level, 12th-level spells at 16th level, and so on).

The spellpool can't provide epic spells (those created from the epic spellseeds described in Chapter 2 of the *Epic Level Handbook*).

The percentage chance that a desired spell is available in any 24-hour period is equal to 65% minus 5% per level of the spell, to a minimum of 5% for spells of 12th level or higher. The spellpool otherwise functions just as described in Chapter 1: Magic Variants in *Magic of Faerûn*.

Bonus Feats: The epic guild wizard of Waterdeep gains a bonus feat (selected from the list of epic guild wizard feats) every four levels after 9th.

Epic Guild Wizard Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Energy Resistance, Enhance Spell, Epic Counterspell (see New Epic Feats), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Improved Spellpool Access (see New Epic Feats),

Intensify Spell, Multispell, Permanent Emanation, Polyglot, Scribe Epic Scroll, Spell Knowledge, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

EPIC GUILD WIZARD OF WATERDEEP

Level	Special
11	—
12	Bonus language, spellpool (10th)
13	Bonus feat
14	Spellpool (11th)
15	—
16	Bonus language, spellpool (12th)
17	Bonus feat
18	Spellpool (13th)
19	—
20	Bonus language, spellpool (14th)

HATHRAN

As far as outsiders believe, there are no hathrans above the rank of othlor among the Witches of Rashemen. That is because those few hathrans who exceed this level of power keep their identities secret and often disappear from public view.

They may continue to work from behind the scenes, but more likely they travel incognito to distant lands or planes of existence in search of greater knowledge.

The epic hathran has perhaps the widest array of bonus feats available to any class.

Your choice of feats largely depends on your spellcasting preference (arcane or divine).

Former clerics might select Bonus Domain or Improved Alignment-Based Casting, while arcane hathrans probably lean toward improving their metamagic capabilities.

Regardless of your background, general feats such as Epic Spell Focus and Epic Spell Penetration come in very handy, and you can't go wrong with Improved Spell Capacity.

Focus on increasing the ability score that controls your spellcasting, whether that is Intelligence, Wisdom, or Charisma, as your primary option.

An occasional bump to your secondary spellcasting ability score (since hathran are multiclassed spellcasters) is a reasonable second choice.

Other Options: An epic hathran who seeks to become a ruler among her people might consider Epic Leadership or even Legendary Commander.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic hathran's caster level increases by 1 per level gained above 10th.

The epic hathran's number of spells per day does not increase after 10th level.

Fear: The epic hathran may use this ability one additional time per day for every 3 levels gained above 9th.

Bonus Feats: The epic hathran gains a bonus feat (selected from the list of epic hathran feats) every 2 levels after 10th.

Epic Hathran Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Leadership, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat

Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

Hathran Level	Special
11	
12	Bonus feat, fear (4/day)
13	
14	Bonus feat
15	Fear (5/day)
16	Bonus feat
17	
18	Bonus feat, fear (6/day)
19	
20	Bonus feat

HATHRAN

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Your choice of feats largely depends on your spellcasting preference (arcane or divine).

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Regardless of your background, general feats such as Epic Spell Focus and Epic Spell Penetration come in very handy, and you can't go wrong with Improved Spell Capacity.

Focus on increasing the ability score that controls your spellcasting, whether that is Intelligence, Wisdom, or Charisma, as your primary option.

An occasional bump to your secondary spellcasting ability score (since hathran are multiclassed spellcasters) is a reasonable second choice.

Other Options: An epic hathran who seeks to become a ruler among her people might consider Epic Leadership or even Legendary Commander.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic hathran's caster level increases by 1 per level gained above 10th.

The epic hathran continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the spellcasting class to which the hathran belonged before adding the prestige class.

Fear: The epic hathran may use this ability one additional time per day for every three levels gained above 9th.

Bonus Feats: The epic hathran gains a bonus feat (selected from the list of epic hathran feats) every three levels after 10th.

Epic Hathran Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Devotion, Epic Leadership, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

EPIC HATHRAN

Level	Special
11	—
12	Fear (4/day)
13	Bonus feat
14	—
15	Fear (5/day)
16	Bonus feat
17	—
18	Fear (6/day)
19	Bonus feat
20	—

HEALER

An epic healer seems to exude an aura of serenity and peace, since she has finally reached a level of power where suffering and death no longer seem like insurmountable foes.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The healer's caster level is equal to her class level.

The healer's number of spells per day does not increase after 20th level.

The healer does not learn additional spells.

Epic Unicorn Companion (Ex): The epic healer's unicorn companion continues to increase in power.

At 24th level and at every four levels higher than that, the unicorn gains +2 bonus Hit Dice, its natural armor increases by +2, and its Strength, Dexterity, and Intelligence increases by +1.

The unicorn's spell resistance equals the healer's level +5.

If the healer is using an alternative companion, remember to subtract the value indicated in the appropriate list header from the character's healer level to determine the companion's powers and statistics.

If the healer's effective level for the companion is 20 or less, use the appropriate value from the Healer's Companion table on page 10 of the *Miniatures Handbook*.

If the healer's effective level for the companion is 21 or higher, the companion gains +2 bonus Hit Dice, its natural armor increases by +2, and its Strength, Dexterity, and Intelligence increases by +1.

When determining the companion's spell resistance, first subtract the value indicated in the appropriate list header from the character's healer level before adding +5.

Epic Cleansing (Ex): At 21st level, and every four levels after that, the epic healer can use all of her cleanse abilities (including new limb and new life) one additional time per specified time period.

In most cases, this increases the ability's use to +1 use per day, but for new life, it increases it to +1 use per week.
Bonus Feat: The epic healer gains a bonus feat (selected from the list of epic healer feats) at 23rd level and again every three levels after that.

Epic Healer Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Staff, Craft Epic Wondrous Item, Damage Reduction, Efficient Item Creation, Energy Resistance, Epic Reputation, Epic Skill Focus, Epic Speed, Epic Spellcasting, Epic Toughness, Extended Life Span, Fast Healing, Improved Spell Capacity, Master Staff, Master Wand, Multispell, Perfect Health, Scribe Epic Scroll, Spell Stowaway, Superior Initiative, Tenacious Magic.

Epic Healer

Level	Special
21	Epic cleansing +1
22	--
23	Bonus feat
24	Epic unicorn companion
25	Epic cleansing +2
26	Bonus feat
27	--
28	Epic unicorn companion
29	Bonus feat
30	Epic cleansing +3

HOLY LIBERATOR

From Defenders of the Faith

The epic holy liberator is an enduring symbol of liberty and freedom from tyranny.

You can boost your offensive power with Epic Prowess, Overwhelming Critical, and similar feats, but don't overlook defensive boosts such as Armor Skin and Epic Toughness.

Great Smiting and Holy Strike provide extra oomph for your smite evil ability.

Charisma, Strength, and Wisdom are all critical for your success.

Other Options: Epic holy liberators who like to turn undead may want to select Planar Turning or Positive Energy Aura.

With Epic Leadership, you can obtain the service of a powerful ally to your cause.

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic holy liberator's caster level is equal to his class level.

The epic holy liberator's number of spells per day does not increase after 10th level.

Smite Evil (Su): The bonus damage inflicted by an epic holy liberator's smite evil attack increases by 1 point per level gained.

Turn Undead (Su): The epic holy liberator turns undead as a cleric of two levels lower, as normal.

Celestial Companion: The epic holy liberator's celestial companion continues to increase in power.

Every five levels after 10th, the celestial companion gains +2 bonus HD, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1.

The celestial companion's spell resistance equals the holy liberator's character level.

Bonus Feats: The epic holy liberator gains a bonus feat (selected from the list of epic holy liberator feats) every three levels after 10th.

Epic Holy Liberator Bonus Feat List: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Holy Strike, Improved Combat Casting, Improved Spell Capacity, Legendary Rider, Overwhelming Critical, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell.

Holy Liberator

Level	Special
11	Smite evil
12	Smite evil
13	Bonus feat, smite evil
14	Smite evil
15	Smite evil, celestial companion
16	Bonus feat, smite evil
17	Smite evil
18	Smite evil
19	Bonus feat, smite evil
20	Smite evil, celestial companion

HOLY LIBERATOR

The epic holy liberator is an enduring symbol of liberty and freedom from tyranny.

You can boost your offensive power with Epic Prowess, Overwhelming Critical, and similar feats, but don't overlook defensive boosts such as Armor Skin and Epic Toughness.

Great Smiting and Holy Strike provide extra oomph for your smite evil ability.

Charisma, Strength, and Wisdom are all critical for your success.

Other Options: Epic holy liberators who like to turn undead may want to select Planar Turning or Positive Energy Aura.

With Epic Leadership, you can obtain the service of a powerful ally to your cause.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic holy liberator's caster level is equal to his class level.

The epic holy liberator's number of spells per day does not increase after 10th level.

Smite Evil (Su): The bonus damage inflicted by an epic holy liberator's smite evil attack increases by 1 point per level gained.

Turn Undead (Su): The epic holy liberator turns undead as a cleric of two levels lower, as normal.

Celestial Companion: The epic holy liberator's celestial companion continues to increase in power.

Every five levels after 10th, the celestial companion gains +2 bonus HD, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1.

The celestial companion's spell resistance equals the holy liberator's character level.

Bonus Feats: The epic holy liberator gains a bonus feat (selected from the list of epic holy liberator feats) every three levels after 10th.

Epic Holy Liberator Bonus Feat List: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Holy Strike, Improved Combat Casting, Improved Spell Capacity, Legendary Rider, Overwhelming Critical, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell.

EPIC HOLY LIBERATOR

Level	Special
11	—
12	—
13	Bonus feat
14	—
15	—
16	Bonus feat
17	—
18	—
19	Bonus feat
20	—

HOSPITALER

From Defenders of the Faith

The epic hospitaler lives only to protect those of his faith, wherever in the world they might be.

In many cases, the epic hospitaler's sword and shield are all that stand between her charges and the forces of evil.

Epic Prowess, Armor Skin, Epic Toughness, Epic Weapon Focus, and Overwhelming Critical are all useful to you.

Epic Reputation helps you get off on the right foot no matter what far-off land you visit.

The epic hospitaler depends on her Charisma and Strength above all else.

Other Options: Those epic hospitalers who find themselves facing undead with frequency should look to Positive Energy Aura or Spectral Strike.

By selecting Epic Leadership, you can ensure that your quest won't be a solitary one.

Hit Die: d8

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic hospitaler's caster level increases by one per level gained above 10th.

The epic hospitaler's number of spells per day increases until her caster level reaches 20th.

Lay on Hands: The amount of damage an epic hospitaler can cure by touch continues to increase as her level increases.

Turn Undead: The epic hospitaler turns undead as a cleric of two levels lower, as normal.

Bonus Feats: The epic hospitaler gains a bonus feat (selected from the list of epic hospitaler feats) every two levels after 10th.

Epic Hospitaler Bonus Feat List: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Improved Combat Casting, Improved Spell Capacity, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell.

Hospitaler

Level	Special
11	—
12	Bonus feat
13	—
14	Bonus feat
15	—
16	Bonus feat
17	—
18	Bonus feat
19	—
20	Bonus feat

HOSPITALER

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Other Options: Those epic hospitalers who find themselves facing undead with frequency should look to Positive Energy Aura or Spectral Strike.

By selecting Epic Leadership, you can ensure that your quest won't be a solitary one.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic hospitaler's caster level increases by one per level gained above 10th.

The epic hospitaler continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the divine spellcasting class to which the hospitaler belonged before adding the prestige class.

Lay on Hands (Su): The amount of damage an epic hospitaler can cure by touch continues to increase as her level increases.

Turn Undead (Su): The epic hospitaler turns undead as a cleric of two levels lower, as normal.

Bonus Feats: The epic hospitaler gains a bonus feat (selected from the list of epic hospitaler feats) every two levels after 10th.

Epic Hospitaler Bonus Feat List: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Improved Combat Casting, Improved Spell Capacity, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell.

EPIC HOSPITALER

Level	Special
11	—
12	Bonus feat
13	—
14	Bonus feat
15	—
16	Bonus feat
17	—
18	Bonus feat
19	—
20	Bonus feat

IAIJUTSU MASTER

Iaijutsu is the art of drawing a weapon (usually a katana) and striking with it in one fluid strike.

Many are the samurai who seek to master this deadly art, but few can fully embrace this skill.

Among the iaijutsu masters are told stories of warriors who have transcended this ancient art.

These are the epic masters of iaijutsu—swordfighters of incomparable skill.

Some can strike numerous times with a single cut, others can use their swords to perform blinding works of precision cutting, and some even strike so fast that they do not seem to draw their blade at all.

These masters form legends that are whispered or dramatically recounted to many but are encountered by few.

Epic iaijutsu masters continue to hone their skills as they progress beyond 11th level in their class.

They focus on the art of swordfighting by selecting feats that further enhance their ability to end duels with a single, impossibly fast strike.

Iaijutsu duels are about focus, not strength, and as a result Charisma is the most important choice for ability increases for an epic iaijutsu master, although Strength and Dexterity are also appropriate choices.

Other Options: A rare few epic iaijutsu masters choose to augment their skills with magic.

These characters often take Automatic Quicken Spell and Multispell so they can cast spells as quickly as they strike with their swords.

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Echoes of the Edge (Su): At 11th level, the epic iaijutsu master gains the ability to strike at a creature an additional time as a free action, as long as she successfully damages the target on the initial strike.

This additional attack is resolved at the character's highest base attack bonus and must be directed at the same creature the character's previous attack struck; the strike lands on precisely the same location as the cut before, but slices yet deeper.

If this strike hits, it deals an amount of damage equal to the previous strike.

If the previous strike was a critical hit, this free strike is a critical hit as well and it inflicts the same damage as the prior strike.

An epic iaijutsu master may use echoes of the edge only once per round and only once per day.

At 14th level, and again at every 3 levels thereafter, she may perform an echo of the edge an additional time each day.

Spirit Strike (Su): At 12th level, the epic iaijutsu master can draw her sword, strike with it, and return it to its sheath so quickly that she doesn't even seem to move.

The strike is so fast that no blood stains the blade, and the victim may not initially realize he has been cut.

The epic iaijutsu master makes one attack as a full round action when she spirit strikes; a successful Spot check (opposed by the iaijutsu master's Iaijutsu Focus skill check) allows an observer to notice a faint blur about the target as the strike connects.

If the epic iaijutsu master hits her target with a spirit strike, it is treated as an iaijutsu strike and she can make an Iaijutsu Focus check to determine how many additional points of damage her strike inflicts.

The iaijutsu master can follow a spirit strike with an echo from the edge, but unless she uses up another of her spirit strike uses for the day, this second strike is visible (but still shockingly fast).

At 15th level, and every 3 levels thereafter, an epic iaijutsu master can make an additional spirit strike each day.

Bonus Feats: The epic iaijutsu master gains a bonus feat (selected from the list of epic iaijutsu master feats) every 3 levels after 11th.

Epic Iaijutsu Master Bonus Feat List: Blinding Speed, Devastating Critical, Epic Dodge, Epic Prowess, Epic Reflexes, Epic Skill Focus (Iaijutsu Focus), Epic Weapon Focus, Epic Weapon Specialization, Improved Combat Reflexes, Improved Iaijutsu Focus, Improved Whirlwind Attack, Overwhelming Critical, Spectral Strike, Superior Initiative.

Iaijutsu Master

Level	Special
11	Echoes of the edge 1/day
12	Spirit strike 1/day
13	Bonus feat
14	Echoes of the edge 2/day
15	Spirit strike 2/day
16	Bonus feat
17	Echoes of the edge 3/day
18	Spirit strike 3/day
19	Bonus feat
20	Echoes of the edge 4/day

ILLITHID SAVANT

The epic illithid savant believes itself to be a scholar—a scientist involved in the research of knowledge. It is also among the deadliest, most unpredictable foes in the world.

The epic illithid savant's feat and ability score choices depend largely on its choice of victims.

Since most savants dabble in arcane lore, it's likely that feats contributing toward improved spellcasting, such as Spell Knowledge, Epic Spell Focus, or Improved Spell Capacity, will prove useful.

Regardless of its acquired abilities, feats that contribute toward defense help the savant survive encounters with pesky meals, so consider Energy Resistance or Epic Toughness.

Boosting your Charisma is always a good choice, since it enhances your innate powers.

Other Options: If the illithid savant has pursued a more unorthodox selection of victims, just about any feat in the book can come in handy, from Combat Archery to Epic Weapon Focus to Unholy Strike.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Lore (Ex): Beginning at 11th level, the illithid savant may use its lore ability at will.

Acquire Skill (Ex): The epic illithid savant can acquire and use one additional skill from a consumed brain at every even-numbered level above 10th.

Acquire Feat (Ex): The epic illithid savant can acquire and use one additional feat from a consumed brain at every even-numbered level above 10th.

Since an illithid savant may acquire a feat from a devoured brain only if he meets the feat's prerequisites, an illithid savant cannot acquire an epic feat before character level 21.

Acquire Class Feature (Ex): The epic illithid savant can gain one additional class feature from a consumed brain for every three levels gained after 10th.

An illithid savant below 13th level cannot gain the ability to cast spells higher than 9th level.

Beginning at 13th level (the first level at which an epic illithid savant can acquire a class feature), it can gain the ability to cast spells higher than 9th level if it consumes the brain of a creature who has the ability to cast such spells.

An illithid savant cannot gain the ability to cast epic spells unless he has selected (or acquired) the Epic Spellcasting feat.

If an illithid savant with the Epic Spellcasting feat devours the brain of a creature who knows one or more epic spells, the illithid savant gains the ability to cast one of those spells, chosen by the illithid savant.

Acquire Special Attack or Special Quality (Ex): The epic illithid savant can gain another special attack or special quality from a consumed brain for every 4 levels gained after 9th.

Bonus Feats: The epic illithid savant does not gain any bonus feats for its illithid savant class levels.

It still gains bonus feats for other class levels as appropriate, as well as the normal feat gained every 3 levels.

Illithid Savant

Level	Special
11	Lore at will
12	Acquire feat 5, acquire skill 5
13	Acquire class feature 4, acquire special 3
14	Acquire feat 6, acquire skill 6
15	--
16	Acquire class feature 5, acquire feat 7, acquire skill 7
17	Acquire special 4
18	Acquire feat 8, acquire skill 8
19	Acquire class feature 6
20	Acquire feat 9, acquire skill 9

ILLITHID SAVANT

The epic illithid savant believes itself to be a scholar—a scientist involved in the research of knowledge.

It is also among the deadliest, most unpredictable foes in the world.

The epic illithid savant's feat and ability score choices depend largely on its choice of victims.

Since most savants dabble in arcane lore, it's likely that feats contributing toward improved spellcasting, such as Spell Knowledge, Epic Spell Focus, or Improved Spell Capacity, will prove useful.

Regardless of its acquired abilities, feats that contribute toward defense help the savant survive encounters with pesky meals, so consider Energy Resistance or Epic Toughness.

Boosting your Charisma is always a good choice, since it enhances your innate powers.

Other Options: If the illithid savant has pursued a more unorthodox selection of victims, just about any feat in the book can come in handy, from Combat Archery to Epic Weapon Focus to Unholy Strike.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Lore (Ex): Beginning at 11th level, the illithid savant may use its lore ability at will.

Acquire Skill (Ex): The epic illithid savant can acquire and use one additional skill from a consumed brain at every even-numbered level above 10th.

Acquire Feat (Ex): The epic illithid savant can acquire and use one additional feat from a consumed brain at every even-numbered level above 10th.

Since an illithid savant may acquire a feat from a devoured brain only if he meets the feat's prerequisites, an illithid savant cannot acquire an epic feat before character level 21.

Acquire Class Feature (Ex): The epic illithid savant can gain one additional class feature from a consumed brain for every three levels gained after 10th.

An illithid savant below 13th level cannot gain the ability to cast spells higher than 9th level.

Beginning at 13th level (the first level at which an epic illithid savant can acquire a class feature), it can gain the ability to cast spells higher than 9th level if it consumes the brain of a creature who has the ability to cast such spells.

An illithid savant cannot gain the ability to cast epic spells unless he has selected (or acquired) the Epic Spellcasting feat.

If an illithid savant with the Epic Spellcasting feat devours the brain of a creature who knows one or more epic spells, the illithid savant gains the ability to cast one of those spells, chosen by the illithid savant.

Acquire Special Attack or Special Quality (Ex): The epic illithid savant can gain another special attack or special quality from a consumed brain for every four levels gained after 9th.

Bonus Feats: The epic illithid savant does not gain any bonus feats for its illithid savant class levels.

It still gains bonus feats for other class levels as appropriate, as well as the normal feat gained every three levels.

EPIC ILLITHID SAVANT

Level	Special
11	Lore at will
12	Acquire feat 5, acquire skill 5
13	Acquire class feature 4, acquire special 3
14	Acquire feat 6, acquire skill 6
15	—
16	Acquire class feature 5, acquire feat 7, acquire skill 7
17	Acquire special 4
18	Acquire feat 8, acquire skill 8
19	Acquire class feature 6
20	Acquire feat 9, acquire skill 9

INCANTATRIX

The epic incantatrix is even more solitary than the typical representative of the class.

Epic Spell Penetration is tailor-made for dealing with extraplanar creatures (who often have substantial spell resistance).

Improved Metamagic helps your prodigious metamagic abilities, and any of the epic metamagic feats (such as **Improved Heighten Spell**) are likely to come in handy.

Focus your ability increases on the ability that controls your spellcasting (typically Intelligence or Charisma). Beyond that, either Dexterity or Constitution are fine choices.

Other Options: With Master Staff or Master Wand, the incantatrix can conserve the power of charged items until she needs a big boost.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic incantatrix's caster level increases by 1 per level gained above 10th.

The epic incantatrix's number of spells per day does not increase after 10th level, unless the sum of her class levels contributing to her caster level equals 20 or less.

Instant Metamagic (Su): The incantatrix can use her instant metamagic ability one additional time per day for every two levels gained after 9th (11th, 13th, and so on).

Bonus Feats: The epic incantatrix gains a bonus feat (selected from the list of epic incantatrix feats) every 3 levels after 10th.

Epic Incantatrix Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Counterspell (new feat; see below), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Will, Familiar Spell, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved

Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Spell Knowledge, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

Incantatrix

Level	Special
11	Instant metamagic 3/day
12	
13	Instant metamagic 4/day, bonus feat
14	
15	Instant metamagic 5/day
16	Bonus feat
17	Instant metamagic 6/day
18	
19	Instant metamagic 7/day, bonus feat
20	

INCANTATRIX

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Focus your ability increases on the ability that controls your spellcasting (typically Intelligence or Charisma). Beyond that, either Dexterity or Constitution are fine choices.

Other Options: With Master Staff or Master Wand, the incantatrix can conserve the power of charged items until she needs a big boost.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic incantatrix's caster level increases by 1 per level gained above 10th.

The epic incantatrix continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the arcane spellcasting class to which the incantatrix belonged before adding the prestige class.

Instant Metamagic (Su): The incantatrix can use her instant metamagic ability one additional time per day for every two levels gained after 9th (11th, 13th, and so on).

Bonus Feats: The epic incantatrix gains a bonus feat (selected from the list of epic incantatrix feats) every three levels after 10th.

Epic Incantatrix Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Counterspell (see New Epic Feats), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Will, Familiar Spell, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

EPIC INCANTATRIX

Level	Special
11	Instant metamagic 3/day
12	—
13	Instant metamagic 4/day, bonus feat
14	—
15	Instant metamagic 5/day
16	Bonus feat
17	Instant metamagic 6/day
18	—
19	Instant metamagic 7/day, bonus feat
20	—

MAGE-KILLER

The epic mage-killer is a terrifying opponent and is legendary in her ability to bring enemy spellcasters to their knees.

Though any given order might count only a tiny number of these characters among them, even the rumor of a single hunter of this power is enough to guard against the abuse of magic.

Spell Stowaway is a great way to take advantage of your opponents' powers.

Energy Resistance helps bolster your ability to weather potent attacks.

Epic Spell Focus goes well with your many Spell Focus feats, and you can't beat Epic Counterspell for its sheer utility against enemy spellcasters.

As with any spellcaster, your ability increases should boost your spellcasting power (Intelligence, Charisma, or Wisdom).

Dexterity helps avoid damage, while Constitution increases your ability to weather it.

Other Options: Boost your combat effectiveness with Epic Prowess.

If you're worried about your saves, pick up Epic Fortitude or Epic Reflexes.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic mage-killer's caster level increases by 1 per level gained above 10th.

The epic mage-killer's number of spells per day does not increase after 10th level, unless the sum of his class levels contributing to his caster level equals 20 or less.

Improved Saves (Ex): At every odd-numbered level, the mage-killer gains a +1 bonus on either his Fortitude or his Reflex save.

These bonuses stack.

Bonus Feats: The epic mage-killer gains a bonus feat (selected from the list of epic mage-killer feats) every 3 levels after 10th.

Epic Mage-Killer Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Enhance Spell, Epic Counterspell (new feat; see below), Epic Fortitude, Epic Prowess, Epic Reflexes, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

MAGE-KILLER

Level	Special
11	Improved saves
12	—
13	Improved saves, bonus feat
14	—
15	Improved saves
16	Bonus feat
17	Improved saves
18	—
19	Improved saves, bonus feat
20	—

MAGE-KILLER

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Dexterity helps avoid damage, while Constitution increases your ability to weather it.

Other Options: Boost your combat effectiveness with Epic Prowess.

If you're worried about your saves, pick up Epic Fortitude or Epic Reflexes.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic mage-killer's caster level increases by 1 per level gained above 10th.

The epic mage-killer continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the spellcasting class to which the mage-killer belonged before adding the prestige class.

Improved Saves (Ex): At every odd-numbered level, the mage-killer gains a +1 bonus on either his Fortitude or his Reflex save.

These bonuses stack.

Bonus Feats: The epic mage-killer gains a bonus feat (selected from the list of epic mage-killer feats) every three levels after 10th.

Epic Mage-Killer Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Enhance Spell, Epic Counterspell (see New Epic Feats), Epic Fortitude, Epic Prowess, Epic Reflexes, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell,

Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

EPIC MAGE-KILLER

Level	Special
11	Improved saves
12	—
13	Improved saves, bonus feat
14	—
15	Improved saves
16	Bonus feat
17	Improved saves
18	—
19	Improved saves, bonus feat
20	—

MARSHAL

An epic marshal commands legions of soldiers and sometimes rules his own nation.

His followers are loyal to the death, and his empire is the stuff of legend.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Auras: The bonus granted to an epic marshal's major auras increases by +1 every five levels after 20th.

An epic marshal does not continue to gain new minor or major auras after 20th level.

Grant Move Action (Ex): The epic marshal's ability to grant move actions increases by +1 use per day every four levels.

Bonus Feat: The epic marshal gains a bonus feat (selected from the list of epic marshal feats) at 23rd level and again every three levels after that.

Epic Marshal Bonus Feat List: Blinding Speed, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Epic Dodge, Epic Endurance, Epic Fortitude, Epic Leadership, Epic Prowess, Epic Reflexes, Epic Reputation, Epic Speed, Epic Weapon Focus, Epic Will, Fast Healing, Gloom Aura*, Improved Combat Reflexes, Improved Manyshot, Improved Whirlwind Attack, Lasting Aura*, Legendary Commander, Multiaura*, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Polyglot, Radiant Aura*, Storm of Throws, Superior Initiative, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy, Widen Aura*.

* This new feat is detailed in the feats section below.

EPIC MARSHAL

Level	Special
21	--
22	--
23	Bonus feat
24	Grant move action 6/day
25	Major aura +5
26	Bonus feat
27	--
28	Grant move action 7/day
29	Bonus feat
30	Major aura +6

MASTER SAMURAI

From Sword and Fist

At rest, the epic master samurai is the calm within the storm.

But in battle, he becomes the storm itself.

The epic master samurai should balance pure power—symbolized by such feats as Epic Weapon Focus and Overwhelming Critical—with cunning, using such choices as Blinding Speed and Superior Initiative.

The epic master samurai values Strength above all, but Dexterity and Charisma are also important.

Other Options: To build an army, the epic master samurai is likely to need Epic Leadership and Legendary Commander.

Taking Epic Reputation can't hurt, either.

Hit Die: d12

Skill Points at Each Additional Level: 2 + Int modifier

Ki Strength: The epic master samurai may use this ability one additional time per day for every two levels gained above 9th.

Ki Attack: The epic master samurai may use this ability one additional time per day for every two levels gained above 10th.

Bonus Feats: The epic master samurai gains a bonus feat (selected from the list of epic master samurai feats) every three levels after 10th.

Epic Master Samurai Bonus Feat List: Armor Skin, Blinding Speed, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus (bastard sword), Legendary Commander, Overwhelming Critical, Superior Initiative.

Level	Master Samurai Special
11	Ki strength 4/day
12	Ki attack 4/day
13	Ki strength 5/day, bonus feat
14	Ki attack 5/day
15	Ki strength 6/day
16	Ki attack 6/day, bonus feat
17	Ki strength 7/day
18	Ki attack 7/day
19	Ki strength 8/day, bonus feat
20	Ki attack 8/day

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The epic master samurai values Strength above all, but Dexterity and Charisma are also important.

Other Options: To build an army, the epic master samurai is likely to need Epic Leadership and Legendary Commander. Taking Epic Reputation can't hurt, either.

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Ki Strength: The epic master samurai may use this ability one additional time per day for every two levels gained above 9th.

Ki Attack: The epic master samurai may use this ability one additional time per day for every two levels gained above 10th.

Bonus Feats: The epic master samurai gains a bonus feat (selected from the list of epic master samurai feats) every three levels after 10th.

Epic Master Samurai Bonus Feat List: Armor Skin, Blinding Speed, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus (bastard sword), Legendary Commander, Mighty Sunder (see New Epic Feats), Overwhelming Critical, Superior Initiative.

EPIC MASTER SAMURAI

Level	Special
11	Ki strength 4/day
12	Ki attack 4/day
13	Ki strength 5/day, bonus feat
14	Ki attack 5/day
15	Ki strength 6/day
16	Ki attack 6/day, bonus feat
17	Ki strength 7/day
18	Ki attack 7/day
19	Ki strength 8/day, bonus feat
20	Ki attack 8/day

METAMIND

The metamind knows that accumulating the most power in the shortest time is key to psionic superiority.

Their single-minded pursuit of this power leads many to believe that continued focus into the realm of epic psionics will bring them the ultimate psionic power they seek.

Other Options: The epic metamind's ability to utilize Trigger Power and Epic Trigger Power to manifest many of his lower level powers helps him reach his goal of ultimate psionic power.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic metamind does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat.

The epic metamind's manifester level increases by 1 per level of epic metamind gained above 10th.

The epic metamind's number of power points per day does not increase after 10th level.

Psicrystals: The epic metamind's psicrystal continues to increase in power.

Every two levels after 10th (12th, 14th, 16th, and so on), the psicrystal's hardness and Intelligence each increase by +1.

The psicrystal's power resistance is equal to the master's level +5.

Trigger Power: Every other level starting at 11th, the epic metamind gains a bonus Trigger Power feat.

Each time he takes this feat, he chooses a power of level 0 to 3 that he can attempt to manifest for free.

Bonus Feats: The epic metamind gains a bonus feat (selected from the list of epic metamind bonus feats) every three levels after 10th.

Epic Metamind Bonus Feat List: Automatic Quickened Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Trigger Power (see Epic Psionic Feats), Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

As noted in the Epic Feats section of the *Epic Level Handbook*, metaminds learn "psionically flavored" versions of feats, as appropriate.

EPIC METAMIND

Level	Special
11	Trigger Power
12	—
13	Trigger Power, bonus feat
14	—
15	Trigger Power
16	Bonus feat
17	Trigger Power
18	—
19	Trigger Power, bonus feat
20	—

NINJA OF THE CRESCENT MOON

From Sword and Fist

The epic ninja becomes like a living shadow, flitting between pools of darkness without leaving a trace—except her victim.

While combat feats such as Epic Prowess and Improved Sneak Attack are quite useful to the epic ninja, it's often better to bypass combat altogether.

Epic Skill Focus, Legendary Climber, and Self-Concealment can mean the difference between success or failure on the hardest missions.

Dexterity is the epic ninja's best friend.

Charisma helps her kuji-kiri ability, and Wisdom is good for helping her pick out hidden enemies.

Other Options: If you routinely face bow-wielding guards, pick up Infinite Deflection or Reflect Arrows.

If you can meet the prerequisites—usually by picking up at least 10 levels of rogue—think hard about Lingering Damage or Sneak Attack of Opportunity.

Hit Die: d8

Skill Points at Each Additional Level: 4 + Int modifier

Sneak Attack (Ex): The epic ninja's sneak attack damage increases by +1d6 every odd-numbered level above 10th.

AC Bonus: The epic ninja's Armor Class bonus increases by +1 for every five levels gained above 9th.

Spell-Like Abilities: The epic ninja can use kuji-kiri and invisibility one additional time per day per level gained above 10th.

The duration of the epic ninja's gaseous form increases by 1 round per level gained above 10th.

Bonus Feats: The epic Ninja of the Crescent Moon gains a bonus feat (selected from the list of epic Ninja of the Crescent Moon feats) every three levels after 10th.

Epic Ninja of the Crescent Moon Bonus Feat List: Blinding Speed, Epic Dodge, Epic Prowess, Epic Skill Focus, Epic Speed, Exceptional Deflection, Improved Combat Reflexes, Improved Sneak Attack, Infinite Deflection, Legendary Climber, Lingering Damage, Reflect Arrows, Self-Concealment, Sneak Attack of Opportunity.

Level	Ninja of the Crescent Moon Special
11	Sneak attack +6d6
12	—
13	Sneak attack +7d6, bonus feat
14	AC bonus +3
15	Sneak attack +8d6
16	Bonus feat
17	Sneak attack +9d6
18	—
19	Sneak attack +10d6, AC bonus +4, bonus feat
20	—

NINJA OF THE CRESCENT MOON

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Other Options: If you routinely face bow-wielding guards, pick up Infinite Deflection or Reflect Arrows.

If you can meet the prerequisites—usually by picking up at least ten levels of rogue—think hard about Lingering Damage or Sneak Attack of Opportunity.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Sneak Attack (Ex): The epic ninja's sneak attack damage increases by +1d6 every odd-numbered level above 10th.

AC Bonus: The epic ninja's Armor Class bonus increases by +1 for every five levels gained above 9th.

Spell-Like Abilities: The epic ninja can use kuji-kiri and invisibility one additional time per day per level gained above 10th.

The duration of the epic ninja's gaseous form increases by 1 round per level gained above 10th.

Bonus Feats: The epic Ninja of the Crescent Moon gains a bonus feat (selected from the list of epic Ninja of the Crescent Moon feats) every three levels after 10th.

Epic Ninja of the Crescent Moon Bonus Feat List: Blinding Speed, Epic Dodge, Epic Prowess, Epic Skill Focus, Epic Speed, Exceptional Deflection, Improved Combat Reflexes, Improved Sneak Attack, Infinite Deflection, Legendary Climber, Lingering Damage, Reflect Arrows, Self-Concealment, Sneak Attack of Opportunity.

EPIC NINJA OF THE CRESCENT MOON

Level	Special
11	Sneak attack +6d6
12	—
13	Sneak attack +7d6, bonus feat
14	AC bonus +3
15	Sneak attack +8d6
16	Bonus feat
17	Sneak attack +9d6
18	—
19	Sneak attack +10d6, AC bonus +4, bonus feat
20	—

PLANAR CHAMPION

From Manual of the Planes

The epic planar champion's victories don't just span worlds, they span entire universes.

A smart epic planar champion balances offense with defense, alternating choices such as Epic Weapon Focus, Epic Prowess, and Penetrate Damage Reduction with Armor Skin, Damage Reduction, and Energy Resistance. Of course, it's a poor epic planar champion who doesn't take the time along the way to build an Epic Reputation for herself.

Depending on the epic planar champion's combat style, either Strength or Dexterity should be her first choice for ability increases.

Her specific background may dictate other options as well. Other Options: Once the epic planar champion has carved out her domain, Legendary Commander helps attract an appropriate army and Epic Leadership ensures she'll have a powerful lieutenant at her side.

Epic Spell Penetration or Planar Turning might also be good choices, if she has the right background.

Hit Die: d10

Skill Points at Each Additional Level: 4 + Int modifier

Favored Plane: The epic planar champion may select one additional favored plane for every five levels gained above 10th.

Bonuses for previous favored planes increase by +1.

Bonus Feats: The epic planar champion gains a bonus feat (selected from the list of epic planar champion feats) every three levels after 10th.

Epic Planar Champion Bonus Feat List: Armor Skin, Damage Reduction, Energy Resistance, Epic Leadership, Epic Prowess, Epic Reputation, Epic Spell Penetration, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Extended Lifespan, Improved Favored Enemy*, Legendary Commander, Penetrate Damage Reduction, Perfect Health, Planar Turning.

* May instead apply to natives of one of the epic planar champion's favored planes.

Level	Planar Champion Special
11	—
12	—
13	Bonus feat
14	—
15	Favored plane
16	Bonus feat
17	—
18	—
19	Bonus feat
20	Favored plane

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Epic Spell Penetration or Planar Turning might also be good choices, if she has the right background.

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Favored Plane: The epic planar champion may select one additional favored plane for every five levels gained above 10th.

Bonuses for previous favored planes increase by +1.

Bonus Feats: The epic planar champion gains a bonus feat (selected from the list of epic planar champion feats) every three levels after 10th.

Epic Planar Champion Bonus Feat List: Armor Skin, Damage Reduction, Energy Resistance, Epic Leadership, Epic Prowess, Epic Reputation, Epic Spell Penetration, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Extended Lifespan, Improved Favored Enemy*, Legendary Commander, Penetrate Damage Reduction, Perfect Health, Planar Turning.

* May instead apply to natives of one of the epic planar champion's favored planes.

EPIC PLANAR CHAMPION

Level	Special
11	—
12	—
13	Bonus feat
14	—
15	Favored plane
16	Bonus feat
17	—
18	—
19	Bonus feat
20	Favored plane

PLANESHIFTER

From Manual of the Planes

If the epic planeshifter hasn't visited it, it's probably not worth calling a plane.

The epic planeshifter is best off picking feats that boost his spellcasting prowess, such as Enhance Spell, Epic Spell Focus, and Epic Spellcasting.

Energy Resistance and Epic Spell Penetration helps him deal with the inhabitants and hazards of the planes he visits.

Focus on improving the ability score (Intelligence or Charisma) that affects your arcane spellcasting ability.

Anything else is a distant second.

Other Options: Extended Lifespan lets the epic planeshifter enjoy his demiplane for even longer than normal.

Hit Die: d4

Skill Points at Each Additional Level: 4 + Int modifier

Spells: The epic planeshifter's caster level increases by one level every time he gains a class level ending in 2, 3, 4, 6, 7, 8, and 0.

The epic planeshifter's number of spells per day increases until his caster level reaches 20th.

Analyze Portal (Sp): The epic planeshifter gains one additional daily use of this ability per level gained above 10th.

Morphic Stability (Ex): The range of this ability increases by 30 feet per level gained above 10th.

Grant Planar Survival (Su): The epic planeshifter can extend his planar survival ability to one additional person per level gained above 10th.

Planar Area Swap (Sp): The radius of this effect increases by 100 feet per level gained above 10th.

Bonus Feats: The epic planesifter gains a bonus feat (selected from the list of epic planesifter feats) every three levels after 10th.

Epic Planesifter Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Wondrous Item, Efficient Item Creation (wondrous item), Energy Resistance, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Extended Lifespan, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Multispell, Permanent Emanation, Spell Knowledge, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

Planesifter	
Level	Special
11	Analyze portal, morphic stability, grant planar survival, planar area swap
12	Analyze portal, morphic stability, grant planar survival, planar area swap
13	Bonus feat, analyze portal, morphic stability, grant planar survival, planar area swap
14	Analyze portal, morphic stability, grant planar survival, planar area swap
15	Analyze portal, morphic stability, grant planar survival, planar area swap
16	Bonus feat, analyze portal, morphic stability, grant planar survival, planar area swap
17	Analyze portal, morphic stability, grant planar survival, planar area swap
18	Analyze portal, morphic stability, grant planar survival, planar area swap
19	Bonus feat, analyze portal, morphic stability, grant planar survival, planar area swap
20	Analyze portal, morphic stability, grant planar survival, planar area swap

PLANESHIFTER

If the epic planesifter hasn't visited it, it's probably not worth calling a plane.

The epic planesifter is best off picking feats that boost his spellcasting prowess, such as Enhance Spell, Epic Spell Focus, and Epic Spellcasting.

Energy Resistance and Epic Spell Penetration helps him deal with the inhabitants and hazards of the planes he visits.

Focus on improving the ability score (Intelligence or Charisma) that affects your arcane spellcasting ability. Anything else is a distant second.

Other Options: Extended Lifespan lets the epic planesifter enjoy his demiplane for even longer than normal.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells per Day/Spells Known: The epic planesifter's caster level increases by one level every time he gains a class level ending in 2, 3, 4, 6, 7, 8, and 0.

At each of these levels, the epic planesifter gains new spells per day (and spells known, if applicable), up to the

maximum spells per day and spells known of the spellcasting class to which the planesifter belonged before adding the prestige class.

Analyze Portal (Sp): The epic planesifter gains one additional daily use of this ability per level gained above 10th.

Morphic Stability (Ex): The range of this ability increases by 30 feet per level gained above 10th.

Grant Planar Survival (Su): The epic planesifter can extend his planar survival ability to one additional person per level gained above 10th.

Planar Area Swap (Sp): The radius of this effect increases by 100 feet per level gained above 10th.

Bonus Feats: The epic planesifter gains a bonus feat (selected from the list of epic planesifter feats) every three levels after 10th.

Epic Planesifter Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Wondrous Item, Efficient Item Creation (wondrous item), Energy Resistance, Enhance Spell, Epic Counterspell (see New Epic Feats), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Extended Lifespan, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

EPIC PLANESHIFTER

Level	Special
11	—
12	—
13	Bonus feat
14	—
15	—
16	Bonus feat
17	—
18	—
19	Bonus feat
20	—

PYROKINETICIST

While few pyrokineticists venture into the realm of epic psionics, those that do find the experience brings them closer to becoming one with the flame.

Pyros are generally shunned by society, and the epic pyro is even more so.

Often pyros seek out one another and form small communities in barren wastelands on the fringes of society where they can study their art among those who truly appreciate it.

Hit Die: d6.

Skill Points at Each Additional Level: 2 + Int modifier.

Powers: The epic pyrokineticist does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat.

The epic pyrokineticist's manifester level increases by 1 per level of epic pyrokineticist gained above 10th.

The epic pyrokineticist's number of power points per day does not increase after 10th level.

Psicrystals: The epic pyrokineticist's psicrystal continues to increase in power.

Every two levels after 10th (12th, 14th, 16th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

Bonus Feats: The epic pyrokineticist gains a bonus feat (selected from the list of epic pyrokineticist bonus feats) every 2 levels after 10th.

Epic Pyrokineticist Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

As noted in the Epic Feats section of the *Epic Level Handbook*, epic pyrokineticists learn "psionically flavored" versions of feats, as appropriate.

EPIC PYROKINETICIST

Level	Special
11	—
12	Bonus feat
13	—
14	Bonus feat
15	—
16	Bonus feat
17	—
18	Bonus feat
19	—
20	Bonus feat

RED WIZARD

It should come as no surprise that the Red Wizards were among the first in Faerûn to explore the realms of epic power.

Thankfully for the rest of Faerûn, the Red Wizards' need for secrecy and politicized society prevent them from sharing this power among their number too widely.

For a Red Wizard, it's all about magic.

Crank up your save DCs with Epic Spell Focus and Improved Heighten Spell, ready a barrage of spells with Automatic Quicken Spell and Multispell, or emerge from the lab with truly awesome magic items thanks to feats such as Craft Epic Staff or Forge Epic Ring.

Epic Red Wizards should work to boost the ability score that their spells rely on, whether that's Intelligence or Charisma.

Other Options: Every self-respecting Red Wizard needs a mighty bodyguard, and Epic Leadership can fit the bill (particularly for those high-Charisma sorcerer/Red Wizards).

If you can't pick up one of those, Epic Reputation might let you talk your way out of a problem, or Epic Toughness might give you the extra hit points you need to make your escape.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic Red Wizard's wizard caster level increases by 1 per level gained above 10th.

The epic Red Wizard's number of spells per day does not increase after 10th level.

The epic Red Wizard does not learn additional spells unless he selects the Spell Knowledge feat (see the Feats section of the *Epic Level Handbook*).

Specialist Defense: The bonus to the epic Red Wizard's saves against spells from his specialist school increases by +1 for every 2 levels after 9th.

Spell Power: Add an additional +1 to the DC for saving throws against spells of the epic Red Wizard's specialty school, and to his caster level checks to overcome spell resistance using spells from this school, for every 2 levels after 10th.

Bonus Feats: The epic Red Wizard gains a bonus feat (selected from the list of epic Red Wizard feats) every 5 levels after 10th.

Epic Red Wizard Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Staff, Craft Epic Wondrous Item, Enhance Spell, Epic Leadership, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

Red Wizard Level	Special
11	Specialist defense +5
12	Spell power +6
13	Specialist defense +6
14	Spell power +7
15	Specialist defense +7, bonus feat
16	Spell power +8
17	Specialist defense +8
18	Spell power +9
19	Specialist defense +9
20	Spell power +10, bonus feat

RED WIZARD

The epic progression for the Red Wizard prestige class is now found in the *Revision Booklet*.

RUNECASTER

Epic runecasters are particularly common among the dwarves and giants, who originated this form of magic. A runecaster of this level is likely a legend among his people, and the power of his runes is beyond comparison. The epic runecaster should pick up Inscribe Epic Rune (a new feat described below) as soon as possible.

Beyond that, any feat that helps your spellcasting become more powerful is a good choice, from Enhance Spell to Improved Metamagic to Spell Stowaway.

If your divine spellcasting relies on Wisdom, that's the best place for your ability increases.

Constitution is a solid second choice, since many runecasters take pride in their physical toughness.

Other Options: Epic Toughness is a good choice for epic runecasters looking to emulate their dwarf or giant teachers.

You might also work with your DM to create other rune-based epic feats, such as ones that mimic metamagic feats.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic runecaster's divine caster level increases by 1 per level gained above 10th.

The epic runecaster's number of spells per day does not increase after 10th level.

Rune Craft: The epic runecaster's bonus to Craft checks made to inscribe runes increases by +1 for every 3 levels after 10th.

Rune Power: For runes created by the runecaster, add an additional +1 to the DC of all saves and attempts to erase, dispel, or disable the rune, and to caster level checks to overcome the spell resistance of a target, for every 3 levels after 9th.

Crafting Epic Runes: As with scrolls, you can't create a rune with a spell level above 10th or an effective caster level above 20th without using the Inscribe Epic Rune feat (see below).

Bonus Feats: The epic runecaster gains a bonus feat (selected from the list of epic runecaster feats) every 3 levels after 10th.

Epic Runecaster Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Efficient Item Creation, Enhance Spell, Epic Skill Focus (Craft [any]), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Inscribe Epic Rune (new feat), Intensify Spell, Multispell, Permanent Emanation, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

Runecaster Level	Special
11	
12	Rune power +4
13	Rune craft +4, bonus feat
14	
15	Rune power +5
16	Rune craft +5, bonus feat
17	
18	Rune power +6
19	Rune craft +6, bonus feat
20	

RUNECASTER

Epic runecasters are particularly common among the dwarves and giants, who originated this form of magic. A runecaster of this level is likely a legend among his people, and the power of his runes is beyond comparison. The epic runecaster should pick up Inscribe Epic Rune (a new feat described below) as soon as possible.

Beyond that, any feat that helps your spellcasting become more powerful is a good choice, from Enhance Spell to Improved Metamagic to Spell Stowaway.

If your divine spellcasting relies on Wisdom, that's the best place for your ability increases.

Constitution is a solid second choice, since many runecasters take pride in their physical toughness.

Other Options: Epic Toughness is a good choice for epic runecasters looking to emulate their dwarf or giant teachers.

You might also work with your DM to create other rune-based epic feats, such as ones that mimic metamagic feats.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic runecaster's divine caster level increases by 1 per level gained above 10th.

The epic runecaster continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the divine spellcasting class to which the runecaster belonged before adding the prestige class.

Rune Craft: The epic runecaster's bonus to Craft checks made to inscribe runes increases by +1 for every three levels after 10th.

Rune Power: For runes created by the runecaster, add an additional +1 to the DC of all saves and attempts to erase, dispel, or disable the rune, and to caster level checks to overcome the spell resistance of a target, for every three levels after 9th.

Crafting Epic Runes: As with scrolls, you can't create a rune with a spell level above 10th or an effective caster level above 20th without using the Inscribe Epic Rune feat (see Feats section).

Bonus Feats: The epic runecaster gains a bonus feat (selected from the list of epic runecaster feats) every three levels after 10th.

Epic Runecaster Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Efficient Item Creation, Enhance Spell, Epic Skill Focus (Craft [any]), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Inscribe Epic Rune (see New Epic Feats), Intensify Spell, Multispell, Permanent Emanation, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

RUNECASTER

Level	Special
11	—
12	Rune power +4
13	Rune craft +4, bonus feat
14	—
15	Rune power +5
16	Rune craft +5, bonus feat
17	—
18	Rune power +6
19	Rune craft +6, bonus feat
20	—

SAMURAI

The epic samurai is a peerless paragon of *bushido*, vowing to uphold the honor of his lord and himself above all else.

The only thing greater than his skill in battle is his reputation of nobility and principle.

The epic samurai should focus on improving his combat prowess by selecting feats such as Armor Skin, Epic Prowess, and Epic Weapon Focus (katana).

The samurai depends on Strength and Constitution above all else.

Those who favor archery or riding (such as samurai belonging to the Unicorn clan) also favor Dexterity.

At higher levels, Epic Ancestral Daisho expands the power that the samurai can imbue into his weapons.

Other Options: The epic samurai makes a fine leader, and feats such as Epic Leadership and Legendary Commander are right up his alley.

Depending on his clan, other feat choices may be appropriate as well.

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Ancestral Daisho: The epic samurai's ancestral daisho can't be improved beyond the values shown in Table 2–2:

Ancestral Daisho unless the character selects the Epic Ancestral Daisho feat (see below).

Bonus Feats: The epic samurai gains a bonus feat (selected from the list of epic samurai feats) every 2 levels after 19th.

Epic Samurai Bonus Feat List: Armor Skin, Damage Reduction, Epic Ancestral Daisho (new feat; see below), Epic Leadership, Epic Prowess, Epic Reputation, Epic Weapon Focus (katana), Legendary Commander.

In addition to these feats, an epic samurai may select an epic feat appropriate to his clan:

- *Crab:* Devastating Critical, Epic Endurance, Epic Weapon Focus (battleaxe, greatclub, or warhammer), Overwhelming Critical.
- *Crane:* Blinding Speed, Epic Skill Focus (Iaijutsu Focus), Epic Speed, Improved Whirlwind Attack, Superior Initiative.
- *Dragon:* Exceptional Deflection, Infinite Deflection, Legendary Wrestler, Penetrate Damage Reduction, Righteous Strike.
- *Lion:* Epic Endurance, Epic Fortitude, Epic Toughness, Epic Will, Superior Initiative.
- *Phoenix:* Epic Fortitude, Epic Will, Fast Healing, Improved Combat Reflexes, Improved Whirlwind Attack.
- *Scorpion:* Blinding Speed, Dire Charge, Epic Reflexes, Improved Whirlwind Attack, Superior Initiative.
- *Unicorn:* Distant Shot, Epic Weapon Focus (spear, lance, or any bow), Legendary Rider, Swarm of Arrows, Uncanny Accuracy.

Samurai Level	Special
21	Bonus feat
22	
23	Bonus feat
24	
25	Bonus feat
26	
27	Bonus feat
28	
29	Bonus feat
30	

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Other Options: The epic samurai makes a fine leader, and feats such as Epic Leadership and Legendary Commander are right up his alley.

Depending on his clan, other feat choices may be appropriate as well.

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Ancestral Daisho: The epic samurai's ancestral daisho can't be improved beyond the values shown in Table 2–2:

Ancestral Daisho unless the character selects the Epic Ancestral Daisho feat (see Feats below).

Bonus Feats: The epic samurai gains a bonus feat (selected from the list of epic samurai feats) every two levels after 19th.

Epic Samurai Bonus Feat List: Armor Skin, Damage Reduction, Epic Ancestral Daisho (see New Epic Feats), Epic Leadership, Epic Prowess, Epic Reputation, Epic Weapon Focus (katana), Legendary Commander.

In addition to these feats, an epic samurai may select an epic feat appropriate to his clan: *Crab:* Devastating Critical, Epic Endurance, Epic Weapon Focus (battleaxe, greatclub, or warhammer), Overwhelming Critical.

Crane: Blinding Speed, Epic Skill Focus (Iaijutsu Focus), Epic Speed, Improved Whirlwind Attack, Superior Initiative.

Dragon: Exceptional Deflection, Infinite Deflection, Legendary Wrestler, Penetrate Damage Reduction, Righteous Strike.

Lion: Epic Endurance, Epic Fortitude, Epic Toughness, Epic Will, Superior Initiative.

Phoenix: Epic Fortitude, Epic Will, Fast Healing, Improved Combat Reflexes, Improved Whirlwind Attack.

Scorpion: Blinding Speed, Dire Charge, Epic Reflexes, Improved Whirlwind Attack, Superior Initiative.

Unicorn: Distant Shot, Epic Weapon Focus (spear, lance, or any bow), Legendary Rider, Swarm of Arrows, Uncanny Accuracy.

EPIC SAMURAI

Level	Special
21	Bonus feat
22	—
23	Bonus feat
24	—
25	Bonus feat
26	—
27	Bonus feat
28	—
29	Bonus feat
30	—

SHADOW ADEPT

The benefits of the Shadow Weave are as potent as they are tempting.

A rare few who follow this path make it to epic levels, and those who know their names dare mention them only in whispers, and even then only in bright daylight.

As a spellcaster, you should focus on picking up feats that bolster your spellcasting power, such as the ever-popular Improved Spell Capacity.

Epic Spell Focus, particularly in Enchantment, Illusion, or Necromancy, serves you well.

Improved Low-Light Vision boosts your visual acuity in the shadowy conditions you love.

As with any epic spellcaster, you should improve the ability score that controls your spellcasting.

Other than that, Dexterity is a good choice, particularly if you typically go without armor.

Other Options: If you're satisfied with your spellcasting prowess, consider picking up feats that accentuate your other abilities.

If you have the prerequisites, Self-Concealment fits well with the shadow adept's motif.

Spectral Strike is another interesting choice for shadow adepts who were clerics before embracing the Shadow Weave.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic shadow adept's caster level increases by 1 per level gained above 10th.

The epic shadow adept's number of spells per day does not increase after 10th level.

Shadow Defense: The epic shadow adept's bonus to saves against Enchantment, Illusion, Necromancy, and darkness spells increases by +1 for every 3 levels gained after 8th.

Spell Power: For every 3 levels gained above 9th, add an additional +1 to the DC for saving throws against Enchantment, Illusion, Necromancy, and darkness spells cast by the epic shadow adept, and a like amount to his caster level checks to overcome spell resistance using the spells from this school.

Bonus Feats: The epic shadow adept gains a bonus feat (selected from the list of epic shadow adept feats) every 4 levels after 10th.

Epic Shadow Adept Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Low-Light Vision, Improved Metamagic, Improved Spell

Capacity, Intensify Spell, Multispell, Permanent Emanation, Spectral Strike, Spell Knowledge, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

Shadow Adept Level	Special
11	Shadow defense +4
12	Spell power +4
13	—
14	Shadow defense +5, bonus feat
15	Spell power +5
16	—
17	Shadow defense +6
18	Spell power +6, bonus feat
19	—
20	—

SHADOW ADEPT

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Epic Spell Focus, particularly in Enchantment, Illusion, or Necromancy, serves you well.

Improved Low-Light Vision boosts your visual acuity in the shadowy conditions you love.

As with any epic spellcaster, you should improve the ability score that controls your spellcasting.

Other than that, Dexterity is a good choice, particularly if you typically go without armor.

Other Options: If you're satisfied with your spellcasting prowess, consider picking up feats that accentuate your other abilities.

If you have the prerequisites, Self-Concealment fits well with the shadow adept's motif.

Spectral Strike is another interesting choice for shadow adepts who were clerics before embracing the Shadow Weave.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic shadow adept's caster level increases by 1 per level gained above 10th.

The epic shadow adept continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the spellcasting class to which the shadow adept belonged before adding the prestige class.

Shadow Defense: The epic shadow adept's bonus to saves against Enchantment, Illusion, Necromancy, and darkness spells increases by +1 for every three levels gained after 8th.

Spell Power: For every three levels gained above 9th, add an additional +1 to the DC for saving throws against Enchantment, Illusion, Necromancy, and darkness spells cast by the epic shadow adept, and a like amount to his caster level checks to overcome spell resistance using the spells from this school.

Bonus Feats: The epic shadow adept gains a bonus feat (selected from the list of epic shadow adept feats) every four levels after 10th.

Epic Shadow Adept Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Low-Light Vision, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spectral Strike, Spell Knowledge, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

EPIC SHADOW ADEPT

Level	Special
11	Shadow defense +4
12	Spell power +4
13	—
14	Shadow defense +5, bonus feat
15	Spell power +5
16	—
17	Shadow defense +6
18	Spell power +6, bonus feat
19	—
20	—

SHAMAN

The epic shaman's connection with the spirit world continues to grow as he gains power and wisdom. He is the spirit world's mightiest representative among mortals.

Most epic shamans favor epic feats that improve their spellcasting ability, such as Epic Spell Focus and Improved Spell Capacity.

Spontaneous Domain Access can be a powerful feat for the shaman.

Since many epic shamans face extraplanar creatures, Planar Turning and Epic Spell Penetration can come in very useful.

Since Wisdom affects the epic shaman's spellcasting, most ability increases should go there.

An occasional Charisma increase helps the shaman's ability to turn or rebuke undead.

Other Options: Pick up feats such as Automatic Silent Spell or Spell Opportunity to increase your spellcasting versatility.

Evil shamans should look to feats such as Negative Energy Burst, Undead Mastery, and Zone of Animation to bolster their link with the world of the undead.

Don't forget the bonus feats listed in your class description in *Oriental Adventures*, as well.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The epic shaman's caster level is equal to his class level.

The shaman's number of spells per day does not increase after 20th level.

Turn or Rebuke Undead: Use the shaman's class level minus 2 to determine the most powerful undead affected by a turn or rebuke check and the turning damage, just as normal.

Bonus Feats: The epic shaman gains a bonus feat (selected from the list of epic shaman feats) every 4 levels after 20th.

Epic Shaman Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Negative Energy Burst, Perfect Health, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

Alternatively, the shaman can select any of the feats listed under the class's bonus feat list found in *Oriental Adventures*.

Shaman Level	Special
21	
22	
23	
24	Bonus feat
25	
26	
27	
28	Bonus feat
29	
30	

SHAMAN

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An occasional Charisma increase helps the shaman's ability to turn or rebuke undead.

Other Options: Pick up feats such as Automatic Silent Spell or Spell Opportunity to increase your spellcasting versatility.

Evil shamans should look to feats such as Negative Energy Burst, Undead Mastery, and Zone of Animation to bolster their link with the world of the undead.

Don't forget the bonus feats listed in your class description in *Oriental Adventures*, as well.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells per Day/Spells Known: The epic shaman's caster level is equal to his class level.

The shaman's number of spells per day does not increase after 20th level.

Turn or Rebuke Undead: Use the shaman's class level minus 2 to determine the most powerful undead affected by a turn or rebuke check and the turning damage, just as normal.

Bonus Feats: The epic shaman gains a bonus feat (selected from the list of epic shaman feats) every four levels after 20th.

Epic Shaman Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Negative Energy Burst, Perfect Health, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

Alternatively, the shaman can select any of the feats listed under the class's bonus feat list found in *Oriental Adventures*.

EPIC SHAMAN

Level	Special
21	—
22	—
23	—
24	Bonus feat
25	—
26	—
27	—
28	Bonus feat
29	—
30	—

SHIFTER

The epic shifter has gone beyond the normal druidic ability to wildshape; no longer does she simply assume a new form when she changes shape.

The epic shifter actually becomes the new creature.

Epic shifters are rarely encountered in their true form; indeed, some of the most ancient and powerful shifters claim (with some pride) to have forgotten their true form entirely.

Epic shifters are generally a wild and carefree lot, and they prefer to spend their time exploring the multiverse and reveling in new forms and shapes they discover along the way.

Their natural affinity with wild shape duplicates many of the epic wild feats, but a few of them, such as Colossal Wild Shape, Imbue Wild Shape (see below), and Quicken Wild Shape (see below), are quite popular choices.

Wisdom is perhaps the most important ability for the shifter, since it helps enhance any divine spells she can cast.

Strength and Dexterity are often ignored by shifters since they can just turn into something with the score they require.

Other Options: Most epic shifters do not possess a fair amount of spellcasting ability, since they have chosen to focus their training on their ability to wild shape.

Some shifters continue to study magic, though, and those who can qualify for feats like Epic Spellcasting and Improved Spell Capacity benefit greatly from these feats, especially if they have the Natural Spell feat.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Epic Wild Shape(Su): At 11th level, an epic shifter gains the ability to use epic wild shape.

This functions identically to greater wild shape (see the description of the shifter in *Masters of the Wild* for details on greater wild shape), except that the shifter gains all of the supernatural special attacks and supernatural special qualities of the assumed form.

The epic shifter is still limited to new forms that have equal or fewer Hit Dice than her own.

Spell-like abilities are not granted by epic wild shape.

An epic wild shape lasts for only an hour.

The epic shifter can use epic wild shape an additional 2 times each day at 14th level, and two more times a day every 3 levels after that.

Bonus Feats: The epic shifter gains a bonus feat (selected from the list of epic shifter feats) at 13th level, and again every three levels after that.

Epic Shifter Bonus Feat List: Colossal Wild Shape, Damage Reduction, Dire Charge, Epic Endurance, Epic Fortitude, Epic Reflexes, Epic Speed, Epic Spellcasting, Epic Toughness, Epic Will, Fast Healing, Ignore Material Components, Imbue Wild Shape (see sidebar), Improved Darkvision, Improved Low-Light Vision, Improved Metamagic, Improved Spell Capacity, Perfect Health, Permanent Emanation, Quicken Wild Shape (see sidebar), Spell Stowaway, Superior Initiative.

Shifter

Level	Special
11	Epic wild shape 1/day
12	—
13	Bonus feat
14	Epic wild shape 3/day
15	—
16	Bonus feat
17	Epic wild shape 5/day
18	—
19	Bonus feat
20	Epic wild shape 7/day

SHUGENJA

The epic shugenja combines nobility and piety with great divine power, often becoming the most respected supporters of the faith of Rokugan.

As with any epic spellcaster, the shugenja favors epic feats that strengthen her spellcasting.

Enhance Spell can increase the punch of her damage-dealing spells, and Spell Knowledge lets her add more spells to her repertoire.

Improved Element Focus is another solid option for the shugenja.

Charisma is the epic shugenja's first priority among her ability scores.

Improving Dexterity or Constitution can allow her to hold up better in combat situations.

Other Options: Shugenja who specialize in metamagic can pick up feats such as Automatic Silent Spell or Improved Heighten Spell to further bolster that capacity.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The epic shugenja's caster level is equal to her class level.

The shugenja's number of spells per day does not increase after 20th level.

The shugenja does not learn additional spells unless she selects the Spell Knowledge feat.

Bonus Feats: The epic shugenja gains a bonus feat (selected from the list of epic shugenja feats) every 3 levels after 20th.

Epic Shugenja Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Enhance Spell, Epic Reputation, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Combat Casting, Improved Element Focus (new feat; see below), Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Tenacious Magic.

Shugenja Level	Special
21	
22	
23	Bonus feat
24	
25	
26	Bonus feat
27	
28	
29	Bonus feat
30	

SHUGENJA

The epic shugenja combines nobility and piety with great divine power, often becoming the most respected supporters of the faith of Rokugan.

As with any epic spellcaster, the shugenja favors epic feats that strengthen her spellcasting.

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Charisma is the epic shugenja's first priority among her ability scores.

Improving Dexterity or Constitution can allow her to hold up better in combat situations.

Other Options: Shugenja who specialize in metamagic can pick up feats such as Automatic Silent Spell or Improved Heighten Spell to further bolster that capacity.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells per Day/Spells Known: The epic shugenja's caster level is equal to her class level.

The shugenja's number of spells per day does not increase after 20th level.

The shugenja does not learn additional spells unless she selects the Spell Knowledge feat.

Bonus Feats: The epic shugenja gains a bonus feat (selected from the list of epic shugenja feats) every three levels after 20th.

Epic Shugenja Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Enhance Spell, Epic Reputation, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Combat Casting, Improved Element Focus (see New Epic Feats), Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Tenacious Magic.

EPIC SHUGENJA

Level	Special
21	—
22	—
23	Bonus feat
24	—
25	—
26	Bonus feat
27	—
28	—
29	Bonus feat
30	—

SLAYER

Seeking to rid the land of illithids forever, slayers embrace epic psionics.

It is this continued pursuit of the illithids that makes them the nemesis of illithids everywhere.

Other Options: The epic slayer finds the Epic Prowess, Epic Weapon Focus, Epic Weapon Specialization, and Epic Skill Focus feats quite useful in their war on the illithids.

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic slayer does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat.

The epic slayer's manifester level increases by 1 per level of epic slayer gained above 10th.

The epic slayer's number of power points per day does not increase after 10th level.

Bonus Feats: The epic slayer gains a bonus feat (selected from the list of epic slayer bonus feats) every 2 levels after 9th.

Epic Slayer Bonus Feat List: Armor Skin, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Epic Endurance, Epic Leadership, Epic Prowess, Epic Skill Focus, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Instant Reload, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy.

In addition to the feats on this list, the slayer can select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic slayers learn “psionically flavored” versions of feats, as appropriate.

EPIC SLAYER

Level	Special
11	Bonus feat
12	—
13	Bonus feat
14	—
15	Bonus feat
16	—
17	Bonus feat
18	—
19	Bonus feat
20	—

SOHEI

The epic sohei defends the faithful from those who would terrorize the innocent, and she works tirelessly to further her monastery’s goals in the world.

When selecting epic feats, the sohei traditionally balances offense, with feats such as Devastating Critical and Dire Charge, with defense, including such feats as Armor Skin and Reflect Arrows.

Epic Ki Frenzy is a new feat that is appropriate to all epic sohei.

The sohei should distribute her ability increases between Strength, Constitution, and Wisdom, as all of these are important to her well-being.

Other Options: Sohei who rely on their spells should consider Improved Combat Casting and Improved Spell Capacity.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic sohei’s caster level is equal to one-half her class level, as normal.

The sohei’s number of spells per day does not increase after 20th level.

Ki Frenzy (Ex): The epic sohei may use this ability one additional time per day for every 4 levels gained after 19th (23rd, 27th, and so on).

Damage Reduction (Ex): The epic sohei’s damage reduction improves by 1 point for every 3 levels gained after 20th (5/- at 23rd, 6/- at 26th, and so on).

Bonus Feats: The epic sohei gains a bonus feat (selected from the list of epic sohei feats) every 3 levels after 20th.

Epic Sohei Bonus Feat List: Armor Skin, Damage Reduction, Devastating Critical, Dire Charge, Epic Ki Frenzy (new feat; see below), Epic Prowess, Epic Toughness, Epic Weapon Focus, Exceptional Deflection, Improved Combat Casting, Improved Spell Capacity, Overwhelming Critical, Perfect Health, Reflect Arrows.

Sohei Level	Special
21	
22	
23	Damage reduction 5/-, ki frenzy 7/day, bonus feat
24	
25	
26	Damage reduction 6/-, bonus feat
27	Ki frenzy 8/day
28	
29	Damage reduction 7/-, bonus feat
30	

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Other Options: Sohei who rely on their spells should consider Improved Combat Casting and Improved Spell Capacity.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic sohei’s caster level is equal to one-half her class level, as normal.

The sohei’s number of spells per day does not increase after 20th level.

Ki Frenzy (Ex): The epic sohei may use this ability one additional time per day for every four levels gained after 19th (23rd, 27th, and so on).

Damage Reduction (Ex): The epic sohei’s damage reduction improves by 1 point for every three levels gained after 20th (5/- at 23rd, 6/- at 26th, and so on).

Bonus Feats: The epic sohei gains a bonus feat (selected from the list of epic sohei feats) every three levels after 20th.

Epic Sohei Bonus Feat List: Armor Skin, Damage Reduction, Devastating Critical, Dire Charge, Epic Ki Frenzy (see New Epic Feats), Epic Prowess, Epic Toughness, Epic Weapon Focus, Exceptional Deflection, Improved Combat Casting, Improved Spell Capacity, Overwhelming Critical, Perfect Health, Reflect Arrows.

EPIC SOHEI

Level	Special
21	—
22	—
23	Damage reduction 5/—, ki frenzy 7/day, bonus feat
24	—
25	—
26	Damage reduction 6/—, bonus feat
27	Ki frenzy 8/day
28	—
29	Damage reduction 7/—, bonus feat
30	—

SOULKNIFE

Most soulknives embrace epic psionics.

They advance their mind-blades to powers unheard of in the world of normal psionics.

The amount of violence they employ in their combat style increases along with their power, causing them to be shunned by society.

They often seek out the societies of epic pyros to find acceptance.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic soulknife does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat.

The epic soulknife's manifester level increases by 1 per level of epic soulknife gained above 10th.

The epic soulknife's number of power points per day does not increase after 10th level.

Sneak Attack (Ex): The epic soulknife's extra damage from this ability increases by +1d6 at 11th-level and every other level gained thereafter (13th, 15th, and so on).

Mind-Blade (Su): When the epic soulknife reaches 12th level, his mind-blade gains a +6 enhancement bonus; this bonus increases by +1 at every other level gained thereafter (14th, 16th, and so on).

Bonus Feats: The epic soulknife gains a bonus feat (selected from the list of epic soulknife bonus feats) every four levels after 10th.

Epic Soulknife Bonus Feat List: Armor Skin, Brilliant Mind-Blade (see Epic Psionic Feats), Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Two-Weapon Rend, Uncanny Accuracy.

In addition to the feats on this list, the soulknife can select any fighter or psychic warrior bonus feat not listed here.

As noted in the Epic Feats section of the *Epic Level Handbook*, each epic soulknife learns "psionically flavored" versions of feats, as appropriate.

EPIC SOULKNIFE

Level	Special
11	Sneak attack +6d6
12	Mind-blade +6
13	Sneak attack +7d6
14	Mind-blade +7, bonus feat
15	Sneak attack +8d6
16	Mind-blade +8
17	Sneak attack +9d6
18	Mind-blade +9, bonus feat
19	Sneak attack +10d6
20	Mind-blade +10

SPELLSWORD

The epic spellsword weaves magic and melee together with unparalleled skill.

Since you mix combat with your spellcasting, your epic feat selection should mirror that combination.

Keep up with the fighter-types with Epic Prowess and Epic Toughness, but make sure that the other spellcasters aren't kicking sand in your face by beefing up your spells with Epic Spell Focus, Improved Spell Capacity, or Intensify Spell.

Try to resist the temptation to spread your ability increases too widely—you're probably better off focusing on Strength and either Intelligence or Charisma, depending on what controls your spellcasting.

Other Options: If you have the time and ability, consider learning Epic Spellcasting and coming up with some unique spells that fit your tactics.

If you're a finesse-fighter, focus on improving your Dexterity over your Strength—if you can't hit the target, your spell channeling isn't much good.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic spellsword's caster level increases by 1 per even-numbered level gained above 10th.

In addition, at every even-numbered level, the epic spellsword gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

Channel Spell (Su): The epic spellsword's ability to channel continues to improve after 10th level.

At 15th level, the maximum allowable spell level that may be channeled by the epic spellsword is 4th.

This maximum level increases by 1 for every 5 additional levels gained (5th-level spell at 20th, 6th-level spell at 25th, and so on).

Ignore Spell Failure (Ex): The reduction of arcane spell failure chance increases by 5% for every two levels above 9th (to 35% at 11th, 40% at 13th, and so on).

For instance, at 17th level the epic spellsword could wear full plate armor and a large shield and suffer no chance of arcane spell failure.

Bonus Feats: The epic spellsword gains a bonus feat (selected from the list of epic spellsword feats) every 4 levels after 8th.

Epic Spellsword Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Prowess, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Epic

Weapon Focus, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

Spellsword

Level	Special
11	Ignore spell failure 35%
12	Bonus feat
13	Ignore spell failure 40%
14	
15	Channel spell (4th), ignore spell failure 45%
16	Bonus feat
17	Ignore spell failure 50%
18	
19	Ignore spell failure 55%
20	Channel spell (5th), bonus feat

SPELLSWORD

The epic spellsword weaves magic and melee together with unparalleled skill.

Since you mix combat with your spellcasting, your epic feat selection should mirror that combination.

Keep up with the fighters with Epic Prowess and Epic Toughness, but make sure that the other spellcasters aren't kicking sand in your face by beefing up your spells with Epic Spell Focus, Improved Spell Capacity, or Intensify Spell.

Try to resist the temptation to spread your ability increases too widely—you're probably better off focusing on Strength and either Intelligence or Charisma, depending on what controls your spellcasting.

Other Options: If you have the time and ability, consider learning Epic Spellcasting and coming up with some unique spells that fit your tactics.

If you're a finesse-fighter, focus on improving your Dexterity over your Strength—if you can't hit the target, your spell channeling isn't much good.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic spellsword's caster level increases by 1 per even-numbered level gained above 10th.

The epic spellsword continues to gain new spells per day (and spells known, if applicable) at each new even-numbered level, up to the maximum spells per day and spells known of the arcane spellcasting class to which the spellsword belonged before adding the prestige class.

Channel Spell (Su): The epic spellsword's ability to channel continues to improve after 10th level.

At 15th level, the maximum allowable spell level that may be channeled by the epic spellsword is 4th.

This maximum level increases by 1 for every 5 additional levels gained (5th-level spell at 20th, 6th-level spell at 25th, and so on).

Ignore Spell Failure (Ex): The reduction of arcane spell failure chance increases by 5% for every two levels above 9th (to 35% at 11th, 40% at 13th, and so on).

For instance, at 17th level the epic spellsword could wear full plate armor and a large shield and suffer no chance of arcane spell failure.

Bonus Feats: The epic spellsword gains a bonus feat (selected from the list of epic spellsword feats) every four levels after 8th.

Epic Spellsword Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Prowess, Epic Spell Focus, Epic Spell Penetration, Epic Toughness, Epic Weapon Focus, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

EPIC SPELLSWORD

Level	Special
11	Ignore spell failure 35%
12	Bonus feat
13	Ignore spell failure 40%
14	—
15	Channel spell (4th), ignore spell failure 45%
16	Bonus feat
17	Ignore spell failure 50%
18	—
19	Ignore spell failure 55%
20	Channel spell (5th), bonus feat

SPYMASTER

From Song and Silence

The epic spymaster would be legendary for her ability to assume alternate identities—that is, if anyone knew who she was.

Epic Skill Focus and Polyglot can help you maintain cover identities.

Dexterous Fortitude and Dexterous Mind are great at helping you avoid dangerous spell effects.

And for combat situations, there's no denying the value of Improved Sneak Attack or Superior Initiative.

The epic spymaster should keep three abilities in mind when selecting her ability increases: Charisma, Charisma, and Charisma.

Barring that choice, think about Wisdom, Intelligence, or Dexterity.

Other Options: If you can qualify, consider Lingering Damage or Sneak Attack of Opportunity.

Hit Die: d8

Skill Points at Each Additional Level: 8 + Int modifier

Cover Identity (Ex): An epic spymaster can maintain one additional cover identity for every three levels gained above 10th.

Sneak Attack: The epic spymaster's sneak attack damage increases by +1d6 every odd-numbered level above 10th.

Required Ranks: At every spymaster level, the epic spymaster must spend at least 2 skill points on a Craft, Profession, or Knowledge skill relating to one of her chosen cover identities.

Bonus Feats: The epic spymaster gains a bonus feat (selected from the list of epic spymaster feats) every three levels after 10th.

Epic Spymaster Bonus Feat List: Dexterous Fortitude, Dexterous Mind, Epic Skill Focus, Improved Sneak Attack, Lingering Damage, Polyglot, Sneak Attack of Opportunity, Superior Initiative.

Level	Spymaster Special
11	Sneak attack +6d6, required ranks
12	Required ranks
13	Sneak attack +7d6, required ranks, bonus feat, cover identity
14	Required ranks
15	Sneak attack +8d6, required ranks
16	Required ranks, bonus feat, cover identity
17	Sneak attack +9d6, required ranks
18	Required ranks
19	Sneak attack +10d6, required ranks, bonus feat, cover identity
20	Required ranks

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Barring that choice, think about Wisdom, Intelligence, or Dexterity.

Other Options: If you can qualify, consider Lingering Damage or Sneak Attack of Opportunity.

Hit Die: d8.

Skill Points at Each Additional Level: 8 + Int modifier.

Cover Identity (Ex): An epic spymaster can maintain one additional cover identity for every three levels gained above 10th.

Sneak Attack (Ex): The epic spymaster's sneak attack damage increases by +1d6 every odd-numbered level above 10th.

Required Ranks: At every spymaster level, the epic spymaster must spend at least 2 skill points on a Craft, Profession, or Knowledge skill relating to one of her chosen cover identities.

Bonus Feats: The epic spymaster gains a bonus feat (selected from the list of epic spymaster feats) every three levels after 10th.

Epic Spymaster Bonus Feat List: Dexterous Fortitude, Dexterous Mind, Epic Skill Focus, Improved Sneak Attack, Lingering Damage, Polyglot, Sneak Attack of Opportunity, Superior Initiative.

EPIC SPYMASTER

Level	Special
11	Required ranks, sneak attack +6d6
12	Required ranks
13	Cover identity, required ranks, sneak attack +7d6, bonus feat
14	Required ranks
15	Required ranks, sneak attack +8d6
16	Bonus feat, cover identity, required ranks
17	Required ranks, sneak attack +9d6
18	Required ranks
19	Cover identity, required ranks, sneak attack +10d6, bonus feat
20	Required ranks

STORMLORD

The epic stormlord is a barely contained frenzy of destructive energy—almost more a force of nature than a mortal being.

He does what he wants, when he wants, and he answers to no one but Talos the Destroyer himself.

Maximize your destructive power with feats such as Automatic Quicken Spell, Blinding Speed, and Multispell. Crush your enemies with Epic Spell Focus, Epic Spell Penetration, and Intensify Spell.

Broaden your power base with Bonus Domain, Improved Spell Capacity, or Spectral Strike.

As a divine caster, Wisdom is your best bet for ability increases.

Constitution is a good second option, since you pride yourself on being tough.

Other Options: On the off chance that you decide that the best defense isn't a good offense, protect yourself with Energy Resistance, Epic Fortitude, or Epic Toughness.

Hit Die: d8.

Skill Points at Each Level: 2 + Int modifier.

Spells: The epic stormlord's caster level increases by 1 per level gained above 10th.

In addition, at every level the epic stormlord gains new spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

Electricity Resistance: The epic stormlord's electricity resistance increases by 5 points for every 3 levels gained after 9th (35 at 12th, 40 at 15th, and so on).

Bonus Feats: The epic stormlord gains a bonus feat (selected from the list of epic stormlord feats) every 3 levels after 10th.

Epic Stormlord Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Blinding Speed, Bonus Domain, Energy Resistance, Enhance Spell, Epic Endurance, Epic Fortitude, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Epic Weapon Focus (any spear or javelin), Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Negative Energy Burst, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spontaneous Domain Access,

Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

Stormlord	
Level	Special
11	
12	Electricity resistance 35
13	Bonus feat
14	
15	Electricity resistance 40
16	Bonus feat
17	
18	Electricity resistance 45
19	Bonus feat
20	

STORMLORD

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Constitution is a good second option, since you pride yourself on being tough.

Other Options: On the off chance that you decide that the best defense isn't a good offense, protect yourself with Energy Resistance, Epic Fortitude, or Epic Toughness.

Hit Die: d8.

Skill Points at Each Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic stormlord's caster level increases by 1 per level gained above 10th.

The epic stormlord continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the divine spellcasting class to which the stormlord belonged before adding the prestige class.

Electricity Resistance: The epic stormlord's electricity resistance increases by 5 points for every three levels gained after 9th (35 at 12th, 40 at 15th, and so on).

Bonus Feats: The epic stormlord gains a bonus feat (selected from the list of epic stormlord feats) every three levels after 10th.

Epic Stormlord Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Blinding Speed, Bonus Domain, Divine Spell Penetration (see New Epic Feats), Energy Resistance, Enhance Spell, Epic Devotion (see New Epic Feats), Epic Endurance, Epic Fortitude, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Epic Weapon Focus (any spear or javelin), Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Negative Energy

Burst, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

EPIC STORMLORD

Level	Special
11	—
12	Electricity resistance 35
13	Bonus feat
14	—
15	Electricity resistance 40
16	Bonus feat
17	—
18	Electricity resistance 45
19	Bonus feat
20	—

SWORD DANCER

The epic sword dancer is a huntress, an entertainer, a healer, and a diplomat, but above all else she is a fighter. Striving always to infuse her fighting style with beauty and grace, she views each fight as a prayer to her goddess, Eilistraee.

To see an epic sword dancer in combat is to witness fighting at its most artistic and wondrous.

Epic sword dancers tend to focus on enhancing their magical and physical prowess in ways that complement the other, and they tend to split their feats fairly evenly between those that might aid fighting (such as Epic Weapon Focus) and those that enhance their spellcasting ability (such as Improved Spell Capacity).

Wisdom, Dexterity, and Charisma are the most appropriate choices for ability increases for epic sword dancers; their style of fighting is based on grace, insight, and style, rather than brute force or speed.

Other Options: Epic sword dancers with bardic music ability often select feats like Lasting Inspiration, Music of the Gods, and especially Rapid Inspiration so they can further maximize the performance aspect of their fighting styles.

Hit Die: d6.

Skill Points at Each Additional Level: 2 + Int modifier.

Singing Sword (Su): At 11th level, a sword dancer can select a single sword to infuse with the divine power of Eilistraee; this sword must be one that she has previously attuned herself to (see *Faiths and Pantheons*, page 206).

Once the attuned sword is infused, it gains the ability to use bardic music to inspire courage as a bard of equal level to the character level of the sword dancer who infused it; neither the sword nor the sword dancer need have any ranks in the Perform skill to use this ability.

The sword can use this ability once per day.

Activating the sword's song is a free action for the sword dancer, as long as she is wielding the sword.

Additionally, the sword dancer can select one of the following magic weapon qualities to add to the singing sword.

Every 15 levels, the sword dancer can select one more quality to add to this sword.

The added power is permanent so long as the sword dancer keeps the sword.

The power fades away if the sword ever leaves the sword dancer's possession for more than 1 minute, but it returns instantly if the sword dancer regains possession.

If the sword is destroyed, permanently lost, or the sword dancer chooses to attune a new sword, the newly attuned sword gains the abilities the sword dancer gave to the old sword via this ability.

Once the sword dancer chooses an ability to give her sword, she cannot change it.

• +1 enhancement bonus.

This quality may be added multiple times; its effects stack.

• Bane.

This quality may be added multiple times, but each time a new bane type must be selected.

• Defending

• Flaming

• Frost

• Shock

• Keen

• Spell Storing

• Thundering

Epic Spellsong: At 12th level, and again every 4 levels thereafter, the sword dancer can select two spells from the cleric spell list.

From this point on, she can cast either of the selected spells spontaneously, just as a good cleric spontaneously casts prepared cleric spells as *cure wounds* spells.

To do so, the sword dancer must "lose" a prepared cleric spell of the same or higher.

The spell lost cannot be a domain spell.

Spells cast in this manner always have a verbal component in addition to their normal components.

Silverhair Armor (Su): At 13th level the sword dancer's hair becomes infused with divine energy and glows softly with silver light that illuminates a radius equal to 10 feet per point of Charisma modifier.

The sword dancer can suppress and activate this glow as a free action.

As long as her hair is glowing and she is not wearing armor or using a shield, she gains a +2 sacred bonus to her Armor Class.

This bonus increases by +2 every four levels after 13th.

Craft Epic Swords (Su): At 20th level, an epic sword dancer gains the ability to craft epic magic swords as if she had the Craft Epic Magic Arms and Armor feat.

This ability works only on her attuned swords, but the magic abilities given to the sword persist even if she loses her attunement to the sword.

She may add any epic properties (including enhancement bonuses) to the sword as long as she meets the property's other prerequisites.

Bonus Feats: The epic sword dancer gains a bonus feat (selected from the list of epic sword dancer feats) every 4 levels after 10th.

Epic Sword Dancer Bonus Feat List: Bonus Domain, Deafening Song, Devastating Critical, Efficient Item Creation, Epic Dodge, Epic Inspiration, Epic Prowess, Epic Speed, Epic Spellcasting, Epic Weapon Focus, Group Inspiration, Improved Alignment Based Casting, Improved Combat Casting, Improved Low-Light Vision, Improved Spell Capacity, Inspire Excellence, Lasting Inspiration, Music of the Gods, Overwhelming Critical, Permanent Emanation, Rapid Inspiration, Spontaneous Spell.

Sword Dancer

Level	Special
11	Singing sword 1
12	Epic spellsong
13	Silverhair armor +2
14	Bonus feat
15	Singing sword 2
16	Epic spellsong
17	Silverhair armor +4
18	Bonus feat
19	Singing sword 3
20	Craft epic swords, epic spellsong

TEMPEST

The epic tempest is barely visible behind the incessant, whirling blur of her twin weapons.

Perfect Two-Weapon Fighting is usually an early choice on the epic tempest's wish list, but don't overlook other feats that allow you to dish out additional pain and suffering to your enemies, including Devastating Critical, Epic Prowess, and Penetrate Damage Reduction.

Superior Initiative lets you strike first in a combat, but Epic Toughness may let you strike last, which is often more important.

Depending on whether you wield heavy or light weapons, Strength or Dexterity is probably your first choice for ability increases.

Other Options: An epic tempest who learns to deflect ranged attacks by means of the Armed Deflection feat opens up an entire new world of options, including Exceptional Deflection and Reflect Arrows.

You'll probably need to send some ability increases toward your Wisdom to best follow this path.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic tempest gains a bonus feat (selected from the list of epic tempest feats) every 2 levels after 10th.

Epic Tempest Bonus Feat List: Armed Deflection (new feat; see below), Blinding Speed, Devastating Critical, Epic Prowess, Epic Toughness, Epic Weapon Focus, Exceptional Deflection, Infinite Deflection, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Superior Initiative, Two-Weapon Rend.

Tempest

Level	Special
11	
12	Bonus feat
13	
14	Bonus feat
15	
16	Bonus feat
17	
18	Bonus feat
19	
20	Bonus feat

TEMPEST

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Superior Initiative lets you strike first in a combat, but Epic Toughness may let you strike last, which is often more important.

Depending on whether you wield one-handed or light weapons, Strength or Dexterity is probably your first choice for ability increases.

Other Options: An epic tempest who learns to deflect ranged attacks by means of the Armed Deflection feat opens up an entire new world of options, including Exceptional Deflection and Reflect Arrows.

You'll probably need to send some ability increases toward your Wisdom to best follow this path.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic tempest gains a bonus feat (selected from the list of epic tempest feats) every two levels after 10th.

Epic Tempest Bonus Feat List: Armed Deflection (see New Epic Feats), Blinding Speed, Devastating Critical, Epic Prowess, Epic Toughness, Epic Weapon Focus, Exceptional Deflection, Infinite Deflection, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Superior Initiative, Two-Weapon Rend.

EPIC TEMPEST

Level	Special
11	—
12	Bonus feat
13	—
14	Bonus feat
15	—
16	Bonus feat
17	—
18	Bonus feat
19	—
20	Bonus feat

TEMPLAR

From Defenders of the Faith

The epic templar is a mighty chosen protector of her deity's holy grounds.

You live and die with your combat capabilities, so focus on feats such as Epic Prowess, Armor Skin, and Damage Reduction.

Epic Weapon Focus and Epic Weapon Specialization demonstrate your devotion to your deity's chosen weapon. Great Smiting and Penetrate Damage Reduction help even the odds against powerful enemies.

Your Strength and Constitution keep you alive, so boost them whenever you can.

Other Options: Templars who favor spellcasting should look to Improved Combat Casting or Improved Spell Capacity.

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic templar's caster level is equal to her class level.

The epic templar's number of spells per day does not increase after 10th level.

Smite: The epic templar may use her smite ability one additional time per day for every five levels gained above 7th.

The bonus damage is equal to her class level.

Damage Reduction: The epic templar's damage reduction increases by 1 point for every three levels above 9th.

Bonus Feats: The epic templar gains a bonus feat (selected from the list of epic templar feats) every four levels after 8th.

Epic Templar Bonus Feat List: Armor Skin, Damage Reduction, Devastating Critical, Energy Resistance, Epic Endurance, Epic Prowess, Epic Weapon Focus (deity's favored weapon), Epic Weapon Specialization (deity's favored weapon), Great Smiting, Improved Combat Casting, Improved Spell Capacity, Overwhelming Critical, Penetrate Damage Reduction.

Templar

Level	Special
11	—
12	Smite 3/day, DR 4/—, bonus feat
13	—
14	—
15	DR 5/—
16	Bonus feat
17	Smite 4/day
18	DR 6/—
19	—
20	Bonus feat

TEMPLAR

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Epic Weapon Focus and Epic Weapon Specialization demonstrate your devotion to your deity's chosen weapon. Great Smiting and Penetrate Damage Reduction help even the odds against powerful enemies.

Your Strength and Constitution keep you alive, so boost them whenever you can.

Other Options: Templars who favor spellcasting should look to Improved Combat Casting or Improved Spell Capacity.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic templar's caster level is equal to her class level.

The epic templar's number of spells per day does not increase after 10th level.

Smite (Su): The epic templar may use her smite ability one additional time per day for every five levels gained above 7th.

The bonus damage is equal to her class level.

Damage Reduction (Ex): The epic templar's damage reduction increases by 1 point for every three levels above 9th.

Bonus Feats: The epic templar gains a bonus feat (selected from the list of epic templar feats) every four levels after 8th.

Epic Templar Bonus Feat List: Armor Skin, Damage Reduction, Devastating Critical, Energy Resistance, Epic Devotion (see New Epic Feats), Epic Endurance, Epic Prowess, Epic Weapon Focus (deity's favored weapon), Epic Weapon Specialization (deity's favored weapon), Great Smiting, Improved Combat Casting, Improved Spell Capacity, Overwhelming Critical, Penetrate Damage Reduction.

EPIC TEMPLAR

Level	Special
11	—
12	Smite 3/day, DR 4/—, bonus feat
13	—
14	—
15	DR 5/—
16	Bonus feat
17	Smite 4/day
18	DR 6/—
19	—
20	Bonus feat

TEMPLE RAIDER OF OLIDAMMARA

From Song and Silence

The epic temple raider doesn't just swipe religious icons from shrines or wandering pilgrims—he's planning how to nick Boccob's own staff right out of his study!

Epic Skill Focus helps you get the job done like no other feat.

Trap Sense and Epic Speed help you avoid or outrun danger.

And for those times when you just can't avoid combat, try Improved Sneak Attack or Improved Combat Casting. Improving your Dexterity and Intelligence help out your most important skills, while an increased Wisdom boosts your spellcasting prowess.

Other Options: If you meet the prerequisites, consider picking up Linger Damage or Sneak Attack of Opportunity.

Those epic temple raiders who focus on spellcasting should think about Improved Spell Capacity.

Hit Die: d6

Skill Points at Each Additional Level: 4 + Int modifier

Spells: The epic temple raider's caster level is equal to his class level.

The epic temple raider's number of spells per day does not increase after 10th level.

Sneak Attack: The epic temple raider's sneak attack damage increases by +1d6 every three levels above 8th.

Save Bonus: The epic temple raider's luck bonus to saving throws increases by 1 point for every three levels above 10th.

Bonus Feats: The epic temple raider of Olidammara gains a bonus feat (selected from the list of epic temple raider feats) every three levels after 10th.

Epic Temple Raider Bonus Feat List: Blinding Speed, Epic Skill Focus, Epic Speed, Improved Combat Casting, Improved Sneak Attack, Improved Spell Capacity, Linger Damage, Sneak Attack of Opportunity, Trap Sense.

Temple Raider of Olidammara

Level	Special
11	Sneak attack +4d6
12	—
13	Save bonus +4, bonus feat
14	Sneak attack +5d6
15	—
16	Save bonus +5, bonus feat
17	Sneak attack +6d6
18	—
19	Save bonus +6, bonus feat
20	Sneak attack +7d6

TEMPLE RAIDER OF OLIDAMMARA

The epic temple raider doesn't just swipe religious icons from shrines or wandering pilgrims—he's planning how to nick Boccob's own staff right out of his study!

Epic Skill Focus helps you get the job done like no other feat.

Epic Trapfinding and Epic Speed help you avoid or outrun danger.

And for those times when you just can't avoid combat, try Improved Sneak Attack or Improved Combat Casting.

Improving your Dexterity and Intelligence help out your most important skills, while an increased Wisdom boosts your spellcasting prowess.

Other Options: If you meet the prerequisites, consider picking up Linger Damage or Sneak Attack of Opportunity.

Those epic temple raiders who focus on spellcasting should think about Improved Spell Capacity.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells per Day/Spells Known: The epic temple raider's caster level is equal to his class level.

The epic temple raider's number of spells per day does not increase after 10th level.

Sneak Attack (Ex): The epic temple raider's sneak attack damage increases by +1d6 every three levels above 8th.

Save Bonus (Ex): The epic temple raider's luck bonus to saving throws increases by 1 point for every three levels above 10th.

Bonus Feats: The epic temple raider of Olidammara gains a bonus feat (selected from the list of epic temple raider feats) every three levels after 10th.

Epic Temple Raider Bonus Feat List: Blinding Speed, Epic Skill Focus, Epic Speed, Epic Trapfinding, Improved Combat Casting, Improved Sneak Attack, Improved Spell Capacity, Lingering Damage, Sneak Attack of Opportunity.

EPIC TEMPLE RAIDER OF OLIDAMMARA

Level	Special
11	Sneak attack +4d6
12	—
13	Save bonus +4, bonus feat
14	Sneak attack +5d6
15	—
16	Save bonus +5, bonus feat
17	Sneak attack +6d6
18	—
19	Save bonus +6, bonus feat
20	Sneak attack +7d6

THIEF-ACROBAT

From Song and Silence

Quite simply, the epic thief-acrobat can often get into (and out of) places no one else could even dream of entering. Legendary Climber, Legendary Leaper, and Epic Skill Focus are key for boosting your primary areas of specialization.

Blinding Speed, Improved Sneak Attack, and Superior Initiative are great to have when you must fight past an obstacle.

The epic thief-acrobat should boost her Strength and Dexterity whenever possible.

Other Options: For even greater stealth, look to Self-Concealment.

Those thief-acrobats who can qualify often enjoy Sneak Attack of Opportunity.

Hit Die: d6

Skill Points at Each Additional Level: 6 + Int modifier

Slow Fall: The falling distance that an epic thief-acrobat can ignore increases by 10 feet for every three levels gained after 9th.

Sneak Attack: The epic thief-acrobat's sneak attack damage increases by +1d6 for every five levels above 9th.

Bonus Feats: The epic thief-acrobat gains a bonus feat (selected from the list of epic thief-acrobat feats) every two levels after 10th.

Epic Thief-Acrobat Bonus Feat List: Blinding Speed, Epic Dodge, Epic Skill Focus, Epic Speed, Improved Combat Reflexes, Improved Sneak Attack, Legendary Climber, Legendary Leaper, Self-Concealment, Sneak Attack of Opportunity, Superior Initiative.

Thief-Acrobat

Level	Special
11	—
12	Slow fall (50 ft.), bonus feat
13	—
14	Sneak attack +3d6, bonus feat
15	Slow fall (60 ft.)
16	Bonus feat
17	—
18	Slow fall (70 ft.), bonus feat
19	Sneak attack +4d6
20	Bonus feat

THIEF-ACROBAT

Quite simply, the epic thief-acrobat can often get into (and out of) places no one else could even dream of entering. Legendary Climber, Legendary Leaper, and Epic Skill Focus are key for boosting your primary areas of specialization.

Blinding Speed, Improved Sneak Attack, and Superior Initiative are great to have when you must fight past an obstacle.

The epic thief-acrobat should boost her Strength and Dexterity whenever possible.

Other Options: For even greater stealth, look to Self-Concealment.

Those thief-acrobats who can qualify often enjoy Sneak Attack of Opportunity.

Hit Die: d6.

Skill Points at Each Additional Level: 6 + Int modifier.

Slow Fall (Ex): The falling distance that an epic thief-acrobat can ignore increases by 10 feet for every three levels gained after 9th.

Sneak Attack (Ex): The epic thief-acrobat's sneak attack damage increases by +1d6 for every five levels above 9th.

Bonus Feats: The epic thief-acrobat gains a bonus feat (selected from the list of epic thief-acrobat feats) every two levels after 10th.

Epic Thief-Acrobat Bonus Feat List: Blinding Speed, Epic Dodge, Epic Skill Focus, Epic Speed, Improved Combat Reflexes, Improved Sneak Attack, Legendary Climber, Legendary Leaper, Self-Concealment, Sneak Attack of Opportunity, Superior Initiative.

EPIC THIEF-ACROBAT

Level	Special
11	—
12	Slow fall (50 ft.), bonus feat
13	—
14	Sneak attack +3d6, bonus feat
15	Slow fall (60 ft.)
16	Bonus feat
17	—
18	Slow fall (70 ft.), bonus feat
19	Sneak attack +4d6
20	Bonus feat

VERDANT LORD

The epic verdant lord protects the plants of the natural world, preventing other creatures from causing damage to the environs and wreaking terrible vengeance upon those who would abuse the forest for their own needs.

Often, an epic verdant lord retires to the depths of an ancient forest in times of peace and spends decades in quiet contemplation, arising from his slumber only when he senses his world has come under attack.

Epic verdant lords are, above all else, patient.

They rarely act out of haste, and as a result they tend to avoid the flashier and more frantic combat epic feats.

Verdant lords prefer to acquire feats with long-term value, such as the various Craft Epic Item feats or Extended Life Span.

Wisdom is generally the most important ability for verdant lords.

Other Options: Although most verdant lords are deliberate in their actions, some headstrong lords find the traditional “lethargy” of their brothers to be a major disadvantage.

These verdant lords focus more on combat, combining the potent defenses of their plant bodies with various combat-related feats to become truly dangerous guardians of the natural world.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Regeneration (Su): An epic verdant lord's body repairs damage to itself with shocking speed as long as he is in a natural area.

At 11th level, the verdant lord gains regeneration 3; the rate of the lord's regeneration increases by +3 every three levels after that.

Acid, cold, fire, and negative energy deal lethal damage to a verdant lord.

In urban areas, or inside of structures, the verdant lord's regeneration does not function and he takes lethal damage from all sources; if the verdant lord later enters a natural area, any lethal damage he suffered in the non-natural region remains as damage and heals normally, but any further damage is treated as nonlethal (except for acid, cold, fire, and negative energy).

Gift of the Green (Su): As the verdant lord gains levels, he begins to manifest amazing abilities and qualities possessed by many plantlike creatures.

At 13th level, and again at every 3rd level after that, a verdant lord may select one of the following:

- **Camouflage:** In a natural area, the verdant lord can use a free action to blend in with the surroundings and gain total concealment.

This functions just like a *greater invisibility* spell except that the effect lasts until the verdant lord enters a structure or an urban environment or uses a free action to suppress it.

- **Constricting Vine:** The verdant lord gains a natural melee attack in the form of a thick vine.

If the vine hits, it inflicts 1d8 points of bludgeoning damage and can immediately make a grapple check without provoking an attack of opportunity.

If the vine gets a hold, it constricts for 1d8 points of damage plus 1.5 times the verdant lord's Strength modifier each round the hold is maintained.

- **Natural Armor:** The verdant lord's natural armor increases by +3 as his skin grows thick and barklike.

This ability can be selected multiple times.

- **Poison Thorns:** The verdant lord gains the ability to fire poison thorns from his flesh.

These thorns have a range increment of 70 feet, deal 1d8 points of damage on a hit, and have a x3 critical multiplier.

Any creature struck must make a Fortitude save (DC = 10 + half the verdant lord's level + his Constitution modifier) or suffer 1d6 points of temporary Dexterity damage (the initial and secondary damage is the same).

- **Reach:** The verdant lord's arms become long like tree branches; his reach increases by 5 feet.

This gift may be chosen up to three times.

- **Wild Shape (Plant):** The verdant lord may wild shape into a plant creature as a 12th-level druid.

Each time he gains a new gift of the green, he may wild shape an additional time each day.

This wild shape ability stacks with any other uses of wild shape the character may possess.

Other gifts of the green can be designed by the player, although the DM must approve of any player-designed gifts.

Bonus Feats: The epic verdant lord gains a bonus feat (selected from the list of epic verdant lord feats) at 12th level, and again every three levels after that.

Epic Verdant Lord Bonus Feat List: Armor Skin, Augmented Alchemy, Automatic Silent Spell, Automatic Still Spell, Craft Epic Staff, Create Epic Infusion (see sidebar), Damage Reduction, Efficient Item Creation, Energy Resistance, Epic Endurance, Epic Spellcasting, Epic Toughness, Extended Life Span, Improved Spell Capacity, Instant Infusion (see sidebar), Master Staff.

Verdant Lord

Level	Special
11	Regeneration 3
12	Bonus feat
13	Gift of the green 1
14	Regeneration 6
15	Bonus feat
16	Gift of the green 2
17	Regeneration 9
18	Bonus feat
19	Gift of the green 3
20	Regeneration 12

WARLOCK

A being of fell magic, an epic warlock is a supernatural force incarnate, losing all but the smallest fragment of his humanity.

Hit Die: d6

Skill Points at Each Additional Level: 2 + Int modifier

Invocations: The epic warlock's caster level is equal to his class level.

He does not learn additional invocations.

Eldritch Blast: An epic warlock's *eldritch blast* damage increases by 1d6 at every even-numbered level higher than 20th (1d6 at 22nd, 1d6 at 24th, and so on).

Damage Reduction: The epic warlock's damage reduction increases by 1 point (to 6/cold iron) at 23rd level and by 1 additional point for every four levels thereafter (7/cold iron at 27th, 8/cold iron at 31st, and so on).

Bonus Feats: The epic warlock gains a bonus feat every three levels higher than 20th (23rd, 26th, 29th, and so on). Bonus feats must be chosen from the following list, and can be selected even if the warlock does not meet the prerequisites.

Epic Warlock Bonus Feats: Additional Magic Item Space, Augmented Alchemy, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Damage Reduction, Dark Transient*, Efficient Item Creation, Eldritch Sculptor*, Energy Resistance, Epic Eldritch Blast*, Epic Extra Invocation*, Epic Fiendish Resilience*, Epic Spell Penetration, Extended Lifespan, Extra Epic Invocation*, Fast Healing, Improved Combat Casting, Lord of All Essences*, Master of the Elements*, Morpheme Savant*, Paragon Visionary*, Scribe Epic Scroll, Shadowmaster*, Souleater Incarnate*, Spellcasting Harrier, Superior Initiative, Verminlord*.

* An epic warlock must meet this feat's prerequisites to select it as an epic bonus feat.

WARMAGE

An epic warmage has perfected the art of destruction and devastation through his magic.

He can lay waste to entire armies and cities with horrifying ease and shocking efficiency.

Hit Die: d6.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The warmage's caster level is equal to his class level. The warmage's number of spells per day does not increase after 20th level.

The warmage does not learn additional spells, except through the advanced learning class feature (see below).

Advanced Learning (Ex): An epic warmage continues to add new spells to his spell list once every four levels; the spell added must be a wizard spell of the evocation school. Once a new spell is selected, it is forever added to that warmage's spell list and can be cast like any other spell on the warmage's list.

Bonus Feats: The epic warmage gains a bonus feat (selected from the list of epic warmage feats) at 23rd level and again every three levels after that.

Epic Warmage Bonus Feat List: Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Energy Resistance, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Scribe Epic Scroll, Spell Opportunity, Spell Stowaway, Spellcasting Harrier, Tenacious Magic.

Epic Warmage

Level	Special
21	--
22	--
23	Bonus feat
24	Advanced learning
25	--
26	Bonus feat
27	--
28	Advanced learning
29	Bonus feat
30	--

WARPRIEST

From Defenders of the Faith

The epic warpriest lives for the sound of battle, often commanding armies that stretch to the horizon and beyond.

For building and keeping an army, you can't beat Epic Leadership, Epic Reputation, and Legendary Commander. Armor Skin and Epic Toughness keep you alive and well in the most chaotic of battles.

Feats such as Bonus Domain, Improved Spell Capacity, and Spontaneous Domain Access boost your spellcasting powers.

Your spellcasting depends on Wisdom, but you shouldn't neglect your Charisma.

Strength and Constitution make reasonable options for ability boosts as well.

Other Options: Evil warpriests should consider Negative Energy Burst, Undead Mastery, and Zone of Animation to build and support armies of undead minions.

Hit Die: d8

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic warpriest's caster level increases by one level for every two levels gained above 10th.

The epic warpriest's number of spells per day increases until his caster level reaches 20th.

Turn or Rebuke Undead: Levels of warpriest count toward cleric or paladin levels when turning or rebuking undead.

Rally: The morale bonus this ability grants to the epic warpriest's allies increases by 1 point per level gained above 10th.

Inflame: The morale bonus this ability grants increases by +2 at each even-numbered level above 10th.

The effect's duration increases by one minute per level gained.

Fear Aura: The DC to resist this ability increases by 1 point every two levels gained above 10th (rather than by 1 point every level).

The epic warpriest may use this ability one additional time per day for every three levels gained after 9th.

Bonus Feats: The epic warpriest gains a bonus feat (selected from the list of epic warpriest feats) every four levels after 10th.

Epic Warpriest Bonus Feat List: Armor Skin, Bonus Domain, Epic Leadership, Epic Reputation, Epic Spell Focus, Epic Spell Penetration, Epic Toughness, Improved Combat Casting, Improved Spell Capacity, Negative Energy Burst, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Domain Access, Undead Mastery, Zone of Animation.

Warpriest	
Level	Special
11	Rally
12	Fear aura (3/day), rally, inflame
13	Rally
14	Bonus feat, rally, inflame
15	Fear aura (4/day)
16	Inflame, rally
17	Rally
18	Fear aura (5/day), bonus feat, rally, inflame
19	Rally
20	Inflame, rally

WARPRIEST

The epic warpriest lives for the sound of battle and often commands armies that stretch to the horizon and beyond. For building and keeping an army, you can't beat Epic Leadership, Epic Reputation, and Legendary Commander. Armor Skin and Epic Toughness keep you alive and well in the most chaotic of battles.

Feats such as Bonus Domain, Improved Spell Capacity, and Spontaneous Domain Access boost your spellcasting powers.

Your spellcasting depends on Wisdom, but you shouldn't neglect your Charisma.

Strength and Constitution make reasonable options for ability boosts as well.

Other Options: Evil warpriests should consider Negative Energy Burst, Undead Mastery, and Zone of Animation to build and support armies of undead minions.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic warpriest's caster level increases by one level for every two levels gained above 10th. The epic warpriest continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the divine spellcasting class to which the warpriest belonged before adding the prestige class.

Turn or Rebuke Undead (Su): Levels of warpriest count toward cleric or paladin levels when turning or rebuking undead.

Rally (Ex): The morale bonus this ability grants to the epic warpriest's allies increases by 1 point per level gained above 10th.

Inflame (Ex): The morale bonus this ability grants increases by +2 at each even-numbered level above 10th.

The effect's duration increases by one minute per level gained.

Fear Aura (Su): The DC to resist this ability increases by 1 point every two levels gained above 10th (rather than by 1 point every level).

The epic warpriest may use this ability one additional time per day for every three levels gained after 9th.

Bonus Feats: The epic warpriest gains a bonus feat (selected from the list of epic warpriest feats) every four levels after 10th.

Epic Warpriest Bonus Feat List: Armor Skin, Bonus Domain, Chosen Weapon Specialization (see New Epic Feats), Divine Spell Penetration (see New Epic Feats), Epic Leadership, Epic Reputation, Epic Spell Focus, Epic Spell Penetration, Epic Toughness, Improved Combat Casting, Improved Spell Capacity, Negative Energy Burst, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Domain Access, Undead Mastery, Zone of Animation.

EPIC WARPRIEST

Level	Special
11	—
12	Fear aura (3/day)
13	—
14	Bonus feat
15	Fear aura (4/day)
16	—
17	—
18	Fear aura (5/day), bonus feat
19	—
20	—

WARRIOR SKALD

The epic warrior skald has become a mighty hero in her own right, and while she continues to serve as a valuable ally in combat, she is just as often the subject of legends as she is the teller of such tales.

Most epic warrior skalds continue to focus on their oratory abilities, selecting feats that boost their ability to use bardic music such as Deafening Song, Hindering Song, Lasting Inspiration, Music of the Gods, Ranged Inspiration, and Rapid Inspiration.

After Charisma, which modifies and augments many of the warrior skald's special abilities, Strength is the character's most appropriate choice for ability increases.

Other Options: Epic warrior skalds who can meet the prerequisites take Overwhelming Critical and Devastating Critical, if only to enhance their own legendary battles.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Bardic Music: The epic warrior skald continues to hone her skills with bardic music.

She combines her bard and warrior skald levels to determine how many times per day she can use her bardic music ability.

Epic Heroism: At 11th level, the epic warrior skald gains the ability to inspire incredible heroism in an ally within 30 feet.

The ally the epic warrior skald chooses to affect gains a +4 morale bonus to his Strength, Dexterity, and Constitution, and gains +3d10 temporary hit points (these hit points are modified by the subject's Constitution score).

The effect lasts for as long as the ally hears the warrior skald recite poetry and for up to 5 rounds thereafter.

This is a mind-affecting ability that counts as a daily use of bardic music.

The epic warrior skald can inspire epic heroism in one additional target every three additional levels (2 targets at 14th, 3 at 17th, 4 at 20th, and so on).

Unlike the inspire heroics ability the bard gets at 15th level, each additional ally targeted increases the cost of using the ability by +1 daily use of bardic music.

Words of Wrath (Su): At 12th level, the warrior skald has learned and mastered the art of creating waves of sonic force by uttering ancient lines of magical poetry.

He can target one creature within 60 feet with the words of wrath; activating this supernatural ability is a standard action that does not provoke an attack of opportunity and uses one of the skald's daily uses of bardic music.

The target of the words of wrath must immediately make a Fortitude saving throw (DC = 10 + the epic warrior skald's level + Charisma modifier).

Failure indicates the target takes 1d6 points of sonic damage per warrior skald level and is permanently deafened.

Success indicates that the target suffers half damage and is deafened for only 1d4 rounds.

The epic warrior skald can simultaneously use the words of wrath against one additional target every three additional levels (2 targets at 15th, 3 at 18th, 4 at 21st, and so on).

Each additional target increases the cost of using the ability by +1 daily use of bardic music.

Bonus Feats: The epic warrior skald gains a bonus feat (selected from the list of epic warrior skald feats) every 3 levels after 10th.

Epic Warrior Skald Bonus Feat List: Deafening Song, Devastating Critical, Epic Endurance, Epic Fortitude, Epic Inspiration, Epic Leadership, Epic Prowess, Epic Reputation, Epic Skill Focus, Epic Toughness, Epic Weapon Focus, Great Charisma, Group Inspiration, Hindering Song, Inspire Excellence, Lasting Inspiration, Music of the Gods, Overwhelming Critical, Polyglot, Ranged Inspiration, Rapid Inspiration, Reactive Countersong.

Warrior Skald

Level	Special
11	Epic heroism (1 target)
12	Words of wrath (1 target)
13	Bonus feat
14	Epic heroism (2 targets)
15	Words of wrath (2 targets)
16	Bonus feat
17	Epic heroism (3 targets)
18	Words of wrath (3 targets)
19	Bonus feat
20	Epic heroism (4 targets)

WEAPON MASTER

The epic weapon master is an unparalleled expert in the use of his chosen weapon, whether that weapon is sword, axe, or nunchaku.

You can improve your already prodigious combat talents by selecting Epic Prowess, Epic Weapon Focus, or Overwhelming Critical.

Alternatively, enhance your defensive capabilities with Epic Combat Expertise or Epic Toughness.

As a melee fighter, Strength is likely your most important ability score, so it should receive the lion's share of ability increases.

Other Options: If your chosen weapon is a reach weapon, it's tough to beat Improved Whirlwind Attack.

Penetrate Damage Reduction is great if you routinely find yourself facing foes whose DR your chosen weapon can't overcome.

If you go the Weapon Finesse route, then Dexterity becomes a prime target for ability increases.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Ki Damage (Ex): The epic weapon master can use his ki damage ability one additional time per day per level gained after 10th (11/day at 11th, 12/day at 12th, and so on).

Increased Multiplier (Ex): The epic weapon master can declare that he is increasing the critical multiplier of his chosen weapon one additional time per day for every 2 levels gained above 10th (6/day at 12th, 7/day at 14th, and so on).

Bonus Feats: The epic weapon master gains a bonus feat (selected from the list of epic weapon master feats) every 3 levels after 10th.

Epic Weapon Master Bonus Feat List: Blinding Speed, Devastating Critical, Epic Combat Expertise (new feat; see below), Epic Prowess, Epic Reflexes, Epic Toughness, Epic Weapon Focus (weapon of choice only), Extended Lifespan, Improved Combat Reflexes, Improved Whirlwind Attack, Overwhelming Critical, Penetrate Damage Reduction.

Weapon Master

Level	Special
11	<i>Ki</i> damage 11/day
12	Increased multiplier 6/day, <i>ki</i> damage 12/day
13	<i>Ki</i> damage 13/day, bonus feat
14	Increased multiplier 7/ day, <i>ki</i> damage 14/day
15	<i>Ki</i> damage 15/day
16	Increased multiplier 8/ day, <i>ki</i> damage 16/day, bonus feat
17	<i>Ki</i> damage 17/day
18	Increased multiplier 9/ day, <i>ki</i> damage 18/day
19	<i>Ki</i> damage 19/day, bonus feat
20	Increased multiplier 10/ day, <i>ki</i> damage 20/day

WEAPON MASTER

The epic weapon master is an unparalleled expert in the use of his chosen weapon, whether that weapon is the longsword, greataxe, or nunchaku.

You can improve your already prodigious combat talents by selecting Epic Prowess, Epic Weapon Focus, or Overwhelming Critical.

Alternatively, enhance your defensive capabilities with Epic Combat Expertise or Epic Toughness.

As a melee fighter, Strength is likely your most important ability score, so it should receive the lion's share of ability increases.

Other Options: If your chosen weapon is a reach weapon, it's tough to beat Improved Whirlwind Attack.

Penetrate Damage Reduction is great if you routinely find yourself facing foes whose DR your chosen weapon can't overcome.

If you go the Weapon Finesse route, then Dexterity becomes a prime target for ability increases.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Ki Damage (Ex): The epic weapon master can use his *ki* damage ability one additional time per day per level gained after 10th (11/day at 11th, 12/day at 12th, and so on).

Increased Multiplier (Ex): The epic weapon master can declare that he is increasing the critical multiplier of his chosen weapon one additional time per day for every two levels gained above 10th (6/day at 12th, 7/day at 14th, and so on).

Bonus Feats: The epic weapon master gains a bonus feat (selected from the list of epic weapon master feats) every three levels after 10th.

Epic Weapon Master Bonus Feat List: Blinding Speed, Devastating Critical, Epic Combat Expertise (see New Epic Feats), Epic Prowess, Epic Reflexes, Epic Toughness, Epic Weapon Focus (weapon of choice only), Extended Lifespan, Improved Combat Reflexes, Improved

Whirlwind Attack, Overwhelming Critical, Penetrate Damage Reduction.

EPIC WEAPON MASTER

Level	Special
11	<i>Ki</i> damage 11/day
12	Increased multiplier 6/day, <i>ki</i> damage 12/day
13	<i>Ki</i> damage 13/day, bonus feat
14	Increased multiplier 7/ day, <i>ki</i> damage 14/day
15	<i>Ki</i> damage 15/day
16	Increased multiplier 8/ day, <i>ki</i> damage 16/day, bonus feat
17	<i>Ki</i> damage 17/day
18	Increased multiplier 9/ day, <i>ki</i> damage 18/day
19	<i>Ki</i> damage 19/day, bonus feat
20	Increased multiplier 10/ day, <i>ki</i> damage 20/day

WU JEN

The epic wu jen continues to grow apart from society, since her mighty powers and strange ways often frighten those uninitiated into the mysteries of arcane magic.

The epic wu jen lives and dies by her spellcasting, and her epic feat selection, including such choices as Multispell, Intensify Spell, and Epic Spell Focus, reflects that reality. For higher-level wu jen, Epic Spell Secret is a powerful option.

Since the wu jen's spells are affected by her Intelligence, most ability increases should go there.

Dexterity and Constitution are reasonable second options since they improve her defensive capabilities.

Other Options: Superior Initiative makes a fine choice for the wu jen who believes in striking first.

Improved Metamagic is good for the wu jen who employs many such feats.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic wu jen's caster level is equal to her class level.

The wu jen's number of spells per day does not increase after 20th level.

Each time the wu jen achieves a new level, she learns two new spells of any spell level that she can cast (according to her new level).

Spell Secret: Every 3 levels after 18th, the epic wu jen may select one additional spell known to her to become modified as listed for this ability.

She must choose an additional taboo each time she learns a spell secret.

Bonus Feats: The epic wu jen gains a bonus feat (selected from the list of epic wu jen feats) every 3 levels after 20th.

Epic Wu Jen Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spell Secret (new feat; see below), Epic Spellcasting, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Superior Initiative, Tenacious Magic.

Wu Jen Level	Special
21	Spell secret
22	
23	Bonus feat
24	Spell secret
25	
26	Bonus feat
27	Spell secret
28	
29	Bonus feat
30	Spell secret

WU JEN

The epic wu jen continues to grow apart from society, since her mighty powers and strange ways often frighten those uninitiated into the mysteries of arcane magic.

The epic wu jen lives and dies by her spellcasting, and her epic feat selection, including such choices as Multispell, Intensify Spell, and Epic Spell Focus, reflects that reality. For higher-level wu jen, Epic Spell Secret is a powerful option.

Since the wu jen's spells are affected by her Intelligence, most ability increases should go there.

Dexterity and Constitution are reasonable second options since they improve her defensive capabilities.

Other Options: Superior Initiative makes a fine choice for the wu jen, who believes in striking first.

Improved Metamagic is good for the wu jen who employs many such feats.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic wu jen's caster level is equal to her class level.

The wu jen's number of spells per day does not increase after 20th level.

Each time the wu jen achieves a new level, she learns two new spells of any spell level that she can cast (according to her new level).

Spell Secret: Every three levels after 18th, the epic wu jen may select one additional spell known to her to become modified as listed for this ability.

She must choose an additional taboo each time she learns a spell secret.

Bonus Feats: The epic wu jen gains a bonus feat (selected from the list of epic wu jen feats) every three levels after 20th.

Epic Wu Jen Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spell Secret (see New Epic Feats), Epic Spellcasting, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Superior Initiative, Tenacious Magic.

EPIC WU JEN

Level	Special
21	Spell secret
22	—
23	Bonus feat
24	Spell secret
25	—
26	Bonus feat
27	Spell secret
28	—
29	Bonus feat
30	Spell secret

EXPANDED PSIONICS HANDBOOK (3.5)

PSION

To the epic psion, inner knowledge is literally power, and the quest for the expansion of hidden psionic abilities is never-ending.

Ever more potent psionic power and even the creation of psionic artifacts are hallmarks of the epic psion.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Powers: The psion's manifester level is equal to his class level.

The psion's base power points do not increase after 20th level.

Each time the psion attains a new level, he learns two new powers of any level or levels that he can manifest.

Psicrystal: The epic psion's psicrystal, if he has one, continues to increase in power.

At every odd-numbered level higher than 20th (21st, 23rd, and so on) the psicrystal's natural armor bonus and Intelligence each increase by 1.

The psicrystal's power resistance is equal to the master's level + 5.

At 21st level and again every ten levels higher than 21st, the psicrystal gains the benefit of the Psicrystal Power epic feat for a power of its master's choice.

Bonus Feats: The epic psion gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

PSYCHIC WARRIOR

The epic psychic warrior is a perfect meld of mental strength and martial prowess.

All fear her psionically enhanced weapon.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Powers: The psychic warrior's manifester level is equal to her class level.

The psychic warrior's base power points do not increase after 20th level.

The epic psychic warrior gains one new power of any level that she can manifest at every even-numbered level she attains higher than 20th (22nd, 24th, 26th, and so on).

Bonus Feats: The epic psychic warrior gains a bonus feat at 21st level and every three levels higher than 21st (24th, 27th, and so on).

SOULKNIFE

The epic soulknife is adept at channeling the entirety of his psychic might into the creation of an increasingly potent blade of mental energy.

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Mind Blade: At 25th level and every five levels thereafter, the soulknife gains an additional +1 enhancement bonus on attack rolls and damage rolls (+6 at 25th, +7 at 30th, and so on).

Mind Blade Enhancement: The epic soulknife's mind blade gains additional powers as the soulknife gains epic levels.

At 22nd level and every four levels thereafter, the soulknife can improve the value of the weapon special abilities on his mind blade by 1 (+5 equivalent bonus at 22nd, +6 at 26th, and so on).

As noted in the soulknife class description, reassigning qualities still takes 8 hours of concentration.

Psychic Strike: The epic soulknife's psychic strike progression continues past 20th level, continuing to grant an additional die (d8) of damage every four levels higher than 19th (+6d8 at 23rd, +7d8 at 27th, and so on).

Bonus Feats: The epic soulknife gains a bonus psionic feat every three levels higher than 20th (23rd, 26th, and so on).

WILDER

The epic wilder's powers become even more volatile and unpredictable.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic wilder's manifester level is equal to her class level.

The wilder's power points and powers known do not increase after 20th level (except through the use of epic feats).

Wild Surge: The epic wilder's wild surge continues to increase after 20th level.

At 23rd level and every four levels higher than 23rd, the wild surge continues to gain an additional +1 boost to manifester level when used (+7 at 23rd, +8 at 27th, and so on).

Surging Euphoria: The wilder's surging euphoria progression continues past 20th level.

At 28th level and every eight levels higher than 28th, the morale bonus on her attack rolls, damage rolls, and saving throws increases by 1 (+4 at 28th, +5 at 36th, and so on).

Volatile Mind: The epic wilder's volatile mind ability continues to increase.

At 21st level and every four levels higher than 21st, the penalty assessed against telepathy powers manifested on the wilder is increased by 1 power point (5 points at 21st, 6 points at 25th, and so on).

MAGIC OF INCARNUM (3.5)

INCARNATE

Standing as an exemplar of her principles, the epic incarnate wields moral or ethical forces as weapons in his struggle against those who oppose his alignment.

Hit Die: d6.

Skill Points at Each Additional Level: 2 + Int modifier.

Incarnum Radiance: The epic incarnate can use this ability one additional time per day for every five levels he attains beyond 18th level (5/day at 23rd level, 6/day at 28th level, and so on.).

The sacred bonus granted improves by 1 (for good or lawful incarnates), by 2 (for evil incarnates), or +10 feet (for chaotic incarnates) for every five levels above 20th.

Rapid Meldshaping: The epic incarnate can use this ability one additional time per day for every six levels he attains beyond 17th level (4/day at 23rd level, 5/day at 29th level, and so on.).

Meldshaping: The epic incarnate does not gain any additional soulmelds, essentia, or chakra binds after 20th level.

His meldshaper level continues to increase, however.

Bonus Feats: The epic incarnate gains a bonus feat every two levels higher than 20th (22nd, 24th, and so on).

SOULBORN

The epic soulborn is a mighty champion of her chosen alignment, shaping her soulmelds for maximum martial capability.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Smite Opposition: The epic soulborn can use this ability one additional time per day for every five levels she attains beyond 20th (6/day at 25th level, 7/day at 30th level, and so on.).

Share Incarnum Defense: The epic soulborn can use this ability one additional time per day for every four levels she attains beyond 17th (4/day at 21st level, 5/day at 25th level, and so on.).

Meldshaping: The epic soulborn does not gain any additional soulmelds, essentia, or chakra binds after 20th level.

Her meldshaper level continues to increase by one for every two levels of soulborn gained.

Bonus Feats: The epic soulborn gains a bonus feat every three levels after 20th (23rd, 26th, and so on).

TOTEMIST

The epic totemist is a fierce warrior of nature, though some more rightfully compare him to a force of nature itself.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Rebind Totem Soulmeld: The epic totemist can use this ability one additional time per day for every four levels he attains beyond 20th (5/day at 24th, 6/day at 28th, and so on.).

Meldshaping: The epic totemist does not gain any additional soulmelds, essentia, or chakra binds after 20th level.

His meldshaper level continues to increase, however.

Bonus Feats: The epic totemist gains a bonus feat every two levels after 20th (22nd, 24th, and so on).

PLAYER'S GUIDE TO FAERÛN (3.5)

EYE OF HORUS-RE

The epic eye of Horus-Re is the embodiment of light and his deity's devotion to battling evil.

An epic eye of Horus-Re should concentrate on his ability to wreak havoc on undead and other evil creatures by focusing on epic feats such as Positive Energy Aura, Chosen Weapon Specialization, and Planar Turning.

He is always happy to improve his spellcasting as well, with feats such as Divine Spell Penetration, Improved Alignment-Based Casting, Bonus Domain, Spontaneous Domain Access, and feats that improve his use of metamagic.

A good selection of defensive feats, such as Epic Devotion and Armor Skin, is also useful.

The epic eye of Horus-Re should increase his Wisdom as much as possible, though he also needs Charisma for turning undead.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic eye of Horus-Re's caster level increases by 1 for every level higher than 10th.

His spells per day and spells known do not increase after 10th level, unless the sum of the class levels contributing to his caster level equals 20 or less.

Positive Energy Burst: The DC for this ability increases by 1 for every two levels higher than 10th.

Bonus Feats: The epic eye of Horus-Re gains a bonus feat, selected from the list below, for every two levels higher than 10th.

He must meet any prerequisites for a feat in order to select it.

Epic Eye of Horus-Re Bonus Feat List: Armor Skin, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Chosen Weapon Specialization*, Divine Spell Penetration*, Enhance Spell, Epic Counterspell*, Epic Devotion*, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

* New epic feat; see page 135.

TABLE 5-1:
THE EPIC EYE OF HORUS-RE

Class Level	Special
11th	—
12th	Bonus feat
13th	—
14th	Bonus feat
15th	—
16th	Bonus feat
17th	—
18th	Bonus feat
19th	—
20th	Bonus feat

HAMMER OF MORADIN

The epic hammer of Moradin is a mighty champion of the dwarf race—the very image of his deity on the battlefield. An epic hammer of Moradin has a dual focus: He should improve his spellcasting ability on a regular basis while also augmenting his sheer combat prowess.

The Chosen Weapon Specialization feat makes use of his religious devotion, while a whole array of combat feats from Epic Weapon Focus to Overwhelming Critical can increase his effectiveness in battle.

Divine Spell Penetration, Epic Devotion, and Improved Alignment-Based Casting highlight his role as a champion of law and good.

Armor Skin, Damage Reduction, Epic Endurance, and Epic Toughness suit the dwarven idiom as well.

Strength, Wisdom, and Constitution are all important to the epic hammer of Moradin, and not necessarily in that order.

Better attacks, better spells, better hit points—he needs them all, so he should try to increase these three abilities nearly evenly.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic hammer of Moradin's caster level increases by 1 for every two levels higher than 10th.

His spells per day and spells known do not increase after 10th level unless the sum of the class levels contributing to his caster level equals 20 or less.

Bonus Feats: The epic hammer of Moradin gains a bonus feat, selected from the list below, for every two levels higher than 10th.

He must meet any prerequisites for a feat in order to select it.

Epic Hammer of Moradin Bonus Feat List: Armor Skin, Bonus Domain, Chosen Weapon Specialization*, Damage Reduction, Devastating Critical, Divine Spell Penetration*, Enhance Spell, Epic Devotion*, Epic Endurance, Epic Leadership, Epic Prowess, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Epic Weapon Focus, Ignore Material Components, Improved Alignment-Based Casting, Improved Aura of Courage, Improved Combat Casting, Improved Spell Capacity, Improved Whirlwind Attack, Legendary Commander, Overwhelming Critical, Penetrate Damage Reduction, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Superior Initiative, Widen Aura of Courage.

* New epic feat; see page 135.

TABLE 5-2:

THE EPIC HAMMER OF MORADIN

Class Level	Special
11th	—
12th	Bonus feat
13th	—
14th	Bonus feat
15th	—
16th	Bonus feat
17th	—
18th	Bonus feat
19th	—
20th	Bonus feat

HATHRAN

As far as outsiders know, there are no hathrans above the rank of othlor among the Witches of Rashemen.

But the outsiders are wrong.

Those few hathrans who exceed this level of power keep their identities secret and often disappear from public view. They may continue to work from behind the scenes, but more likely they travel incognito to distant lands or planes of existence in search of greater knowledge.

The epic hathran has perhaps the widest array of bonus feats available to any class.

Her choice of feats depends largely on her spellcasting preference (arcane or divine).

Former clerics might select Bonus Domain or Improved Alignment-Based Casting, while hathrans who were once

arcane spellcasters probably lean toward improving their metamagic capabilities.

Regardless of a hathran's background, general feats such as Epic Spell Focus and Epic Spell Penetration come in very handy, and she can't go wrong with Improved Spell Capacity.

An epic hathran should focus on increasing the ability score that controls her spellcasting, whether that is Intelligence, Wisdom, or Charisma.

Since hathrans are multiclass spellcasters, an occasional bump to her secondary spellcasting ability score is a reasonable second choice.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic hathran's caster level increases by 1 for every level higher than 10th.

Her spells per day and spells known do not increase after 10th level.

Universal Spirit Magic: The epic hathran gains one additional use per day of this ability for every three levels higher than 9th (four times per day at 12th level, five times per day at 15th level, and six times per day at 18th level).

Bonus Feats: The epic hathran gains a bonus feat, selected from the list below, for every two levels higher than 10th.

She must meet any prerequisites for a feat in order to select it.

Epic Hathran Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Leadership, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

TABLE 5-3: THE EPIC HATHRAN

Class Level	Special
11th	—
12th	Bonus feat, universal spirit magic 4/day
13th	—
14th	Bonus feat
15th	Universal spirit magic 5/day
16th	Bonus feat
17th	—
18th	Bonus feat, universal spirit magic 6/day
19th	—
20th	Bonus feat

INCANTATRIX

The epic incantatrix is even more solitary than the typical representative of the prestige class.

Improved Metamagic further augments the incantatrix's prodigious metamagic abilities, and its benefit stacks with that provided by her class ability of the same name. Any of the epic metamagic feats (such as Improved Heighten Spell) are also likely to come in handy for her. The epic incantatrix should focus her ability score increases on the ability that controls her spellcasting (typically Intelligence or Charisma).

Beyond that, either Dexterity or Constitution is a fine choice.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic incantatrix's caster level increases by 1 for every level higher than 10th.

Her spells per day and spells known do not increase after 10th level unless the sum of the class levels contributing to her caster level equals 20 or less.

Instant Metamagic (Su): The incantatrix gains one additional use per day of her instant metamagic ability for every two levels higher than 9th.

Thus, she can use it three times per day at 11th level, four times per day at 13th level, five times per day at 15th level, six times per day at 17th level, and seven times per day at 19th level.

Bonus Feats: The epic incantatrix gains a bonus feat, selected from the list below, for every three levels higher than 10th.

She must meet any prerequisites for a feat in order to select it.

Epic Incantatrix Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Effect*, Enhance Spell, Epic Counterspell*, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Will, Familiar Spell, Ignore Material Components, Improved Combat Casting, Improved Cooperative Metamagic*, Improved Heighten Spell, Improved Metamagic, Improved Snatch Spell*, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Spell Knowledge, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

* New epic feat; see page 135.

TABLE 5—4: THE EPIC INCANTATRIX

Class Level	Special
11th	Instant metamagic 3/day
12th	—
13th	Bonus feat, instant metamagic 4/day
14th	—
15th	Instant metamagic 5/day
16th	Bonus feat
17th	Instant metamagic 6/day
18th	—
19th	Bonus feat, instant metamagic 7/day
20th	—

JUSTICIAR OF TYR

A champion of law first and good second, the epic justiciar of Tyr is very similar to the epic paladin—a champion of righteousness and justice whose sword brings woe to the wicked.

The epic justiciar of Tyr's faith powers her combat prowess. Axiomatic Strike is the logical outgrowth of her smite anarchy ability, and Great Smiting improves that ability as well.

Chosen Weapon Specialization is another good combat feat for the epic justiciar, and both Epic Leadership and Legendary Commander suit this paragon of justice well. Charisma, Strength, and Wisdom are all good choices for ability score increases.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic justiciar of Tyr's caster level increases by 1 for every level higher than 10th.

Her spells per day and spells known do not increase after 10th level unless the sum of the class levels contributing to her caster level equals 20 or less.

Smite Anarchy (Su): The epic justiciar of Tyr gains one additional use per day of her smite anarchy ability for every five levels higher than 10th.

Thus, she can use it four times per day at 15th level and five times per day at 20th level.

Bonus Feats: The epic justiciar of Tyr gains a bonus feat, selected from the list below, for every three levels higher than 9th.

She must meet any prerequisites for a feat in order to select it.

Epic Justiciar of Tyr Bonus Feat List: Armor Skin, Axiomatic Strike*, Chosen Weapon Specialization*, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Improved Combat Casting, Improved Spell Capacity, Legendary Commander, Overwhelming Critical, Perfect Health, Permanent Emanation, Spontaneous Spell.

* New epic feat; see page 135.

TABLE 5—5:

THE EPIC JUSTICIAR OF TYR

Class Level	Special
11th	—
12th	—
13th	Bonus feat
14th	—
15th	Smite anarchy 4/day
16th	Bonus feat
17th	—
18th	—
19th	Bonus feat
20th	Smite anarchy 5/day

MONK OF THE LONG DEATH

Shrouded in an aura of death, the epic monk of the long death has achieved a level of peace with the concept of death that most mortals will never find.

Epic monks of the long death have most of the same options available to them as standard monks do, including a variety of ways to improve their unarmed combat ability, superior defenses, and speed.

Monks of the long death who come from different backgrounds should consult the epic paths for their other classes for more options.

A monk of the long death needs to keep improving most of his ability scores.

Since his death attack relies on his Intelligence score, Charisma is the only ability score that he shouldn't care too much about.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Death Attack: The save DC for this ability increases by 1 for every two levels higher than 10th.

Deathguard: The epic monk of the long death's bonus on saving throws against death effects increases by 1 for every two levels higher than 9th (to +6 at 11th level, +7 at 13th level, +8 at 15th level, +9 at 17th level, and +10 at 19th level).

Bonus Feats: The epic monk of the long death gains a bonus feat, selected from the list below, for every four levels higher than 10th.

He must meet any prerequisites for a feat in order to select it.

Epic Monk of the Long Death Bonus Feat List: Armor Skin, Blinding Speed, Damage Reduction, Energy Resistance, Epic Prowess, Epic Speed, Epic Toughness, Fast Healing, Improved Combat Reflexes, Keen Strike, Legendary Climber, Legendary Wrestler, Self-Concealment, Shattering Strike, Superior Initiative, Vorpall Strike.

TABLE 5-6:

THE EPIC MONK OF THE LONG DEATH

Class Level	Special
11th	Deathguard +6
12th	—
13th	Deathguard +7
14th	Bonus feat
15th	Deathguard +8
16th	—
17th	Deathguard +9
18th	Bonus feat
19th	Deathguard +10
20th	—

MORNINGLORD OF LATHANDER

Shining with the rosy light of dawn, the epic morninglord of Lathander is a ray of hope in a dark and dangerous world.

Much like clerics, epic morninglords should concentrate on improving their spellcasting, their turning ability, and their healing talents.

Because they are highly creative people, many epic morninglords take Epic Skill Focus (Craft or Perform).

An epic morninglord should improve her Wisdom for spellcasting and her Charisma for turning.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic morninglord of Lathander's caster level increases by 1 for every level higher than 10th.

Her spells per day and spells known do not increase after 10th level unless the sum of the class levels contributing to her caster level equals 20 or less.

Greater Turning: The epic morninglord of Lathander gains one additional use per day of this ability for every four levels higher than 9th.

Thus, she can use it three times per day at 13th level and four times per day at 17th level.

Bonus Feats: The epic morninglord of Lathander gains a bonus feat, selected from the list below, for every three levels higher than 10th.

She must meet any prerequisites for a feat in order to select it.

Epic Morninglord of Lathander Bonus Feat List: Armor Skin, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Chosen Weapon Specialization*, Divine Spell Penetration*, Enhance Spell, Epic Counterspell*, Epic Devotion*, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

* New epic feat; see page 135.

TABLE 5-7:

THE EPIC MORNINGLORD OF LATHANDER

Class Level	Special
11th	—
12th	—
13th	Greater turning 3/day, bonus feat
14th	—
15th	—
16th	Bonus feat
17th	Greater turning 4/day
18th	—
19th	Bonus feat
20th	—

RUNECASTER

Epic runecasters are particularly common among the dwarves and giants, who originated this form of magic.

A runecaster of epic level is likely a legend among his people, and the power of his runes is beyond comparison.

The epic runecaster should pick up *Inscribe Epic Rune* (new feat; see page 135) as soon as possible. Beyond that, any feat that makes his spellcasting more powerful is a good choice, from *Enhance Spell* to *Improved Metamagic* to *Spell Stowaway*.

Epic Toughness is a good choice for epic runecasters who want to emulate their dwarf or giant teachers.

Players could also work with their DMs to create rune-based epic feats that mimic metamagic feats.

If the epic runecaster's divine spellcasting relies on *Wisdom*, that's the best choice for his ability score increases.

Constitution is a solid second choice, since many runecasters take pride in their physical toughness.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic runecaster's divine caster level increases by 1 for every level higher than 10th.

His spells per day and spells known do not increase after 10th level.

Rune Craft: The epic runecaster's bonus on Craft checks made to inscribe runes increases by 1 for every three levels higher than 10th (to +4 at 13th level, +5 at 16th level, and +6 at 19th level).

Rune Power: For runes created by the runecaster, the save DC for all attempts to erase, dispel, or disable the rune, and for caster level checks made to overcome the spell resistance of a target, increases by 1 for every three levels higher than 9th (to +4 at 12th level, +5 at 15th level, and +6 at 18th level).

Crafting Epic Runes: An epic runecaster can't create a rune with a spell level above 10th or an effective caster level above 20th without using the *Inscribe Epic Rune* feat.

Bonus Feats: The epic runecaster gains a bonus feat, selected from the list below, for every three levels higher than 10th.

He must meet any prerequisites for a feat in order to select it.

Epic Runecaster Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Chosen Weapon Specialization*, Divine Spell Penetration*, Efficient Item Creation, Enhance Spell, Epic Devotion*, Epic Skill Focus (Craft [any]), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Inscribe Epic Rune*, Intensify Spell, Multispell, Permanent Emanation, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

* New epic feat; see page 135.

TABLE 5—8: THE EPIC RUNECASTER

Class Level	Special
11th	—
12th	Rune power +4
13th	Bonus feat, rune craft +4
14th	—
15th	Rune power +5
16th	Bonus feat, rune craft +5
17th	—
18th	Rune power +6
19th	Bonus feat, rune craft +6
20th	—

SHAARYAN HUNTER

The epic Shaaryan hunter is one with her mount.

She is a rider, tracker, and survivalist of unrivaled skill.

An epic Shaaryan hunter should focus on feats related to riding and archery, which are her two greatest strengths.

Legendary Rider and Skill Focus (Ride) improve her riding ability and help her make Ride checks at high DCs for tasks such as attacking while hanging down alongside her mount.

Combat Archery, Distant Shot, Improved Manyshot, Swarm of Arrows, and Uncanny Accuracy all improve her prowess with a bow.

The Shaaryan hunter should improve her Dexterity regularly.

Constitution should be her second focus for ability score increases.

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Ride Bonus: The epic Shaaryan hunter's competence bonus on Ride checks increases by 2 for every three levels higher than 10th (to +10 at 13th level, +12 at 15th level, and +14 at 18th level).

Bonus Feats: The epic Shaaryan hunter gains a bonus feat, selected from the list below, for every three levels higher than 10th.

She must meet any prerequisites for a feat in order to select it.

Epic Shaaryan Hunter Bonus Feat List: Armor Skin, Blinding Speed, Combat Archery, Distant Shot, Epic Endurance, Epic Prowess, Epic Skill Focus, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Manyshot, Legendary Rider, Legendary Tracker, Swarm of Arrows, Uncanny Accuracy.

TABLE 5—9: THE EPIC SHABRYAN HUNTER

Class Level	Special
11th	—
12th	—
13th	Bonus feat, Ride bonus +10
14th	—
15th	—
16th	Bonus feat, Ride bonus +12
17th	—
18th	—
19th	Bonus feat, Ride bonus +14
20th	—

SHADOW ADEPT

The benefits of the Shadow Weave are as potent as they are tempting.

A rare few who follow this path attain epic levels, and those who know their names dare mention them only in whispers—and even then only in bright daylight.

As a spellcaster, an epic shadow adept should focus on gaining feats that bolster his spellcasting power, such as the ever-popular Improved Spell Capacity.

Epic Spell Focus, particularly in enchantment, illusion, or necromancy, also serves him well.

Improved Low-Light Vision boosts the epic shadow adept's visual acuity in the shadowy conditions he loves.

An epic shadow adept who is satisfied with his spellcasting prowess might consider picking up feats that accentuate his other abilities.

If he has the prerequisites, Self-Concealment fits in well with the shadow adept's motif.

Spectral Strike is another interesting choice for shadow adepts who were clerics before embracing the Shadow Weave.

As with any epic spellcaster, an epic shadow adept should improve the ability score that controls his spellcasting.

Other than that, Dexterity is a good choice, particularly if he typically goes without armor.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic shadow adept's caster level increases by 1 for every level higher than 10th.

His spells per day and spells known do not increase after 10th level.

Shadow Defense: The epic shadow adept's profane bonus on saves against spells from the schools of enchantment, illusion, and necromancy, as well as spells with the darkness descriptor, increases by 1 for every three levels higher than 9th (to +4 at 12th level, +5 at 15th level, and +6 at 18th level).

Bonus Feats: The epic shadow adept gains a bonus feat (selected from the list below) for every four levels higher than 10th.

He must meet any prerequisites for a feat in order to select it.

Epic Shadow Adept Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Low-

Light Vision, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spectral Strike, Spell Knowledge, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

TABLE 5—10: THE EPIC SHADOW ADEPT

Class Level	Special
11th	—
12th	Shadow defense +4
13th	—
14th	Bonus feat
15th	Shadow defense +5
16th	—
17th	—
18th	Bonus feat, shadow defense +6
19th	—
20th	—

PARAGON CLASSES

RACES OF THE DRAGON (3.5)

KOBOLD

Kobolds are reptilian humanoids that embrace hard work as the inescapable standard of their daily lives.

They exist to facilitate the mining operations that inevitably sustain their lair without devoting a thought to personal ambition or desire.

Workers that challenge this time-honored fate rebel by excelling in all aspects of kobold life rather than simply specializing in one profession.

These are the kobold paragons of a tribe, willfully motivated athletes of productivity.

Adventures: Kobold paragons are not unlike dragons in their pursuit of treasure.

Kobold paragons are a little more discerning, however, in that they value singular items of power more than hordes of gold.

They will even travel farther away from their lair than most other kobolds, seeking magical jewelry above all else.

As natural sorcerers, kobold paragons are more than equipped to handle monstrous encounters, shoring up their physical weaknesses with arcane might.

Characteristics: Kobold paragons are equal part creative intuition and draconic ferocity.

When kobold paragons spearhead a plan, they do so with remarkable forethought, whether designing a trap, laying out a mine, or looking for the weaknesses of a hated opponent.

When there is no time to prepare for a fight, kobold paragons unleash the draconic side of their personality, a primitive impulse that is forever clawing to the surface, eager to taste the blood of their enemies.

Alignment: Kobold paragons are constantly trying to rise above their tribal instincts of loyalty.

They are not trying to abandon their roots, but to make decisions as individuals (a foreign concept in kobold culture).

While kobolds are normally lawful evil, kobold paragons are not bound by this cultural disposition.

Despite their best efforts, even good-aligned kobold paragons cannot stop themselves from devising painfully sadistic traps in their spare time.

Religion: Kobold paragons generally rationalize their actions in the name of Kurtulmak, who suffered greatly at the hands of Garl Glittergold, or embrace Io, who follows a more open-minded and less racially charged path.

With Kurtulmak, kobold paragons are polarized against every other race.

With Io, kobolds seek objectivity as an ideal, allowing them to socialize more with other races.

A kobold paragon can also express their piety through devoted service to their lair.

Background: A kobold paragon attains their position by excelling in every field of kobold expertise.

Where most lair-bound kobolds are directed into one profession, kobold paragons must become equally skilled at sorcery, trapfinding, and trapmaking.

This kind of behavior is usually discouraged, as tribal leaders prefer the kobolds of their lair to be obedient, specialized workers.

A kobold paragon must therefore work four times as hard to attain their distinction.

Races: Kobolds despise gnomes, distrust dwarves and fey, and generally hold every other race in contempt.

Kobold paragons are different in that they can suspend their racial antipathy to gather information about enemies, rather than automatically attacking their foes.

Feeling isolated in the world, kobolds are outwardly defensive towards other creatures.

These feelings can diminish as kobold paragons spend more time with other humanoids.

Other Classes: Kobold paragons relate to rogues and sorcerers more readily than any other classes, as they share the most in common with their trapmaking and spellcasting abilities.

Kobold paragons tend to be more alert and productive around clerics, being accustomed to such figures in positions of leadership.

Kobold paragons regard the melee classes with due respect because they usually lack the strength to become effective fighters.

GAME RULE INFORMATION

Kobold paragons have the following game statistics.

Abilities: Charisma determines the effectiveness of a kobold paragon's spellcasting ability and is useful when attempting deceptions and collecting information.

Dexterity is always an asset to kobold paragons, increasing their accuracy when making ranged attacks and aiding them in melee combat (after taking the Weapon Finesse feat).

Constitution makes kobold paragons better able to withstand the physical dangers of adventuring.

Alignment: Any, although predominantly lawful and evil.

CLASS SKILLS

(4 + Int modifier): Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), and Swim (Str).

CLASS FEATURES

The following are class features of the kobold paragon class. Weapon and Armor Proficiency: The kobold paragon is proficient with all simple weapons, plus the heavy pick and light pick.

Kobold paragons are also proficient with light armor.

Kobold paragons treat the dire pick (see *Complete Warrior*, p.157) as a martial weapon that can be wielded two-handed as a simple weapon.

Manual Expertise (Ex): A kobold paragon may add his class level as a racial bonus on Craft (trapmaking), Profession (mining), and Search checks.

Tunnel Defense (Ex): At 1st level, a kobold paragon uses confined spaces to their advantage in melee combat.

A kobold paragon is treated as a Medium opponent when using or resisting any special attack (for example, bull rush,

disarm, grapple) but only when fighting in a location no wider than their combat space (5 ft. wide). In addition, a kobold paragon retains their Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker in these confined conditions. If a kobold paragon has uncanny dodge from a different class, the character automatically gains the benefits of improved uncanny dodge, but only when fighting in confined conditions (as above). Improved Darkvision (Ex): At 2nd level, a kobold paragon's darkvision range increases by 30 feet. No Light Sensitivity: At 2nd level, a kobold paragon loses their race's light sensitivity.

Spells Per Day: At 2nd and 3rd-level, a kobold paragon gains new spells per day and spells known as if the character had also gained a level in sorcerer. The kobold paragon does not, however, gain any other benefit a character of that class would have gained (familiar abilities, and so on). This essentially means that the character adds the level of kobold paragon to their level in sorcerer, then determines spells per day, spells known, and caster level accordingly. If a kobold paragon has no levels in sorcerer, this class feature has no effect. Ability Boost (Ex): At 3rd level, a kobold paragon's Charisma score increases by 2 points.

Table: The Kobold Paragon

Hit Die: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+0	+2	+2	Manual expertise, tunnel defense	-
2	+1	+0	+3	+3	Improved darkvision (+30 ft.), no light sensitivity	+1 sorcerer level
3	+2	+1	+3	+3	Ability boost (Cha +2)	+1 sorcerer level

UNEARTHED ARCANA (3.5)

SUBRACES AND PARAGON CLASSES

As a general rule, a member of a subrace can take levels in the standard race's paragon class unless a specific paragon class exists for the subrace. For example, aquatic elves, gray elves, wild elves, and wood elves may all advance as elf paragons, but drow elves may not, because drow have a separate paragon class (assuming the DM uses the drow paragon class given here). If the DM wanted to further differentiate the elven subraces by creating a paragon class for one or more of the subraces, those subraces could not then take levels of elf paragon.

PARAGON CLASSES IN YOUR GAME

Like many of the variants in this book, racial paragons can be a powerful tool for shaping a campaign world or play experience. Including racial paragons in a campaign is as easy as allowing players to advance in the classes or designing NPCs with class levels from the appropriate paragon class. However, this variant can be more than just another long list of possible classes. By allowing different subsets of the racial paragon classes to be present in your game, you can shape which races are the most influential or numerous in the campaign.

For example, in a setting in which elves and dwarves have all but died out, the traditions of their racial paragon classes might have been lost. In the same campaign, however, humans, half-orcs, and halflings all thrive, and powerful NPCs of these races might frequently have a level or two in the appropriate paragon class.

DROW

Separated from the rest of the elven people by a legacy of deceit, betrayal, and evil, the drow are easily one of the most dangerous of the humanoid races.

When deciding whether to create new paragon classes for subraces in your game, consider how different the subrace is from the main race. For instance, the gray elf is very similar to the standard (high) elf, but both the wild elf and wood elf receive a penalty to Intelligence, suggesting that the elf paragon's Intelligence increase at 3rd level might not be appropriate for those races. The forest gnome is very similar to the standard (rock) gnome, but the svirfneblin is so different (including a +3 level adjustment) that it probably deserves its own paragon class.

Furthermore, the prevalence of racial paragons can reflect the importance of racial issues. In campaigns where tensions run high between the civilized races, each race is more likely to have a large number of racial paragons among its members. As the cause of expanding humanity's borders into the wilderness becomes more and more important to the race, more human paragons come to the fore—while halflings in the same campaign, content and secure with their lot in life, turn to other classes and pursuits less tied to the goals of their race.

You might choose to create your own racial paragon classes. When creating a racial paragon class for a race with a level adjustment of +1 or higher (such as drow or half-dragon), it's acceptable for the class to be a little better than a paragon class for a race with a level adjustment of +0. In general, the benefits of a race with a level adjustment tend to decrease in value as the character gains levels, and an above-average paragon class can help that race maintain its edge.

Most drow paragons embody all their race's evil nature and delight in calculated cruelty, but some manage to pull away from this dark path, instead embodying the potential that all elves share for beauty, grace, and martial skill.

Drow society is full of intrigue and fierce competition.

Even the most able drow paragons can do little more to advance their race than to strive against the machinations of other powerful drow.

When they succeed in breaking away from drow culture and its cruel influence, however, good-aligned drow paragons can be the most able and successful members of their race.

Adventures: Drow paragons adventure for one of two reasons.

Those of an evil bent adventure to increase their own personal power, by acquiring wealth and powerful magic items or by improving their combat skills.

Those few drow paragons with less selfish motives adventure to remove themselves from the influence of their race's harsh and cruel society.

These latter drow paragons are the ones most likely to be seen in the company of other races.

Characteristics: Drow paragons are typically more reserved than other members of their race.

Drow paragons consider themselves the elite of drow society, although they are careful about sharing these viewpoints with the powerful priestesses that hold sway over most aspects of drow culture.

If anything, drow paragons are even more secretive and devious than average members of their race, and their success in such dangerous society emphasizes their ability to navigate treacherous social environments and manipulate the actions of others.

It is said that the day a drow stops scheming is the day of her death.

Alignment: The vast majority of drow, including most drow paragons, are unrelentingly evil.

However, the few good-aligned drow who survive their formative years are actually quite likely to gain levels in the drow paragon class.

This makes good-aligned drow paragons more frequent than good drow of other classes, but still nowhere near as common as evil-aligned drow paragons.

Religion: Much of drow culture is dominated by religion, and the powerful priestesses who rule drow society see drow paragons as tools—more skilled than other ambitious drow, perhaps, but no more inherently valuable.

This outlook chafes against the drow paragon's own belief that she is the elite of her race.

As a result, drow paragons are unlikely to follow religion of any kind when removed from the direct influence of the drow priestesses.

Background: Drow paragons learn their skills just as other drow do: by succeeding where weaker drow fail.

Drow paragons build their skills among the hidden dangers of the subterranean realms and in a society where the powerful freely prey upon the weak.

Regardless of alignment or other abilities, drow paragons are all forced at some point to make a decision about their race's cruel and ever-present religion.

Those drow paragons who choose to follow the tenets of the evil priestesses often rise to become deadly lieutenants, carrying out the will of the matriarchs.

The few who reject the priestesses' teachings must do so quietly and covertly, biding their time until they can escape the influence of other drow.

Races: Most drow paragons have little use for members of the other races, viewing them only as potential prey or slaves.

Good-aligned drow paragons, however, see the merits of interracial cooperation.

These paragons seek out adventurers of other races, often coming to relate more to the societies of their adventuring companions than to their own culture.

Other Classes: Drow paragons see members of other classes as tools.

They value a broad skill set in those with whom they associate, provided they can control the actions of these associates when the need arises.

Drow paragons are willing to work with anyone they can manipulate to their own ends.

That said, drow paragons often see fighters as ideal companions because they combine great martial proficiency with physical prowess, while at the same time they are typically incapable of matching the drow's stealth and subtlety—ensuring that the drow paragon can gain the upper hand whenever desired.

GAME RULE INFORMATION

Drow paragons have the following game statistics.

Abilities: Drow paragons favor fighting from ambush, making Dexterity important for its role in sneaking and striking with ranged weapons.

Wisdom helps in detecting a potential foe before the foe detects the drow in turn.

Strength is also important due to its obvious role in melee combat.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The drow paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).
Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the drow paragon class.

Weapon and Armor Proficiency: Drow paragons are proficient with all simple weapons, rapiers, longswords, and hand crossbows, and with light armor.

Spells per Day: At 1st and 3rd level, a female drow paragon gains new spells per day as if she had also gained a level in cleric.

A male drow paragon instead gains new spells per day as if he had gained a level of wizard.

The paragon does not, however, gain any other benefit a character of that class would have gained (bonus metamagic feats, and so on).

This essentially means that the character adds the level of drow paragon to her level in cleric or wizard, then determines spells per day and caster level accordingly. If the drow paragon is female and has no levels in cleric, or is male and has no levels in wizard, this class feature has no effect.

Improved Spell-Like Abilities: At 1st level, a drow paragon gains one additional daily use of each of her innate spell-like abilities.

Improved Darkvision (Ex): At 2nd level, a drow paragon's darkvision range increases by 30 feet.

Light Sensitivity (Ex): A 2nd-level drow paragon's light blindness is lessened to light sensitivity.

Instead of being blinded by bright light, she is merely dazzled in bright sunlight or within the radius of a *daylight* spell.

TABLE 1–8: THE DROW PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+0	Improved spell-like abilities	+1 level of cleric or wizard
2nd	+1	+0	+3	+0	Improved darkvision (+30 ft.), light sensitivity	—
3rd	+2	+1	+3	+1	Ability boost (Dex +2)	+1 level of cleric or wizard

DWARF

Known for their skill in warfare, their ability to withstand physical and magical punishment, and their great love of stone and stonework, dwarves grow as strong as their mountain homes.

Dwarf paragons exemplify this strength, gaining a deeper intuitive understanding of stone and stonework, building upon their already proven toughness, and promoting the crafts and strengths of their people whenever possible.

Dwarf paragons are doughty warriors, and powerful paragons often take the lead in battles as well as diplomatic engagements.

Adventures: Dwarf paragons stand at the forefront of their people, ready to defend or promote the interests of their race through word and deed.

Although they are as disparate a group as the members of any character class, most dwarf paragons undertake adventure freely, as long as it does not threaten or endanger a dwarven community.

Characteristics: Dwarf paragons are tough, skilled warriors who are most at home when deep underground.

Because of their martial focus, dwarf fighters and paladins are likely to become paragons, although many clerics also find that their race's innate abilities and interests blend well with their divine training, and they frequently take levels in dwarf paragon as well.

Because of their race's ability with weaponsmithing and other crafts, dwarf paragons are likely to look down upon weapons and gear made by members of other races.

Alignment: Dwarf paragons can be of any alignment, but their interest in the success of their communities and their ingrained sense of dwarven honor ensures that many act in a lawful and good manner.

Neutral dwarf paragons are found more frequently in areas where relations with other good races have become strained, or where the different races focus more on the interests of their people than on morality.

Religion: Religion is an important part of many dwarven communities, and thus dwarf paragons often exemplify this aspect of dwarven life as they exemplify all others.

Many dwarf paragons are also clerics of dwarven deities, and the two philosophies support and reinforce each other.

Background: Although many dwarf paragons grow into their power in the hearts of strong and strident dwarven communities, some rise from areas where dwarves have been oppressed or even defeated.

Whatever their origins, dwarf paragons are tough, determined folk who seek out specialized training and master complex tasks to further the aims of their people.

Ability Boost (Ex): At 3rd level, a dwarf paragon's Dexterity score increases by 2 points.

Dwarf paragons are often descended from heroes of older generations, and these individuals may seek to honor their ancestors' memory through deeds of their own.

Races: Dwarf paragons are all dwarves, of course, and like other racial paragons, their actions and efforts are motivated primarily by the interests of their people.

Despite their focus on their own race's innate abilities, they remain surprisingly open to adventuring with members of other races.

In most cases, it is practicality that drives a paragon more than anything else—once a dwarf paragon has decided on a course of action, he uses whatever and whomever is at hand to accomplish the task.

Dwarf paragons, like other members of their race, consider the building of trust and friendship a long, slow task that cannot be rushed.

Although it might take a hundred years or more to earn a dwarf paragon's complete trust, dwarf paragons are by no means a suspicious lot.

Other Classes: In general, the reactions of a dwarf paragon are governed more by how an individual or race interacts with the dwarven community than by class or personal training—but some general attitudes are common to most dwarf paragons.

Dwarf paragons generally get along well with dwarf fighters, paladins, and clerics, although they appreciate anyone who is willing to work in the best interests of the dwarven people.

Dwarf paragons see wizards and sorcerers as important allies in the defense and promotion of the dwarven people, but powerful spellcasters of any kind can pose a threat to an entire community, making dwarf paragons wary of their power.

GAME RULE INFORMATION

Dwarf paragons have the following game statistics.

Abilities: Strength is important for dwarf paragons because they often serve as defenders of their people and emphasize their own martial training.

Constitution is important not only to a dwarf paragon's ability to stay on his feet in battle, but also because physical toughness is a hallmark of the dwarf race.

Alignment: Any.

Hit Die: d10.

CLASS SKILLS

The dwarf paragon's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (dungeoneering) (Int), Profession (Wis), Sense Motive (Wis), and Survival (Wis). Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the dwarf paragon class.

Weapon and Armor Proficiency: Dwarf paragons are proficient with all simple and martial weapons, with light, medium, and heavy armor, and with shields (but not with tower shields).

Craft Expertise (Ex): A dwarf paragon may add his class level as a racial bonus on all Craft checks related to stone or metal items.

Improved Stonecunning (Ex): At 1st level, a dwarf paragon's racial bonus on Search checks to notice unusual stonework increases to +4.

The range at which he receives an automatic Search check for coming near an example of unusual stonework increases to 20 feet.

Also, he can intuit where true north lies in relation to himself (as if he had 5 ranks in Survival) whenever underground.

Improved Darkvision (Ex): At 2nd level, a dwarf paragon's darkvision range increases by 30 feet.

Save Bonus (Ex): A 2nd-level dwarf paragon's racial bonus on saves against poison and against spells and spell-like effects increases by 1.

Ability Boost (Ex): At 3rd level, a dwarf paragon's Constitution score increases by 2 points.

TABLE 1-9: THE DWARF PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Craft expertise, improved stonecunning
2nd	+2	+3	+0	+0	Improved darkvision (+30 ft.), save bonus
3rd	+3	+3	+1	+1	Ability boost (Con +2)

ELF

Accomplished with both spell and blade, elves move through the world at a pace removed from that of shorter-lived races.

Long-standing champions of good, the elf race is storied beyond telling and peopled by heroes beyond counting. As mighty as the elf race can be, it is not often that elves turn to warfare or combat, preferring instead the paths of poetry, dance, song, and lore.

With their long life spans and many talents, elves excel in numerous areas and classes, but a few exemplify to an even greater degree the complex and powerful nature of their race.

Adventures: Elf paragons retreat from the world less readily than most elves, seeing much of the nature of the elf race in the form and shape of the world.

They enjoy travel and interaction with other races, learning as much about themselves in the process as they do about those they meet.

Elf paragons are aware that voluntary isolation from other good-aligned races poses a great danger to the elven race—although such self-absorption lessens the pain and frustration involved in dealing with other races, it leaves an elven community vulnerable to stagnation and decline.

Characteristics: Elf paragons are curious, patient, and, when roused to action, deadly.

They are swift and stealthy and have amazingly acute senses, allowing them to react far faster than opponents might expect.

Their aptitude in both stealth and weapons makes them excellent at attacking from ambush, and their propensity to take rogue and ranger levels in addition to their paragon levels accentuates these strengths.

Alignment: Elf paragons can be of any alignment, but most are neutral good.

They see the world as a place of harmony, a place that can provide bounty to all those willing to live in peace—so long as society is not pushed to extremes of law or anarchy.

Religion: Although elves as a whole can be as religious as members of any other race, elf paragons rarely concentrate on religion.

Instead, they focus their attention and devotion on the mortal members of their race.

Background: Most elf paragons come into their abilities through a strong love of their people and the work of an influential mentor.

Although this mentor may be of any class, it is often the lorekeepers and wizards of the elf race who seek to foster the skills of fledgling elf paragons, knowing that one young elf turning to the path of the paragon can benefit the race for nearly a thousand years.

Races: Elf paragons are, for the most part, open and gracious when dealing with members of other races.

Even if she secretly looks down on shorter-lived and less gifted folk, an elf paragon knows that other races can offer her the one thing that most elves lack: a sense of urgency.

As an elf paragon grows in power, she becomes more and more apt to look upon members of other races as curiosities to be studied rather than as peers—but she remains gracious and trusting, striving to learn how the virtues of other races might benefit the elf race.

Other Classes: Like most racial paragons, elf paragons tend to think more in terms of relations with other races than they do about interactions with other classes.

Elf paragons relate best to characters who revere nature or seek to live in harmony with the world around them.

They find common philosophical ground with monks and common cause with many paladins, but they are most comfortable around wizards, rangers, and druids.

Although elves are as religious as any other race, elf paragons often mistrust clerics' reliance on divine guidance, and heavily armored warriors have an approach to combat that elf paragons sometimes have a hard time appreciating.

GAME RULE INFORMATION

Elf paragons have the following game statistics.

Abilities: Agility and physical grace are hallmarks of the elf race, and a high Dexterity score helps an elf paragon avoid blows in combat and make more accurate ranged attacks.

Dexterity can even (after the selection of the Weapon Finesse feat) aid in melee combat.

A high Intelligence score allows an elf paragon to access a broader selection of skills, and a high Wisdom is important for some of the class's most important class skills.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The elf paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually)

(Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the elf paragon class.

Weapon and Armor Proficiency: Elf paragons are proficient with all simple weapons, rapiers, longswords, shortbows, and longbows.

Elf paragons are proficient with light armor, but not with shields.

Spells per Day: At 2nd and 3rd level, an elf paragon gains new spells per day as if she had also gained a level in wizard. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic feats, and so on).

This essentially means that she adds the level of elf paragon to her level in wizard, then determines spells per day and caster level accordingly.

If an elf paragon has no levels in wizard, this class feature has no effect.

Elfsight (Ex): An elf paragon has exceptional visual acuity. Her racial bonus on Search and Spot checks increases to +4. In addition, an elf paragon's low-light vision increases in range, allowing her to see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

Resist Enchantments (Ex): An elf paragon's racial bonus on saves against enchantment spells or effects increases by 2.

Weapon Focus (Ex): At 2nd level, an elf paragon gains Weapon Focus as a bonus feat.

This feat must apply to either the rapier, longsword, shortsword, shortbow, longbow, composite shortbow, or composite longbow.

Ability Boost (Ex): At 3rd level, an elf paragon's Intelligence score increases by 2 points.

TABLE 1-10: THE ELF PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+0	Elfsight, resist enchantments	—
2nd	+1	+0	+3	+0	Weapon Focus	+1 level of wizard
3rd	+2	+1	+3	+1	Ability boost (Int +2)	+1 level of wizard

GNOME

Curious, intelligent, and likable, gnomes move easily through the societies and communities of other races. They enjoy a strong sense of loyalty to clan as well as the pull of new experiences offered by adventure.

While these sometimes opposing motivations get some adventuring gnomes into trouble with family and clan, gnome paragons successfully blend both aspects of their race's nature.

They serve as an example to others of how to promote and protect their community and clan while at the same time constantly searching the world for new and interesting opportunities.

Adventures: Gnome paragons adventure for the sake of discovery.

They are curious and social individuals who can balance the demands of clan life with the joys of travel.

Many gnome paragons blend their love of adventure with their duties to their clans by traveling and adventuring only during the summer months, returning in the autumn to their homes with news and skills learned during their travels.

Characteristics: Personable and curious, gnome paragons get along well in most communities, and they often provide a lively diversion wherever they go.

Socially adept enough to know when their questions are wearing thin on their companions, gnome paragons nonetheless share their race's propensity for long strings of seemingly unrelated questions.

This lighthearted behavior does not make them silly or weak, however; they are calm and likable in most situations, but determined and sometimes ruthless when protecting their friends and communities.

Alignment: Gnome paragons are almost always good-aligned, with an equal balance of neutrality and chaos represented among the class.

Religion: Seldom religious themselves, gnome paragons are curious about religion and sincerely interested in the traditions of others.

Those gnome paragons who do follow the teachings of one deity almost always worship a deity of knowledge or travel, the two disciplines that appeal most to the paragon's inquisitive nature.

Background: Gnome paragons have incredibly varied backgrounds, much more so than the paragons of any other race except humans.

They travel unusual and individual paths toward achieving their status as paragons, and most do so without realizing it. Burgeoning gnome paragons are so involved in the nature of their race and the love of new experience that they seldom realize they champion and demonstrate the greatest virtues of gnomekind.

Races: Gnome paragons, like many other gnomes, prefer the company of dwarves over that of other races—but they enjoy social interaction with nearly any race.

Gnome paragons are sincerely interested in experiencing what other races have to offer, making their company appealing to all but the most reclusive or staid individuals.

Gnome paragons are even willing to interact with monstrous creatures, and good-aligned individuals from normally evil races find themselves welcome in gnome communities due to the efforts of gnome paragons.

Other Classes: Gnome paragons enjoy adventuring with members of any class.

They benefit greatly from fighting beside or behind a larger, stronger melee combatant.

They are adept in social situations that many classes find taxing.

And they provide minor spellcasting support that benefits many combinations of allies.

Gnome paragons even get along well with the paragons of other races, finding the magnified characteristics of racial paragons both entertaining and instructive.

GAME RULE INFORMATION

Gnome paragons have the following game statistics.

Abilities: Charisma determines the effectiveness of a gnome paragon's limited spellcasting ability, and it is important to the social skills in which the class excels. Dexterity can help gnome paragons survive combat with larger, stronger foes, and help make them more effective as ranged combatants, while Constitution can make them more able to withstand the physical dangers of adventuring.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The gnome paragon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Spellcraft (Int), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the gnome paragon class.

Weapon and Armor Proficiency: Gnome paragons are proficient with all simple weapons and with light armor.

Spells per Day: At 2nd and 3rd level, a gnome paragon gains new spells per day and spells known as if he had also gained a level in bard.

He does not, however, gain any other benefit a character of that class would have gained (bard class features, and so on). This essentially means that he adds the level of gnome paragon to his level in bard, then determines spells per day, spells known, and caster level accordingly.

If a gnome paragon has no levels in bard, this class feature has no effect.

Illusion Aptitude (Ex): A gnome paragon may add his class level to his caster level to determine the effects of any illusion spells he casts, including those gained as innate abilities of the gnome race.

This bonus stacks with the extra spellcasting levels gained from the gnome paragon's spells per day entry (see above). For example, a 2nd-level wizard/3rd-level gnome paragon's caster level is 2nd for most wizard spells but 5th for wizard spells of the illusion school (and 4th for his innate spell-like abilities *dancing lights*, *ghost sound*, and *prestidigitation*).

A 3rd-level bard/2nd-level gnome paragon's caster level is 5th for most bard spells but 7th for bard spells of the illusion school.

This increased caster level affects only spells that the character can cast; it does not give him access to higher-level spells or more spells per day.

Keen Senses (Ex): A gnome paragon's racial bonus on Listen checks and Craft (alchemy) checks increases to +4.

Mirror Image (Sp): At 2nd level, a gnome paragon gains the ability to cast *mirror image* once per day as a spell-like ability with a caster level equal to his gnome paragon level.

Ability Boost (Ex): At 3rd level, a gnome paragon's Charisma score increases by 2 points.

TABLE 1-11: THE GNOME PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Illusion aptitude, keen senses	—
2nd	+1	+3	+0	+3	Mirror image	+1 level of bard
3rd	+2	+3	+1	+3	Ability boost (Cha +2)	+1 level of bard

HALF-DRAGON

Half-dragons are a diverse lot.

Their dragon parents differ in attitudes and abilities depending on their kind, and the magical nature of dragons means that their other parent can be nearly anything. This diversity might seem to preclude the idea of a half-dragon paragon, but the overwhelming strength of the dragon heritage makes such paragons possible.

Half-dragon paragons are defined in large part by the nature of their dragon parent, making a half-gold dragon much different from a half-red dragon—although both are gifted with extraordinary physical abilities and force of personality.

Adventures: Half-dragon paragons adventure for the obvious reasons of gaining wealth, power, or the other trappings of worldly success.

Some are motivated to adventure to gain stature in their dragon parents' eyes or (in the case of many chromatic half-dragons) to gain the power necessary to protect themselves from their powerful dragon parents.

Metallic half-dragons might be motivated to adventure to fulfill some noble quest or to undertake some journey of

self-discovery, but chromatic half-dragons typically adventure for more selfish reasons.

Characteristics: Half-dragons have an innate self-confidence that borders on arrogance—or crosses that border.

Many individuals, of course, manage to rein in their arrogance around other races.

Half-dragons follow the nature of their dragon parents much more often than that of their other parent, being kind or cruel as their dragon parent would be.

Alignment: A half-dragon paragon generally follows the precepts and beliefs of her dragon parent, adopting the alignment and beliefs typical of that dragon parent's kind. There are those who rebel against their dragon parents and their parents' alignments, though.

Instances of this behavior are more common among chromatic half-dragon paragons—but the evil dragons are often keen to destroy rebellious offspring.

As a result, half-dragon paragons with unexpected alignments are rare among both metallic and chromatic varieties.

Religion: Half-dragon paragons rarely gravitate to religion; they're simply too self-involved to study the tenets of an organized religion.

Many metallic half-dragons have no trouble making common cause with good-aligned clerics, however, and those who multiclass as paladins find that their noble natures blend well with the religion behind the paladin's code.

Chromatic half-dragons, however, take a different tack, and many have benefited from the adulation of cults of lesser creatures dedicated to the worship of dragons.

Whether they believe in their own divinity or not, evil dragons and half-dragons have no trouble duping and using those they see as beneath themselves.

Background: Strife and tragedy haunts chromatic half-dragon paragons just as love and a powerful protective presence shelters most metallic half-dragon paragons.

A half-dragon paragon masters the skills of combat and adventuring out of necessity: Chromatic half-dragons must do so to gain some measure of protection or usefulness in the eyes of their powerful and cruel parents, and metallic half-dragons must do so to ensure that they do not become a vehicle through which others can take advantage of their noble parents.

Races: Just as it dominates many other aspects of their lives, the innate confidence of half-dragon paragons shapes their view of other races.

Half-dragons have a grudging respect for any who achieve greatness or prove themselves capable.

But they maintain, to one degree or another, that anything that one can accomplish could be more easily accomplished if one were a half-dragon.

Other Classes: Because half-dragon paragons are blessed with substantial physical prowess, they tend to favor martial classes for multiclass options, and they have a higher regard for those who stand toe-to-toe with their enemies than for those who strike from afar.

Although they admit that spellcasters can indeed grow mighty, they scoff at sorcerers, who owe their abilities to a mere trace of dragon ancestry.

GAME RULE INFORMATION

Half-dragon paragons have the following game statistics.

Abilities: Strength is important to half-dragon paragons because of its role in combat.

Charisma is important because many half-dragon paragons also have minor sorcerous spellcasting ability, and Wisdom and Charisma are both important for many half-dragon paragon class skills.

Alignment: Any.

Hit Die: d12.

CLASS SKILLS

The half-dragon paragon's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

In addition, each half-dragon paragon gains class skills based on its parent dragon type:

Black: Hide (Dex), Move Silently (Dex), and Swim (Str).

Blue: Bluff (Cha), Hide (Dex), and Spellcraft (Int).

Brass: Bluff (Cha), Gather Information (Cha), and Survival (Wis).

Bronze: Disguise (Cha), Survival (Wis), and Swim (Str).

Copper: Bluff (Cha), Hide (Dex), and Jump (Str).

Gold: Disguise (Cha), Heal (Wis), and Swim (Str).

Green: Bluff (Cha), Hide (Dex), and Move Silently (Dex).

Red: Appraise (Int), Bluff (Cha), and Jump (Str).

Silver: Bluff (Cha), Jump (Str), and Perform (Cha).

White: Hide (Dex), Move Silently (Dex), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the half-dragon paragon class.

Weapon and Armor Proficiency: Half-dragon paragons gain no proficiency with any weapons or armor.

Sorcerous Blood (Ex): A character's half-dragon paragon levels stack with sorcerer levels for purposes of determining the caster level of arcane spells granted through sorcerer levels.

For example, a 2nd-level sorcerer/3rd-level half-dragon paragon's caster level is 5th for the spells she can cast as a sorcerer.

This increased caster level affects only spells that the character can cast; it does not give her access to higher-level spells or more spells per day.

Natural Armor Increase (Ex): At 2nd level, a half-dragon paragon's natural armor bonus improves by 1.

Breath Weapon (Su): At 3rd level, a half-dragon paragon can use her innate breath weapon three times per day (but only once every 1d4 rounds).

TABLE 1–12: THE HALF-DRAGON PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Sorcerous blood
2nd	+2	+3	+0	+3	Natural armor increase
3rd	+3	+3	+1	+3	Breath weapon 3/day

HALF-ELF

Although their mixed heritage rarely leaves half-elves embittered, many can find it difficult to call any community home.

Humans and elves move through the world at very different paces and have extremely divergent tastes and habits, and neither quite fits a half-elf's innate preferences and attitudes.

Half-elf paragons are those half-elves who reconcile these two sides of their nature and create an outlook that is wholly their own.

Adventures: Half-elf paragons turn to adventuring for many reasons.

Like members of any other class, many half-elf paragons adventure out of a simple desire for wealth, fame, or personal power.

Because they are less attached to their communities than any other racial paragons (except perhaps for half-orcs), half-elf paragons rarely adventure to defend a home or further the interests of their race as a whole—instead, they often turn to adventuring as a means of finding their own place in the world.

Characteristics: Half-elf paragons are a strange blend of curiosity and introspection.

Half-elf paragons share the adaptable and inventive nature of their human parents with the refined senses and penchant for long, careful thought of their elf parents.

Half-elf paragons are accomplished in both combat and stealth, and one often fills the role of scout or sentry in an adventuring party.

Although it might seem to some that half-elf paragons lack focus, it is in a half-elf paragon's nature to fit her skills to the job at hand—and it is precisely her blend of skills that makes her capable of overcoming a wide array of challenges.

Alignment: Half-elf paragons can be of any alignment, but most are chaotic and many are good.

Freedom appeals to half-elves—perhaps, because they seldom have firm roots in a community, they find free choice and an open mind appealing.

Although a half-elf's mixed ancestry is occasionally the result of an evil act, most half-elves exhibit the better aspects of their parent races' natures.

Religion: Half-elf paragons tend to have extreme views on religion.

Many shy away from it, seeking clerics and other servants of the gods only when need arises.

A few gravitate toward religion, devoting themselves to a specific deity, an entire pantheon, or a philosophy.

Such individuals find, in religion, the sense of belonging and purpose they don't get from their communities.

Half-elf paragons who are drawn to religion often follow a deity of travel or freedom, finding the road and its endless challenges a compelling change from their homes.

Background: The background of most half-elves, paragons included, tends to be one of extremes.

Either a half-elf finds unusual acceptance and peace throughout her life, or she finds herself faced with near-constant upheaval and turmoil.

Whatever their individual circumstances, adult half-elves rarely have strong ties to a place or community, and many choose a life of adventure and travel.

Races: Half-elf paragons are reserved in their views on other races.

They get along well with members of most races, but the two races to which they are closest—humans and elves—are also the two most likely to provoke strong feelings from a half-elf paragon.

Events in an individual half-elf paragon's life are likely to shape attitudes about one or the other of those races—usually for ill.

Other Classes: Half-elf paragons are among the most open-minded adventurers to be found.

They value the skills of other classes equally, although their elven heritage gives them a slight preference for wizards and rangers.

Because half-elf paragons often multiclass as rogues and rangers, they share some of the predilections of those classes, valuing less subtle companions when battle is joined but occasionally finding them a nuisance when stealth is called for.

GAME RULE INFORMATION

Half-elf paragons have the following game statistics.

Abilities: Equally adept at melee and ranged combat, half-elf paragons benefit from high Strength and high Dexterity scores.

Wisdom and Charisma, because of their importance to the half-elf paragon's most useful class skills, are also valuable to the class.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The half-elf paragon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the half-elf paragon class.

Weapon and Armor Proficiency: Half-elf paragons are proficient with all simple weapons and with light armor.

Spells per Day: At 2nd level, a half-elf paragon gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the level.

She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on).

This essentially means that she adds the level of half-elf paragon to the level in the spellcasting class, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before she became a half-elf paragon, she must decide to which class she adds the level of half-elf paragon.

If a half-elf paragon has no levels in a spellcasting class, this class feature has no effect.

Bonus Feat (Ex): At 1st level, a half-elf paragon gains a bonus feat.

The character must meet the feat's prerequisites normally.

Divided Ancestry (Ex): Unlike other racial paragons, half-elves can take levels in more than one racial paragon class.

After gaining at least one level as a half-elf paragon, a character can take either elf paragon levels or human paragon levels (but not both).

Elven Vision (Ex): At 1st level, a half-elf paragon's visual acuity improves to match that of an elf's.

A half-elf paragon's racial bonus on Search and Spot checks increases to +2.

Persuasion (Ex): A 2nd level half-elf paragon's racial bonus on Diplomacy and Gather Information checks increases to +3.

She gains a +2 racial bonus on all other Charisma-based skills.

Ability Boost (Ex): At 3rd level, a half-elf paragon increases one ability score of her choice by 2 points.

TABLE 1-13: THE HALF-ELF PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+0	Bonus feat, divided ancestry, elven vision	—
2nd	+1	+0	+3	+0	Persuasion	+1 level of existing class
3rd	+2	+1	+3	+1	Ability boost (+2)	—

HOUSE RULE: SKILLED HALF-ELVES

In my campaign, I wanted to make half-elves more attractive as a character option. Thus, half-elf characters get +1 skill point per level (or +4 skill points at 1st level) just as humans do, thanks to their human heritage. The human bonus feat remains unique to that race, ensuring that the human race still has an appeal to players.

—Andrew Finch

HALFLING

Clever and capable, halfling paragons love travel, and they embody the curiosity and easygoing ways of the halfling people.

Despite their curiosity and good-natured outlook, halfling paragons are the most capable members of their race. They are survivors, cunning and resourceful enough to survive in a world filled with large, dangerous creatures. When halfling paragons travel through communities and countries populated by other races, they are quick to make friends and often end up at the center of traveling or adventuring groups.

Adventures: Filled with the wanderlust of the halfling race, halfling paragons see adventuring as a natural extension of their travels through the world.

In fact, it's unlikely that a halfling paragon thinks of herself as being on an adventure at any time, even in the middle of a trap-filled dungeon.

For a character with a lust for excitement and discovery, what could be a more natural place to visit than a dungeon or ancient ruin?

Occasionally halfling paragons embody the worst of their race's characteristics, using their stealth abilities and their natural cunning to steal from other races—races they consider dupes and fools.

Characteristics: Exasperated adventuring companions claim that halfling paragons invented curiosity.

With their small size and uncanny stealth, halfling paragons can go nearly anywhere undetected. Remaining undetected, however, is rarely any fun. Halfling paragons enjoy the benefits of their small size, and many secretly wonder how bigger races can ever do anything quietly.

Alignment: Most halfling paragons are chaotic good. They love freedom, and their approach to life is in many ways carefree and unpredictable.

While most halflings tend toward neutrality over chaos, a halfling paragon embodies the race's curiosity and love of travel.

Religion: Halfling paragons favor a variety of deities. Some flit from religion to religion carelessly; they find new ideas compelling and often investigate the tenets of one religion for a while before moving on to another.

In this way, halfling paragons amass a few scattered bits of philosophy culled from several different religions into their own happy amalgam.

Halfling paragons who remain dedicated to one deity or philosophy almost always multiclass as clerics devoted to a god of travel.

Background: A halfling paragon learns her skills while traveling with her clan.

Although she may be born to a nomadic people, even the clan's travel eventually seems too infrequent, the pace too slow.

The wanderlust of the halfling race flows through her, and eventually she sets off on her own, outpacing the slow-moving wagons of her people.

Many halfling paragons multiclass as rogues or rangers, and their skills develop while sneaking around in large cities or stalking game through deep wilderness.

Races: Halfling paragons travel, and they never seem to tire of it.

Because they spend so much time in the communities of other races, they strive to get along well with everyone. They are adept, as most halflings are, at fitting into the communities of others, although they rarely stay long. Halfling paragons enjoy a mixed lot of traveling companions—too many members of just one race makes for boring company.

Although open-minded in the extreme, halfling paragons can occasionally find dwarves too dour and serious for their tastes.

Halfling paragons particularly enjoy the company of gnomes.

Other Classes: Halfling paragons regard other classes with a mixture of relief and frustration.

They are happy to stand behind fighters and members of other physically powerful classes when monsters charge up to do battle, and they are grateful when a spellcaster's abilities help them sneak past an opponent or heal their wounds.

But few classes can match the halfling paragon's capability for stealth, and more often than not it is members of those other classes that get the halfling paragon into a fight in the first place.

Halfling paragons get along best with other stealthy characters, particularly rogues and rangers, and many multiclass between the two classes.

GAME RULE INFORMATION

Halfling paragons have the following game statistics.

Abilities: Dexterity is important to halfling paragons because it helps them avoid the attacks of larger foes and increases their accuracy with thrown weapons and slings, their favorite forms of attack.

Because halfling paragons value skill and subtlety, a high Intelligence can help them a great deal.

Charisma is important to many of the halfling paragon's class skills.

Alignment: Any, although most favor neutrality.

Hit Die: d6.

CLASS SKILLS

The halfling paragon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the halfling paragon class.

Weapon and Armor Proficiency: Halfling paragons are proficient with all simple weapons and with light armor.

Athletic Prowess (Ex): At 1st level, a halfling paragon's racial bonus on Climb, Jump, and Move Silently checks improves to +3.

Save Bonus (Ex): A 1st-level halfling paragon's racial bonus on all saving throws increases by 1.

Thrown Weapon Mastery (Ex): At 2nd level, a halfling paragon gains a +2 bonus on damage rolls when using a thrown weapon or a sling.

Ability Boost (Ex): At 3rd level, a halfling paragon's Dexterity score increases by 2 points.

TABLE 1-15: THE HALFLING PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Athletic prowess, save bonus
2nd	+1	+0	+3	+0	Thrown weapon mastery
3rd	+2	+1	+3	+1	Ability boost (Dex +2)

HALF-ORC

Half-orc paragons differ from other racial paragons in that they rarely have large populations of other half-orcs promoting and supporting their views of their race. Rather, most half-orc paragons find the strength to champion their heritage by overcoming the challenges of a unique and sometimes isolating background.

Powerful warriors, half-orc paragons combine the innate ferocity of their orc heritage with the quick thinking and adaptability of humanity.

Adventures: Half-orc paragons adventure to see the world, look for a home, search for fame and power, or simply wander for wandering's sake.

With fewer connections to their race as a whole than other racial paragons, half-orc paragons are likely to remain active adventurers for long periods of time.

Successful half-orc paragon adventurers often attract others of their race.

These like-minded half-orcs seek acceptance in the half-orc paragon's community, seek to become adventuring companions, or simply want to be followers.

Characteristics: Half-orc paragons are as mixed in outlook as they are in ancestry.

Most half-orc paragons come to identify strongly with one or the other of their parent races, and see themselves as the bridge between that race and other half-orcs.

Many view themselves as gifted with strength and opportunities beyond those of either of their parent races. Alignment: Half-orc paragons, like most orcs and half-orcs, tend toward a chaotic outlook.

Some half-orc paragons give in to bitterness caused by the difficulties they encounter in communities of other races, but most look beyond that, drawing strength of character from the inequities they face.

Religion: Half-orc paragons rarely have strong religious views.

Although they respect the obvious power of the deities and their clerics, few half-orc paragons feel the call of a higher power—perhaps because they sit so clearly between two numerous and powerful races.

Background: Most half-orc paragons become champions of their race because they endure unusual circumstances involving both humans and orcs.

Many who are born in areas of great conflict between the two races feel the constant pull of a mixed heritage.

Often, it is travel away from such areas that crystallizes the paragon's view of his own race, allowing him to see the value and virtue in his own abilities and outlook.

Races: Half-orc paragons face challenges wherever they turn, for many races look on them with suspicion or view their orcish parentage as a taint.

Most half-orc paragons form close friendships with only a few individuals.

Because it is usually difficult for a half-orc to find friendship and trust, even among those of their own kind, half-orc paragons are all the more loyal to those who do become their close friends.

Other Classes: Half-orc paragons understand the harsh life and ferocity of barbarians, particularly those paragons who hail from regions populated by barbarian tribes.

Half-orc paragons admire classes that are proficient in battle, considering the practiced skills of a fighter and the woods lore of the ranger equally valid choices for a warrior. Although half-orc paragons can admire the effects of powerful spells wielded by clerics, wizards, and other spellcasters, they often look on members of such classes with suspicion or even contempt, seeing magic as little more than a cover for physical weakness.

GAME RULE INFORMATION

Half-orc paragons have the following game statistics.

Abilities: Strength is important to half-orc paragons because of its role in combat, and several half-orc paragon skills are based on Strength.

Dexterity and Constitution are valued because of their roles in combat, and a high Constitution also allows a half-orc paragon to rage for longer periods of time.

Alignment: Any, although predominantly chaotic.

Hit Die: d8.

CLASS SKILLS

The half-orc paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the half-orc paragon class.

Weapon and Armor Proficiency: Half-orc paragons are proficient with all simple and martial weapons, and with light armor and medium armor.

Divided Ancestry (Ex): Unlike other racial paragons, half-orcs can take levels in more than one racial paragon class. After gaining at least one level as a half-orc paragon, a character can take either orc paragon levels or human paragon levels (but not both).

Monstrous Mien (Ex): Half-orc paragons can channel their innate ferocity, resulting in a +4 racial bonus on Intimidate checks.

Rage (Ex): At 2nd level, a half-orc paragon comes to understand and draw upon the natural ferocity that courses through his blood.

He gains the ability to fly into a screaming blood frenzy once per day (or one additional time per day, if he already has a rage ability).

The effect of this ability is identical with the effect of a barbarian's rage (see page 25 of the *Player's Handbook*).

If a half-orc paragon has improved rage abilities (such as the barbarian class features greater rage, indomitable will,

tireless rage, or mighty rage), those improvements apply to the rage ability granted by the half-orc paragon class as well. Ability Boost (Ex): At 3rd level, a half-orc paragon's Strength score increases by 2 points.

TABLE 1-14: THE HALF-ORC PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Divided ancestry, monstrous mien
2nd	+2	+3	+0	+0	Rage 1/day
3rd	+3	+3	+1	+1	Ability boost (Str +2)

HUMAN

Human inventors, explorers, and others who push the boundaries of knowledge and experience may become human paragons.

They turn adversity into opportunity by finding new ways to apply their skills, discovering new techniques to solve problems, and challenging entropy by constantly seeking out ventures they have not yet mastered.

Humans, and the paragons who rise from among them, balance strength with agility and temper intellect with intuition.

Adventures: Adventure occupies much of a human paragon's time.

Whether impulsive or carefully studious, a human paragon searches almost constantly for the new and unexplored.

Few, however, think of themselves as pioneers or inventors.

They see themselves as naturally curious, deeming the intelligent and unusual way in which they use their skills to be the norm rather than an exception.

Curiosity and wanderlust are easily the two most common motivations for undertaking adventures, but human paragons may find themselves on adventures as a result of a quest or some other necessary duty.

Characteristics: Human paragons are inventiveness personified.

They are adaptable and capable of using their skills in a broad variety of situations.

Perhaps because they are capable in such a wide range of situations, human paragons tend to dislike repetition and crave variety.

They seldom pass up a chance to indulge in a new experience, and a new challenge is much more likely to excite them than a lingering goal.

If human paragons have a downfall, it is that they see themselves capable of overcoming any challenge or inventing a solution for any problem.

When asked who would be best for a task, a human paragon almost always chooses himself—not out of overconfidence or egotism, but because he has learned through success after success that when backed into a corner, he'll almost always find a way out.

Alignment: Human paragons have few tendencies in alignment.

Perhaps more are attracted to chaos over law, although those who become devoted to a religion or cause seem to gravitate toward lawful deities or philosophies.

Religion: Humans are as varied in their beliefs as they are in every other aspect of their lives, and human paragons are no exception.

Many human paragons dabble in religion, learning a bit of one doctrine, following another deity for a brief time, and so on.

Although these individuals seldom stay with one belief system for long, they become quite well versed in religion over time.

While it's more common to find human paragons with only these surface attachments to religion, some human paragons develop a passion for worship that fuses seamlessly with their views of humanity, resulting in zealotry.

In almost every case, these human paragons follow lawful deities and multiclass as clerics or paladins.

Background: Although there is no single common background for human paragons, many share some common characteristics.

They often arise from situations in which they have many opportunities to learn, either from parents, an accepting community, or even a monastery filled with learned monks and clerics.

Races: Human paragons are open and accepting, embodying the best aspects of humanity's flexibility and tolerance.

Human paragons usually delight in poking gentle fun at the foibles of other races, finding their extremes of behavior amusing.

They also find much to admire in other races, including the stoic fortitude of the dwarves, the beauty and grace of the elves, and the curiosity and inventiveness of the halflings. In truth, human paragons are closer in attitude to halflings than any other race—both suffer (or benefit) from more than a touch of wanderlust.

Other Classes: Human paragons are widely accepting of other classes.

They value the presence of fighters, rangers, and other skilled combatants, knowing that they are more likely to survive a battle when teamed with such characters.

They also understand the value of knowledge, and they regard spellcasters with a bit of awe.

Rogues and bards, closest in ability (if not in spirit) to human paragons, usually have skills that overlap the paragon's in several areas, allowing the paragon to diversify his learning rather than become overly specialized.

GAME RULE INFORMATION

Human paragons have the following game statistics.

Abilities: Skilled and quick to adapt, human paragons benefit from a high Intelligence.

But they are also often at the forefront of humanity's wars, making Strength, Dexterity, and Constitution important for their respective roles in combat.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The human paragon can choose any ten skills as class skills. (Knowledge skills must be selected individually).

Skill Points at Each Level: 4 + Int modifier.

(Does not include the human's bonus skill point at each level).

CLASS FEATURES

All of the following are class features of the human paragon.

Weapon and Armor Proficiency: Human paragons are proficient with all simple weapons and with light armor. In addition, a human paragon is proficient with any one martial weapon of his choice.

Spells per Day: At 2nd and 3rd level, a human paragon gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before adding the level.

He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on).

This essentially means that he adds the level of human paragon to the level in the spellcasting class, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before he became a human paragon, he must decide to which class he adds each level of human paragon.

If a human paragon has no levels in a spellcasting class, this class feature has no effect.

Adaptive Learning (Ex): At 1st level, a human paragon can designate any one of his human paragon class skills as an adaptive skill.

This skill is treated as a class skill in all respects for all classes that character has levels in, both current and future. For example, if a human paragon chooses Spot as an adaptive skill, he treats Spot as a class skill for all future class levels he gains, even if it is not normally a class skill for the class in question.

Bonus Feat (Ex): At 2nd level, a human paragon gains a bonus feat.

Due to the varied talents and adaptable nature of humans, this feat can be any feat for which the human paragon is qualified (he is not restricted to a special list of bonus feats). The character must meet the prerequisites for the bonus feat normally.

Ability Boost (Ex): At 3rd level, a human paragon increases one ability score of his choice by 2 points.

TABLE 1-16: THE HUMAN PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Adaptive learning	—
2nd	+1	+0	+0	+3	Bonus feat	+1 level of existing class
3rd	+2	+1	+1	+3	Ability boost (+2)	+1 level of existing class

ORC

Aggressive, brutal, and often at odds with the other humanoid races, orcs view war and hatred as their right. They have a deep and nearly endless enmity for elves and dwarves, having battled both races for countless generations.

Like members of other paragon classes, orc paragons embody the best of their race, combining the strength and confidence of their people with intelligent observation and a willingness to temper risk with calculation.

Adventures: Orcs undertake adventures for many reasons, although most do so to gain wealth or power.

For orcs, "adventuring" often means raiding the cities and towns of other humanoid races, rather than exploring lost tombs or slaying powerful monsters.

Despite this tendency, orcs can occasionally be found accompanying small groups of adventurers on quests of great significance.

Some find their own culture stifling, and wish to rise above its cruel savagery, while others seek to learn the fighting techniques of other races to grow mighty themselves, hoping to become a champion of the orc race.

Characteristics: Mean and foul-tempered, orcs have many characteristics that other humanoid races find offensive or repulsive.

Most orcs are savage and cruel.

Orc paragons, however, temper this behavior with keener powers of observation and a slightly more tolerant view of other races and cultures.

Orc paragons are much more curious than other members of their race, and many come to see learning as the key to advancing the orc cause.

Alignment: Orc paragons are nearly always chaotic, but a rare few see a greater future for orcs as a race if they can become more orderly and organized.

These orc paragons, arguably the most forward-thinking members of their warlike race, favor neutral alignments.

Religion: Although orcs as a race tend to follow the teachings of brutal and savage deities or worship powerful evil creatures, orc paragons are seldom deeply religious. Those who rise to leadership positions in their tribes don't hesitate to use religious beliefs as a tool to shape the tribe members to their desired ends, but they rarely possess strong beliefs themselves.

The exceptions to this general statement can be extremely dangerous, however, and sometimes raise great hosts in the name of some powerful orc god.

Background: Orc paragons gain their skills in the crucible that is orc culture.

They prove their strength by defeating lesser members of their tribes and often earn leadership positions within their culture.

Nearly all orc paragons eventually seek knowledge and skills from cultures beyond their own, striving to bring more potent forms of combat and more sophisticated knowledge back to their tribes.

Races: Orc paragons, like other orcs, hate and detest elves and dwarves above all other races.

Orcs rarely view other races as anything more than potential prey for their raids and wars, but when necessary, orc paragons can suppress their aggressive nature and get along with other races.

Other Classes: Orc paragons respect those with strength and physical power, especially barbarians and fighters. Rangers are more often opponents of orc paragons than allies, but even so the two classes share a grudging respect for each other's skills and martial proficiency.

Orc paragons care little for arcane spellcasters, but quickly learn to value powerful wizards and sorcerers capable of taking down multiple foes with a single spell.

GAME RULE INFORMATION

Orc paragons have the following game statistics.

Abilities: Strength is important to orc paragons because of its role in combat, and several orc paragon skills are based on Strength.

Dexterity and Constitution are also important to an orc paragon's capability for combat.

Alignment: Any.

Hit Die: d10.

CLASS SKILLS

The orc paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the orc paragon class.

Weapon and Armor Proficiency: Orc paragons are proficient with all simple and martial weapons and with light and medium armor.

Improved Darkvision (Ex): At 1st level, an orc paragon's darkvision range increases by 30 feet.

No Light Sensitivity: An orc paragon loses his race's light sensitivity at 1st level.

Elf Slayer (Ex): A 2nd-level orc paragon learns to channel his hatred of the elven race.

He gains a +2 bonus on weapon damage rolls against elves.

Ability Boost (Ex): At 3rd level, an orc paragon's Strength score increases by 2 points.

TABLE 1-17: THE ORC PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Improved darkvision (+30 ft.), no light sensitivity
2nd	+2	+3	+0	+0	Elf slayer
3rd	+3	+3	+1	+1	Ability boost (Str +2)

TIEFLING

Tieflings are humans with traces of fiendish ancestry.

Although tieflings are not as powerful or as potent as full-fledged half-fiends, their touch of fiendish blood does grant them significant bonuses to their physical and mental abilities as well as some minor resistances and spell-like abilities.

Although a few tieflings manage to overcome their ancestry and remain good and trustworthy individuals, most tieflings follow the dark urges tugging at them, becoming selfish, cruel, and evil as they mature.

Tiefling paragons, both good and evil, are those who most successfully come to terms with their family's history.

The good ones see themselves as rising above their ancestry, while the evil ones embrace its power.

Adventures: Tiefling paragons undertake adventures for the usual reasons of gaining wealth, prestige, or power.

Evil tieflings, in particular, adventure to fulfill selfish desires—to gain powerful magic or find lost knowledge that will give them an advantage in some conflict.

Good tiefling paragons typically adventure to prove their worth to a community, to stick with the few close companions they have managed to find, or simply to get away from the press of civilization.

Characteristics: Tiefling paragons are stealthy, deceptive, and often selfish.

Trusted by few, they in turn trust no one, knowing that, no matter their behavior, they'll likely be suspected of wrongdoing as soon as any problem arises in the community.

Because of such hard lessons in dealing with other races, tiefling paragons are suspicious of kindness and almost never trust that a member of another race will remain loyal or friendly once the tiefling's ancestry is known.

Many tiefling paragons, even those who aren't truly evil, have an appetite for cruelty that is difficult to suppress.

Alignment: Almost all tiefling paragons are evil.

Those that are not must constantly struggle against thoughts of violence and corruption, seldom knowing the peace that many other good-aligned creatures take for granted.

Religion: Most tiefling paragons steer clear of religion, knowing that many followers of good deities see it as their duty to expose or attack tieflings.

Evil tiefling paragons involved with evil cults (typically dedicated to powerful fiends of some kind) are an exception.

Background: Tiefling paragons learn their skills while slipping quietly through the societies of other races.

They frequently multiclass as rogues, and often have similar backgrounds.

A lucky few tiefling paragons have mentors and opportunities to learn in comfortable environments, but the vast majority must overcome the prejudices of those who fear the tiefling's ancestry, learning their skills among criminals and in back alleys.

Tiefling paragons do not see themselves as fellows or champions of their race.

Instead, if evil, they see themselves as champions of evil and representatives of their fiendish forefathers.

Good tiefling paragons seek to absolve themselves of the reputation imposed upon them by their ancestry.

Races: Tiefling paragons have widely differing attitudes about the humanoid races, depending on alignment and their experiences in the communities of different races.

Although they can get along in many societies, tiefling paragons prefer large human cities, where it's generally easier to conceal their ancestry.

Tiefling paragons rarely have time for dwarves, mostly because dwarves are likely to be suspicious and critical of the tiefling's presence.

Conversely, they empathize with the prejudice and difficulties that half-orcs face in many civilized communities and can form friendships based on this shared perspective.

Other Classes: Tiefling paragons are happy to work with members of other classes, provided that the tiefling can manipulate events to her own ends, make off with choice treasure at opportune moments, or gather information for later use.

Evil tieflings, naturally, avoid the company of paladins, but those tieflings who have dedicated themselves to good actually prefer the company of holy warriors, knowing that a paladin's word will go a long way toward assuring others that the tiefling can be trusted.

GAME RULE INFORMATION

Tiefling paragons have the following game statistics.

Abilities: Because they tend to favor light armor, agile combat styles, and stealth whenever possible, Dexterity is extremely important to tiefling paragons.

A high Intelligence grants the tiefling paragon access to more skills at each level, and a high Constitution helps compensate for the Hit Die lost because of the tiefling's level adjustment.

Although tieflings take a racial penalty to Charisma, a good score in this ability can help those tiefling paragons who wish to conceal their nature from others and gain acceptance whenever their true nature becomes known.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The tiefling paragon's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sleight of Hand (Dex), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the tiefling paragon class.

Weapon and Armor Proficiency: Tiefling paragons are proficient with all simple weapons and with light armor.

Improved Resistance (Ex): At 1st level, one of a tiefling paragon's natural resistances to energy (fire, cold, or electricity) improves from 5 to 10.

The character can choose which of her three resistances improves, but once she makes this choice it can never be altered.

Darkness (Sp): At 2nd level, a tiefling paragon can use her *darkness* spell-like ability three times per day.

Skill Bonus (Ex): A 2nd-level tiefling paragon's racial bonus on Bluff and Hide checks improves to +4.

Ability Boost (Ex): At 3rd level, a tiefling paragon's Dexterity score increases by 2 points.

TABLE 1-18: THE TIEFLING PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Improved resistance
2nd	+1	+3	+3	+3	<i>Darkness</i> , skill bonus
3rd	+2	+3	+3	+3	Ability boost (Dex +2)

PRESTIGE CLASSES

BOOK OF EXALTED DEEDS (3.5)

ANOINTED KNIGHT

The anointed knight is a holy soldier who has taken great pains to learn the intricacies of alchemy in order to become a more capable combatant.

Armed with an ancestral weapon, she searches for obscure lore, consults with alchemists and sages, and communes with the powers of good.

Her unquenchable thirst for knowledge is matched only by her extraordinary combat prowess.

An anointed knight crafts and draws power from magically created oils.

By anointing herself with these oils, she unlocks new supernatural powers within her being.

She also coats her ancestral weapon with special oils that bestow additional qualities upon the weapon.

Anointed knights are typically paladins or fighters with one or more wizard or cleric levels.

Occasionally, an anointed knight emerges from the ranks of single-class wizards, sorcerers, clerics, or bards.

Regardless of their backgrounds, anointed knights often form bonds of friendship with knowledgeable arcane spellcasters who might benefit from their combat puissance.

Anointed knights also ally themselves with angels, eladrins, and other forces of good.

They believe in crusades against evil and enjoy taking the fight to evildoers wherever they may reside.

They oppose the warriors of darkness (as described in the *Book of Vile Darkness*), and the one trait they share with their evil counterparts is a lack of subtlety.

An anointed knight would much rather go head-to-head with her enemies than work behind the scenes or try to organize any form of passive resistance.

Hit Die: d10.

REQUIREMENTS

To qualify to become an anointed knight, a character must fulfill all the following criteria.

Alignment: Any good.

Base Attack Bonus: +5.

Skills: Craft (alchemy) 5 ranks, Knowledge (arcana) 3 ranks, Spellcraft 3 ranks.

Feats: Ancestral Relic.

CLASS SKILLS

The anointed knight's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (alchemy) (Int), Heal (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Ride (Dex), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the anointed knight prestige class.

Weapon and Armor Proficiency: An anointed knight is proficient with all simple and martial weapons, all types of armor, and shields.

Anoint Self (Su): An anointed knight concocts a magic oil with which to anoint herself, at a cost of 100 gp (for alchemical components).

She can make only one dose of the oil each time this class feature is gained (at 1st, 4th, 7th, and 10th level).

Creating the oil takes 1 hour.

Applying the oil is a ceremony that takes 8 hours.

Once the oil is applied, the anointed knight permanently gains a new supernatural ability chosen from the accompanying list.

Level + Cha Modifier	Ability/Effect
2 or lower	<i>Holy Sight:</i> The knight gains the Alertness feat.
3–4	<i>Celestial Strategy:</i> The knight gains the Combat Reflexes feat.
5–6	<i>Unbroken Flesh:</i> The knight gains damage reduction 3/–.
7–8	<i>Divine Clarity:</i> The knight's Intelligence, Wisdom, or Charisma score improves by 1.
9	<i>Call to Battle:</i> Three times per day, the knight gains an extra +3 bonus on her attack roll when charging.
10	<i>Deep Strike:</i> Three times per day, on a successful attack, the knight deals an extra 2d6 points of damage.
11+	<i>Inspired Strike:</i> Three times per day, the knight can take a single extra attack at her highest attack bonus as a free action.

Her level plus Charisma modifier determines the choices available to her (the highest-numbered choice possible, or any lower one).

An anointed knight cannot choose an ability more than once, nor can she replace one ability with another once the choice is made.

Anoint Ancestral Weapon (Su): An anointed knight concocts a magic oil with which to coat her ancestral weapon, at a cost of 100 gp (for alchemical components). She can make only one dose of the oil each time this class feature is gained (at 2nd, 5th, and 8th level).

If the oil is applied to a weapon other than the anointed knight's ancestral weapon, nothing happens and the oil is wasted.

Creating the oil takes 1 hour.

Applying the oil is a ceremony that takes 8 hours.

Once the oil is applied, the ancestral weapon permanently gains a new supernatural ability chosen from the accompanying list.

Level + Cha Modifier	Ability/Effect
3 or lower	<i>Good Weapon:</i> The ancestral weapon deals 1d6 points of damage per round to any evil creature that holds or wields it. The weapon also becomes a good-aligned weapon.
4–6	<i>Sunder Resistance:</i> The ancestral weapon gains 10 points of hardness.
7–8	<i>Unicorn's Blood:</i> Any evil creature wounded by the weapon must make a DC 17 Fortitude save or suffer the weakening effects of unicorn blood. ¹
9	<i>Impervious:</i> The ancestral weapon gains an extra 50 hp.
10+	<i>Sentience:</i> The ancestral weapon becomes an intelligent item, with the same alignment as the knight. ²

¹ See Ravages and Afflictions in Chapter 3: Exalted Equipment.

² The weapon gains the following mental ability scores (assigned as the knight sees fit): 14, 14, 10. The weapon also gains the power of speech, 120-ft. vision and hearing, and two lesser powers (rolled randomly). See Intelligent Items in the *Dungeon Master's Guide*.

The knight's level plus Charisma modifier determines the choices available to her (the highest-numbered choice possible, or any lower one).

An anointed knight cannot choose an ability more than once, nor can she replace one ability with another once the choice is made.

Bonus Feat: At 3rd level, and again at 6th and 9th level, the anointed knight gains a bonus feat.

This feat must be drawn from the following feats, and the knight must meet all the prerequisites for it: Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Diehard, Dodge, Endurance, Exalted Smite*, Great Cleave, Holy Subdual*, Improved Bull Rush, Improved Disarm, Improved Feint, Improved Overrun, Improved Sunder, Improved Trip, Mobility, Power Attack, Sanctify Martial Strike*, Sanctify Weapon*, Spring Attack, Subduing Strike*, Whirlwind Attack.

* New feat described in Chapter 4 of this book.

TABLE 5–1: THE ANOINTED KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Anoint self
2nd	+2	+3	+0	+3	Anoint ancestral weapon
3rd	+3	+3	+1	+3	Bonus feat
4th	+4	+4	+1	+4	Anoint self
5th	+5	+4	+1	+4	Anoint ancestral weapon
6th	+6	+5	+2	+5	Bonus feat
7th	+7	+5	+2	+5	Anoint self
8th	+8	+6	+2	+6	Anoint ancestral weapon
9th	+9	+6	+3	+6	Bonus feat
10th	+10	+7	+3	+7	Anoint self

APOSTLE OF PEACE

In a world where conflict usually means violence, where good and evil meet regularly on the field of battle, where might too often makes right and power is measured in gold pieces, the apostle of peace is a lone voice crying in the wilderness, calling for a change of heart.

Having completely forsworn violence in any form, the apostle of peace is an advocate for nonviolent resolution of conflict.

He is a powerful font of divine magic, but his spells are all aimed toward healing, calming hostility, and aiding his allies.

Members of all classes can qualify to become apostles of peace, though barbarians, fighters, and rogues have difficulty meeting the skill prerequisites and are usually too oriented toward martial exploits to be interested.

Clerics, bards, and druids often develop pacifistic philosophies and gravitate toward this class, but any character can experience a conversion of sorts and become an apostle of peace.

Apostles of peace are usually solitary wanderers or even hermits.

Many nonplayer character (NPC) apostles are far removed from the violent struggles of the adventuring life, but may serve as resources of knowledge, spells, or spiritual guidance for adventuring PCs.

Apostle of peace PCs are unusual but not impossible; see Waging Peace in Chapter 2 for advice about using such characters in the game.

Hit Die: d4.

REQUIREMENTS

To qualify to become an apostle of peace, a character must fulfill all the following criteria.

Alignment: Any good.

Base Save Bonuses: Will +5.

Skills: Concentration 10 ranks, Diplomacy 6 ranks.

Feats: Sacred Vow, Vow of Nonviolence, Vow of Peace, Vow of Poverty.

CLASS SKILLS

The apostle of peace's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Wis), Heal (Wis), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the apostle of peace prestige class.

Weapon and Armor Proficiency: Apostles of peace gain no proficiency with any weapon or armor.

As part of their sacred vows, apostles of peace forswear the use of armor, though they may wear magic items that protect them (such as a *ring of protection* or *bracers of armor*).

An apostle of peace who wears any armor is unable to cast apostle of peace spells or use any of his supernatural class abilities while doing so and for 24 hours thereafter.

Spells: An apostle of peace has the ability to cast a number of divine spells.

To cast an apostle of peace spell, the apostle must have a Wisdom score of at least 10 + the spell's level, so an apostle with a Wisdom of 10 or lower cannot cast these spells.

Apostle of peace bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the apostle of peace's Wisdom modifier.

When the apostle of peace gets 0 spells per day of a given spell level (for instance, 2nd-level spells for a 2nd-level apostle), he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The apostle of peace's spell list appears below.

An apostle of peace prepares and casts spells just as a cleric does.

To determine the caster level of an apostle of peace, add the character's apostle levels to one-half of his caster levels in other spellcasting classes.

Spontaneous Casting: An apostle of peace can channel stored spell energy into healing spells that the apostle did not prepare ahead of time.

An apostle can "lose" any prepared apostle spell in order to cast any *cure* spell of the same spell level or lower (a *cure* spell is any spell with "cure" in its name).

Turn Undead (Su): An apostle of peace can turn undead as a good cleric of his apostle of peace level would.

If he is also a cleric (or paladin), he adds his apostle levels to his effective cleric levels to determine his turning capability.

Pacifying Touch (Su): At 2nd level, an apostle of peace gains the ability to pacify hostile or angry creatures by touch.

The effect is similar to the *calm emotions* spell.

The apostle can affect only a single target with each use of the ability, and must touch the target.

A touched creature receives no saving throw and spell resistance does not apply.

The pacifying touch does not suppress positive emotions, just anger, rage, and hostility.

The apostle of peace can make a level check as if casting *dispel magic*, using his character level as his caster level, to dispel certain mind-affecting spells affecting the target.

The pacifying touch can only dispel spells that incite violent emotions in the target, such as *fear* or *rage*.

Censure Fiends (Su): A 4th-level apostle of peace can censure fiends, much as good clerics turn undead.

Channeling holy power from the celestial planes, he can make demons, devils, and other outsiders with the evil subtype recoil.

Make a Charisma check for the apostle and consult Table 8–9 in the *Player's Handbook*, using the apostle's character level to determine the most powerful fiend he can censure.

Roll 2d6 + the apostle of peace's level + his Charisma modifier for censuring damage.

Using both the apostle's character level and his class level in this manner means that he is more likely to affect a single powerful fiend, but unlikely to censure more than one of them.

A censured fiend is stunned by the apostle's holy power for 1d4+1 rounds.

If an apostle of peace attacks a censured fiend, the stunning ends immediately and the fiend can act normally on its next turn.

If the apostle of peace's character level is at least twice the fiend's Hit Dice, he banishes the affected fiend back to its home plane.

An apostle of peace can make a number of censuring attempts per day equal to 3 + his Charisma modifier.

These attempts are separate from any attempts to turn undead.

APOSTLE OF PEACE SPELL LIST

Apostles of peace choose their spells from the following list:

0 Level: *create water*, *cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *purify food and drink*, *read magic*, *resistance*, *virtue*.

1st Level: *bless*, *bless water*, *command*, *comprehend languages*, *cure light wounds*, *detect evil*, *detect undead*, *endure elements*, *entropic shield*, *eyes of the avoral**, *invisibility to undead*, *obscuring mist*, *protection from evil*, *ray of hope**, *remove fear*, *sanctuary*, *shield of faith*, *vision of heaven**.

2nd Level: *aid*, *augury*, *bear's endurance*, *calm emotions*, *consecrate*, *cure moderate wounds*, *delay poison*, *eagle's splendor*, *ease pain**, *enthrall*, *glorious apparel**, *lesser restoration*, *make whole*, *owl's wisdom*, *remove paralysis*, *resist energy*, *shield other*, *silence*, *status*, *yoke of mercy**, *zone of truth*.

3rd Level: *blessed sight**, *create food and water*, *cure serious wounds*, *dispel magic*, *helping hand*, *invisibility purge*, *magic circle against evil*, *magic vestment*, *meld into stone*, *prayer*, *protection from energy*, *refreshment**, *remove blindness/deafness*, *remove curse*, *remove disease*, *remove nausea**, *water breathing*, *water walk*, *wind wall*.

4th Level: *air walk*, *blood of the martyr**, *control water*, *cure critical wounds*, *death ward*, *discern lies*, *dismissal*, *divination*, *freedom of movement*, *good hope*, *greater status**, *imbue with spell ability*, *lesser aspect of the deity**, *lesser planar ally*, *neutralize*

poison, remove fatigue*, repel vermin, restoration, sending, spell immunity, sustain*, tongues.

5th Level: atonement, break enchantment, commune, mass cure light wounds, dispel evil, energetic healing*, greater command, hallow, mark of justice, plane shift, raise dead, sacred guardian*, scrying, spell resistance, symbol of sleep, true seeing, wall of stone.

6th Level: antilife shell, aspect of the deity*, banishment, mass bear's endurance, celestial blood*, mass cure moderate wounds, mass eagle's splendor, forbiddance, geas/quest, greater dispel magic, heal, heroes' feast, mass owl's wisdom, planar ally, symbol of persuasion, wind walk, word of recall.

7th Level: bastion of good*, control weather, ethereal jaunt, greater restoration, greater scrying, mass cure serious wounds, refuge, regenerate, repulsion, resurrection, shield of the archons*.

8th Level: antimagic field, discern location, greater planar ally, holy aura, mass cure critical wounds.

9th Level: astral projection, end to strife*, etherealness, gate, greater aspect of the deity*, mass heal, miracle, true resurrection.

* New spell described in Chapter 6 of this book.

TABLE 5-2: THE APOSTLE OF PEACE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	Spells per Day				
						4th	5th	6th	7th	8th	9th			
1st	+0	+2	+2	+2	Turn undead	4	2	—	—	—	—	—	—	—
2nd	+1	+3	+3	+3	Pacifying touch	5	3	0	—	—	—	—	—	—
3rd	+1	+3	+3	+3	Censure fiends	5	3	1	0	—	—	—	—	—
4th	+2	+4	+4	+4		6	3	2	1	0	—	—	—	—
5th	+2	+4	+4	+4		6	3	3	2	1	0	—	—	—
6th	+3	+5	+5	+5		6	3	3	3	2	1	0	—	—
7th	+3	+5	+5	+5		6	4	3	3	3	2	1	0	—
8th	+4	+6	+6	+6		6	4	4	3	3	3	2	1	0
9th	+4	+6	+6	+6		6	5	4	4	4	4	3	2	1
10th	+5	+7	+7	+7		6	5	5	4	4	4	4	3	2

BELOVED OF VALARIAN

The beloved of Valarian (also called Valarian's beloved) are women who have foresworn the love of mortals to dedicate themselves entirely to the unicorn deity Valarian, thus fostering a close bond with unicorns.

They normally come from the ranks of exalted rangers or druids, although there have been paladins and even fighters who have chosen this path.

Most of Valarian's beloved are humans, elves, and half-elves, but halflings, gnomes, and dwarves are not prohibited.

A beloved of Valarian is a solitary being, shunning civilization.

She retreats to the woods where she maintains few contacts with the outside world.

Because she champions the cause of good, she calls upon their animal allies to help repel invaders should evil invade her forest refuge.

Her relationship with the unicorn is nothing less than a partnership forged in light.

She has a closer emotional bond to her mount than she does with her own family members.

Just as she relies on the unicorn, the unicorn relies on her to help keep its mysteries safe.

All of Valarian's beloved must be chaste and must dedicate herself wholly both to good and her unicorn companion. Should a beloved of Valarian ever willingly couple with a mortal, the unicorn leaves her company without hard feelings or regret.

Because of the solitary existence these women must endure, it is rare (but not unheard of) for Valarian's beloved to join ranks with others.

They prefer the companionship of paladins but associate with any good characters during times of trouble.

Under no circumstances will one of Valarian's beloved agree to join with an evil character, and she barely tolerates neutral characters.

The beloved of Valarian and their unicorn companions may leave their forest sanctuaries should they be needed to fight evil.

Hit Die: d10.

REQUIREMENTS

To qualify to become a beloved of Valarian, a character must fulfill all the following criteria.

Gender: Female.

Alignment: Any good.

Base Attack Bonus: +7.

Skills: Knowledge (nature) 5 ranks, Ride 10 ranks.

Feats: Mounted Combat, Sacred Vow, Vow of Chastity.

Special: Before she can become a beloved of Valarian, the character must meditate at a druid's grove and fast until she saves the life of an animal in danger.

Should she fail to survive or aid an animal, she does not meet her unicorn companion and cannot advance in this class.

CLASS SKILLS

The beloved of Valarian's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Ride (Dex), Sense Motive (Wis), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the beloved of Valarian prestige class.

Weapon and Armor Proficiency: A beloved of Valarian is proficient with all simple and martial weapons, light armor, and small shields.

Spells: A beloved of Valarian has the ability to cast a small number of divine spells.

To cast a beloved of Valarian spell, the beloved must have a Wisdom score of at least 10 + the spell's level, so a beloved of Valarian with a Wisdom of 10 or lower cannot cast these spells.

Beloved of Valarian bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the beloved's Wisdom modifier.

When the beloved of Valarian gets 0 spells of a given spell level (for instance, 1st-level spells for a 1st level beloved of Valarian), she gets only the bonus spells she would be entitled to based on her Wisdom score for that spell level. The beloved of Valarian's spell list appears below.

A beloved of Valarian prepares and casts spells just as a cleric does (though a beloved cannot spontaneously cast *cure* spells).

Call Unicorn (Su): A beloved of Valarian can call a unicorn to her side.

See the *Monster Manual* for the unicorn's statistics.

The unicorn appears instantly and serves the character for life, provided she remains chaste and of good alignment.

The unicorn may be dismissed at any time, although a character cannot call another until she gains a level in the beloved of Valarian class.

If the unicorn should die before its rider, the character may call another unicorn companion when she gains a new level in this class.

A beloved of Valarian can have no more than one unicorn companion at any given time.

A beloved of Valarian can assign her unicorn companion to undertake different types of tasks.

Particularly useful as a mount, the unicorn typically will not undergo a quest or otherwise take on complex burdens without the supervision of the beloved of Valarian.

Telepathic Bond (Su): A beloved of Valarian can communicate telepathically with her unicorn companion. This bond remains in effect unless the character is separated from her unicorn by a number of miles equal to 100 + the beloved's character level.

At 6th level, a Valarian's beloved can communicate telepathically with any animal native to her unicorn companion's home forest.

Timelessness (Su): Unicorns age very slowly, living for thousands of years.

As long as she remains faithful to Valarian and has a unicorn companion serving her, a beloved of Valarian ages just as slowly, the aging process essentially halted.

Ethereal Jaunt (Sp): At 2nd level, once per day, a beloved of Valarian and her equipment may become ethereal, as the *ethereal jaunt* spell cast by a sorcerer of the beloved's character level.

If the beloved of Valarian is astride her unicorn companion, it is also affected by this ability.

However, if the beloved of Valarian dismounts or the two otherwise become separated before the *ethereal jaunt* expires, the unicorn companion instantly returns to the Material Plane.

Forest Dweller (Ex): Time spent in the forest alters a beloved of Valarian's physiology at 3rd level.

She gains a +2 racial bonus on Listen, Move Silently, Spot, and Survival checks.

Uncanny Dodge (Ex): Starting at 4th level, a beloved of Valarian can react to danger before her senses would normally allow her to do so.

She retains her Dexterity bonus to AC even when caught flat-footed.

If the beloved of Valarian already has uncanny dodge from a different class (rogue, for example), she gains improved uncanny dodge instead; she cannot be flanked except by a rogue who has at least four more rogue levels than she has in this prestige class.

As long as the beloved of Valarian is riding her unicorn companion, it gains the benefit of this ability as well.

Call Celestial Charger (Su): At 6th level, a beloved of Valarian can call a celestial unicorn—also known as a celestial charger—to her side.

See the Unicorn entry in the *Monster Manual* for the celestial charger's statistics.

If the beloved of Valarian already has a unicorn companion, Valarian transforms it into a celestial charger instead of sending his beloved a new companion.

Nature's Understanding (Ex): At 7th level, a beloved of Valarian gains a +2 insight bonus on Handle Animal, Knowledge (nature), and Survival checks.

Holy Smite (Sp): Starting at 8th level, once per day, a beloved of Valarian can cast *holy smite* as a cleric of her class level. She may choose to deal nonlethal damage instead of lethal damage with the *holy smite*.

Wood Repulsion (Su): Weapons partially or wholly fashioned from wood have a harder time striking a beloved of Valarian, as though deflected by some invisible barrier. Attacks made with such weapons take a –2 penalty.

As long as the beloved of Valarian is riding her unicorn companion, it gains the benefit of this ability as well.

Mass Baleful Polymorph (Sp): At 10th level, once per day, a beloved of Valarian can cast a special version of the *baleful polymorph* spell that affects all evil creatures within 30 feet of her (as a 10th-level druid).

Affected creatures are transformed into harmless Diminutive mammals (rabbits, squirrels, or the like) or Fine vermin (nonthreatening spiders, centipedes, or the like). All affected creatures are transformed into the same type of creature.

See the *baleful polymorph* spell description in the *Player's Handbook* for details.

BELOVED OF VALARIAN SPELL LIST

Valarian's beloved choose their spells from the following list:

1st level: *calm animals*, *charm animal*, *cure light wounds*, *delay poison*, *detect poison*, *detect snares and pits*, *entangle*, *eyes of the avoral**, *longstrider*, *pass without trace*, *speak with animals*, *summon nature's ally I*.

2nd level: *barkskin*, *cure moderate wounds*, *eagle's splendor*, *ease pain**, *hold animal*, *lesser restoration*, *owl's wisdom*, *remove addiction**, *shield other*, *summon nature's ally II*, *zone of truth*.

3rd level: *cure serious wounds*, *darkvision*, *discern lies*, *heart's ease**, *neutralize poison*, *remove disease*, *summon nature's ally III*, *water walk*.

4th level: *blinding beauty**, *commune with nature*, *cure critical wounds*, *dispel evil*, *freedom of movement*, *nondetection*, *restoration*, *spear of Valarian**, *summon nature's ally IV*.

* New spell described in Chapter 6 of this book.

TABLE 5-3: THE BELOVED OF VALARIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spells per Day—			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Call unicorn, telepathic bond, timelessness	0	—	—	—
2nd	+2	+3	+0	+0	Ethereal jaunt	1	—	—	—
3rd	+3	+3	+1	+1	Forest dweller	1	0	—	—
4th	+4	+4	+1	+1	Uncanny dodge	1	1	—	—
5th	+5	+4	+1	+1		1	1	0	—
6th	+6	+5	+2	+2	Call celestial charger	1	1	1	—
7th	+7	+5	+2	+2	Nature's understanding	2	1	1	0
8th	+8	+6	+2	+2	Holy smite	2	1	1	1
9th	+9	+6	+3	+3	Wood repulsion	2	2	1	1
10th	+10	+7	+3	+3	Mass baleful polymorph	2	2	2	1

CELESTIAL MYSTIC

The mysteries of the seventh mounting heaven, the celestial layer of Chronias, are unplumbed even by the archons who inhabit Celestia's lower layers.

Tales say that those who enter have their inherent goodness magnified until their essence joins with Celestia itself.

From their homes and studies on the Material Plane, celestial mystics strive to attain this ultimate unity with the perfect good.

By contemplating the mystery of the Illuminated Heaven, they believe that they become more pure, more good, and more perfect.

As they improve themselves, they become suited—after long effort and much meditation—to ascend to the seventh heaven and find what they describe as simultaneously a perfect extinction and a perfect immortality, a oneness with the highest good in all the planes.

The path of the celestial mystic is esoteric and mysterious, and appeals most commonly to wizards and other characters with an academic interest in the planes, particularly the upper planes, their denizens, and the fabric of reality itself.

Clerics, sorcerers, and monks are often drawn to the class as well.

Barbarians, druids, fighters, rangers, and rogues rarely have the interest or discipline to follow the demanding contemplative path of the celestial mystic.

Celestial mystics are often loners, poring over cryptic manuscripts and practicing their meditative techniques. However, they have a strong ethic of involvement in the world even as they seek to transform it, and strive to live out their increasing goodness by helping the weak and helpless.

Thus, they are often found as part of adventuring groups (made up of similarly high-minded individuals) or otherwise actively involved in fighting evil or promoting good.

Hit Die: d4.

REQUIREMENTS

To qualify to become a celestial mystic, a character must fulfill all the following criteria.

Alignment: Lawful good.

Skills: Knowledge (arcana) 4 ranks, Knowledge (the planes) 4 ranks, Knowledge (religion) 6 ranks, Spellcraft 6 ranks.

Feats: Servant of the Heavens, Sacred Vow, Vow of Abstinence.

Spells: Able to cast 4th-level spells.

CLASS SKILLS

The celestial mystic's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the celestial mystic prestige class.

Weapon and Armor Proficiency: Celestial mystics gain no proficiency with any weapon or armor.

Blessing of the Silver Heaven (Su): A 1st-level celestial mystic gains electricity resistance 10 and a +2 sacred bonus on saving throws against disease, poison, and petrification. In addition, a *magic circle against evil* effect always surrounds the mystic, identical with the spell cast by a cleric whose level equals the celestial mystic's character level.

Spells per Day/Spells Known: At 2nd level, and each level thereafter, a celestial mystic gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming a celestial mystic, he must decide to which class he adds the new level for purposes of determining spells per day.

Celestial Spells: Once he reaches 2nd level, a celestial mystic can cast spells as if he were an archon.

Specifically, the mystic can cast any spell described in Chapter 6 that has a celestial or archon component, as long as he can otherwise cast the spell (it appears on his spell list, it is of a level of spells that he can cast, and he has a sufficient ability score to cast spells of that level).

He does not gain any other celestial qualities.

For instance, he is not immune to the blast of a trumpet archon.

Blessing of the Golden Heaven (Su): A celestial mystic of 3rd level or higher is immune to death spells and magical death effects.

Blessing of the Pearly Heaven (Su): A 5th-level celestial mystic retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker. In addition, a celestial mystic may make a mystical knowledge check with a bonus equal to his class level + his Intelligence modifier to see whether he knows some

relevant information about legendary people, places, or items.
 If he has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.
 Otherwise this works as a bardic knowledge check.
 Blessing of the Crystal Heaven (Su): At 7th level, a celestial mystic can cure his own wounds.
 He can cure up to three times his class level in hit points each day, and he can spread this healing out among several uses.
 In addition, he gains immunity to disease and poison, and a +2 sacred bonus on saving throws against Enchantment spells and effects.
 Blessing of the Platinum Heaven (Su): At 8th level, a celestial mystic gains the ability to channel spell energy into a bolt of holy power.
 The bolt is a ranged touch attack with long range (400 ft. + 40 ft./class level) and deals 4d6 points of damage plus 1d6 points of damage per level of the spell channeled to create the effect.

For example, a celestial mystic who channels a 7th-level spell into holy power deals 11d6 points of damage to the target if the bolt hits.
 Blessing of the Glittering Heaven (Su): At 9th level, a celestial mystic gains spell resistance 20 and damage reduction 10/unholy.
 Blessing of the Illuminated Heaven (Su): A 10th-level celestial mystic is surrounded by an aura of positive energy to a radius of 10 feet.
 Within that emanation, life flourishes: colors are brighter, fires are hotter, noises are louder, and sensations are more intense.
 (This effect is purely sensory; game effects such as energy damage are not affected).
 All living creatures within the aura, including the celestial mystic, gain fast healing 2 as an extraordinary ability as long as they remain there.
 No undead creature with fewer than 10 HD can enter the aura, and those brought into it act as if they had been turned.
 Undead with 10 HD or more can enter the aura unharmed, but they do not gain fast healing.

TABLE 5-4: THE CELESTIAL MYSTIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Blessing of the Silver Heaven	—
2nd	+1	+0	+0	+3	Celestial spells	+1 level of existing class
3rd	+1	+1	+1	+3	Blessing of the Golden Heaven	+1 level of existing class
4th	+2	+1	+1	+4		+1 level of existing class
5th	+2	+1	+1	+4	Blessing of the Pearly Heaven	+1 level of existing class
6th	+3	+2	+2	+5		+1 level of existing class
7th	+3	+2	+2	+5	Blessing of the Crystal Heaven	+1 level of existing class
8th	+4	+2	+2	+6	Blessing of the Platinum Heaven	+1 level of existing class
9th	+4	+3	+3	+6	Blessing of the Glittering Heaven	+1 level of existing class
10th	+5	+3	+3	+7	Blessing of the Illuminated Heaven	+1 level of existing class

CHAMPION OF GWYNHARWYF

Gwynharwyf is the celestial patron of barbarians, the model for how rage and righteousness can coexist in a single being.

Her champions are mortal barbarians who strive to emulate her sublime balance of fury and reserve, using their rage to smite implacably evil foes while retaining their focus on good, with its demands for mercy and respect for life. They are among the fiercest warriors for the cause of good on the Material Plane, armed with spells they can actually cast while raging, iron-willed resistance to compulsions, and eladrinlike resistance to attacks in addition to their fearsome rage.

Champions of Gwynharwyf must have at least one level of barbarian in order to meet the requirements to enter the class, and most champions are single-classed barbarians. Sometimes, a fighter/barbarian or ranger/barbarian becomes a champion of Gwynharwyf, but members of other classes do not usually pursue this course. Most champions of Gwynharwyf are wandering adventurers of some sort.

Some are guerilla fighters in evil kingdoms, working to overthrow tyrants and liberate oppressed peoples. Others are dungeon delvers, seeking to exterminate monstrous aberrations and vile creations from the face of the earth.

Still others stalk city streets, sniffing out diabolical cults and their evil masters.

Hit Die: d12.

REQUIREMENTS

To qualify to become a champion of Gwynharwyf, a character must fulfill all the following criteria.

Alignment: Chaotic good.

Base Attack Bonus: +6.

Skills: Intimidate 9 ranks.

Feats: Knight of Stars, Righteous Wrath.

CLASS SKILLS

The champion of Gwynharwyf's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the champion of Gwynharwyf prestige class.

Weapon and Armor Proficiency: Champions of Gwynharwyf gain no proficiency with any weapon or armor.

Spells: A champion of Gwynharwyf has the ability to cast a small number of divine spells.

To cast a champion of Gwynharwyf spell, the champion must have a Wisdom score of at least 10 + the spell's level,

so a champion of Gwynharwyf with a Wisdom of 10 or lower cannot cast these spells.

Champion of Gwynharwyf bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the champion's Wisdom modifier.

When the champion gets 0 spells of a given spell level (for instance, 1st-level spells for a 1st level champion of Gwynharwyf), she gets only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

The champion of Gwynharwyf's spell list appears below.

A champion of Gwynharwyf prepares and casts spells just as a cleric does (though a champion cannot spontaneously cast *cure* spells).

Detect Evil (Sp): At will, a champion of Gwynharwyf can use *detect evil*, as the spell.

She can use this ability even while raging.

Rage (Ex): A champion of Gwynharwyf adds her class levels to her barbarian levels to determine how often she can rage and when she gains the greater rage, tireless rage, and mighty rage barbarian class abilities.

She does not gain or improve any other barbarian class abilities.

Smite Evil (Su): Once per day, a champion of Gwynharwyf may attempt to smite evil with one normal melee attack.

She adds her Charisma bonus to her attack roll and deals 1 extra point of damage per champion of Gwynharwyf level. If she accidentally smites a creature that is not evil, the smite has no effect but the ability is still used up for that day.

A 5th-level champion of Gwynharwyf can smite evil twice per day.

At 9th level, she can use this ability three times per day.

Divine Grace (Su): A 2nd-level champion of Gwynharwyf gains a bonus equal to her Charisma bonus on all saving throws.

Furious Casting (Ex): Starting at 2nd level, a champion of Gwynharwyf can cast her champion spells even while raging.

If she has another spellcasting class, she cannot cast spells from that class while raging, only the spells that she gains from her champion levels.

Damage Reduction (Ex): Starting at 3rd level, a champion of Gwynharwyf gains the ability to shrug off some amount of injury from each blow or attack.

Subtract 2 from the damage the champion takes each time she is dealt damage from a weapon or natural attack.

At 6th level, and every 2 levels thereafter, this damage reduction rises by 1 point.

Damage reduction can reduce damage to 0 but not below 0.

Resist Enchantment (Su): At 3rd level, a champion of Gwynharwyf gains a +2 morale bonus on all saving throws against Enchantment spells or effects.

Fearsome Fury (Su): At 4th level, a champion of Gwynharwyf can strike terror into the hearts of her foes while she rages.

When she enters a rage, she makes an Intimidate check.

Any enemy that comes within 30 feet of her while she is raging must make a Will save against a DC equal to her Intimidate check result.

Those who fail become shaken for 1d4+1 rounds or the duration of the rage, whichever is longer.

Energy Resistance (Su): At 5th level, a champion of Gwynharwyf grows closer to her eladrin patrons, gaining acid, cold, and electricity resistance 5.

This resistance increases to 10 at 10th level.

Immune to Charm and Compulsion (Ex): A 7th-level champion of Gwynharwyf is completely immune to charm and compulsion spells.

CHAMPION OF GWYNHARWYF SPELL LIST

Champions of Gwynharwyf choose their spells from the following list:

1st Level: *bleed*, *bleed weapon*, *cure light wounds*, *detect poison*, *detect undead*, *divine favor*, *divine sacrifice**, *endure elements*, *lesser restoration*, *magic weapon*, *protection from evil*, *read magic*, *remove fear*, *resistance*, *virtue*.

2nd Level: *bull's strength*, *delay poison*, *eagle's splendor*, *owl's wisdom*, *remove paralysis*, *resist energy*, *shield other*, *warcry**.

3rd Level: *blessed sight**, *cure moderate wounds*, *daylight*, *discern lies*, *dispel magic*, *magic circle against evil*, *prayer*, *remove blindness/deafness*, *remove curse*.

4th Level: *blood of the martyr**, *break enchantment*, *cure serious wounds*, *death ward*, *dispel evil*, *freedom of movement*, *glory of the martyr**, *holy sword*, *neutralize poison*, *restoration*, *sword of conscience**.

* New spell described in Chapter 6 of this book.

TABLE 5-5: THE CHAMPION OF GWYNHARWYF

Level	Base				Special	Spells per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th
1st	+1	+2	+0	+0	<i>Detect evil</i> , rage, smite evil 1/day	0	—	—	—
2nd	+2	+3	+0	+0	<i>Divine grace</i> , <i>furious casting</i>	1	—	—	—
3rd	+3	+3	+1	+1	<i>Damage reduction 2/—</i> , <i>resist enchantment</i>	1	0	—	—
4th	+4	+4	+1	+1	<i>Fearsome fury</i>	1	1	—	—
5th	+5	+4	+1	+1	<i>Energy resistance 5</i> , smite evil 2/day	1	1	0	—
6th	+6	+5	+2	+2	<i>Damage reduction 3/—</i>	1	1	1	—
7th	+7	+5	+2	+2	<i>Immune to charm and compulsion</i>	2	1	1	0
8th	+8	+6	+2	+2	<i>Damage reduction 4/—</i>	2	1	1	1
9th	+9	+6	+3	+3	<i>Smite evil 3/day</i>	2	2	1	1
10th	+10	+7	+3	+3	<i>Damage reduction 5/—</i> , <i>energy resistance 10</i>	2	2	2	1

DEFENDER OF SEALTIEL

Sealtiel is the celestial paragon who serves as patron of defenders—those who protect the weak from the depredations of the strong, fight off the forces of evil when

they assault the good, and defend the ideals of goodness and truth from evil deception and lies.

His mortal champions are the defenders of Sealtiel, a knightly order sworn to uphold those ideals.

While the fists of Raziel take the fight against evil onto evil's home ground, the defenders of Sealtiel remain at home, guarding against evil's counterassault. Most defenders of Sealtiel are paladins, fighters, and rangers.

Occasionally clerics or monks (often multiclass cleric/fighters or the like) adopt the class as well, and even more rarely, fighter/rogues take up Sealtiel's cause.

Arcane spellcasters rarely find the class appealing.

The wandering life of an adventurer does not easily suit most defenders of Sealtiel, who prefer to stay in civilized regions to protect people.

Sometimes, however, a defender of Sealtiel takes on the role of a bodyguard for an important or holy person, and travels with that person wherever necessity leads.

Player character defenders could easily fall into that category, or feature prominently in a campaign that revolved around the defense of a city or citadel.

NPC defenders are usually found in sedentary roles such as these.

Hit Die: d12.

REQUIREMENTS

To qualify to become a defender of Sealtiel, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Attack Bonus: +7.

Skills: Listen 5 ranks.

Feats: Diehard, Endurance, Servant of the Heavens.

CLASS SKILLS

The defender of Sealtiel's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the defender of Sealtiel prestige class.

Weapon and Armor Proficiency: Defenders of Sealtiel gain no proficiency with any weapon or armor.

Defensive Stance (Ex): When he needs to, a defender of Sealtiel can become a stalwart bastion of defense.

In this defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending.

He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC.

The increase in Constitution increases the defender of Sealtiel's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points.

These extra hit points are not lost first the way temporary hit points are.

While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position, such as Move Silently or Jump.

A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier.

A defender may end his defensive stance voluntarily prior to this limit.

At the end of the defensive stance, the defender is winded and takes a -2 penalty to Strength for the duration of that encounter.

A defender can only use his defensive stance a certain number of times per day as determined by his level.

Using the defensive stance takes no time itself, but a defender can only do so during his action.

(A defender can't, for example, use the stance when struck down by an arrow in order to get the extra hit points from the increased Constitution).

Shield of Faith (Sp): A defender of Sealtiel can use *shield of faith*, as the spell, three times per day.

His effective caster level is his defender level.

Magic Circle (Su): A defender of Sealtiel who is 2nd level or higher is constantly surrounded by an effect that duplicates the *magic circle against evil* spell as cast by a cleric of his defender level.

Shield Other (Sp): A 2nd-level defender of Sealtiel can use *shield other*, as the spell, once per day.

His effective caster level is his defender level.

Blood of the Martyr (Sp): A 4th-level defender of Sealtiel can use *blood of the martyr**, as the spell, once per day.

His effective caster level is his defender level.

Protective Aura (Sp): A 6th-level defender of Sealtiel can use *protective aura*, as the spell, once per day.

The effect overlaps (does not stack with) his constant *magic circle against evil*.

His effective caster level is his defender level.

At 10th level, a defender can use this ability three times per day.

Glory of the Martyr (Sp): An 8th-level defender of Sealtiel can use *glory of the martyr**, as the spell, once per day.

His effective caster level is his defender level.

* New spell described in Chapter 6 of this book.

TABLE 5-6: THE DEFENDER OF SEALTIEL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Defensive stance 1/day, <i>shield of faith</i>
2nd	+2	+3	+0	+3	<i>Magic circle</i> , <i>shield other</i>
3rd	+3	+3	+1	+3	Defensive stance 2/day
4th	+4	+4	+1	+4	<i>Blood of the martyr</i>
5th	+5	+4	+1	+4	Defensive stance 3/day
6th	+6	+5	+2	+5	<i>Protective aura</i> 1/day
7th	+7	+5	+2	+5	Defensive stance 4/day
8th	+8	+6	+2	+6	<i>Glory of the martyr</i>
9th	+9	+6	+3	+6	Defensive stance 5/day
10th	+10	+7	+3	+7	<i>Protective aura</i> 3/day

EMISSARY OF BARACHIEL

Ruler of the first heaven of Celestia, Barachiel is patron of lawful good heralds and messengers.

He is charged with the defense of Celestia and the promulgation of law and goodness on the Material Plane, and his emissaries help him carry out this latter mission. The emissaries of Barachiel are peacemakers, diplomats, and evangelists, as well as staunch opponents of evil and corruption.

Emissaries of Barachiel are often clerics, paladins, or even rogues, but members of almost every other class sometimes take up Barachiel's mission as well.

Centers of population are the natural habitat of most emissaries of Barachiel, whose primary purpose involves encouraging people toward lawful good behavior. Some emissaries, however, gravitate toward real challenges: preaching Barachiel's cause among traditionally hostile or evil humanoids, from lizardfolk to orcs.

The fact that some of these emissaries even survive is testament to their power and conviction.

While few emissaries have the fortitude to work for long among evil humanoids, many others make shorter forays into hostile territory; most player character (PC) emissaries would fall into this category.

Hit Die: d6.

REQUIREMENTS

To qualify to become an emissary of Barachiel, a character must fulfill all the following criteria.

Alignment: Lawful good.

Skills: Diplomacy 8 ranks, Knowledge (the planes) 4 ranks.

Feats: Servant of the Heavens, Words of Creation.

CLASS SKILLS

The emissary of Barachiel's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language, Spellcraft (Int), and Use Magic Device (Cha).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the emissary of Barachiel prestige class.

Weapon and Armor Proficiency: Emissaries of Barachiel gain no proficiency with any weapon or armor.

Spells: An emissary of Barachiel has the ability to cast a small number of divine spells.

To cast an emissary of Barachiel spell, the emissary must have a Charisma score of at least 10 + the spell's level, so an emissary with a Charisma of 10 or lower cannot cast these spells.

Emissary of Barachiel bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the emissary's Charisma modifier.

When the emissary gets 0 spells of a given level (for instance, 1st-level spells for a 1st-level emissary of Barachiel), he gets only the bonus spells he would be entitled to based on his Charisma score for that spell level. The emissary's spell list appears below.

An emissary of Barachiel casts spells just as a bard does, except that his spells are divine and not arcane.

TABLE 5-8: EMISSARY OF BARACHIEL SPELLS KNOWN

Level	—Spells Known—			
	1	2	3	4
1st	2 ¹	—	—	—
2nd	3	—	—	—
3rd	3	2 ¹	—	—
4th	4	3	—	—
5th	4	3	2 ¹	—
6th	4	4	3	—
7th	4	4	3	2 ¹
8th	4	4	4	3
9th	4	4	4	3
10th	4	4	4	4

1 Provided the emissary has sufficient Charisma to have a bonus spell of this level.

Calling (Su): An emissary of Barachiel's most fundamental ability is the power to issue a celestial call, stirring the conscience of those who hear it.

An emissary can use this ability once per day per class level, spending a full-round action to issue the call.

Humanoid creatures within 30 feet of the emissary are potentially affected.

The emissary makes a Diplomacy check, and the result is the DC for affected creatures' Will saving throws.

Creatures that fail their saves suffer effects that depend on their alignment, as follows:

Alignment	Effect
Lawful good	Inspired
Neutral good or chaotic good	Blessed
Lawful neutral	Enthralled
Neutral or chaotic neutral	Enthralled, disheartened
Any evil	Stunned, demoralized

Inspired: Affected creatures receive a +2 morale bonus on attack rolls, saving throws, skill and ability checks, and weapon damage rolls for 10 minutes.

Blessed: Affected creatures receive a +1 morale bonus on attack rolls and on saving throws against fear effects for 10 minutes.

Enthralled: Affected creatures act as if subject to an *enthral* spell for as long as you continue to speak and for 1d3 rounds thereafter.

For the duration of the effect and for 1 day afterward, affected creatures take a –1 penalty on Will saves related to redemption (see Chapter 2).

Disheartened: Affected creatures take a –1 penalty on attack rolls, saving throws, skill checks, and ability checks for 10 minutes.

Stunned: Affected creatures are stunned for 1 round.

Demoralized: Affected creatures take a –2 penalty on attack rolls, saving throws, skill checks, ability checks, and weapon damage rolls for 10 minutes (including the 1 round during which they are stunned).

Using any manifestation of the calling class ability requires the use of the Words of Creation and deals 3d4 points of nonlethal damage to the emissary.

Calling is an Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] effect.

Conversion (Su): A 3rd-level emissary of Barachiel can use his calling ability to facilitate actual conversion of nongood humanoids.

Doing so counts as a use of the calling class ability (see above) for the day, and the initial effects of the calling are the same—except that the emissary takes 5d4 points of nonlethal damage instead of 3d4.

When the initial effects are over, however, all creatures that were subject to any effect of the calling (except lawful good creatures) must make another saving throw.

Creatures who fail begin acting as though their alignment were one step closer to good.

Lawful evil creatures act lawful neutral, neutral evil creatures act neutral, and chaotic evil creatures act chaotic neutral.

Lawful neutral and neutral good creatures act lawful good. True neutral and chaotic good creatures act neutral good, and chaotic neutral creatures act chaotic good.

Creatures affected by this temporary alignment shift can make new saving throws each day for a total of seven days. If the emissary is not present at the time a creature makes its save, it receives a +1 circumstance bonus on the saving throw, and this bonus increases by 1 for each additional saving throw for which the emissary is not present.

During these seven days, an affected creature is immune to any other conversion effect, from the same emissary or a different one.

During this time, the alignment shift can be reversed with a *break enchantment* spell, but the caster must succeed on a caster level check against a DC equal to the emissary's original Diplomacy check result.

Also during this time, an *atonement* spell can make the alignment shift permanent, preventing the creature from making any additional saving throws.

If a creature fails seven saving throws after the initial saving throw against the calling, the alignment change is permanent.

At this point, the creature can change alignment again, either through another conversion effect, or voluntarily (in a gradual manner, as alignment change normally works—the creature cannot simply decide to be evil again).

Sustenance (Su): At 5th level, an emissary of Barachiel can help to keep good creatures good.

As a use of his calling ability, he can produce one of the following effects:

- Duplicate the effects of an *atonement* spell.
- Reverse any magical alignment change (such as that produced by a *helm of opposite alignment* or a *morality undone* spell).
- Dispel a charm or compulsion effect cast by an evil creature upon a good target, by making a dispel check (1d20 + character level against a DC of 11 + evil caster's level).

These effects require the emissary of Barachiel to touch the target creature.

EMISSARY OF BARACHIEL SPELL LIST

Emissaries of Barachiel choose their spells from the following list: 1st Level: *charm person*, *comprehend languages*, *cure light wounds*, *hypnotism*, *magic mouth*, *message*, *protection from chaos/evil*, *ray of hope**, *sanctuary*, *sleep*, *ventriloquism*.

2nd Level: *animal messenger*, *blindness/deafness*, *blur*, *calm emotions*, *cat's grace*, *cure moderate wounds*, *detect thoughts*, *elation**, *enthrall*, *eagle's splendor*, *fox's cunning*, *glitterdust*, *hold person*, *hypnotic pattern*, *silence*, *suggestion*, *tongues*, *whispering wind*.

3rd Level: *charm monster*, *clairaudience/clairvoyance*, *cure serious wounds*, *daylight*, *deep slumber*, *dispel magic*, *good hope*, *haste*, *lesser geas*, *refreshment**, *remove curse*, *screaming*, *see invisibility*.

4th Level: *atonement*, *break enchantment*, *cure critical wounds*, *dream*, *heaven's trumpet**, *heroic valor**, *hold monster*, *sending*.

* New spell described in Chapter 6 of this book.

TABLE 5-7: THE EMISSARY OF BARACHIEL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+0	+2	Calling	0	—	—	—
2nd	+1	+0	+0	+3		1	—	—	—
3rd	+2	+1	+1	+3	Conversion	2	0	—	—
4th	+3	+1	+1	+4		3	1	—	—
5th	+3	+1	+1	+4	Sustenance	3	2	0	—
6th	+4	+2	+2	+5		3	3	1	—
7th	+5	+2	+2	+5		3	3	2	0
8th	+6	+2	+2	+6		3	3	3	1
9th	+6	+3	+3	+6		3	3	3	2
10th	+7	+3	+3	+7		3	3	3	3

EXALTED ARCANIST

Tales say that sorcerers gain their innate magical ability from draconic blood, and many sorcerers (especially kobold sorcerers) loudly champion this legend.

Aasimar sorcerers, meanwhile, smile to themselves, knowing that dragons are not the only source of spontaneous arcane power.

Among both sorcerers and bards, some trace the source of their power back to celestial influence, either bloodline or simply favor.

These are the exalted arcanists, spontaneous spellcasters who gain access to spells that channel celestial energy.

Only characters who spontaneously cast arcane spells can become exalted arcanists, which means that in most campaigns the class is limited to sorcerers and bards.

Exalted arcanists are very often adventurers, using the power they consider a gift to the purpose for which it was intended: to help combat evil.

They gravitate to places where their ability to cover a battlefield with *holy smite* spells is useful, so they are rarely found in cities or placid villages.

They frequently join forces with other exalted adventurers, much less frequently with other exalted arcanists.

Hit Die: d4.

REQUIREMENTS

To qualify to become an exalted arcanist, a character must fulfill all the following criteria.

Alignment: Any good.

Base Save Bonuses: Will +5.

Skills: Knowledge (arcana) 9 ranks, Knowledge (religion) 4 ranks.

Feats: Consecrate Spell, Purify Spell.

Spells: Able to spontaneously cast 3rd-level arcane spells.

CLASS SKILLS

The exalted arcanist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the exalted arcanist prestige class.

Weapon and Armor Proficiency: Exalted arcanists gain no proficiency with any weapon or armor.

Exalted Spell List: An exalted arcanist gains access to spells that do not normally appear on arcane spellcasters' spell lists.

The exalted arcanist's spell list additions appear below.

At 1st level, an exalted arcanist adds the spells of up to 3rd level to her spell list, and each additional exalted arcanist level grants her access to two more spell levels on the spell list.

She does not automatically know these spells, but can choose them as spells known.

Spell Knowledge (Ex): At 1st level, an exalted arcanist learns two new arcane spells of any level up to the maximum spell level she can cast.

These can be spells from her normal spell list or from the exalted spell list that appears below.

She does not gain any extra spell slots at this level.

Faster Consecrate (Ex): At 2nd level, an exalted arcanist can spontaneously cast spells with the Consecrate Spell feat without extending the spells' casting time.

Spells per Day/Spells Known: At each exalted arcanist level after the first, the character gains new spells per day and spells known as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (bardic music abilities, improved familiar abilities, and so on), though she does retain the ability to exchange spells known with every even-numbered equivalent sorcerer or bard level.

If the character had more than one arcane spellcasting class before becoming an exalted arcanist, she must decide to which class she adds each exalted arcanist level for the purpose of determining spells per day and spells known.

Bonus Exalted Feat: At 3rd level, and again at 5th level, an exalted arcanist gains a bonus feat.

This feat must be chosen from the exalted feats that appear in Chapter 4.

Faster Purify (Ex): At 4th level, an exalted arcanist can spontaneously cast spells with the Purify Spell feat without extending the spells' casting time.

Sanctified Spells: A 5th-level exalted arcanist can use sanctified spells as though they were among her spells known.

EXALTED ARCANIST SPELL LIST

Exalted arcanists choose their spells from the following list or from their normal spell list: 1st Level: *bless, vision of heaven** 2nd Level: *consecrate, zone of truth* 3rd Level: *helping hand, searing light* 4th Level: *holy smite, lesser aspect of the deity**, *lesser planar ally, sword of conscience** 5th Level: *crown of flame**, *hallow, heavenly lightning**, *mark of justice* 6th Level: *aspect of the deity**, *bolt of glory**, *planar ally* 7th Level: *heavenly lightning storm**, *holy word, righteous smite** 8th Level: *greater planar ally, holy aura* 9th Level: *greater aspect of the deity** * New spell described in Chapter 6 of this book.

TABLE 5-9: THE EXALTED ARCANIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Exalted spell list (3rd), spell knowledge	—
2nd	+1	+0	+0	+3	Exalted spell list (5th), faster consecrate	+1 level of existing class
3rd	+1	+1	+1	+3	Bonus exalted feat, exalted spell list (7th)	+1 level of existing class
4th	+2	+1	+1	+4	Exalted spell list (9th), faster purify	+1 level of existing class
5th	+2	+1	+1	+4	Bonus exalted feat, sanctified spells	+1 level of existing class

FIST OF RAZIEL

The fists of Raziél represent a knightly order dedicated to the celestial patron of holy warfare against evil.

Its members include large numbers of paladins, as well as lawful good clerics, fighters, rangers, and occasionally warriors.

While Sealtiel champions those who defend good communities from evil assault, Raziél's crusaders lead the charge against evil wherever it is found.

Smiting evil is their mission and their specialty.

To become a fist of Raziél, a character must already possess some degree of divine spellcasting ability, so members of the class generally begin as paladins or clerics, less often as fighter/clerics or ranger/clerics.

Perhaps strangely, the order includes a number of ex-barbarians who first multiclassed as clerics and then adopted the fist of Raziél prestige class.

These ferocious warriors seem to be drawn to Raziél's crusading creed.

The fists of Raziél are an elite, ordered, and disciplined fighting force.

To make best use of their power, however, they typically serve as leaders or advisors to adventuring parties, military strike teams, or the armies of good kingdoms, working with members of other classes instead of with each other.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Fist of Raziél, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Attack Bonus: +6.

Skills: Diplomacy 5 ranks, Knowledge (religion) 5 ranks.

Feats: Power Attack, Servant of the Heavens.

Spells: Able to cast *divine favor*.

CLASS SKILLS

The fist of Raziel's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), and Sense Motive (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the fist of Raziel prestige class.

Weapon and Armor Proficiency: A fist of Raziel is proficient with all simple and martial weapons, all types of armor, and shields (except tower shields).

Magic Circle (Su): A 1st-level fist of Raziel is constantly surrounded by a magic circle against evil effect, as the spell cast by a cleric of the fist's character level.

Smite Evil (Su): Once per day, a fist of Raziel may attempt to smite evil with one normal melee attack.

She adds her Charisma bonus to her attack roll and deals 1 extra point of damage per class level.

If she accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

She can use this ability more times per day as she advances in level, as shown on Table 5–10.

If the fist of Raziel has paladin levels as well, add the daily uses from her fist of Raziel levels to the daily uses from her paladin levels.

Her damage bonus equals her fist of Raziel class level plus her paladin class level.

This ability does not stack with the smite ability granted by the Destruction domain.

In addition to the basic function of smiting evil, a fist of Raziel gains special abilities that operate whenever she smites.

Good-Aligned: At 1st level, whenever a fist of Raziel smites evil, her weapon is considered good-aligned for purposes of overcoming damage reduction, as if she had the Exalted Smite feat.

Confirming: At 3rd level, whenever a fist of Raziel smites evil, all critical rolls are automatically successful (so every threat is a critical hit).

This works even if the weapon has a magical effect related to critical hits, unlike the similar effect of the *bless weapon* spell.

Holy: At 5th level, whenever a fist of Raziel smites evil, her weapon is considered holy, dealing an extra 2d6 points of damage against evil creatures.

This additional damage stacks with the extra damage she deals from the smite.

However, it does not stack with the benefit of the Sanctify Martial Strike feat or with the extra damage dealt by a weapon with the holy weapon property.

Fiendsmite: At 7th level, whenever a fist of Raziel smites evil, her weapon deals an extra 2d8 points of damage against evil outsiders and evil undead, instead of the +2d6 normally dealt by a holy weapon.

If she also has the Exalted Smite feat, this damage is still doubled.

Chain: At 9th level, whenever a fist of Raziel smites evil, bolts of holy power erupt from the target creature and strike up to 5 additional evil targets within 30 feet, chosen by the fist of Raziel.

Targets take 2d6 points of damage, or 2d8 if they are evil outsiders or evil undead.

A successful Reflex save (DC 15 + the fist of Raziel's Cha modifier) reduces the damage by half.

Spells per Day: Starting at 2nd level, and at each level thereafter, a fist of Raziel gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, improved special mount, and so on). If the character had more than one divine spellcasting class before becoming a fist of Raziel, she must decide to which class she adds each fist of Raziel level for the purpose of determining spells per day.

Sanctify Martial Strike: At 4th level, a fist of Raziel gains the Sanctify Martial Strike feat as a bonus feat.

Sunder Evil Item (Su): At 6th level, whenever a fist of Raziel attacks an object that is evil (such as an *unholy sword* or a *darkskull*) or an evil construct (such as a retriever), she deals double damage.

This does not stack with the benefits of the Great Sunder feat.

Holy Martial Strike (Su): Any weapon that a 10th-level fist of Raziel wields is treated as a holy weapon, dealing an extra 2d6 points of damage to evil creatures, even when she is not smiting evil.

This additional damage does not stack with the benefit of the Sanctify Martial Strike feat or with the extra damage dealt by a weapon with the holy weapon property.

TABLE 5–10: THE FIST OF RAZIEL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Magic circle, smite evil 1/day (good-aligned)	—
2nd	+2	+3	+0	+0		+1 level of existing class
3rd	+3	+3	+1	+1	Smite evil 2/day (confirming)	+1 level of existing class
4th	+4	+4	+1	+1	Sanctify Martial Strike	+1 level of existing class
5th	+5	+4	+1	+1	Smite evil 3/day (holy)	+1 level of existing class
6th	+6	+5	+2	+2	Sunder evil item	+1 level of existing class
7th	+7	+5	+2	+2	Smite evil 4/day (fiendsmite)	+1 level of existing class
8th	+8	+6	+2	+2		+1 level of existing class
9th	+9	+6	+3	+3	Smite evil 5/day (chain)	+1 level of existing class
10th	+10	+7	+3	+3	Holy martial strike	+1 level of existing class

INITIATE OF PISTIS SOPHIA

Pistis Sophia is the monk of the Celestial Hebdomad, a contemplative, mystic, and ascetic patron for those who follow similar spiritual paths.

The path of her initiates requires great sacrifices (in the form of at least three sacred vows), but brings great rewards of spiritual power.

All initiates of Pistis Sophia have at least several monk levels before joining the order of initiates.

Most often, they are single-classed monks.

Occasionally, characters of other classes undergo a sort of conversion, forswearing their reliance on weapons and armor, multiclassing as monks, and later adopting the initiate prestige class.

Of the tiny number of characters who take this course, most were paladins before taking on their monastic vows. Initiates of Pistis Sophia are members of spiritual communities sharing a common life.

They are not restricted to their monasteries by any means, and many do adventure to put their spiritual devotions into concrete practice.

However, when not actively fighting the forces of evil, they are more often found in their monasteries than in cities or towns.

Hit Die: d8.

REQUIREMENTS

To qualify to become an initiate of Pistis Sophia, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Save Bonuses: Fort +5, Ref +5, Will +5.

Skills: Concentration 9 ranks.

Feats: Sacred Vow, Sanctify Ki Strike, Servant of the Heavens.

CLASS SKILLS

The initiate of Pistis Sophia's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (the planes) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Initiate of Pistis Sophia prestige class.

Weapon and Armor Proficiency: Initiates of Pistis Sophia gain no proficiency with any weapon or armor.

They suffer the same penalties for wearing armor that monks do.

Fist of the Heavens: A 1st-level initiate of Pistis Sophia gains the Fist of the Heavens feat as a bonus feat, even if she does not have the prerequisite Wisdom score.

Monk Abilities: An initiate of Pistis Sophia adds her initiate levels to her monk levels to determine her AC bonus, her unarmed strike damage, the penalty she takes when using a flurry of blows, her speed, and her ki strike.

She does not gain any other benefits of advancing monk levels, however.

Detect Evil (Sp): At will, an initiate of Pistis Sophia of 2nd level or higher can use *detect evil*, as the spell.

Smite Evil (Su): Once per day, an initiate of Pistis Sophia may attempt to smite evil with one normal unarmed strike. She adds a +4 bonus to her attack roll and deals 1 extra point of damage per class level.

If she accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

At 5th level, an initiate of Pistis Sophia can use this ability twice per day, and at 8th level she can use it three times per day.

Uncanny Dodge (Ex): At 3rd level, an initiate of Pistis Sophia can react to danger before her senses would normally allow her to do so.

She retains her Dexterity bonus to AC even when flatfooted.

Electricity Resistance (Ex): As she advances in her celestial disciplines, an initiate of Pistis Sophia grows to share the natural immunity to electricity possessed by the archons. She gains electricity resistance 5 at 4th level, and electricity resistance 10 at 7th level.

Sacred Vow: At 4th level, and again at 7th level and 10th level, an initiate of Pistis Sophia gains a bonus feat selected from the following list: Vow of Abstinence, Vow of Chastity, Vow of Nonviolence, Vow of Obedience, Vow of Poverty, or Vow of Purity.

Improved Uncanny Dodge (Ex): At 6th level, an initiate of Pistis Sophia cannot be flanked except by a rogue at least 4 levels higher than her character level.

Improved Evasion (Ex): At 9th level, an initiate of Pistis Sophia takes no damage on a successful saving throw against attacks that allow a Reflex save for half damage, and she only takes half damage on a failed save.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a 9th level initiate of Pistis Sophia takes no damage if she makes a successful saving throw and half damage if the saving throw fails.

Celestial Transformation (Ex): When she reaches 10th level, an initiate of Pistis Sophia transcends her mortal origins and becomes a creature of the heavens.

Her type changes to outsider (native), and she gains damage reduction 10/unholy.

TABLE 5–11: THE INITIATE OF PISTIS SOPHIA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Fist of the Heavens, monk abilities
2nd	+1	+3	+3	+3	Detect evil, smite evil 1/day
3rd	+2	+3	+3	+3	Uncanny dodge
4th	+3	+4	+4	+4	Electricity resistance 5, sacred vow
5th	+3	+4	+4	+4	Smite evil 2/day
6th	+4	+5	+5	+5	Improved uncanny dodge
7th	+5	+5	+5	+5	Electricity resistance 10, sacred vow
8th	+6	+6	+6	+6	Smite evil 3/day
9th	+6	+6	+6	+6	Improved evasion
10th	+7	+7	+7	+7	Celestial transformation, sacred vow

LION OF TALISID

The undisputed ruler of the guardinals, Talisid the Celestial Lion is an enormously powerful force for good—and good alone, undiluted by concerns of law or chaos.

He is also a mighty druid, and his mortal and guardinal champions are druids and rangers who share both his fierce hatred of evil and his passionate love of the natural world and its creatures.

Called the lions of Talisid, these protectors of nature and champions of good emulate their celestial patron in more concrete ways: adopting feline animal companions, assuming great cat forms with their wild shape ability, and eventually roaring like a leonal.

Druids and rangers most commonly become lions of Talisid, and only a character with an animal companion can enter the class.

Multiclass druid/rangers also commonly adopt the class, and less commonly, fighter/druids or cleric/rangers.

Like their guardinal patron, lions of Talisid usually work alone or in small groups of close companions, rarely with other lions.

NPC lions of Talisid can be found wandering the wilderness, fighting any who would defile the natural world with evil.

They are particularly concerned with areas where some evil presence corrupts nature itself, manifesting evil weather and vile corrupted creatures.

Hit Die: d8.

REQUIREMENTS

To qualify to become a lion of Talisid, a character must fulfill all the following criteria.

Alignment: Neutral good.

Base Attack Bonus: +4.

Skills: Knowledge (nature) 9 ranks, Survival 9 ranks.

Feats: Favored of the Companions.

Spells: Able to cast *summon nature's ally* II.

Special: The character must have an animal companion as a class feature.

CLASS SKILLS

The lion of Talisid's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Listen (Wis), Knowledge (nature) (Int), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the lion of Talisid prestige class.

Weapon and Armor Proficiency: Lions of Talisid gain no proficiency with any weapon or armor.

Animal Companion (Ex): A lion of Talisid can add his lion of Talisid levels to his effective druid level (his actual druid level or one-half his ranger level) to determine the capabilities of his animal companion.

Lion's Courage (Ex): A lion of Talisid is immune to fear (magical or otherwise) and gains a +4 sacred bonus on Will saves against other mind-affecting spells and effects.

Spells per Day: At each level, a lion of Talisid gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained.

If the character had more than one divine spellcasting class before becoming a lion of Talisid, the player must decide to which class to add each lion of Talisid level for the purpose of determining spells per day.

Scent (Ex): At 2nd level, a lion of Talisid gains the scent special quality.

He can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Wild Shape (Su): At 3rd level, a lion of Talisid gains the ability to turn himself into any Small or Medium animal and back again once per day.

This works exactly as the druid's wild shape ability.

Lions of Talisid prefer the shape of great cats (cheetahs or leopards at lower levels), but are not limited to such forms.

The lion of Talisid can use this ability more times per day at 4th, 5th, and 8th level, as noted on Table 5–12.

In addition, he gains the ability to take the shape of a Large animal at 6th level, and a Tiny animal at 9th level.

A lion of Talisid who is also a druid can add his lion of Talisid level –2 to his druid levels to determine his wild shape ability.

For example, an 8th-level druid/6th-level lion of Talisid can wild shape as a 12th-level druid, and can thus assume plant forms as well as Large and Tiny animal forms, and can use this ability 4 times per day.

Exalted Companion: At 4th level, a lion of Talisid gains the Exalted Companion feat as a bonus feat.

Lion's Pounce (Ex): At 5th level, a lion of Talisid can make a full attack at the end of a charge.

Lion's Swiftmess (Ex): When he reaches 7th level, a lion of Talisid can act as if under the effects of a *haste* spell for a total of 1 round per class level per day.

These rounds need not be consecutive.

Leonal's Roar (Su): Three times a day, a 10th-level lion of Talisid can issue a roar that duplicates the effects of the

leonal's roar spell (new spell described in Chapter 6 of this book).

The saving throw DC is 20 + the lion of Talisid's Charisma modifier.

TABLE 5-12: THE LION OF TALISID

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Animal companion, lion's courage	+1 level of existing class
2nd	+1	+3	+0	+3	Scent	+1 level of existing class
3rd	+2	+3	+1	+3	Wild shape (1/day)	+1 level of existing class
4th	+3	+4	+1	+4	Exalted Companion, wild shape (2/day)	+1 level of existing class
5th	+3	+4	+1	+4	Lion's pounce, wild shape (3/day)	+1 level of existing class
6th	+4	+5	+2	+5	Wild shape (Large)	+1 level of existing class
7th	+5	+5	+2	+5	Lion's swiftness	+1 level of existing class
8th	+6	+6	+2	+6	Wild shape (4/day)	+1 level of existing class
9th	+6	+6	+3	+6	Wild shape (Tiny)	+1 level of existing class
10th	+7	+7	+3	+7	Leonal's roar	+1 level of existing class

PROPHET OF ERATHAOL

The prophet of Erathaol is a seer and visionary, a medium of the heavenly will, pronouncing judgment on corruption and evil in the world, speaking words of comfort to the oppressed and downtrodden, and announcing the work of the archons in the world.

She channels celestial spirits and allows them to use her body for their purposes on the Material Plane. Insofar as these celestials have knowledge of future events, the prophet may speak authoritatively about events to come, but her primary focus is on changing the present world into a better world for the future, a place where law and good might reign supreme.

Most prophets of Erathaol are clerics, either servants of a lawful good deity such as Heironeous or Moradin or proponents of lawful good ideals without particular attention to a specific deity.

However, the gift of prophecy is notoriously indiscriminate, and members of all spellcasting classes occasionally find themselves speaking on behalf of the heavens.

Prophets of Erathaol are not the oracles that people consult when they want to know whether to launch a business enterprise, start a war, or win someone's favor—too often prophets give answers that people don't really want to hear. Lawful good kings do sometimes take on prophets as advisors, but even the most well-intentioned ruler has a hard time following a true prophet's advice all the time. Most prophets, with no one seeking out their words, make themselves a nuisance in palaces, in marketplaces, or on city streets, proclaiming celestial judgment to whoever listens.

Hit Die: d6.

REQUIREMENTS

To qualify to become a prophet of Erathaol, a character must fulfill all the following criteria.

Alignment: Lawful good.

Skills: Knowledge (arcana) 5 ranks, Spellcraft 10 ranks.

Feats: Sacred Vow, Servant of the Heavens, Spell Focus (Divination), Vow of Chastity.

Spells: Able to cast 4th-level arcane or divine spells.

CLASS SKILLS

The prophet of Erathaol's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge

(the planes) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the prophet of Erathaol prestige class.

Weapon and Armor Proficiency: Prophets of Erathaol gain no proficiency with any weapon or armor.

Ecstasy (Su): Once per day per class level, a prophet of Erathaol can enter an ecstatic state, allowing a celestial to seize control of her mind and speech.

This is sort of a lesser version of channeling celestials (as described in Chapter 2), in which the prophet simply becomes helpless for 1 round while a celestial speaks through her.

What the celestial says (and who it is) is entirely up to the DM, though it is always at least tangentially relevant to whatever matter is at hand.

As a rule of thumb, this ability can have one of the following effects:

- any Knowledge check (with a bonus equal to the prophet's character level +5)
- a bardic knowledge check (with a bonus equal to the prophet's character level +5)
- a *divination* spell
- a *detect evil* spell
- an *enthrall* spell (the prophet can continue speaking on her own after the 1 round of ecstasy, continuing the effect)
- a *good hope* spell
- an *atonement* spell
- like a *phylactery of faithfulness*, allowing the prophet to identify evil creatures and avoid evil acts
- if the prophet sacrifices 500 XP, a *commune* spell

Unfortunately, at the instant a prophet of Erathaol cedes control of her mind and invites a celestial to take it, she is vulnerable to possession by less beneficent spirits.

If a fiend or ghost capable of possession is in ethereal form, within 30 feet of the prophet, and not flat-footed when a prophet enters her ecstasy, the creature can attempt to possess her immediately.

The prophet takes a –2 penalty on her Will save to resist the possession, and if she fails she is not aware of the creature's presence in her body.

The creature prevents a celestial from entering, and might pretend to be the celestial, speaking as the prophet's companions expect.

If the creature chooses not to make its presence known in this way, it seems as though the ecstasy simply fails. Spells per Day/Spells Known: At 2nd level, and at each level thereafter, a prophet of Erathaol gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning

or destroying undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a prophet of Erathaol, she must decide to which class she adds each prophet level for the purpose of determining spells per day.

TABLE 5-13: THE PROPHET OF ERATHAOL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Ecstasy	Spells per Day
1st	+0	+2	+2	+2		—
2nd	+1	+3	+3	+3		+1 level of existing class
3rd	+1	+3	+3	+3		+1 level of existing class
4th	+2	+4	+4	+4		+1 level of existing class
5th	+2	+4	+4	+4		+1 level of existing class
6th	+3	+5	+5	+5		+1 level of existing class
7th	+3	+5	+5	+5		+1 level of existing class
8th	+4	+6	+6	+6		+1 level of existing class
9th	+4	+6	+6	+6		+1 level of existing class
10th	+5	+7	+7	+7		+1 level of existing class

RISEN MARTYR

Characters driven by revenge, greed, or other base desires may return from death as ghosts, revenants, or other undead.

By contrast, a risen martyr is an exalted character who continues in his earthly existence after his martyrdom, rather than entering the ranks of the petitioners on the celestial planes, in order to finish some unfulfilled task. Within a short time of his martyrdom (usually 1d4+1 days), a risen martyr returns in a spiritual body to complete the holy task that led to his martyrdom. (See Heroic Sacrifice in Chapter 2 for more about martyrdom).

In general, a character who is actively involved in an adventure that involves an exalted goal, and who is martyred for the sake of that purpose, has a sufficient holy purpose to return as a risen martyr. Appropriate holy purposes for a risen martyr might include aiding in the downfall of an evil tyrant or villain, locating a relic or holy artifact in order to stave off a great evil, or defending a city from a plague of ghosts. The goal need not be extremely short-term, and might even be the focus of a whole campaign. However, a risen martyr's time on the Material Plane is limited.

Risen martyrs are very rare, and they actually appear as player characters more often than as NPCs, simply because player characters are generally the ones who pursue the most important and holy quests that can lead to a risen martyr's existence.

Hit Die: d12.

REQUIREMENTS

To qualify to become a risen martyr, a character must fulfill all the following criteria.

Alignment: Any good.

Base Save Bonuses: Fort +2, Ref +2, Will +2.

Skills: Any one skill 9 ranks, Speak Language (Celestial).

Feats: Nimbus of Light, any one other exalted feat.

Special: The character must have suffered martyrdom (see Chapter 2) and must not have been returned to life. As a special feature of this prestige class, the character rises with the abilities of a 0-level risen martyr added to the character's previous abilities. When the character earns enough experience points to advance another level, he must become a 1st-level risen martyr.

CLASS SKILLS

The risen martyr's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (the planes) (Int), Knowledge (religion) (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the risen martyr prestige class.

Weapon and Armor Proficiency: Risen martyrs gain no proficiency with any weapon or armor.

Spiritual Body (Ex): When a martyr rises as a 0-level risen martyr, he takes on a corporeal spirit form.

His creature type changes to deathless (see Chapter 8: Monsters), and he gains the features and traits of the deathless type.

Deathless creatures have no Constitution score, and the risen martyr rerolls his hit points using d12s instead of his previous racial and class-based Hit Dice.

A risen martyr's spiritual body is formed of solid, spiritual flesh and is neither ghostly nor incorporeal.

His ability scores remain unchanged (except for his Constitution score), and all his other characteristics remain the same except that he is no longer a living creature.

Charisma Score Increase: At 1st level, a risen martyr's Charisma score increases by +2.

At 5th level, it increases by an extra +2.

Deflection Bonus (Su): A 1st-level risen martyr gains a deflection bonus to Armor Class equal to his Charisma bonus.

Holy Purpose (Ex): A 1st-level risen martyr receives a +1 sacred bonus on all attack rolls, damage rolls, ability checks, and skill checks that are directly related to the fulfillment of his purpose.

This bonus increases to +2 at 3rd level, and increases by an extra +1 every 3 levels thereafter.

Bless (Sp): Three times per day, a risen martyr of at least 2nd level can use *bless*, as the spell.

Magic Circle Against Evil (Su): At 2nd level, a risen martyr is continually surrounded by a protective aura that functions as a *magic circle against evil* spell.

Daylight (Su): At will as a free action, a 3rd level risen martyr can use *daylight*, as the spell.

Acid Immunity (Ex): At 4th level, a risen martyr gains immunity to acid.

Detect Evil (Sp): At will, a risen martyr of at least 4th level can *detect evil*, as the spell.

Protective Aura (Su): At 5th level, the risen martyr's *magic circle against evil* is replaced by an effect that duplicates the *protective aura* spell.

Shield Other (Sp): A 6th-level risen martyr can use *shield other*, as the spell, three times per day.

Celestial Brilliance (Sp): A 7th-level risen martyr can use *celestial brilliance*, as the spell, once per day.

Cold Immunity (Ex): A 7th-level risen martyr gains immunity to cold.

Holy Aura (Su): At 8th level, the risen martyr's protective aura is supplemented by an effect that duplicates the *holy aura* spell.

The holy aura protects only the risen martyr, while his protective aura continues to protect allies within 10 feet as well as himself.

Electricity Immunity (Ex): At 9th level, a risen martyr gains immunity to electricity.

Perfection (Su): A 10th-level risen martyr is as close to celestial perfection as a mortal creature can be.

He is considered a celestial for the purpose of any spell or effect that has special effects on celestials.

If he is lawful, he is also considered an archon.

If he is chaotic, he is also considered an eladrin.

If he is neutral, he is also considered a guardinal.

If he is a spellcaster, he can cast spells that have the Celestial, Archon, Guardinal, or Eladrin components, as appropriate.

Final Ascension: When a 10th-level risen martyr has earned enough experience points to gain his next level, his perfected, spiritual body is taken whole into the upper planes.

A risen martyr cannot advance in any class other than risen martyr in order to delay his final ascension.

Once he rises and adopts this prestige class, he must continue to gain risen martyr levels and no levels in any other class.

Code of Conduct: A risen martyr who willfully performs an evil act is immediately destroyed and goes to face his judgment on the Upper Planes.

TABLE 5-14: THE RISEN MARTYR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
0	+0	+0	+0	+2	Spiritual body
1st	+0	+0	+0	+2	Charisma score increase, deflection, holy purpose +1
2nd	+1	+0	+0	+3	Bless, magic circle against evil
3rd	+1	+1	+1	+3	Daylight, holy purpose +2
4th	+2	+1	+1	+4	Acid immunity, detect evil
5th	+2	+1	+1	+4	Charisma score increase, protective aura
6th	+3	+2	+2	+5	Holy purpose +3, shield other
7th	+3	+2	+2	+5	Celestial brilliance, cold immunity
8th	+4	+2	+2	+6	Holy aura
9th	+4	+3	+3	+6	Electricity immunity, holy purpose +4
10th	+5	+3	+3	+7	Perfection, final ascension

SENTINEL OF BHARRAI

Respect for the power of nature, the desire to further the ends of good, and the resolve to destroy evil are the core beliefs of the sentinels of Bharrai, strong-willed spellcasters who venerate "The Great Bear of Elysium".

Their initiates hail primarily from the ranks of wizards, although sorcerers, druids, and clerics may also become sentinels.

Sentinels of Bharrai put the needs of others before their own, and they value stalwart companionship and loyalty above all.

This is an important aspect of their loose organization, which sometimes calls members to sacrifice their lives to ensure the survival of Bharrai's ideals.

Because of their loyalty and commitment to good, sentinels of Bharrai have a good reputation among adventurers and are highly sought after as adventuring companions.

The sentinels of Bharrai hold nature as the ultimate force for good.

Though lightning may kill trees and hurricanes may destroy small villages, the lightning ignites fires that cleanse the forest of rotting foliage and the hurricane teaches how to better fortify a shelter.

Sentinels of Bharrai appreciate nature in all its forms, from the tranquil beauty of an undisturbed forest to the ferocious wrath of a tornado.

They also harness the power of nature to cast down evil.

Hit Die: d4.

REQUIREMENTS

To qualify to become a sentinel of Bharrai, a character must fulfill the following criteria:

Alignment: Any good.

Skills: Knowledge (arcana) 8 ranks, Knowledge (nature) 8 ranks, Spellcraft 8 ranks.

Feats: Sacred Vow, Vow of Obedience.

CLASS SKILLS

The sentinel of Bharrai's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Decipher Script (Int, exclusive skill), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Read/Write Language, Speak Language, Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha, exclusive skill). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the sentinel of Bharrai prestige class.

Weapon and Armor Proficiency: Sentinels of Bharrai gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a sentinel of Bharrai gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting.

If the character had more than one spellcasting class before becoming a sentinel of Bharrai, she must decide to which class she adds each sentinel level for the purpose of determining spells per day.

Nature-Friendly Spells (Su): Starting at 1st level, a sentinel of Bharrai can change the composition of any energy-based spell he casts to something that is not destructive to nature. The spell must have the acid, cold, electricity, or fire subtype, and the sentinel of Bharrai may choose to deal nonlethal damage instead of lethal damage against animals and plants that are either targeted or otherwise affected by the spell.

Track: A 1st-level sentinel of Bharrai gains the Track feat as a bonus feat.

Energy Resistance 10 (Ex): A sentinel of Bharrai is resistant to certain forces of nature and the damage they wreak.

At 2nd level, and again at 4th level, 6th level, and 8th level, a sentinel of Bharrai chooses a specific type of energy—acid, cold, electricity, or fire—and gains resistance 10 against the selected energy type.

Bear Shape (Su): At 3rd level, the sentinel of Bharrai gains the ability to turn himself into a black bear, brown bear, or polar bear (and back again).

The selected bear form's Hit Dice cannot exceed the sentinel of Bharrai's character level.

This ability functions as the *polymorph* spell, except as noted here.

Changing form is a standard action and doesn't provoke attacks of opportunity.

The sentinel of Bharrai may assume bear form (and change back) at will and may remain in bear form as long as he wishes.

The sentinel of Bharrai retains the ability to speak while in bear form and may communicate with other bears.

Quickened Call Lightning (Sp): At 3rd level, a sentinel of Bharrai can cast a quickened *call lightning* spell once per day, as though using the Quicken Spell feat.

Use the sentinel of Bharrai's character level to determine the number of lightning bolts and the spell's duration.

Nature's Veil (Su): At 5th level, as a standard action, the sentinel of Bharrai can attempt to hide in the outdoors.

The sentinel of Bharrai must be standing within 10 feet of natural terrain that includes features such as trees, sand dunes, mounds of snow, large rocks, tall grasses, or thickets. The sentinel of Bharrai gains a +10 insight bonus on his Hide check under these circumstances.

Dire Bear Shape (Su): At 7th level, a sentinel of Bharrai can turn himself into a dire bear and back again.

This ability is otherwise the same as the bear form ability gained at 3rd level.

Ursinal's Touch (Su): A sentinel of Bharrai gains great healing powers at 7th level.

This ability works just like the paladin's lay on hands ability, except that the sentinel of Bharrai can heal as much damage per day as his own undamaged hit point total.

Cavalry of Dire Bears (Sp): Once per week beginning at 9th level, a sentinel of Bharrai may call 1d6 dire bears with maximum hit points (147 hp each) to aid him in battle.

The dire bears appear instantly and remain until the battle has ended, at which point they disperse into the wild.

If a dire bear falls in battle, the animal's corpse remains, and the sentinel of Bharrai is expected to use whatever parts of the animal he can (such as the meat, skin, and bones) and commit the rest to the earth.

Failing to properly honor a fallen dire bear results in a 20% cumulative chance that the animals do not come the next time they are called.

This ability works only on the Material Plane and on good-aligned outer planes.

Quickened Lightning Storm (Sp): At 10th level, a sentinel of Bharrai can cast a quickened *lightning storm* spell once per day, as though using the Quicken Spell feat.

Use the sentinel of Bharrai's character level to determine the number of lightning bolts and the spell's duration.

TABLE 5-15: THE SENTINEL OF BHARRAI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Nature-friendly spells, Track	+1 level of existing class
2nd	+1	+0	+0	+3	Energy resistance 10 (choose type)	+1 level of existing class
3rd	+1	+1	+1	+3	Bear shape, quickened <i>call lightning</i> 1/day	+1 level of existing class
4th	+2	+1	+1	+4	Energy resistance 10 (choose type)	+1 level of existing class
5th	+2	+1	+1	+4	Nature's veil	+1 level of existing class
6th	+3	+2	+2	+5	Energy resistance 10 (choose type)	+1 level of existing class
7th	+3	+2	+2	+5	Dire bear shape, ursinal's touch	+1 level of existing class
8th	+4	+2	+2	+6	Energy resistance 10 (choose type)	+1 level of existing class
9th	+4	+3	+3	+6	Cavalry of dire bears 1/week	+1 level of existing class
10th	+5	+3	+3	+7	Quickened <i>lightning storm</i> 1/day	+1 level of existing class

SKYLORD

An elf crusader, the skylord uses his kinship with creatures of the sky and the power of the winds to fight evil.

His ties with the elven community are generally loose at best, since he sees much more urgency in the day-to-day events of the world.

This point of view is often lost on the elven lords who would prefer to insulate themselves from the affairs of the shorter-lived races.

Elves who become skylords often come from the ranks of barbarians, fighters, druids, and rangers.

Soaring above the world of men, the skylord observes all.

From such a vantage point, the skylord learns to appreciate the beauty of the world below, ply the winds, and use the rage of storms to his advantage.

He can quickly disappear by cloaking himself in clouds to avoid his foes.

During a battle, his presence inspires confidence in all airborne allies who fight at his side.

The skylord often serves as an aerial scout, watching the movements of evil armies and studying areas not easily reached by land.

He is also a courier, conveying messages across great distances much more quickly than would otherwise be possible without the use of magic.

The skylord truly shines when evil bears its ugly head in the sky, but when necessary, he is a capable fighter indoors or underground.

Hit Die: d10.

REQUIREMENTS

To qualify to become a skylord, a character must fulfill the following criteria:

Alignment: Any good.

Race: Elf or half-elf.

Base Attack Bonus: +7.

Skills: Handle Animal 10 ranks, Ride 10 ranks.

Feats: Mounted Combat, either Mounted Archery or Ride-By Attack, one exalted feat.

Special: The character must spend 1 week living and meditating atop a mountain.

CLASS SKILLS

The skylord's class skills (and the key ability for each skill) are Balance (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Listen (Wis), Ride (Dex), Spot (Wis), and Survival (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the skylord prestige class.

Weapon and Armor Proficiency: A skylord is proficient with all simple and martial weapons, all types of armor, and shields.

Spells per Day/Spells Known: At every second level, a skylord gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming a skylord, he must decide to which class he adds the new level for purposes of determining spells per day.

Call Flying Mount (Su): At 1st level as a full-round action, the skylord can call a flying mount to serve in his crusade against evil.

This mount can be a celestial giant eagle, celestial giant owl, or celestial pegasus (consult the Skylord's Mounts sidebar for details).

SKYLORD'S MOUNTS

A skylord's mount is superior to a normal creature of its kind and has special powers, as described below.

Skylord Level	Bonus HD	Natural Armor Adj.	Str Adj.	Special
1st–3rd	+2	+4	+1	Empathic link, share spells, improved natural attacks
4th–6th	+4	+6	+2	Improved fly speed, deadly charge +2d6
7th–9th	+6	+8	+3	Spell resistance, immunities
10th	+8	+10	+4	Bonus feat

Skylord's Mount Basics: Use the base statistics for a creature of the mount's kind (see Sample Skylord's Mounts sidebar, below), but make changes to take into account the attributes and characteristics summarized on the table and described below.

Bonus HD: Extra 10-sided (d10) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount's base attack bonus, base save bonuses, and celestial creature special qualities (damage reduction, energy resistance, and spell resistance). A mount's base attack bonus is equal to that of a fighter of a level equal to the mount's Hit Dice. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the mount's HD). The mount doesn't gain any extra skills or feats for bonus Hit Dice.

Natural Armor Adj.: The number on the table is an improvement to the mount's existing natural armor bonus.

Str Adj.: Add this value to the mount's Strength score.

Empathic Link (Su): A skylord has an empathic link with his mount out to a distance of up to 1 mile. The skylord cannot see through the mount's eyes, but they can communicate empathically. Because of this empathic link, the skylord has the same connection to an item or place that his mount does, just as with a master and his familiar (see Familiars in the *Player's Handbook*).

Share Spells: At the skylord's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his mount. The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the skylord before the duration expires. Additionally, the skylord may cast a spell with a target of "You" on his mount (as a touch range spell) instead of on himself. A skylord and his mount can share spells even if the spells normally do not affect magical beasts.

Improved Natural Attacks: The damage dealt by each of the mount's natural attacks increases by one step. For example, a giant eagle mount with this ability would roll 1d8 instead of 1d6 for claw damage and 1d10 instead of 1d8 for bite damage.

Improved Fly Speed (Ex): The mount's fly speed increases by 10 feet.

Deadly Charge (Ex): The skylord's mount deals an extra 2d6 points of damage on a successful attack made during a charge.

Spell Resistance (Su): A mount's spell resistance equals the skylord's character level + 5.

Immunities (Su): A skylord's mount is immune to hold, paralysis, sleep, charms, and compulsions.

The mount remains with the skylord until it is slain or dismissed.

Bonus Feat: The mount gains one of the following feats as a bonus feat, provided it meets the prerequisites for the feat: Flyby Attack, Hover, Multiattack, or Wingover.

SAMPLE SKYLORD'S MOUNTS

These values are for normal creatures of the appropriate kinds; they do not include the modifications given on the table above.

Celestial Giant Eagle: CR 4; Large magical beast; HD 4d10+4; hp 26; Init +3; Spd 10 ft., fly 80 ft. (average); AC 15, touch 12, flat-footed 12 (–1 size, +3 Dex, +3 natural); Base Atk +4; Grp +12; Atk +7 melee (1d6+4, claw); Full Atk +7 melee (1d6+4, 2 claws) and +2 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA smite evil; SQ acid resistance 5, cold resistance 5, damage reduction 5/magic, darkvision 60 ft., electricity resistance 5, low-light vision, evasion, spell resistance 9; SV Fort +5, Ref +7, Will +3; AL NG or as skylord; Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3; Alertness, Flyby Attack.

Evasion (Ex): If the giant eagle is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

Smite Evil (Su): Once per day, a celestial giant eagle can make a normal attack to deal extra damage equal to its HD total against an evil foe.

Celestial Giant Owl: CR 4; Large magical beast; HD 4d10+4; hp 26; Init +3; Spd 10 ft., fly 70 ft. (average); AC 15, touch 12, flat-footed 12 (–1 size, +3 Dex, +3 natural); Base Atk +4; Grp +12; Atk +7 melee (1d6+4, claw); Full Atk +7 melee (1d6+4, 2 claws) and +2 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA smite evil; SQ acid resistance 5, cold resistance 5, damage reduction 5/magic, darkvision 60 ft., electricity resistance 5, spell resistance 9, superior low-light vision; SV Fort +5, Ref +7, Will +3; AL NG or as skylord; Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Knowledge (nature) +2, Listen +17, Move Silently +8 (+16 when in flight), Spot +10; Alertness, Wingover.

Smite Evil (Su): Once per day, a celestial giant owl can make a normal attack to deal extra damage equal to its HD total against an evil foe.

Superior Low-Light Vision (Ex): The giant owl can see five times as far as a human in dim light.

Celestial Pegasus: CR 4; Large magical beast; HD 4d10+12; hp 34; Init +2; Spd 60 ft., fly 120 ft. (average); AC 14, touch 11, flat-footed 12 (–1 size, +2 Dex, +3 natural); Base Atk +4; Grp +12; Atk +7 melee (1d6+4, hoof); Full Atk +7 melee (1d6+4, 2 hooves) and +2 melee (1d3+2, bite); Space/Reach 10 ft./5 ft.; SA smite evil; SQ acid resistance 5, cold resistance 5, damage reduction 5/magic, darkvision 60 ft., electricity resistance 5, low-light vision, scent, spell-like abilities, spell resistance 9; SV Fort +7, Ref +6, Will +4; AL CG or as skylord; Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13.

Skills and Feats: Diplomacy +3, Listen +8, Sense Motive +9, Spot +8; Flyby Attack, Iron Will.

Smite Evil (Su): Once per day, a celestial pegasus can make a normal attack to deal extra damage equal to its HD total against an evil foe.

Spell-Like Abilities: At will, a pegasus can detect good and detect evil within a 60-yard radius, as the spells from a 5th-level caster.

It requires food and rest, and the skylord is responsible for tending to its needs.

Calling a mount is a conjuration (calling) effect.

If the mount dies, the skylord can either have the mount raised from the dead or call another mount. The skylord may only call a replacement mount after living and meditating atop a mountain for 1 week.

Eyes of the Eagle (Ex): A skylord has the keen eyesight of an eagle.

While airborne, a skylord receives a +4 insight bonus on Spot checks.

Ride the Wind (Ex): At 2nd level, a skylord becomes a master of the winds, guiding his mount through them with ease.

While riding a flying mount, the skylord's penalties on ranged attacks in windy conditions are reduced by 2 (no penalty in strong winds, -2 penalty in severe winds).

The skylord can make ranged attacks in windstorms, albeit at a -4 penalty.

In hurricanes, the ranged attack penalty increases to -8.

Neither the skylord nor his mount take penalties on Listen checks in windstorms and hurricanes.

Both the skylord and his mount can move normally in severe winds and windstorms (instead of being checked), and hurricane winds reduce the flying speed of the skylord's mount by half.

Improved Mounted Combat (Ex): At 3rd level, a skylord's skill at mounted combat improves, enabling him to better protect his mount.

This ability works as the Mounted Combat feat, except that the skylord's Ride check receives a +2 bonus.

The bonus improves to +4 at 5th level, +6 at 7th level, and +8 at 9th level.

Deadly Charge (Ex): At 4th level, a skylord deals an extra 2d6 points of damage on a successful attack made during a charge.

The skylord must be riding a flying mount to deal the extra damage.

Storm Kinship (Su): At 6th level, a skylord is less likely to lose his bearings in a storm.

He retains full visibility during rains and storms and does not take the usual penalties on Search, Spot, and Listen checks (see *Weather in the Dungeon Master's Guide*).

This ability is not imparted to the skylord's mount.

Summon Tempest (Sp): At 10th level, once per week, the skylord can summon a tempest (as described on page 193 of the *Monster Manual II*).

This ability is otherwise similar to the *summon monster I* spell.

Use the skylord's character level to determine the effect's range and duration.

TABLE 5-16: THE SKYLORD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+2	+0	Call flying mount, eyes of the eagle	—
2nd	+2	+3	+3	+0	Ride the wind	+1 level of existing class
3rd	+3	+3	+3	+1	Improved mounted combat +2	—
4th	+4	+4	+4	+1	Deadly charge	+1 level of existing class
5th	+5	+4	+4	+1	Improved mounted combat +4	—
6th	+6	+5	+5	+2	Storm kinship	+1 level of existing class
7th	+7	+5	+5	+2	Improved mounted combat +6	—
8th	+8	+6	+6	+2		+1 level of existing class
9th	+9	+6	+6	+3	Improved mounted combat +8	—
10th	+10	+7	+7	+3	Summon tempest	+1 level of existing class

SLAYER OF DOMIEL

Assassins, of course, are evil by their nature and the nature of what they do: committing murder for money is a completely evil act.

However, sometimes the skill set of an assassin is required for more noble purposes.

Claiming the power of the paragon archon Domiel, the slayers of Domiel are a disciplined, secretive order of stealthy spies and—when the need arises—assassins who serve the cause of law and good.

Rather than relying entirely on stealth and poison, the slayers of Domiel use supernatural means to dispatch evil foes.

Rogues most commonly become slayers of Domiel.

On very rare occasions, the order accepts former assassins who have repented and atoned for their past evil deeds and wish to become slayers.

Some slayers also have monk, fighter, or even paladin levels.

Sorcerer/rogues and cleric/rogues are also found among their numbers.

Slayers of Domiel often work closely with other lawful good characters, but not often with other slayers.

Every slayer has a superior in the order responsible for mentoring, training, and supervising her progress, but some slayers go for months between meetings with their superiors.

Few slayers know of more than one or two other slayers besides their mentors.

Hit Die: d6.

REQUIREMENTS

To qualify to become a slayer of Domiel, a character must fulfill all the following criteria.

Alignment: Lawful good.

Skills: Hide 8 ranks, Move Silently 8 ranks.

Feats: Sanctify Martial Strike, Servant of the Heavens.

Special: Sneak attack +3d6, evasion class ability.

CLASS SKILLS

The slayer of Domiel's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the slayer of Domiel prestige class.

Weapon and Armor Proficiency: Slayers of Domiel gain no proficiency with any weapon or armor.

Spells: A slayer of Domiel has the ability to cast a small number of divine spells.

To cast a slayer of Domiel spell, the slayer must have a Wisdom score of at least 10 + the spell's level, so a slayer of Domiel with a Wisdom of 10 or lower cannot cast these spells.

Slayer of Domiel bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the slayer's Wisdom modifier.

When the slayer of Domiel gets 0 spells of a given spell level (for instance, 1st-level spells for a 1st level slayer of Domiel), she gets only the bonus spells she would be entitled to based on her Wisdom score for that spell level. The slayer of Domiel's spell list appears below.

A slayer of Domiel prepares and casts spells just as a cleric does (though a slayer cannot spontaneously cast *cure* spells).

Death Touch (Su): A slayer of Domiel can slay living evil opponents with a single touch.

She must succeed on a melee touch attack against the target.

When she touches, she rolls 1d6 per slayer level.

If the total at least equals the target's current hit points, it dies.

This is a death effect, and it has no effect on nonevil creatures.

A slayer of Domiel can use this ability more often as she increases in levels, as shown on Table 5-17.

Detect Evil (Sp): At will, as the spell of the same name.

Sneak Attack (Ex): If a slayer of Domiel can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Any time a slayer's target would be denied his Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), the slayer's attack deals an extra 1d6 points of damage at 1st level and an additional 1d6 at every two slayer levels thereafter (3rd, 5th, 7th, and 9th).

Should a slayer of Domiel score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is within 30 feet.

With a sap or an unarmed strike, a slayer of Domiel can make a sneak attack that deals nonlethal damage instead of lethal damage.

She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because she must make optimal use of her weapon in order to execute the sneak attack.

A slayer of Domiel can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks.

The slayer must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A slayer of Domiel cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

If a slayer of Domiel gets a sneak attack bonus from another source (such as rogue levels), the extra damage stacks.

Divine Grace (Su): A 2nd-level slayer of Domiel applies her Charisma bonus as a bonus on all saving throws.

Improved Evasion (Ex): At 6th level, a slayer of Domiel's evasion ability improves.

When subjected to an attack that normally allows a Reflex saving throw for half damage, the slayer takes no damage if she makes a successful saving throw and half damage if the saving throw fails.

SLAYER OF DOMIEL SPELL LIST

Slayers of Domiel choose their spells from the following list:

1st Level: *bless weapon*, *change self*, *deathwatch*, *divine favor*, *ghost sound*, *obscuring mist*, *spider climb*, *vision of heaven*.*

2nd Level: *alter self*, *darkness*, *gentle repose*, *pass without trace*.

3rd Level: *blessed sight**, *deeper darkness*, *invisibility*, *misdirection*, *nondetection*, *speak with dead*.

4th Level: *death ward*, *dimension door*, *freedom of movement*, *holy sword*, *greater invisibility*, *sword of conscience*.*

* New spell described in Chapter 6 of this book.

TABLE 5-17: THE SLAYER OF DOMIEL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Death touch 1/day, <i>detect evil</i> sneak attack +1d6	0	—	—	—
2nd	+1	+0	+3	+0	Divine grace	1	—	—	—
3rd	+2	+1	+3	+1	Sneak attack +2d6	1	0	—	—
4th	+3	+1	+4	+1	Death touch 2/day	1	1	—	—
5th	+3	+1	+4	+1	Sneak attack +3d6	1	1	0	—
6th	+4	+2	+5	+2	Improved evasion	1	1	1	—
7th	+5	+2	+5	+2	Sneak attack +4d6	2	1	1	0
8th	+6	+2	+6	+2	Death touch 3/day	2	1	1	1
9th	+6	+3	+6	+3	Sneak attack +5d6	2	2	1	1
10th	+7	+3	+7	+3	Death touch 4/day	2	2	2	1

STALKER OF KHARASH

Kharash, one of the Five Companions of Talisid, is the greatest of the wolflike lupinal guardinals.

As a fierce opponent of evil, Kharash acts as patron to those who use stealth to track and hunt evildoers.

The stalkers of Kharash are a loose-knit order of rangers, rogues, and other characters devoted to fighting evil under Kharash's patronage.

Rangers predominate among the stalkers, bringing a combination of stealth and martial prowess to the class at the outset.

Rogues also commonly adopt the class, and bards occasionally take it up.

Few other characters, except multiclass rangers or rogues, can meet the skill requirements to become stalkers.

Stalkers of Kharash prefer to work in small groups such as adventuring parties.

Some prefer the company of other stealthy characters, while others enjoy working as a scout for a group of normal, noisy characters.

Whether PCs or NPCs, stalkers are usually found in the wilderness, wherever evil foes can be found.

Hit Die: d8.

REQUIREMENTS

To qualify to become a stalker of Kharash, a character must fulfill all the following criteria.

Alignment: Neutral good.

Skills: Hide 8 ranks, Move Silently 8 ranks.

Feats: Alertness, Favored of the Companions, Track.

CLASS SKILLS

The stalker of Kharash's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the stalker of Kharash prestige class.

Weapon and Armor Proficiency: A stalker of Kharash is proficient with all martial weapons, but no armor or shield.

Spells per Day: Starting at 1st level, and at each stalker of Kharash level thereafter, the character gains new spells per day as if she had also gained a level in the ranger class.

He does not, however, gain any other benefit a character of that class would have gained (improved favored enemies and so on).

If the character had no ranger levels before becoming a 1st-level stalker of Kharash, he gains the spellcasting ability of a 1st-level ranger—that is, no spellcasting ability—when he takes his first stalker level.

When he becomes a 4th-level stalker, he gains spellcasting ability (as a 4th-level ranger) assuming his Wisdom score is high enough to grant him a bonus 1st-level spell.

A stalker of Kharash's caster level is one-half the sum of his ranger levels and his stalker levels.

Scent of Evil (Su): A stalker of Kharash has an unusual ability that combines the scent special quality with the *detect evil* spell.

The stalker can detect evil opponents within 30 feet by their scent of evil.

If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet.

A strong aura of evil (an evil outsider or evil cleric of 5–10 HD, an evil elemental or undead of 10–21 HD, an evil creature of 25–54 HD, or an evil magic item or spell with a

caster level of 10–21) can be detected at twice these ranges.

An overwhelming aura of evil (an evil outsider or evil cleric with 11 HD or more, an evil elemental or undead with 22 HD or more, an evil creature with 55 HD or more, or an

evil magic item or spell with a caster level of 22 or higher) can be detected at triple normal range.

When the stalker detects a scent, the exact location is not revealed—only its presence somewhere within range.

The stalker can take a move action to note the direction of the scent.

Whenever the creature comes within 5 feet of the source, the stalker knows the source's location.

Favored Enemy—Evil (Ex): At 2nd level, a stalker of Kharash gains evil creatures of all kinds as a favored enemies.

He gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against evil creatures.

He also gains a +1 bonus on weapon damage rolls against evil creatures.

This bonus stacks with any other favored enemy bonus the stalker might have, such as from the ranger class.

Hide in Plain Sight (Ex): When a stalker of Kharash reaches 4th level, he can use the Hide skill even while being observed.

With at least one-quarter cover or one-quarter concealment, the stalker can hide from view.

Track Evil (Su): A 5th-level stalker can use the Track feat to track an evil creature by its lingering evil aura, making a

Wisdom (or Survival) check to find or follow a track.

The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent).

The DC for tracking a normal aura increases by 2 every 10 minutes, for tracking a strong aura by 2 every hour, and for tracking an overwhelming aura by 2 every day.

This ability otherwise follows the rules for the Track feat.

The stalker can ignore the effects of surface conditions and poor visibility.

Smite Evil (Su): Once per day, a 6th-level stalker of Kharash may attempt to smite evil with one normal unarmed strike.

He adds a +4 bonus to his attack roll and deals 1 extra point of damage per class level.

This bonus damage stacks with favored enemy bonuses.

If he accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

At 8th level, a stalker of Kharash can use this ability twice per day, and at 10th level he can use it three times per day.

TABLE 5-18: THE STALKER OF KHARASH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+0	+2	+0	Scent of evil	+1 level of ranger
2nd	+2	+0	+3	+0	Favored enemy—evil	+1 level of ranger
3rd	+3	+1	+3	+1		+1 level of ranger
4th	+4	+1	+4	+1	Hide in plain sight	+1 level of ranger
5th	+5	+1	+4	+1	Track evil	+1 level of ranger
6th	+6	+2	+5	+2	Smite evil 1/day	+1 level of ranger
7th	+7	+2	+5	+2		+1 level of ranger
8th	+8	+2	+6	+2	Smite evil 2/day	+1 level of ranger
9th	+9	+3	+6	+3		+1 level of ranger
10th	+10	+3	+7	+3	Smite evil 3/day	+1 level of ranger

SWANMAY

Swanmays are members of a secretive order sworn to protect wilderness areas from evil.

Their most distinctive feature is their ability to adopt the form of a swan, which they use primarily for mobility. The order accepts only women who are committed to the cause of good and who already possess a strong affinity for the natural world.

Only druids and rangers can become swanmays.

It is very rare for even multiclass characters to join the swanmay order.

Swanmays often live in communal lodges near bodies of water secluded in deep forests.

On the rare occasions when they travel beyond their woods to adventure, it is to oppose an evil force that threatens the larger wilderness.

They are very secretive, and avoid revealing their true nature even to adventuring companions.

Hit Die: d8.

REQUIREMENTS

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

Gender: Female.

Alignment: Any good.

Skills: Knowledge (nature) 8 ranks, Speak Language (Sylvan), Survival 8 ranks.

Feats: Sacred Vow, Vow of Purity.

Spells: Able to cast *speak with animals*.

Special: The character must have the wild empathy class feature.

Special: Knowingly or not, a character must perform a great service for another swanmay before she can join the order.

CLASS SKILLS

The swanmay's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the swanmay prestige class.

Weapon and Armor Proficiency: Swanmays gain no proficiency with any weapon or armor.

Shifting (Su): The hallmark of the swanmay is the ability to assume the form of a swan.

She can assume this form and return to her normal form once per day at 1st level.

This is identical to the druid's wild shape ability, except that the swanmay can only assume the form of a swan.

The swanmay can use this ability more times per day at 2nd, 3rd, 6th, and 10th level, as noted on Table 5-19.

Swan: CR 1/3; Small Animal; HD 1d8; hp 4; Init +2; Spd 10 ft., fly 60 ft. (average); AC 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12; Atk +1 melee (1d3-1, 2 slams) and -4 melee (1d2-1, bite); SQ damage reduction 5/cold iron; AL N; SV Fort +2, Ref +4, Will +1; Str 8, Dex 15, Con 10, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +7, Spot +3; Alertness.

Damage Reduction (Ex): While in swan form, a swanmay gains damage reduction 5/cold iron.

Spell Resistance (Ex): A swanmay has spell resistance equal to 12 + her swanmay level.

Wild Empathy (Ex): A swanmay adds her class level to her druid or ranger level when making a wild empathy check. In addition, at 4th level she gains a +2 bonus on wild empathy checks.

This bonus increases to +4 at 8th level and +6 at 10th level.

Spells per Day: Starting at 2nd level, and at each swanmay level thereafter, the character gains new spells per day as if she had also gained a level in either druid or ranger, whichever class she belonged to before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained.

If the character was both a druid and a ranger before becoming a swanmay, she must decide to which class she adds each swanmay level for the purpose of determining spells per day.

Favored Enemy (Ex): At 2nd level, a swanmay gains a favored enemy.

This works just like the ranger's favored enemy ability, and if the swanmay has one or more favored enemies already, the bonus against one of her favored enemies increases as if she had just gained another favored enemy from her ranger class.

The swanmay does not choose this favored enemy herself; rather, each order of swanmays has its own favored enemy, typically related to a group that frequently threatens their home region.

Low-Light Vision (Su): At 3rd level, a swanmay gains low-light vision.

Charm Person (Sp): At 4th level, a swanmay can use *charm person*, as the spell, three times per day.

Her caster level is equal to her swanmay level, and the saving throw DC is equal to 13 + her Charisma modifier.

Speak With Animals (Sp): At 5th level, a swanmay can use *Speak With Animals*, as the spell, at will.
 Her caster level is equal to her swanmay level.
Speak With Plants (Sp): At 6th level, a swanmay can use *Speak With Plants*, as the spell, at will.
 Her caster level is equal to her swanmay level.
Charm Monster (Sp): At 7th level, a swanmay can use *Charm Monster*, as the spell, two times per day.

Her caster level is equal to her swanmay level, and the saving throw DC is equal to 15 + her Charisma modifier.
Fey Transformation (Ex): At 10th level, a swanmay's type changes to fey.
 Additionally, she gains damage reduction 10/cold iron, regardless of whether she is in humanoid form or swan form.

TABLE 5-19: THE SWANMAY

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Shifting 1/day, spell resistance, wild empathy	—
2nd	+2	+3	+0	+0	Shifting 2/day, favored enemy	+1 level of existing class
3rd	+3	+3	+1	+1	Shifting 3/day, low-light vision	+1 level of existing class
4th	+4	+4	+1	+1	Charm person 3/day, wild empathy +2	+1 level of existing class
5th	+5	+4	+1	+1	Speak with animals	+1 level of existing class
6th	+6	+5	+2	+2	Shifting 4/day, speak with plants	+1 level of existing class
7th	+7	+5	+2	+2	Charm monster 2/day	+1 level of existing class
8th	+8	+6	+2	+2	Wild empathy +4	+1 level of existing class
9th	+9	+6	+3	+3		+1 level of existing class
10th	+10	+7	+3	+3	Shifting 5/day, wild empathy +6, fey transformation	+1 level of existing class

SWORD OF RIGHTEOUSNESS

The call of exalted deeds does not exclude the path of the warrior.

Though few in number, warriors of every stripe devote themselves to good, choosing a higher calling than their fellows.

Even among paladins, some pursue a commitment to righteousness and purity that exceeds the norm, truly exalting them above their peers.

These men and women are called swords of righteousness. The sword of righteousness prestige class is simply a way for a martially oriented character—typically a paladin, fighter, ranger, barbarian, monk, or even rogue—to gain more exalted feats at the cost of a slightly slower progression in his or her basic class.

It is not intended as a lifelong career path, just a sidetrack allowing such a character to focus for a short while on the trappings of righteousness.

Spellcasting characters (bards, clerics, druids, sorcerers, and wizards) tend toward the wonderworker prestige class to accomplish the same goal.

No organization binds swords of righteousness together, though they are often found operating in the churches of good deities, good-aligned knightly orders, and other existing organizations dedicated to virtuous causes.

Hit Die: d8.

REQUIREMENTS

To qualify to become a sword of righteousness, a character must fulfill all the following criteria.

Alignment: Any good.

Base Attack Bonus: +6.

Feats: Either Favored of the Companions, Knight of Stars, or Servant of the Heavens, plus one additional exalted feat.

CLASS SKILLS

The sword of righteousness's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions.
 Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the sword of righteousness prestige class.

Weapon and Armor Proficiency: Swords of righteousness gain no proficiency with any weapon or armor.

Bonus Exalted Feat: At every level, a sword of righteousness gets a bonus exalted feat.

These bonus feats must be drawn from among those identified as exalted feats in Chapter 4: Feats.

Multiclass Note: Paladins and lawful good monks may multiclass as swords of righteousness and freely return to their original class without hindrance or penalty.

The sword of righteousness levels need not be taken all at once.

TABLE 5-20: THE SWORD OF RIGHTEOUSNESS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Bonus exalted feat
2nd	+2	+3	+0	+3	Bonus exalted feat
3rd	+3	+3	+1	+3	Bonus exalted feat

TROUBADOUR OF STARS

With the exception of Gwynharwyf, who holds her barbarian champions in special regard, the various lords and knights of the eladrin Court of Stars do not sponsor individual orders of followers.

Rather, as a group they offer their patronage to certain mortal bards, granting them the ability to channel their celestial music through their mortal voices and instruments.

These blessed bards are the troubadours of stars, gifted musicians and champions of good.

Only a character who spontaneously casts arcane spells can become a troubadour of stars.

Bards are the most common, but a very few sorcerers take up the eladrins' mantle as well.

Troubadours of stars tend to wander alone, or as part of a small band, traveling far and wide across the mortal world. They strive to bring hope to the hopeless and freedom to those oppressed or enslaved by tyrants.

Whenever one troubadour encounters another on her travels, the two exchange stories and news before continuing on their separate ways.

They are duty-bound to help each other in times of need, but rarely seek out extensive contact with others of their order.

Hit Die: d6.

REQUIREMENTS

To qualify to become a troubadour of stars, a character must fulfill all the following criteria.

Alignment: Chaotic good.

Skills: Perform 6 ranks.

Feats: Knight of Stars.

Spells: Able to spontaneously cast 4th-level arcane spells.

CLASS SKILLS

The troubadour of stars' class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language, Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the troubadour of stars prestige class.

Weapon and Armor Proficiency: Troubadours of stars gain no proficiency with any weapon or armor.

Bardic Music: A troubadour of stars adds her class level to her bard level, if any, to determine what bardic music abilities she can use and how often she can use them.

In addition, her troubadour levels stack with her bard levels for purposes of determining the bonus granted by her bestow courage ability.

A troubadour of stars with no bard levels gains bardic music abilities as a bard of her class level.

Detect Evil (Sp): At will, as the spell.

Holy Cacophony (Su): A 2nd-level troubadour of stars with 8 or more ranks in Perform can, as an extra bardic music effect, create a song of discordant notes that hampers evil creatures.

Any evil creature within 30 feet of the troubadour must make a successful Concentration check (DC 15 + spell level) in order to cast a spell or use a spell-like ability.

Using the Words of Creation with this ability increases the save DC to 20 + spell level and deals 8d4 points of nonlethal damage to the troubadour.

Holy cacophony is a sonic, mind-affecting ability.

Celestial Spells: Once she reaches 2nd level, a troubadour of stars can cast spells as if she were an eladrin.

Specifically, the troubadour can learn and cast any spell described in Chapter 6 that has a celestial or eladrin component, as long as she can otherwise cast the spell (it appears on her spell list, it is of a level of spells that she can

cast, and she has a sufficient ability score to cast spells of that level).

Spells per Day/Spells Known: At each even-numbered troubadour of stars level, the character gains new spells per day and spells known as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level.

The class must spontaneously cast spells (as a sorcerer or bard does).

She does not, however, gain any other benefit a character of that class would have gained (bardic music abilities, improved familiar abilities, and so on).

If the character had more than one arcane spellcasting class before becoming a troubadour of stars, she must decide to which class she adds each troubadour level for the purpose of determining spells per day and spells known.

Starmantle (Sp): At 3rd level, a troubadour of stars gains the ability to use *starmantle*, as the spell (see Chapter 6), once per day.

Her caster level is equal to her character level.

Song of Hope (Su): A 5th-level troubadour of stars with 11 or more ranks in Perform can, as an additional bardic music effect, inspire powerful hope in her allies.

Good-aligned creatures within 30 feet of the troubadour who are her allies gain a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls, as if affected by the *good hope* spell.

In addition, affected creatures gain a new saving throw against any fear effect, despair effect (such as the *crushing despair* spell), or similar mind-affecting condition, excluding *charm person*, *dominate person*, and similar spells.

An affected creature may use the troubadour's Perform check result in place of her saving throw if, after rolling the saving throw, the Perform check result proves to be better. Using the Words of Creation with this ability increases the morale bonus to +4 and deals 11d4 points of nonlethal damage to the troubadour.

Song of hope is a sonic, mind-affecting ability.

Sanctified Spells: A 6th-level troubadour of stars can use sanctified spells as though they were among her spells known.

Eladrin Form (Sp): At 7th level, a troubadour of stars gains the ability to use *eladrin form*, as the spell (see Chapter 6), once per day.

Her caster level is equal to her class level.

Celestial Symphony (Su): A 9th-level troubadour of stars with 15 or more ranks in Perform can, as an additional bardic music effect, create an effect that duplicates the *holy word* spell.

Nongood creatures within 30 feet of the troubadour are affected as though by the spell.

The troubadour's caster level is equal to her class level. Using the Words of Creation with this effect grants the troubadour a +4 bonus on her caster level check to overcome spell resistance and deals 15d4 points of nonlethal damage to the troubadour.

Celestial symphony is a sonic effect.

Celestial Ascension (Ex): At 10th level, a troubadour of stars is so attuned to the ways of the eladrins that she becomes a magical creature.

Her type changes to outsider (native) and she gains damage reduction 10/unholy.

Unlike other outsiders, the troubadour can still be brought back from the dead.

TABLE 5-21: THE TROUBADOUR OF STARS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Bardic music, <i>detect evil</i>	—
2nd	+1	+0	+3	+3	Holy cacophony, celestial spells	+1 level of existing class
3rd	+2	+1	+3	+3	<i>Starmantle</i>	—
4th	+3	+1	+4	+4		+1 level of existing class
5th	+3	+1	+4	+4	Song of hope	—
6th	+4	+2	+5	+5	Sanctified spells	+1 level of existing class
7th	+5	+2	+5	+5	<i>Eladrin form</i>	—
8th	+6	+2	+6	+6		+1 level of existing class
9th	+6	+3	+6	+6	Celestial symphony	—
10th	+7	+3	+7	+7	Celestial ascension	+1 level of existing class

VASSAL OF BAHAMUT

Most of Bahamut's emissaries and champions are dutiful and mighty metallic dragons.

Occasionally, however, Bahamut finds a nondraconic champion whose reverence of good dragons is unshakable, and whose hatred of evil dragons rivals that of the purest gold dragons—a force of good so strong that Bahamut feels moved to offer this champion a place in his court.

A vassal of Bahamut is a devout, nondraconic champion in the service of the Dragon King.

Vassals of Bahamut are most often paladins, although fighters, rangers, and barbarians can become vassals as well. The road to becoming a Vassal of Bahamut often begins with the character undertaking a quest for a good-aligned dragon, and then assisting good dragons over a period of time.

If the champion worships Bahamut and proves himself worthy by defeating a red dragon in combat, Bahamut sends his avatar or some other emissary to offer her the opportunity to become a vassal.

If the character declines, Bahamut takes no offense, allowing plenty of time for the character to reconsider.

Vassals of Bahamut often work with other exalted characters, particularly groups who frequently oppose evil dragons and other servants of Tiamat, the evil dragon queen.

A vassal of Bahamut even deigns to cooperate with neutral characters on missions against evil dragons, although he might belittle them for their lack of convictions.

The only time a vassal of Bahamut works with evil characters is if he is infiltrating their group and trying to bring down an evil dragon or one of Tiamat's agents.

Because vassals of Bahamut are few in number and widespread, it is highly unlikely that two vassals of Bahamut ever meet face-to-face.

Hit Die: d10.

REQUIREMENTS

To qualify to become a vassal of Bahamut, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Attack Bonus: +7.

Skills: Craft (armorsmithing) 5 ranks, Diplomacy 5 ranks.

Feats: Sacred Vow, Vow of Obedience.

Special: The character must have single-handedly slain a juvenile (or older) red dragon.

CLASS SKILLS

The vassal of Bahamut's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft

(armorsmithing) (Int), Craft (weaponsmithing) (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Ride (Dex), and Sense Motive (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.
Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the vassal of Bahamut prestige class.

Weapon and Armor Proficiency: A champion of Bahamut is proficient with all simple and martial weapons, all types of armor, and shields (except tower shields).

Imperious Aura (Ex): Good dragons are naturally well-disposed toward a vassal of Bahamut, while evil dragons are cowed by his presence.

The vassal of Bahamut gains a bonus equal to his class level on all Charisma-based skill checks made against dragons and dragon-type creatures (such as wyverns).

Platinum Armor: A vassal of Bahamut is granted the ability to create platinum scale mail.

The vassal starts with scales from a slain juvenile (or older) red dragon and works them for 2 days per character level.

During this time, the vassal must not engage in any other activities other than eating and sleeping.

At the end of this period, the red dragon scales transform into glistening platinum scales.

The finished masterwork suit of armor weighs 25 pounds and confers a +8 armor bonus.

Its other properties are as a masterwork chain shirt (+4 max Dex bonus, –1 armor check penalty, 20% arcane spell failure chance, no speed reduction).

Only the vassal of Bahamut may wear the platinum armor, which instantly corrodes and turns to powder if donned by another creature.

The vassal can replace a lost suit using scales from a slain juvenile (or older) red dragon, as noted above, but can craft no more than one such suit at a time.

The vassal's platinum armor may be enhanced using standard item creation feats.

Dragon Senses (Ex): Starting at 2nd level, a vassal of Bahamut can see four times as well as a human in low-light conditions and twice as well as a human in normal light. He also gains darkvision out to 120 feet.

Shared Trove: At 2nd, 5th, and 8th level, a vassal of Bahamut receives a modest lump sum reward for his loyal service.

The reward magically appears before the vassal—a mound of platinum coins delivered straight from Bahamut's celestial treasure vault.

The number of platinum pieces equals $100 \times$ the vassal of Bahamut's character level.

The vassal may spend the money more or less as he sees fit, provided the expenditure serves a good or righteous cause. If the money is spent frivolously or unwisely, Bahamut sends a loyal representative (usually a gold dragon in an alternate form) to demand repayment.

Spending the money to improve one's personal equipment is neither frivolous nor unwise.

Spells: Beginning at 2nd level, a vassal of Bahamut gains the ability to cast a small number of divine spells.

To cast a spell, the vassal must have a Wisdom score of at least $10 +$ the spell's level, so a vassal with a Wisdom of 10 or lower cannot cast these spells.

Vassal of Bahamut bonus spells are based on Wisdom, and saving throws against these spells have a DC of $10 +$ spell level $+$ the vassal's Wisdom bonus.

When the vassal gets 0 spells of a given level (for instance, 1st-level spells for a 2nd-level vassal of Bahamut), he gets only the bonus spells he would be entitled to based on his Wisdom score for that spell.

The vassal of Bahamut's spell list appears below.

A vassal of Bahamut prepares and casts spells just as a cleric does (though a beloved cannot spontaneously cast *cure* spells).

Bonus Feat: At 3rd level, and again at 6th and 9th level, a vassal of Bahamut gains a bonus feat.

This feat must be drawn from the following list, and the vassal must meet all the prerequisites for the feat: Blind-Fight, Cleave, Combat Reflexes, Exalted Smite*, Gift of Faith*, Gift of Grace*, Great Cleave, Great Fortitude, Hands of a Healer*, Holy Radiance*, Improved Bull Rush, Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Negotiator, Nemesis*, Nimbus of Light*, Persuasive, Power Attack, Righteous Wrath*, Sanctify Weapon*, Weapon Focus.

* New feat described in Chapter 4 of this book.

Dragonwrack (Su): Evil dragons that strike a vassal of Bahamut or are struck by him suffer grievous wounds. At 4th level, a vassal of Bahamut deals $+2d6$ points of damage with each successful melee attack made against an evil creature of the dragon type.

Furthermore, any such creature that strikes the vassal with a natural weapon or melee weapon takes 1d6 points of damage.

In both cases, half of the extra damage is permanent hit point drain.

A dragon that survives a battle against a vassal of Bahamut often bears terrible scars from the permanent drain of hit points.

Only a *wish* or *miracle* spell can restore hit points drained permanently by a vassal's dragonwrack ability.

At 7th level, the vassal deals $+3d6$ points of damage to evil dragons, and a dragon that strikes the vassal takes 1d6 points of damage.

Again, in both cases, half of this damage is permanent drain.

At 10th level, the damage increases to $+4d6$ points and 2d6 points, respectively.

VASSAL OF BAHAMUT SPELL LIST

Vassals of Bahamut choose their spells from the following list:

1st Level: *bless*, *bless weapon*, *divine favor*, *endure elements*, *lantern light**, *protection against evil*, *shield of faith*.

2nd Level: *align weapon*, *bear's endurance*, *bull's strength*, *change self*, *resist energy*, *shield other*, *undetectable alignment*.

3rd Level: *discern lies*, *magic circle against evil*, *protection from energy*, *refreshment**, *searing light*.

4th Level: *dispel evil*, *divination*, *divine power*, *holy sword*, *tongues*.

* New spell described in Chapter 6 of this book.

TABLE 5-22: THE VASSAL OF BAHAMUT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Imperious aura, platinum armor	—	—	—	—
2nd	+2	+3	+0	+0	Dragon senses, shared trove	0	—	—	—
3rd	+3	+3	+1	+1	Bonus feat	1	0	—	—
4th	+4	+4	+1	+1	Dragonwrack (+2d6/1d6)	1	1	—	—
5th	+5	+4	+1	+1	Shared trove	1	1	0	—
6th	+6	+5	+2	+2	Bonus feat	1	1	1	—
7th	+7	+5	+2	+2	Dragonwrack (+3d6/1d6)	2	1	1	0
8th	+8	+6	+2	+2	Shared trove	2	2	1	1
9th	+9	+6	+3	+3	Bonus feat	2	2	1	1
10th	+10	+7	+3	+3	Dragonwrack (+4d6/2d6)	2	2	2	1

WONDERWORKER

Among spellcasters of all kinds, some are so devoted to the cause of good that they sacrifice some of their spellcasting ability in order to grow closer to the ideal of goodness they revere.

These are wonderworkers, practitioners of arcane or divine magic (or even psionics) whose righteousness and purity sets them apart from others—even from other good clerics. Like the sword of righteousness prestige class, the wonderworker class allows a spellcasting or psionic character to gain more exalted feats at the cost of a slightly slower spell progression.

Bards, clerics, druids, sorcerers, wizards, psions, and psychic warriors can all adopt this class, while more martially oriented characters generally choose the sword of righteousness class to accomplish the same goal.

No organization unites wonderworkers, though they are often found operating in the churches of good deities, good-aligned guilds or colleges, and other existing organizations devoted to virtuous causes.

Hit Die: d6.

REQUIREMENTS

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

Alignment: Any good.

Base Save Bonus: Will +5.

Feats: One exalted feat, plus either Favored of the Companions, Knight of Stars, or Servant of the Heavens. Spells: Able to cast 3rd-level arcane or divine spells, or to manifest 3rd-level psionic powers.

CLASS SKILLS

The wonderworker's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the wonderworker prestige class.

Weapon and Armor Proficiency: Wonderworkers gain no proficiency with any weapon or armor.

Bonus Exalted Feat: At every level, a wonderworker gets a bonus exalted feat.

These bonus feats must be drawn from among those identified as exalted feats in Chapter 4: Feats.

Bonus Spells per Day: For each level of wonderworker that a spellcasting character attains, he gains bonus spells to the number of spells per day he normally casts.

These bonus spells can be added to whatever levels of spells the wonderworker can currently cast, but no more than one can be added to the character's highest current spell level.

Arcane spellcasters (bards, sorcerers, and wizards) receive fewer bonus spells than divine spellcasters (clerics and druids), as shown on the table above.

For example, a 9th-level cleric who takes a single level in wonderworker can give himself one bonus 5th-level spell (his highest as a 9th-level cleric), and one bonus spell in one other level, 0 through 4th.

A 9th-level wizard who takes a level in wonderworker gains only one bonus spell, which she can give herself in any level, 0 through 5th.

A psion who adopts the wonderworker class receives bonus power points/day equal to one-half of the sum of his psion level and his wonderworker level.

A psychic warrior/wonderworker receives bonus power points/day equal to one-third of the sum of her psychic warrior level and her wonderworker level.

If a wonderworker has two spellcasting or psionic classes already, he must give the bonus spell or power points to a class in which he can cast at least 3rd-level spells or manifest at least 3rd-level powers.

If more than one class meets that requirement, he must choose which previous class gains the bonus.

He cannot split bonus spells or power points between two different spellcasting or psionic classes.

For example, a 5th-level cleric/5th-level wizard takes one level of wonderworker.

He can either take 2 bonus cleric spells or 1 bonus wizard spell, but he cannot take 1 of each.

Once a wonderworker has chosen how to apply his bonus spells or power points, they cannot be shifted.

TABLE 5-23: THE WONDERWORKER

Level	Base	Fort	Ref	Will	Special	Bonus Spells per Day	
	Attack Bonus	Save	Save	Save		Arcane	Divine
1st	+0	+0	+0	+2	Bonus exalted feat	1	2
2nd	+1	+0	+0	+3	Bonus exalted feat	2	3
3rd	+1	+1	+1	+3	Bonus exalted feat	1	2

BOOK OF VILE DARKNESS (3.0)

CANCER MAGE

Scurrying about in sewers, back alleys, and abandoned buildings, the cancer mage feeds upon the corpse of society.

The cancer mage hides in the darkness where no one wants to look, digging through trash long forgotten.

Cancer mages are some of the most disgusting individuals a character is ever likely to meet, for they revel in filth, disease, and decay.

They usually have their own foul goals, sometimes venerating deities of disease or corruption and other times spreading disease for its own sake.

Cancer mages use their power to equip themselves with a deadly array of weapons, but these are not the weapons of a warrior.

The cancer mage strikes from darkness.

He makes quick, poisonous attacks and then retreats, allowing his contaminated wounds to fester and hopefully kill his victims slowly.

Rogues, rangers, druids, and clerics are most likely to become cancer mages.

Rats, insects, worms, and diseases are the cancer mage's allies.

Cancer mages sometimes work in horrible, hidden societies of the disease-ridden underclass, such as beggars and thieves.

Sometimes they enjoy the company of assassins or vermin lords.

They hate good-aligned clerics and paladins—particularly paladins—with a burning passion.

Occasionally, an intelligent monster such as a troglodyte or a medusa will become a cancer mage, but these creatures are ostracized even by their own kind.

One might imagine, however, that an otyugh or vermin such as giant maggots and cockroaches would not mind the company of a cancer mage.

The most obvious allies of the cancer mage are undead creatures.

Hit Die: d6.

REQUIREMENTS

To qualify to become a cancer mage, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Save Bonus: Fort +5.

Skills: Heal 3 ranks, Hide 6 ranks, Knowledge (nature) 2 ranks, Move Silently 6 ranks.

Feats: Great Fortitude, Poison Immunity, Toughness.

Special: The cancer mage must have fallen victim to the ravages of a disease and must have taken damage from a poison.

CLASS SKILLS

The cancer mage's class skills (and the key ability for each skill) are Alchemy (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Pick Pocket (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the cancer mage prestige class.

Weapon and Armor Proficiency: Cancer mages are proficient with all simple and martial weapons, with all types of armor, and with shields.

Sneak Attack (Ex): If a cancer mage can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage.

Basically, any time the cancer mage's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the cancer mage's attack deals +1d6 points of damage.

This extra damage increases by +1d6 points every four levels (+2d6 at 5th level and +3d6 at 9th level).

Should the cancer mage score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, a cancer mage can make a sneak attack that deals subdual damage instead of normal damage.

He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –

4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

A cancer mage can only sneak attack a living creature with a discernible anatomy—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack.

Additionally, any creature immune to critical hits is similarly immune to sneak attacks.

Also, the cancer mage must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot.

A cancer mage cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a cancer mage gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack. Disease Host (Ex): At 1st level, a cancer mage suffers no ill effects of diseases, except for purely cosmetic ones such as boils, pockmarks, watery eyes, blackened skin, hair loss, foul smell, and so on.

The cancer mage becomes a carrier of every disease he encounters, though he remains immune to most of their effects.

However, the cancer mage takes 1d6 points of damage per caster level if someone casts a *cure disease* spell or effect on him (he can make a Fortitude save to try to resist the effect).

Furthermore, if the cancer mage has a cancerous companion (see below), he loses all abilities gained from the companion for 1d10 days after being the subject of a *cure disease* spell.

Contagion (Sp): Beginning at 2nd level, the touch of a cancer mage carries a *contagion* spell once per day per class level. The DC for the target's saving throw is 13 + the cancer mage's Wisdom modifier.

Cancerous Companion (Ex): At 2nd level, a cancer grows within the cancer mage, forming a large tumor.

This cancerous growth gains intelligence and a personality distinct from the cancer mage.

The companion and the cancer mage can communicate telepathically.

When needed, the cancerous companion uses the cancer mage's scores for saves, ability scores other than Intelligence, and so forth.

The cancerous companion gains abilities as the cancer mage gains levels.

Cancer Mage Level	Companion Int	Ability
2nd	6	Blindsight 30 feet.
3rd	7	Can use a spell or spell-like ability of the cancer mage on its own as a standard action once per day, requiring no action on the part of the cancer mage.
4th	8	Can warn the cancer mage of danger, granting him the evasion ability.
5th	9	Can warn the cancer mage of danger, granting him the uncanny dodge (Dex bonus to AC) ability.
6th	10	Mind-affecting spells and effects have a 50% chance of affecting the companion rather than the cancer mage.
7th	11	Can use a spell or spell-like ability of the cancer mage on its own as a standard action three times per day, requiring no action on the part of the cancer mage.
8th	12	Can warn the cancer mage of danger, granting him the uncanny dodge (can't be flanked) ability.
9th	13	Can form a 1-ft. tendril of flesh capable of making touch attacks, including the cancer mage's <i>contagion</i> and <i>poison</i> spell-like abilities.
10th	14	Blindsight 60 feet.

Tatterdemalion (Ex): Gathering scraps of clothing and old, discarded rags, a 3rd-level cancer mage is able to make such articles into light armor with the following stats: armor

bonus +4, maximum Dex bonus +5, armor check penalty –1, arcane spell failure 15%, speed 30 ft./20 ft., weight 20 lb.

Only a 3rd-level or higher cancer mage can wear this armor and gain these benefits; other wearers treat it as padded armor.

This armor is considered masterwork quality and can be fashioned into magic armor.

Poison (Sp): Once per day per class level beginning at 3rd level, the touch of a cancer mage carries a *poison* spell.

The DC for the target's saving throw is 14 + the cancer mage's Wisdom modifier.

Children of the Night (Su): A 4th-level cancer mage commands the lesser creatures of the world and can call forth a swarm of 2d6 Small monstrous spiders or a pack of 4d8 dire rats or a swarm of 10d10 bats, once per day, as a standard action.

These creatures arrive in 2d6 rounds and serve the cancer mage (understanding his mental commands) for up to 10 minutes per class level.

Viral Agent (Su): At 5th level, a cancer mage befriends a disease or virus that infests his body.

He supernaturally enhances a disease, making it smarter by giving it a point of his own Intelligence.

He establishes a telepathic link with the disease that functions at a range of one mile per class level of the cancer mage.

The cancer mage can then attempt to infect a target with his viral agent, using his *contagion* ability.

If successful, the viral agent can tell the cancer mage telepathically what its host experiences.

In all other respects, the viral agent is a normal disease; if the victim fights it off or a *cure disease* spell is used, the disease and the viral agent die.

The cancer mage regains his Intelligence point 24 hours after the viral agent dies.

The cancer mage can create as many viral agents as he is willing to devote Intelligence points toward.

Infected Wound (Ex): Once per day per class level beginning at 6th level, a cancer mage can infect his foe with an infectious taint after making a successful melee attack.

The foe takes 1 point of Constitution damage and must make a Fortitude save (DC 10 + cancer mage's class level + cancer mage's Wis modifier) 1 hour later or take a further 1d6 points of Constitution damage.

Insect Plague (Sp): At 7th level, a cancer mage invokes *insect plague* once per day as a cleric of his class level.

Insect Armor (Su): By allowing insects and worms to crawl over his body, a 7th-level cancer mage gains a +4 natural armor bonus.

The cancer mage cannot wear armor heavier than light armor and keep this benefit, however.

Viral Ally (Su): In a fashion similar to the viral agent ability, a cancer mage of 8th level or higher can create a viral ally by devoting 3 points of Intelligence to a disease or virus in his system.

The cancer mage can then bestow his viral ally upon a humanoid victim using his *contagion* ability, and the viral ally can communicate telepathically with the cancer mage. The viral ally (and thus the cancer mage) controls its host as surely as with a *dominate person* spell, although the host gets no separate saving throw to avoid the *dominate person* effect. The viral ally is a normal disease, however, and the victim can fight it off with successful Fortitude saves or a *cure disease* spell, either of which kills the viral ally.

The cancer mage regains his missing Intelligence points 24 hours later.

A cancer mage can create as many viral allies as he is willing to devote Intelligence points toward.

Disease Form (Su): At 10th level, a cancer mage gains the ability to transform into a disease once per day.

(This ability also affects up to 100 pounds of gear the cancer mage is carrying, plus tattered demilion armor, insect armor, and a cancerous companion).

As a disease, the cancer mage is intangible and invisible to standard methods of observation, even blindsight.

Creatures with the scent ability note a foulness in the air.

The cancer mage cannot move, except with the wind (if any), or within a host.

The cancer mage may adopt his disease form as a standard action, attempting to infect a living creature within 100 feet.

A potential victim must succeed at a Fortitude save (DC 20) to avoid being infected with the cancer mage.

Any creature that comes within 10 feet of a cancer mage in disease form is subject to the saving throw to resist infection as well.

Once inside an infected host, the cancer mage deals 1d3 points of Constitution damage per day after a 24-hour incubation period.

The victim has no way of knowing that the cancer mage is anything other than a normal illness.

The cancer mage travels with the victim, aware of whatever the victim is aware of.

A number of times per day equal to the cancer mage's Charisma bonus, the cancer mage can attempt to force the victim to take one round's worth of actions of the cancer mage's choosing; a successful Will save (DC 18 + cancer mage's Wis modifier) allows the victim to resist this.

While controlling his victim, the cancer mage has access to all skills, feats, spells, and special abilities of the host, plus any of his own that he can use in his disembodied state.

The cancer mage can leave his host at any time, allowing the victim to recover normally.

The victim can also attempt to force the cancer mage out by making Fortitude saves as if the cancer mage were a normal disease.

Heal checks help the victim as they would normally.

A *cure disease* spell kills the cancer mage if he fails a Fortitude save (calculating the save DC as for spells of the same level).

Even if the cancer mage succeeds at the saving throw, he is forced to reassume his material form adjacent to the victim.

A cancer mage can remain in disease form as long as he desires, or he can return to his natural form and be done with the disease form for that day.

While in disease form, the cancer mage does not need to eat, sleep, or drink, and he does not age.

A cancer mage could remain dormant in a room for a hundred years, then take his material form or infect a new victim.

Table 5-1: The Cancer Mage

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Sneak attack +1d6, disease host
2nd	+1	+3	+3	+0	Contagion, cancerous companion
3rd	+2	+3	+3	+1	Tatterdemalion, poison
4th	+3	+4	+4	+1	Children of the night
5th	+3	+4	+4	+1	Sneak attack +2d6, viral agent
6th	+4	+5	+5	+2	Infected wound
7th	+5	+5	+5	+2	Insect plague, insect armor
8th	+6	+6	+6	+2	Viral ally
9th	+6	+6	+6	+3	Sneak attack +3d6
10th	+7	+7	+7	+3	Disease form

DEMONOLOGIST

A demonologist is a mortal who has devoted his life to the study of demons.

He is practiced in dealing with them, fighting them, and using them for his own gain.

He even gains some demon abilities due to his studies and devotion to the fiends of the Abyss.

Demonologists are always evil, although they might not think of themselves as such.

No character can get so close to the mind of utter corruption and come away unchanged.

Most demonologists were once wizards or sorcerers, although bards who delve into evil lore also frequently meet the requirements of the class.

Demonologists see themselves as researchers and keepers of lore that most people cannot handle.

Thus, they often sequester themselves away in libraries of dark knowledge.

They attempt to deal with demons on an equal footing—an extremely dangerous undertaking—and rarely interact with mortals.

When demonologists see the need, they emerge from their studies and use their dark powers to take or do what they want; then they return to their books and summoning circles.

PCs might come into conflict with a demonologist who is after some rare bit of lore or a magic item that they possess. Or the characters might need the help of a demonologist if they are planning to fight demons and need aid or information.

Hit Die: d4.

REQUIREMENTS

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

Alignment: Chaotic evil.

Skills: Knowledge (arcana) 4 ranks, Knowledge (the planes) 8 ranks.

Feats: Evil Brand, Sacrificial Mastery, Malign Spell Focus.

Special: Must be able to cast at least six arcane spells of the Conjuraton school, one of which must be at least 3rd level.

CLASS SKILLS

The demonologist's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Decipher Script (Int), Forgery (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int),

Knowledge (religion) (Int), Ride (Dex), Scry (Int), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the demonologist prestige class.

Weapon and Armor Proficiency: Demonologists are proficient with no weapons, armor, or shields.

Spells: Beginning at 1st level, a demonologist gains the ability to cast a small number of arcane spells.

To cast a spell, the demonologist must have a Charisma score of at least 10 + the spell's level, so a demonologist with a Charisma of 10 or lower cannot cast these spells.

Demonologist bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + Charisma modifier.

The demonologist's spell list appears below; a demonologist has access to any spell on the list and need not prepare those spells ahead of time, just like a sorcerer.

A demonologist casts spells just as a sorcerer does.

Charm Demon (Sp): A 1st-level demonologist can attempt to charm a chaotic evil outsider, as described in the *charm person* spell, once per day.

The demon does not get to use its spell resistance, though it can make a saving throw as normal (DC 11 + demonologist's Cha modifier).

Quasit Familiar (Ex): A 2nd-level demonologist gains a quasit as a familiar, whether he wants it or not.

If the demonologist already has a familiar, the quasit devours it and takes its place, but the character suffers no experience point loss.

The quasit is treated as a normal familiar, using the class level of the demonologist as the master's level (see the Familiars section in Chapter 3 of the *Player's Handbook* for familiar abilities).

Summoning Mastery (Su): When a demonologist of 3rd level or higher casts a *summon monster* spell, it is treated as the equivalent spell of two levels higher for purposes of summoning chaotic evil creatures.

For example, a demonologist refers to the *summon monster* IV list for chaotic evil outsiders when casting *summon monster* II.

At 6th level, the demonologist refers to the summoning list three levels higher than the one for the *summon monster* spell he is casting.

At 9th level, the demonologist refers to the list four levels higher.

Resistances (Su): A demonologist who reaches 4th level gains acid resistance 10, cold resistance 10, fire resistance 10, and electricity resistance 20.

Poison Immunity (Ex): A 5th-level demonologist is immune to poison.

Hold Demon (Sp): A 7th-level demonologist can attempt to hold a chaotic evil outsider, as described in the *hold person* spell, once per day.

The demon does not get to use its spell resistance, though it can make a saving throw as normal (DC 12 + demonologist's Cha modifier).

Telepathy (Su): An 8th-level demonologist can communicate telepathically with any creature within 100 feet that has a language, just as a tanar'ri can.

Dominate Demon (Sp): A 10th-level demonologist can attempt to dominate a chaotic evil outsider, as described in the *dominate person* spell, once per day. The demon does not get its spell resistance, but it can make a saving throw as normal (DC 15 + demonologist's Cha modifier).

DEMONOLOGIST SPELL LIST

Demonologists choose their spells from the following list.
1st Level: *bane*, *demonflesh*, *doom*, *protection from evil*, *protection from good*, *spores of the vrock*, *summon monster I*, *unnerving gaze*.

2nd Level: *bestow curse*, *dance of ruin*.

demoncall, *magic circle against evil*, *magic circle against good*, *protection from elements*, *stunning screech*, *summon monster II*.

3rd Level: *abyssal might*, *call dretch horde*, *corrupt summons*, *demon wings*, *dread word*, *dimensional anchor*, *lesser planar binding*, *summon monster III*.

4th Level: *bestow greater curse*, *call nightmare*, *cloud of the acherai*, *dismissal*, *impotent possessor*, *imprison possessor*, *planar binding*, *summon monster IV*.

Table 5-2: The Demonologist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th
1st	+0	+0	+0	+2	<i>Charm demon</i>	1	—	—	—
2nd	+1	+0	+0	+3	<i>Quasit familiar</i>	1	1	—	—
3rd	+1	+1	+1	+3	<i>Summoning mastery +2</i>	2	1	1	—
4th	+2	+1	+1	+4	<i>Resistances</i>	2	2	1	1
5th	+2	+1	+1	+4	<i>Poison immunity</i>	3	2	2	1
6th	+3	+2	+2	+5	<i>Summoning mastery +3</i>	3	3	2	2
7th	+3	+2	+2	+5	<i>Hold demon</i>	3	3	3	2
8th	+4	+2	+2	+6	<i>Telepathy</i>	4	3	3	3
9th	+4	+3	+3	+6	<i>Summoning mastery +4</i>	4	4	3	3
10th	+5	+3	+3	+7	<i>Dominare demon</i>	4	4	4	3

DIABOLIST

The diabolist is one who has thrown in her lot with the forces of hell.

Unlike the disciples of Asmodeus or other archdevils, the diabolist is not a servant of a specific powerful fiend, but instead is usually a mortal being who has seen the dark path as a means to gaining great power.

She does not serve devils—she wants to be one.

Diabolists are usually wizards, but sorcerers, clerics, and sometimes bards seek such devilry.

Diabolists usually develop a particular hatred for paladins and bland contempt for nonspellcasters.

Diabolists are often loners, but they occasionally work in sinister cabals.

They usually seek political power as well as magical power.

Diabolists often use their dire power to intimidate and destroy their enemies.

Because of their diabolism power, they are particularly skilled at dealing with good foes, and they focus their power on good-aligned characters when possible.

It is common for a diabolist to have devils working with her, but it is just as likely to find her with legions of undead, well-paid mercenaries, or fanatical cultists.

Hit Die: d4.

REQUIREMENTS

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

Alignment: Lawful evil.

Base Save Bonus: Will +5.

Skills: Bluff 3 ranks, Intimidate 3 ranks, Knowledge (the planes) 8 ranks.

Feats: Evil Brand, Corrupt Spell.

Special: Must be able to cast *shriveling*.

Special: The character must offer her soul—but not necessarily her loyalty—to the forces of hell in exchange for power.

When the diabolist dies (permanently), her soul becomes the possession of a powerful devil.

The devil uses the soul as it sees fit.

CLASS SKILLS

The diabolist's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Scry (Int), Spellcraft (Int), and Spot (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.
Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the diabolist prestige class.

Weapon and Armor Proficiency: Diabolists are proficient with no weapons, armor, or shields.

Spells: When a diabolist attains 1st level, and at every level after that, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those received from the prestige class, and so on), except for an increased effective level of spellcasting.

This essentially means that she adds the new level of diabolist to the level of whatever other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

For example, if Lady Mandrake, a 9th-level sorcerer, gains a level in diabolist, she gains new spells as if she had risen to 10th level in sorcerer, but uses the other diabolist aspects of level progression such as base attack bonus and save bonuses.

If she next gains a level of sorcerer, making her a 10th-level sorcerer/1st-level diabolist, she gains spells as if she had risen to 11th level as a sorcerer.

If a character had more than one spellcasting class before she became a diabolist, she must decide to which class she adds the level of diabolist.

Diabolism (Ex): A diabolist can choose to grant one of her spells greater magical power once per day plus one additional time for every three class levels.

Any spell the diabolist casts that affects a target or area (one that does not include herself) gains the evil descriptor and deals +1d6 points of unholy damage to any good character affected by the spell.

For example, a *fireball* cast by a 6th-level wizard/1st-level diabolist deals 7d6 points of fire damage and 1d6 points of unholy damage.

A *hold person* spell cast by the same diabolist holds a humanoid target motionless and deals 1d6 points of unholy damage if the target is good.

At 5th level, the unholy damage increases to +2d6 points.

At 10th level, the unholy damage increases to +3d6 points.

Imp Familiar (Ex): A 2nd-level diabolist gains an imp as a familiar, whether she wants it or not.

If the diabolist already has a familiar, the imp devours it and takes its place.

The imp is treated as a normal familiar, using the class level of the diabolist as the wizard's level (see the Familiars section in Chapter 3 of the *Player's Handbook* for familiar abilities).

Vile Diabolism (Ex): An 8th-level diabolist can use her diabolism power to deal half the normal amount of extra unholy damage as vile damage (see Chapter 2 for an explanation of vile damage).

For example, a *fireball* cast by a 6th-level wizard/8th-level diabolist deals 10d6 points of fire damage and 2d6 points of unholy damage.

If the diabolist then rolls a 7 for the 2d6 points of unholy damage, she can (if she chooses) convert the unholy damage into 3 points of vile damage instead.

Table 5–3: The Diabolist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Spells Known
1st	+0	+0	+0	+2	Diabolism +1d6	+1 level of existing class
2nd	+1	+0	+0	+3	Imp familiar	+1 level of existing class
3rd	+1	+1	+1	+3		+1 level of existing class
4th	+2	+1	+1	+4		+1 level of existing class
5th	+2	+1	+1	+4	Diabolism +2d6	+1 level of existing class
6th	+3	+2	+2	+5		+1 level of existing class
7th	+3	+2	+2	+5		+1 level of existing class
8th	+4	+2	+2	+6	Vile diabolism	+1 level of existing class
9th	+4	+3	+3	+6		+1 level of existing class
10th	+5	+3	+3	+7	Diabolism +3d6	+1 level of existing class

DISCIPLE OF ASMODEUS

"Merciless lord of the Ninth Hell, keeper of all things forbidden and unknown, master of all you encounter, Asmodeus, I call on your dread name."

—Gilliard DeRosan

The disciple of Asmodeus is a lordly, domineering sort who craves unlimited power.

He is ruthless in his pursuits and uncaring of any who might get in his way.

He uses his power and influence to learn secrets, which in turn gain him more power, manipulate and command others, and enhance his own physical aspect.

Spellcasters (arcane or divine) often make the best disciples of Asmodeus.

Disciples of Asmodeus are a part of a large but secretive organization that crisscrosses most of civilized society.

Their hierarchy is rigid, with power-hungry members continually moving up and down the ranks.

The disciples of Asmodeus seek nothing less than world domination.

As such, their dread master often rewards them with the service of some minor devils or undead.

Hit Die: d6.

REQUIREMENTS

To qualify to become a disciple of Asmodeus, a character must fulfill all the following criteria.

Alignment: Lawful evil or neutral evil.

Skills: Bluff 4 ranks, Diplomacy 5 ranks, Sense Motive 4 ranks.

Feats: Disciple of Darkness, Evil Brand, Leadership.

Special: The sect of Asmodeus initiates its disciples in a horrific rite that involves the sacrifice of an intelligent being.

The sacrifice must be of someone with royal blood or of similar political significance.

CLASS SKILLS

The disciple of Asmodeus's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Scry (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the disciple of Asmodeus prestige class.

Weapon and Armor Proficiency: Disciples of Asmodeus are proficient with no weapons, armor, or shields.

Spells: When a disciple of Asmodeus attains 1st level, and at every other level after that, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those received from the prestige class, and so on), except for an increased effective level of spellcasting.

This essentially means that he adds the new level of disciple of Asmodeus to the level of whatever other

spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. For example, if Ulthanc, an 8th-level wizard, gains a level in disciple of Asmodeus, he gains new spells as if he had risen to 9th level in wizard, but uses the other disciple of Asmodeus aspects of level progression such as base attack bonus and save bonus.

If he next gains a level of wizard, making him a 9th-level wizard/1st-level disciple of Asmodeus, he gains spells as if he had risen to 10th level as a wizard.

If a character had more than one spellcasting class before he became a disciple of Asmodeus, he must decide to which class he adds the level of disciple of Asmodeus.

Charm (Sp): Once per day, a disciple of Asmodeus can produce an effect identical to that of a *charm person* spell cast by a spellcaster of his effective caster level.

Learn Secret (Ex): Through trickery, deceit, and sometimes even intimidation, a disciple of Asmodeus can learn secrets otherwise unattainable.

At 1st level, the disciple can make a Gather Information check once per week with a +10 competency bonus. For every two levels beyond 1st level, the disciple of Asmodeus can use this ability one more time per week (twice at 3rd level, three times at 5th level, and so on) until 9th level, when the disciple of Asmodeus can use the ability once per day.

Command (Sp): Once per day, a 2nd-level disciple of Asmodeus can produce an effect identical to that of a

command spell cast by a spellcaster of his effective caster level.

Summon Hellcat (Sp): A 4th-level disciple of Asmodeus can summon 1 hellcat once per day.

This functions as a *summon monster* spell cast by a spellcaster of his effective caster level.

A 9th-level disciple of Asmodeus gains the ability to summon 1d4 hellcats once per day.

Evil Authority (Sp): Once per day, at the command of a disciple of Asmodeus of 6th level or higher, all evil-aligned creatures within 50 feet that have fewer Hit Dice than the disciple must succeed at a Will saving throw (DC 10 + disciple's class level + disciple's Cha bonus) or recognize the disciple as their superior.

Affected creatures do not attack the disciple of Asmodeus and do as he commands as though affected by a *mass suggestion* spell.

This mind-affecting ability lasts for 24 hours.

Summon Major Devil (Sp): Once per week, a 8th-level disciple of Asmodeus can produce an effect identical to that of a *greater planar ally* spell to call a devil and work out a bargain for aid.

Greater Command (Sp): Once per day, a 9th-level disciple of Asmodeus can produce an effect identical to that of a *greater command* spell cast by a spellcaster of his effective caster level.

Dread Might (Ex): Drawing some of Asmodeus's power into himself, the disciple gains a permanent +2 divine bonus to Armor Class and on saving throws and attack rolls.

Table 5-4: The Disciple of Asmodeus

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Spells Known
1st	+0	+0	+0	+2	<i>Charm</i> , learn secret	+1 level of existing class
2nd	+1	+0	+0	+3	<i>Command</i>	—
3rd	+2	+1	+1	+3	Learn secret 2/week	+1 level of existing class
4th	+3	+1	+1	+4	<i>Summon hellcat</i>	—
5th	+3	+1	+1	+4	Learn secret 3/week	+1 level of existing class
6th	+4	+2	+2	+5	<i>Evil authority</i>	—
7th	+5	+2	+2	+5	Learn secret 4/week	+1 level of existing class
8th	+6	+2	+2	+6	<i>Summon major devil</i>	—
9th	+6	+3	+3	+6	<i>Greater command</i> , learn secret 1/day	+1 level of existing class
10th	+7	+3	+3	+7	<i>Dread might</i>	+1 level of existing class

DISCIPLE OF BAALZEBUL

"Lord of the Flies!

Lord of the Lies!

Baalzebul, with your sly skill, your dark power—you are the master of my soul!"

—Israkahn the Liar

The disciple of Baalzebul is a liar, a cheat, and a thief. She is more likely to kill a paladin while he sleeps than face him in direct combat.

She uses deceit and trickery to get what she wants, betraying even her family or closest friends to achieve her goals.

Her abilities make her an astute prevaricator and a sneaky backstabber, but she can wield her lord's powerful influence with everything from devils to flies if she needs to.

Rogues, assassins, bards, and sometimes rangers become disciples of Baalzebul.

Clerics of evil also adopt the class occasionally, if they are particularly taken with Baalzebul.

Disciples of Baalzebul rarely have allies.

They use and manipulate others but eventually betray them.

Hit Die: d6.

REQUIREMENTS

To qualify to become a disciple of Baalzebul, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Bluff 10 ranks, Diplomacy 4 ranks, Gather Information 4 ranks.

Feats: Disciple of Darkness.

Special: The sect of Baalzebul initiates new disciples in a terrible ritual that involves the sacrifice of an intelligent being.

The ritual must take place in the home of the sacrificial victim.

CLASS SKILLS

The disciple of Baalzebul's class skills (and the key ability for each skill) are Appraise (Wis), Balance (Dex), Climb

(Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Innuendo (Wis), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Magic Device (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the disciple of Baalzebul prestige class.

Weapon and Armor Proficiency: Disciples of Baalzebul are proficient with all simple and martial weapons, all light armors, but no shields.

Tongue of the Devil (Ex): A disciple of Baalzebul can speak with eloquence and believability, even when telling boldfaced lies, by using her cunning as well as her charm. When making Bluff checks, a disciple of Baalzebul adds her Intelligence modifier as well as her Charisma modifier to determine her check result.

Sneak Attack: If a disciple of Baalzebul of 2nd level or higher can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Basically, any time the disciple's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), the disciple's attack deals +1d6 points of damage.

This extra damage increases by +1d6 points every third level afterward (+2d6 at 5th level, +3d6 at 8th level).

Should the disciple score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, a disciple of Baalzebul can make a sneak attack that deals subdual damage instead of normal damage.

She cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty, because she must make optimal use of her weapon in order to execute the sneak attack.

A disciple of Baalzebul can only sneak attack a living creatures with a discernible anatomy—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack.

Additionally, any creature immune to critical hits is similarly immune to sneak attacks.

Also, the disciple of Baalzebul must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot.

The disciple cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a disciple of Baalzebul gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Suggestion (Sp): Once per day, a 3rd-level disciple of Baalzebul can produce an effect identical to that of a *suggestion* spell.

The DC to resist the disciple's entreaties is 10 + disciple's class level + disciple's Cha bonus.

Summon Osyluth (Sp): A 4th-level disciple of Baalzebul can summon 1 osyluth once per day.

This functions as a *summon monster* spell cast by a 15th-level caster.

Insect Plague (Sp): Once per day, a 6th-level disciple of Baalzebul can produce an effect identical to that of a *insect plague* spell cast by a 15th-level spellcaster.

The insects summoned are always biting flies.

Beguiling Nature (Sp): Every other day, a 7th-level disciple of Baalzebul can produce an effect identical to the *mass charm* spell, with a Will save DC of 10 + disciple's class level + disciple's Cha bonus.

Summon Cornugon (Sp): A 9th-level disciple of Baalzebul can summon 1 cornugon once per day.

This functions as a *summon monster* spell cast by a 15th-level caster.

King of Lies (Ex): A 10th-level disciple of Baalzebul gains a +4 inherent bonus to Charisma.

Table 5–5: The Disciple of Baalzebul

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Tongue of the devil
2nd	+1	+0	+3	+3	Sneak attack +1d6
3rd	+2	+1	+3	+3	Suggestion
4th	+3	+1	+4	+4	Summon osyluth
5th	+3	+1	+4	+4	Sneak attack +2d6
6th	+4	+2	+5	+5	Insect plague
7th	+5	+2	+5	+5	Beguiling nature
8th	+6	+2	+6	+6	Sneak attack +3d6
9th	+7	+3	+6	+6	Summon cornugon
10th	+8	+3	+7	+7	King of lies

DISCIPLE OF DISPATER

"Locked in an iron fortress within an iron city in the festering iron pit of Dis, Lord Dispater is master of all he surveys!"

—Ustyhrin-ja

The disciple of Dispater is a warlike general of evil.

He is defensive-minded and eager to have others fight for him.

When he must fight, he does so on his terms and on his chosen battleground.

Disciples of Dispater verge on paranoia and are thus distrustful of everyone.

They have mystical power over iron that allows them to grant themselves even greater abilities in battle.

Fighters, rangers, and rogues become disciples of Dispater, and clerics affiliated with the archdevil also adopt the class.

They are mighty soldiers, dealing terrible damage with their iron swords or axes.

Disciples of Dispater have few true allies, although they frequently employ mercenaries and other underlings.

All disciples of Dispater have some sort of headquarters that they make as defensible as they can.

High-level disciples of the archdevil command great fortresses and their own armies.

Hit Die: d10.

REQUIREMENTS

To qualify to become a disciple of Dispater, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +6.

Feats: Disciple of Darkness, Expertise, Power Attack.
Special: Dispaters sect initiates new disciples in a terrible ritual that involves the sacrifice of an intelligent being atop an altar made of iron.

The ritual must take place in the presence of an erinyes, who reports back to Dispaters afterward.

CLASS SKILLS

The disciple of Dispaters class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

CLASS FEATURES

All the following are class features of the disciple of Dispaters prestige class.

Weapon and Armor Proficiency: Disciples of Dispaters are proficient with all simple and martial weapons, with all types of armor, and with shields.

Device Lore (Ex): A disciple of Dispaters can find traps made mostly of metal just as a rogue can.

Furthermore, he gains a +2 competency bonus on Disable Device checks against devices made mostly of metal.

Iron Hews (Su): Once per day per point of Constitution bonus, a 2nd-level disciple of Dispaters may add a +3 divine bonus on damage from attacks made that round.

Rusting Grasp (Sp): Once per day, a 3rd-level disciple of Dispaters can produce an effect identical to that of the *rusting grasp* spell cast by a 15th-level caster.

Iron Power (Ex): When using an iron or steel weapon, a 4th-level disciple of Dispaters gains a +1 insight bonus on attack and damage rolls.

Furthermore, his threat range is doubled as if he were using a keen weapon.

At 8th level, the insight bonus improves to +2, and the threat range triples.

This ability does not stack with the keen weapon quality, but it does stack with the Improved Critical feat.

Summon Erinyes (Sp): A 5th-level disciple of Dispaters can summon 1 erinyes once per day.

This functions as a *summon monster* spell cast by a 15th-level caster.

A 9th-level disciple of Dispaters can summon 1d4 erinyes once per day.

Greater Iron Hews (Su): Once per day per point of Constitution bonus, a 6th-level disciple of Dispaters may add a +6 divine bonus on damage from attacks made that round. While this bonus does not stack with the iron hews ability, the abilities are separate: A disciple of Dispaters with a Constitution bonus of +3 can use each ability three times per day.

Ironskin (Sp): Once per day, a 7th-level disciple of Dispaters can produce an effect identical to that of the *stoneskin* spell cast by a 15th-level caster upon himself only.

Iron Body (Sp): Once per day, a 10th-level disciple of Dispaters can produce an effect identical to that of an *iron body* spell cast by a 18th-level caster.

Table 5-6: The Disciple of Dispaters

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Device lore
2nd	+2	+3	+3	+3	Iron hews
3rd	+3	+3	+3	+3	Rusting grasp
4th	+4	+4	+4	+4	Iron power +1
5th	+5	+4	+4	+4	Summon erinyes
6th	+6	+5	+5	+5	Greater iron hews
7th	+7	+5	+5	+5	Ironskin
8th	+8	+6	+6	+6	Iron power +2
9th	+9	+6	+6	+6	—
10th	+10	+7	+7	+7	Iron body

DISCIPLE OF MAMMON

"Almighty Mammon, lord of lust and king of covetousness, I call upon your great might to get what I want.

I prostrate myself before you and your relentless power.

Bring me my heart's desire."

—Zbavra the Witch-Queen

The disciple of Mammon takes what she wants any way she can.

She is quick to betray her friends and allies to get ahead, and she will put herself in an embarrassing or awkward position if it ultimately leads to what she wants.

The disciple of Mammon has no honor, no shame, and no scruples.

Her abilities help her not only to lie, cheat, and steal, but also to avoid danger at the expense of others.

Evil rogues and bards sometimes become disciples of Mammon, particularly those who are more interested in stealing than killing.

Disciples of Mammon generally operate alone.

Although they might join a guild or operate with allies, disciples of Mammon betray their companions so quickly that they soon develop a poor reputation.

For this reason, among others, Mammon's disciples are often on the move, one step ahead of those they have betrayed, cheated, and robbed.

Goblinoid creatures are sometimes drawn to the service of Mammon—as is the occasional evil dragon (usually one that deals with the outside world, not a remain-in-its-lair sort of dragon).

Hit Die: d6.

REQUIREMENTS

To qualify to become a disciple of Mammon, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +4.

Skills: Appraise 6 ranks, Open Lock 4 ranks, Pick Pocket 4 ranks.

Feats: Disciple of Darkness.

Special: The character must go through a disgusting and humiliating sexual ritual and betray her closest friend to an evil end before she can properly serve her new master.

CLASS SKILLS

The disciple of Mammon's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex),

Open Lock (Dex), Pick Pocket (Dex), Profession (any) (Wis), Search (Int), and Spot (Wis).
See Chapter 4 of the *Player's Handbook* for skill descriptions.
Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the disciple of Mammon prestige class.

Weapon and Armor Proficiency: Disciples of Mammon are proficient with all simple and martial weapons, but no type of armor or shields.

Lie (Su): A disciple of Mammon gains a +4 competence bonus on Bluff checks and spell resistance of 11 + disciple level against spells that reveal falsehood, such as *zone of truth* and *discern lies*, even when spell resistance is normally not allowed (such as with *discern lies*).

Cheat (Sp): Once per day per class level, a disciple of Mammon can produce an effect identical to that of a *cheat* spell cast by a 15th-level caster.

Thief (Ex): A 3rd-level disciple of Mammon gains a +4 competence bonus on Pick Pocket and Open Lock checks.

Steal (Sp): A 3rd-level disciple of Mammon can call a single unattended object weighing no more than 5 pounds to her as if using *telekinesis*.

This functions as the spell cast by a 15th-level caster.

Divert Attack (Ex): Three times per day, a 4th-level disciple of Mammon can maneuver events so that an opponent's melee attack meant for her is actually directed at another character within the attacker's reach.

The new target must also be a foe of the attacker.

If there is no such foe within reach, the maneuver fails.

Summon Osyluth (Sp): A 5th-level disciple of Mammon can summon 1 osyluth once per day.

This functions as a *summon monster* spell cast by a 15th-level caster.

Take Object (Ex): A 6th-level disciple of Mammon gains a +4 competence bonus on attempts to disarm a foe, and she draws no attacks of opportunity for making an attempt unarmed.

Enhance Value (Ex): By careful, slight modifications, a 7th-level disciple of Mammon can increase the value of a nonmagical item of value, such as a gem, an art object, or a piece of equipment.

The disciple spends 1 hour performing these modifications and then makes an Appraise check, increasing the value of the object by 1% per point of the check result.

A disciple of Mammon cannot enhance something with a readily obvious value, such as a coin, and she cannot enhance the same object twice.

Divert Spell (Ex): Once per day, an 8th-level disciple of Mammon can maneuver events so that an opponent's spell targeted on her is actually targeted at another instead.

The new target must be within range and must also be a foe of the attacker.

If there is no such foe within reach, the maneuver fails.

Nondetection (Sp): A 9th-level disciple of Mammon can constantly produce an effect identical to a *nondetection* spell cast by an 18th-level caster.

This ability cannot be dispelled, but it can be suppressed.

Summon Gelugon (Sp): A 10th-level disciple of Mammon can summon 1 gelugon once per day.

This functions as a *summon monster* spell cast by an 18th-level caster.

Table 5–7: The Disciple of Mammon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Lie
2nd	+2	+0	+3	+3	Cheat
3rd	+3	+1	+3	+3	Thief, steal
4th	+3	+1	+4	+4	Divert attack
5th	+4	+1	+4	+4	Summon osyluth
6th	+5	+2	+5	+5	Take object
7th	+6	+2	+5	+5	Enhance value
8th	+6	+2	+6	+6	Divert spell
9th	+7	+3	+6	+6	Nondetection
10th	+8	+3	+7	+7	Summon gelugon

DISCIPLE OF MEPHISTOPHELES

"Mephistopheles, Lord of Hellfire and Duke of Brimstone, I call upon you in your fiery elegance.

I pledge myself to you, rightful King of Hell.

One day your dark power will reign supreme."

—Nhagruul, hellfire master

The disciple of Mephistopheles wields hellfire as his weapon, striking down all who oppose him.

He focuses on all things fire-related, as is fitting with the preoccupation of the archdevil he serves.

Clerics, wizards, and sorcerers are the most frequent converts to Mephistopheles, although virtually any class can learn to wield the deadly power of hellfire.

Disciples of Mephistopheles are equally comfortable alone or in gatherings: covens of evil schemers and destructive megalomaniacs.

Although the company of devils is pleasant, disciples of Mephistopheles just as frequently find themselves among hell hounds, salamanders, and other evil fire creatures.

Fire giants often attempt to become disciples of Mephistopheles.

Hit Die: d8.

REQUIREMENTS

To qualify to become a disciple of Mephistopheles, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +6.

Feats: Disciple of Darkness, Evil Brand.

Special: The sect of Mephistopheles welcomes new disciples with a terrible ritual that involves the sacrifice of an intelligent being in magical fire.

CLASS SKILLS

The disciple of Mephistopheles's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Innuendo (Wis), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (any) (Wis), Ride (Dex), Scry (Int), Search (Int), and Spot (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.
Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the disciple of Mephistopheles prestige class.

Weapon and Armor Proficiency: Disciples of Mephistopheles are proficient with all simple and martial weapons, with all types of armor, and with shields.

Hellfire Grasp (Su): A disciple of Mephistopheles can deal 1d6 points of fire damage as a touch attack at will. This damage is added to damage dealt by other unarmed attacks.

Fire Adept (Su): A disciple of Mephistopheles who can cast spells gains a +1 bonus to caster level when casting a spell with the fire descriptor.

Fire Resistance (Su): At 2nd level, a disciple of Mephistopheles gains fire resistance 10.

At 6th level, this becomes fire resistance 20.

Hellfire Blast (Su): A 3rd-level disciple of Mephistopheles can release a gout of hellfire from his hand at will, dealing 4d6 points of fire damage as a ranged touch attack. The range for this attack is 30 feet.

Flare (Sp): Once per day per class level, a disciple of Mephistopheles can produce an effect identical to that of a *flare* spell cast by a 15th-level caster.

Summon Hamatula (Sp): A 5th-level disciple of Mephistopheles can summon 1 hamatula once per day. This functions as a *summon monster* spell cast by a 15th-level caster.

A 9th-level disciple can summon 1d4 hamatulas once per day.

Hellfire (Sp): Three times per day, a 6th-level disciple of Mephistopheles can produce an effect identical to that of a *hellfire* spell cast by a 15th-level caster.

Fire Shield (Sp): Twice per day, a 7th-level disciple of Mephistopheles can produce an effect identical to that of a *fire shield* spell cast by a 15th-level caster.

Hellfire Storm (Sp): Twice per day, an 8th-level disciple of Mephistopheles can produce an effect identical to that of the *hellfire storm* spell cast by a 15th-level caster.

Body of Flame (Su): A 10th-level disciple of Mephistopheles can transform his body into flame for up to 10 minutes once per day.

He gains fire immunity and damage reduction 30/+1, and anyone he touches must succeed at a Reflex save (DC 15) or catch fire.

The flame burns for 1d4 rounds (see *Catching on Fire* in Chapter 3 of the *DUNGEON MASTER's Guide*).

A burning creature can take a move-equivalent action to put out the flame.

Creatures hitting a disciple of Mephistopheles with natural weapons or unarmed attacks take 2d6 points of fire damage and also catch fire unless they succeed at a Reflex save (DC 15).

Table 5–8: The Disciple of Mephistopheles

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Hellfire grasp, fire adept
2nd	+2	+3	+3	+3	Fire resistance 10
3rd	+3	+3	+3	+3	Hellfire blast
4th	+4	+4	+4	+4	Flare
5th	+5	+4	+4	+4	Summon hamatula
6th	+6	+5	+5	+5	Hellfire, fire resistance 20
7th	+7	+5	+5	+5	Fire shield
8th	+8	+6	+6	+6	Hellfire storm
9th	+9	+6	+6	+6	—
10th	+10	+7	+7	+7	Body of flame

LIFEDRINKER

Amid the ranks of the undead, the vampires are some of the most feared creatures that stalk the night.

Yet even those cursed with vampirism have those that they respect and fear.

One such secretive group has many names, but most often they are called lifedrinkers.

Lifedrinkers are vampires who have been undead for a very long time, honing their evil abilities to the fullest.

They focus on their inherent ability to feed upon the living. Vampire wizards, sorcerers, and clerics make the best lifedrinkers, for the primary ability of the lifedrinker is to turn life energy and blood stolen from another into magical power.

Like most vampires, lifedrinkers are likely to have a host of charmed guardians, vampire spawn, and other servants. They often keep a small number of living beings to feed upon, referring to the captives as their “cattle”.

Hit Die: d12.

REQUIREMENTS

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

Alignment: Any evil.

Skills: Knowledge (arcana) 6 ranks, Spellcraft 6 ranks.

Special: Must be a vampire.

CLASS SKILLS

The lifedrinker's class skills (and the key ability for each skill) are Bluff (Cha), Hide (Dex), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Profession (any) (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the lifedrinker prestige class.

Weapon and Armor Proficiency: A lifedrinker is proficient with no weapons, armor, or shields.

Lifewell (Ex): A lifedrinker stores the life energy that it steals in a reservoir within itself called a lifewell.

From this lifewell, the lifedrinker draws the power needed to use their its abilities.

A lifedrinker gains lifewell points by bestowing negative levels and by dealing Constitution drain.

Each negative level bestowed by the vampire's energy drain ability grants 2 lifewell points.

Each point of Constitution drained grants 1 lifewell point.

The lifewell of a lifedrinker can hold a maximum of 3 points per lifedrinker level.

Lifewell points gained when the lifewell is already full are wasted.

A lifedrinker with 0 lifewell points must succeed at a Will saving throw (DC 20) or go temporarily insane, attacking any living creature within sight until the lifewell has at least 1 point per lifedrinker level.

A successful saving throw means that the lifedrinker need not make a saving throw against this temporary insanity until one week has passed—and even then only if the lifewell has remained at 0 points throughout the week.

Invigorate (Ex): A lifedrinker can spend 1 lifewell point to gain 1d6 temporary hit points.

These hit points last 24 hours, and while they do not stack with those granted by other sources of temporary hit

points, they do stack with more hit points gained from the invigorate ability, so a lifedrinker may spend multiple lifewell points to gain more temporary hit points. No more lifewell points may be spent on this ability in any given day than the lifedrinker has levels.

Spell Boost (Empower) (Ex): If a lifedrinker of 2nd level or higher casts spells, it may spend 4 lifewell points to empower a spell as if using the Empower Spell feat. The spell slot and level of the spell do not change.

Spell Boost (Heighten) (Ex): If a lifedrinker of 3rd level or higher casts spells, it may spend a variable number of lifewell points to heighten a spell as if using the Heighten Spell feat.

For every 2 lifewell points devoted to the spell boost, the spell's effective level is treated as one higher for purposes of save DC and other effects.

For example, if a lifedrinker spends 4 lifewell points to boost a *fireball* spell, the spell is treated as a 5th-level spell when calculating the Reflex save DC, and the boosted *fireball* can penetrate a *minor globe of invulnerability*, which a 3rd-level *fireball* cannot.

The spell slot and level of the spell do not change.

Special Attack Boost (Empower) (Ex): A 4th-level lifedrinker can spend 4 lifewell points to empower a special attack, increasing its variable, numeric effects by a factor of 1.5.

The special attack is empowered for one use only.

For example, a lifedrinker empowering its blood drain ability would drain 1d3 points of Constitution, multiplied by 1.5.

A lifedrinker could also use this ability to summon more creatures using the children of the night ability it gains as a vampire.

Some lifedrinkers might have other special abilities that they can use with this ability; a sea hag vampire lifedrinker, for example, could use this to empower her horrific appearance.

Blood Servant (Ex): By spending 10 lifewell points, a 5th-level lifedrinker can call forth a lesser planar ally (evil only), as per the spell of the same name.

The ally automatically serves the lifedrinker for 24 hours.

Boost Defenses (Ex): At 5th level, a lifedrinker can spend 8 lifewell points to add +2 to its natural armor bonus and turn resistance, add +10 to its cold resistance and electricity resistance, and increase its damage reduction to 20/+2.

The effects last for 24 hours.

Spell Boost (Maximize) (Ex): If a lifedrinker of 6th level or higher casts spells, it can spend 6 lifewell points to maximize a spell as if using the Maximize Spell feat.

The spell slot and level of the spell do not change.

Greater Blood Drain (Ex): At 7th level, a lifedrinker's blood drain ability now deals 1d6 points of Constitution drain.

Special Attack Boost (Maximize) (Ex): A lifedrinker of 7th level or higher can spend 6 lifewell points to maximize all variable, numeric effects of a special attack.

The special attack is maximized for one use only.

A lifedrinker using this ability to maximize its greater blood drain ability, for example, would deal 6 points of Constitution drain.

A lifedrinker could also use this ability to summon the maximum number of creatures using the children of the night ability it gains as a vampire.

Some lifedrinkers might have other special abilities that they can boost in a similar fashion.

Spell Boost (Quicken) (Ex): If a lifedrinker of 8th level or higher casts spells, it can spend 8 lifewell points to quicken one of its spells, as if using the Quicken Spell feat.

The spell slot and level of the spell do not change.

Greater Invigorate (Ex): Whenever a 9th-level lifedrinker uses its invigorate ability, it gains a +1 enhancement bonus to Strength for each lifewell point spent.

If multiple lifewell points are spent at the same time, the bonus is correspondingly larger.

A lifedrinker that spends 10 lifewell points all at once on invigorate gains 10d6 temporary hit points and a +10 enhancement bonus to Strength.

But if the lifedrinker spends 5 lifewell points in one round and 5 more points in the next, it has 10d6 temporary hit points but only a +5 enhancement bonus to Strength.

The bonus to Strength lasts for 24 hours.

Blood Revel (Ex): Once a 10th-level lifedrinker drains any blood from a victim, it can choose to enter a state called a blood revel as a free action at the beginning of its next turn and remain in that state for 10 rounds.

In this state, the lifedrinker gains a +4 profane bonus to Strength, its damage reduction increases to 25/+3, its fast healing increases to 10 points per round, and it may ignore its weakness toward garlic, mirrors, holy symbols, and running water, as well as its vulnerability to sunlight. However, during the blood revel, the lifedrinker cannot flee from a living foe, and must attack physically every round.

A *hasted* lifedrinker in a blood revel could use its extra partial action to cast a spell as long as it also made a melee attack that round.

A blood revel ends when the lifedrinker chooses it to end, when 10 rounds are over, or when no living foes can be reached by a full attack, a move and an attack, or a charge. When the blood revel ends, the lifedrinker must reach its coffin home within 2 hours or be utterly destroyed, as if it were reduced to 0 hit points.

It must remain in its coffin for as long as it was in its revel, plus the amount of time it took to reach its coffin.

Table 5-9: The Lifedrinker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Lifewell, invigorate
2nd	+1	+3	+3	+3	Spell boost (empower)
3rd	+2	+3	+3	+3	Spell boost (heighten), special attack boost (empower)
4th	+3	+4	+4	+4	Special attack boost (heighten)
5th	+3	+4	+4	+4	Blood servant, boost defenses
6th	+4	+5	+5	+5	Spell boost (maximize)
7th	+5	+5	+5	+5	Greater blood drain, special attack boost (maximize)
8th	+6	+6	+6	+6	Spell boost (quicken)
9th	+6	+6	+6	+6	Greater invigorate
10th	+7	+7	+7	+7	Blood revel

MORTAL HUNTER

Although fiends prize the souls of mortals tempted to evil, sometimes a mortal must simply be slain.

Such a mortal, often an obstacle to a powerful fiend's evil schemes, finds herself the target of a mortal hunter. Mortal hunters are fiends that specialize in killing mortals. For purposes of this prestige class, "mortal" is a term meaning any creature not of the outsider, undead, construct, or fey types.

To practice their hunting skills, fiends capture mortals and drag them to their infernal realms where they are freed, then tracked and killed.

A mortal hunter is not only good at tracking and killing mortals, but it learns to use mortal skins to form disguises so that it can infiltrate mortal societies and trick individuals, drawing them into traps.

If a mortal hunter has a character class, it is often ranger or fighter.

Mortal hunters usually work alone, but sometimes have lesser fiends to use as shock troops or to help spring ambushes and traps.

They occasionally use hounds—howlers, displacer beasts, hell hounds, or similar creatures—in their hunts.

Hit Die: d10.

REQUIREMENTS

To qualify to become a mortal hunter, a character must fulfill all the following criteria.

Type: Any outsider.

Alignment: Any evil.

Base Attack Bonus: +5.

Skills: Move Silently 3 ranks, Speak Language (Common), Wilderness Lore 5 ranks.

Feats: Alertness, Mortalbane, Track.

CLASS SKILLS

The mortal hunter's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Disguise (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the mortal hunter prestige class.

Weapon and Armor Proficiency: Mortal hunters are proficient with no weapons, armor, or shields.

Spells: A mortal hunter gains the ability to cast a small number of arcane spells.

To cast a spell, the mortal hunter must have a Charisma score of at least 10 + the spell's level, so a mortal hunter with a Charisma of 10 or lower cannot cast these spells.

Mortal hunter bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + Cha modifier.

When Table 5–10 shows 0 spells of a given level, such as 0 1st-level spells at 1st level, the mortal hunter gets only bonus spells.

A mortal hunter without a bonus spell for that level cannot yet cast a spell of that level.

The mortal hunter's spell list appears below; it has access to any spell on the list and need not prepare those spells ahead of time, just as a sorcerer.

A mortal hunter casts spells just as a sorcerer does.

Mortal Hunting (Ex): A mortal hunter gains a bonus against mortals due to its extensive study of them and training in the proper combat techniques.

The mortal hunter gains a +1 bonus on attack and damage rolls against mortals and the same bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against mortals.

The damage bonus applies to ranged weapons only against targets within 30 feet (the mortal hunter cannot strike with deadly accuracy beyond that range).

The bonus does not apply to damage against creatures that are immune to critical hits.

At 3rd, 6th, and 9th level, the mortal hunter's bonus associated with mortals goes up by +1.

This bonus stacks with a ranger's favored enemy bonus.

Mortal Skin (Su): By magically grafting bits of mortal flesh to its own body, a mortal hunter gains the ability at 1st level to transform (as the *polymorph self* spell) into any humanoid mortal form.

At 5th level, a mortal hunter can polymorph into any mortal form except that of a dragon.

At 8th level, any mortal form can be adopted.

If the flesh used is from the exact individual being imitated, the duration is permanent.

If the flesh is from a being of the same type as the form adopted, the duration is 1 hour.

If the flesh is not the same type as the form adopted, the duration is 10 minutes.

In all cases, the mortal hunter can dismiss the ability as a standard action.

Otherwise, this ability works as the *polymorph self* spell, and the mortal hunter can call upon it once per day.

Detect Mortals (Su): A 2nd-level mortal hunter can use detect mortals at will.

This ability duplicates the effect of *detect undead* cast by a 15th-level caster, except that mortals are detected.

Boost Spell-Like Ability: At 2nd level, a mortal hunter gains this feat as a bonus feat.

Smite Mortals (Su): Once per day, a mortal hunter of 4th level or higher may attempt to smite mortals with one normal melee attack.

It adds its Wisdom modifier (if positive) to its attack roll and deals 2 extra points of damage per class level; for example, an 8th-level mortal hunter armed with a longsword would deal 1d8+16 points of damage, plus 3 points of damage for its mortal hunting ability, plus any additional bonuses for high Strength or magical effects.

If the mortal hunter accidentally smites a creature that is not a mortal, the smite has no effect but is still used up for that day.

Spurn Mortal Magic (Su): A 5th-level mortal hunter applies its Wisdom modifier (if positive) as an additional bonus on all saving throws against spells and spell-like abilities used by mortals.

Will saving throws thus add double the normal Wisdom modifier.

Claws of the Overfiend (Ex): At 7th level, the damage dealt by all of the mortal hunter's natural attacks increases by one step.

Use the table in the Size Increases section in the introduction of the *Monster Manual* to determine the proper die increase.

For example, a bite that deals 1d6+2 points of damage now deals 1d8+2 points of damage.

Mortalbane Shout (Su): An 8th-level mortal hunter can, once per day, give a shout that stuns for 1 round all mortals within 50 feet who fail a Fortitude save (DC 10 + Charisma bonus + class levels).

Slay Mortal (Su): A 10th-level mortal hunter can attempt to slay a mortal with its touch once per day.

If the mortal hunter succeeds at a melee touch attack, the mortal must make a Fortitude saving throw (DC 10 + class level + mortal hunter's Cha modifier) or die instantly.

MORTAL HUNTER SPELL LIST

Mortal hunters choose their spells from the following list.

1st Level: *cause fear*, *charm person*, *detect good*, *heartache*, *protection from good*, *sleep*, *unnerving gaze*.

2nd Level: *detect thoughts*, *evil eye*, *hold person*, *magic circle against good*, *see invisibility*, *web*, *wither limb*.

3rd Level: *flesh ripper*, *mirror sending*, *nondetection*, *scrying*, *suggestion*, *vile lance*, *wrack*.

4th Level: *arcane eye*, *call dretch horde*, *locate creature*, *morality undone*, *phantasmal killer*, *resonating resistance*.

Table 5–10: The Mortal Hunter

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Mortal hunting +1, mortal skin (any humanoid)	0	—	—	—
2nd	+2	+3	+0	+0	Detect mortals, Boost Spell-Like Ability	1	—	—	—
3rd	+3	+3	+1	+1	Mortal hunting +2	1	0	—	—
4th	+4	+4	+1	+1	Smite mortals	1	1	—	—
5th	+5	+4	+1	+1	Spurn mortal magic, mortal skin (any nondragon)	1	1	0	—
6th	+6	+5	+2	+2	Mortal hunting +3	1	1	1	—
7th	+7	+5	+2	+2	Claws of the overfiend	2	1	1	0
8th	+8	+6	+2	+2	Mortalbane shout	2	1	1	1
9th	+9	+6	+3	+3	Mortal hunting +4	2	2	1	1
10th	+10	+7	+3	+3	Slay mortal, mortal skin (any)	2	2	2	1

SOUL EATER

Bane of all living creatures, the soul eater is a monstrous being that feeds on the very essence of life force.

Twisted and evil—even by the standards of creatures such as beholders, lamias, and mind flayers—the soul eater is feared by all creatures that live.

Soul eaters are often confused with vampires or other undead, but they are decidedly alive, making their actions all the more heinous.

Evil creatures such as the aforementioned beholders, lamias, and mind flayers become soul eaters, as do destrachans, yuan-ti, trolls, harpies, and medusas.

The occasional giant or dragon finds the path of the soul eater too tempting to resist.

It is even possible for good-aligned creatures such as lammasus and unicorns to turn evil and become soul eaters.

Soul eaters always work alone, although they may have enthralled or enslaved servants.

Hit Die: d8.

REQUIREMENTS

To qualify to become a soul eater, a character must fulfill all the following criteria.

Type: Any living nonhumanoid (monstrous humanoid is acceptable).

Alignment: Any evil.

Base Attack Bonus: +5.

Skills: Knowledge (arcana) 2 ranks.

Feats: Alertness, Weapon Focus (claw or other natural weapon).

Special: Soul eaters are usually created against their will. Sometimes, the emissary of an evil god or a powerful fiend approaches a monster on the verge of death.

In exchange for continued life, the creature must feed on souls thereafter.

More rarely, a creature desiring the ability to feed on souls undergoes a forbidden, profane ritual that allows it to become a soul eater.

CLASS SKILLS

The soul eater's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (any) (Wis), Search (Int), Spellcraft (Int), Spot (Wis), Swim (Str), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the soul eater prestige class.

Weapon and Armor Proficiency: Soul eaters are proficient with no weapons, armor, or shields.

Energy Drain (Su): A soul eater gains the ability to drain energy, bestowing negative levels upon its victims.

Beginning at 1st level, the touch of a soul eater bestows one negative level on its target.

At 7th level, the soul eater bestows two negative levels with a touch.

Soul Strength (Su): When a 2nd-level soul eater uses its energy drain ability, it gains a +4 enhancement bonus to Strength for 24 hours.

Soul Blast (Su): When a 3rd-level soul eater uses its energy drain ability, it may project a 100-foot ray of force that deals 1d6 points of damage per soul eater level against one target. The target is allowed a Reflex saving throw to avoid the damage (DC 10 + soul eater's class level + soul eater's Cha bonus).

This supernatural ability can be used once per day, and only on a day when the soul eater has drained levels.

Soul Enhancement (Su): When a 4th-level soul eater uses its energy drain ability, it gains a +2 enhancement bonus on all saving throws, ability checks, and skill checks for 24 hours.

This bonus stacks with any enhancement bonuses gained to ability scores that apply to saves or checks.

Soul Endurance (Su): When a 5th-level soul eater uses its energy drain ability, it gains a +4 enhancement bonus to Constitution for 24 hours.

Soul Radiance (Su): If a 6th-level soul eater completely drains a creature of energy, it may adopt the creature's soul radiance, taking the victim's form, appearance, and abilities (as the *shapechange* spell) for 24 hours.

Soul Agility (Su): When an 8th-level soul eater uses its energy drain ability, it gains a +4 enhancement bonus to Dexterity for 24 hours.

Soul Slave (Su): If a 9th-level soul eater completely drains a creature of energy, the victim becomes a wight under the command of the soul eater.

Soul Power (Su): After a 10th-level soul eater has drained energy, all spell-like and supernatural abilities gain a +2 profane bonus to their saving throw DC for 24 hours.

Further, any and all spell-like or supernatural abilities the soul eater possesses may be used twice as often as normal during that 24-hour period.

For example, if an aboleth soul eater drains energy, it may use its enslave power six times per day rather than three times per day.

Table 5–11: The Soul Eater

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Energy drain 1
2nd	+2	+3	+3	+3	Soul strength
3rd	+3	+3	+3	+3	Soul blast
4th	+4	+4	+4	+4	Soul enhancement
5th	+5	+4	+4	+4	Soul endurance
6th	+6	+5	+5	+5	Soul radiance
7th	+7	+5	+5	+5	Energy drain 2
8th	+8	+6	+6	+6	Soul agility
9th	+9	+6	+6	+6	Soul slave
10th	+10	+7	+7	+7	Soul power

THRALL OF DEMOGORGON

"The dual-lived, dual-willed prince of the Abyss, master of the mysterious and king of the deviants, Demogorgon, you are my lord!"

—Qill

The thrall of Demogorgon is a perversion of his race—and a madman.

He seeks out the morbid and the bizarre, and he thrives on the chaotic nature of mutation and deformity.

In the service of his terrible master, he attempts to spread dissent, madness, and conflict.

He works to topple that which provides order and pervert that which is true.

Multiclass characters make the best thralls of Demogorgon, because he appreciates their versatility.

A thrall of Demogorgon usually works alone, and his greatest enemies are often other thralls of Demogorgon, although he hates all other demon prince thralls as well.

Other enemies include good-aligned characters and creatures—actually, thralls of Demogorgon despise everyone.

Hit Die: d8.

REQUIREMENTS

To qualify to become a thrall of Demogorgon, a character must fulfill all the following criteria.

Alignment: Chaotic evil.

Base Attack Bonus: +4.

Skills: Knowledge (arcana) 2 ranks, Knowledge (religion) 2 ranks, Knowledge (any other) 2 ranks.

Feats: Willing Deformity, Thrall to Demon.

Special: Must be able to cast 1st-level spells or make sneak attacks.

Special: A thrall of Demogorgon is initiated in a horrific rite that involves the sacrifice of an intelligent being dedicated to Demogorgon.

This ceremony must take place on unhallowed ground, at night, in the presence of a demon.

CLASS SKILLS

The thrall of Demogorgon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (any) (Int), Move Silently (Dex), Profession (any) (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the thrall of Demogorgon prestige class.

Weapon and Armor Proficiency: A thrall of Demogorgon is proficient with all simple and martial weapons, with all types of armor, and with shields.

Bonus Feat or Spells: When a thrall of Demogorgon attains 1st, 4th, 7th, and 10th level, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class, or else he gains a bonus feat of his choice.

If the thrall chooses +1 spellcasting level, he does not gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those received from the prestige class, and so on), except for an increased effective level of spellcasting.

This essentially means that he adds the new level to the level of whatever other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before he became a thrall of Demogorgon, he must decide to which class he adds the level for purposes of determining spells per day.

A thrall of Demogorgon is free to choose the bonus feat at one opportunity and the spellcasting level the next time the decision arises, or vice versa.

Characters who are not spellcasters must choose the bonus feat.

Scaly Flesh (Ex): A 1st-level thrall of Demogorgon gains dark scaly flesh, which provides a +1 natural armor bonus. At every three levels beyond 1st (4th, 7th, and 10th), this bonus increases by +1.

The bonus from scaly flesh stacks with that of natural armor derived from creature type (if the thrall of Demogorgon is a lizardfolk or troglodyte, for example), but not from magical sources such as an *amulet of natural armor*.

Hypnosis (Sp): Once per day, a thrall of Demogorgon can produce an effect identical to that of the *hypnotism* spell,

except that it functions as a gaze attack with a range of 30 feet.

The Will save DC to resist the effect is 10 + thrall's class level + thrall's Cha modifier.

Touch of Fear (Sp): Three times per day, a thrall of Demogorgon of 2nd level or higher can use an effect identical to that of the *cause fear* spell.

The Will save DC to negate the fear is 10 + class level + Cha modifier.

Reaching Touch (Su): Three times per day, a 3rd-level thrall of Demogorgon can cause his arms to stretch unnaturally like tentacles, providing him an extra 5 feet of reach for 1 round.

Dual Actions (Su): Twice per day, a 4th-level thrall of Demogorgon can take two full rounds' worth of actions in the same round.

Summon Demon (Sp): A 5th-level thrall of Demogorgon can summon a demon of 5 HD or less once per day.

This functions as a *summon monster* spell cast by a 15th-level caster.

Once per day, a 9th-level thrall of Demogorgon can summon a demon of 10 HD or less.

Rotting Touch (Sp): Three times per day, a thrall of Demogorgon can deal 1d6 points of Constitution damage as a touch attack.

Two Personas (Ex): An 8th-level thrall of Demogorgon goes a little insane, if he is not already mad.

The thrall develops a multiple personality disorder that has the side effect of allowing the character to multiclass freely with no experience point penalties.

Death Touch (Sp): At 8th level, a thrall of Demogorgon can use an effect identical to that of a *slay living* spell once per day.

The Fortitude save DC to avoid death is 10 + class level + Cha modifier.

Demogorgon's Will (Sp): A 10th-level thrall of Demogorgon can call upon the power of his master and be granted a *limited wish* spell once per day.

The use of this ability requires 3 full rounds devoted to entreaties and prayers to Demogorgon before the *limited wish* is granted.

The thrall must pay the experience point cost and provide any needed material components.

Table 5-12: The Thrall of Demogorgon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Spells Known
1st	+1	+2	+0	+0	Scaly flesh +1, hypnosis	Bonus feat or +1 level of existing class
2nd	+2	+3	+0	+0	Touch of fear	—
3rd	+3	+3	+1	+1	Reaching touch	—
4th	+4	+4	+1	+1	Dual actions, scaly flesh +2	Bonus feat or +1 level of existing class
5th	+5	+4	+1	+1	Summon minor demon	—
6th	+6	+5	+2	+2	Rotting touch	—
7th	+7	+5	+2	+2	Scaly flesh +3	Bonus feat or +1 level of existing class
8th	+8	+6	+2	+2	Two personas, death touch	—
9th	+9	+6	+3	+3	Summon major demon	—
10th	+10	+7	+3	+3	Demogorgon's will, scaly flesh +4	Bonus feat or +1 level of existing class

THRALL OF GRAZ'TZ

"The dark man, the shadow king, the ebony skinned master of all things that revel in the night, oh master Graz'tz, spare me your wrath and grant me your favor!"

—Besmal

The thrall of Graz'tz is a sinister, conniving, and thoroughly evil master of arcane lore and dark secrets.

She uses her charm and guile to learn things that she should never know—a sort of seductive loremaster who depends on subterfuge, not study.

A loremaster spends her days in a library learning secrets, but a thrall of Graz'tz steals, seduces, or tricks them from others.

Wizards, sorcerers, clerics, and bards make excellent thralls of Graz'tz, although sorcerers are clearly the best of them all.

Graz'tz is the dark man that some sorcerers learn their initial spells from without even knowing it.

Thralls of Graz'tz often work in cabals.

These sinister, secretive organizations sometimes work alongside rogues or assassins to manage the criminal underworld of an entire community or even an entire kingdom.

The lust for power of a thrall of Graz'tz knows no bounds.

Hit Die: d6.

REQUIREMENTS

To qualify to become a thrall of Graz'tz, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Knowledge (arcana) 5 ranks, Bluff 2 ranks,

Diplomacy 2 ranks.

Feats: Thrall to Demon, Violate Spell.

Special: Must be able to cast 3rd-level spells with the evil descriptor.

Special: Graz'tz's followers initiate new thralls in a horrific rite that involves the sacrifice of an intelligent being.

This rite must be performed within an area of magical darkness under the influence of a *desecrate* or *unhallow* spell.

CLASS SKILLS

The thrall of Graz'tz's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Scry (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the thrall of Graz'tz prestige class.

Weapon and Armor Proficiency: Thralls of Graz'tz are proficient with no weapons, armor, or shields.

Spells: When a thrall of Graz'zt gains 1st level, and every two levels after that (plus 10th level), the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those received from the prestige class, and so on), except for an increased effective level of spellcasting.

This essentially means that she adds the new level of thrall of Graz'zt to the level of whatever other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

For example, if Kalleyis, an 8th-level wizard, gains a level in thrall of Graz'zt, she gains new spells as if she had risen to 9th level in wizard, but uses the other thrall of Graz'zt aspects of level progression such as base attack bonus and save bonus.

If she next gains a level of wizard, making her a 9th-level wizard/1st-level thrall of Graz'zt, she gains spells as if she had risen to 10th-level wizard.

If a character had more than one spellcasting class before she became a thrall of Graz'zt, she must decide to which class she adds the level of thrall of Graz'zt.

Charm (Sp): A thrall of Graz'zt can produce an effect identical to that of a *charm person* spell cast by a caster of the thrall of Graz'zt's class level.

Spell Betrayal (Su): When casting a damage-dealing spell at a target or targets denied their Dexterity bonus, a thrall of

Graz'zt of 2nd level or higher can increase the amount of damage dealt.

A 2nd-level thrall, for example, adds +1d6 points of damage to a spell cast against flatfooted targets.

Graz'zt grants this ability in the hope that the thrall will convince her enemies that she is their friend, then betray them with a surprise magical attack.

The damage increase goes up by +1d6 for every two levels beyond 2nd, to +5d6 at 10th level.

Dark Charisma (Ex): At 3rd level, a thrall of Graz'zt can add an enhancement bonus on certain Charisma-based skill checks.

The bonus is +1 at 3rd level, +2 at 5th level, and +3 at 7th level.

The bonus improves Animal Empathy, Diplomacy, Bluff, Gather Information, Handle Animal, and Perform checks when dealing with evil creatures.

Summon Demon (Sp): A 4th-level thrall of Graz'zt can summon a demon of 5 HD or less once per day.

This functions as a *summon monster* spell cast by a 15th-level caster.

A 9th-level thrall of Graz'zt can summon a demon of 10 HD or less once per day.

Spellstrike (Su): If a thrall of Graz'zt casts a damaging spell upon a target or targets threatened in melee (and thus distracted), the thrall can add half of the spell betrayal bonus (round down) to the damage dealt.

Thus, a 6th-level or 7th-level thrall of Graz'zt deals an additional +1d6 points of damage with a spell against threatened targets.

At 8th level and higher, this bonus damage increases to +2d6 points.

Table 5-13: The Thrall of Graz'zt

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Spells Known
1st	+0	+0	+0	+2	<i>Charm</i>	+1 level of existing class
2nd	+1	+0	+0	+3	Spell betrayal +1d6	—
3rd	+1	+1	+1	+3	Dark Charisma +1	+1 level of existing class
4th	+2	+1	+1	+4	Spell betrayal +2d6, <i>summon minor demon</i>	—
5th	+2	+1	+1	+4	Dark Charisma +2	+1 level of existing class
6th	+3	+2	+2	+5	Spell betrayal +3d6, spellstrike +1d6	—
7th	+3	+2	+2	+5	Dark Charisma +3	+1 level of existing class
8th	+4	+2	+2	+6	Spell betrayal +4d6, spellstrike +2d6	—
9th	+4	+3	+3	+6	<i>Summon major demon</i>	+1 level of existing class
10th	+5	+3	+3	+7	Spell betrayal +5d6	+1 level of existing class

THRALL OF JUIBLEX

"All hail the dark, whispered master, patron of pestilence, and father of slime, Juiblex the unspeakable!"

—Duvamil

The thrall of Juiblex is as disgusting an individual as one may ever encounter.

Oozing a horrible slime and surrounded by a nauseating stench, these thralls have no place in normal society, although the more powerful ones can disguise their form to slip among civilized people.

Fighters and barbarians sometimes become thralls of Juiblex, and clerics who favor the demon prince also take the prestige class.

A thrall of Juiblex usually operates alone, for no one can stand to be near it except for undead, oozes, and possibly cancer mages.

Hit Die: d10.

REQUIREMENTS

To qualify to become a thrall of Juiblex, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Save Bonus: Fort +6.

Skills: Escape Artist 5 ranks.

Feats: Thrall to Demon, Willing Deformity.

Special: Must have been polymorphed or experienced some sort of shapechanging experience.

Special: The thrall of Juiblex is initiated in a horrific rite that involves the sacrifice of an intelligent being.

At least three oozes, slimes, or puddings must be present for the ritual.

The victim of the sacrificial ritual must be dissolved in acid.

CLASS SKILLS

The thrall of Juiblex's class skills (and the key ability for each skill) are Climb (Str), Disguise (Cha), Escape Artist

(Dex), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the thrall of Juiblex prestige class.

Weapon and Armor Proficiency: A thrall of Juiblex is proficient with all simple and martial weapons, with all types of armor, and with shields.

Sickening Slime (Ex): A thrall of Juiblex can secrete a smelly slime that coats its body in a thin layer.

Anyone within 5 feet must make a Fortitude saving throw (DC 10 + the thrall's class level + Constitution bonus) or take a –1 circumstance penalty on attack rolls and skill checks, due to the outrageous odor of the slime layer.

Corrosive Touch (Ex): Three times per day, a thrall of Juiblex of 2nd level or higher can secrete a caustic slime on its hand that deals 2d6 points of damage.

Once it is secreted, the thrall can make an attack to get the corrosive slime to damage a foe, dealing normal unarmed damage as well as the damage from the slime.

Because of the corrosive slime, this attack is not considered unarmed and does not provoke attacks of opportunity.

Summon Ooze (Sp): At 3rd level, a thrall of Juiblex can summon a patch of green slime, a gray ooze, an ochre jelly, or a gelatinous cube as the *summon monster* spell with his thrall level as the caster level.

Contagion (Su): Once per day, a thrall of Juiblex can spread a disease, as the *contagion* spell (caster level 10th).

Alter Self (Su): At 4th level, a thrall of Juiblex's form becomes somewhat transitory and amorphous.

It can change its appearance and form at will, as the *alter self* spell cast by a 4th-level caster.

Summon Demon (Sp): A 5th-level thrall of Juiblex can summon a demon of 5 HD or less once per day.

This functions as a *summon monster* spell cast by a 15th-level caster.

A 9th-level thrall of Juiblex can summon a demon of 10 HD or less once per day.

Corrosive Spew (Ex): At 6th level, a thrall of Juiblex can spit a gout of caustic goo in a line 5 feet wide and 30 feet long once per day.

The corrosive spew deals 8d6 points of acid damage to anyone in its path, with a Reflex saving throw (DC 10 + thrall's class level + thrall's Con bonus) for half damage.

Summon Pudding (Sp): At 7th level, a thrall of Juiblex can summon a black pudding as if it had cast a *summon monster* spell with its thrall level as the caster level.

Polymorph Self (Su): An 8th-level thrall of Juiblex's form is more amorphous than ever.

It can change its appearance and form at will, as the *polymorph self* spell cast by an 8th-level caster.

No Discernible Anatomy (Ex): At 10th level, a thrall of Juiblex's form is so amorphous that it no longer need worry about being affected by critical hits, sneak attacks, damage from poison, paralysis, or stunning.

However, potions no longer affect the thrall either.

Table 5–14: The Thrall of Juiblex

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Sickening slime
2nd	+2	+3	+3	+3	Corrosive touch
3rd	+3	+3	+3	+3	Summon ooze
4th	+4	+4	+4	+4	Contagion, alter self
5th	+5	+4	+4	+4	Summon minor demon
6th	+6	+5	+5	+5	Corrosive spew
7th	+7	+5	+5	+5	Summon pudding
8th	+8	+6	+6	+6	Polymorph self
9th	+9	+6	+6	+6	Summon major demon
10th	+10	+7	+7	+7	No discernible anatomy

THRALL OF ORCUS

"Bloated goat prince of undeath, master of vampires and lord of specters, Orcus, grant me your crushing might and the deadly power of your skull-headed wand!"

—Quah-Nomag the Skull-King

The thrall of Orcus has devoted herself to the demon prince of undeath.

In his service, she becomes a tool of misery, murder, and revenge.

She revels in the company of the undead, preferring their decaying touch to that of living flesh.

Clerics, wizards, and sorcerers make the best thralls of Orcus, although bards, blackguards, and various multiclass characters also join his demonic ranks occasionally.

Thralls of Orcus often work in small groups.

These cabals of necromancers and necrophiliacs consort with undead creatures and demons to form small cells of depraved evil hidden amid bustling cities and quiet villages.

Thralls of Orcus hate and war against the thralls of Demogorgon and Graz'zt.

Hit Die: d8.

REQUIREMENTS

To qualify to become a thrall of Orcus, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +4.

Skills: Knowledge (arcana) 2 ranks, Knowledge (religion) 2 ranks.

Feats: Lichloved, Thrall to Demon.

Special: Must be able to cast a spell of the Necromancy school.

Special: The sacrifice of an intelligent being is the centerpiece of the horrific rite that initiates a new thrall of Orcus.

This ritual takes place in complete darkness atop an altar made of at least thirty skulls.

CLASS SKILLS

The thrall of Orcus's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Hide (Dex), Intimidate (Cha), Knowledge (any) (Int), Move Silently (Dex), Profession (Wis), Scry (Int), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the thrall of Orcus prestige class.

Weapon and Armor Proficiency: A thrall of Orcus is proficient with all simple and martial weapons, with all types of armor, and with shields.

Bonus Feat or Spells: When a thrall of Orcus attains 1st, 4th, 7th, and 10th level, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class, or else she gains a bonus feat of her choice.

If the thrall chooses +1 spellcasting level, she does not gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those received from the prestige class, and so on), except for an increased effective level of spellcasting. This essentially means that she adds the new level to the level of whatever other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before she became a thrall of Orcus, she must decide to which class she adds the level for purposes of determining spells per day.

A thrall of Orcus is free to choose the bonus feat at one opportunity and the spellcasting level the next time the decision arises, or vice versa.

Characters who are not spellcasters must choose the bonus feat.

Carriion Stench (Ex): A thrall of Orcus, when desired, emits a terrible smell in a 10-foot radius.

Living creatures in the radius (excluding the thrall) must succeed at a Fortitude save (DC 10 + thrall's class level + thrall's Con modifier) or take a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks for 1 round per class level of the thrall of Orcus.

Furthermore, mindless undead creatures within the radius of the stench believe the thrall of Orcus to be undead.

Touch of Fear (Sp): Three times per day, a 2nd-level thrall of Orcus can produce an effect identical to that of the *cause fear* spell cast by a 10th-level caster.

Demon Wings (Su): Once per day, a 3rd-level thrall of Orcus can bring forth massive black wings from his back. These wings allow the thrall to fly at his normal land speed with average maneuverability.

The demon wings last for up to 1 hour and are dismissible with a standard action.

At 7th level, the thrall can use his demon wings at will, and they last as long as needed.

Massive Girth/Skeletal Visage (Su): At 4th level, a thrall of Orcus must choose to become obese like her dread master or gaunt like an undead creature.

Depending on the choice, the thrall gains the Deformity (obese) or Deformity (gaunt) feat as a bonus feat.

Summon Undead (Sp): Once per day, a 5th-level thrall of Orcus can summon 1d4 ghouls, 1d3 shadows, 1 wight, or 1 wraith as the *summon monster* spell cast by a caster of her class level.

At 9th level, the thrall can summon 1d3 mummies, 1 spectre, 1 mohrg, 1 vampire, or 1 ghost instead.

If she chooses a vampire or a ghost, its character level is one less than the thrall's class level.

Pallor of Death (Su): A 6th-level thrall of Orcus can adopt the appearance of a humanoid undead creature of her choosing as if she had cast the *alter self* spell.

While in this form, the thrall has an aura of fear (as the *fear* spell cast by a 6th-level caster) that affects only living nonoutsiders within 25 feet.

Pallor of death lasts for 1 minute per class level and can be used once per day.

Death Touch (Sp): An 8th-level thrall of Orcus can force a living creature hit with a touch attack to attempt a Fortitude save (DC 10 + thrall's class level + thrall's Cha bonus).

If the target fails its save, it dies.

Summon Nightwing (Sp): A 10th-level thrall of Orcus can summon 1 nightwing once per week, as the *summon monster* spell cast by a 15th-level caster.

Table 5–15: The Thrall of Orcus

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Spells Known
1st	+1	+2	+0	+2	Carriion stench	Bonus feat or +1 level of existing class
2nd	+2	+3	+0	+3	Touch of fear	—
3rd	+3	+3	+1	+3	Demon wings	—
4th	+4	+4	+1	+4	Massive girth/skeletal visage	Bonus feat or +1 level of existing class
5th	+5	+4	+1	+4	Summon minor undead	—
6th	+6	+5	+2	+5	Pallor of death	—
7th	+7	+5	+2	+5	Demon wings (at will)	Bonus feat or +1 level of existing class
8th	+8	+6	+2	+6	Death touch	—
9th	+9	+6	+3	+6	Summon major undead	—
10th	+10	+7	+3	+7	Summon nightwing	Bonus feat or +1 level of existing class

UR–PRIEST

Ur-priests despise gods.

However, a small number of them have learned to tap into divine power and use it for their own needs without praying to or worshipping a god.

Instead, each day they go into a trance and mentally steal the power that gods normally channel to devout clerics.

Ur-priests are canny and cunning, never stealing too much power from any one god, but instead metaphysically slipping in, drawing out the power they need for their spells, and slipping out again.

They learn to be resilient toward divine power and creative with the energies that they steal.

The greatest ur-priest commands the level of power of the most powerful cleric, although she does not have the cleric's variety of spellcasting options.

A member of any class can become an ur-priest, even—and in fact, especially—an ex-cleric.

Ur-priests frequently work alone, although they occasionally find partnerships with members of other classes useful.

They do not congregate into anything resembling temples, for they fear that too many of them in one place might draw unwanted divine attention.

And of course they rarely associate with clerics or any other divine spellcasters, whom they see as lackeys and who view them as abominations.

Hit Die: d8.

REQUIREMENTS

To qualify to become an ur-priest, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Save Bonus: Fort +3, Will +3.

Skills: Bluff 6 ranks, Knowledge (arcana) 5 ranks, Knowledge (religion) 8 ranks, Knowledge (the planes) 5 ranks, Spellcraft 8 ranks.

Feats: Iron Will, Malign Spell Focus.

Special: The character must have no ability to cast divine spells.

If that ability was previously possessed (as with an ex-cleric), the ability must be forever forsaken.

Special: The character must be trained by another ur-priest.

CLASS SKILLS

The ur-priest's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the ur-priest prestige class.

Weapon and Armor Proficiency: An ur-priest is proficient with simple weapons, but not with armor or shields.

Spells: An ur-priest gains the ability to cast a number of divine spells.

To cast a spell, the ur-priest must have a Wisdom score of at least 10 + the spell's level, so an ur-priest with a Wisdom of 10 or lower cannot cast these spells.

Ur-priest bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier.

When Table 5–16 indicates 0 spells of a given level, such as 0 2nd-level spells at 2nd level, the ur-priest gets only bonus spells.

An ur-priest without a bonus spell for that level cannot yet cast a spell of that level.

The ur-priest's spell list is identical to the cleric's spell list.

An ur-priest has access to any spell on the list and prepares those spells as a cleric, except that she does not pray for spells, she just takes them.

An ur-priest casts spells as a cleric does, except that unlike a cleric, she does not have the ability to spontaneously cast *inflict* or *cure* spells, nor does she have domain spells or associated domain granted powers.

She does not have restrictions on spells with alignments.

To determine the caster level of an ur-priest, add the character's ur-priest levels to one-half of her levels in other spellcasting classes.

(Any levels gained in the cleric class by an ex-cleric don't count).

Rebuke Undead: Like an evil cleric, an ur-priest of 2nd level or higher can rebuke undead.

She uses her ur-priest level as the cleric level for determining success and damage (see Turn and Rebuke Undead in Chapter 8 of the *Player's Handbook*).

Divine Spell Resistance (Su): At 4th level, an ur-priest gains spell resistance 15, but only against divine spells and the spell-like abilities of outsiders.

At 8th level, the ur-priest's spell resistance increases to 20.

Siphon Spell Power (Ex): Because they steal whatever power they can, ur-priests learn to manipulate their energy in ways that confound other casters.

A 6th-level ur-priest can temporarily sacrifice two (or more) lower-level spell slots and use those slots to prepare a higher-level spell.

The higher-level spell must be of a level the ur-priest can cast.

Only one exchange of this sort can be made each day.

The levels of the lower-level slots are totaled, then reduced to three-quarters (round down) to determine the level of the extra higher-level spell slot.

For example, an ur-priest who sacrifices a 3rd-level spell and a 5th-level spell can use that spell slot to prepare an additional 6th-level spell ($3 + 5 = 8$, and $8 \times 3/4 = 6$).

Steal Spell-Like Ability (Su): The most powerful ur-priests can use the same techniques that siphon off the gods' spell power to steal the spell-like abilities of another creature.

Once each day, when a creature with spell-like abilities is within 50 feet of a 10th-level ur-priest, the ur-priest can choose one of the spell-like abilities of the creature to steal for herself.

The ur-priest can use the spell-like ability as often as the creature can, or three times per day, whichever is less.

The ur-priest uses the ability as the creature does with regard to caster level and save DCs.

This ability only lasts 24 hours.

The creature with the spell-like ability does not lose the ability when the ur-priest steals it.

If the ur-priest tries to steal a spell-like ability that the creature doesn't have, or tries to steal an ability that is supernatural rather than spell-like, the attempt automatically fails.

For example, if an ur-priest is near a noble salamander, she can steal *fireball* and use it three times that day or steal *dispel magic* and use it once that day.

If she is near a pit fiend, she could steal *teleport without error* (self plus 50 pounds of objects only) and use it three times per day, because the pit fiend can do it at will.

She could even steal the pit fiend's *wish* ability, but because a pit fiend can only use *wish* once per year, the ur-priest would be similarly limited.

She could not steal that power again from any creature for one year.

Table 5-16: The Ur-Priest

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	—	4	2	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Rebuke undead	5	3	0	—	—	—	—	—	—	—
3rd	+2	+1	+1	+3	—	5	3	1	0	—	—	—	—	—	—
4th	+3	+1	+1	+4	Divine SR 15	6	3	2	1	0	—	—	—	—	—
5th	+3	+1	+1	+4	—	6	3	3	2	1	0	—	—	—	—
6th	+4	+2	+2	+5	Siphon spell power	6	3	3	3	2	1	0	—	—	—
7th	+5	+2	+2	+5	—	6	4	3	3	3	2	1	0	—	—
8th	+6	+2	+2	+6	Divine SR 20	6	4	4	3	3	3	2	1	0	—
9th	+6	+3	+3	+6	—	6	5	4	4	4	4	3	2	1	0
10th	+7	+3	+3	+7	Steal spell-like ability	6	5	5	4	4	4	4	3	2	1

VERMIN LORD

The skittering of multiple legs across the floor, the droning of wings—these phenomena mark the passing of a vermin lord.

This unthinkable entity prefers the caress of the crawling legs of an insect or the fluttering wings of a fly more than the touch of another person.

The vermin lord offers itself as a host for all manner of parasitic organisms and insects that feed on it body.

It not only allows the infestation, it revels in it.

Clerics and druids comprise the majority of the vermin lord ranks; some cleric/rogues are present as well.

Many monstrous vermin lords, such as drider clerics, exist. Humanoid vermin lords work with monsters such as driders, phase spiders, and other creatures associated with vermin.

Otherwise, they operate alone, for most other humanoids will have nothing to do with them.

Hit Die: d6.

REQUIREMENTS

To qualify to become a vermin lord, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Hide 3 ranks, Knowledge (nature) 2 ranks, Move

Silently 3 ranks.

Feats: Verminfriend.

Special: Must be able to cast the *giant vermin* spell.

Special: The vermin lord must be ordained by an intelligent evil creature with a physical resemblance to vermin—a drider, chasme, gelugon, aranea, bebilith, phase spider, evil formian, or similar creature.

The ordaining creature must be intelligent enough to communicate with the vermin lord-to-be.

Of course, such a creature will demand service or payment in return.

CLASS SKILLS

The vermin lord's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Hide (Dex), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Search (Int), Spellcraft (Int), and Spot (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the vermin lord prestige class.

Weapon and Armor Proficiency: A vermin lord is proficient with no weapons, armor, or shields.

Spells: When a vermin lord attains 1st level and every two levels after that (plus 10th level), the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those received from the prestige class, and so on), except for an increased effective level of spellcasting.

This essentially means that he adds the new level of vermin lord to the level of whatever other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

For example, if Silican, an 8th-level wizard, gains a level in vermin lord, he gains new spells as if he had risen to 9th level in wizard, but uses the other vermin lord aspects of level progression such as attack bonus and save bonus. If he next gains a level of wizard, making him a 9th-level wizard/1st-level vermin lord, he gains spells as if he had risen to 10th-level wizard.

If a character had more than one spellcasting class before he became a vermin lord, he must decide to which class he adds the level of vermin lord.

Chitin (Ex): A vermin lord gains a +1 natural armor bonus to Armor Class from the chitinous plates that begin to grow on his flesh.

Every three levels beyond 1st, this bonus increases by +1.

Vermin Servant: A vermin lord gains a servant in the form of a vermin of up to 1 HD.

This servant is treated as a familiar; its intelligence increases, and it is considered a magical beast (see the Familiars section in Chapter 3 of the *Player's Handbook*).

The vermin servant is in addition to any familiar the character may already have.

A vermin lord gains additional vermin servants at higher levels.

At 5th level, the vermin servant gained can be of up to 4 HD.

At 9th level, the vermin servant may be of up to 16 HD.

Blood Drain (Su): A 2nd-level vermin lord can grow insectoid mandibles at will.

He can use these mandibles to make a bite attack that deals 1 point of damage.

Furthermore, the vermin lord can attempt to start a grapple, provoking no attack of opportunity.

If successful, the mandibles automatically deal 2d6 points of damage each round as they suck blood from the victim. The blood drain ability only works on living creatures.

Spider Hand (Sp): Once per day, a 3rd-level vermin lord can produce an effect identical to that of a *spider hand* spell cast at his effective caster level.

Swarm Armor (Su): Each day, a 4th-level vermin lord automatically summons a swarm of insects, spiders, or scorpions that cover his flesh when he regains his spells. These insects absorb up to 10 points of damage from any damaging attack (weapons or spells). The insects die off when they absorb such attacks, and a total of up to 5 points per vermin lord level can be absorbed per day.

Thus, a 7th-level vermin lord's swarm armor can absorb up to 35 points of damage, although no more than 10 points from any one attack.

If a vermin lord is already wearing armor, the swarm armor has no effect.

Wings of the Vermin (Su): A vermin lord of 5th level or higher can sprout massive, buzzing insectoid wings from his back once per day.

With these wings, he can fly at his normal land speed with average maneuverability for 1 hour.

The vermin lord can carry his normal carrying capacity, and greater burdens affect his speed as they would affect his land speed.

It is impossible to move silently with these wings.

Spider Legs (Sp): Once per day, a 6th-level vermin lord can produce an effect identical to that of a *spider legs* spell cast at his effective caster level.

Spew Vermin (Sp): Once per day, a 7th-level vermin lord is able to spray out a swarm of vermin from his mouth, as a breath weapon in a 30-foot cone.

Anyone in this area takes 1d6 points of damage per vermin lord level, with a successful Reflex save reducing the damage by half (DC 10 + vermin lord's class level + vermin lord's Con bonus).

The vermin then remain as if a *summon swarm* spell had been cast at the vermin lord's class level.

The vermin are under the command of the vermin lord.

Poison (Ex): In a vermin lord of 8th level or higher, the mandibles gained from the blood drain ability now carry a natural venom that deals 1 point of Strength damage with each successful bite attack and 1 point of Strength damage 1 minute later.

The Fortitude save DC to resist the poison is 10 + vermin lord's class level + vermin lord's Con modifier.

Hivemind (Su): A 10th-level vermin lord can form the impetus to create a hivemind (see Hivemind in Chapter 2). The hivemind must include the vermin lord, although he counts as only a single individual and his Intelligence and Charisma scores are unaffected.

However, he controls the hivemind, gains the insight bonuses, and can take advantage of the spellcasting abilities of the hivemind if enough individuals are present.

The vermin lord's vermin servant can also join the hivemind if the vermin lord wishes.

Table 5-17: The Vermin Lord

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Spells Known
1st	+0	+0	+0	+2	Chitin +1, vermin servant 1 HD	+1 level of existing class
2nd	+1	+0	+0	+3	Blood drain	—
3rd	+1	+1	+1	+3	<i>Spider hand</i>	+1 level of existing class
4th	+2	+1	+1	+4	Chitin +2, swarm armor	—
5th	+2	+1	+1	+4	Wings of the vermin, vermin servant 4 HD	+1 level of existing class
6th	+3	+2	+2	+5	<i>Spider legs</i>	—
7th	+3	+2	+2	+5	Chitin +3, <i>spew vermin</i>	+1 level of existing class
8th	+4	+2	+2	+6	Poison, pincer claws	—
9th	+4	+3	+3	+6	Vermin servant 16 HD	+1 level of existing class
10th	+5	+3	+3	+7	Chitin +4, hivemind	+1 level of existing class

WARRIOR OF DARKNESS

The warrior of darkness, sometimes called the dark knight, is a practitioner of black magic.

He studies the dark arts and learns the terrible secrets involved with evil rituals and spells.

However, he does not cast spells himself.

Instead, he uses his arcane knowledge to make himself a more formidable combatant.

Evil fighters, often those with a few levels of wizard or sorcerer, sometimes become warriors of darkness.

Less frequently, warriors of darkness come from the ranks of single-classed wizards or sorcerers, or bards, rangers, and even clerics.

Warriors of darkness often keep to themselves, although they sometimes ally themselves with evil sorcerers or wizards.

Other times, they employ small groups of evil humanoids such as orcs, gnolls, and bugbears to aid them and guard their dark sanctums.

They dream of power and conquest through violence and bloodshed.

A warrior of darkness is not usually subtle, nor is he barbaric.

Instead, he is a chilling compromise of physical might and intelligent sophistication.

Hit Die: d10.

REQUIREMENTS

To qualify to become a warrior of darkness, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +5.

Skills: Alchemy 3 ranks, Knowledge (arcana) 3 ranks, Speak Language (Abyssal) or Speak Language (Infernal), Spellcraft 1 rank.

Feats: Iron Will.

Special: The character must endure a week of painful and scarring black magic rituals performed in solitude, the secrets of which take months to study and research successfully.

CLASS SKILLS

The warrior of darkness's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Climb (Str), Concentration (Con), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Move Silently (Dex), Ride (Dex), Scry (Int), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the warrior of darkness prestige class.

Weapon and Armor Proficiency: A warrior of darkness is proficient with all simple and martial weapons, with all types of armor, and with shields.

Black Magic Oil (Su): A warrior of darkness can use his forbidden arcane arts to create a magic oil that he anoints himself with.

An individual warrior of darkness makes oil that works only on him, and he can only make one dose of the oil each time this class feature is gained (at 1st, 4th, 7th, and 10th level).

When he attains an appropriate level, the warrior of darkness creates a new black magic oil and anoints himself with it.

Class Level + Cha Modifier	Ability/Effect
2 or lower	Dweller in darkness; character gains the Blind-Fight feat.
3–4	Demonic celerity; character gains the Combat Reflexes feat.
5–6	Ensorcelled flesh; character's natural armor bonus improves by +1.
7–8	Hellpower; character gains +1 inherent bonus to Str, Con, or Dex.
9	Rapid step; character gains inherent +10 ft. bonus to speed.
10	Unholy strike; character gains the ability to deal +2d6 damage against good creatures 3/day.
11 or higher	Malign fury; character can take a full attack action in conjunction with a move or move-equivalent action, usable 3 rounds per day.

He then chooses from the above list of supernatural abilities to imbue within himself permanently, picking a choice available to him based on his class level and Charisma modifier (the highest-numbered choice possible, or any lower one).

A warrior of darkness cannot choose an ability more than once.

Darkling Weapon (Su): With 3 rounds of preparation (involving rituals and alchemical substances that cost 50 gp), a warrior of darkness can imbue any weapon with a +1 enhancement bonus on attack and damage rolls.

If the weapon already has an enhancement bonus, the warrior of darkness can instead imbue the weapon with any magical special quality that is the equivalent of a +1 bonus (see Chapter 8 of the *DUNGEON MASTER's Guide* for a list of weapon qualities).

The bonus or special quality only functions when the weapon is in the hands of the warrior of darkness, and it lasts 1 hour per warrior of darkness level.

The warrior can imbue only one special quality in a weapon at a time.

Black Magic Elixir (Su): At 3rd level, a warrior of darkness can use his knowledge of black magic and alchemy to create a magical elixir that he then imbibes.

An individual warrior of darkness makes elixir that works only on him, and he can only make one dose of the elixir each time this class feature is gained (at 3rd, 6th, and 9th level).

When he creates an elixir, the warrior of darkness chooses from the following list of supernatural abilities to imbue within himself permanently, picking a choice available to him based on his class level and Charisma modifier.

Class Level + Cha Modifier	Ability/Effect
3 or lower	Violent knowledge; character gains bonus feat from list below.
4–6	Aura of evil; character gains +1 deflection bonus to Armor Class.
7–8	Inner hellpower; character gains +1 inherent bonus to Int, Wis, or Cha.
9	Dark senses; character gains the tremorsense ability (can sense location of anything within 60 feet that is incontact with the ground).
10 or higher	Demonic wings; character can use the spell <i>demon wings</i> 1/day cast at the character's warrior of darkness level.

Violent Knowledge Feat List: Ambidexterity, Bull Rush, Cleave, Deflect Arrows, Dodge, Exotic Weapon Proficiency, Expertise, Far Shot, Great Cleave, Improved Critical*, Improved Disarm, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Mobility, Mounted Archery, Mounted Combat, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Ride-By Attack, Shot on the Run, Spirited Charge, Spring Attack, Stunning Fist, Sunder, Trample, Two-Weapon Fighting, Weapon Finesse*, Weapon Focus*, Weapon Specialization*, Whirlwind Attack.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. Characters must still meet all prerequisites for a feat, including ability scores and base attack bonus (see Chapter 5 of the *Player's Handbook* for descriptions of feats and their prerequisites).

No ability other than violent knowledge may be chosen more than once.

Scarred Flesh (Su): Through ritual scarification, a 5th-level warrior of darkness gains damage reduction 5/+3.

Repellent Flesh (Su): Through ritual, obscene tattooing, an 8th-level warrior of darkness gains spell resistance 20.

Table 5–18: The Warrior of Darkness

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Black magic oil
2nd	+2	+3	+0	+3	Darkling weapon
3rd	+3	+3	+1	+3	Black magic elixir
4th	+4	+4	+1	+4	Black magic oil
5th	+5	+4	+1	+4	Scarred flesh
6th	+6	+5	+2	+5	Black magic elixir
7th	+7	+5	+2	+5	Black magic oil
8th	+8	+6	+2	+6	Repellent flesh
9th	+9	+6	+3	+6	Black magic elixir
10th	+10	+7	+3	+7	Black magic oil

CHAMPIONS OF RUIN (3.5)

BLACK BLOOD CULTIST

"The power of the beasts is undeniable."

—Zert of the Wild Brothers

Worse things than wolves and orcs hunt the dark forests of the North.

The beastly lycanthropes known as the People of the Black Blood venerate Malar with bloody rites that claim hundreds of human, elf, and dwarf lives every year.

Black Blood cultists, worshipers of these lycanthropic horrors, are drawn from the totemic barbarian tribes scattered across the northern lands.

They exhibit fearsome powers drawn from the veneration of the tainted animal spirits of their masters.

That their reverence for the lycanthropes goes unrewarded does not matter to the unfettered spirits of the cultists—they rage for their cruel masters and bring death to those who are not touched by the Beastlord's terrible power.

BECOMING A BLACK BLOOD CULTIST

Most Black Blood cultists come from an Uthgardt barbarian tribe that has fallen under the sway of a Malar-worshipping chieftain.

Still, there are cultists dedicated to Malarite lycanthrope tribes in other parts of Faerûn—notably near the High Forest, in northern Cormanthor, and in Chult.

Some barbaric nature is necessary to the pursuit of the cult's powers, and barbarian/rangers are especially potent candidates.

Druids rarely want to sacrifice their studies to become worshipers of abominations, but some find the savage nature of the cultist to be an irresistible draw.

Strength (for savage attacks), Wisdom (for tracking prey), and Constitution (to survive deadly melee combat) are key abilities for a Black Blood cultist.

Hit Die: d12.

ENTRY REQUIREMENTS

Alignment: Chaotic evil, chaotic neutral, or neutral evil

Skills: Knowledge (nature) 2 ranks, Survival 8 ranks Feats:

Improved Unarmed Strike, Track.

Special: Ability to rage.

CLASS SKILLS

(4 + Int modifier per level): Climb, Handle Animal, Hide, Intimidate, Jump, Knowledge (nature), Listen, Move Silently, Search, Spot, Survival, Swim.

CLASS FEATURES

Black Blood cultists are savage fighters whose natural attacks become more fearsome as they increase in level.

Feral Rage (Ex): Black Blood cultist class levels stack with barbarian levels for purposes of determining your rage ability.

Thus, an 8th-level barbarian/4th-level Black Blood cultist can use greater rage four times per day, just as a 12th-level barbarian could.

Black Blood cultists strengthen their fingers and toughen their nails with special training.

As a result, when raging, you gain two claw attacks at your highest base attack bonus.

Each claw deals 1d6 points of damage plus your Strength modifier.

You can use a one-handed weapon and a claw, but when doing so the claw counts as a secondary weapon (adding only half your Strength bonus to damage, and with a –5 modifier on the attack roll).

At 3rd level, you gain a bite attack when raging in addition to your two claw attacks.

The claws are still your primary weapons and the bite is your secondary weapon.

The bite deals 1d4 points of damage plus half your Strength modifier.

You can use a two-handed weapon with your bite as a secondary attack, or you can use a one-handed weapon with your claw and bite as secondary attacks.

At 6th level and higher, whenever you hit with both of your claw attacks during a rage, you rend your opponent's flesh, automatically dealing double claw damage in addition to normal damage.

Damage Reduction (Ex): At 4th level and at 9th level, you gain damage reduction, which stacks with damage reduction from other sources.

Silvered weapons ignore the damage reduction granted by levels in this prestige class.

Improved Grapple: At 2nd level, you gain the Improved Grapple feat even if you do not meet the prerequisites for it.

Scent (Ex): At 4th level, you gain the scent ability.

Stranglehold: At 5th level, you learn to snap the necks of fallen enemies, allowing you to administer a coup de grace with your bite attack as a move action.

Improved Natural Attacks: At 7th level, your natural attacks become even more deadly.

Your claw attacks now deal 1d8 points of damage and your bite attack deals 1d6 points.

Savage Grapple: Starting at 8th level, you deal damage as if you had hit with all your natural weapons (including rend, if you are raging) on a successful grapple check.

Feral Form: By 10th level, you have gained great control over your bestial nature.

You can now use your claw, bite, and rend attacks even when you are not raging.

PLAYING A BLACK BLOOD CULTIST

You feel most alive when you are far away from the shackles of civilization.

The beast burns inside you, and you strive to unleash it as often as possible.

You look to the People of the Black Blood as paragons of your ideal—beasts in humanoid form, the best of both worlds combined into a savage package.

Your shaman guides your spirit through its transformation, and he is your connection to the animal inside.

The most important things in your life are your territory and your tribe, wherever and whoever that might be.

You are quick to react to danger, instantly attacking with a fury unmatched by any civilized being.

Threats are best dealt with swiftly—kill or be killed.

The righteous transformations you subject your body to are scars of honor, seen and respected by the animals of the forest and the beasts that rule over them.

Civilization holds nothing for you, and you do not share the fears of civilized creatures.

Death, hunger, and loss are all a part of the natural order, one which you are committed to protect.

Combat: While most barbarians prefer blades and clubs in combat, you would rather rend the flesh of your enemies with your own natural weapons.

Your teeth can tear as big a hole in your prey as an axe or sword.

You are quick to react, closing immediately with the first enemy to dare draw steel against you.

Isolate that enemy, put him on the ground, and rip out his throat before moving on to the next.

Melee combat is where you are most comfortable.

An enemy that has ranged weapons is best avoided and ambushed, although a frontal assault, if quick enough, can take such an opponent by surprise.

You've learned that it is difficult for such a foe to aim an arrow while your claws threaten to rip it limb from limb. By 3rd level, your melee combat skills have begun to reach their peak.

You can make three attacks per round without even wielding a weapon, and you are a dangerous grappler while raging.

Your damage reduction allows you to absorb blows from a grappled foe's allies as your claws and bite deal their damage.

If you are working with a pack or other allies, your stealth can help you flank your enemies while they engage in combat with the rest of the characters.

A feral Black Blood cultist charging out of nowhere is often enough to force even the most stalwart foes into all-out flight.

As you advance in level, your ability to both absorb and dish out damage in melee combat increases.

Your rend ability makes it very difficult for any foe to grapple with you for more than a couple of rounds, while your increased control over your abilities make you a dangerous foe whether or not you have flown into a rage. You have the skills to track most foes, and to hide from those who are tracking you.

Advancement: Black Blood cultists can be found all over Faerûn; wherever the Malar-worshipping lycanthropes hold sway, humans, elves, and others look to them as the avengers of the natural world.

It is most common for Black Blood cultists to be reared in the tribe or cult, thereby continuing the tradition of their forebears.

A tribe always takes care of its young, even after the parents have been killed or otherwise lost.

These young grow up alongside the other tribe members with no stigma attached, and often grow stronger because of their independence.

Tribal Black Blood cultists are often the most savage, since they have trained from a young age in nothing but the ways of the beast.

Those not born to such barbaric ways might come to a tribal shaman in search of spiritual and physical fulfillment.

These supplicants sometimes succumb to the harsh, bloody rituals inflicted upon them by the tribe to test their mettle, but others survive the tests and emerge harder and more savage than before.

Almost universally, such trials include an individual hunt during which the seeker must track and slay a great beast to show that he has the favor of the Beastlord.

The most severe of these trials unleash the hunter in Black Blood lands, meaning he must not only slay his quarry but avoid the retribution of the native lycanthropes as well.

Those who survive are inducted into the tribe in a blood rite.

Training in the arts of the Black Blood cultist can be the most dangerous undertaking in a character's life.

He toughens his body against blows by crawling through thorny brambles, clawing and biting on trees, and jumping from great heights until his bones break and heal time and time again.

Using specially prepared ointments, he toughens and thickens his nails until his fingers are like claws.

Many cultists file their teeth to sharp points.

Resources: Black Blood cultists can often count on plenty of aid from other tribe members when they find themselves in trouble.

Of course, weak members who ask for aid too often run the risk of being abandoned or shunned by the tribe, left to fend for themselves in the most dangerous of territories.

Black Blood cultists often eschew material goods, gold, and the fineries of civilized life; most of what they need they either make or take.

A tribe's leader recognizes that valuable magic items can be of help to the tribe, but using too many such items can weigh heavily on a tribe member's reputation as a beast of nature.

When you do seek out magic items, you should look for magical protections that reduce the number of wounds you take in combat.

Enhanced armor is helpful, but items such as *cloaks of displacement* are even better, since they can negate hits from more powerful creatures more easily.

Items that boost the effectiveness of your natural attacks are good choices as well; several members of the elf tribe in Cormanthor have silver and adamantite claws with *magic fang* spells woven into them.

BLACK BLOOD CULTISTS IN THE WORLD

Black Blood cultists tend to be territorial predators—they are not going to run rampant over a region or the campaign world.

They have been known to attack towns or groups in retribution for some crime committed against them or their home, but for the most part they are localized.

Tribes are led by shamans—usually druids or sorcerers—and almost all follow a sort of totemic religion, while still venerating gods such as Malar and Talona.

Characters who make enemies of a tribe of Black Blood cultists can expect to be hunted until the day they die, while those who befriend a tribe and travel with them are likely to witness brutality on levels they could never have imagined.

Organization: The Black Blood cultists found across Faerûn are some of Malar's most fanatic followers.

Much like the lycanthropes they worship, the different cultist tribes are independent entities with little or no contact with others like them.

Each tribe has a relationship with the People of the Black Blood in its area, although lycanthropes usually pay the cultists little attention.

They do recognize the cultists' devotion to Malar and to nature, however, and so they let them roam their tribal lands where no others are allowed.

A tribe's relationship with those around it differs by region.

The Chultans have very little civilization around them, and so they focus more on their worship of the region's werabats and of Malar than on bringing down defilers.

The barbarians of the North are nomadic, wandering the region around the Night Trees in search of enemy tribes

and caravans, which represent the civilized peoples they revile.

The elf cultists of Cormanthor concern themselves with stopping the spread of the drow, who tend to rape the lands they inhabit in order to feed their evergrowing numbers. As mentioned, tribes of Black Blood cultists are often ruled by a sorcerer or druid who claims to be an intermediary between the tribe, the lycanthropes, and the animal spirits they worship.

Clerics of Malar rarely spend much time with these groups, who often prefer to train their bodies rather than engage in sacred hunts.

Thus, it falls to other “holy men” to guide the barbarians in the ways of the beast.

It is not for power alone that a shaman guides a tribe of Black Blood cultists.

Often these individuals have had personal interactions with the Malarite lycanthropes that inspire their devotion. Sometimes they have barely survived such an encounter, and other times they have witnessed the lycanthropes meting out nature’s justice to trespassers and defilers.

Malarite clerics sometimes encourage the formation of a tribe as a way to gain a weapon against those who would oppose the Beastlord’s hunts.

Whatever the reason for a tribe’s formation, the lands in which the barbarians roam becomes deadly to those who live in opposition to the natural world.

Cultists spend most of their time training their bodies to be killing machines, and the rest of the time worshipping Malar, Talona, or local animal gods to whom they build totems and shrines.

While they do not ritually hunt as often as a Malarite, the tradition of the individual hunt goes far beyond initiation into the tribe.

Technically only tribal hunts are required, including those targeted against the instruments of civilization, but individual hunting is a major determinant of prestige within the tribe.

Large game such as dire animals and dinosaurs is the most prestigious of all targets, and even the children of a tribe can take down a wild boar.

It is not unknown for an entire tribe to be destroyed, either by lycanthropes fed up with the tribe’s intrusion upon their hunting grounds, or by heroes from a nearby city who are determined to put an end to the hunting and bloodshed.

Sometimes a cultist will find cause to leave his tribe; a tribesman might also be shunned for some act that sets him apart, or for reasons of tribal politics, power, and control. At other times, a renegade cultist might seek a new pack, or might fall in with adventurers who can handle—or exploit—his animalistic temperament and bloodthirsty rages.

NPC REACTIONS

Very few people ever live to tell of an encounter with a tribe of Black Blood cultists, much less an individual member.

Those that do speak only of an inhuman lust for blood and a hatred for all life.

The cultists are the enemies of all civilized creatures, whether they are found in towns, forts, or even below the earth.

They have as little love for the civilizations of the Underdark as they do for those above ground.

One known Black Blood cult has formed in the Underdark, where a tribe of grimlocks worships a pack of werabats and hunt drow and duergar in the dark tunnels.

BLACK BLOOD CULTIST LORE

Characters with Knowledge (local Chult, the Dalelands, or the Silver Marches) can research the People of the Black Blood or the Black Blood cultists.

The most relevant information will come from victims, who are often afflicted with terrible wounds as a result of their meeting with or investigation of a tribe.

Lycanthropes in disguise might intentionally mislead a character in order to draw them into a deadly ambush in tribal territory.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: “They look like animals, they worship animals, they *are* animals”.

DC 15: “A pack of shapechangers lives in this area; how the barbarians have survived so long among them is anybody’s guess”.

DC 20: The character picks up information about a hidden route through the cultists’ lands, or a secret hideaway from which the characters could safely gather information about or strike out at the tribe.

DC 30: A character who tracks down this much information about a local tribe can get lore about a lycanthrope that might be sympathetic to the characters, some background information on the shaman of the tribe, or similar information that can help the characters defeat the barbarians more easily.

Most locals know of at least the existence of a local tribe of animal worshipers who rampage from time to time.

The DM should assign a DC between 15 and 25, depending on the nature and recent activities of the tribe in question. Gaining an audience with a tribal chieftain is difficult, if not impossible, for anyone that is not close to nature (rangers, druids, barbarians, etc.).

Even if an audience is granted, the chieftain might arrange a hunt or a run-in with some of the local lycanthropes to test the characters and determine Malar’s will in the matter.

BLACK BLOOD CULTISTS IN THE GAME

Characters who wander into tribal lands unaware of the danger that lies therein are in for a big surprise.

Even if the characters defeat an initial hunting party, or slay a lycanthrope who has been stalking them, they will then be hunted to the edges of the tribe’s territory, or perhaps farther.

If the characters can evade the hunt for an extended period of time, the chieftain is likely to call off the hunt and go back to his normal activities.

A player who loves the barbaric aspect of combat and doesn’t mind putting his character in harm’s way in order to cause grievous, personal wounds to his opponents will love this prestige class.

The natural attacks of a Black Blood cultist make the character much more than just a fighter with a boost to Strength and Constitution.

Adaptation: Black Blood cultists could be adapted to any pack of lycanthropes or beast god in your campaign.

Alternatively, they could worship a similar group of animallike monsters, such as the desmodu (see *Savage Species* page 218).

Encounters: Any encounter with a Black Blood cultist is likely to be deadly for one side or the other.

The savage barbarians will not flee combat, and will continue to tear into their opponents until one or the other is dead.

There is little chance of negotiation with the leader of such a tribe, whose loyalties are to his tribe, his territory, and his bestial lords and god.

TABLE 3—1: THE BLACK BLOOD CULTIST

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+2	+2	+0	Feral rage (claws), damage reduction 1/silver
2nd	+1	+3	+3	+0	Improved grapple
3rd	+2	+3	+3	+1	Feral rage (bite)
4th	+3	+4	+4	+1	Scent, DR 3/silver
5th	+3	+4	+4	+1	Stranglehold
6th	+4	+5	+5	+2	Feral rage (rend)
7th	+5	+5	+5	+2	Improved natural attacks
8th	+6	+6	+6	+2	Savage grapple
9th	+6	+6	+6	+3	DR 5/silver
10th	+7	+7	+7	+3	Feral form

JUSTICE OF WEALD AND WOE

"Make no mistake.

If you harm my people or my land, I will hunt you down like a dog and make you curse the hour of your birth."

—Talias Senterune, Justice of the Suldusk cell of the Eldreth Veluuthra

The justice of weald and woe is the go-to person when something unsavory—usually involving the removal of humans—needs doing.

When the foes of the elves are well protected physically, magically, and politically—and the grand lords and ladies dare not sully their hands with the dirty necessities of preserving the heart of elvendom from human encroachment—it is to you, the justice of weald and woe, that they turn.

With your bow in hand and the power of nature at your command, you strike, a silent, unseen sniper, solving problems a score of diplomats couldn't solve in a hundred years—then melt back into the forest before what is left of the enemy's forces even knows you were there.

BECOMING A JUSTICE OF WEALD AND WOE

As hunters of men, individuals already skilled in the hunt find themselves drawn to this class.

Stealth, skill in making bows and arrows, and knowledge of the forest are the foundation upon which the class is built. Rangers are particularly well suited to become justices, as are rogues, whose sneak attack damage stacks with the sneak attack damage gained from this class.

Although spellcasting ability is not a prerequisite, you will begin to learn to cast spells that draw upon the divine power of nature itself.

Druids can become justices, but one will always be less skilled in archery than his ranger and rogue colleagues, and his druid skills will never be as powerful as they would have had he remained a druid.

Hit Die: d8.

ENTRY REQUIREMENTS

Base Attack Bonus: +6.

Skills: Craft (bowmaking) 8 ranks, Hide 8 ranks, Knowledge (nature) 4 ranks, Move Silently 8 ranks, Survival 8 ranks.

Feats: Point Blank Shot, Weapon Focus (longbow).

CLASS SKILLS

(4 + Int modifier per level): Balance, Bluff, Climb, Concentration, Craft, Disguise, Escape Artist, Gather Information, Handle Animal, Hide, Intimidate, Jump, Knowledge (local), Knowledge (nature), Knowledge (religion), Listen, Sense Motive, Spot, Survival, Swim, Tumble.

CLASS FEATURES

As they gain in level, justices learn the skills they will need to become the silent snipers of the forest, able to infiltrate an enemy camp in the guise of an animal or fire unseen from a concealed position.

Weapon and Armor Proficiency: You gain no proficiency with any weapon, armor, or shield.

Spellcasting: You gain spells according to the tables above. You do not gain new spells in any other spellcasting classes that you might have had before you took this prestige class, but you can still cast spells from your previous class.

You can only choose spells from the justice spell list; justices use their Wisdom modifier for calculating bonus spells and spell DCs.

JUSTICE SPELLS PER DAY

Level	1st	2nd	3rd	4th
1st	0	—	—	—
2nd	1	—	—	—
3rd	2	0	—	—
4th	3	1	—	—
5th	3	2	0	—
6th	3	3	1	—
7th	3	3	2	0
8th	3	3	3	1
9th	3	3	3	2
10th	3	3	3	3

JUSTICE SPELLS KNOWN

Level	1st	2nd	3rd	4th
1st	2 ¹	—	—	—
2nd	3	—	—	—
3rd	3	2 ¹	—	—
4th	4	3	—	—
5th	4	3	2 ¹	—
6th	4	4	3	—
7th	4	4	3	2 ¹
8th	4	4	4	3
9th	4	4	4	3
10th	4	4	4	4

¹ Provided the character has sufficient Intelligence to have a bonus spell of this level.

Bonus Feats: At 2nd and 8th levels, you gain a bonus archery feat.

When you gain a new bonus feat, you must choose from the following list: Deflect Arrows, Far Shot, Improved Critical (longbow), Improved Precise Shot, Manyshot,

Mounted Archery, Precise Shot, Rapid Shot, Shot on the Run, Snatch Arrows, Weapon Specialization (longbow only), Greater Weapon Focus (longbow only), Greater Weapon Specialization (longbow only).

You must meet all prerequisites for a bonus feat.

Use your justice level when determining whether you meet a prerequisite of a minimum fighter level.

For example, a ranger 8/justice 8 would meet the requirement for Greater Weapon Focus (fighter level 8th), but not Greater Weapon Specialization (fighter level 12th). Woodland Stride (Ex): At 2nd level, you can move through any sort of undergrowth, as the druid ability described on page 36 of the *Player's Handbook*.

Sneak Attack (Ex): Beginning at 3rd and 7th level, you deal an extra 1d6 points of damage when striking an opponent when the opponent is denied a Dexterity bonus to armor class, such as when it is surprised and flat-footed, or when you attack from a flanking position, as the sneak attack ability of rogues.

Your damage dice stack with any sneak attack damage dice you might have gained from a previous class.

Lucky Shot (Su): Once per day as a free action, you can gain a +10 insight bonus to one attack roll with your longbow. You must declare the use of this ability before rolling the die.

Trackless Step (Ex): At 4th level and higher, you leave no trail in natural surroundings and cannot be tracked. You can leave a trail on purpose if you so desire.

Poison Use (Ex): At 5th level, you learn to create and/or extract natural poisons and apply them to your weapons without any danger of harming yourself.

Steady Hand (Ex): At 6th level, you become able to fire your personal longbow in melee combat without provoking attacks of opportunity.

You only gain the benefit of this special ability when wearing light or no armor.

Hide in Plain Sight (Ex): At 9th level, you gain the ability to hide in plain sight, as the ranger ability described on page 48 of the *Player's Handbook*.

Death Attack (Ex): At 10th level, you gain the ability to study your victim for 3 rounds and then make a sneak attack with a longbow that, if it successfully deals damage, has the additional effect of possibly either paralyzing or killing the target (your choice).

While studying the victim, you can undertake other actions so long as your attention stays focused on the target and the target does not detect you or recognize you as an enemy.

If the victim of such an attack fails a Fortitude save (DC 20 + your Int modifier) against the kill effect, it dies.

If the saving throw fails against the paralysis effect, the target is rendered helpless and unable to act for 1d6+10 rounds.

If the target's saving throw succeeds, the attack is just a normal sneak attack.

Once you have completed the 3 rounds of study, you must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if you do not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before you can attempt another death attack.

Poison Immunity (Ex): At 10th level, you gain immunity to all natural poisons and animal venoms.

This ability differs from the druid ability of the same name, in that it only applies to poisons derived from natural plants

or fungi, or from animal or vermin venoms, not to all poisons, such as venoms from celestial animals or outsiders, or poisons derived from minerals or magic.

JUSTICE OF WEALD AND WOE SPELL LIST

1st—*camouflage*, *detect snares and pits*, *endure elements*, *faerie fire*, *hide from animals*, *jump*, *longstrider*, *obscuring mist*, *pass without trace*, *woodwisp arrow**.

2nd—*barkskin*, *brilliant energy arrow**, *cat's grace*, *fog cloud*, *snare*, *spellslayer arrow**, *speak with plants*, *spider climb*, *tree shape*.

3rd—*arrowsplit**, *darkflame arrow**, *darkvision*, *meld into stone*, *serpent arrow**, *spike growth*, *water breathing*, *wind wall*.

4th—*bloodfreeze arrow**, *doublestrike arrow**, *freedom of movement*, *poison*, *scrying*, *shadow arrow**, *spike stones*, *tree stride*.

* New spell described in Chapter 2.

PLAYING A JUSTICE OF WEALD AND WOE

You serve two critical roles in elf culture.

You are the sniper sent to harass the enemy's forces within their own encampment or stronghold, and you are the punisher sent to the furthest ends of Toril to execute judgment against those who harm the elves or their interests.

You are a skilled hunter and a master of using your surroundings to disguise your movement.

Your skill with the longbow is unparalleled, and you mix martial skill with magical ability to both mask your passage and make your arrows more damaging, frightening, and deadly.

You are patient and cautious, yet relentless in pursuit of your goals.

The class originated within the Eldreth Veluuthra, an elven nationalist organization dedicated to the destruction of humankind, to deal with adventurers seeking to exploit the ruins of Myth Rhynn.

Since that time, the group's training has spread throughout the organization as a whole.

Within the organization, you often work alone or in concert with several other specialists whose skills compliment one another.

Your missions frequently take you outside the boundaries of acceptable warfare as you are called upon to spread terror among humans or eliminate political leaders whose policies lead to human encroachment into elven forests.

Combat: Your longbow is your best friend; like a part of your arm, it never leaves your hand.

Your arrows are like thoughts given form, speeding to do your will.

Nature is your ally, hiding your passage, covering your steps, guarding your back, and creating arrows that terrify and slay.

Your best technique is to fire from a position of concealment, surprising your opponents.

When working within a party, you operate best from the shadows.

Do not be afraid to fire into melee; surprise and flank attacks are your best tactics.

Although at 6th level you gain the ability to use your longbow in melee combat, you prefer to let the brawny ones do the slugging—you are a bringer of swift, silent death from afar.

Your enemies grow frustrated and begin to believe it is the forest itself that opposes them, or that a battalion of elves lies hidden in the wood, when it is only you, flitting from

tree to tree, crawling through the tall grass like a snake, always striking from the flank, catching your opponents flat-footed.

Mix your spells and extraordinary abilities with your uncanny longbow skill to drive fear into their hearts.

Your lucky shot, death attack, and poison use abilities allow you to assassinate difficult, even heavily armored foes and leave little evidence of the manner of their death.

As you are taught from the first day of your training, a single arrow, properly placed, is often more effective than a storm of bolts.

Advancement: The Eldreth Veluuthra carefully recruits prospective justices from the ranks of rangers and rogues already serving the cause, individuals who have already proven their ability to follow orders without suffering from any moral qualms.

They seek individuals with superb longbow and survival skills who show promise (though not necessarily current skill) as spellcasters.

These are sent to train with rangers and druids who are themselves students of the ice lich Lossarwyn (see page 83).

Your first missions as a justice are often as a longbow specialist working in concert with other skilled individuals, including rogues, rangers, sorcerers, druids and wizards.

If combat begins, your job is to harass the enemy leaders and spellcasters with your arrows.

You spend most of your time training with experienced rangers and druids, who put you through your magical and mundane paces, though you are also required to make extensive study of the behavior of your enemies so that you can exploit their weaknesses and your strengths.

You should learn to handle animals, especially poisonous snakes, since they become useful to you at later levels.

Finally, you undergo a thorough indoctrination in elven culture so that, when the time comes for swift deeds on behalf of your people, your hand will not falter.

As you advance in skill, you will be called on more and more often to use your skills as a spy and a hunter of men—thus you will need to concentrate on those abilities that will best serve your missions.

As a gatherer of information, you will need disguise and concealment skills, plus the ability to escape dangerous situations.

A cloak of elvenkind and *boots of elvenkind* are indispensable pieces of your wardrobe.

As a hunter, you will need tracking ability as well as the skills of a spy, since your quarry might take you into the stronghold of those you intend to slay.

Even the best bow wears out over time, so you will need to continue to improve your Craft skill to make better weapons.

You might even want to invest in the Craft Magic Arms and Armor feat so that you can craft your own magic weapons, such as *arrows of slaying*.

At the very highest levels, you are almost exclusively an assassin—the number of arrows in your quiver is a mark of your skill.

By this time, you most often train alone, since few have the skill to teach you.

You also begin to teach others your skills.

Resources: This prestige class was born from the Eldreth Veluuthra because of its special needs, and the Eldreth Veluuthra remains the primary source of justice training.

Here, you can always find rangers and druids sympathetic to your cause who are willing to teach you their secrets.

The organization also provides employment in organizational activities after you have completed a mission, as well as quests and missions needing the special combination of abilities that can only be found in a party of adventurers.

Finally, with its connections to the elf aristocracy, the organization can sometimes provide cover, protection, and an alibi after you have completed a mission that might have agents of a slain human king hot upon your trail and screaming for your blood (but only if you are extraordinarily careless).

Just don't abuse their hospitality.

JUSTICES IN THE WORLD

Justices provide a refreshing alternative to the high-and-mighty, "shining beacon of goodness" image of most elves in the game.

A justice of weald and woe makes an excellent recurring foe for a group of PCs that have stomped upon a few elven toes at some point in their career.

If you have a justice in the game, provide plenty of elf-related ties to your adventures to keep the character active. Justices live for the one-on-one encounter, the chess match of wits in impossible terrain against a worthy foe, such as an opposed ranger or assassin.

The justice is a primarily a man-killer, not a dragon-slayer.

Organization: Justices are loners, as far as others of their kind are concerned.

Whenever two justices meet, friction is likely to result, since all justices are extraordinarily jealous of their abilities and secrets, and there is always the chance that the justice sitting across the table from you has been sent by your last employer to prevent you from talking.

However, like all hunters, justices sometimes come together to tell elaborate lies about their exploits, or to show off their trophies.

Because their missions sometimes overlap, justices and Evereskan tomb guardians sometimes cooperate—but more often compete—for the glory of bringing tomb defilers to justice.

This has, on occasion, led to open conflict between individuals, and at least one remarkable friendship.

Tylore Beneshare was a ranger who was recruited into the Eldreth Veluuthra and eventually began her training as a Justice.

Her political and historical advisor was Ganethra Elderwand, a tomb guardian with whom she spent many an argumentative hour while sharing the responsibility of guarding a three-thousand-year-old tomb north of Evereska.

While Tylore was on a mission to ambush a Zhentarim trade caravan in the Anauroch, human adventurers from Waterdeep broke into the tomb.

Their wizard, a member of the Arcane Brotherhood, summoned a demon that nearly killed Ganethra.

When Ganethra healed, he set out alone to restore his honor, recover the artifacts stolen from the tomb, and punish the thieves.

Tylore arrived a month after Ganethra left but was able to track him by the trail of bodies he had left behind.

Finally, she caught up with Ganethra outside the wizard's tower at the edge of the Ardeep Forest, where she

convinced him to give up his insane plan to infiltrate the tower and slay the wizard in his conjuring chamber. Instead, they lay in wait on the road leading to the tower, and when the wizard's wife rode past accompanied by her bodyguard, Tylore dropped her from the saddle with a single arrow, while Ganethra battled and slew the bodyguard.

Tylore then restrained one of the horses, and they slung both bodies across the saddle and sent it on its way.

In a rage, the wizard stormed from his tower and descended on the forest with his servants.

But long had the Eldreth Veluuthra cell of the Ardeer sought a chance to eliminate this human wizard and regain the treasures he had stolen from the elven ruins in their forest; coordinating with them, Tylore set up an ambush in which all but one of the wizard's servants was slain. Sorely wounded, the wizard teleported to safety, only to discover his tower already occupied by the Eldreth Veluuthra.

Hunted through the halls he had once considered his stronghold, he was finally slain in his conjuring chamber by Ganethra.

NPC REACTIONS

Because they strongly believe that the end justifies the means and will gladly slay innocents if doing so strikes a blow against a hated enemy, justices are often reviled within normal elven culture.

They are a political liability of the worst kind.

Nevertheless, they are an effective weapon, and one not to be tossed aside lightly.

Elaborate measures are used to maintain plausible deniability.

The enemies of the elves are the enemies of the justices. Therefore, they have many enemies, both good and evil. Where one elf might see a competitor or an adversary, a justice sees an enemy to be destroyed.

JUSTICES IN THE GAME

Because of their inherent racist attitude, justices affiliated with the Eldreth Veluuthra might be difficult to work into a group of PCs that includes humans.

Some greater mission must be involved.

Anywhere that elven interests are at stake is a good place to insert a justice into the campaign.

Adaptation: Justices fit fairly well into other game worlds, but you might need to design an organization that both motivates them and gives them support.

They would swiftly be hunted down and destroyed by their fellow elves without some sort of political protection.

Encounters: The justices of weald and woe are swift, silent bringers of death to all who would subvert elven culture—especially humans.

Justices are implacable foes driven by an almost fanatic desire to crush those deemed to be an enemy of the people, using whatever means are necessary to do so.

ARROW SPELLS

A number of new spells have come out of the justice training.

Designed by the ice lich Lossarwyn, these spells expand upon the justice's already formidable archery portfolio.

These spells are listed in the justice of weald and woe spell list (above) and are detailed in Chapter 2.

TABLE 3-2:

THE JUSTICE OF WEALD AND WOE

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+3	+3	+0	Spells
2nd	+1	+3	+3	+1	Bonus feat, woodland stride
3rd	+2	+4	+4	+1	Sneak attack +1d6
4th	+3	+4	+4	+1	Lucky shot, trackless step
5th	+3	+5	+5	+1	Poison use
6th	+4	+5	+5	+2	Steady hand
7th	+5	+6	+6	+2	Sneak attack +2d6
8th	+6	+6	+6	+2	Bonus feat
9th	+6	+7	+7	+3	Hide in plain sight
10th	+7	+7	+7	+3	Death attack, immunity to poison

NIGHT MASK DEATHBRINGER

"The winds of change have blown into Westgate, and I am like a whisper on that wind.

The city does as I bid, as my masters bid, but all it feels is my cool kiss gently guiding its withered will."

—Emuin Nightshade

The deathbringers are the phantoms of Westgate, able to walk among mortal men during the light of day but possessed of some of undeath's most ghastly powers. They are not truly undead beings, but hybrids bred to go where the masters of the Night Masks cannot tread. As a deathbringer, you stalk the shadows of Westgate and beyond in search of ways to empower yourself and your guild.

You have tasted the kiss of death, and the fear it brought you never quite leaves the back of your mind.

BECOMING A NIGHT MASK DEATHBRINGER

Night Mask deathbringers are highly trained members of the Westgate thieves' guild who have caught the favorable attention of the vampires in charge of the organization.

They undergo a gruesome ceremony involving the drinking of their own blood from the veins of a vampire lord, which changes them into monsters capable of the most vile and depraved acts.

Rogues have the easiest time qualifying for this prestige class; other classes generally must stray from their primary training to achieve the necessary requirements.

Dexterity (for stealth), Wisdom (for perception), and Charisma (for more powerful special abilities) are key abilities for a Night Mask deathbringer.

Hit Die: d6.

ENTRY REQUIREMENTS

Alignment: Any evil.

Skills: Hide 8 ranks, Knowledge (local) 3 ranks, Move Silently 8 ranks.

Feat: Great Fortitude.

Special: Evasion and uncanny dodge class features.

CLASS SKILLS

(8 + Int modifier per level): Balance, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide,

Intimidate, Jump, Knowledge (local), Listen, Move Silently, Open Lock, Perform, Profession, Search, Sense Motive, Sleight of Hand, Spot, Swim, Tumble, Use Magic Device, Use Rope.

CLASS FEATURES

As they increase in level, Night Mask deathbringers gain more of the powers their undead masters possess, increasing their deadliness and skill.

Creature of Darkness (Ex): Animals can sense the death in you, causing them to fear your presence.

As a result, all animals except for bats, rats, and wolves have their initial attitudes moved down one category when you first approach them.

In addition, you take a –2 penalty on all Ride checks due to the beast's inherent nervousness at your presence.

Hesitating Stare (Su): Deathbringers can force their opponents to confront their own mortality with but a glance.

This ability can be activated once per day at any time, even when you are surprised.

You cast a glance at any foe within 30 feet, who must then make a successful Will save (DC 10 + 1/2 your class level + Cha modifier) or be stunned for 1 round.

You can use this ability twice per day at 4th level and higher, three times per day at 7th level and higher, and four times per day at 10th level.

Light Sensitivity (Ex): In sunlight or bright magical light (such as a *daylight* spell), a deathbringer is dazzled.

Spider Climb (Sp): Starting at 1st level, you can act as if you were under the influence of a *spider climb* spell (caster level equals your deathbringer class level).

You can use this ability a number of times per day equal to your Charisma modifier, minimum one.

Feral Senses: At 2nd level, you gain low-light vision—the ability to see twice as far as a human in starlight, moonlight, torchlight, or similar conditions of poor illumination.

You retain the ability to distinguish color and detail under these conditions.

At 7th level, you gain darkvision out to 60 feet.

Speak with Creatures of the Night (Ex): When you reach 3rd level, you can speak with rats, bats, and wolves as if you were under the influence of a *speak with animals* spell. This ability does nothing to affect the attitude of such creatures.

Ghost Step (Su): Once per day starting at 3rd level, you can make yourself invisible for 1 round.

This is a swift action (something you can do as a free action once per round) that does not provoke attacks of opportunity.

You can use this ability twice per day at 6th level and higher, and three times per day at 9th level and higher.

Lesser Blood Bond (Su): One of the deathbringer's most insidious powers, this ability helps you break down the will of her enemies.

To use this ability, a deathbringer of 4th level or higher must get the target to drink three drops of her blood. She can do this by hiding the blood in food or drink, or by pinning the target for 1 round and bleeding directly into his mouth.

Once this condition has been fulfilled, the deathbringer can cause a *charm person* effect to come over the target by speaking directly to him.

The words used are unimportant, only that the deathbringer wills the target to be friendly to him.

The caster level of the effect equals the deathbringer's class level, and the DC to resist the effect equals 10 + the deathbringer's class level + Cha modifier.

You can have a number of outstanding blood bonds, active or not, equal to your Charisma modifier.

Should you exceed this limit, the oldest blood bond becomes inactive.

Sneak Attack (Ex): At 4th level and higher, you deal extra damage when you catch a foe flat-footed or flank a foe, as the rogue class feature described on page 50 of the *Player's Handbook*.

Sneak-attack dice attained from multiple sources stack.

Improved Evasion (Ex): At 5th level, your pseudo-vampiric celerity grants you supernatural reflexes.

You now take no damage on a successful Reflex saving throw against area attacks and half damage on a failed save.

You do not gain the benefit of this ability if you are helpless.

Slippery Mind (Su): When you attain 6th level, your mind is only partly mortal, allowing you to shrug off mental attacks and compulsions more easily than others.

Any time you are affected by an enchantment spell or effect and you fail your saving throw, you can attempt the save again 1 round later at the same DC.

You only get one extra chance to succeed per effect.

Greater Blood Bond (Su): This ability, acquired at 10th level, works just like lesser blood bond, except the target comes under the influence of a *dominate person* spell rather than *charm person*.

A deathbringer can have a number of outstanding blood bonds, active or not, equal to her Charisma modifier.

Should she exceed this limit, the oldest blood bond becomes inactive.

PLAYING A NIGHT MASK DEATHBRINGER

You are a master of night's dark shadows, a deadly whisper whose passing leaves blood and destruction.

Killing and robbing were not enough for you, however; you craved power, and the lords of the Night Masks were willing to share it with you—for a price.

You must serve their wicked ends, and sacrifice a little of your humanity in the process.

You can now come and go as you please, and the secrets of the night are yours to use for whatever purpose stokes the fires of your corrupted mind.

The night is your time; it is when you are at your most confident and most deadly.

Still, your masters expect you to carry out missions in daylight as well, something they themselves are incapable of doing without great risk.

While the sun is deadly to them, to you it is merely an inconvenience.

Still, this minor hindrance is the price of a power that you never could have achieved on your own.

Combat: You prefer to strike from the shadows, where your powers are at their greatest.

Setting ambushes is your tactic of choice, using your ability to speak with inconspicuous creatures and climbing where others might fall.

Open combat does not serve you well, especially under the brightness of the sun.

Your skills are best utilized in quick combat, with your enemy on the ground before he ever knew what hit him.

When combat drags out and surprise tactics are no longer on your side, use skills such as Hide and Tumble as well as

your ghost step ability to leave combat and prepare another ambush.

Leaving your foes bleeding and confused is sometimes better than leaving them dead.

By 4th level you are able to better spring surprise attacks on your foes, using your abilities to become invisible and to see better in conditions of low light.

Since your sneak attack damage does not increase at the same rate as a rogue's, you must rely even more on ambush tactics as your level increases.

For this purpose, you must improve your Bluff and Hide skills, allowing you to attack from the darkness and then retreat there again, even after you have exhausted your uses of ghost step for the day.

At higher levels you can use your hesitating stare to stun opponents, making them vulnerable to your deadly sneak attacks.

Your slippery mind and improved evasion abilities allow you to remain in close combat for longer than you could previously, and your ability to quietly slip out of combat when things turn against you has peaked.

You are still not a combat master, but you can hold your own against almost any single opponent, and you have the tools to leave multiple foes scratching their heads or grasping their bloodied throats.

Advancement: Deathbringers are recruited from among the Night Masks' most shadowy and ambitious operatives.

Taking such rogues into their inner circle accomplishes two goals for the vampires: It keeps the ambitious close to them where they can monitor any treacherous plans, and it gives them loyal operatives who can operate above ground during the daylight hours.

Occasionally a prospect from outside the guild is turned into a deathbringer.

On at least one occasion a rogue who managed to pierce the vampires' inner sanctum was captured and, rather than facing a long, torturous death, agreed to become an agent of the Night Masks.

To become inducted into the deathbringer clan is to know fear and pain as you have never experienced it.

The vampires have a ritual that involves bloodletting, mental domination, and phantasms from the deepest part of the subconscious.

Once this ritual has been completed, a piece of the deathbringer's mortality has been replaced with the horror of living death.

While this experience does not make her an undead creature, she has to live with a measure of the suffering such creatures face.

Once the ritual is complete, the deathbringer is now officially a part of the guild's highest order.

While no special privileges are granted because of this, deathbringers do hold greater weight in the eyes of the guild's leaders.

Most Night Mask operatives will defer to a deathbringer in matters of guild business, and they are often trusted with the most delicate and lucrative jobs.

Unless they are on a mission for one of their vampire lords, deathbringers are granted no rights to petition them for aid or advice.

Sometimes the vampires instruct more experienced deathbringers on how to use their newfound abilities, but most of the time they assume their creations are smart enough to figure things out on their own.

Resources: Night Mask deathbringers work in service to the guild, and they will ask for help whenever necessary. A particularly powerful enemy or dangerous situation might bring a swarm of deathbringers down upon it, usually spelling doom for whoever has warranted such attention.

Information flows freely between the deathbringers, and there is no inherent competition for the attention of their masters.

Of course, some deathbringers are more ambitious than others, but personal rivalries are more often the cause of such conflicts than ambition.

You should seek magic items that increase both your stealth and speed.

A *ring of jumping* allows you to prowl the rooftops, and *shadow armor* makes you effectively invisible against the darkness of night.

Charisma-enhancing items make some of your special abilities even more effective, as well as facilitating access to those you wish to see drink your blood.

NIGHT MASK DEATHBRINGERS IN THE WORLD

Night Mask deathbringers make terrible foes for any group of PCs, because deathbringers can sow seeds of distrust between even the most stalwart companions.

Any characters who are active and successful in or near the city of Westgate will eventually run across a deathbringer, whether they know it or not.

Westgate is the deathbringers' city, and they want to know about any potential threats or allies that come inside its walls.

A deathbringer can even act as a character's first introduction to the Night Masks guild, and potentially bring him inside to work for the guild.

If the PCs are looking for a contact in Westgate's underworld, they could not do much better than one of Orbakh's pseudo-vampiric minions (for more information on Orbakh, see page 41 of *Lords of Darkness*).

Organization: The deathbringers are a special arm of the Night Masks thieves' guild.

Most of the time they are left to their own devices, using their extraordinary powers to further the assets and position of the guild.

Occasionally, the vampires at the center of the guild's power structure command one or more deathbringers to see to an important bit of guild business.

Daytime meetings and ambushes are typical of the missions to be assigned, as are those with more far-reaching goals such as the exploration of a ruin, or contact with an ally outside Westgate or along the Dragon Coast.

The deathbringers are like a plague across Westgate, one that often extends across the Dragonmere into Sembia, and south into Turmish and Amn.

Its individual agents have spread out across the lands that interest the Night Masks and their masters.

One deathbringer, a sorcerer/rogue named Ciodaru Arexis, has risen to such power that he now commands the respect of all the others.

Little do they know that Ciodaru is actually a disguised illithid, working under a special arrangement with Orbakh. Although he is bestowed with no more power than any other deathbringer, his knowledge of the city's power structures and the intrigues he has woven throughout them

means that nothing goes on in the city without his knowledge.

Ciodaru has control of the Purple Lady Festhall, the closest thing to a central meeting hall the guild maintains.

A complex underneath the inn leads to a temple of Talona, where victims, kidnapped from parties at the festhall, are taken for experimentation with new diseases and poisons.

The priests of the temple provide Ciodaru with an elixir that dulls the horror permeating the minds of all those who have undergone the deathbringer transformation; his success is partly attributable to the mental clarity he gets from the elixir, so no one outside of himself, the inn's owner, and the temple priests knows of this secret arrangement.

Westgate has a reputation as a city where anything can be bought for a price.

This atmosphere lends itself extremely well to the Night Masks' business concerns, and even more so for its most shadowy operatives—the deathbringers.

Deathbringers are active day and night, looking for new opportunities to bring wealth and power to the guild.

During the day, most of their activities include scouting locations and talking to their contacts in order to stay current with the new faces in town.

Everything changes in Westgate at night.

The smartest law-abiding citizens stay off the streets, where robbers and worse lurk in every shadow.

Deathbringers swarm from their hidden holes and

hideaways as soon as the sun falls, ready to implement their plans and attack their enemies from the shadows.

The “phantoms of Westgate” are rarely out to simply rob someone of their purse—they stalk likely targets for a blood bond and investigate their background; they track powerful adventurers who have come into town without “registering” with the guild; and they assassinate merchants and nobles who have proven troublesome to their undead masters. Of course, the deathbringers are not without their enemies in Westgate and beyond.

Chief among them are the Five Souls of the Dead, a group of Kelemvorites who are committed to rooting out the vampiric lords of the Night Masks.

Since Orbakh and the Court of Night Masters rarely venture out into the city, the Five Souls have focused their efforts on the bastard creations known as the deathbringers.

The Kelemvorites have already destroyed three deathbringers since coming to Westgate, and they are on the trail of at least two more.

Ciodaru has managed to maneuver them into his sphere so that he can keep tabs on them, but until he is ready to confront them outright, he is forced to impede their information gathering as best he can from the shadows.

NPC REACTIONS

The Night Masks are an accepted, if not welcome, part of the Westgate culture and landscape.

In some parts of town, guild members can talk freely about their association without care, while in others such flaunting is looked down upon.

One thing is for certain, though—the authorities have long since given up trying to control the guild and its activities. Those who find themselves on the guild's good side welcome its members into their establishments, might give them preferential treatment or minor discounts on goods, and won't betray their confidence for too little coin.

Those who find themselves at odds with the guild quickly find that they must hire mercenaries to guard them and their businesses against guild activities.

One might even attract the attention of a deathbringer, at which point all the mercenaries in the world might not be enough protection.

Although they do not identify themselves as anything but ordinary guild thieves, deathbringers have an aura about them that clearly differentiates them from other individuals.

This leads to stronger reactions in both cases, with guild-friendly NPCs being even friendlier toward deathbringers, and those with reason to fear or loathe the guild reacting strongly in the opposite direction.

NIGHTMASK DEATHBRINGER LORE

Characters with Knowledge (local Westgate) can research the deathbringers or the Night Masks.

Investigating a deathbringer by name is certain to pique the guild's curiosity, while trying to find information on the guild itself is certain to warrant a personal visit, possibly from a deathbringer if the inquiring character is powerful or influential.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: “The Night Masks have free rein in Westgate.

They likely already know more about you than you do about them”.

DC 15: “The Night Mask assassins are the greatest in all of Faerûn.

I hear they can either kill you or bring you under their control.

I'm not sure which one's worse”.

DC 20: “There is a group called the Five Souls of the Dead that knows more about the Night Masks than anyone else in the city”.

DC 30: A character with this level of success can find a particular deathbringer, and will also learn that the individual is somehow connected to the city's vampire lords.

NIGHTMASK DEATHBRINGERS IN THE GAME

The deathbringers could be a thorn in your characters' sides for quite some time before being discovered.

If the characters go to Westgate and seek a high-level audience with the Night Masks, a deathbringer would likely be their first contact.

Players who love stealth, assassination, and unusual abilities will be attracted to the deathbringer class for its combination of these elements.

The discovery of new abilities at each level should be enough motivation to keep a character loyal to his vampiric masters, even if he must occasionally make personal sacrifices to them.

Adaptation: The deathbringers fit perfectly into their role as elite agents of Westgate's vampire lords.

They could be former captured adversaries or specially selected lieutenants.

Encounters: Unless the characters have boldly demanded an audience with the lords of the Night Masks (or otherwise caught their attention), their first encounter with a deathbringer is likely to be short and bloody.

If they manage to kill the deathbringer, this act would probably bring the full wrath of the Night Masks upon them very quickly.

TABLE 3-3: THE NIGHT MASK DEATHBRINGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Creature of darkness, hesitating stare 1/day, light sensitivity, <i>spider climb</i>
2nd	+1	+0	+3	+0	Feral senses (low-light vision)
3rd	+2	+1	+3	+1	Speak with creatures of the night, ghost step 1/day
4th	+3	+1	+4	+1	Hesitating stare 2/day, lesser blood bond, sneak attack +1d6
5th	+3	+1	+4	+1	Improved evasion
6th	+4	+2	+5	+2	Slippery mind, ghost step 2/day
7th	+5	+2	+5	+2	Hesitating stare 3/day, feral senses (darkvision)
8th	+6	+2	+6	+2	Sneak attack +2d6
9th	+6	+3	+6	+3	Ghost step 3/day
10th	+7	+3	+7	+3	Hesitating stare 4/day, greater blood bond

SHADE HUNTER

"The return of Netheril can only mean great danger for Faerûn. I must find that which they have come seeking, so that I can use it first."

—Daggerdale Thren, shade hunter

The shade hunter is a breed of adventurer who lives for the thrill of finding lost treasure, defeating ancient traps, and surviving deadly curses laid by the priests of dead gods. Part historian, part loremaster, and part graverobber, these artifact hunters will go anywhere and risk anything to acquire the next big score to add to their hoards.

Netherese artifacts have always held a particular fascination for anyone interested in history and ancient arcana, and the return of the Shadovar and the floating City of Shade above Anauroch has created a frenzy of related activity all across Faerûn.

The recent damage dealt to Shade's *mythal* by five of Faerûn's most powerful mages has caused the city's leaders to seek out ancient stores of Netherese magic in hopes that something will be able to repair it—and opportunistic treasure hunters have not been far behind them.

BECOMING A SHADE HUNTER

Shade hunters come from all backgrounds, but a love of adventure and history as well as a total disregard for personal safety are traits common to them all.

Most hail from the northern regions—the Dalelands, the Western Heartlands, the North, and the Moonsea being most common—around which the ancient empire of Netheril had the most contact and influence.

The freewheeling style of the class, as well as the need for stealth and "technical expertise", best suits rogues and rangers, but occasionally a curious bard will find the lure of undiscovered caches of magic and lore irresistible; other classes find the wide range of skills and knowledge a shade hunter needs to be too demanding.

Intelligence (for skill acquisition and spells), Dexterity (for evading traps), and Wisdom (for following tracks) are key abilities for a shade hunter.

Hit Die: d8.

ENTRY REQUIREMENTS

Alignment: Any evil.

Skills: Climb 4 ranks, Decipher Script 4 ranks, Disable Device 5 ranks, Jump 4 ranks, Knowledge (dungeoneering) 6 ranks, Knowledge (history) 2 ranks, Search 8 ranks, Speak

Language (Netherese), Survival 6 ranks, Use Magic Device 5 ranks.

Feat: Track.

Special: Shades as a favored enemy, trapfinding class feature.

CLASS SKILLS

(8 + Int modifier per level): Balance, Climb, Concentration, Decipher Script, Disable Device, Disguise, Gather Information, Hide, Jump, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (geography), Knowledge (history), Knowledge (local), Listen, Move Silently, Open Lock, Profession, Ride, Search, Spot, Survival, Swim, Tumble, Use Magic Device, Use Rope.

CLASS FEATURES

Shade hunters have become amazingly adept at navigating the dungeons in which the ancient magic of Netheril is often found.

They also develop special techniques for fighting the rightful heirs to this long lost treasure.

Spellcasting: When you take up this class, you gain the ability to cast a number of arcane spells.

To cast a spell, you must have an Intelligence score of 10 + the spell's level.

Your bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + your Intelligence bonus.

When you get 0 spells per day, you gain only the bonus spells you would be entitled to based on your intelligence score for that spell level.

You cast spells just as a sorcerer does.

Upon reaching 6th level, and at every even-numbered level after that, you can choose to learn a new spell in place of one you already know.

The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level shade hunter spell you can cast.

Trap Sense (Ex): Your expertise with dungeons gives you an intuitive sense that alerts you to danger from traps, providing you with a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

These bonuses increase by 1 every other level, up to +5 at 9th level.

Trap sense bonuses gained from multiple sources stack.

Tricks of the Trade (Ex): The experiences and dangers that you have encountered in your travels begin to coalesce into

a practical body of knowledge when you enter the shade hunter class.

This knowledge grants you a bonus equal to your class level that can be used each day to augment ability checks, skill checks, or attack rolls.

The points of bonus do not need to be applied to the same roll, and you can divide them up however you like throughout the day.

You must decide whether or not to use a bonus, and if so how large the bonus will be, before you roll the die.

For example, a 3rd-level shade hunter has a total bonus of +3 to distribute throughout the day.

If he finds himself in mortal combat, he could apply the entire bonus to a single attack roll, hoping to fell his enemy.

Alternatively, he could apply a +1 bonus to an Open Lock check, then another +1 to a Spot check later that day, and his final +1 bonus to a Strength check to dislodge a coffer from its resting place.

Low-Light Vision (Ex): At 2nd level, you gain low-light vision.

If you already have low-light vision, its effective distance is doubled, so you can now see four times as far as a human in conditions of low light.

Sense Ancient Magic (Su): Starting at 2nd level, you can detect the magical aura radiated by items of Netherese creation.

This ability functions like *detect magic*, except that it is always active unless you consciously suppress it, and it can only detect the auras of magic items that have been in the same location for at least one hundred years.

Expert Packer: Starting at 3rd level, you have learned how to get every last bit of utility out of your backpack, belt, and bandoleer.

Reduce the weight of your gear by 10% for purposes of figuring your load.

Sneak Attack (Ex): At 4th level and higher, you deal extra damage when you catch a foe flat-footed or flank a foe, as the rogue class feature described on page 50 of the *Player's Handbook*.

Sneak-attack dice attained from multiple sources stack.

Tools of the Trade: By 4th level, you have picked up so many knickknacks and strange tools on your travels that you've lost track of everything you own.

Once per day, you can "find" any mundane piece of equipment (other than weapons or armor) worth up to 10 gp per class level somewhere on your person, having forgotten completely about it.

When you do so, you must subtract an equivalent amount of gold (or other treasure—gems, jewelry, art, etc.) from your savings.

If you do not have enough gold to cover the cost of the item you want, you might not find the item with this ability.

Darkvision (Ex): At 5th level, you gain darkvision out to 60 feet.

If you already have darkvision, its effective distance extends by an additional 60 feet instead.

Special Ability (Ex): At 6th level, you can choose one of the following rogue special abilities: defensive roll, improved evasion, or skill mastery (see *Player's Handbook* page 51).

Locate Ancient Magic (Su): When you reach 7th level, your ability to sense the lost magic of Netheril has grown stronger.

You can now locate any magic items that have been in the same location for at least one hundred years as if you had cast a *locate object* spell and were familiar with the items in question.

Activating this ability is a standard action, and you can locate multiple auras by concentrating for continuous rounds.

Improved Favored Enemy (Ex): Starting at 8th level, your favored enemy bonuses against shades increase by 2.

No other favored enemy bonuses can be increased with this ability.

Blindsight (Ex): At 10th level your ability to function in the deepest, darkest dungeons grants you the ability to sense your surroundings using every available sensory input.

You gain blindsight out to 30 feet.

SHADE HUNTER SPELL LIST

Shade hunters choose their spells from the following list:

1st—*camouflage*, *delay poison*, *detect snares and pits*, *identify*, *jump*, *longstrider*, *pass without trace*, *read magic*, *surefoot*.

2nd—*bear's endurance*, *bull's strength*, *cat's grace*, *cure moderate wounds*, *detect metals and minerals*, *make whole*, *snare*.

3rd—*continual flame*, *daylight*, *locate object*, *neutralize poison*, *obscure object*, *remove disease*.

4th—*commune with nature*, *dispel magic*, *freedom of movement*, *nondetection*, *remove curse*, *stone shape*.

PLAYING A SHADE HUNTER

You can't wait for the next big score!

The joy that some people feel at the birth of a first child or the kiss of a new bride is yours only when you uncover a stash of Netherese gold or ancient magic.

Even research can be exciting when it's leading you to the "X" on the treasure map, and you'll gladly travel across the continent to hunt down a parchment or tome that has information you need.

The only thing you like better than learning about the things you are passionate about is actually utilizing what you know in the field.

You love the smell of oiled locks and old poison on rusty spikes, and you love the look on your enemies' faces as you snatch the prize right out from under them.

Whatever loot you manage to pry from the cold, dead fingers of its former Netherese owner is added to your hoard, especially if it is an item that can help you on your next foray.

Your adventures cause you to cross paths with shades and other beings from the floating city as well as treasure hunters of all stripes.

You are sometimes willing to work with others as long as you benefit from the transaction, but you worry that revealing too much information might lose you a prize you have so long sought.

Still, your constant run-ins with powerful shades have taught you the wisdom of sharing combat techniques and lore about your common enemy with other shade hunters. Silverymoon, Llorck, and Dagger Falls are popular sites to meet and trade with other treasure hunters, the first for its amazing historical and arcane resources, and the latter two for their proximity to the majority of ancient Netherese lands.

The lands in between are referred to by your colleagues as either the ancient lands or the shadow triangle, depending on their disposition.

Combat: Exploring inevitably brings you face to face with some of the deadliest traps and monsters on the planet—

but you're a researcher and seeker first, and a fighter second.

You are at your best when attacking from an ambush, which means you must be ready for your enemies when they come.

Keen senses help you, but preparation is the key to your survival.

You have researched the areas into which you travel, and you always pack a surprise or two for the region's deadliest denizens.

When sneaking and ambush don't work, you are still fairly proficient with bow and blade, at least enough to cover your retreat or to find the right method of attack.

When you travel without companions, it's best to hire some outside muscle to help carry the spoils of your search as well as help you stay alive.

Your sneak attack ability makes it that much more effective for you to fight in a group, and such tactics help spread out the damage your foes can cause.

As an inveterate traveler and explorer, you have run across a wide variety of weapons and tools created to help defend oneself from harm.

Quirky items such as thunderstones and tanglefoot bags can provide not-so-obvious solutions to tough problems, including creatures that are determined to keep a Netherese hoard intact for another thousand years.

You find a new use for an old item just about every time you enter a dungeon, and cataloging these tricks has helped you survive your dangerous occupation.

Your fighting abilities suffer the most for your studies, and the more knowledgeable you become about Netherese history and the dungeons where it can be found, the less formidable you are with your sword.

Against incredibly powerful foes (except for shades, which you excel at fighting) it is even more important to strike first from the shadows and flee before suffering retaliation. You've accumulated quite a bag of tricks, and you shouldn't be afraid to use its contents to escape from a desperate situation.

Traveling with allies at this point becomes almost a necessity—unless you have enough gold to hire the most loyal followers money can buy.

Advancement: Scholars and adventurers from all across Faerûn travel to the lands surrounding Anauroch to research and seek out the ancient mysteries of Netheril. Anyone who grew up in those regions, however, has heard the local tales and legends of the fallen Netherese almost from the time that they are born.

It is not hard for the ancient empire to get under one's skin, with this fascination—or obsession—perhaps even leading to a career devoted to unearthing its secrets.

Some take the path of scholar, attending the finest schools of Waterdeep and Silverymoon, while others set out at the first opportunity to carve adventure from the remnants of a dead society.

Those who do quickly find that they are not alone in their pursuit of Netheril's artifacts and legacy.

At some point in time, every shade hunter is drawn to leave his books to experience firsthand the majesty of Netheril—inevitably leading to confrontations with shades and other explorers who are seeking the same things.

The Shadovar are particularly possessive over what they consider their rightful legacy, and will attempt to destroy anyone who stands in their way.

This fact leads many treasure hunters to practice techniques to help them combat the shades and their mighty powers, the pursuit of which is not far off from their normal studies.

Most shade hunters acquire and commission strange tools and equipment based on their experiences in the field, but no matter how much a shade hunter can learn from books and teachers, Netheril's trapmakers and arcanists still have a few surprises left for those who would seek their ancient knowledge.

It can be difficult for a shade hunter to limit his studies to the essentials, since he finds so many skills and talents necessary for survival.

His tricks of the trade ability allows him to spread his skill points around a little more than a dedicated rogue or ranger, because he has a pool of available bonus points to make up for a deficiency in ranks.

Since he relies on skills as an integral part of his activities, even combat, it can be a good idea to use feats to bolster these skills.

Feats that grant bonuses to multiple skills are best, for the reasons stated above.

Feats that help him avoid combat and damage, such as Dodge and Mobility, are almost always preferable to those that increase his combat capabilities.

Resources: Resourcefulness is a hallmark of shade hunters, and they seem to have contacts in every city from Waterdeep to Hillsfar.

They can sometimes get information or advice from fellow shade hunters, or from local rangers who don't mind seeing the Shadovar take a hit.

Real information about possible hoards, Shadovar dig sites, and other related info are guarded by shade hunters, however, and will rarely if ever be traded or given up without significant persuasion.

It is considered good etiquette to share general tips about dungeoneering, however.

New and useful tools are described or displayed, and might even be loaned for copying from time to time.

Techniques for climbing, bypassing traps, and stalking monsters are also good conversation between shade hunters, even ones that consider themselves rivals.

With their focus on lost magic, it is no wonder that shade hunters employ quite a bit of magic themselves.

Items that aid stealth such as *cloaks of elvenkind* and *rings of invisibility* are popular, as are those that allow for a quick getaway in times of trouble.

Boots of striding and springing are almost an essential tool, allowing for quick movement and providing the ability to jump over chasms, pit traps, and other obstacles.

SHADE HUNTERS IN THE WORLD

Shade hunters travel the northern reaches of Faerûn in search of artifacts and lore from the ancient civilization of Netheril.

They regularly interact with remnants of the most magical society the world has ever seen, and often spread this knowledge, intentionally or not, to Faerûn's living mages. They provide a convenient foil to the shades, who are now scouring their ancestral lands for magic that will help them reestablish the Netherese empire and make the lands inhabitable again.

Although they might be doing the countries of Faerûn a favor by denying power to the shades, their motives fall well short of being altruistic.

Most shade hunters believe that the Shadovar have returned for a purpose, and they want to find out why so they can wield the power first.

Organization: Shade hunters are a diverse and independent lot.

When they are doing research or training in a city, they are likely to help one another and pass along information not directly related to a recent find.

There is a camaraderie between them born of their mutual fascination with history, Netherese lore, and the thrill of the hunt.

They tend to frequent the same haunts in cities across Faerûn, from libraries in Silverymoon to taverns in Waterdeep and brothels and thieves' guilds in Mulmaster.

They hope to pick up some tidbit of information from fellow shade hunters—even if they aren't forthcoming about their recent activities, a glimpse of a book paged through or map examined might provide valuable clues.

As the nights wear on, they gather to drink and share stories and lore.

Even bitter rivals engage in these sorts of meets, although their storytelling is often competitive or meant to dredge up the failures and embarrassments their rivals have suffered in the past.

Aside from doing research and swapping stories in taverns, shade hunters busy themselves preparing for the inevitable journeys that will, they hope, lead them to the riches of Netheril.

If other shade hunters or treasure seekers know a shade hunter is preparing to leave, that individual must often take precautions against being followed.

A favorite tactic of the half-elf Cantius Valer is to hire a lookalike to leave town the day before he sets out, causing would-be trackers to head in the opposite direction while he leaves town undetected, usually under cover of night.

Once a shade hunter sets out, he doesn't turn back for any reason other than to save his hide.

He will stay in the field for as long as necessary, turning over every stone in search of the secret hoard he knows is there.

When he finds a hoard that has already been claimed or runs into a shade dig site, a shade hunter acts proactively to recover the treasure he believes is rightly his.

He will use guerrilla tactics against a dig site, attempting to disrupt the operation enough to drive the shades away.

If fresh tracks lead away from a site, a shade hunter will follow them and ambush those who beat him to the punch.

As in all situations, however, should things turn sour, retreat is an easy option.

NPC REACTIONS

It's hard to miss a group of adventurers coming into town—they spend gold like water, usually make a mess of the place, and have a penchant for uncovering trouble where there was none before.

Shade hunters are no different, although they tend to look for trouble outside town rather than in the middle of it.

Still, they are a sight to see, with their overstuffed backpacks and jangling bandoleers, and they always bring interesting tales and items to delight children and tavern patrons alike.

Shade hunters are often seen as aloof and distracted because they are often lost in thought about a recent exploit or future endeavor.

They are often excellent storytellers, however, and have picked up a millennium's worth of legends to recount. Shades, obviously, have a very strong dislike of shade hunters.

Rival artifact hunters and treasure seekers can be jealous at times, but all such individuals share a kinship that allows them to overcome petty rivalries quite easily.

Merchants and arcanists love shade hunters for the stories and strange objects they bring back from their adventures, but town leaders often fear the evil that such explorers often dredge up in their wake.

More than once, a shade hunter has unwittingly unleashed some demon or other trapped terror, only to skip town before he even realizes what devastation he has caused.

SHADE HUNTER LORE

Characters with ranks in Knowledge (local Anauroch, Dalelands, High Forest, the North, Shadovar, Silver Marches, or Western Heartlands) can research Netheril and the shade hunters.

A character with contacts among any adventuring shades can get quite a bit of information, and asking around at libraries and arcane shops can prove fruitful as well.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "Treasure hunters come through here all the time. Give the inn down the road a try; the tavernkeeper used to be one himself".

DC 15: "They don't so much as hate the shades as they want their power.

Find a shade dig site, and you'll find a shade hunter lurking nearby".

DC 20: The character hears about a shade hunter that has been in town for some time preparing for a journey, or they are put on the trail of one who left not too long ago.

DC 30: At this point the character gains information about specific shade hunters, shade operatives who might be seeking to assassinate a hunter, or even uncover a hidden cache of equipment, maps, and plans that was left behind by a shade hunter who never returned from his last journey.

SHADE HUNTERS IN THE GAME

Shade hunters can be anywhere you want them, even outside the normal areas of exploration.

After all, the sources of ancient Netherese lore are not confined to the northern regions, they are just concentrated there.

Shade hunters can be used as an excellent source of knowledge and lore, and might even lead characters to old dungeons that have long since been "cleared of anything of interest".

These dungeon experts can play the role of mentor to a rogue, ranger, or even a bard, and can provide specialized equipment from all over the world.

Whether used as a mentor, a sage, or a fence, a shade hunter is a fun and intriguing personality to interact with.

Players who enjoy the challenge of dungeons filled with traps and gold will enjoy playing a shade hunter, as will those who crave the power of ancient Netheril.

Those who prefer skill use to combat will be well served by the class as well.

Adaptation: Shade hunters could be hunting the descendants and magic of any lost empire in your world.

Encounters: Shade hunters generally shy away from combat unless they are trapped or their enemy has a treasure they covet. When they do fight, they are liable to call upon all sorts of dirty tricks in order to win the day.

TABLE 3-4: THE SHADE HUNTER

	Base Attack	Fort	Ref	Will	Special
Level	Bonus	Save	Save	Save	
1st	+0	+2	+2	+0	Trap sense +1, tricks of the trade
2nd	+1	+3	+3	+0	Low-light vision, sense ancient magic
3rd	+2	+3	+3	+1	Trap sense +2, expert packer
4th	+3	+4	+4	+1	Sneak attack +1d6, tools of the trade
5th	+3	+4	+4	+1	Trap sense +3, darkvision 60 ft.
6th	+4	+5	+5	+2	Special ability
7th	+5	+5	+5	+2	Trap sense +4, locate ancient magic
8th	+6	+6	+6	+2	Sneak attack +2d6, improved favored enemy
9th	+6	+6	+6	+3	Trap sense +5
10th	+7	+7	+7	+3	Blindsight 30 ft.

THAYAN GLADIATOR

"I've wielded every weapon man and dwarf have invented, but nothing compares to these."

—Elak, minotaur gladiator, while cleaning the gore of his last opponent off his horns

Popular and skillful gladiators fill the arenas of Faerûn from Calimshan to the Dragon Coast, but the brutal Thayan gladiators are the best of the best.

Thayans see the misery of humans day in and day out, so they demand more out of their entertainment.

The slave pits of the Red Wizards and the tharchions (the civil rulers in Thay) are filled with monsters and humanoids from around the realms—the sharper the claws and the longer the horns, the better.

Minotaurs and lizardfolk from the Thayan plateau, yuan-ti from the Jungles of Chult, wemics and gnolls from the Shaar—all of these creatures fight in the arenas of Thay's cities.

The greatest and most vicious of these fighters are sometimes pulled out of the pits to serve a Red Wizard or other powerful master; the weak are left to fight and die.

BECOMING A THAYAN GLADIATOR

Thayan gladiators are taken from all over Faerûn by slavers who know the captives will fetch a high price on the plateau.

Some, however, enter the gladiatorial contests voluntarily, either to avoid work they find frustrating or demeaning or to attempt to win a better life as a Red Wizard's guard or an adventurer.

For creatures of a more savage nature, the arena might be the only place where they can revel in their true nature without being killed on the spot for their transgressions.

Most gladiators are fighters or barbarians, although a few levels in rogue can grant additional mobility and teach them dirty tricks.

Strength (for brutalizing opponents), Dexterity (for avoiding blows), and Constitution (for withstanding assaults) are key abilities for a Thayan gladiator.

Hit Die: d12.

ENTRY REQUIREMENTS

Alignment: Any evil.

Base Attack Bonus: +5.

Feats: Toughness, Weapon Focus (natural weapon).

Special: Must possess at least one natural weapon.

Special: Must undergo a ritual developed by the Zulkir of Transmutation that grants the class its abilities.

CLASS SKILLS

(2 + Int modifier per level): Bluff, Climb, Intimidate, Jump, Sense Motive, Spot.

CLASS FEATURES

Thayan gladiators train to kill quickly and efficiently with their natural weapons.

Improved Natural Attack: When you enter this class, choose one of your natural weapons to gain the benefits of the Improved Natural Attack feat.

The natural weapon you choose is affected by the rest of the abilities you gain through advancing in this class.

Study Opponent (Ex): You prefer to circle your opponents before engaging them in melee, searching them for weaknesses and noting the way their bodies move.

You can study any opponent within 30 feet as a standard action for a number of rounds equal to your Wisdom modifier (minimum 1 round).

For each round you study, you gain a +1 bonus on attack rolls and AC during the round that you first engage them in melee combat.

Improved Critical: At 2nd level, your improved natural attack gains the benefit of the Improved Critical feat.

Natural Armor: Beginning at 2nd level, your natural armor improves by 1 point to help you withstand the awesome blows of your gladiatorial opponents.

At 5th and 8th levels, your natural armor improves by an additional point.

Stunning Critical (Ex): Starting at 3rd level, any time you make a successful critical hit with your chosen natural weapon, your enemy must succeed on a Fortitude save (DC 15 + your Str modifier) or be stunned for 1 round.

Silver Strike (Ex): At 3rd level, attacks from your chosen natural weapon overcome damage reduction as if they were silvered weapons.

Natural Weapon Focus (Ex): At 4th level, you gain the ability to make an additional strike at a –5 penalty with your chosen natural weapon when you use a full attack action.

Imbue Natural Weapon (Su): At 5th level, your chosen natural weapon gains a special ability as if it were a magic weapon.

Choose one special ability from the following list and apply it to your natural weapon(s): flaming, frost, ghost touch, shock, or thundering.

At 10th level, the ritual you underwent upon becoming a Thayan gladiator grants you a final power from the following list to apply to your chosen natural weapon: anarchic*, axiomatic*, disruption, flaming burst, icy burst, shocking burst, speed**, unholy, or wounding.

* In order to choose one of these, the Thayan gladiator's alignment must match the appropriate ability (the character must be chaotic to choose anarchic or lawful to choose axiomatic).

** The effect of this ability stacks with the additional attack gained from the natural weapon focus ability (see above).

Adamantine Strike (Ex): At 6th level, attacks from your chosen natural weapon overcome damage reduction as if they were adamantine weapons.

Savage Strike (Ex): At 7th level, the critical multiplier for your chosen natural weapon increases by one. Thus, if you had a critical multiplier of $\times 2$, it would become $\times 3$; if it was already $\times 3$, it becomes $\times 4$.

Natural Weapon Mastery (Ex): Starting at 8th level, the extra attack you gain from natural weapon focus is at your highest base attack bonus.

Magic Strike (Ex): At 9th level and higher, attacks from your chosen natural weapon overcome damage reduction as if they were magic weapons.

PLAYING A THAYAN GLADIATOR

You have become a finely honed killing machine, spraying the blood of your opponents across the dirt floors of arenas from Eltabbar to Surthay.

Not surprisingly, you want to escape slavery—it chafes at you as roughly as the collar they place around your neck—but as long as you are someone else's property, you might as well enjoy it as best you can.

Occasionally one of your comrades gets his freedom, or as close to it as you could dream, and this hope gives you the strength you need to fend off the vicious creatures they pit you against when Arena Day rolls around.

Your master also uses you as a political and social weapon, since a successful gladiatorial stable can open many doors in Thayan society—and bankrupt rival owners as well.

Regardless, the attention is good, and occasionally you are invited to leave the pits and mingle with the men in red. They show you off like a trophy, and marvel at the cold stare that you give them as they analyze your flesh and bone.

Losing in the pits means death, and that is a fate you are not ready to accept.

Your ultimate goal is escape, or at least to be set free from the pits to once again taste the open air.

The most successful gladiators become the personal guard of the red-clad wizards and scheming bureaucrats who own the fighting stables.

You have learned to either love or hate the one who owns you, and while the latter emotion might be more satisfying, it is the former that leads to freedom.

You look up at the minotaur guardian in the Red Wizard's box, as he looks down on the pits where he once fought, and you dream that one day it could be you up there in his place.

Combat: You cut a more imposing figure on the battlefield than an average member of your race.

You are larger, stronger, and faster than most, and your natural weapons have developed into intimidating tools that frighten your opponents.

Ranged combat is not your forte, although you are not quick to close with an enemy that might have an advantage on you.

You prefer to circle for a bit first, gauging your opponent's strengths and, more important, his weaknesses.

Once you enter combat, you do not break off.

You look for the quickest way to get your hands around your opponent's throat, to claw, bite, or gore him until he cannot rise from the arena floor.

You do not always fight alone in the arena, and you can appreciate the benefits of having an ally at your side.

If you are a rogue, you should look to maximize your sneak attack opportunities by pouring skill points into Tumble, allowing you to more easily flank opponents when a friend is nearby.

Focusing all your attacks on a single opponent allows you to minimize the dangers you face in the arena.

Power Attack and Weapon Specialization help you in this regard, while Cleave can grant you extra attacks when you most need them.

One thing you have learned in the arena, however, is never to turn your back on your friends; they might just be waiting for the opportunity to settle an old score.

As your skills peak, you are able to make powerful strikes that stun opponents who, because they pose no threat, allow you to focus your attention elsewhere—perhaps at the yuan-ti attempting to turn your flank.

Just don't get caught between two enraged opponents, or your fighting days will quickly come to a bloody end.

Advancement: Thayan gladiators are taken from all across Faerûn and brought to the plateau to be used as slaves.

They might not make it into the pits directly, being used for physical labor or muscle for a while before being sent to train as a gladiator.

In some cases it is the savage nature of a slave that forces his master to keep him in the dungeons.

Once there, the gladiator is put in a cage, sometimes with creatures of the same race, depending on their temperament.

This is where he stays until his first Arena Day, when the gladiators are armed as their masters see fit and sent out to fight.

This day, called the "bleeding", is an important one for the gladiators, although most do not know it.

Those who survive their bleeding are given their own cells and offered equipment and training facilities.

The quality and nature of such boons varies from arena to arena, and owners can provide supplemental equipment to their fighters as they desire.

Some owners prefer to fully equip their fighters, providing whatever weapons and armor they need to win the day on the arena floor.

These are the most competitive owners, often politically motivated tarchions or successful merchants with leadership aspirations.

They want to see their stable of fighters triumph over all comers, and often wager large amounts of gold, magic, or favors on the outcome of the battles.

Gladiators with a generous master are in a tricky situation—the more successful they are, the more lavish the gifts are likely to be, but the chances for freedom under these circumstances diminish with each victory.

Once you start down the path of the Thayan gladiator, there is no turning back.

The training you undergo turns your body into a weapon more deadly than any sword, spear, or axe.

You can never be disarmed, and you no longer rely on the craftsmanship and magic of others to increase your power.

You can enchant your body in ways that no others can—and in a land ruled by powerful wizards, that can make you more valuable than gold.

Resources: As mentioned, a slave's owner often provides him with the necessary tools to be successful in the arenas. This is doubly true for those gladiators who have been withdrawn from the fights to serve their masters elsewhere; a tharchion or Red Wizard using a gladiator as a bodyguard or loyal treasure seeker has every reason to make sure such servants are well equipped.

Nearly any mundane item will be readily available to you should you require it, and magical goods can be procured with little trouble.

Thay is a land of magicians and merchants, brimming with anything an adventurer might need.

Your natural weaponry is sufficient to overcome almost any enemy, so when you seek out magic items you should look for protective items such as magical armor or *amulets of natural armor*.

A *cloak of displacement* or *ring of blur* is a good investment that can keep you safe from enemies with even more fearsome physical attacks than your own, although you don't encounter such foes very often.

There is generally little time for potions in your line of work, but having a healing potion or two handy for times when arena medics can't get to you will be to your advantage.

THAYAN GLADIATORS IN THE WORLD

Thayan gladiators are among the most fearsome bodyguards and adventurers in Faerûn.

They have been conditioned to serve their masters faithfully and to enjoy the art of combat to an almost sadistic point.

When not fighting in the pits of Thay, they can be found accompanying Red Wizards and other important Thayan luminaries both inside their country as well as on trips to cities far and wide.

When a Red Wizard is assigned to a distant enclave, he often takes some or all of his gladiators, for personal safety and to present an intimidating front to any who would think of attacking the enclave.

Organization: Gladiatorial contests are among the most popular entertainments in Thay.

The downtrodden population never passes up a chance to watch even more aggrieved souls battle each other in the pits.

The games also offer those with less power than a zulkir and less influence than a tharchion an opportunity to compete in the politics of Thay.

An apprentice red wizard or merchant can actually elevate his status by building a successful stable of fighters and then wagering on the outcome of the fights.

Of course, the tharchions still have an advantage in these dealings—they control the nature of each fight, and can introduce elements to tip the advantage in their favor. Such underhanded tactics are a time-honored tradition in Thay, and no competitor begrudges his host these little games.

Gladiators who are incredibly successful, or who show a determined will above and beyond their fellows, are often chosen by the zulkirs to be the recipients of magical experiments designed to improve their prowess inside the arena.

Their strong bodies and weak minds are a perfect combination for the arcane rituals performed by the Red Wizards.

Indeed, some of the rituals created ages ago by Druxus Rhym, the zulkir of Transmutation, to bestow upon the first Thayan gladiator his amazing powers, are still in use. Ever since that time, the most successful gladiatorial stables have paid for their most promising fighters to undergo the ritual that will (hopefully) allow them to grow into fearsome beasts.

When they are first captured, potential gladiators are beaten, told they will be killed, and generally mistreated. Those that are not shaken by this initiation are the most apt to survive.

Once he has proven himself in the arena, however, things change quite rapidly—he is moved to a private cell and given food, water, and the opportunity to bathe and dress his wounds.

Most gladiatorial stables have their own healers, and while many of these are not clerics, their skills keep the gladiators fresh and healthy for the next fight.

Gladiators that do not show signs of rebelliousness are often granted access to weapons and armor as well.

In their down time, the gladiators that aren't caged up mill about underneath the arena, either training or spending leisure time with cards, dice, and other games.

Friendships among gladiators are rare, however, since they could be pitted against one another at any time.

One enterprising merchant named Varouk Pital uses the arena as a method to train treasure hunters, who he sends out after rumored artifacts and valuables.

He treats his gladiators well, so that when he offers them their freedom they will work for him with no hard feelings.

So far his gambit has been successful, and he hasn't had to defend himself against a grudge-holding slave.

His mercantile interests have more than doubled since he started participating in the games, and this bounty is well defended by his stable of former gladiators.

That's not to say he hasn't lost any valuables along the way—some of his fighters never return, and entire groups have been lost to traps and monsters while searching for lost gold.

NPC REACTIONS

The common folk of Thay love to either cheer or jeer the Thayan gladiators.

On the one hand, they are seemingly in even a worse position than the craftsmen and laborers that fill the stands. The gladiators are fighting for their lives on an almost daily basis, and most of them are beasts to begin with.

On the other hand, gladiators are a source of amusement for those who rarely find any joy in their everyday lives. Some of the gladiators and stables decorate themselves and their equipment with bright colors, feathers, or other distinctive garb, allowing spectators to wager on their favorite team or fighters.

When they are encountered outside the arena—a rarity unless they are free—gladiators are typically greeted by awe and fear.

Sometimes a stable will be paraded through town on its way into the arena, and on the way out again if they were particularly victorious.

During these parades the crowd often throws either rotten fruit or tokens of respect at the gladiators, who are either

chained together or visible in barred cages atop horse-drawn carts.

A rival stable might attempt to assassinate gladiators during these parades; when this happens, the streets are littered with the bodies of those who were caught in the storm of swords, claws, and blood.

THAYAN GLADIATOR LORE

Characters with Knowledge (local Thay) can research the Thayan gladiators and the arenas they fight in.

They can get basic information of the fights from fans by combing the streets and taverns, while more detailed information will have to come from a gladiator or the owner of a stable.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: "The gladiators are the most privileged (poorest) class of slaves in Thay.

They get treated the best (worst), have the most (least) freedom, and often (never) win their freedom".

DC 15: "There is more than meets the eye to the gladiators. Their owners use them to settle feuds, curry favor, and gain the upper hand in the constant political maneuverings that are a part of the daily life of Thay".

DC 20: The character learns of a secret entrance to the arena dungeons, or learns the location of an upcoming secret meeting between free gladiators.

DC 30: A character who tracks down this much information about the local gladiatorial scene could learn of a plot by the local tharchion to kill a hated rival's prized gladiator, a planned breakout that could cause the deaths of dozens of innocents, or the secret identity of a Harper agent that has infiltrated the ranks of a red wizard's stable.

THAYAN GLADIATORS IN THE GAME

The characters could be visiting a Thayan city on Arena Day, or be there to see a parade of gladiators come into or leave the city.

The characters might be contacted by one of a gladiator's comrades, who needs help to spring the fighter from the dungeons, or an escaped gladiator might look to join up with a party that can successfully smuggle him out of Thay before he is tracked down.

Players who like monstrous characters will particularly enjoy this class, since it allows them to take their character's natural advantages and make them more powerful and interesting.

The ability to add weapon qualities to natural attacks offers the chance to make a unique PC that will be remembered long after the campaign is over.

Adaptation: Any world with monstrous characters and an oppressive society with gladiatorial games could have developed the rituals to make their fighters more impressive and exciting.

It helps if the society in question can tolerate free monstrous humanoids wandering the streets and serving as bodyguards and enforcers.

Encounters: Thayan gladiators are not trusting, and they intimidate others to get what they want.

Meeting a band of stalwart adventurers that refuse to take any lip from the gladiator might be enough to provoke combat—or a respectful interest.

TABLE 3–5: THE THAYAN GLADIATOR

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Improved natural attack, study opponent
2nd	+2	+3	+0	+0	Improved critical, natural armor +1
3rd	+3	+3	+1	+1	Stunning critical, silver strike
4th	+4	+4	+1	+1	Natural weapon focus
5th	+5	+4	+1	+1	Imbue natural weapon, natural armor +2
6th	+6	+5	+2	+2	Adamantine strike
7th	+7	+5	+2	+2	Savage strike
8th	+8	+6	+2	+2	Natural armor +3, natural weapon mastery
9th	+9	+6	+3	+3	Magic strike
10th	+10	+7	+3	+3	Imbue natural weapon

THRALL OF ELTAB

The thrall of Eltab has embraced the dark legacies of ancient Narfell.

He works to bring the lands once claimed by the Nentyarch of Narfell under the rule of Eltab, in hopes of achieving a position of some power as the demon lord's lieutenant.

Thralls of Eltab often work in small groups, usually led by a demon the group has found and liberated from a binding dating back to the waning days of Narfell.

A few thralls of Eltab are solitary individuals, traitors within an organization hated by Eltab who seek to betray their fellows for personal gain.

More than a few Red Wizard conjurers have heeded the whispers of Eltab and serve as the demon lord's eyes and ears within the ruling hierarchy of Thay.

BECOMING A THRALL OF ELTAB

Clerics and thaumaturgists are most commonly found as thralls of Eltab, for their spells lend themselves toward working with demons, unlike Nar demonbinders, sorcerers, and wizards, whose spells lean toward binding and commanding demons, a practice Eltab detests. Barbarians, blackguards, fighters, rangers, and rogues also make good thralls of Eltab, for their combat abilities blend naturally with the abilities of this class.

Hit Die: d8.

ENTRY REQUIREMENTS

Alignment: Chaotic evil.

Language: Abyssal.

Skills: Knowledge (arcana) 4 ranks, Knowledge (the planes) 8 ranks.

Feats: Deformity (Clawed Hands), Thrall to Demon, Willing Deformity.

Special: Must have released a bound or otherwise imprisoned demon without demanding any assurances or anything in return.

CLASS SKILLS

(4 + Int Modifier): Bluff, Climb, Concentration, Craft, Diplomacy, Hide, Intimidate, Jump, Knowledge (all skills,

taken individually), Listen, Move Silently, Profession, Search, Sense Motive, Spot, Swim, Use Rope.

CLASS FEATURES

All the following are class features of the thrall of Eltab prestige class.

Weapon and Armor Proficiency: A thrall of Eltab is proficient with all simple and martial weapons, with all types of armor, and with shields.

Bonus Feat or Spells: When a thrall of Eltab attains 1st, 4th, 7th, and 10th level, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class, or else he gains a bonus feat of his choice.

If the thrall chooses +1 spellcasting level, he does not gain any other benefit a character of that class would have gained.

This essentially means that he adds the new level to the level of whatever other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before he became a thrall of Eltab, he must decide to which class he adds the level for purposes of determining spells per day.

A thrall of Eltab is free to choose the bonus feat at one opportunity and the spellcasting level the next time the decision arises, or vice versa.

Characters who are not spellcasters must choose the bonus feat.

Bone Spurs (Ex): A 1st-level thrall of Eltab gains a profusion of sharp bone spurs emerging from his skull, which provide a gore attack.

If the thrall does not already have this attack form, use the appropriate damage value from the table below.

Size	Damage	Size	Damage
Fine	—	Large	1d8
Diminutive	1	Huge	2d6
Tiny	1d2	Gargantuan	2d8
Small	1d4	Colossal	4d6
Medium	1d6		

Creatures that have other kinds of gore attacks retain their old damage values or use the appropriate value from the table below, whichever is better.

Scaly Flesh (Ex): A 1st-level thrall of Eltab gains dark red, scaly flesh, which provides a +1 natural armor bonus.

At every three levels beyond 1st (4th, 7th, and 10th), this bonus increases by 1.

The bonus from scaly flesh stacks with that of natural armor derived from creature type (if the thrall of Eltab is a lizardfolk or troglodyte, for example), but not from magical sources such as an *amulet of natural armor*.

Touch of Fear (Sp): Three times per day, a 2nd-level thrall of Eltab can produce an effect identical to that of the *cause fear* spell cast by a 10th-level caster.

Burrow (Ex): A 3rd-level thrall of Eltab can burrow at a speed of 10 feet.

If the creature can already burrow, this speed does not stack.

Summon Demon (Sp): A 5th-level thrall of Eltab can summon a demon of 5 HD or less once per day.

This functions as a summon monster spell cast by a 15th-level caster.

Once per day, a 9th-level thrall of Eltab can summon a demon of 10 HD or less.

Demoncyst Jump (Sp): Once per day, a 6th-level thrall of Eltab can produce an effect identical to that of a *teleport* spell cast by a 10th-level caster.

This ability can be employed only within a demoncyst, and the target must lie within another demoncyst.

Off-target results arrive in the desired demoncyst, but not at the desired location.

Similar area results lead to a randomly chosen demoncyst, somewhere in eastern Faerûn.

Mishaps deposit the thrall of Eltab on the 248th layer of the Abyss.

Death Gaze (Su): At 10th level, a thrall of Eltab gains a gaze attack: death, 30 feet, Fortitude DC 10 + thrall's class level + thrall's Cha bonus negates.

The save is Charisma-based.

If the target fails its save, it dies.

TABLE 7—1: THE THRALL OF ELTAB

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Feat or Spells
1st	+1	+2	+0	+0	Bone spurs, scaly flesh +1	Bonus feat or +1 level of existing spellcasting class
2nd	+2	+3	+0	+0	<i>Touch of fear</i>	—
3rd	+3	+3	+1	+1	Burrow	—
4th	+4	+4	+1	+1	Scaly flesh +2	Bonus feat or +1 level of existing spellcasting class
5th	+5	+4	+1	+1	<i>Summon minor demon</i>	—
6th	+6	+5	+2	+2	<i>Demoncyst jump</i>	—
7th	+7	+5	+2	+2	Scaly flesh +3	Bonus feat or +1 level of existing spellcasting class
8th	+8	+6	+2	+2	Immunity to electricity	—
9th	+9	+6	+3	+3	<i>Summon major demon</i>	—
10th	+10	+7	+3	+3	<i>Death gaze</i> , scaly flesh +4	Bonus feat or +1 level of existing spellcasting class

VENGEANCE KNIGHT

"You've crossed my employers, and I'm here to make you pay."

—Kade Steele of Athkatla, a vengeance knight
Vengeance knights roam the Lands of Intrigue in search of those who have committed acts of treachery against their employers, the Knights of the Shield.

As a vengeance knight, you are a master of steel, as comfortable in your heavy plate armor as others are in courtly vestments or adventuring clothes. The sword is your weapon of choice, and you use it well to intimidate and eliminate the enemies of the Knights. Vengeance knights often wear fearsome helmets or emblazon their armor with symbols that strike fear into the hearts of their enemies before steel is even drawn.

BECOMING A VENGEANCE KNIGHT

Vengeance knights are specially trained warriors who have pledged their service to the Knights of the Shield, a group of politicians and merchants with influence in governments from Athkatla to Calimport.

They are a special breed of enforcers used by the organization to cow their enemies into compliance. Fighters most often become vengeance knights, but blackguards and former paladins also make good fits because of their heavy armor use, horsemanship, and martial prowess.

Strength (for melee combat), Constitution (for staying power), and Charisma (for intimidation) are key abilities for a vengeance knight.

Hit Die: d10.

ENTRY REQUIREMENTS

Alignment: Lawful evil, lawful neutral, or neutral evil.

Base Attack Bonus: +5.

Skills: Intimidate 6 ranks, Ride 4 ranks, Sense Motive 2 ranks.

Feats: Iron Will, Weapon Focus (any sword).

Special: Proficiency with heavy armor and heavy shields.

CLASS SKILLS

(2 + Int modifier per level): Climb, Craft, Gather Information, Intimidate, Jump, Knowledge (local), Ride, Search, Sense Motive, Spot.

CLASS FEATURES

As they increase in level, vengeance knights become more and more effective in the use of their armor and in dealing damage to those who have hurt them.

Armor Training (Ex): As a vengeance knight, you always wear the heaviest armor available to you, and thus you learn to wear it more effectively through training.

Your armor check penalty imposed by heavy armor and shields for all skills except Swim is reduced by 1, and you can don your armor as if you had help (although you still require a servant to help you don half-plate or full plate).

At 6th level, your armor check penalty for armor is reduced by 3, and you can make a DC 15 Constitution check to avoid being fatigued from sleeping in your armor.

In addition, you take only half the normal movement penalty for wearing heavy armor.

At 10th level, you have truly mastered the art of wearing heavy armor.

You can now sleep in your armor without penalty, and your armor check penalties for armor are reduced by 5.

In addition, you can don half-plate or plate mail without assistance, although it takes twice the indicated time.

Bringer of Vengeance (Ex): As an agent for the Knights of the Shield, you are often called upon to avenge some slight or to send a message to an enemy of the organization.

Whenever you have a specific target, you gain the indicated bonus on Intimidate, Search, Sense Motive, and Spot checks when using these skills against your target.

In addition, you gain the indicated bonus on all attack rolls and damage rolls against the target.

Counterstrike (Ex): Vengeance knights visit pain upon those who would hurt them.

As a result, you gain the indicated bonus on all melee attack rolls and damage rolls against any creature that damaged you in the previous round.

This bonus stacks with that from your bringer of vengeance ability.

Improved Shield Bash: At 2nd level, you gain the Improved Shield Bash feat, even if you do not meet the prerequisites.

Bonus Feat: At 3rd and 9th levels, you can choose a bonus feat from the fighter's bonus feat list.

Arcane Backlash (Su): Any time you successfully save against any arcane spell when you are the spell's only target, the original caster takes the indicated amount of nonlethal damage as you lash the energies of his failed spell back at him.

PLAYING A VENGEANCE KNIGHT

You were a cruel warrior before, but the Knights of the Shield have taught you to control and focus your cruelty toward their own ends.

When you walk into a new town, you know that you are the most dangerous person there.

Other people are there simply to give you information and get out of your way.

You relish your reputation as a juggernaut, and you will never stop until your job is done.

The Knights of the Shield (see page 150 of *Lords of Darkness* for more information on this organization) employ as many vengeance knights as possible at any one time.

Vengeance knights are stationed throughout Tethyr, Amn, and Calimshan so that their masters' revenge can be carried out swiftly, and in some cases by more than one agent.

Recruits are gathered from the Knights' pool of informants and enforcers, a few of whom are granted access deeper within the organization by virtue of their talent and temperament.

The individual members of the Knights of the Shield each have in their control a small number of vengeance knights, who are sometimes used for purposes outside the purview of the group as a whole.

This is not to say that all such knights are not available to the whole membership; the relationship is more like that of a mentor and a student than a master and a servant.

Combat: Vengeance knights are masters of melee combat, using their single-mindedness to harry an opponent until he is down before moving on to the next one.

Your comfort and mobility in heavy armor gives you a defensive advantage over your foes, and your awesome blows can take down many foes with a single stroke.

If you can engage your enemies on horseback, all the better, since your improved ability to ride in heavy armor makes it easier to utilize the bonus you receive against grounded enemies.

Many vengeance knights focus on feats such as Power Attack and Cleave to better improve their melee power, while others focus on mounted feats such as Mounted Combat and Ride-By Attack.

Vengeance knights who bear a shield often use feats such as Improved Shield Bash and Shield Charge to give them a surprising weapon in their arsenal should they ever find themselves without their favorite weapon.

As you gain levels and your opponents get tougher, you must focus on feats that maximize your damage potential, such as Power Critical and Spirited Charge. Great Cleave is useful for taking down multiple weaker foes, but feats such as Improved Sunder will help you get rid of the most powerful foes first, a task you relish. Since you deal maximum damage to opponents that strike you, it is essential that you are able to take hits. It's more advantageous to square off against a single opponent rather than many, even though doing that often pits you against the most dangerous foes on the battlefield. Things are the same for you at higher levels. You should continue to increase your damage potential with feats such as Improved Critical. Acquiring magic items that improve your Will save is important to maximize your arcane backlash ability, and magic armor is a must. The more powers you can bestow upon your armor, the more feared and unstoppable you will become. Advancement: Vengeance knights are drawn from among the most capable warriors that work for the Knights of the Shield. Most often these individuals do not know for whom they truly work—the Knights do not always wish their motivations and plans to be traced back to them. Regardless, an invitation to become a vengeance knight is one not to be taken lightly. The Knights are offer a chance for a character to become larger than life, a sanctioned bully with the power and resources to force weaker beings to do his bidding. The initial offer generally consists of a place to live and train in the techniques of heavy armor and devastating melee combat. Several recruits often train together, living in a common area that has all manner of equipment and facilities available for their use. During this time, the Knights also gauge the recruits' psychological makeup and their willingness to serve. They feed them information and misinformation that serves to confuse the identities of their employers and their true motivations. This is done so that the vengeance knights come around to seeing their employers in a favorable light and their cause as just; this makes it much easier to inspire the hatred and zealotry necessary to create single-minded instruments of terror. Once a vengeance knight has been properly prepared, he is sent out into Faerûn as the voice and presence of the Knights of the Shield. You should keep your Intimidate and Sense Motive skills polished as you advance in level. Intimidating a foe or informant is the most important aspect of a vengeance knight's job, and keeping the local population in check can help prevent attempts to get rid of the character. Also, you should try to raise your Strength score whenever possible. If you have not taken Weapon Specialization, it is worth an extra level of fighter or two to do so before entering the vengeance knight class. Resources: Vengeance knights are arrogant fighters, and they don't like help.

When a vengeance knight is on a mission for the Knights of the Shield, he considers it his personal duty to intimidate, shake down, or murder his target. If another vengeance knight is sent for the same purpose, the two might openly clash. A vengeance knight might bring his friends along for support, but he insists on doing the killing himself. That said, vengeance knights working the same territory (both stationed in Darromar, for instance) will assist each other with information or specialized gear for missions on which they do not conflict. A vengeance knight's sword and armor are his most prized possessions. They allow him to carry out his duties in the most brutal and direct fashion, and are the core of his combat capability. Since a vengeance knight must never flinch from confrontation, he should focus on purchasing enhancement bonuses and special qualities for his armor as quickly as possible. Spell and energy resistances are good for neutralizing enemy spellcasters, while fortification provides protection against the lucky shots of his inferior opponents. Shields can similarly be upgraded, but focusing on shield-specific enhancements such as arrow deflection is a better idea.

VENGEANCE KNIGHTS IN THE WORLD

The vengeance knights are a prestigious arm of the Knights of the Shield, for whom each knight works solely. They are not so much a group as a conglomeration of individuals with similar training who perform missions for individual members of the larger organization. The Knights of the Shield are a clandestine group with mercantile and political interests all around the lands of Amn, Calimshan, and Tethyr. Individual members take "ownership" of a vengeance knight, whom they can then dispatch at their whim to cajole stubborn merchants or eliminate particularly troublesome enemies. While the Knights of the Shield are subtle in their machinations, their vengeance knights take great pride in being forthright and direct when carrying out their duties. Organization: Every vengeance knight is linked to a particular member of the Knights of the Shield, known as his patron. A patron has little authority over another member's vengeance knight, and cannot call him away from his duties, or even force him to obey commands. A patron might "loan" his vengeance knight to another patron for a short period of time in exchange for another favor. Vengeance knights are often played against one another as proxies in internal power plays within the Knights of the Shield. One might be manipulated into embarrassing his patron, a situation that often leads to the death of the vengeance knight in order for the patron to save face. Patrons use their vengeance knights for a variety of purposes. The most common use is the shakedown of a politically troublesome enemy, usually either a popular but unaffiliated candidate or an out-of-control ally. Merchants who do not play by the Knights' rules are also often targeted, although this turn of events can lead to

larger issues if the Runden or Shadow Thieves have business with the individual.

Sometimes a public assassination or severe beating can be an effective tool, even if the target has nothing to do with the issue at hand.

Although every vengeance knight serves a patron, he is not required to always be at his patron's beck and call.

Most vengeance knights are released into an area that coincides with their patron's interests, and then left to their own devices until they are needed.

Vengeance knights are powerful enough that they often hire themselves out to other wealthy patrons, although their allegiance always lies first with the Knights of the Shield.

Some find a group of allies with complementary skills to adventure with, taking treasure from humanoid strongholds or exploring ancient catacombs and abandoned ruins.

Not all vengeance knights are active in this way, however. At least one is known to reside in a villa in Riatavin, where he indulges in a variety of pleasures in between assignments.

He is a popular guest among the city's younger nobles, most of whom are far removed from the trade and politics that make up the knight's unpleasant business.

This vengeance knight, Korben Slade, is known as The Rigar, a nickname derived from a popular leisure game played in Amn, of which Korben is a master.

The Rigar was already an experienced adventurer when he was offered a position within the Knights of the Shield.

His past earnings were enough to set him up in relative luxury while he awaited assignments, and his stipend as a vengeance knight covers some of his more exotic expenses. His villa features all manner of exotic creatures from around Faerûn, as well as several monsters he collected during his adventuring days.

He sometimes uses these monsters to intimidate those who have displeased his patron.

As stated, The Rigar prefers to spend his time among the young nobles of the city.

The fact that his business sometimes puts him at odds with the area's older merchants and politicians makes him wary of forming friendships among that group.

His parties are always well stocked with the finest food and drink, and he even invites an associate of his to bring the pleasures of Sharess to the gatherings.

The young nobles, in turn, look up to The Rigar and constantly question him about his adventures.

He embellishes his tales enough to keep his audience interested, and never seems to run out of fodder for his stories.

A quick tour of the more exotic monsters in his villa confirms his more outlandish yarns, and the monsters' keeper, a wily, one-eyed half-orc named Crill who used to travel with The Rigar, throws in his own reminiscences from time to time.

Korben Slade is a powerfully built man; his arms are as big as an ogre's, and he stands almost six and a half feet tall.

He wears only half-plate armor when called to duty, a personal touch that adds to his mystique.

His black-bladed longsword only leaves its sheath when blood is going to be spilled, a last resort in The Rigar's mind.

He knows that his presence is tolerated in Riatavin partially because he keeps the young nobles out of trouble, so he prefers to conduct his business through intimidation rather than bloodshed.

Some of the other vengeance knights look upon The Rigar in disgust, believing him to be an indolent who sullies their ranks with his hedonistic lifestyle and aversion to bloodshed.

None of the other knights have taken action against him—if for no other reason than that he is among the most powerful of them—but words have flown on more than one occasion, and Slade's patron has been questioned by other members of the Knights of the Shield from time to time.

While no formal code binds the knights, The Rigar's death would provoke action by his patron, leading to the death of whoever perpetrated the act.

NPC REACTIONS

When a vengeance knight appears, everyone knows something bad is going to happen.

Even those who are not familiar with the knight's line of work cannot ignore his battle gear and grim determination. Easily cowed members of the local populace will be immediately friendly to the knight, while those with whom the knight might have business will be indifferent or even hostile as they try to keep the knight at bay.

Savvy tavernkeepers and merchants know that they can freely overcharge a vengeance knight, whose single-minded drive makes no price unpayable, and no price hike likely noticed.

Local authorities are rarely happy to see a vengeance knight show up in their jurisdiction.

It's bad enough when adventurers come blowing through, bringing trouble more often than not, but a vengeance knight makes trouble that doesn't end when he leaves.

Since the knights target successful merchants and politicians, the stir a visit causes tends to linger for days or even weeks, and can mean the loss of one of a community's most beloved or beneficial citizens.

VENGENCE KNIGHT LORE

Characters with Knowledge (local Amn, Calimshan, or Tethyr) can research the vengeance knights or the Knights of the Shield.

An encounter with a vengeance knight is sure to make the characters curious, whether or not they are his intended targets.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "It is an unwise man who crosses the Knights of the Shield".

DC 15: "The Knights of the Shield have specialized enforcers, called vengeance knights, who wreak havoc upon their foes".

DC 20: "Each vengeance knight has a patron within the Knights of the Shield.

The easiest way to get to a knight might be through his patron, and vice versa".

DC 30: A character with this level of contacts can find a particular vengeance knight, and will also know the knight's patron within the larger organization.

VENGENCE KNIGHTS IN THE GAME

A vengeance knight can enter the game either during one of his missions or as a foreboding character present in a new location.

If on a mission, the knight could enter a domain familiar to the characters, perhaps being sighted at their favorite inn. The chance to become a vengeance knight should appeal to players who like to be a part of larger organizations, as well as those who like to throw their muscle around.

A vengeance knight's duties to his patron should only occasionally interfere with the goals of the character's party, but they can serve as excellent tools for the DM to provide adventure hooks that interest the other characters as well.

Adaptation: Any group could employ specially trained enforcers.

The class is especially appropriate for political and mercantile groups, but could also include thieves' and wizards' guilds, slavers, or even brutal governments.

Encounters: The appearance of a vengeance knight could signal trouble for the PCs, or it could simply be a chance encounter as the knight moves on toward another unlucky soul.

Vengeance knights are not shy about gathering information, so it is quite likely that the PCs will become involved, in one way or another.

TABLE 3—6: THE VENGEANCE KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Armor training, bringer of vengeance +1
2nd	+2	+3	+0	+0	Counterstrike +1, Improved Shield Bash
3rd	+3	+3	+1	+1	Bonus feat
4th	+4	+4	+1	+1	Arcane backlash 1d6
5th	+5	+4	+1	+1	Bringer of vengeance +2
6th	+6	+5	+2	+2	Improved armor training
7th	+7	+5	+2	+2	Arcane backlash 2d6
8th	+8	+6	+2	+2	Counterstrike +2
9th	+9	+6	+3	+3	Bonus feat, bringer of vengeance +3
10th	+10	+7	+3	+3	Arcane backlash 3d6, superior armor training

CHAMPIONS OF VALOR (3.5)

KNIGHT OF THE FLYING HUNT

"Yes, the glass armor and the pegasus are impressive; but it's what I do with them that keeps Nimbral safe from the likes of you."

—Baltir Merivolst, Knight Commander

Fireside tales of noble knights astride graceful winged horses, wearing armor of glass, have enchanted listeners across Faerûn for years.

All who hear of such breathtaking imagery are fascinated with thoughts of donning their own suit of magic armor, climbing atop a snowy white pegasus, and taking to the skies in defense of goodness.

The stories are a pale imitation of the true glory of the Knights of the Flying Hunt.

Defenders of Nimbral, protectors of the island realm's quiet, simple folk, noble soldiers answering to the powerful but mysterious Nimbral Lords—the Knights of the Flying Hunt epitomize valor and grace in word, deed, and bearing.

BECOMING A KNIGHT OF THE FLYING HUNT

Most characters become a Knight of the Flying Hunt after taking at least seven levels in fighter or ranger.

A few clerics or paladins manage to master the prerequisites necessary to join the ranks, but they are rare because of their religious affiliations, something that the folk of Nimbral frown upon.

Few other core classes obtain the military training necessary to qualify.

ENTRY REQUIREMENTS

Race: Human or half-moon elf.

Base Attack Bonus: +7.

Skills: Handle Animal 8 ranks, Ride 8 ranks.

Feats: Favored in Guild (Knights of the Flying Hunt), Mounted Combat, Weapon Focus (lance).

Alignment: Lawful good, neutral good, or lawful neutral.

Special: Native or permanent resident of Nimbral.

Special: Membership in the Knights of the Flying Hunt.

CLASS SKILLS

(2 + Int modifier per level): Diplomacy, Handle Animal, Intimidate, Jump, Ride, Search, Spot, Swim.

CLASS FEATURES

As a Knight of the Flying Hunt, you become an expert at mounted combat, utilizing a host of skills and maneuvers to defeat your enemies, while at the same time gaining more powerful enhancements to your special glass armor.

Armor Proficiency: You gain proficiency in light, medium, and heavy armor.

Flying Hunt Armor: At 1st level, you are considered a novice, and you receive a suit of *flying hunt armor* (see page 65) from the Nimbral Lords.

This armor is attuned to you and can never be used by another.

If this suit of armor is lost or destroyed, the Nimbral Lords will replace it, though you must pay the gp cost normally required to create the armor.

Pegasus Mount: At 1st level, you receive a trained pegasus to serve you in your defense of Nimbral.

The mount remains with you until it is slain or dismissed. It requires food and rest, and you are responsible for tending to its needs.

When riding this mount, you gain a competence bonus on Ride checks equal to your class level.

If the mount dies, you can have it raised from the dead (at the normal cost) or obtain another mount.

You can only obtain a replacement after living and meditating among the trained pegasi of the Knights for one week.

Armored Ease (Ex): You learn to adapt your movements to the restrictive nature of armor.

Beginning at 2nd level, you can lessen the armor check penalty of any armor with which you are proficient by 2 (minimum 0).

At 7th level, this reduction improves to 4 (minimum 0).

Bonus Feat: At 4th level, and again at 8th level, you gain a bonus feat, which must be selected from the following list: Animal Affinity, Greater Weapon Focus (lance), Greater

Weapon Specialization (lance), Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, Weapon Specialization (lance).

You must meet the normal prerequisites in order to select any of these feats.

Storm Armor: At 5th level, you are considered a full Knight and your flying hunt armor is further enhanced by the Nimbral Lords to become *storm armor* (see page 69).

This armor is attuned to you and can never be used by another.

If this suit of armor is lost or destroyed, the Nimbral Lords will replace it, though you must pay the gp cost normally required to create the armor.

Greater Storm Armor: At 10th level, you are recognized by the Knights as an excellent and experienced leader.

For your loyal service and outstanding performance, the Nimbral Lords bestow another enhancement upon your *storm armor*, making it *greater storm armor*.

You can choose any one of the following effects and add it to your armor at no charge: arrow deflection (as the shield special ability); fortification (light); *magic missile* (3/day, CL 7th); *mirror image* (1/day; CL 10th); spell resistance 13; or *water walk* (as a ring of *water walking*).

Alternatively, you can choose a different armor special ability (with a price of up to 30,000 gp or a base price modifier of up to +3 bonus) and add it to your armor at only 75% of the normal market price.

Either way, this addition requires the normal amount of time required to improve the item, which likely means that you must turn over your *storm armor* to the Nimbral Lords for a number of days or weeks.

If this suit of armor is lost or destroyed, the Lords will replace it, though you must pay the gp cost normally required to create the armor.

PLAYING A KNIGHT OF THE FLYING HUNT

You're all about honor and duty to the people of Nimbral, and you have dedicated your life to defending them from the dangers of the wider world.

You are noble and perhaps a bit arrogant, but that's all right; you're a member of one of the most elite organizations in all of Faerûn.

Your fellow knights are like brothers to you, and you'd give your life to save one, but then you could say the same about a Nimbrese citizen, too.

You serve the Nimbral Lords and respect their commands because you've seen the wisdom in their actions time and time again.

You support the Nimbral Heralds by enforcing their laws and edicts, and you respect the opinions of those Knights who have been serving for longer than you.

They all speak from experience, and you value that experience and in turn pass it on to the newer members.

COMBAT

Your armor and your mount are as much a part of you as your arms and legs.

Without them, you feel naked, incomplete.

With them, you feel like you own the skies over Nimbral, and that nothing can stop you from defending its forests from monstrous beasts or evil antagonists.

With the special talents that come from being a member of this class, you take the fight straight to your enemies, relying on your superior riding ability and skill at arms to overwhelm your opponents.

If you face a foe that seems more than a match for you individually, you call in the reinforcements to help you out. With your companions joining in the fight, the group will take full advantage of a combination of flanking attacks and flyby charges to deal serious pain to enemies.

When necessary, you can dismount to engage in hand-to-hand combat with foes, but you prefer the advantages you gain from fighting in the saddle.

ADVANCEMENT

Many want to become Knights of the Flying Hunt, but few are permitted the honor.

In addition to necessarily being a citizen of Nimbral, you must exhibit a keen sense of military cunning, demonstrating skill at arms as well as battlefield tactics. While not strictly required, you are more likely to be chosen to join if you have traveled away from Nimbral for a time, seeing the wider world and learning a bit of its ways. Through this travel, you not only learn what dangers lurk on distant shores that might arrive on your own, but you also determine how you measure up in combat.

You spend your days serving in the Knights, taking your turn at watch and keeping an eye on the entire island realm along with your companions.

When you first start out, you learn to trust the guidance and wisdom of the older, more experienced Knights, and your service might be limited to smaller dangers such as eliminating a wild beast that has wandered too far out of the forest.

After you get some seasoning of your own, you instinctively know how formidable your enemies can be and are not hesitant to call in reinforcements.

You train with your brothers in arms in the skies above your lands, swooping through the mountain peaks and high valleys as you master maneuvers unique to aerial combat.

When you are at rest, you enjoy spending time in your own home, which can start out as merely a humble house but should grow in time into a great castle with beholden farms surrounding it.

As you continue to serve with the Knights, your deeds and brave exploits are likely to catch the eyes of the Nimbral Lords, who will eventually grant your armor and weapons extra powers.

This is always considered a great honor in addition to a boon to combat, and Knights who have been in service for many years sometimes wear armor with powerful and varied enchantments.

You know that if you serve long and faithfully, the Nimbral Lords will see fit to grant you similar benefits.

RESOURCES

In addition to the obvious equipment you receive upon joining the group—your special armor and your loyal steed—you'll definitely be able to acquire other items as a member of the Knights.

An exotic military saddle is not only necessary, but worthwhile.

Beyond your gear, being a member of the Knights of the Flying Hunt means you have the support and assistance of all the rest of the members in your endeavors.

And, if you are wounded or suffer other mysterious or magical maladies in defense of Nimbral and its folk, healing and restorative magic are available to you at any time without cost.

KNIGHTS OF THE FLYING HUNT IN THE WORLD

"Thank the gods the Knights guard our shores. Otherwise, we would all be slaves at some Calishite pasha's oasis by now."

—Felmirgo Lasperk, Nimbrese merchant

The Knights of the Flying Hunt are one of the iconic images of Faerûn.

Whether you are running a campaign based on or near Nimbral or not, the mystery and excitement of having such a prestigious group of individuals appear in the midst of your characters' activities is a unmatched.

The Knights can be an unexpected boon in a difficult situation anywhere in Faerûn.

Conversely, if the characters are becoming tainted in matters they should not—particularly pirating and/or slavery—an appearance by the Knights with a thoughtful warning may be in order.

If you choose to steer your campaign in the direction of Nimbral itself, no visit to the island realm would be complete without an encounter with the famed Knights of the Flying Hunt.

DAILY LIFE

The daily life a Knight of the Flying Hunt is divided between obligations to the defense of the island and obligations to his homestead.

Every knight is expected to serve on a standard patrol that covers a limited area near his home every other day.

(A patrol consists of three to six Knights working one of three time slots—morning, late afternoon, and night).

In addition, a knight is expected to join a larger Hunt consisting of up to forty Knights that sweeps out over the entire island and the coastal waters surrounding it.

When a Knight of the Flying Hunt is not on duty, he is most likely managing his estate.

A Knight is expected to establish a dwelling befitting his station, a structure in keeping with his level of stature among the citizens (and providing them with acceptable protection from forest predators).

At low levels, he might have an estate that's nothing more than a modest manor house, but by the time he reaches senior status, anything less than an impressive walled fortress is considered beneath him.

Once he has constructed such an abode, the Knight is often found there, tending to the issues that need his regular attention.

Such concerns include providing protection to the tenants who farm the land around his abode, maintaining the physical structures of both his own castle and that of the community based around it, settling disputes between locals, and collecting a portion of their crops for his storerooms.

When a Knight is away (either on patrol or for a more extended time on personal matters), he employs a host of assistants and servants to take care of the majority of such matters.

Beyond serving as a defense force for the realm at large and as a protector of his personal demesne, a Knight serves as a peacekeeper and an enforcer of the laws on behalf of the Nimbral Lords as well as the Nimbral Heralds—the mouthpieces of the Nimbral Lords, who deliver warnings and guidance pertaining to Nimbrese laws, issue judgments, and determine the truth of disputes.

NOTABLES

Perhaps one of the boldest and most well known (relatively speaking) Knights of the Flying Hunt is Baltir Merivolst, a Commander Knight who led the expedition to the Nelanther Isles to deal with a horde of pirate ships in the Year of the Shield (1367 DR).

Little beyond his name is even rumored to be known beyond Nimbral's own shores, but within the Summer Land, he is revered as a fearless yet sensible soldier, a true leader of men.

His battle prowess is legendary even among the other Knights, and his armor is said to bear more enchantments than that of any other Knight in service.

Despite his formidable nature, Baltir often takes newly accepted novices under his proverbial wing to teach them both skills and patience and to coax the very best out of them.

He understands that the future security of the Knights as an organization is dependent upon maintaining the high level of quality of training he himself has known during his rise.

ORGANIZATION

The Knights of the Flying Hunt operate in a very informal way, recognizing leadership qualities through action and experience rather than definitive rank.

The Knights maintain three ranks: Commander, Knight, and novice.

Commanders lead patrols and hunts by virtue of experience, but they wield power very much as "first among equals" rather than brook-no-disobedience authority figures.

Onlookers can immediately identify novices by their nonglowing "practice suits" of armor, but Commanders wear neither special badge nor identification.

It is the Nimbral Lords who decide matters of promotion, and they do so by virtue of the enchantments placed upon the Knights' armor.

As in almost any organization, rivalries exist among the Knights.

Certain individuals might simply not get along with others, or one might not enjoy another Knight's personality or opinions—but seldom does this sort of contention grow into true animosity or conflict.

Once in a while, two neighboring Knights might compete over lands or markets for their farms' crops, but such conflicts are usually resolved peacefully.

More often than not, patrols are arranged so that the antagonists rarely meet.

Only occasionally do individual Knights carry their rivalry further than a few choice comments.

NPC REACTIONS

Witnessing a Flying Hunt is such a rare and wondrous event that few people know how to react when they are privileged enough to see one.

Most find the experience awe-inspiring and a bit unnerving.

Those who have heard the tales of the Knights of Nimbral and recognize the truth in the sight either cheer mightily (if of decent character) or run for cover (if they have reason to believe the Knights are there to visit destruction upon them).

Few react with indifference.

The Knights have no true foes, though many Calimshan-based slavers might beg to differ.

Because of the unyielding attitudes and staunch defense of the Nimbran coastline against predatory ships, pirates and slavers hold a special animosity toward the Knights and, indeed, all of Nimbral.

Regardless of this hatred, wise ship captains steer clear of the Summer Land, because they know how formidable the Knights can be when roused.

KNIGHTS OF THE FLYING HUNT LORE

On mainland Faerûn, characters with Gather Information or Knowledge (nobility and royalty) can research the Knights of the Flying Hunt to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs (some of which is presented as false rumors initially and disproved later).

DC 10: The Knights of the Flying Hunt are pegasus-riding, glass-armor wearing offspring of fell women and hags who dwell on a misty isle far beyond the jungles of Chult.

DC 15: The Knights of the Flying Hunt are noble lords who defend their island realm of Nimbral from all comers; they answer in turn to the strange and mysterious Nimbral Lords, powerful but insane wizards constantly under the sway of illusions.

DC 20: The Knights of the Flying Hunt are actually a peaceful group that protects the folk of Nimbral from pirates and slavers.

Folk are welcome to visit Nimbral so long as they are willing to obey the laws of the land.

The Nimbrese are descendants of Halruaans who left that country many years ago on skyships.

DC 30: The Knights of the Flying Hunt, led by a fierce and proud Commander named Baltir Merivolt, attacked and destroyed numerous slaving and pirate ships in the Nelanther isles several years ago in retaliation for incursions into Nimbral's waters.

On Nimbral itself, characters with Gather Information or Knowledge (local) can research the Knights of the Flying Hunt to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: The Knights of the Flying Hunt are all wealthy landowners who serve the Nimbral Lords in exchange for their magical armor and weapons.

DC 15: The Knights operate in regular patrols and work with the Nimbral Heralds to keep the peace and enforce the laws.

DC 20: The Knights and Heralds can communicate mentally with the Nimbral Lords, who guide them to trouble spots quickly and accurately.

DC 30: The armor the Knights wear is crafted specifically for each member; no one else can wear it.

KNIGHTS OF THE FLYING HUNT IN THE GAME

You can introduce a Knight of the Flying Hunt into a campaign in a couple of ways.

Any Knight or group of Knights could appear somewhere on the mainland of Faerûn—particularly if the PCs are in the extreme southern regions of the Wild Coast and

Halruaa—perhaps on a long-range mission similar to the one in 1367 DR against the pirates of the Nelanther Isles. The characters might find an opportunity to interact with the Knights, aiding or opposing them in whatever business they are undertaking.

If the relationship between the characters and the Knights is favorable in the end, perhaps they receive an invitation to visit Nimbral itself.

Alternatively, a character in the campaign could hail from Nimbral, perhaps a young and wide-eyed youth hoping someday to return to the Summer Lands to take a position with the Knights, but only after traveling abroad and gaining experience of the wider world.

Such a character might have a parent or older sibling who is a Knight.

The character in question might also be on the run from the Knights, who have come to mainland Faerûn to track him down.

Lastly, a campaign set in or near Nimbral will almost certainly see the Knights of the Flying Hunt put into play.

If a character in your campaign actually becomes a Knight of Nimbral, then you have numerous ways to keep the adventuring fresh for that PC and his companions.

The Nimbral Lords might have need of one of their best to undertake unusual missions to other parts of the world in search of information, lost artifacts, escaped and fleeing enemies, and so forth.

Or perhaps all the characters are Knights and are working their way up the ranks, earning the respect of their brethren and perhaps the animosity of political rivals while they help deal with the various trials of defending the island.

ADAPTATION

Though the Knights of the Flying Hunt are a remarkably iconic group, it is not difficult to adjust them for different purposes within your own campaign.

Any organization that makes use of knights mounted on aerial steeds is a good target for such an adaptation.

Perhaps the pegasi become hippogriffs or giant eagles.

The special armor is replaced by more traditional accoutrements, but the special abilities and perks of the class levels could certainly remain the same.

NEW ITEM: HURLCLUB

Hurlclubs are greatclubs modified and specially weighted for throwing.

They are identical to greatclubs in every way (including proficiency and all feats or other abilities related to using a greatclub) except that they cost 10 gp and have a range increment of 5 feet.

Throwing a hurlclub requires two hands.

Despite tavern tales to the contrary, a hurlclub doesn't return to its thrower; however, some Knights attach long chains to their hurlclubs to prevent losing them (add 1 gp to cost).

Once thrown, an attached hurlclub applies a –1 penalty to its user's AC and on Strength- and Dexterity-based ability checks and skill checks until it is pulled back in.

Reeling in and picking up a thrown hurlclub is a full-round action that provokes attacks of opportunity.

TABLE 4-1: THE KNIGHT OF THE FLYING HUNT HIT DIE: d10

Class	Attack	Fort	Ref	Will	Special
1st	+1	+2	+0	+2	Armor proficiency, <i>flying hunt armor</i> , pegasus mount
2nd	+2	+3	+0	+3	Armored case (2)
3rd	+3	+3	+1	+3	—
4th	+4	+4	+1	+4	Bonus feat
5th	+5	+4	+1	+4	<i>Storm armor</i>
6th	+6	+5	+2	+5	—
7th	+7	+5	+2	+5	Armored case (4)
8th	+8	+6	+2	+6	Bonus feat
9th	+9	+6	+3	+6	—
10th	+10	+7	+3	+7	<i>Greater storm armor</i>

KNIGHT OF THE WEAVE

"The Weave is the lifeblood of Faerûn, and I would sacrifice my own life if it meant she would persevere."

—Elos Crownsilver, Guardian of the Weave

Over a dozen deities have worshipers who are paladins, promoting law and good across Faerûn, but it is the Weave itself that empowers and strengthens the Knights of the Weave.

Distinct from the worship of Mystra, members of this mystic order of sacred defenders cherish the Weave like a fine wine, knowing that its existence enriches all of Faerûn. They drink deeply of its power, use that energy to extend its reach, and utterly smash those who would hurt the object of their love.

Their power comes from pure magic, and unlike typical paladins, their power is arcane rather than divine. Over time they become imbued with the power of the Weave, capable of unleashing magic in its raw form.

BECOMING A KNIGHT OF THE WEAVE

Most Knights of the Weave come from the ranks of the Guardians of the Weave (see page 82), the church of Mystra, or the church of Azuth.

A few characters become knights on their own, usually after witnessing some event that reveals the beauty, power, and fragility of magic in the world.

Fighters and paladins are the most likely to become knights, and some bards and sorcerers who are willing to sacrifice some of their spell power are also aspirants to the knighthood.

Knights must have a basic understanding of magic whether or not they are spellcasters, and some knowledge of the history of the world and how magic shaped it is necessary as well.

Strength (for melee attacks) and Charisma (for spellcasting) are key abilities for Knights of the Weave.

ENTRY REQUIREMENTS

Alignment: Any non-evil.

Base Attack Bonus: +5 or ability to spontaneously cast 3rd-level arcane spells.

Skills: Knowledge (arcana) 1 rank, Knowledge (history) 1 rank, Spellcraft 1 rank.

Oath to the Weave: A knight must swear to defend the Weave at all costs, sacrificing his own life to preserve it if necessary.

Special: Cannot be a Shadow Weave user.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Diplomacy, Intimidate, Knowledge (arcana), Knowledge (history), Profession, Spellcraft, Spot, Use Magic Device.

CLASS FEATURES

Knights of the Weave cast arcane spells and learn how to tap into the raw power of the Weave.

A knight's caster level for his spell-like abilities is equal to his class level.

Detect Magic (Sp): At 1st level, you gain the ability to use *detect magic* at will.

Read Magic (Sp): At 1st level, you gain the ability to use *read magic* at will.

Spellcasting: Knights of the Weave cast arcane spells like a sorcerer (you use your Charisma score to determine bonus spells per day, save DCs, and so on).

Refer to Table 4-3 to determine your spells known and spells per day.

TABLE 4-3: KNIGHT OF THE WEAVE SPELLS PER DAY AND SPELLS KNOWN

— Spells per Day and Spells Known —						
Level	1st	2nd	3rd	4th	5th	6th
1st	2	—	—	—	—	—
2nd	2	—	—	—	—	—
3rd	3	2	—	—	—	—
4th	3	2	—	—	—	—
5th	4	3	2	—	—	—
6th	4	3	2	2	—	—
7th	4	4	3	2	2	—
8th	4	4	3	3	2	2
9th	4	4	4	3	3	2
10th	4	4	4	3	3	3

You incur the normal arcane spell failure chance for wearing armor (but see Armored Caster, below).

Your caster level for your knight spells is equal to your knight class level plus any other arcane caster levels you may have.

This class's spellcasting progression allows you to quickly approach the highest-level spells available to a single-class spellcaster of your character level, but you will always know

fewer spells and be able to cast fewer spells per day than a single-class spellcaster.

Armored Caster (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components).

At 2nd level, you become more attuned to the Weave and can cast your arcane spells while wearing light armor without incurring the normal arcane spell failure chance. If you wear medium or heavy armor or carry a shield, you incur an arcane spell failure chance if the spell has a somatic component.

At 8th level and higher, you can cast your arcane spells in light or medium armor without incurring arcane spell failure.

Casting in heavy armor or with a shield still incurs the normal arcane spell failure chance.

Fast Metamagic (Ex): At 4th level you become able to channel extra magic into an arcane spell to employ metamagic feats more efficiently.

When spontaneously casting an arcane spell (such as a sorcerer spell or a knight spell) with one or more metamagic effects applied to it, you can expend an extra spell slot to cast the spell without increasing its casting time (as normal for applying metamagic to a spontaneously cast spell).

The extra spell slot must equal or exceed the spell slot used to cast the metamagic-affected spell, but need not be from the same spellcasting class.

For example, if you wanted to apply your Silent Spell metamagic feat to a *magic missile* spell, you would normally cast the spell as a full-round action.

If you expended an extra spell slot of 2nd level or higher, you could cast the silent *magic missile* as a standard action instead.

You could even quicken the *magic missile* spell, but you would have to expend a 5th-level or higher spell slot.

This ability doesn't let you apply a metamagic effect if you don't already have the appropriate feat.

Spellfire (Su): While you are not a natural user of spellfire, your connection to the Weave gives you a limited ability to channel raw magical energy as if you were born with this talent.

You cannot absorb spells targeted at you, nor can you store spellfire energy for later use, but you can use your own arcane spell energy to heal (or later, to blast).

Starting at 6th level, you can convert your available arcane spells (from any class) to healing spellfire.

You can convert a single arcane spell slot or prepared arcane spell as a standard action to heal a target by touch, restoring 2 hit points per spell level expended for this purpose.

At 10th level, you can also convert your arcane spells into spellfire blasts that deal damage.

As a standard action, you can convert a single arcane spell slot or prepared arcane spell into a ranged touch attack (maximum range 400 feet), dealing 1d6 points of spellfire damage per spell level expended, Reflex DC 20 half.

Spellfire damage is half fire damage and half raw magical power; creatures with immunity or resistance to fire apply this effect only to half the damage.

See page 56 of the *FORGOTTEN REALMS Campaign Setting* for more details on this ability.

Multiclassing: A paladin who takes levels in Knight of the Weave can still take levels in paladin.

KNIGHT OF THE WEAVE SPELL LIST

Knights of the Weave choose their spells from the following list.

1st Level—*bless, bless weapon, charm person, command, comprehend languages, cure light wounds, divine favor, lesser restoration, mage armor, magic missile, magic weapon, read magic, shield.*

2nd Level—*arcane lock, bear's endurance, bull's strength, cat's grace, darkvision, delay poison, eagle's splendor, resist energy, see invisibility, shield other.*

3rd Level—*arcane sight, cure moderate wounds, Darsson's potion, daylight, dispel magic, fly, forceward, greater magic weapon, phantom steed, remove curse.*

4th Level—*break enchantment, cure serious wounds, death ward, lesser globe of invulnerability, mark of justice, neutralize poison, restoration.*

5th Level—*cure critical wounds, dimension door, disrupting weapon, Mordenkainen's faithful hound, spell resistance, true seeing.*

6th Level—*banishment, greater dispel magic, teleport.*

PLAYING A KNIGHT OF THE WEAVE

Nothing is more important to you than magic's continued existence.

You love the feel of magic flowing through you, whether in casting a spell, using a magic item, or channeling the raw power of magic.

You see dead magic areas as the Weave's missing limbs and wild magic areas as dangerous cancers within the Weave's body.

Nothing gives you more joy than seeing the light die in the eyes of an evil spellcaster.

You wake up in the middle of the night in a cold sweat at the thought of something like Karsus's Folly ever happening again.

The Weave is your friend, your lover, your armor, and your bright shining sword.

The Shadow Weave is a deliberate violation of something you cherish, and you'd love nothing better than to burn its taint from all of Faerûn with a storm of searing blue-white spellfire.

There are few Knights of the Weave, no more than two score, and while they do not have an organized code of conduct, they recognize each others as kindred spirits working for a common purpose.

Regardless of alignment, religion, or country of origin, the knights understand the love and respect that each of them has for magic, and they go out of their way to avoid conflict within their ranks.

Many are associated with the Guardians of the Weave, and perhaps in time they will organize themselves as the military arm of that group, much as various churches have orders of knights focused on protecting their interests with necessary violence.

Even those knights not involved with the Guardians respect them, and the Guardians see the knights as their champions.

COMBAT

Although you study powerful magic, most of what you know relates to enhancing your fighting abilities and, as with a paladin, your place is in the thick of battle.

Because at first you have difficulty casting spells in armor, you should use spells to boost your abilities beforehand or in the aftermath of battle.

At 2nd level you can wear light armor, and a magic chain shirt or mithral chainmail lets you mix spell and sword freely.

By 6th level, you add spellfire to the mix, giving you a way to heal yourself safely in combat.

At 8th level, you can wear medium armor, and most knights locate or buy mithral full plate armor to give them the best melee protection that at the same time allows them full use of all their abilities.

At 10th level, your ability to unleash destructive spellfire using your own spell energy means that you can unleash devastating bolts of pure magic at any time.

You work well with others in combat by taking the paladin's role of front-line warrior supported by magic.

In an emergency you even have offensive and countering spells of your own.

Though you're never as good at blasting enemies as a sorcerer or a wizard is, your abilities give you a chance to interfere with enemy spellcasting long enough to allow your allies to end the fight.

Because at lower levels you're more likely to use lighter armor, you can fit in easily with sneaky characters, and your spells can augment your and their abilities in those areas.

At high level you're best off using your spells to increase your ability to deal melee damage, reserving a few spell slots for unexpected opportunities.

Your spellfire reaches its highest utility at 10th level, but avoid the temptation to use up all your spell slots for this purpose—you never know when you might need a key *true seeing* or *teleport* spell.

ADVANCEMENT

Any knight can teach a qualified person how to begin attuning himself to the right parts of the Weave.

Some potential knights discover the necessary information by accident or research, but most who would become knights meet an existing knight at some point in their travels.

A qualified person is one who shows an interest in magic, has at least a rudimentary knowledge of the Weave and its history, and is dedicated enough to swear an oath to protect it with his life.

Many aspiring knights swear this oath in front of another knight, but that is not necessary—the Weave itself bears witness to the oath.

Training is an informal matter and does not require active tutelage by another knight.

The new knight instinctively (or by studying subtle shifts in the pattern of the Weave) understands what sort of meditation, practice, or study is required to progress as a knight.

Sometimes this preparation entails fasting for several days near a dead magic area or trying to cast spells on the fringe of a wild magic area.

Another knight might train by studying lore on pools of radiance in a Mystran library or meditating on the shore of a sea to recognize how the ebb and flow of the tides mirrors the shifting strands of the Weave.

In between experiencing these revelations, the knight continues to practice his spellcasting and fighting and keeps an ear to the ground for news of things needing his attention.

Each knight feels a pull from a slightly different part of the Weave, guiding what spells he develops in his mind and the role he adopts among the knights.

Some avenging or crusading knights choose aggressive magic, believing the best defense is a good offense.

Others see themselves as protectors and learn metamagic, counterspelling, and ways of repairing damage to fragile parts of the Weave.

Yet others try to become personifications of magic, using their knowledge to augment their own abilities or even create items that boost them further.

Though a wizard might suggest learning a little bit of everything to be ready for all situations, that approach rarely fits the typical knight's mentality; most knights focus their magic in a specific area, relying on their physical prowess and versatile spellfire to make up for any specific lack of spell knowledge.

RESOURCES

Since the order is rare and its members few in number, knights are usually more than willing to help each other in times of need, whether by lending a magic item, casting a helpful spell, or even joining a quest for a short time.

The last occurrence is particularly common if two knights have very different and complementary skill sets.

One thing knights are always generous with is knowledge; they keep no secrets from each other when it comes to protecting the Weave.

The knights have friendly relations with the Guardians of the Weave as well as the churches of Mystra and Azuth (and to a lesser extent Savras) and can sometimes get aid (particularly healing magic) from those groups.

Since a knight's armor choices are initially limited because of the risk of spellcasting failure, some knights use *bracers of armor* in their early journeys, but once you gain the ability to cast safely in armor you will likely switch to conventional armor (including mithral armor) for better protection, and to fool enemies into thinking you are without spells.

Knights tend to face many spellcasters and magical monsters, so armor that provides energy resistance or spell resistance is commonly seen among powerful knights.

Like paladins, knights usually carry magic weapons; their favorite choices are those with the speed, spellblade, and spell storing special abilities (as well as dispelling weapons for knights who don't have the ability to cast *dispel magic*).

Some knights see their role as the light against shadow and the shield against darkness.

For them to carry out this role, they must be able to recognize the enemy.

The Detect Shadow Weave User feat, (see page 28) enables a Knight of the Weave (or any other character) to gain this ability.

Some knights discover this feat through independent study, and others learn it from a mentor knight or an ally from an organization such as the Guardians of the Weave.


KNIGHTS OF THE WEAVE IN THE WORLD

"I once saw a Knight of the Weave teleport alone into a Cult of the Dragon stronghold.

When we arrived an hour later, the cultists were nothing but spellfire-burned ash, and the knight was already halfway across Faerûn investigating rumors of a Shadow Mage.

I've never seen one of our paladins do anything like that."

—Toromil the Brightflame, arcane devotee of Mystra



Knights of the Weave have a long reach but lack the overt power to destroy their enemies outright. This means they must take a more strategic role or use small-scale forays to accomplish their goals. This makes them perfect for adventuring parties, either as PCs, cohorts, or potential employers. They can't topple the Zhentarim or the Red Wizards on their own, but they know a lot and (at higher levels) are very mobile through the use of teleportation magic, making them a great resource for explaining the back story of an adventure, pointing the PCs in the right direction, or showing up just when the PCs need them most. Their focus on combat and arcane spells make them similar to a paladin but without the religious trappings, and their ability to cast spells in armor is an intriguing choice for a player wanting to play a battle mage (and is willing to sacrifice versatility and higher-level spells for the fun of getting their hands dirty).

DAILY LIFE

On a day-to-day basis a knight is searching for threats to the Weave, lost magic he can discover, lore to learn, and receptive minds to teach about respecting the Weave. Many knights are loners and are often mistaken for paladins (which can be confusing when one insists he can't cure diseases but can break curses) and engage in paladinlike activities when they sense the Weave wants them to do so.

Knights can be leaders, but most of them lead by example rather than by giving orders.

They respect considerate spellcasters, and knights in leadership positions tend to quickly earn the loyalty of any spellcasters in the area for their attentiveness and honest desire to hear a qualified opinion.

ORGANIZATION

The knights have no official leader, but the most experienced knight alive today is Janos the Lichbreaker, mentor to at least three other knights.

He is greatly respected for his knowledge, power, and ability to teach others about their path.

Janos is very concerned about the Shadow Weave, and in particular the activities of the residents of Shade.

He spends most of his time in the lands near Anauroch, digging for news of their activities and hoping against hope that none of the shades are planning to revive ancient Netherese spellcasting secrets that might damage or disrupt the Weave in some way.

He doesn't force his agenda on others but welcomes help when it is offered, and usually at least one knight assists him at any particular time.

The knights do not have any official ranks, though they observe each other's progress and comment when one of them demonstrates a new ability.

Fast metamagic, spellfire, heavier armor, and teleporting are benchmarks of the knighthood, and the knights are developing an informal series of nicknames (often subtly humorous) that can eventually become a series of recognized titles if the knighthood grows large enough to merit such distinctions.

For example, a knight seen rapidly casting spells silently might earn the nickname "Spellwhisper", and someday "Spellwhisper" could become a title in the organization, especially if the original Spellwhisper makes a good name for himself among the others.

An unusual friendly rivalry exists between the paladins of magic (serving Azuth and Mystra) and the knights. Some of the paladins are slightly offended that the knights focus on the Weave rather than the goddess and make a point of demonstrating their advantages compared to the knights (such as being able to smite evil).

The knights respond by pointing out that they acknowledge Mystra's ties to the Weave—they are the one and the same, after all—but they focus on the part they can touch; they then show off their own power with a dazzling display of powerful magic and spellfire, a feat no paladin can match.

The knights don't have any serious rivalries within their organization, since they recognize that different opinions (like spells of different schools of magic) are natural, and while they may oppose each other at times, these differences are not worth fighting about.

For example, the knights think the rivalries between the various Thayan wizard factions are absurd and a waste of time, but are glad those rivalries keep the Red Wizards from spending all their efforts outside Thay.

This is not to say that the knights don't argue, but they're usually happy to let a matter drop and go their separate ways, expecting not to see their verbal sparring partner for a year or more.

NPC REACTIONS

Most people outside of the knighthood, churches of Mystra and Azuth, and the Guardians of the Weave have a hard time distinguishing the knights from paladins of Mystra and Azuth.

Thus, they're treated with friendliness and respect for their power and devotion, and people know that the "paladins" are willing to help in any way they can.

Evil individuals and groups have the same problem as other folks—most can't tell the knights from regular paladins.

This offers the knights a measure of protection, because they're in the shadow of a larger group, but also makes them a target for those who have a vendetta against paladins as a whole.

The Cult of the Dragon and the church of Shar are the only groups that have a good understanding of what makes a knight different; the Cult is too busy with its own mad plans to worry about a subset of Mystra's holy soldiers, and the Sharrans are usually more concerned about torturing and killing Mystra's and Selûne's priests to concern themselves with the paladins.

These attitudes will probably change as the knighthood grows and develops a more distinct identity.

The knights dislike the Cult and the Sharrans as well as the Zhentarim and most of the Red Wizards, but as they know they can't deal with the entire organization at once they save their anger for individuals rather than making systematic attempts on the group as a whole.

KNIGHTS OF THE WEAVE LORE

Characters with Knowledge (arcana) can research the Knights of the Weave to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: The Knights of the Weave are a knightly order of Mystra.

DC 15: The knights are skilled warriors who study magic. They are not paladins, though they often act like them.

DC 20: The knights use arcane magic rather than divine magic, and some even learn how to create spellfire.

They know less magic than a true mage but can hold their own against an opponent of similar power. The knights revere the Weave itself rather than the goddess Mystra. Characters can use Knowledge (religion) or bardic knowledge to discover the above information, but the DCs are 5 higher.

KNIGHTS OF THE WEAVE IN THE GAME

Because the knights are such a small order, it is entirely possible that in your game they are relatively new and are just now making a name for themselves in the world. They are also somewhat reclusive, so it may be that the order has been around for a while but has been working in secret, or people have mistaken its members for paladins of magic deities.

This class is perfect for fighter-type characters who want to use some of the more powerful spells without the serious drawbacks of multiclassing as a sorcerer or wizard. It's also good for players who want something a little different from a standard class, or who want their characters to have abilities similar to those of a paladin but without the lawful good alignment requirement.

ADAPTATION

The Knights of the Weave can easily be adapted to serve as followers of Azuth or as a true military order supported by the Mystran church.

If you're willing to alter the alignment requirements and spell list, you could create different splinter knight-hoods for each magic deity, making each group slightly more specialized and unique.

Azuth's knights would learn more direct-attack spells and metaspell effects, Savras's would study more divination, and Velsharoon's would gain access to necromancy.

TABLE 4-2: THE KNIGHT OF THE WEAVE
HIT DIE: D8

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+2	+0	+2	<i>Detect magic, read magic, spellcasting</i>
2nd	+1	+3	+0	+3	Armored caster (light)
3rd	+2	+3	+1	+3	—
4th	+3	+4	+1	+4	Fast metamagic
5th	+3	+4	+1	+4	—
6th	+4	+5	+2	+5	Spellfire (healing)
7th	+5	+5	+2	+5	—
8th	+6	+6	+2	+6	Armored caster (medium)
9th	+6	+6	+3	+6	—
10th	+7	+7	+3	+7	Spellfire (blasting)

MOONSEA SKYSENTINEL

"Nothing makes me feel better than soaring over the landscape, keeping an eye out for Zhent dangers. Except maybe for knocking a Zhentarm skymage out of his saddle, of course."

—Joatra Stelmar, Moonsea skysentinel

Moonsea skysentinels are the eyes in the sky for the Knights of the North, scouting the landscape, looking for evidence of Zhentarim activity.

They employ trained dire hawks as swift aerial mounts and a variety of combat tactics that allow them to swoop in, strike enemies quickly, and race away again before reinforcements can arrive.

Whether spying on a caravan flying the banner of the Black Network, delivering battle orders to a Knight raiding party, or hunting and dueling one of the hated Zhentarim skymages, a Moonsea skysentinel is the light cavalry of the Knights' forces.

BECOMING A MOONSEA SKYSENTINEL

Characters who want to become Moonsea skysentinels most often follow the path of the martial classes or druid because of the combination of skills and feats necessary to gain admittance.

Occasionally a rogue or cleric can become a Moonsea skysentinel, though such characters need additional levels to gain the necessary ranks in the required skills.

ENTRY REQUIREMENTS

Base Attack Bonus: +5.

Skills: Handle Animal 8 ranks, Ride 8 ranks.

Feats: Mounted Combat.

Special: Membership in the Knights of the North.

CLASS SKILLS

(2 + Int modifier per level): Climb, Craft, Handle Animal, Intimidate, Jump, Knowledge (geography), Ride, Spot.

CLASS FEATURES

The Moonsea skysentinel's class features make you particularly adept at aerial combat and scouting, while at the same time resistant to magical attacks from your hated foes, the Zhentarim skymages.

The combination of offensive specialties and defensive protections make you particularly handy at quick strikes against ground-based foes with little risk to yourself.

Dire Hawk Steed: As a Moonsea skysentinel, you gain a trained dire hawk of Large size as your personal mount.

The dire hawk serves you loyally, carrying you into combat or fighting at your side.

The dire hawk has maximum hit points but is otherwise a normal specimen of its size.

See page 122 for this creature's statistics block.

Your dire hawk steed gains 1 HD for every three class levels you gain beyond 1st (increasing to 10 HD at 4th, to 11 HD at 7th, and to 12 HD at 10th).

Each time it gains a Hit Die, its natural armor bonus and Strength score each improve by 2 (in addition to the normal improvements gained with added Hit Dice, such as skill points, feats, and ability score improvements).

A dire hawk steed can't be used as an animal companion.

Magical Defense (Ex): Your training in resisting the deadly spells cast by Zhentarim skymages manifests as a bonus on saving throws against spells and spell-like abilities for both you and your mount.

This bonus is +1 starting at 1st level, and it increases to +2 at 4th level, +3 at 7th level, and +4 at 10th level.

The ability only functions while you are mounted on your dire hawk steed.

Shield (Sp): Upon reaching 2nd level, you gain an innate ability to withstand incoming attacks from your enemies.

Once per day you can use a *shield* effect.

Your caster level is equal to your class level.

If you are mounted on your dire hawk, the spell affects both you and your mount, but if you dismount your dire hawk loses the benefit.

You can use this ability one additional time per day for every three levels gained above 2nd.

Spell Turning (Sp): Starting at 3rd level, you can use a *spell turning* effect as an immediate action; the duration is 1 round or until expended.

If you are mounted on your dire hawk, the spell affects both you and your mount (and you share a common pool of spell levels affected), but if you dismount your dire hawk loses the benefit.

You can use this ability once per day at 3rd level, and one additional time per day for every three levels gained above 3rd.

PLAYING A MOONSEA SKYSENTINEL

You hate the Black Network, especially those loathsome Zhentarim skymages, and you've decided to do something about it.

You and your bird like nothing better than taking to the skies and hunting for Zhents.

When the morning is cold and crisp, and your breath frosts in the breeze, that's when you feel most alive, ready to work.

Winging your way across the foothills or open plains of the Moonsea, you almost dare a skymage to show his ugly face—just so you can watch his look of horror when you send him plummeting.

You serve as both scout and cavalry for the rest of the Knights of the North.

Mounted on your trained dire hawk, you have the ability to race from one corner of the region to the other, delivering messages, scouting enemy movement, and guarding the skies to protect your companions.

They may be on the ground, raiding a caravan or attacking a Zhent envoy, but you're the one watching their backs.

COMBAT

Lightly equipped to travel fast, you don't like getting into frontal assaults.

Instead, you prefer to rely on your swift mount to get the drop on your ground-based enemies, coming in fast and leaving them wondering where you went.

Ranged weapons are your best tactic, and with your innate defensive abilities, you can avoid similar attacks, making it easy for you to circle the fight and rain death from above.

In the air, you have a good chance to deliver some hefty damage upon a Zhentarim skymage while enjoying a certain degree of protection from his spells.

As you gain more experience, your dire hawk can become a lethal force in its own right, and aerial battles against a skymage and its mount become spectacular—and deadly—displays.

ADVANCEMENT

You were already halfway to becoming a Moonsea skysentinel when you joined up with the Knights of the North.

After you showed what you could do on the ground, the Knights saw the potential in you to take to the skies for your joint cause.

You are a precious and rare breed—there aren't more than a handful of skysentinels in existence.

You and your companions know how much the rest of the Knights depend on you—and the cost not only to yourself

but to the group as a whole if you get killed or incapacitated.

At first, your superiors will want you to take it slow.

They use you on simple missions, delivering messages, scouting caravan locations, or occasionally doing some point work for the Knights' own caravans.

Until you get comfortable in the saddle, they don't want you to risk yourself unduly.

After all, you're hard to replace.

Once you start to get some battle experience, though, you can start tangling with the Zhent scum more regularly.

Your first fight with a Zhentarim skymage will be unlike anything you've experienced before.

Remember that you have to deal with him quickly, before he can use his magic to good effect.

Once you start gaining levels as a Moonsea skysentinel, you're going to need to make some choices about your combat specialties.

Your dire hawk is a powerful weapon in its own right, so the bonus feats you select determine how you put your mount to good use.

Your style of fighting must be predicated on what you know how to do with Mounted Combat and its related feats.

RESOURCES

Because you're a member of the Knights of the North, you have access to a wide range of specialty gear for yourself and your mount.

Spend the extra coin on a combat saddle and the other equipment to help you in battles—the extra price is worth it.

Also make sure you have the best bow you can, and get a spare; when you drop your weapon from 2,000 feet above the plains, you can't pick it up again.

The Black Network may be large and powerful, but it has many enemies.

You can usually find someone in the Moonsea region who is sympathetic to your cause, able to provide you with spare equipment or a place to hide in a pinch.

The Knights of the North maintain lots of supply caches all over the area, too, and you can draw on those when the need arises.

MOONSEA SKYSENTINELS IN THE WORLD

"I wouldn't be here if it weren't for the skysentinels watching my back.

They've warned me of Zhentarim traps more times than I can count."

—Lidrin Garneteye, Knight of the North

The Moonsea skysentinel is a paramount counterpart to the Zhentarim skymage.

One offsets the other.

If you have a campaign based around disrupting the foul deeds of the Black Network, particularly involving the activities of the Knights of the North, then the Moonsea skysentinel should be available to even the playing field.

DAILY LIFE

As with all the Knights of the North, the life of a Moonsea skysentinel is hard.

Often on the run from pursuing Zhentarim forces, a skysentinel lives day to day, enjoying the moments when airborne the most.

When he's not on a mission, he's often hiding in some roosting spot in the hills and lower mountains of the region.

Like the rest of the Knights, a skysentinel has dedicated his life to righting the wrongs inflicted on the common folk by the Black Network, and he works tirelessly to see that goal met.

There is no other life for him.

As with any airborne branch of a military organization, the Moonsea skysentinels are a breed apart.

They keep to themselves, seeing their roles as both more dangerous and more glorious than that of the common foot soldier.

In the case of the Knights of the North, the skysentinels respect their ground-based counterparts and would do anything to keep disaster from befalling them, but a skysentinel sees himself as the daredevil hero who swoops in and turns the tide, saving his friends' hides time and time again.

NOTABLES

Although she was not one of the original members of the Knights of the North, Joatra Stelmar was the first member recruited by the Knights to aid them in their cause.

A druid who had a great rapport with several dire hawks nesting in the Dragonspine Mountains, she took to flying on the back of one as a means of surveying the range where she lived.

She despised the Zhentarim skymages who sometimes flew into her territory, and she never missed an opportunity to send one careening to his death.

It was only a few years ago that Joatra came to the aid of a small group of Knights who had gotten caught in a trap laid for them by the Black Network.

Swooping in and catching the Zhents off guard, she was able to turn the tide of the skirmish.

Though reluctant at first to form a permanent relationship with the Knights, Joatra eventually agreed to facilitate bringing Knights with the right temperament together with dire hawks, helping them form a bond, and training them in the art of aerial warfare.

Now, though she would likely cringe at the appellation, the Knights consider Joatra to be their master skysentinel.

ORGANIZATION

All the other Knights of the North who train as Moonsea skysentinels answer to both Joatra Stelmar and to the leadership of the organization as a whole.

Beyond that, there are too few skysentinels in existence to organize them further.

Instead, an unspoken understanding exists among all the skysentinels that the most experienced among them will take on the most dangerous tasks, and the others accept lesser assignments until they have proven themselves. Joatra doesn't attempt to involve herself in the military decisions of the Knights.

Her only agenda is to see to it that the dire hawks are treated well and not put into undue danger.

She understands the need for risk; her knowledge of the Black Network is sufficient to accept that sacrifices must sometimes be made to thwart their schemes.

But she won't see birds pushed beyond their limits or sent on suicide missions without very good cause.

If at any point Joatra believes a Moonsea skysentinel is being unnecessarily reckless with or unkind to his or her dire hawk, she will ground that individual until amends are made.

The other Knights never question her decisions in these matters, both because they value her contributions to their

cause too much and because they recognize that she knows what she is doing.

Reparations can be as mild as an apology to both Joatra and the bird in question or as severe as permanent removal from the skysentinels.

NPC REACTIONS

Folk who don't know about the skysentinels (and few do who are not directly in alliance with or opposed to them) are usually amazed, frightened, and suspicious of these warriors from the sky.

They have seen plenty of evidence or heard plenty of anecdotal stories of flying Zhentarim skymages, and those encounters have never ended well.

Thus, unless they are given ample cause to change their views, people are most likely to be unfriendly or even hostile in attitude.

On the other hand, most folk who have been rescued from Zhent brutality by a Moonsea skysentinel appreciate both the nobility and risk involved in serving as one, and they tend to applaud the skysentinel's efforts and show a friendly or even helpful disposition.

There are a few who understand the good intentions of the skysentinels but fear the repercussions of aiding them, and those folk exhibit unfriendly or (rarely) hostile behavior, as well.

Of course, the members of the Black Network hate the Knights of the North and want them destroyed.

Zhentarim skymages find the Moonsea skysentinels particularly loathsome and take every opportunity to attack them, hoping to slay both rider and bird.

Each group's members harbor a special enmity for the other and almost never back down from a potential fight (unless their present business is of paramount importance, and any delay or failure to deliver could be disastrous).

MOONSEA SKYSENTINELS LORE

Characters can use Knowledge (local Moonsea) or Gather Information to learn more about the Moonsea skysentinels or a specific member.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: The Moonsea skysentinels are terrors from the sky, wreaking havoc on all trade in the Moonsea region.

DC 15: The Moonsea skysentinels work with the Knights of the North to combat the machinations of the Zhentarim, riding huge birds into battle.

DC 20: The Moonsea skysentinels are an elite corps of scouts, flying on dire hawks and dueling with Zhentarim skymages.

They hide out in secret aeries in the mountains and are hard to track down.

The Knights of the North secretly recruit members who show promise and teach them to become skysentinels.

DC 30: A successful check reveals specific places in the various cities of the Moonsea area, as well as Sembia, Cormyr, and the Dalelands, where someone can make it known that he or she would like to be contacted by Knight recruiters.

This information could include the name of someone to ask for, though there will always be twists and turns and false dead-ends to the information trail.

The Knights are very cautious, wary individuals who don't want to be exposed.

MOONSEA SKYSENTINELS IN THE GAME

Any campaign you might be running that takes the characters into or near the Moonsea region is a prime opportunity to utilize the Moonsea skysentinels. Whether the PCs are simply traveling through with a caravan, or they have clashed with the Zhentarim already and wound up in an ongoing struggle, they are likely to encounter a group of Knights of the North accompanied by at least a single skysentinel.

If events align to allow one or more characters to join the Knights of the North, it is feasible that at least one of those members will be interested in becoming a skysentinel. Even if the characters aren't recruited or turn down the opportunity, they can on occasion aid a Knight (and by extension, a skysentinel) or join forces with some to further a common cause.

Any player character who becomes a Moonsea skysentinel will find plenty to do in an ongoing anti-Zhentarim campaign.

As a skysentinel, the character can serve as the spy or scout for a strike team made up of the rest of the characters in the party.

Alternatively, with a smaller group of players, all of them could become skysentinels and fly missions as a team, relying on their disparity of skills and talents to still function as a well-rounded party.

Setting up a large rivalry with a notable Zhentarim skymage, someone who can serve as an ongoing adversary and torment and thwart the characters as they advance in level, can give you plenty of adventure ideas.

ADAPTATION

Of course, the Moonsea skysentinel concept doesn't have to be limited to the Knights of the North.

If you are running a campaign in another area of Faerûn (or in another campaign setting altogether), you can easily adapt the class to function as the aerial corps for a military or paramilitary organization.

Alternatively, the skysentinels could just as easily be a solo act, a group of like-minded combatants who serve their own purposes and don't answer to anyone else. They could even be a part of a city watch.

TABLE 4-4: THE MOONSEA SKYSENTINEL
HIT DIE: d8

Base					
Class	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Dirge hawk steed, magical defense +1
2nd	+2	+3	+0	+0	Shield 1/day
3rd	+3	+3	+1	+1	Spell turning 1/day
4th	+4	+4	+1	+1	Magical defense +2
5th	+5	+4	+1	+1	Shield 2/day
6th	+6	+5	+2	+2	Spell turning 2/day
7th	+7	+5	+2	+2	Magical defense +3
8th	+8	+6	+2	+2	Shield 3/day
9th	+9	+6	+3	+3	Spell turning 3/day
10th	+10	+7	+3	+3	Magical defense +4

TRIADIC KNIGHT

"We are few, but our resolve can break the spine of any fiend."

—Haelimbrar, Triadic Knight and Servant of the Lords of Imphras II

Triadic knights are holy warriors who worship the Triad of Tyr, Torm, and Ilmater.

Triadic knights trace their history back to the Fiend Wars of Impiltur (729–732 DR), when the three churches joined forces to proclaim the Triad Crusade, but they no longer comprise a single order of paladins.

Triadic knights believe that to truly embody the virtues of a paladin, one must draw on the strengths of all three gods. Through courage and perseverance, Triadic knights seek justice for all.

BECOMING A TRIADIC KNIGHT

Paladins, cleric/paladins, and clerics most commonly become Triadic knights, although many multiclass combinations including clerics and paladins are represented or have served in the past among the ranks of the Triad's holy warriors.

Depending on your base spellcasting class(es), you'll find Wisdom and/or Charisma remains your most valuable ability score.

Melee combat-oriented characters should emphasize Strength and Constitution, while those specializing in unarmed combat should focus on Dexterity and Strength, and then Constitution.

Spellcasters are best served by emphasizing their primary mental attribute to maximize the number of bonus spells they can cast.

ENTRY REQUIREMENTS

Patron Deity: Ilmater, Torm, and/or Tyr.

Alignment: Lawful good.

Base Attack Bonus: +5.

Feats: Initiate of Ilmater, Initiate of Torm (see page 31), or Initiate of Tyr; plus Endurance.

Skills: Knowledge (local) 4 ranks, Knowledge (religion) 4 ranks, Knowledge (the planes) 2 ranks.

Special: Aura of good class feature.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Diplomacy, Handle Animal, Heal, Knowledge (local, nobility and royalty, the planes, religion), Profession, Ride, Sense Motive.

CLASS FEATURES

The Triadic knight's class features combine elements of the paladin with defensive abilities that allow him to remain at full fighting strength even when faced with adverse conditions.

Spellcasting: At each new Triadic knight level other than 1st or 7th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class you belonged to before adding the prestige class.

You do not, however, gain all the benefits a character of that class would have gained.

If you had more than one divine spellcasting class before becoming a Triadic knight, you must decide to which class you add the new level for purposes of determining spells per day, caster level, and spells known.

Aura of Good (Ex): Your Triadic knight levels stack with other class levels that grant this ability for the purpose of determining the power of your aura of good.

Special Mount (Sp): As a Triadic knight, you gain the service of an unusually intelligent, strong, and loyal steed. See the paladin class feature, page 44 of the *Player's Handbook*.

Levels of Triadic knight stack with other class levels in classes that grant this feature for the purpose of determining the special mount's abilities.

Hands of Ilmater (Su): At 2nd level and higher, you can no longer become nauseated or sickened.

Shield Other (Sp): Starting at 3rd level, you can use a *shield other* effect once per day; your caster level is equal to twice your class level.

Triadic knights often call this ability "martyr's embrace".

Eyes of Tyr (Su): At 4th level and higher, you can no longer become dazzled or blinded (except by physical damage to your eyes).

Discern Lies (Sp): At 5th level, you become able to use a *discern lies* effect once per day; your caster level is equal to twice your class level.

Triadic knights often call this ability "judge's insight".

Smite Evil (Su): Beginning at 5th level, you can smite evil once per day.

See the paladin class feature, page 44 of the *Player's Handbook*.

If you already have this ability from another class, your Triadic knight class levels stack with that class's levels for the purpose of determining the extra damage dealt.

For example, a 5th-level paladin/4th-level Triadic knight would deal an extra 9 points of damage with each successful smite evil attempt.

Smite evil attempts per day gained from multiple sources stack.

Heart of Torm (Su): At 6th level, you gain immunity to fear.

Shout (Sp): At 7th level, you can use *shout* once per day; your caster level is equal to twice your class level.

Triadic knights often call this ability "lion's roar".

Threefold Smite (Su): At 7th level, you can combine three smite evil attempts in a single attack.

Doing this costs you three of your daily smite evil attempts; if you don't have at least three such attempts remaining, you can't use this ability.

Making a threefold smite requires a full-round action and triples the bonus on damage rolls (but not on attack rolls) normally applied with a smite evil attack.

For example, a 5th-level paladin/7th-level Triadic knight would deal an extra 36 points of damage (three times his effective smite evil level of 12th).

PLAYING A TRIADIC KNIGHT

You are brave, persevering, and honorable at all times, embodying the traits of all three members of the Triad. You exhibit more flexibility than most clerics and paladins of lawful good deities, since you are able to see better than most that sometimes justice must be tempered by mercy, that suffering must be alleviated through courage, or that obedience must give way to what is right.

You serve the churches of Tyr, Torm, and Ilmater and respect the commands of their leaders; as you see it, members of each group have a unique perspective on living a valorous, honorable life.

COMBAT

You belong in the front line of any combat, fighting hand-to-hand with the champion or leader of your foes. Your spells and abilities allow you to shrug off the lingering effects of most evil magic and keep going.

As you grow in power, your ability to embrace the suffering of others, ferret out the truth, and roar in the face of danger make you a natural leader and an inspirational example for others.

Your ability to smite is your greatest weapon, and when you reach the pinnacle of your power, you can dispatch powerful creatures of evil with a single blow.

ADVANCEMENT

Becoming a Triadic knight requires dedicating yourself not to one god, but to three.

You must spend time studying the dogma of all three faiths and understanding how each church's teachings strengthens the other two.

Although it is not strictly required, you are more likely to be chosen to join the knighthood if you exhibit great valor in three separate quests, each one serving one of the three churches of the Triad.

At first, your superiors will want you to rotate among the three faiths, serving the needs of each church individually.

As you become seasoned, however, they will expect you to identify specific weaknesses of each individual faith and bring your understanding of the rest of the Triad's teaching to bear, thus strengthening all three faiths.

As you continue to serve the Triad, you will be expected to become a leader of the Triad Crusade, which will continue until every last fiend is banished from Faerûn.

You will be expected to seek out denizens of the Lower Planes who lurk in Abeir-Toril's darkest shadows and muster the resources of the Triad's three churches to ensure their defeat.

RESOURCES

As a Triadic knight, you are part of a respected knighthood of champions, the living embodiment of the teachings of three gods.

You can expect a warm welcome in good-aligned human realms, much like that accorded a paladin.

As a champion of three faiths that are closely allied, you can draw on the resources of all three churches.

Spend coin on armor and weapons that will benefit you in battle.

Avail yourself of cold iron and silvered weapons effective against demons and devils, and seek out powerful magic weapons with bane (evil outsider), holy, and/or thundering properties.

In the Old Empires of Mulhorand, Unther, and Chessenta, and in nonhuman realms, Triadic knights are not widely known.

However, members of like-minded churches (such as those discussed in the Adaptation section, below) are likely to give you aid if so requested; to them, a paladinlike knight who is open-minded about the teachings of multiple lawful and good gods is a refreshing change from most dogmatic holy warriors.

TRIADIC KNIGHTS IN THE WORLD

"I met a mighty warrior on the road.

Her sword was shattered, her face was scarred, and she carried with her a bloody saddle.

I offered her a ride in my cart, but she graciously declined, saying that she had to walk the path Ilmater had set before her.

Within her eyes burned a fire the likes of which I've never seen.

This warrior, I imagined, had fought horrors that would crush the spirit of any common man."

—Arrath Darcylon, the Wandering Bard

Triadic knights are found throughout western and central Faerûn in churches and religious orders that embrace the worship of the three gods of the Triad. They play much the same role as paladins of Tyr, Torm, and Ilmater.

ORGANIZATION

Although Triadic knights once comprised a single order of paladins, Impiltur's Order of the Triad, a slim majority of Triadic knights now are independent agents, acting as lone paladins or clerics who have embraced the worship of three like-minded gods with little resistance from members of the individual faiths.

Other Triadic knights join one of the many knights orders dedicated to Torm, Tyr, or Ilmater.

The largest concentrations of Triadic knights are found in Impiltur, as leading members of the Knights of Imphras II; in Tethyr, as leading members of the Knights Kuldar of Barakmordin; and in Calimshan, where they venerate Anachtyr in lieu of Tyr, as leading members of the Janessar. Further details on the Knights of Imphras II are found in Chapter 3.

NPC REACTIONS

Most people regard paladins with a mixture of awe and guilt, amazed by their bravery and honor, but fearful that they are being secretly "judged".

Others simply hate them or view them with admiration.

Triadic knights are viewed much the same way as paladins, with similar varied reactions.

Few observers recognizing the implications of a paladin archetype embracing three largely united but subtly different dogmas.

TRIADIC KNIGHTS LORE

Characters with Knowledge (history) or Knowledge (religion) can research Triadic knights and find information on the Triad Crusade and its aftermath. When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: Triadic knights embrace the worship of Tyr, Torm, and Ilmater, known collectively as the Triad.

DC 15: Triadic knights can be found in large numbers as members of the Knights Kuldar in Barakmordin and as members of the Knights of Imphras II in Impiltur.

DC 20: Triadic knights came to prominence during the Triad Crusade, called by the churches of Tyr, Torm, and Ilmater in the wake of the Weeping War (711–714 YK) to defend Old Impiltur against an invasion of newly released fiends.

DC 30: Characters who achieve this level of success can learn important details about specific Triadic knights in your campaign.

TRIADIC KNIGHTS IN THE GAME

Triadic knights play much the same role as paladins, acting as shining knights who fight on behalf of the forces of law and good.

However, they show more resiliency than is typical for paladins, drawing on the three tenets of perseverance, courage, and justice to give them amazing strength in the face of impossible odds.

It's easy to introduce a Triadic knight into an ongoing campaign.

If your campaign includes a paladin who venerates Tyr, Torm, or Ilmater, any challenge that forces him to draw on the strengths of another god of the Triad might result in a revelation that leads him to embrace all three gods of the Triad.

This prestige class appeals to gamers who enjoy role-playing paladins but who seek a more complicated belief-set for the paladin to adhere to.

Triadic knights must balance between the teachings of the three gods, which share common goals but differ in the specifics of how to achieve such goals.

For example, a Triadic knight must weigh the merits of mercy versus duty versus justice when deciding on the fate of a captured prisoner who seemingly repents of his crimes at the last minute.

ADAPTATION

The Triadic knight is a fairly specific class that unites the differences of three lawful good gods.

This class can be adapted to worshipers of other pantheons with a strong focus on the twin tenets of law and good.

For example, a dwarf variant of this class could be created that venerated Clangeddin Silverbeard, Gorm Gulthyn, and Moradin, emphasizing the three tenets of bravery, watchfulness, and protection.

A Mulhorandi variant of this class could be created that venerated Horus-Re, Osiris, and Thoth, emphasizing the three tenets of knowledge, justice, and life.

TABLE 4–5: THE TRIADIC KNIGHT HIT DIE: d10

Base						Spellcasting
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+1	+2	+0	+0	Aura of good, special mount	—
2nd	+2	+3	+0	+0	Hands of Ilmater	+1 level of existing divine spellcasting class
3rd	+3	+3	+1	+1	Shield other	+1 level of existing divine spellcasting class
4th	+4	+4	+1	+1	Eyes of Tyr	+1 level of existing divine spellcasting class
5th	+5	+4	+1	+1	Discern lies, smite evil 1/day	+1 level of existing divine spellcasting class
6th	+6	+5	+2	+2	Heart of Torm	+1 level of existing divine spellcasting class
7th	+7	+5	+2	+2	Shout, threefold smite	—

CITY OF SPLENDORS

WATERDEEP (3.5)

GRAY HAND ENFORCER

"Come here, little demon, and stop tormenting the nice townsfolk...I will squash you like a bug."

—Harshnag the Grim

Gray Hand enforcers are highly trained members of the Gray Hands, Waterdeep's elite, high-powered fighting force.

They answer only to the Lords of Waterdeep and are selected for their ability to deal quickly with enemies of unusual personal power.

Through rigorous training, Gray Hand enforcers gain the ability to shrug off physical damage and magical attacks alike.

BECOMING A GRAY HAND ENFORCER

Barbarians, fighters, and rangers most commonly become Gray Hand enforcers, although members of all classes and many races (particularly monstrous humanoids and giants) have served among the ranks of the Gray Hands.

The most important requirement of a Gray Hand enforcer is the ability to deal damage, followed closely by the ability to take large amounts of damage.

Melee-oriented characters should emphasize Strength and Constitution, while those specializing in ranged or sneak attacks should focus on Dexterity and Constitution, and then Strength.

Spellcasters are best served by emphasizing their primary mental attribute to maximize the number of bonus spells they can cast.

Spellcasters should also focus on Constitution to improve their hit points as well as Dexterity and Wisdom to improve their saving throws.

Hit Die: d10.

ENTRY REQUIREMENTS

Alignment: Any nonevil.

Skills: Intimidate 5 ranks.

Feats: Endurance, Toughness, and either Power Attack or Empower Spell.

Special: Base attack bonus +7 or ability to cast 4th-level spells.

Special: Must be a member of the Gray Hands (see page 37).

CLASS SKILLS

(2 + Int modifier per level): Climb, Concentration, Escape Artist, Heal, Intimidate, Jump, Knowledge (local), Listen, Ride, Spellcraft, Spot, Swim, Tumble, Use Magic Device, and Use Rope.

CLASS FEATURES

All of the following are class features of the Gray Hand enforcer prestige class.

Weapon and Armor Proficiency: Gray Hand enforcers gain no proficiency with any weapons, armor, or shields.

Spellcasting: A Gray Hand enforcer continues training in magic.

At every Gray Hand enforcer level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a

spellcasting class you belonged to before adding the prestige class.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a Gray Hand enforcer, you must decide to which class you add the new level for purposes of determining spells per day, caster level, and spells known.

Damage Reduction (Ex): At 1st level, a Gray Hand enforcer gains damage reduction.

Subtract 1 from the damage you take each time you are dealt damage from a weapon or natural attack.

Damage reduction can reduce damage to 0 but not below 0. This ability improves to damage reduction 2/- at 3rd level, and damage reduction 3/- at 5th level.

Gray Hand Token: All Gray Hand enforcers are given a small token, usually a clasp, ring, or brooch in the shape of a human hand, fingers together and palm out.

Civic officials of Waterdeep (including Lords, magistrates, and Watch and Guard officers) know the token by sight.

You gain a +5 bonus on any Charisma-based skill checks made against an officer or official of Waterdeep if you show the token.

A bearer of the token may not be arrested or hindered in Waterdeep unless the arresting official is a Lord, magistrate, or civil of the Guard or Watch.

Dragonward Strike (Su): By calling upon the power of *Ahghairon's dragonward*, the Gray Hand enforcer can launch a mighty attack.

Beginning at 2nd level, you can make a single melee attack with a +4 bonus on the attack roll and a bonus on the damage roll equal to your Gray Hand enforcer level.

You must declare the strike before making the attack.

Instead of using the dragonward strike to make a melee attack, you can empower a single spell as if you had applied the Empower Spell feat.

You do not have to prepare the spell as an empowered spell ahead of time, and this does not increase the level of the spell.

You can use a dragonward strike once per day, or two times per day beginning at 4th level.

In either case, the dragonward strike is only usable within 10 miles of Waterdeep, since it relies on proximity to Ahghairon's spell.

Spell Resistance (Ex): At 4th level, you gain spell resistance equal to 5 + your character level.

For example, as a fighter 10/Gray Hand enforcer 4, you would have spell resistance 19.

Lords' Boon (Su): At 5th level, you gain the ability to heal your own wounds.

You can heal 20 hit points each day.

You can use the healing all at once, or spread it out among several uses.

PLAYING A GRAY HAND ENFORCER

You are tough as nails and every bit as dangerous as your reputation suggests.

You have earned the trust of Waterdeep's leaders at great personal risk, and you have little fear of death.

You have no time for moral niceties or negotiation; you trust the Lords to call you in only when right is on your side and complete annihilation of the enemy is the only remaining resort.

You are fiercely loyal to the City of Splendors, allowing no one to besmirch the name or reputation of your great city.

COMBAT

Gray Hand enforcers must deal out large amounts of damage quickly, regardless of the consequences to the surrounding area.

Gray Hand enforcers are also incredibly tough, able to withstand large numbers of dangerous attacks without flinching or falling.

For spellcasters, evocation and summoning spells are two quick ways to take out a foe.

Abjuration spells are also important, as they allow members of your team to fight longer.

Avoid divination spells (if it moves, kill it—nothing else matters), illusions (if your reputation doesn't scare your foe, nothing will), and enchantments (if it was susceptible to reason, you wouldn't be needed).

For melee combatants, make sure you can always get to your foe (missile weapons or the ability to run, climb, jump, or fly) and when you do, deal large amounts of damage (big, powerful weapons with large threat ranges or critical multipliers).

ADVANCEMENT

You want to acquire spells and magic items that enable you to survive the sorts of fights for which the Gray Hands are famous.

Anything else is secondary.

If you survive, you will inevitably advance.

RESOURCES

The Gray Hands are an elite organization, fully backed by Waterdeep's treasury.

Don't worry about collateral damage in service to the Lords; destruction of private property is never your concern.

If you need a weapon or suit of armor, the Watchful Order of Magists & Protectors would be happy to fabricate such for you as quickly as they can.

You must still pay for personal armaments, but simply having the ear of the city's most powerful spellcasters is helpful enough.

GRAY HAND ENFORCERS IN THE WORLD

The Gray Hands are the elite strike force in the employ of the Lords of Waterdeep.

When called upon, they battle fearlessly against any threat to the City of Splendors.

The Gray Hands organization is described in detail on page 37.

NPC REACTIONS

Gray Hand enforcers are an unknown quantity outside the City of Splendors.

In Waterdeep, the Gray Hands have acquired a fearsome reputation.

Word that the members of the Gray Hands have been spotted is enough to send most Waterdhavians fleeing, as any battle involving Gray Hand enforcers is likely to result in a lot of collateral damage and civilian casualties.

GRAY HAND ENFORCER LORE

The Gray Hands are well known in the City of Splendors, although their exact role in service to the Lords is the subject of some confusion.

Characters who succeed on a Knowledge (local Waterdeep) check can learn the following information, including the information from lower DCs.

DC 10: The Lords of Waterdeep are served by an elite team of adventurers, known as the Gray Hands.

DC 15: The Gray Hands are dispatched only when the City Watch or City Guard cannot handle a problem.

If you see a large frost giant heading your way, get out of the area as fast as you can.

DC 20: The leader of the Gray Hands is the ranger Jardwim. He's tough as nails and as inflexible as the Blackstaff.

He figures if the Lords need his merry little band, then things are long past the discussion stage.

Your only hope if you cross the Gray Hands is to surrender or die.

GRAY HAND ENFORCERS IN THE GAME

Any powerful adventurer resident in Waterdeep and loyal to the Lords could be a member of the Gray Hands.

The team is a glorified adventuring band with a low survival rate and a steady influx of new recruits.

This prestige class appeals to gamers who like to battle powerful foes using every resource at their disposal.

It's especially appropriate for a Waterdeep-based campaign where the City of Splendors is under continual threat.

NPC Gray Hand enforcers are always based in Waterdeep, available to defend the City of Splendors in a moment's notice.

ADAPTATION

While the Gray Hands are presented as unique to Waterdeep, there is no reason you could not create similar organizations in other wealthy cities such as Baldur's Gate, Suzail, Tantras, or Telflamm.

TABLE 3—1: THE GRAY HAND ENFORCER

	Base					
	Attack	Fort	Ref	Will		
Level	Bonus	Save	Save	Save	Special	Spellcasting
1st	+1	+2	+0	+0	Damage reduction 1/—, Gray Hand token	—
2nd	+2	+3	+0	+0	Dragonward strike 1/day	+1 level of existing spellcasting class
3rd	+3	+3	+1	+1	Damage reduction 2/—	+1 level of existing spellcasting class
4th	+4	+4	+1	+1	Spell resistance 5 + character level, dragonward strike 2/day	+1 level of existing spellcasting class
5th	+5	+4	+1	+1	Damage reduction 3/—, Lords' boon	+1 level of existing spellcasting class

KNIGHT OF THE BLUE MOON

"Observe the waxing and waning of the moon, and watch how the Weave ebbs and flows in response.

'Tis the Daughter of the Moonmaiden responding to the tug of her mother's bosom."

—Xale of the Starry Glen

Knights of the Blue Moon are elite soldiers in the endless battle against the Mistress of the Night.

Their tactics are strictly governed by the phase of the moon, for they are strongest when the moon is full and weakest when the moon is new.

Drawing on Selûne's tidal influence over the Weave, they attack when the moon is waxing and their offensive powers grow strong, and they defend when the moon is waning and their defensive powers move to the fore.

BECOMING A KNIGHT OF THE BLUE MOON

Cleric/sorcerers and paladin/sorcerers make good Knights of the Blue Moon, for they combine a diverse array of spontaneously cast spells with the ability to channel the divine power of their deity.

Cleric/bards and even ex-bard/paladins can also become Knights of the Blue Moon, although they are far less common.

Depending on your base spellcasting class or classes, you'll find that Wisdom or Charisma remains your most valuable ability score.

If you choose to emphasize your capabilities as a sorcerer, you might wish to emphasize your Dexterity as well, allowing you to become a ranged combatant.

Otherwise, the usual mix of Strength, Dexterity, and Constitution are likely to be as important to you as they are to all melee combatants.

Hit Die: d8.

ENTRY REQUIREMENTS

Alignment: Any good.

Base Attack Bonus: +4.

Skills: Concentration 8 ranks, Knowledge (arcana) 4 ranks, Knowledge (religion) 4 ranks.

Feats: Craft Magic Arms and Armor, Lunar Magic*, and either Weapon Focus (heavy mace) or Exotic Weapon Proficiency (shuriken).

Spells: Ability to cast arcane spells spontaneously.

Patron Deity: Selûne or Mystra.

Special: Ability to turn undead, membership in the Order of the Blue Moon (see page 44).

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Diplomacy, Handle Animal, Heal, Knowledge (arcana), Knowledge (religion), Ride, Profession, Spellcraft, and Survival.

CLASS FEATURES

All of the following are class features of the Knight of the Blue Moon prestige class.

Weapon and Armor Proficiency: Knights of the Blue Moon gain no proficiency with any weapons, armor, or shields.

Selûne's favored weapon is the heavy mace, which Knights of the Blue Moon refer to as the moon's hand.

Mystra's favored weapon is the shuriken, which Knights of the Blue Moon refer to as whirlstars.

Spellcasting: A Knight of the Blue Moon continues training in magic.

When you gain a level in this class, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class you belonged to before adding the prestige class.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a Knight of the Blue Moon, you must decide to which class you add the new level for purposes of determining spells per day, caster level, and spells known.

Moon Blessing (Su): During days and nights of the waning or new moon, you can channel the influence of Selûne over the Weave to reduce the impact of magic directed at you. At the cost of a single attempt to turn undead, you receive a sacred bonus equal to +1 per class level on a single saving throw against a spell or spell-like ability.

Using this ability is an immediate action (see the sidebar on page 80).

During days and nights of the waxing or full moon, you can channel the influence of Selûne over the Weave to increase the impact of magic cast by you.

At the cost of a single attempt to turn undead, you increase the saving throw DC of a single use of a spell or spell-like ability by an amount equal to your class level.

Using this ability is a swift action (see the sidebar on page 80).

Special Mount: At 1st level, you can call a special mount. This ability is identical to the paladin ability of the same name, except the mount will always match your alignment. Levels of paladin and Knight of the Blue Moon stack for purposes of determining the special mount's abilities. In addition, if you do not have a familiar, levels of sorcerer or wizard also stack for purposes of determining the special mount's abilities.

Faerie Fire (Sp): At 2nd level, you can use *faerie fire*, as the spell, three times per day.

Lunar Sight (Ex): Knights of the Blue Moon of 2nd level and above have low-light vision.

If you already have low-light vision, you instead gain improved low-light vision, which means that you see four times as far as a human in conditions of poor illumination.

Divine Moonlight (Su): At 3rd level, any spell with the light descriptor is heightened by one level, as if you had the Heighten Spell feat.

The spell does not require a spell slot of higher level or require you to prepare such spells in advance.

Selûne's Foresight (Su): At 3rd level, you can tap into the prophetic powers associated with the moon, giving you a +2 insight bonus on initiative rolls.

Weavesight (Sp): At 4th level, you can use *arcane sight*, as the spell, three times per day.

Moon Kiss (Su): At 5th level, you can channel the silver light of Selûne into weapons or armor you use.

When the moon is waxing or full, at the cost of a single attempt to turn undead, a magic weapon you wield receives the property of *brilliant energy* for 1 round.

This use of the ability is a swift action (see the sidebar on page 80).

When the moon is waning or new, at the cost of a single attempt to turn undead, armor you wear receives the property of *spell resistance* (SR 10 + character level) for 1 round.

Using this ability is an immediate action (see the sidebar on page 80).

PLAYING A KNIGHT OF THE BLUE MOON

Although the Lady of Loss can never be defeated, you are a dedicated foe of the forces of darkness, bitterness, and loss, battling the followers of Shar wherever they appear.

Where others see weakness in the endless waning and waxing of the Moonmaiden, you see a way to control the ebb and flow of combat.

Where others are tempted by the dark power of the Shadow Weave, you see hidden power in the tidal fluctuations of the Weave.

You excel at tactics, always seeking to maximize your advantage over your foes.

You see the glass as it is, both half empty and half full, untroubled by temporary setbacks or inclined to rash behavior thanks to unexpected victory.

You live your life in accordance with the heavens, advancing when the signs are favorable and retreating when dire portents beckon.

COMBAT

You live for the chance to battle the followers of Shar, but are careful to pick your time and your battlefield.

You prefer to find a small redoubt and then sally forth for brief periods before retreating and concentrating on defense.

ADVANCEMENT

Qualifying for the Knight of the Blue Moon class requires a significant number of feats and skill points.

Moreover, many multiclass combinations that work well with the class are relatively weak, specializing in neither combat nor spellcasting.

Regardless of how you met the entry requirements, consider the Extra Turning feat and then focus on either spellcasting or combat.

You should choose your spells to give you a good variety of offensive and defensive options at every level.

If you want to multiclass while advancing as a Knight of the Blue Moon, pick one of your base classes and concentrate on it.

Paladins, sorcerers, and wizards are particularly appropriate second classes if you intend to employ your special mount ability to great effect.

RESOURCES

The Order of the Blue Moon is relatively new (less than two decades old) and is concentrated in lands where the church of Shar is powerful.

Although it has little in the way of finances, the churches of Selûne and Mystra do all they can to support the Order in such lands.

In general, a Knight of the Blue Moon can obtain healing (or other spellcasting services) from a cleric of Selûne or Mystra at 25% of the normal cost, and his or her companions can obtain healing at 75% the normal cost.

KNIGHTS OF THE BLUE MOON IN THE WORLD

The Order of the Blue Moon is a religious organization dedicated to Selûne and Mystra.

Based north of Waterdeep, they are a growing presence in the City of Splendors despite tensions with the Mystran clergy in the House of Wonder (§21).

The Order of the Blue Moon is described in detail on page 44.

NPC REACTIONS

The Order of the Blue Moon is a relatively new knightly order in a world that has large numbers of such religious organizations.

Outside the city of Waterdeep, the Order's existence is largely unknown, and thus most NPCs treat it like any other crusading order—with wary regard.

Those that do learn something of the Order in their roles as part of the church hierarchy of Selûne or Mystra are often put off by its perceived heresy of venerating both Selûne and Mystra.

Displays of lunar magic engender great interest among students of the Art, for lunar magic is relatively unknown among those who study the many ways to manipulate the Weave.

KNIGHTS OF THE BLUE MOON LORE

The Order of the Blue Moon is known in the City of Splendors, but most folks think it a knightly order that serves a specific church, like the Order of the Aster.

Characters who succeed on a Knowledge (local Waterdeep) or Knowledge (religion) check can learn the following information, including the information from lower DCs.

DC 10: The Moonmaiden's temple is defended by the Knights of the Blue Moon, a newly founded religious order.

DC 15: While the Order of the Blue Moon is backed by both the Moonmaiden and the Lady of Mysteries, it has much stronger support from the church of Selûne than it does from the church of Mystra.

DC 20: The Order of the Blue Moon has an isolated chapterhouse on one of the Red Rocks.

KNIGHTS OF THE BLUE MOON IN THE GAME

Given their limited number, the Knights of the Blue Moon rarely act in concert.

They often have to hire adventurers, particularly those with ties to the church of Selûne or the church of Mystra, to complete various missions on behalf of the Order.

Sometimes, a single Knight of the Blue Moon joins with a small company of adventurers to accomplish a goal of the order.

The Knights can even be used as a new weapon against the church of Shar.

The Knight of the Blue Moon prestige class appeals to a player who likes a variety of capabilities and the challenge of making tactical decisions.

The prestige class is appropriate for those who like their characters to fight on the side of right against an endless tide of darkness.

Your adventures don't all need to be consumed with the battle against the Church of Shar.

Just make sure that a variety of tactics will be required over the course of your adventures.

Some should demand aggressive action and others a stout defense.

ADAPTATION

While the Knights of the Blue Moon are dedicated to Selûne and Mystra, deities worshiped chiefly by humans, you can easily change the patrons of the order to Corellon Larethian and Sehanine Moonbow.

Simply change the last feat requirement to Weapon Focus (longsword) or Weapon Focus (quarterstaff).

TABLE 3-2: THE KNIGHT OF THE BLUE MOON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Moon blessing, special mount	+1 level of existing class
2nd	+1	+3	+0	+3	<i>Faerie fire</i> 3/day, lunar sight	+1 level of existing class
3rd	+2	+3	+1	+3	Divine moonlight, Selune's foresight	+1 level of existing class
4th	+3	+4	+1	+4	<i>Weavesight</i> 3/day	+1 level of existing class
5th	+3	+4	+1	+4	Moon kiss	+1 level of existing class

MOONSTAR AGENT

"Despite the self-aggrandizing puffery of those windbags at Twilight Hall, the Blackstaff stands, as ever, unbowed. But then again, that's what makes him so much fun to tease."

—Kyriani Agrivar

Moonstar agents, also known as Teukiir, are members of the Tel Teukiira, a group founded in the Year of the Tankard (1370 DR) by Khelben "Blackstaff" Arunsun when he broke from the Harpers.

Similar in many ways to Those Who Harp, Moonstar agents combine a keen understanding of history with a knack for spying on chosen targets and acquiring powerful artifacts. The group receives the blessings of three deities long favored by the Blackstaff: Mystra, Oghma, and Sehanine Moonbow.

In addition, Khelben and his consort, Laeral Silverhand Arunsun, perform arcane rituals reminiscent of elven high magic on members of the group, giving them special magical abilities.

BECOMING A MOONSTAR AGENT

Bards, bard/rangers, bard/rogues, rogue/sorcerers, and rogue/wizards all make good Moonstar agents, for they combine a wide array of skills with arcane spellcasting ability.

Single-classed sorcerers and wizards, ranger/sorcerers, ranger/wizards, and other bard multiclass options can also become Moonstar agents, although they are less common. Depending on your base arcane spellcasting class, you will find that Intelligence or Charisma remains your most valuable ability score.

You will also find that the art of gathering information, dodging surprise attacks, and manipulating others requires equal parts Dexterity and Charisma.

Hit Die: d6.

ENTRY REQUIREMENTS

Skills: Decipher Script 4 ranks, Gather Information 4 ranks, Knowledge (history) 8 ranks.

Feats: Investigator, Stealthy.

Spells: Ability to cast *disguise self* and *identify*.

Special: Bardic knowledge, lore (loremaster class feature or any similar ability), Harper knowledge, or ability to cast *legend lore*.

Special: Member of the Tel Teukiira (see page 75).

CLASS SKILLS

(4 + Int modifier): Bluff, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Forgery, Gather Information, Hide, Knowledge (any), Listen, Move Silently, Perform, Profession, Search, Sense Motive, Speak Language, Spellcraft, Spot, Survival, and Use Magic Device.

CLASS FEATURES

All of the following are class features of the Moonstar agent prestige class.

Weapon and Armor Proficiency: Moonstar agents gain no proficiency with any weapons, armor, or shields.

Spellcasting: When a new Moonstar agent level is gained, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class you belonged to before adding the prestige class.

You do not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting.

This essentially means that you add the level of Moonstar agent to the level of some other spellcasting class you have, then determine spells per day, caster level, and spells known accordingly.

Lore (Ex): Like a bard, a Moonstar agent has a knack for picking up odd bits of knowledge.

This ability works exactly like the bardic knowledge ability of the bard class.

If you have bard levels (or levels in another class with the same ability, such as loremaster or Harper agent), your Moonstar agent levels and bard levels (or levels in the other appropriate class) stack for the purpose of using Moonstar agent knowledge.

Oghma's Insight: As masters of obscure lore, Moonstar agents develop a keen interest in many fields.

You gain Skill Focus in any one Knowledge skill as a bonus feat.

Laeral's Intuition (Sp): At 2nd level, you can use *detect thoughts*, as the spell, three times per day.

Mystra's Boon (Su): At 3rd level, you gain a +2 sacred bonus on all saving throws against spells.

Khelben's Call (Sp): At 4th level, you can use *sending*, as the spell, as a standard action once per day.

Uncanny Dodge (Ex): When you reach 5th level, you retain your Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

(You still lose any Dexterity bonus to AC if immobilized).

If you gain uncanny dodge from a second class, you automatically gain improved uncanny dodge (see *Player's Handbook* page 50).

EX-MOONSTAR AGENTS

Any Moonstar agent who violates the code of the Tel Teukiira, endangers other Telkiir through negligence or deliberate action, or intentionally turns away from the Tel Teukiira quickly gains a reputation in the organization. Such an individual can no longer progress in the Moonstar agent prestige class.

Furthermore, he can no longer use the supernatural or spell-like abilities of the class.

A petition to Khelben Arunsun, fulfillment of a suitable quest set by the Blackstaff, and an *atonement* spell from a

cleric of a deity chosen by Khelben brings the former Moonstar agent back into good standing. Thereafter, she regains the use of all class abilities and can once again gain levels in the prestige class.

MOONSTARS AND HARPER AGENTS

Characters with levels in the Harper agent prestige class can take levels in the Moonstar agent prestige class without losing any of their Harper agent abilities, and vice versa.

PLAYING A MOONSTAR AGENT

Faerûn is endlessly awash in the sweep of history, and once again the tides of change are rushing forward.

You see the broad strokes of historical experience, placing the complications of today in the context of yesteryear.

While time might march inexorably forward, the actions of a few can change the course of history, for weal or woe.

Seek understanding of the context of what you do and the inexorable chain of events your actions precipitate.

Do not worry overmuch regarding the immediate concerns of today, or tomorrow might not dawn.

COMBAT

Your greatest weapons are knowledge of the past and understanding of the present; your skill is in knowing how to use that understanding to your advantage.

Master the Art, but use it wisely, for the ostentatious use of magic will only draw attention to your activities.

Spells of divination and illusion serve to both reveal the actions of your foes and shield your own activities in turn.

Do not attack directly if another hand can be directed to serve the purpose.

Watch from the shadows, emerging only to whisper in the right ear or subtly manipulate a situation.

ADVANCEMENT

You want to acquire spells and magic items that help you gather information and shield your activities from the prying eyes of others.

Spells such as *arcane eye*, *clairaudience/clairvoyance*, *detect thoughts*, and *scrying* enable you to spy on your foes from afar.

Spells such as *comprehend languages*, *disguise self*, *invisibility*, *pass without trace*, *silence*, and *tongues* enable surreptitious information gathering.

Spells such as *analyze dweomer*, *identify*, and *legend lore* allow you to investigate artifacts, and spells such as *message*, *sending*, and *whispering wind* allow you to communicate with your fellows over long distances.

Skills such as Hide, Gather Information, and Move Silently facilitate your ability to gather information, while

Knowledge (arcana) and Knowledge (history) allow you to understand the lost magical lore of ancient civilizations.

Bluff, Diplomacy, and Sense Motive allow you to manipulate others for the long-term ends of the Tel Teukiira.

RESOURCES

Although the Tel Teukiira is a young group, it can call upon all the resources of the Blackstaff, not to mention their powerful colleagues.

In practice, this means Moonstar agents have access to the vast magical resources of Blackstaff Tower (C6), albeit only in cases of demonstrable need, and indirect access to the resources of Those Who Harp (primarily through Harpers who are inclined favorably to the Tel Teukiira) and the Lords of Waterdeep (of which Khelben and Kyriani Agrivar are members).

Moonstar agents can employ either Blackstaff Tower or (assuming they have a *Teukir badge*) the Silver Safehold as a refuge when needed.

MOONSTAR AGENTS IN THE WORLD

The Tel Teukiira, which translates to “Moonstars” in the common tongue, is a shadowy group of ex-Harpers who broke from Those Who Harp to pursue the mysterious objectives of the Blackstaff.

The Tel Teukiira is described in detail on page 75.

NPC REACTIONS

The Tel Teukiira is a secretive group that few have even heard of.

If a hero is revealed to be a member of the Tel Teukiira, most NPCs would mistake them for Harpers in the service of the ever-meddling Blackstaff.

Most Harpers of the North and the Dalelands remain favorably inclined toward Khelben and any agents who serve in his employ.

In contrast, Harpers closely affiliated with Twilight Hall in Berdusk are likely to view members of the Tel Teukiira as traitors (if they are ex-Harpers) or untrustworthy (if they are revealed to serve the traitorous Blackstaff).

MOONSTAR AGENTS LORE

The Tel Teukiira are well hidden in the City of Splendors because the group works hard to hide its existence, and the bulk of the group’s activities and agents are located in cities across Faerûn.

Characters who succeed on a Gather Information check can learn the following information, including the information from lower DCs.

DC 15: Ever since he resigned from the Lords, the Blackstaff has been assembling a private army of meddlers even worse than Those Who Harp.

DC 25: The Tel Teukiira are behind the fall-off in Zhentarim activity in western Faerûn.

The Blackstaff and his agents made some deal with the tyrant of the Moonsea to divide control of the Realms.

Characters who learn the name “Tel Teukiira” and succeed on a Knowledge (history) check can learn the following information.

DC 25: *Amagal’s Tome*, an ancient Elven text of early Cormanthor, notes that the Tel Teukiira “will come hidden and in many guises and faces.

They dwell in shadow and speak in omens, yet they shall bring about waking dreams and save us from the Three Threats Who Wait in Darkness, the Prefects, and ourselves”.

Even members of the Tel Teukiira are uncertain as to what this means, although most suspect that Khelben knows and does not say.

MOONSTAR AGENTS IN THE GAME

Most high-ranking Teukir are not (yet) members of the Moonstar agent prestige class, although new recruits usually take at least one level of the class.

NPC Moonstar agents can be found in small numbers in cities and kingdoms across Faerûn, although the largest concentration of such characters is found in Waterdeep and the North.

The Tel Teukiira works best as a mysterious organization operating behind the scenes.

The Moonstars might be engaged in a silent war in the shadows with an evil group, leaving the PCs to untangle what is going on when they chance upon such activity.

The Tel Teukiira can also act as patrons (or manipulators) of the characters, overtly or indirectly guiding them into new adventures that ultimately serve the Blackstaff's aims. The Tel Teukiira can also be used as foes (at least initially) if the PCs are dispatched by the Harpers of Twilight Hall to uncover the plots of the Blackstaff.

ADAPTATION

While the Tel Teukiira is presented as an offshoot of the Harpers founded and run by the Blackstaff, they can easily

be adapted to serve the role of a private army of infiltrators and spies.

By dint of their personal power, many mages across Faerûn believe themselves entitled to manipulate the affairs of their neighbors.

An archmage who succeeds in establishing such a group might assemble a coterie of followers with powers similar to that of the Moonstars.

TABLE 3—3: THE MOONSTAR AGENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Lore, Oghma's insight	+1 level of existing spellcasting class
2nd	+1	+0	+3	+3	Laeral's intuition	+1 level of existing spellcasting class
3rd	+2	+1	+3	+3	Mystra's boon	+1 level of existing spellcasting class
4th	+3	+1	+4	+4	Kbelben's call	+1 level of existing spellcasting class
5th	+3	+1	+4	+4	Uncanny dodge	+1 level of existing spellcasting class

SUN SOUL MONK

"Look within for the dawning light of the Morninglord, the twinkling diamonds of the Moonmaiden's raiment, and the shimmering corona of Lady Firehair's beauty. Let it shine forth from your soul, and the Yellow God shall be reborn through you."

—Kadila adh Vitendi

Monks of the Sun Soul Order believe that they each harbor a small fragment of the sun's divine essence, long absent from the Realms.

Brothers and sisters of the Order of the Sun Soul are trained to tap into the "spiritual light" within—a tradition that developed during Amaunator's slow decline—and manifest it externally.

The monks are loosely affiliated with the faiths of Lathander, Selûne, and Sune, and they share many common concerns with those churches.

Staunch opponents of darkness, evil, and chaos, the Sun Soul monks serve as crusaders against churches of evil deities, defenders of the common folk, and protectors of sites sacred to deities of light and good.

BECOMING A SUN SOUL MONK

Monks and monk/paladins make the best Sun Soul monks. They are uniquely suited to the asceticism and discipline of the order.

Cleric/monks are not uncommon among the followers of the Morninglord, but are exceedingly rare among the followers of Selûne and Sune because one-step alignment restrictions require such a character to be either an ex-monk or an ex-cleric.

Clerics, fighters, paladins, rogues, and multiclass combinations thereof occasionally join the order, but their total collective numbers are small.

As with any combat-oriented character, you will find that a high Strength, Constitution, and Dexterity will serve you well.

You will also want a high Wisdom to maximize the use of your "inner fire" combat abilities.

Hit Die: d8.

ENTRY REQUIREMENTS

Alignment: Lawful good or lawful neutral.

Base Save Bonuses: Will +4.

Skills: Concentration 8 ranks, Knowledge (arcana) 4 ranks, Knowledge (religion) 4 ranks.

Languages: Ignan, Loross.

Feats: Athletic, Improved Unarmed Strike, Stunning Fist.

Patron Deity: Lathander, Selûne, or Sune.

Special: Member of the Order of the Sun Soul (see page 41).

CLASS SKILLS

(4 + Int modifier per level): Balance, Climb, Concentration, Craft, Diplomacy, Escape Artist, Hide, Jump, Knowledge (arcana, history, and religion), Listen, Move Silently, Perform, Profession, Sense Motive, Spot, Swim, and Tumble.

CLASS FEATURES

All of the following are class features of the Sun Soul monk prestige class.

Weapon and Armor Proficiency: Sun Soul monks are proficient with all simple weapons, but gain no new proficiency with any armor.

You can treat a light mace as a special monk weapon for the purpose of your flurry of blows ability.

Monk Abilities: Sun Soul monk levels stack with monk levels for purposes of determining flurry of blows, unarmed damage, AC bonus, and unarmored speed bonus (see Table 3–10, page 40 of the *Player's Handbook*).

Sun Soul (Sp): You gain the ability to radiate magical light, equivalent in effect to a *daylight* spell with a duration of 1 minute per caster level, once per day per Sun Soul monk level.

You and your clothing are the "object" from which the light emanates.

Your caster level is equal to your combined monk, paladin, and Sun Soul monk levels.

Low-Light Vision (Ex): At 2nd level, you gain low-light vision if you don't already have it.

Sun Soulray (Sp): At 2nd level, you gain the ability to radiate and project a blast of light from an open palm, equivalent in effect to a *searing light* spell.

Treat the caster level as equivalent to your combined monk, paladin, and Sun Soul monk levels.

At 4th level, you can use this ability two times per day; at 6th level, three times per day; and at 8th level, four times per day.

Flaming Fists (Su): At 3rd level and beyond, you can channel your inner light into your unarmed attacks as a swift action (see page 80), giving them the flaming weapon special ability for a number of rounds equal to your Wisdom bonus (minimum 1).

See the *Dungeon Master's Guide*, page 224.

At 6th level, you can use this ability two times per day, and you bestow the flaming burst weapon special ability on your unarmed attacks.

At 9th level, you can use this ability three times per day. You can choose to bestow either the flaming burst or brilliant energy weapon special ability on your unarmed attacks.

Abundant Step (Su): At 5th level or higher, you can slip magically between spaces, as if using the spell *dimension door*, once per day.

Your caster level for this effect is one-half your combined monk and Sun Soul monk levels (rounded down).

Greater Sun Soul (Sp): At 7th level, you gain the ability to wreath yourself in flames, equivalent in effect to a *fire shield* spell (warm version), once per day.

Treat your caster level as equivalent to your combined monk, paladin, and Sun Soul monk levels.

Darkvision (Ex): At 8th level, you gain darkvision out to 60 feet if you don't already have it.

Sun Soulbeam (Sp): At 10th level, you gain the ability to emit dazzling beams of light, equivalent in effect to a *sunbeam* spell, once per day.

Treat your caster level as equivalent to your combined monk, paladin, and Sun Soul monk levels.

Tongue of the Sun and Moon (Ex): At 10th level, you can speak with any living creature.

EX-SUN SOUL MONKS

A Sun Soul monk who becomes nonlawful cannot gain new levels as a Sun Soul monk, but retains all Sun Soul monk abilities.

Like a member of any other class, a Sun Soul monk can be a multiclass character, but multiclass Sun Soul monks face a special restriction.

A Sun Soul monk can gain levels in one other class (other than monk) and still progress as a monk or as a Sun Soul monk, as long as long as his combined monk and Sun Soul monk levels exceed all other class levels.

PLAYING A SUN SOUL MONK

You are a dedicated servant of the common man, eschewing ostentatious consumptions of wealth, food, or libation.

You almost never despair, no matter how dark things seem, for you have discovered your spiritual light within.

You see yourself as a custodian of the sun's divinity and the inheritor of an ancient tradition, awaiting the day the sun returns to its proper glory and banishes the spiritual shadow from the world.

COMBAT

You relish unarmed combat, particularly against foes vulnerable to fire, for in such battles you can truly unleash your inner fire.

Thanks to your training, you can also use spell-like abilities that burn your enemies, a potent combination unexpected by most foes.

ADVANCEMENT

Qualifying for the Sun Soul monk class requires a significant commitment of skill points.

As you gain levels, you probably want to catch up in some of the more physical skills, including Balance, Climb, Jump, and Tumble.

Moreover, you might find you have missed out on some combat feats as well.

The order is known for its employment of the Sun School tactical feat; it is suggested that you acquire it as soon as you qualify.

If you want to multiclass as you advance, consider taking levels in monk or paladin.

Many of your abilities stack with levels in these classes, so doing so maximizes your potential.

RESOURCES

Although scattered and somewhat disorganized, the Order of the Sun Soul is known to most regions of Faerûn.

As a result, it should be available to you no matter where you go.

In general, a Sun Soul monk can obtain healing from a cleric of Lathander at 25% of the normal cost, and from a cleric of Selûne or Sune at 50% of the normal cost.

Her companions can obtain healing at 75% of the normal cost.

A Sun Soul monk can obtain free room and board for herself (for any length of stay) and her companions (for one night) at any of the order's monasteries across Faerûn.

SUN SOUL MONKS IN THE WORLD

The Order of the Sun Soul is a monastic order spread across Faerûn.

A monk with controversial beliefs about Amaunator, Lathander, Selûne, and Sune leads the chapter in Waterdeep.

The Order of the Sun Soul is described in detail on page 41.

NPC REACTIONS

The monks who join the Order of the Sun Soul are only one of many monastic and knightly orders found across Faerûn.

Few commoners know much about the differences between these organizations, so Sun Soul monks are treated much as any other nonevil monks; most people admire their single-mindedness of purpose and dedication, but think that they are somewhat aloof.

Members of the church of Lathander welcome Sun Soul monks as allies because the two organizations have fought side by side in many battles against the undead and other forces of evil.

Members of the churches of Selûne and Sune also view the Sun Soul monks as allies, but see the monks' ways as inscrutable and overly rigid.

In Waterdeep, all three churches view the Order of the Sun Soul with suspicion because the local leader of the order has been preaching heresy, although the gods have yet to strike him down for doing so.

SUN SOUL MONK LORE

The Order of the Sun Soul is closely affiliated with the church of Lathander and loosely affiliated with the churches of Selûne and Sune.

Characters who succeed on a Knowledge (religion) check can learn the following information, including the information from lower DCs: DC 10: The Order of the Sun Soul is a widely scattered sect encompassing worshipers of the Morninglord, the Moonmaiden, and Lady Firehair.

DC 15: Monks of the Sun Soul Order are dedicated servants of the common folk, a tradition stretching back many generations.

DC 20: Monks of the Sun Soul Order can visibly manifest their spirits in the form of light or fire.

According to their teachings, everyone harbors a tiny piece of the golden, life-giving sun in his or her soul.

DC 30: The Order of the Sun Soul dates back to the time of Netheril.

The order, once known as the Brotherhood of the Sun, evolved into its current form after the death of Amaunator. The Order of the Sun Soul is not particularly secretive, but a great deal of confusion surrounds its teachings because of its division into three sects, each venerating a different deity.

Even members of the order are often unaware that the order once served the church of Amaunator.

SUN SOUL MONKS IN THE GAME

The Order of the Sun Soul is well suited for PC monks and monk/paladins.

Even if none of the PCs belong to the brotherhood, the order is always seeking out lost Netherese religious lore and individual sects regularly hire adventurers to recover lost texts believed to date back to the order's earliest days. The Sun Soul monk appeals to players who like to roleplay virtuous, athletic characters with a dash of magic, flash, and mystery.

Make sure you provide ample opportunity for the Sun Soul monk to shine in unarmed combat, perhaps by pitting her against a monk of a rival order.

NPC Sun Soul monks typically inhabit monasteries hidden in far-flung wilderness areas but spend much of their time wandering the Realms while serving the common folk. Some members of the order are assigned to prominent temples of Lathander, Selûne, or Sune, and thus they make their home within the major cities of Faerûn.

ADAPTATION

While the Sun Soul monk is presented as loosely affiliated with three churches concerned with the heavens, you could easily adapt the class to other gods.

For example, if the order were affiliated with Auril, you could change the allowed alignments to LN and LE, replace the *flaming* and *flaming burst* abilities with *frost* and *icy burst*, change *fire shield* to the chill version, and replace the *searing ray* ability with *shivering touch*.

TABLE 3—4: THE SUN SOUL MONK

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+2	+2	<i>Sun soul</i> , monk abilities
2nd	+1	+0	+3	+3	Low-light vision, <i>sun soulray</i> 1/day
3rd	+2	+1	+3	+3	Flaming fists 1/day
4th	+3	+1	+4	+4	<i>Sun soulray</i> 2/day
5th	+3	+1	+4	+4	Abundant step
6th	+4	+2	+5	+5	Flaming fists 2/day, <i>sun soulray</i> 3/day
7th	+5	+2	+5	+5	<i>Greater sun soul</i>
8th	+6	+2	+6	+6	Darkvision, <i>sun soulray</i> 4/day
9th	+6	+3	+6	+6	Flaming fists 3/day
10th	+7	+3	+7	+7	<i>Sun Soulbeam</i> , tongue of the sun and moon

CITYSCAPE (3.5)

CRIMSON SCOURGE

"Don't worry.

I'll see that the package is delivered unharmed.

Well...mostly unharmed."

—Geddrik the Whip

In the fantasy world as well as the real world, the reach of the law sometimes isn't enough.

When a criminal is on the loose, or a prisoner has escaped, professional bounty hunters offer their services to bring in the fugitive.

Additionally, in some urban fantasy settings, the slave trade is just an accepted fact of life.

And just as a rancher sends herders after stray cattle, so too must a slaver hire specialists to track down and recover lost or escaped slaves.

Whether they are independent crime-fighters assisting the law or grim mercenaries who hunt living property, such trained specialists are called crimson scourges.

These fearsome trackers are known not only for their efficiency, but for their zealous commitment to the task at hand.

Crimson scourges are dedicated—at least to the handsome sums they earn.

BECOMING A CRIMSON SCOURGE

The crimson scourge is a tough and efficient tracker who specializes in dealing painful but ultimately nonlethal wounds.

Scourges hail almost exclusively from the ranks of barbarians, fighters, and rangers, though the occasional dedicated warrior might join their ranks as well.

Druids can qualify almost as quickly, but most find a scourge's work distasteful or unfulfilling.

All other classes either cannot meet the alignment and/or skill requirements, or must reach higher levels before qualifying to become a crimson scourge.

ENTRY REQUIREMENTS

Alignment: Any nongood.

Base Attack Bonus: +4.

Base Fort Save: +3.

Skills: Gather Information 4 ranks, Handle Animal 8 ranks, Heal 1 rank, Intimidate 3 ranks.

Feats: Urban Tracking (see page 64).

CLASS SKILLS

(6 + Int modifier per level): Balance, Bluff, Climb, Craft (trapmaking), Diplomacy, Disable Device, Disguise, Escape Artist, Gather Information, Handle Animal, Hide, Intimidate, Jump, Knowledge (local), Listen, Move Silently, Ride, Search, Sense Motive, Spot, Survival, Swim, Use Rope.

CLASS FEATURES

A crimson scourge gains abilities that help him track down and subdue sentient beings.

He develops these abilities as he gains levels in his class, and in the process grows increasingly difficult to dissuade from his objectives.

While a crimson scourge is capable of using deceit to recover his quarry—and is trained in disguising his appearance should the need arise—he prefers instead to trade on his fearsome reputation, “encouraging” locals to cooperate with him.

By the time a scourge masters his class, he has become a coldly efficient tracker of human prey.

Weapon and Armor Proficiency: You are proficient with all simple and martial weapons, light and medium armor, and shields (but not tower shields).

In addition, you can select one of the following as a free weapon proficiency: bolas, net, or whip.

Kid Gloves (Ex): Crimson scourgings excel at manipulating the wounds they inflict, causing more or less harm as the situation demands.

If you choose, you can deal nonlethal damage with weapons that normally deal lethal damage, or lethal damage with weapons that normally deal nonlethal damage—both without taking the usual –4 penalty on the attack roll.

Special Dispensation: Crimson scourgings do not operate in secrecy unless they have to, so their patrons provide them the freedom to perform their duties.

While operating in any area where bounty hunting is acceptable, a slavers guild has any presence, or you enjoy the patronage of an influential figure, you gain the benefit of the Special Dispensation feat (see page 63), even if you do not meet the prerequisites.

Swift Tracker (Ex): Starting at 2nd level, you can make a Gather Information check when using Urban Tracking every half-hour without taking the usual –5 penalty.

Painful Strike (Ex): At 3rd level, you gain the ability to deal an extra 1d6 points of nonlethal damage when making a melee attack that deals nonlethal damage against an unarmed opponent.

This ability does not function if the opponent has a weapon of any sort in either hand, or if your attack deals lethal damage.

Unarmed foes with the Improved Unarmed Strike feat are still considered unarmed.

This ability never applies to ranged attacks, regardless of the target's proximity to you.

If you score a critical hit with the melee attack, the extra damage from this ability is not multiplied.

This extra damage increases to 2d6 points at 6th level, and to 3d6 at 9th level.

Creatures not subject to nonlethal damage, as well as constructs, oozes, plants, and incorporeal creatures, are not affected by this ability.

Immovable Heart (Ex): Your grim profession hardens your emotions.

Beginning at 4th level, you gain a +2 competence bonus to resist enchantment spells and fear effects.

Improved Disarm: At 5th level, you gain Improved Disarm as a bonus feat, even if you do not meet the prerequisites.

Threaten (Ex): Crimson scourgings of at least 7th level are masters at shaking the confidence of their foes.

This ability grants three advantages when you use the Intimidate skill to demoralize an opponent (PH 76).

First, you can attempt to demoralize an opponent as a move action, rather than a standard action.

Second, a successful attempt causes the target to be shaken for a number of rounds equal to your unmodified Strength modifier (minimum 1 round).

Finally, you gain a +2 bonus on any Intimidate check to demoralize an opponent.

Deadened Hide (Ex): Upon reaching 8th level, you become immune to nonlethal damage and to spells or effects that inflict or manipulate pain (DM's discretion).

Smell of Blood (Ex): At the apex of your advancement, you acquire an almost animalistic awareness of the world around you.

You gain the scent ability (MM 314) and a +3 insight bonus on initiative checks.

PLAYING A CRIMSON SCOURGE

You are an unusual creature: someone capable of being stealthy and subtle, but who rarely needs to be.

People like you aren't called “crimson scourgings” for nothing.

Your very existence serves as a deterrent against escape.

If you are neutral-aligned, you likely don't deserve much of what's said about you, but it's against your financial interests to set the record straight.

If you're evil, it's probably all true.

Your relationship with your employer is the most important thing for you.

Whether or not your loyalty is genuine, without the safety of your patron, your numerous enemies would not hesitate to pounce.

You prefer to work alone, but sometimes scourgings are hired in pairs—nominally for their safety, but mainly to keep tabs on a suspect hunter.

COMBAT

Crimson scourgings never shy away from combat, and more often than not they will instigate a fight just to prove a point.

Most of your skills revolve around tracking and disarming (and often humiliating) a single individual.

You're not terribly effective in fights involving multiple foes, so bravado is a large part of your combat ability: If you can intimidate your opponent into backing down, you've won without striking a single blow.

If melee is inevitable, focus on making the most of your abilities.

Strike at unarmed assailants first, to try to take them out of combat quickly, and then move to disarming those who carry weapons so you can do the same to them.

ADVANCEMENT

Unless you are in business for yourself, your advancement potential relies heavily upon a slavers guild or patron organization.

The more successful you are at what you do,
the more rapidly you'll advance.

Sometimes an employer or guild sends scourges out in pairs—one junior tracker and one veteran.

Although true friendship between them rarely blooms, the elder usually ends up taking on the role of mentor.

You were already a competent tracker before becoming a true scourge, but you should continue to make hunting skills a priority when the time for skill point allotment arrives.

Before a single blow is landed, your strongest advantages in combat are your reputation and your perceived ability to back up that reputation.

Make sure that Intimidate is as high a priority as Gather Information.

Focus your feat selection on developing tricks of the trade, such as Improved Disarm, Improved Grapple, Improved Initiative, Improved Overrun, Improved Trip, and Improved Sunder.

RESOURCES

Depending on its size and public persona, a slavers guild usually funds its scourges' retrieval efforts...provided it has concrete information on where a target has gone, and it has a good idea of what the operation will cost, if you're a member of the guild and possess the Favored feat, then you're entitled to such aid should you ask for it.

If you are in the employ of a wealthy patron, you can receive some compensation for your expenses, especially if you have performed satisfactory work for that employer before.

Your work often takes you into areas with no guild presence or where slavers are reviled (if you are a hunter of slaves), or into the underworld (if you pursue criminals). In those environments, you're on your own.

For this reason, be sure to fix the terms of employment before venturing out after a quarry.

CRIMSON SCOURGES IN THE WORLD

"They provide a necessary service, of course.

But I do wish they could be a bit more...discreet."

—Lord Beaumont Richhierre, second-tier magistrate

Crimson scourges are suitable for almost any city.

They can appear in areas with little to no slave trade, focusing entirely on escaped criminals, or be in the employ of slavers guilds but hunting in areas where escaped slaves have fled.

On occasion, a slavers guild sends a pair of scourges into a town where the trade hasn't yet blossomed.

The scourges quietly investigate factors such as the rich-poor divide, the socioeconomic dynamic, and the attitude of the ruling class toward indentured servitude, evaluating the potential for a new market.

ORGANIZATION

Crimson scourges have little organization unto themselves. Aside from the mentor-student relationship that develops between pairs, they neither want nor need additional complication in their lives.

The only structure that the scourges recognize is an informal system of rank, based upon a combination of achievement and reputation.

The more successful the scourge, and the more fearsome his reputation, the more respect he gains from his peers.

Nonevil scourges also depend on successful retrievals but value independence far more than ferocity; A scourge who can dictate his own terms earns more respect in the eyes of his peers than one known only for intimidating his quarry. Daily life for the average scourge consists of countless hours of training and waiting, interspersed with frenetic bouts of activity.

Scourges have to keep themselves sharp, but unless they're on active assignment, they have little to do but wait.

For this reason, crimson scourges often take assignments as bodyguards or enforcers, serving either the guild or independent parties.

In some cases, a scourge is retained permanently, which provides him or her a steady stream of work.

Nonevil scourges tend to refuse exclusivity arrangements. Only by committing to a job and then leaving immediately upon success can such scourges maintain their objectivity and independence.

NPC REACTIONS

By their very nature, scourges elicit fear and unfriendly suspicion from those they meet.

Other people might still be helpful to a scourge, but out of fear rather than admiration or respect.

Only slavers react to them more favorably than unfriendly, and even they are usually indifferent.

CRIMSON SCOURGE LORE

Characters with ranks in Knowledge (local) or bardic knowledge can research crimson scourges to learn more about them.

When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Slavers guilds and city watches sometimes use fearsome trackers to hunt down fugitive criminals and escaped slaves.

DC 15: These so-called crimson scourges are highly skilled not only in hunting their quarry but in causing pain without dealing lethal injury.

They are known for their callousness.

DC 20: Crimson scourges have a talent for dealing massive amounts of pain to unarmed opponents, and for disarming opponents who might otherwise provide a threat.

The best of them feel no pain at all.

CRIMSON SCOURGES IN THE GAME

The crimson scourge fills a specific enough niche that a DM can easily work the class into a campaign under the assumption that the PCs have simply never heard of the scourges before (especially if none of the PCs have ever been in an area with a slavers guild).

Players who enjoy search-and-recover adventures, as well as those who embrace the challenge of a morally complex character, might be drawn to the crimson scourge class.

As an NPC, a scourge makes an excellent adversary, whether encountered on the trail of a PC who is an escaped slave, or as a threat to an acquaintance or relative of a party member.

ADAPTATION

The crimson scourge is suitable for just about any urban campaign setting.

Even if your setting features no slavers guild, slaves probably exist somewhere.

And as long as there are fugitives, whether criminals on the run or missing property, there will always be crimson scourges to bring them in.

In a setting without slaves, the class might be associated with a variant organization, such as a thieves or assassins guild.

Scourges might even form the retrieval arm of a cult that endorses slavery, in which case every scourge would be a member of the cult.

TABLE 3-3: THE CRIMSON SCOURGE HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Kid gloves, special dispensation
2nd	+2	+3	+3	+0	Swift tracker
3rd	+3	+3	+3	+1	Painful strike +1d6
4th	+4	+4	+4	+1	Immovable heart
5th	+5	+4	+4	+1	Improved disarm
6th	+6	+5	+5	+2	Painful strike +2d6
7th	+7	+5	+5	+2	Threaten
8th	+8	+6	+6	+2	Deadened hide
9th	+9	+6	+6	+3	Painful strike +3d6
10th	+10	+7	+7	+3	Smell of blood

EBONMAR INFILTRATOR

*"In the world of politics, secrets are currency.
In the world of politics, I am a rich, rich man."*

—Thobias Ebonmar, scion and "guide" of House Ebonmar
Secrets are indeed the currency of the world of politics, and few have learned this better than House Ebonmar.

A politically oriented noble bloodline, Ebonmar has mastered the art of learning the most hidden facets of their rivals, while keeping their own dealings quiet and unseen. Their greatest tools in this endeavor are the infiltrators—or "guides" as they are obliquely referred to—who act as spies, saboteurs, and—when necessary—blackmailers of unsurpassed ability on behalf of the house.

BECOMING AN EBONMAR INFILTRATOR

The infiltrator is a master of stealth and deception, an interpreter, and an escape artist.

Few individuals other than bards, rogues, and perhaps ambitious experts can master the wide variety of skills necessary to become an infiltrator.

Monks could manage it, if they're willing to spend a great many skill points on cross-class skills.

All others must either multiclass or wait until much higher levels to become an infiltrator.

ENTRY REQUIREMENTS

Skills: Decipher Script 4 ranks, Hide 8 ranks.

Move Silently 8 ranks.

Search 4 ranks, Sense Motive 4 ranks.

Feats: Any two of the following: Alertness, Deceitful, Investigator, Negotiator, and Stealthy.

Special: Must be a member of House Ebonmar.

CLASS SKILLS

(6 + Int modifier per level): Balance, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Jump, Knowledge (nobility and royalty), Listen, Move Silently, Open Lock, Search, Sense Motive, Sleight of Hand, Spot, Tumble.

Use Rope.

CLASS FEATURES

An infiltrator gains abilities focused on both stealth and awareness, augmenting his job as a spy or saboteur.

He slowly builds on this focus until he obtains an almost superhuman ability to observe and interpret the world around him.

Additionally, he trains in the use of specific spells, also designed to aid in his primary goal of gathering secrets. While an infiltrator is certainly capable of using disguise and deceit to obtain his goals, his primary techniques are stealth-based; one has no need to lie when one cannot be seen.

Weapon and Armor Proficiency: You gain no proficiency with any weapons or armor.

If you are proficient with light armor, you can cast infiltrator spells while wearing light armor without incurring the normal chance for arcane spell failure.

However, like any other arcane spellcaster, an infiltrator wearing medium or heavy armor or using a shield incurs the normal chance of arcane spell failure if the spell in question has a somatic component.

A multiclass infiltrator still incurs the normal chance for arcane spell failure when casting arcane spells received from other classes.

Spells: Starting at 2nd level, you gain the ability to cast a small number of arcane spells.

To cast an infiltrator spell, you must have an Intelligence score of at least 10 + the spell's level, so if you have an Intelligence of 10 or lower, you cannot cast these spells.

Bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + your Intelligence modifier.

When you get 0 spells per day of a given level (for instance 1st-level spells for 1st level), you gain only the bonus spells to which you would be entitled based on your Intelligence score for that spell level.

Your spell list appears below.

You prepare and cast spells just as a wizard does.

Piercing Insight (Ex): Through strenuous training, you learn to more effectively observe the world surrounding you.

At 1st level, you gain a +1 bonus on Search, Sense Motive, and Spot checks.

These bonuses increase by +1 for every three levels you advance past 1st level in the prestige class (+1 at 1st level, +2 at 4th level, +3 at 7th level, and +4 at 10th level).

Speed Reader (Ex): You have learned to interpret text at a rapid rate.

You can read a single page of text as a full-round action.

This applies even to text read with *comprehend languages*, or through the use of the Decipher Script spell.

Sneak Attack (Ex): This ability, gained at 2nd level, is like the rogue ability of the same name (PH 50).

The extra damage increases by 1d6 at 5th level and again at 8th level.

If you get a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

Combat Anticipation (Ex): Beginning at 3rd level.

your ability to effectively observe the world around you allows you to respond more swiftly to danger.

You gain a +1 dodge bonus to Armor Class, and a +1 bonus on both Reflex saves and initiative checks.

These bonuses increase to +2 at 6th level.

The bonuses to AC and Reflex saves come in part because you read the intentions of your foe.

Thus, you gain those bonuses only against humanoids, monstrous humanoids, and giants.

Other creatures are too anatomically different for you to easily anticipate their intentions.

This ability functions only when you are wearing light or no armor.

Uncanny Dodge (Ex): At 4th level, you cannot be caught flat-footed and react to danger before your senses would normally allow you to do so.

This ability functions like the barbarian ability of the same name (PH 26).

If you already have uncanny dodge from some other source, you instead gain improved uncanny dodge at this level.

Hide in Plain Sight (Ex): Beginning at 8th level, you can use the Hide skill in natural terrain even while being observed.

This ability functions like the ranger ability of the same name (PH 48).

Hyper-Awareness (Su): At 9th level, you find your perceptions have grown so highly attuned that they become supernatural.

You gain darkvision out to 30 feet and blindsense out to 5 feet.

Shadow in the Night (Sp): When you reach 10th level, your mastery of stealth has crossed over into the otherworldly.

Once per day, you can become ethereal.

This effect lasts for up to 1 round, plus a number of additional rounds equal to your Intelligence modifier.

This ability otherwise functions as the spell *ethereal jaunt*.

EBONMAR INFILTRATOR SPELL LIST

Infiltrators choose their spells from the following list.

1st Level: *comprehend languages*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *detect secret doors*, *detect weaponry**, *disguise self*, *expeditious retreat*, *ghost sound*, *jump*, *obscuring mist*, *secret weapon*.*

2nd Level: *cat's grace*, *darkness*, *detect thoughts*, *fox's cunning*, *illusory script*, *invisibility*, *knock*, *owl's wisdom*, *pass without trace*, *spider climb*, *undetectable alignment*.

3rd Level: *arcane sight*, *darkvision*, *deeper darkness*, *locate object*, *misdirection*, *nondetection*, *see invisibility*, *secret page*, *tongues*.

4th Level: *arcane eye*, *clairaudience/clairvoyance*, *detect scrying*, *dimension door*, *freedom of movement*, *greater invisibility*, *locate creature*, *modify memory*, *scrying*.

* New spell described in this book.

PLAYING AN EBONMAR INFILTRATOR

You prefer stealth to swordplay, avoiding a battle to fighting one.

You are direct and driven in your goals to seek out and acquire secrets useful to House Ebonmar.

Everything else is secondary.

You normally prefer to work alone or with a team of others who share your skills, but if you can find companions who will aid you in your cause, you are more than happy to stick with them.

Your relationship with the house is inviolate.

Everything you do, you do for your family and your blood.

Your position within Ebonmar is rather unusual.

As one of their guides, you are well respected, for they know they owe you and your kind much of their success.

Yet you can never personally gain the political prestige that your work provides, for the house cannot afford to place their guides in a public position.

COMBAT

Where possible, avoid direct conflict, using your skills and special abilities to anticipate and escape from your foes.

When battle is inevitable, focus on opponents against whom your special abilities are most effective, leaving creatures such as undead, constructs, and plants for your companions.

Strike from concealment or odd angles, taking advantage of your sneak attack.

Try to use your spells in advance of battle to enhance your companions' abilities as well as your own.

Make liberal use of divinations to determine what you'll be facing, and plan your strategies accordingly.

ADVANCEMENT

Only members of House Ebonmar become infiltrators.

You were likely born into the house, though it's conceivable that you married or were adopted into it.

The house keeps a constant lookout for members who boast the necessary skills to make a good infiltrator.

They observed you for some time before approaching you, watching to ensure that you were not only sufficiently able, but also truly loyal to House Ebonmar and its secrets.

Only when you had alleviated all their concerns did the family leaders ask you to become a guide.

Unearthing secrets and finding leverage on political rivals is now your primary goal.

You remain a member in good standing of the house.

In fact, you likely appear at public functions and gatherings, or perhaps even hold a minor position in the household or the city.

You are not permitted to take on any role that is too public, however—the house must be able to disavow your actions if you are ever caught.

At the same time, people expect members of Ebonmar to seek political power, so you must play the part of behind-the-scenes schemer to some extent.

Your spare time is occupied with training, learning new techniques, and perhaps embarking on unrelated adventures to hone your prowess.

Once you've become an infiltrator, put a good portion of your skill points into stealth-related skills; these are your primary advantage in combat, and your only means of effectively carrying out your primary goals.

Spread your remaining points evenly around your various class skills, making you sufficiently well rounded to understand and acquire information from almost any source.

Focus your feat selections on those that will either improve your various skills or augment your spellcasting abilities.

RESOURCES

Although they will not and cannot be overt about it, the members of House Ebonmar place their aid and resources at your disposal.

If necessary, they can provide funding or equipment for a specific mission, an alibi, bail, or even a means of escape if you are captured or arrested and a safe place to hide.

In no case, however, will the house ever publicly acknowledge the connection between itself and anyone convicted of a crime or exposed as an infiltrator; therefore, it might cut ties with you at any point if you become a liability.

Further, it only supports you when you work for its purposes; don't expect any sort of aid when you're off on unrelated adventures.

EBONMAR INFILTRATORS IN THE WORLD

"Tell you about him?"

I just said that I saw him in my chambers!

Doesn't mean I can tell you the first thing about him!"

—Lord Beaumont Richhierre, second-tier magistrate
Integrating infiltrators into an urban campaign is a fairly easy task.

House Ebonmar can fit into almost any city with ambitious political families.

The Ebonmar "guides" are its primary means of acquiring leverage.

While little evidence exists to prove the house's connection with these illicit activities, its use of infiltrators is something of an open secret.

Thus, any urban campaign that involves political intrigue is a perfect place for an Ebonmar infiltrator.

Even if the PCs prefer not to involve themselves in politics, an infiltrator might go on unrelated quests in order to hone his skills, or perhaps to get out of town for a while after a mission goes awry.

ORGANIZATION

The infiltrators have no organization unique to themselves; they are simply members of House Ebonmar. Within the house, rank equates to age—the older the member, the higher his position.

A council of five patriarchs and matriarchs governs the family; only 3 majority vote among them can strip a member of rank.

Similarly, only the council can send an infiltrator on a mission.

Any other members who want an infiltrator to perform a task must petition the patriarchs and matriarchs first.

Daily life for an infiltrator consists of equal parts high society and secret training.

Like others of the family, they put in appearances at upper-class functions, and perhaps spend a few hours working in a minor governmental office.

Their spare time consists of training to master their unusual abilities.

Individual infiltrators might have their own agendas, but service to the house always comes first.

Failure to abide by this stricture could result in exile from the house—and, if the infiltrator knows too much, perhaps a shallow grave in the deep woods.

House Ebonmar is not an innately evil family (though it has more than its share of evil members), and the Patriarchs do not order such a step lightly, but neither will they risk a disgruntled and estranged member exposing their techniques.

On extremely rare occasions, an infiltrator might accept an outside commission, so long as his actions do not threaten the house or interfere with its plans.

A character seeking an infiltrator need merely drop word of his interest in locations frequented by Ebonmar members, servants, and employees.

It invariably gets back to the infiltrators, who observe the characters in secret for a time.

If they agree to a meeting, the infiltrators simply show up when the characters are in a place that enables them to converse safely.

NPC REACTIONS

Political allies of House Ebonmar greet its members warmly, starting with a friendly attitude (PH 72).

Political enemies are initially unfriendly.

Most others are usually indifferent toward members of the house.

Few people react to the PC specifically as an infiltrator simply because the character is unlikely to publicize his status.

Still, should someone find out, they will likely view the character with some measure of distrust.

If they have heard of the infiltrators, their reaction is one step nearer hostile than it would otherwise be, unless they are a close ally of the house.

INFILTRATOR LORE

Characters with ranks in Knowledge (local) or Knowledge (nobility and royalty) can research the Ebonmar infiltrators to learn more about them.

When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Ebonmar infiltrators collect secrets and knowledge about political and public figures, for use as leverage or even blackmail.

Everyone knows they work for House Ebonmar, but nobody's been able to do anything about it.

DC 15: The infiltrators are highly skilled in methods of stealth, deception, and information-gathering.

They're very hard to catch, and they are experts at avoiding combat.

DC 20: Infiltrators are capable opponents, able to strike a foe's weak spots.

The greatest among them can see in utter darkness, and even move through solid objects.

EBONMAR INFILTRATORS IN THE GAME

The infiltrators are secretive enough that the DM can easily work them into a campaign under the assumption that they have been active for some time.

Alternatively, the PCs might simply have had no reason to deal with House Ebonmar before, or might only now be entering a city or district where the house is active.

Players who enjoy stealth or political intrigue are most likely to be drawn to the infiltrator.

The prestige class makes an excellent spy (its main purpose) but can also become an effective scout, saboteur, or even assassin.

ADAPTATION

The Ebonmar infiltrator is easy enough to adapt to most campaigns by simply changing its flavor.

The class might be associated with a different political house, or with a guild of thieves or assassins.

It might be a religious cult devoted to a god of thieves or shadows, in which case you might consider making the spells divine rather than arcane.

Alternatively, the class might be associated with a government, representing a cabal of specially trained and mystically enhanced covert operatives.

TABLE 3-1: THE EBNOMAR INFILTRATOR

HIT DIE: D6

Base Attack Level	Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Piercing insight +1, speed reader, spells	0	—	—	—
2nd	+1	+0	+3	+0	Sneak attack +1d6	1	—	—	—
3rd	+2	+1	+3	+1	Combat anticipation +1	2	0	—	—
4th	+3	+1	+4	+1	Uncanny dodge, piercing insight +2	3	1	—	—
5th	+3	+1	+4	+1	Sneak attack +2d6	3	2	0	—
6th	+4	+2	+5	+2	Combat anticipation +2	3	3	1	—
7th	+5	+2	+5	+2	Piercing insight +3	3	3	2	0
8th	+6	+2	+6	+2	Hide in plain sight, sneak attack +3d6	3	3	3	1
9th	+6	+3	+6	+3	Hyper-awareness	3	3	3	2
10th	+7	+3	+7	+3	Piercing insight +4, shadow in the night	3	3	3	3

URBAN SAVANT

"The unprepared city beckons to all manner of evil through its open gates.

I am my city's preparation."

—Freilya Stormwind, black vigilante of the League of Eyes
The city has stood for centuries, weathering attacks of every kind—from wild animal incursions to rampaging hordes of raiders to infestations of monstrous vermin.

And for most of that time, one secret society has defended it against all threats: the League of Eyes.

Dedicated to the study of the creatures that prowl the urban jungle, the League of Eyes remains secretive (despite a long history of admiration from a grateful public), training and employing a corps of knowledgeable agents known as urban savants.

The League would be of no use to the city were it not for these educated few, who devote their time to studying the city's traditional threats and watching for signs of renewed aggression from any source.

Their vigilance and expertise have turned the tide of battle more than once in the past, and will undoubtedly do so again.

BECOMING AN URBAN SAVANT

An urban savant is a scholar at heart, with a voracious appetite for information.

While those of an intellectual bent (particularly bards and wizards) are best suited to the role, urban savants also hail from the ranks of skill-heavy classes such as rangers and rogues.

Knowledge-hungry experts constitute a substantial minority as well.

To meet the Knowledge skill requirements, most others must either multiclass or wait until higher levels to become urban savants.

ENTRY REQUIREMENTS

Skills: 8 ranks in any one, and 2 ranks in each of the other two of the following skills: Knowledge (dungeoneering), Knowledge (local), and Knowledge (nature).

Feats: Favored (League of Eyes or a similar organization).

Special: Bardic knowledge class ability (at DM's discretion, can be replaced by Knowledge [history] 2 ranks).

Special: Must be a member in good standing of the League of Eyes or a similar organization.

CLASS SKILLS

(6 + Int modifier per level): Balance, Bluff, Climb, Concentration, Decipher Script, Diplomacy, Gather Information, Hide, Knowledge (all skills, taken

individually), Listen, Move Silently, Profession, Search, Sense Motive, Speak Language, Spellcraft, Spot, Tumble, Use Magic Device.

CLASS FEATURES

An urban savant gains abilities derived from an ever-increasing knowledge of the urban environment and its traditional threats.

At higher levels, she becomes almost mystically attuned to her surroundings, allowing her to perceive the true nature of her city's enemies and thus giving her power over them.

Weapon and Armor Proficiency: You gain no proficiency with any weapons or armor.

You can cast arcane spells while wearing light armor without incurring the normal chance of spell failure, provided you are proficient with light armor.

However, like any other arcane spellcaster, an urban savant wearing medium or heavy armor or using a shield incurs the normal chance of arcane spell failure if the spell in question has a somatic component.

Spellcasting: At each level, you gain new spells per day (and spells known, if applicable) and an increase in caster level as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a member of that class would have gained.

If you had more than one arcane spellcasting class before becoming an urban savant, you must decide to which class you will add each level for the purpose of determining spells per day, caster level, and spells known.

If you had no levels in an arcane spellcasting class before acquiring the prestige class level, this class feature confers no advantage.

Urban Savvy: An urban savant is an expert on the local community.

If something has been around for a while, you've likely either heard stories about it or had direct contact with it.

You can draw upon this extensive familiarity to gain certain benefits against the following types of creatures: aberrations, animals, humanoids, monstrous humanoids, oozes, and vermin (all of which are commonly found within the urban environment).

The DM can modify this list as needed, replacing any creature type here with any other type appropriate to the campaign, or adding new ones.

The benefits conferred are detailed in the descriptions below.

As you grow in experience, you unearth new uses for your growing urban knowledge.

Using this ability requires you to succeed on an appropriate DC 15 Knowledge check (see the Knowledge skill, PH 78), made as a move action.

To draw upon this knowledge, you must be within 60 feet of a target and must be aware of its presence, though you need not have line of sight.

You cannot take 10 or take 20 on this check, and it cannot be retried.

Each successful check might affect a single target or all creatures of the same sort, depending on the circumstances. Your allies can benefit from your knowledge as well, provided you can communicate with them at the time you are using this ability.

Each of the four varieties of urban knowledge can be invoked only once against any given target or group of like creatures.

Strengths: An urban savant first studies the power of the beings who have had an impact on the city in the past.

With a successful Knowledge check, you learn the general combat capabilities of your target.

Against humanoids, this check confers knowledge of the target's base attack bonus, Armor Class, and combat-related feats.

(The DM is the final arbiter on what constitutes a combat-related feat: the list of fighter bonus feats is recommended as a starting point).

Against nonhumanoids, this check confers knowledge of all the above information plus any special attacks or options, which the DM should describe in brief.

Note that the urban savant's *player* benefits from this knowledge as related, but obviously the *character* cannot relate the data to her allies verbatim.

The player must roleplay any information he wishes his character to impart in the game.

Weaknesses: At 4th level, you can draw upon your urban knowledge to learn a foe's weakness in combat.

Against humanoids, a successful Knowledge check reveals the target's Hit Dice, damage reduction (including the means to overcome it, if any), and saving throws.

Against nonhumanoids, it imparts all of the above information plus any special weaknesses the foe might have.

Again, the player must roleplay any information he wishes his character to impart within the game.

Methods: When you reach 7th level, your knowledge of your foes' methods helps direct your attacks more effectively. With a successful Knowledge check, you grant yourself and your allies a +1d6 bonus on weapon damage rolls against the target for 1 minute.

If you succeed on the check by 10 or more, this bonus increases to +2d6.

If you succeed by 20 or more, this bonus increases to +3d6.

True Nature: The culmination of an urban savant's studies is the ability to grasp the true nature of a target creature.

When you attain 10th level, a successful Knowledge check grants you and all allies within 60 feet a mystic barrier that acts in all respects (including duration) as a *protection from chaos/evil/good/law* spell, granting a +2 deflection bonus to AC and a +2 resistance bonus on saves against its abilities.

This protection functions regardless of the creature's true alignment (even if neutral), but its effects do not stack with any actual *protection* or *magic circle* spells in effect.

Your caster level for the purpose of this ability is equal to your urban savant level.

If you succeed on the check by 10 or more, the bonuses to AC and saves increase to +3.

If you succeed by 20 or more, the bonuses increase to +4.

Urban Empathy (Ex): You can use your knowledge to improve the attitude of creatures you encounter in urban environments.

This ability applies only to animals, humanoids, and monstrous humanoids (oozes and vermin being typically mindless).

At the DM's discretion, this ability could work on certain aberrations as well, though most are too violent and unpredictable for such tactics.

You can choose to substitute the appropriate Knowledge check (local for humanoids or nature for animals and monstrous humanoids) in place of a Diplomacy check to influence the starting attitudes of those you encounter in cities.

If the DM opts to allow use of this ability on aberrations, the substitution would be a Knowledge (dungeoneering) check.

If you prefer, you can make the usual Diplomacy checks for humanoids and monstrous humanoids instead.

Against animals, this ability functions like a druid's wild empathy class feature (PH 35), adding your urban savant level to the check, or you can attempt a Knowledge (nature) check if that is likely to produce a better result.

Continuing Education (Ex): At 3rd level, you gain a +1 insight bonus on Knowledge (dungeoneering), Knowledge (local), and Knowledge (nature) checks.

You gain a similar bonus on all bardic knowledge checks. This bonus increases to +2 at 6th level and +3 at 9th level.

Eyes of the City (Ex): By the time you reach 8th level, your vision has surpassed that of other city-dwelling humans.

You gain low-light vision, allowing you to see twice as far and as clearly as a human in starlight, moonlight, torchlight, and similarly shadowy conditions.

If you already have low-light vision, your existing ability improves, allowing you to see three times as far as a normal human in conditions of shadowy illumination.

Pierce Deception: Upon reaching 8th level, you know intuitively how the city is supposed to look.

While in an urban environment, you can try to see through the deception of any object or creature that might be disguising its true appearance.

Make a DC 20 Knowledge (arcana) check.

If the check succeeds, you know whether or not the target's true appearance has been clouded, but not by what means, nor what its true appearance might be.

If the check succeeds by 10 or more, you know by what means the target's appearance has been altered (through use of the Disguise skill, magic, a natural shapechanging ability, or the like).

If the deception is magical, you can attempt a Spellcraft check (DC 20 + spell level) to determine the spell used.

PLAYING AN URBAN SAVANT

Although you take great pride in your role as defender of your city, you have no illusions about your capabilities in melee combat.

You work best when aiding and guiding the swords of others, not when attempting to swing your own.

You are no stereotypical dusty scholar, but you know that your greatest asset is your brain, not your muscles.

You worked hard to be admitted into the distinguished League of Eyes, so you are loath to do anything that would violate the trust of the organization.

You might enjoy the occasional glory that comes with assisting the watch in beating back some new threat, but knowing that you performed your duty means more than all the fame in the world.

COMBAT

In combat, you primarily support your fellow party members and do not engage in front-line heroics.

If you were a bard before becoming an urban savant, your ability to aid your compatriots is especially powerful. Hang back with the spellcasters, if that's the party's strategy, and use your skills, abilities, and spells (if you have any) to bolster your allies and corrode their foes' defenses. If you began your career as a ranger or rogue, you can play a more direct role in combat—but prepare your allies first.

ADVANCEMENT

Only a certain breed of individual enters the ranks of the urban savants.

An invitation to join is difficult to obtain, even more so than one to enter the League of Eyes itself.

You are primarily a scholar, but you must be willing to place yourself in direct danger.

Even the most passionate and patriotic member of the League thinks twice about taking up this class.

Once you have started down the path of the savant, you should continue to invest a good portion of your skill points on Knowledge skills.

Your learning is your primary advantage (even in combat), and the only means of advancing within your organization.

If you are also a spellcaster, consider acquiring new divination spells to aid both you and your fellow members in the pursuit of your collective goals, and parry-support spells to supplement your class abilities.

RESOURCES

Although the League of Eyes is far from wealthy, it can lend some aid and resources.

Since you are already favored within your organization, you can call on many contacts for assistance should the need arise.

In addition, your organization fully funds any mission it assigns to you; such funding typically includes a cash stipend for food and other expenses.

URBAN SAVANTS IN THE WORLD

"If they truly want to help the city, I wonder why they need to remain so secretive.

Don't you?"

—Lord Beaumont Richhierre, second-tier magistrate
Integrating urban savants into an urban campaign is remarkably easy.

Even in a game that has no League of Eyes, the class could represent a similar confederation dedicated to protecting the city.

Even if no organization exists in a campaign to support it, the urban savant (with some adjustment) still functions admirably as a standalone prestige class.

ORGANIZATION

Urban savants belong to the League of Eyes (or a similar organization) and occupy a special role within its ranks. Since its inception, the League has used an internal hierarchy based on title and color.

A member who first joins the League is known as a watcher.

These are the most numerous members in the organization, usually mid-level experts or low-level members of adventuring classes (often bards and wizards).

When a League member has gained sufficient skill to qualify for the urban savant prestige class, her title changes to witness, whether she ultimately adopts the class or not.

Witnesses are some of the most educated members in the League; only members of that rank can train others.

The highest title within the League is monitor, which is bestowed on only the most influential and learned members of the organization.

A witness who joins the ranks of the urban savants acquires the title of vigilant.

A vigilant who is later promoted to monitor—or, in rarer cases, a monitor who becomes a vigilant late in her career—can add the new title onto her existing one as an honorific, making her a "vigilant monitor".

Color, the second indicator of status within the organization, plays a similar role in differentiating members.

The League's official colors are the same as those on the flag of the city the League protects: for example, vermillion, emerald, and black.

Within the League, each color corresponds to a different area of expertise or focus for the member in question: vermillion for humanoids and monstrous humanoids, emerald for animals and vermin, and black for aberrations and oozes.

Members choose the color that best suits them, creating titles such as "emerald witness" and "black vigilant".

Vigilant monitors, however, are above such distinctions.

NPC REACTIONS

Most residents of the city in which an urban savant dwells react well to her (if they know of her affiliation), starting with a friendly attitude.

Rivals and those with whom the League has clashed start with an unfriendly attitude.

All others begin with an indifferent attitude.

These guidelines notwithstanding, few individuals have the opportunity to react to a PC urban savant specifically as a member of that class, because the League discourages public attention.

Still, word gets around, and a savant who has regularly served with other city defenders soon develops a good reputation.

URBAN SAVANT LORE

Characters with ranks in Knowledge (arcana), Knowledge (history), or Knowledge (local) can research the League of Eyes and its urban savants to find out more about them.

When a character makes a skill check, the following lore is revealed, including the information from lower DCs DC 10: Rumors of a secret society called the League of Eyes have existed for years.

DC 15: The League is dedicated to the protection of the city and its people.

It uses a specially trained type of scholar known as an urban savant to aid in its work.

DC 20: Urban savants are skilled and knowledgeable, trained to counter the city's traditional threats.

They can turn a clumsy band of untrained warriors into an elite fighting machine by providing information and tactics to overcome specific opponents.

URBAN SAVANTS IN THE GAME

The League and its savants are easy to work into a campaign if the PCs have never been to their city before. If the party comes from that region, the League's secretive nature makes a fine excuse for the lack of prior knowledge. If the city hasn't faced wide-scale threats of the sort in which the League specializes, it stands to reason that the PCs wouldn't have encountered urban savants. Players who enjoy playing knowledge- or skill-based characters are among the most likely to be drawn to the urban savant, as are those who appreciate the class's devotion to a just cause.

TABLE 3-4: THE URBAN SAVANT HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Urban savvy (strengths)	+1 level of existing arcane spellcasting class
2nd	+1	+0	+3	+3	Urban empathy	+1 level of existing arcane spellcasting class
3rd	+1	+1	+3	+3	Continuing education +1	+1 level of existing arcane spellcasting class
4th	+2	+1	+4	+4	Urban savvy (weaknesses)	+1 level of existing arcane spellcasting class
5th	+2	+1	+4	+4	Eyes of the city (low-light vision)	+1 level of existing arcane spellcasting class
6th	+3	+2	+5	+5	Continuing education +2	+1 level of existing arcane spellcasting class
7th	+3	+2	+5	+5	Urban savvy (methods)	+1 level of existing arcane spellcasting class
8th	+4	+2	+6	+6	Eyes of the city (Pierce Deception)	+1 level of existing arcane spellcasting class
9th	+4	+3	+6	+6	Continuing education +3	+1 level of existing arcane spellcasting class
10th	+5	+3	+7	+7	Urban savvy (true nature)	—

COMPLETE ADVENTURER (3.5)

ANIMAL LORD

For an animal lord, a humanoid form is simply an accident of birth.

In spirit, he belongs with the wild pack of wolves, the running herd of horses, or the dancing school of fish. His nearly hairless, two-legged form is a hindrance to being one with his true kind, but it is a hindrance he can overcome.

Each animal lord forms a bond with one group of animals. Apelords, bearlords, birdlords, catlords, horselords, shakelords, snakelords, and wolflords all exist. Animals in his selected group accept an animal lord as a kindred soul and a leader.

They offer him their support, and he watches over them in turn.

Individual animal lords approach their calling in different ways.

Some are simple defenders of their kind, content to live as part of the natural cycle of predator and prey.

Others, believing that nature's creatures are meant to guard and ultimately improve this world, use their gifts to do good.

Still others lead their animal brothers and sisters down a path of selfishness or vengeance.

Barbarians, rangers, and druids are the most likely characters to adopt this class.

Barbarians prefer the more physically powerful options, including apelord, bearlord, and horselord.

Most of the savant's class abilities function in any surrounding, so players need not worry if the campaign sends their characters away from their home base.

ADAPTATION

Integrating the urban savant into a campaign is a simple matter of adjusting its tone or flavor.

Instead of being associated with the League of Eyes, the class could just as easily be a part of a shadowy government organization or an extension of the city militia.

The prestige class makes a good fit for any setting that includes cities.

Rangers gravitate toward the stealthier selections, such as catlord and wolflord.

Most birdlords are druids with the ability to use wild shape, but druids are equally likely to select any type of animal to bond with.

Some scouts, rogues, and even rare monks find this path rewarding as well.

Among the races, elves and half-elves are the most common examples of animal lords due to their close bond to nature. A character can choose this prestige class more than once but must select a different group of associated animals and start at 1st level each time.

Levels of different animal lord classes do not stack when determining level-based class features.

Adaptation: Customize this class for your campaign by associating each variety with a specific race or culture.

Sahuagin (malenti) and evil aquatic elves make natural shakelords, for example, while plains-dwelling humans would be most appropriate as horselords.

Eight animal lord types are presented here, but you can easily create others appropriate to your campaign, such as the sewer-dwelling ratlord, the gnoll hyenalord, or even the aquatic squidlord.

Alternatively, you could subdivide existing groups (creating rival tigerlords and lionlords, for example).

Use the examples below as templates when creating a new animal lord.

Hit Die: d10.

REQUIREMENTS

To qualify to become an animal lord, a character must fulfill all the following criteria.

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Base Attack Bonus: +5.

Skills: Handle Animal 4 ranks, Knowledge (nature) 2 ranks, 4 ranks in the appropriate skill as follows.

Apelord: Climb; **Bearlord:** Intimidate; **Birdlord:** Spot; **Catlord:** Move Silently; **Horselord:** Jump; **Sharklord:** Swim; **Snakelord:** Escape Artist; **Wolflord:** Survival.

Feats: Each kind of animal lord must have a specific feat as follows.

Apelord: Toughness; **Bearlord:** Endurance; **Birdlord:** Improved Flight†; **Catlord:** Weapon Finesse; **Horselord:** Run; **Sharklord:** Improved Swimming†; **Snakelord:** Combat Reflexes; **Wolflord:** Track.

† New feat described on page 110.

CLASS SKILLS

The animal lord's class skills (and the key ability for each skill) are Climb (Str), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the animal lord prestige class.

Weapon and Armor Proficiency: Animal lords gain no proficiency with any weapon or armor.

Animal Bond (Ex): An animal lord develops a bond with animals of his selected group (see below).

He gains a +4 bonus on Handle Animal and wild empathy checks made to influence animals from his chosen group. If an animal lord has the animal companion class feature, he adds his animal lord level to his effective druid level for the purpose of determining his animal companion's bonus Hit Dice, special abilities, and so forth.

The eight groups of animals included here, along with examples taken from the *Monster Manual*, are as follows.

Apelord: ape, baboon, dire ape, monkey.

Bearlord: black bear, brown bear, dire bear, polar bear.

Birdlord: eagle, giant eagle*, giant owl*, hawk, owl, raven.

Catlord: cat, cheetah, dire lion, dire tiger, leopard, lion, tiger.

Horselord: horse (all), pony, warpony.

Sharklord: dire shark, shark (all).

Snakelord: constrictor, giant constrictor, viper (all).

Wolflord: dire wolf, wolf.

* These creatures are included even though they are not of the animal type.

Detect Animals (Sp): Beginning at 1st level, an animal lord can detect the presence of any animals of his selected group at will, as if using *detect animals or plants* with a caster level equal to his class level.

Wild Empathy (Ex): An animal lord can improve the attitude of an animal.

See the druid class feature, page 35 of the *Player's Handbook*.

If an animal lord has wild empathy from another class, his levels stack for determining the bonus.

First Totem: At 2nd level, an animal lord gains a +4 bonus on checks made with a specific skill, determined by his selected group as follows.

Apelord: Climb; **Bearlord:** Intimidate; **Birdlord:** Spot; **Catlord:** Move Silently; **Horselord:** Jump; **Sharklord:** Swim; **Snakelord:** Escape Artist; **Wolflord:** Survival.

Low-Light Vision (Ex): At 2nd level, an animal lord gains low-light vision, allowing him to see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination.

He retains the ability to distinguish color and detail under these conditions.

If an animal lord already has low-light vision from another source (such as his race), his low-light vision improves, allowing him to see three times as far as a human in conditions of shadowy illumination.

Wild Aspect (Su): At 3rd level and higher, an animal lord can take on an aspect of the animals of his selected group. Assuming a wild aspect is a swift action that does not provoke attacks of opportunity (see *Swift Actions and Immediate Actions*, page 137).

Unless otherwise noted, the effect lasts for 1 minute per level.

An animal lord can use this ability once per day at 3rd level, plus one additional time per day for every three levels gained after 3rd (twice per day at 6th level and three times per day at 9th level).

When an animal lord reaches 7th level, his wild aspect becomes more powerful, as described below.

If an animal lord has the wild shape ability, he can spend one daily use of wild shape to assume his wild aspect instead (the duration is as normal for the wild aspect).

If an animal lord already has a natural attack of the type gained by his wild aspect, use whichever damage figure is superior while the wild aspect is active.

If an animal lord wields a weapon while using his wild aspect, he can use the natural attacks gained as natural secondary weapons if he uses his weapon as a primary attack, provided they are still available (an apelord couldn't use a secondary claw attack, for example, if he wields a two-handed weapon).

Apelord: An apelord gains two primary claw attacks.

Each claw deals 1d4 points of damage (or 1d3 points for Small apelords).

If an apelord hits an opponent with both claw attacks, he rends the foe for an additional 2d4 points of damage (or 2d3 points for Small apelords), plus 1-1/2 times his Strength bonus.

At 7th level, the claw damage increases to 1d6 points (or 1d4 points for Small apelords) and the rend damage to 2d6 points (or 2d4 points for Small apelords).

Bearlord: A bearlord gains two primary claw attacks.

Each claw deals 1d4 points of damage (or 1d3 points for Small bearlords).

If a bearlord hits with a claw attack, he can attempt to start a grapple as a free action without provoking attacks of opportunity.

The bearlord still follows all the other normal grappling rules.

At 7th level, the claw damage increases to 1d6 points (or 1d4 points for Small bearlords).

Birdlord: A birdlord grows feathery wings, allowing him to fly at his base land speed (average maneuverability).

At 7th level, the duration increases to 10 minutes per level.

Catlord: A catlord gains two primary claw attacks.

Each claw deals 1d4 points of damage (or 1d3 points for Small catlords).

If a catlord charges, he can attack with both claws at the end of his charge.

At 7th level, the claw damage increases to 1d6 points (or 1d4 points for Small catlords).

Horselord: A horselord's speed, as well as the speed of any horse upon which he rides, improves by 10 feet for a duration of 1 hour per level.

At 7th level, the speed increase improves to 20 feet.

Sharklord: A sharklord gains a devastating bite as a primary natural attack.

The bite deals 1d8 points of damage (or 1d6 points for Small sharklords).

A sharklord also gains the ability to breathe water while his wild aspect is active.

At 7th level, the bite damage increases to 2d6 points (or 1d8 points for Small sharklords).

Snakelord: A snakelord gains a poisonous bite as a primary natural attack for 1 round per level.

This bite deals 1d4 points of damage (or 1d3 points for Small snakelords).

The poison's Fortitude save DC is 10 + animal lord level + Con modifier, and it deals initial and secondary damage of 1d3 points of Constitution.

At 7th level, the bite damage increases to 1d6 points (or 1d4 points for Small snakelords), and the initial and secondary poison damage increases to 1d4 points of Constitution.

Wolflord: A wolflord gains the scent ability (see page 314 of the *Monster Manual*) for 10 minutes per level.

At 7th level, the duration increases to 1 hour per level.

Speak with Animals (Sp): Beginning at 4th level, an animal lord can use *Speak with animals* (as the spell) once per day to converse with animals of his selected group.

Summon Animal (Sp): Beginning at 5th level, an animal lord can summon one or more animals of his selected group once per day.

This ability functions identically to *summon nature's ally V*, except that an animal lord can summon creatures only from his selected group, as detailed below.

The duration of the effect is 1 minute per class level.

Apelord: 1d3 dire apes or 1d4+1 apes.

Bearlord: 1 polar bear, 1d3 brown bears, or 1d4+1 black bears.

Birdlord: 1d4+1 eagles, giant eagles¹, giant owls¹, hawks, ravens, or owls.

Catlord: 1 dire lion, 1d3 tigers, or 1d4+1 lions.

Horselord: 1d4+1 heavy horses, heavy warhorses, light horses, light warhorses, ponies, or warponies.

Sharklord: 1d3 Huge sharks² or 1d4+1 Large sharks².

Snakelord: 1 giant constrictor snake, 1d3 Huge vipers, or 1d4+1 constrictor snakes or Large vipers.

Wolflord: 1d4+1 dire wolves or wolves.

¹ May be summoned only by nonevil birdlords.

² May be summoned only into an aquatic or watery environment.

Second Totem: At 6th level, an animal lord gains a bonus feat related to his selected group, even if he doesn't meet the prerequisites.

If the animal lord already has the feat, he can choose any other feat for which he meets the prerequisites.

Apelord: Brachiation†; **Bearlord:** Improved Grapple; **Birdlord:**

Flyby Attack (see page 303 of the *Monster Manual*); **Catlord:**

Lightning Reflexes; **Horselord:** Trample; **Sharklord:** Improved

Critical (bite); **Snakelord:** Improved Initiative; **Wolflord:**

Improved Trip.

† New feat described on page 106.

Animal Growth (Sp): Once per day, an animal lord of 7th level or higher can use *animal growth* on a single animal from his selected group as a swift action (see Swift Actions and Immediate Actions, page 137) as a spellcaster of his class level.

This ability otherwise functions just like the spell.

Animal Telepathy (Su): Beginning at 8th level, an animal lord can converse telepathically with any animal of his selected group that he can see within 100 feet.

Third Totem: At 10th level, an animal lord gains a permanent 2-point increase to one of his ability scores, determined by his chosen animal group as follows.

Apelord: +2 Strength; **Bearlord:** +2 Constitution; **Birdlord:** +2 Wisdom; **Catlord:** +2 Dexterity; **Horselord:** +2 Constitution; **Sharklord:** +2 Strength; **Snakelord:** +2 Charisma; **Wolflord:** +2 Strength.

TABLE 2-2: THE ANIMAL LORD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Animal bond, detect animals, wild empathy
2nd	+2	+3	+3	+0	First totem, low-light vision
3rd	+3	+3	+3	+1	Wild aspect 1/day
4th	+4	+4	+4	+1	Speak with animals
5th	+5	+4	+4	+1	Summon animal
6th	+6	+5	+5	+2	Second totem, wild aspect 2/day
7th	+7	+5	+5	+2	Animal growth
8th	+8	+6	+6	+2	Animal telepathy
9th	+9	+6	+6	+3	Wild aspect 3/day
10th	+10	+7	+7	+3	Third totem

BEASTMASTER

A beastmaster feels more at home among the animals of nature than fellow sentient beings.

Over time, these wanderers befriend a wide variety of animals, from mighty dire lions to tiny weasels.

Eventually, a beastmaster takes on aspects of her animal companions, becoming almost as much animal as humanoid.

Druids and rangers are the most common beastmasters, thanks to those characters' natural link with the animal world.

Some barbarians, fighters, or scouts also become beastmasters, particularly those with a strong affinity for nature (such as elves or halflings).

Characters of other classes rarely pursue this path.

NPC beastmasters are typically loners, relying on their animal companions for friendship on their travels.

Good-aligned beastmasters might use their powers to right injustices, even allying themselves with rural villages for a time.

Evil-aligned beastmasters are often openly hostile to civilization, becoming reclusive xenophobes.

Adaptation: Beastmasters could belong to a widespread organization of like-minded individuals, each one dedicated to the bond between humanoid and animal. Rival factions might arise along alignment lines, or be divided by the choice of animal companions.

Hit Die: d10.

REQUIREMENTS

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

Skills: Handle Animal 8 ranks, Survival 4 ranks.

Feats: Skill Focus (Handle Animal).

CLASS SKILLS

The beastmaster's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the beastmaster prestige class.

Weapon and Armor Proficiency: Beastmasters gain no proficiency with any weapon or armor.

Animal Companion (Ex): A beastmaster gains the service of a loyal animal companion.

See the druid class feature, pages 35–36 of the *Player's Handbook*.

Treat the beastmaster as a druid whose level is equal to the beastmaster's class level + 3.

A beastmaster can select one of the animals available to a 1st-level druid and then apply the modifications as appropriate for a 4th-level druid's animal companion, or she can select a typical version of one of the animals available to a 4th-level druid.

As a beastmaster gains class levels, her animal companion gains Hit Dice and other special abilities just as a druid's animal companion does.

Use the beastmaster's class level + 3 to determine the animal companion's special abilities.

If a beastmaster already has an animal companion from another class, her beastmaster class levels stack with class levels from all other classes that grant an animal companion.

For example, a 5th-level druid/2nd-level beastmaster would be treated as a 10th-level druid for the purpose of improving the statistics of her animal companion (and which alternative animal companions she could select).

Wild Empathy (Ex): A beastmaster can improve the attitude of an animal.

See the druid class feature, page 35 of the *Player's Handbook*.

If a beastmaster has wild empathy from another class, her levels stack for determining the bonus.

Alertness: A beastmaster's senses grow keen as she learns some of the tricks of the animal kingdom.

Accordingly, she gains Alertness as a bonus feat at 2nd level.

Speak with Animals (Sp): Starting at 3rd level, a beastmaster can use *Speak with animals* once per day as the spell cast by a caster of her class level.

She can use this ability twice per day at 6th level and three times per day at 9th level.

Extra Animal Companion (Ex): At 4th level, a beastmaster gains a second animal companion, chosen from the list of animal companions available to a 1st-level druid.

Treat the beastmaster as a druid whose level is equal to the beastmaster's class level – 3 for the purpose of improving the animal companion's statistics (or of selecting an alternative companion at higher levels).

At 7th level, a beastmaster gains a third animal companion, chosen from the list of animal companions available to a 1st-level druid.

Treat the beastmaster as a druid whose level is equal to the beastmaster's class level – 6 for the purpose of improving the animal companion's statistics (or of selecting an alternative companion at higher levels).

At 10th level, a beastmaster gains a fourth animal companion, chosen from the list of animal companions available to a 1st-level druid.

Treat the beastmaster as a druid whose level is equal to the beastmaster's class level – 9 for the purpose of improving the animal companion's statistics (or of selecting an alternative companion at higher levels).

Other class levels in classes that offer an animal companion don't stack for the purpose of determining the power of a beastmaster's additional animal companions, nor do they allow her to choose additional animal companions from the alternative lists.

Low-Light Vision (Ex): At 5th level, a beastmaster gains low-light vision, allowing her to see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination.

She retains the ability to distinguish color and detail under these conditions.

If she already has low-light vision from another source (such as her race), her low-light vision improves, allowing her to see three times as far as a human in conditions of shadowy illumination.

Scent (Ex): At 8th level, a beastmaster gains the scent ability (see page 314 of the *Monster Manual*).

TABLE 2-3: THE BEASTMASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Animal companion, wild empathy
2nd	+2	+3	+3	+0	Alertness
3rd	+3	+3	+3	+1	Speak with animals 1/day
4th	+4	+4	+4	+1	Extra animal companion (–3)
5th	+5	+4	+4	+1	Low-light vision
6th	+6	+5	+5	+2	Speak with animals 2/day
7th	+7	+5	+5	+2	Extra animal companion (–6)
8th	+8	+6	+6	+2	Scent
9th	+9	+6	+6	+3	Speak with animals 3/day
10th	+10	+7	+7	+3	Extra animal companion (–9)

BLOODHOUND

A bandit king raids caravans on the road.

An ogre pillages farms to the north.

A sorcerer has kidnapped the mayor's son and hidden him somewhere in the marsh—and the soldiers of the king cannot seem to stem the tide.

The terrified citizens have only one choice, and it isn't cheap.

They call in a bloodhound.

A bloodhound tracks down wrongdoers and brings them to whatever justice awaits them.

Low-level bloodhounds depend on their keen senses and careful training to hunt their targets.

As they gain experience, their obsessive determination gives them supernatural abilities that make them nearly unstoppable.

Though some bloodhounds leave calling cards or even brands on their targets, most don't kill their quarry if they can help it.

They prefer instead to subdue their targets and bring them in.

For those of good alignment, this practice satisfies some deeply held belief in the cause of justice.

For neutral and evil bloodhounds, it ensures a steady stream of income from catching the same targets over and over when they break out of jail.

Rangers and barbarians make the best bloodhounds, but rogues, bards, druids, and fighters can also excel in this role. Occasionally, a paladin shoulders the mantle, but never for money.

Most bloodhounds are human, though elves and half-elves sometimes find this lifestyle satisfying.

Some of the best bloodhounds are humanoids such as gnolls, hobgoblins, and bugbears.

Most NPC bloodhounds work for money (usually a lot of it), but some accept jobs for justice, revenge, or enjoyment. When a bloodhound accepts a job, he designates his target as a mark.

Thereafter, he does not abandon the case until it is finished, which occurs when the mark is apprehended or when either the mark or the bloodhound dies.

Adaptation: The easiest way to adapt this class to your own campaign is to tie bloodhounds to one or more organizations of superlative trackers.

The most obvious choice is the Bloodhounds, an organization described in Chapter 6 of this book. But you also might introduce a more localized group of bloodhounds—for example, a group of rangers and bloodhounds sworn to serve a small barony far to the north; funds earned by "the Brennmark Trackers" might be the major income of their tiny homeland.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +4.

Skills: Gather Information 4 ranks, Move Silently 4 ranks, Survival 4 ranks.

Feats: Endurance, Track.

CLASS SKILLS

The bloodhound's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the bloodhound prestige class.

Weapon and Armor Proficiency: Bloodhounds are proficient with all simple and martial weapons, and with light armor.

Mark (Ex): A bloodhound can target, or mark, an individual humanoid or monstrous humanoid foe to better hunt that enemy.

To do so, the bloodhound must focus on a foe who is present and visible, or on the depiction or description of one who is not, for 10 minutes.

Any interruption ruins the attempt and forces the bloodhound to start the process again.

Once this study is complete, that target is called a mark. A bloodhound adds his bloodhound level as an insight bonus on all Gather Information, Listen, Search, Spot, and Survival checks made to determine the whereabouts of a mark.

As a bloodhound gains levels, he gains additional abilities that can be used against a mark.

If a bloodhound chooses a new mark before apprehending an existing one, the latter becomes unmarked, and the bloodhound loses experience points equal to the amount he would have earned for defeating that creature.

A bloodhound can choose a mark only once a week.

Initially, a bloodhound can have only one mark at a time.

For every three bloodhound levels gained beyond 1st, a bloodhound can have one additional mark, but only if all the marks are chosen during the same process (see above).

For example, a 4th-level bloodhound could mark two bugbears in the same group of prisoners, or the depictions of a bugbear and a hobgoblin if both were studied at the same time.

If a bloodhound gives up on apprehending any of his marks, all remaining marked creatures become unmarked as described above.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks.

See the ranger class feature, page 48 of the *Player's Handbook*.

Nonlethal Force (Ex): Starting at 2nd level, a bloodhound can use a melee weapon that deals lethal damage to deal nonlethal damage instead without taking the usual –4 penalty on his attack roll.

Ready and Waiting (Ex): Beginning at 2nd level, a bloodhound is ready for trickery at all times.

He can ready an action against his mark, even outside of the initiative sequence.

If the mark triggers the bloodhound's readied action at any point within the next 10 minutes, the bloodhound can carry out his readied action as if the two were engaged in combat (as long as the bloodhound is capable of carrying out that action).

If the bloodhound is incapable of carrying out the action—for instance, if he is too far away to strike the mark with a readied melee attack—the readied action is lost.

Bring 'em Back Alive (Ex): At 3rd level and higher, a bloodhound can turn a potentially killing blow into an incapacitating one—all the better to bring a mark back for punishment.

At the bloodhound's option, any melee attack that would reduce a foe to –2 or fewer hit points reduces the foe to –1 hit points instead.

A bloodhound must choose to use this ability immediately upon reducing his foe to –2 or fewer hit points, and before making any other action (or even continuing a full attack).

A raging bloodhound can't use this ability.

Tenacious Pursuit (Ex): At 3rd level and above, a bloodhound tracking a mark gains a +4 bonus on Constitution checks made to resist nonlethal damage from a forced march (see page 164 of the *Player's Handbook*).

In addition, a bloodhound tracking a mark can increase his own speed by 10 feet, up to a maximum value equal to the mark's speed.

This bonus stacks with all other speed increases.

At 6th level, the speed increase improves to 20 feet, and it goes up to 30 feet at 9th level.

Hunter's Dedication (Ex): Beginning at 4th level, a bloodhound adds his Constitution bonus (if any) to Will saves made to resist the special attacks or spells of his mark.

Move Like the Wind (Ex): Starting at 4th level, a bloodhound can move stealthily even at a quick pace.

He no longer takes a –5 penalty on Hide and Move Silently checks when moving at any speed up to his normal speed, and he takes only a –10 penalty (instead of a –20 penalty) on Hide and Move Silently checks when running.

(He takes the normal –20 penalty when attacking or charging).

Crippling Strike (Ex): Starting at 5th level, a bloodhound can deliver strikes against his mark with such precision that each successful attack also deals 2 points of Strength damage to the mark.

A bloodhound can deliver a crippling strike with a melee attack, or with a ranged attack from a distance of up to 30 feet.

See the rogue class feature, page 51 of the *Player's Handbook*.

Track the Trackless (Su): Starting at 5th level, a bloodhound can track a creature moving under the influence of *pass without trace* or a similar effect, though he takes a –20 penalty on his Survival checks when doing so.

See Invisibility (Su): This ability, gained at 6th level, functions like a *see invisibility* spell, except that it is constantly in effect and it reveals only invisible marks.

Shielded Mind (Su): At 6th level, a bloodhound gains spell resistance against divination spells equal to 15 + his bloodhound level.

This benefit does not stack with other forms of spell resistance.

Locate Creature (Sp): Once per day, a bloodhound of 7th level or higher can produce an effect identical to that of a *locate creature* spell with a caster level equal to the bloodhound's character level.

Freedom of Movement (Su): Starting at 8th level, a bloodhound can act normally regardless of magical effects that impede movement, as if he were affected by a *freedom of movement* spell.

The effect lasts for a total time per day of 1 round per point of Wisdom bonus he possesses (minimum 1 round).

The effect occurs automatically as soon as it is applied, lasts until it runs out or is no longer needed, and can be used multiple times per day (up to the total daily limit of rounds).

The character's caster level is equal to his bloodhound level.

Scent (Ex): At 9th level, a bloodhound gains the scent ability (see page 314 of the *Monster Manual*).

Find the Path (Sp): A 10th-level bloodhound can use *find the path* twice per day as the spell.

His caster level is equal to his bloodhound level.

TABLE 2–4: THE BLOODHOUND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Mark (1), swift tracker
2nd	+2	+3	+3	+0	Nonlethal force, ready and waiting
3rd	+3	+3	+3	+1	Bring 'em back alive, tenacious pursuit (speed +10 ft.)
4th	+4	+4	+4	+1	Hunter's dedication, mark (2), move like the wind
5th	+5	+4	+4	+1	Crippling strike, track the trackless
6th	+6	+5	+5	+2	See invisibility, shielded mind, tenacious pursuit (speed +20 ft.)
7th	+7	+5	+5	+2	Locate creature, mark (3)
8th	+8	+6	+6	+2	Freedom of movement
9th	+9	+6	+6	+3	Scent, tenacious pursuit (speed +30 ft.)
10th	+10	+7	+7	+3	Find the path, mark (4)

DAGGERSPELL MAGE

In a reclusive monastery in the heart of an ancient forest, a varied group of druids and arcane spellcasters train together.

The adherents of this monastery work to perfect a unique fighting and spellcasting style that relies on wielding a pair of daggers at all times.

Some of these students—known as daggerspell mages—blend the fighting style with arcane magic.

Daggerspell mages see the quick movements of their deadly daggers as an attendant part of their spellcasting.

These sometimes reclusive figures remain spellcasters first and melee combatants second.

Daggerspell mages, like their colleagues the daggerspell shapers, seek truth and justice, but they define such concepts in the heat of the moment.

Daggerspell mages do not see morality as an absolute, and their ideals are guided by their sense of what is right and fair.

Daggerspell mages are closely related to the daggerspell shapers, the other half of the organization known as the Daggerspell Guardians (see page 167).

Both preserve the work of good folk and balance the concerns of civilized communities against the sanctity of nature, but where a shaper is quiet and calculating, a daggerspell mage is wild and impulsive.

The two halves of the organization work together amicably, but they have decidedly different approaches to most problems.

Almost every daggerspell mage begins his career as a wizard or sorcerer, taking a level or two of rogue after a few successful adventures.

Drawn to the exotic fighting style and balanced ideas of the Daggerspell Guardians, these individuals enjoy the enigmatic reputation and unorthodox techniques of the guild.

Although members of the guild are primarily spellcasters, some follow more complicated multiclass pathways that include fighter or paladin levels.

These characters follow all precepts of the guild, but they are more likely to defend truth with the sharp points of their daggers than with the arcane power of their spells.

Adaptation: Although daggerspell shapers and daggerspell mages are related through their common organization, they need not be used together in every campaign.

The mages, well suited for wizard/rogues of any alignment, could become a deadly group of dagger-and spell-wielding cultists.

Furthermore, in a campaign that includes psionics, the daggerspell mage makes an excellent class for psion/rogues.

Simply change the arcane spellcasting requirement and progression to a similar psionic manifester level requirement and progression, and the daggerspell psion, the third branch of the Daggerspell Guardians, is ready for your campaign.

Hit Die: d6.

REQUIREMENTS

To qualify to become a daggerspell mage, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Skills: Concentration 8 ranks.

Feats: Weapon Focus (dagger), Two-Weapon Fighting.

Special: Arcane caster level 5th.

Special: Sneak attack +1d6.

CLASS SKILLS

The daggerspell mage's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the daggerspell mage prestige class.

Weapon and Armor Proficiency: Daggerspell mages gain no proficiency with any weapon or armor.

Daggercast (Ex): Daggerspell mages seamlessly blend the use of their twin daggers with powerful spellcasting abilities.

A daggerspell mage can cast a spell with somatic and material components even when holding a dagger in each hand.

If a daggerspell mage holds anything other than a dagger, he must have at least one hand free to cast a spell with somatic or material components.

Casting a spell in this way still provokes attacks of opportunity normally.

In addition, a daggerspell mage can deliver a touch spell with a dagger attack (either a melee touch attack or a normal melee attack, but not with a thrown dagger).

Invocation of the Knife (Su): Beginning at 2nd level, daggerspell mages develop a strong mystical connection between their arcane spellcasting abilities and the daggers that they wield.

Whenever a daggerspell mage casts an arcane spell that deals energy damage, he can turn half of the damage dealt

by the spell into magic slashing damage rather than energy damage.

Energy resistance does not apply to this damage, but damage reduction might.

This power does not affect a creature's ability to resist the affected spell with a saving throw or spell resistance.

Using this ability does not require an action; its use is part of the action required to cast the affected spell.

Only spells with a duration of instantaneous can be modified by this ability.

Spells per Day/Spells Known: Beginning at 2nd level, a daggerspell mage gains new spells per day at each level (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained.

If he had more than one arcane spellcasting class before becoming a daggerspell mage, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Sneak Attack (Ex): Beginning at 3rd level, a daggerspell mage deals an extra 1d6 points of damage when flanking an opponent or at any time when the target would be denied its Dexterity bonus.

This extra damage applies to ranged attacks only if the target is within 30 feet.

It increases to 2d6 points at 6th level and 3d6 points at 9th level.

See the rogue class feature, page 50 of the *Player's Handbook*.

If a daggerspell mage gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

Double Daggercast (Ex): As a daggerspell mage advances in level, the connection between his spellcasting abilities and his two-dagger fighting style strengthens.

At 5th level and higher, a mage can hold the charge for one touch spell for each dagger that he is holding in his hands. He must designate which dagger holds each touch spell at the time the spell is cast.

If one of these daggers leaves the daggerspell mage's hands, the spell immediately discharges harmlessly (unless the dagger is thrown by a mage with the arcane throw ability; see below).

Arcane Infusion (Su): At 7th level and higher, a daggerspell mage can infuse arcane spell power into his daggers, temporarily enabling them to deal extra energy damage.

To use this ability, a mage must lose a prepared arcane spell from memory (or give up a potential spell slot for the day if he casts spells as a sorcerer).

The daggerspell mage chooses one dagger that he is holding and an energy type (fire, cold, or electricity) when this ability is activated.

The chosen dagger deals an extra 1d6 points of damage of the chosen energy type.

This effect lasts for a number of rounds equal to the spell level sacrificed.

Multiple uses of this ability on the same dagger don't stack, even if different energy types are chosen.

If the dagger is thrown, the energy damage applies to that attack, but then the effect immediately dissipates.

Using this ability is a swift action that does not provoke attacks of opportunity (see *Swift Actions and Immediate Actions*, page 137).

Arcane Throw (Ex): At 8th level and higher, a daggerspell mage can imbue arcane spell power into his thrown daggers.

The mage can deliver a touch spell with a thrown dagger just as if he were making a melee attack.

If the dagger hits, the touch spell is discharged against the creature or object struck.

If the dagger misses its intended target, the dagger returns to the mage just before his next turn (as if it had the returning special ability; see page 225 of the *Dungeon Master's Guide*) and retains the spell just as if the mage had missed with a melee attack.

Daggerspell Flurry (Ex): A 10th-level daggerspell mage can blend spellcasting with a flurry of dagger attacks.

When using this ability, a daggerspell mage can quicken one spell as part of a full attack with his daggers.

Doing this has no effect on the spell's effective level.

A daggerspell mage must make at least one melee attack in any round in which he uses this ability, and he cannot make an attack with anything other than a dagger

(although if a spell cast in conjunction with this ability requires an attack roll, he can still make the spell's attack).

A daggerspell mage can use this ability a number of times per day equal to his Dexterity modifier (minimum 1).

TABLE 2-5: THE DAGGERSPELL MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+2	Daggercast	—
2nd	+1	+0	+3	+3	Invocation of the knife	+1 level of existing arcane spellcasting class
3rd	+2	+1	+3	+3	Sneak attack +1d6	+1 level of existing arcane spellcasting class
4th	+3	+1	+4	+4	—	+1 level of existing arcane spellcasting class
5th	+3	+1	+4	+4	Double daggercast	+1 level of existing arcane spellcasting class
6th	+4	+2	+5	+5	Sneak attack +2d6	+1 level of existing arcane spellcasting class
7th	+5	+2	+5	+5	Arcane infusion	+1 level of existing arcane spellcasting class
8th	+6	+2	+6	+6	Arcane throw	+1 level of existing arcane spellcasting class
9th	+6	+3	+6	+6	Sneak attack +3d6	+1 level of existing arcane spellcasting class
10th	+7	+3	+7	+7	Daggerspell flurry	+1 level of existing arcane spellcasting class

DAGGERSPELL SHAPER

In a reclusive monastery in the heart of an ancient forest, a varied group of druids and arcane spellcasters train together.

The adherents of this monastery work to perfect a unique fighting and spellcasting style that relies on wielding a pair of daggers at all times.

Some of these students—known as daggerspell shapers—blend the fighting style with druid magic, spinning a deadly web of steel in front of them as they perform powerful feats of natural magic, or blending their daggers into the claws and talons of their wild-shaped forms.

Daggerspell shapers see the precise martial powers of their twin-dagger style and their magic as an extension of one powerful philosophy.

The shapers seek truth in all things, believing that you can separate right from wrong and nature from corruption with the clean slice of a blade.

Although never numerous, shapers are respected as judges, warriors, and defenders of the weak.

Daggerspell shapers are closely related to the other half of their guild, the daggerspell mages.

Both preserve the work of good folk and balance the concerns of civilized communities against the sanctity of nature, but where a daggerspell mage is wild and impulsive, a shaper is quiet and calculating.

The two halves of the Daggerspell Guardians organization (see page 167) work together amicably, but they have decidedly different approaches to most problems.

Almost every daggerspell shaper begins her career as a druid, taking a level or two of rogue or scout after a few successful adventures.

These individuals are drawn to the exotic fighting style and balanced ideals of the guild.

Although most daggerspell shapers are primarily spellcasters, some have more complicated multiclass pathways that include ranger or barbarian levels.

These shapers follow all the precepts of the guild, but they are more likely to defend nature with the steel of their daggers than with their spells.

Adaptation: The daggerspell shapers and their colleagues, the daggerspell mages, form the two halves of the organization known as the Daggerspell Guardians.

Although normally bound together through the guild, these groups need not be used together in every campaign. The shapers, well suited for druid/rogues of any alignment, can become a drastically different group with just a few changes.

Adding neutral evil as an alignment requirement might change the shapers into a group of dagger-wielding fanatics dedicated to preserving the sanctity of nature by assassinating those who intrude into the wild.

Hit Die: d6.

REQUIREMENTS

To qualify to become a daggerspell shaper, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Skills: Concentration 8 ranks.

Feats: Weapon Focus (dagger), Two-Weapon Fighting.

Special: Wild shape class feature.

Special: Either sneak attack +1d6 or skirmish +1d6.

CLASS SKILLS

The daggerspell shaper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the daggerspell shaper prestige class.

Weapon and Armor Proficiency: Daggerspell shapers gain no proficiency with any weapon or armor.

Daggercast (Ex): Daggerspell shapers seamlessly blend the use of their twin daggers with powerful spellcasting abilities.

A daggerspell shaper can cast a spell with somatic and material components even when holding a dagger in each hand.

If a daggerspell shaper holds anything other than a dagger, she must have at least one hand free to cast a spell with somatic or material components.

Casting a spell in this way still provokes attacks of opportunity normally.

In addition, a daggerspell shaper can deliver a touch spell with a dagger attack (either a melee touch attack or a normal melee attack, but not with a thrown dagger).

Wild Shape (Su): A daggerspell shaper can change into a Small or Medium animal and back again, and can do so more often than most other characters with the wild shape ability.

See the druid class feature, page 37 of the *Player's Handbook*. This ability lasts for 1 hour per class level or until she changes back.

Levels of the daggerspell shaper prestige class stack with druid levels for the purpose of determining the maximum duration of the wild shape ability; they do not stack for any other purpose (such as the size and type of creature that a shaper can become).

A daggerspell shaper gains one additional daily use of her wild shape ability at 1st level, 5th level, and 10th level.

At 2nd level, a daggerspell shaper becomes able to use her wild shape ability to take the form of a Tiny animal.

At 4th level, she can use wild shape to take the form of a Large animal.

Dagger Claws (Su): When a daggerspell shaper of 2nd level or higher uses wild shape, she adds any magical properties of daggers that she is holding in each hand into the natural attacks of her new form.

The magic of a single dagger affects only the natural attacks made with the corresponding limb in the shaper's animal form, not all her attacks.

For example, a 2nd-level daggerspell shaper holding a +1 *flaming dagger* in one hand and a +2 *keen dagger* in the other hand transforms into a leopard.

The daggers affect the claw attacks of her new form as follows: One gains a +1 bonus on attack and damage rolls and also gains the flaming special ability, and the other gains a +2 bonus on attack and damage rolls and also gains the keen special ability.

If the assumed form does not have a claw or slam attack with a limb that corresponds to the druid's natural limbs, this ability has no effect.

The bonuses from this ability last for the duration of the wild shape effect.

When a shaper uses this ability, her natural weapons in animal form overcome damage reduction exactly as do the daggers that she was holding when she transformed.

In the example above, the shaper would be able to overcome a foe's damage reduction as if both of her natural weapons were magic.

Spells per Day/Spells Known: Beginning at 2nd level, a daggerspell shaper gains new spells per day at each level (and spells known, if applicable) as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained.

If she had more than one divine spellcasting class before becoming a daggerspell shaper, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Sneak Attack (Ex): Beginning at 3rd level, a daggerspell shaper deals an extra 1d6 points of damage when flanking an opponent or at any time when the target would be denied its Dexterity bonus.

This extra damage applies to ranged attacks only if the target is within 30 feet.

It increases to 2d6 points at 6th level and 3d6 points at 9th level.

See the rogue class feature, page 50 of the *Player's Handbook*.

If a daggerspell shaper gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

Fast Wild Shape (Ex): Starting at 7th level, a daggerspell shaper can use her wild shape ability as a move action rather than as a standard action.

Enhanced Wild Shape (Su): Starting at 8th level, a daggerspell shaper can preserve the physical enhancements granted by her equipment even when in wild shape.

Whenever the shaper uses wild shape, she retains any enhancement bonuses to Strength, Dexterity, or Constitution granted by any equipment she wears, even if the equipment can't be worn normally by her new form.

Daggerspell Flurry (Ex): A 10th-level daggerspell shaper can blend spellcasting with a flurry of dagger attacks.

When using this ability, the shaper can quicken one spell as part of a full attack with her daggers.

Doing this has no effect on the spell's effective level.

A daggerspell shaper must make at least one melee attack in any round in which she uses this ability, and she cannot make an attack with anything other than a dagger (although if a spell cast in conjunction with this ability requires an attack roll, she can still make the spell's attack).

A daggerspell shaper can use this ability a number of times per day equal to her Dexterity bonus (minimum 1).

TABLE 2-6: THE DAGGERSPELL SHAPER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+2	Daggercast, wild shape (+1/day)	—
2nd	+1	+0	+3	+3	Dagger claws, wild shape (Tiny)	+1 level of existing divine spellcasting class
3rd	+2	+1	+3	+3	Sneak attack +1d6	+1 level of existing divine spellcasting class
4th	+3	+1	+4	+4	Wild shape (Large)	+1 level of existing divine spellcasting class
5th	+3	+1	+4	+4	Wild shape (+2/day)	+1 level of existing divine spellcasting class
6th	+4	+2	+5	+5	Sneak attack +2d6	+1 level of existing divine spellcasting class
7th	+5	+2	+5	+5	Fast wild shape	+1 level of existing divine spellcasting class
8th	+6	+2	+6	+6	Enhanced wild shape	+1 level of existing divine spellcasting class
9th	+6	+3	+6	+6	Sneak attack +3d6	+1 level of existing divine spellcasting class
10th	+7	+3	+7	+7	Daggerspell flurry, wild shape (+3/day)	+1 level of existing divine spellcasting class

DREAD PIRATE

Thugs and cutthroats in every port lay claim to the title “pirate”, but actually making a fortune through piracy is no easy task.

A dread pirate, however, has mastered every aspect of larceny on the high seas.

His network of contacts tells him when a particularly valuable cargo is shipping out.

After a flawless ambush at sea, he swings aboard the target ship on a rope, rapier in hand.

Once he and his shipmates have overpowered the prize vessel's crew, they liberate the cargo and make their escape. Later, the dread pirate meets representatives from the black market in an isolated cove and sells his newly acquired cargo for a handsome profit.

Some dread pirates accomplish their goals through fear, killing indiscriminately and ruling their ships at rapier-point.

Others minimize bloodshed and exhibit a curious sort of chivalry, perhaps realizing that the captain and crew of a prize ship are more likely to surrender if they believe they will live to see port again.

Now and then a dread pirate takes his chivalric streak a step farther and preys only on the ships of enemy nations—or even solely on other pirates.

A dread pirate's lifestyle is ideal for most rogues, because the job requires a number of skills that other classes don't have the time or inclination to learn.

However, the class also attracts some spellcasters, who can use magic to conceal their ships or incapacitate a prize vessel's crew.

Adaptation: The dread pirate prestige class can be used to represent any powerful individual with great nautical skill. A famous admiral and a ruthless but honest privateer might not differ in abilities, but they will certainly differ in outlook and demeanor.

Hit Die: d8.

REQUIREMENTS

To qualify to become a dread pirate, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +4.

Skills: Appraise 8 ranks, Profession (sailor) 8 ranks, Swim 4 ranks, Use Rope 4 ranks.

Feats: Quick Draw, Weapon Finesse.

Special: The character must own a ship worth at least 10,000 gp.

The method of acquisition—purchase, force of arms, or skullduggery—makes no difference, as long as he can freely operate it on the high seas.

CLASS SKILLS

The dread pirate's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the dread pirate prestige class.

Weapon and Armor Proficiency: Dread pirates are proficient with all simple weapons, with light martial weapons, and with the rapier.

Dread pirates are proficient with light armor but not with shields.

Seamanship (Ex): A dread pirate adds his class level as an insight bonus on all Profession (sailor) checks.

Allies within sight or hearing of a dread pirate add an insight bonus equal to half this number on their Profession (sailor) checks.

Two-Weapon Fighting: A dread pirate wearing light or no armor is treated as having the Two-Weapon Fighting feat, even if he does not have the prerequisites for the feat.

Fearsome Reputation (Ex): By the time he attains 2nd level, a dread pirate has developed a reputation on the high seas.

At this point, he must choose whether to cultivate a reputation as an honorable pirate (avoiding undue bloodshed, honoring flags of truce, and the like) or as a dishonorable pirate (favoring mayhem and dire treatment of prisoners).

An honorable dread pirate gains a +2 circumstance bonus on Diplomacy checks, while a dishonorable one gains a +2 circumstance bonus on Intimidate checks.

This bonus increases to +4 at 6th level and to +6 at 10th level.

In addition, a dread pirate gains other abilities at higher levels based on his chosen reputation.

A dread pirate's actual activities or alignment need not match his reputation.

However, a radical shift away from his reputation might negate or even reverse that reputation at the DM's option.

Also, a dread pirate in disguise does not gain any effect granted by his reputation (including the special abilities described below that depend on the dread pirate's reputation).

Rally the Crew (Ex): Starting at 3rd level, an honorable dread pirate can inspire his allies (including himself) to great bravery in combat once per day.

This inspiration grants them a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack rolls and weapon damage rolls.

To be affected, an ally must be able to see or hear the dread pirate.

The effect requires a free action to activate and lasts for 1 minute per class level, even if the dread pirate moves out of range or loses consciousness.

This is a mind-affecting ability.

At 7th level, a dread pirate can use this ability twice per day, and the bonus increases to +2.

If a dread pirate has the inspire courage bardic music ability, he can add the morale bonus gained from that ability to the morale bonus gained from this ability to determine the total morale bonus granted.

For example, an 8th-level bard/3rd-level dread pirate would provide a +3 morale bonus on attack rolls and weapon damage rolls.

Sneak Attack (Ex): Beginning at 3rd level, a dishonorable dread pirate deals an extra 1d6 points of damage when flanking an opponent or at any time when the target would be denied its Dexterity bonus.

This extra damage applies to ranged attacks only if the target is within 30 feet.

See the rogue class feature, page 50 of the *Player's Handbook*. The amount of extra damage dealt increases to 2d6 at 7th level.

If a dishonorable dread pirate gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

Acrobatic Charge (Ex): A dread pirate of 4th level or higher can charge over difficult terrain that normally slows movement or through the squares occupied by allies blocking his path.

This ability enables him to charge across a cluttered ship's deck, leap down from a higher deck, or swing between two adjacent ships to get to his target.

Depending on the circumstances, he might still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Steady Stance (Ex): At 4th level and higher, a dread pirate remains stable on his feet when others have difficulty standing.

He is not considered flat-footed while balancing or climbing, and he adds his class level as a bonus on Balance or Climb checks to remain balancing or climbing when he takes damage.

Luck of the Wind (Ex): Once per day, an honorable dread pirate of 5th level or higher can reroll any failed attack roll, skill check, ability check, or saving throw.

He must take the result of the reroll, even if it's worse than the original roll.

Scourge of the Seas (Ex): Starting at 5th level, a dishonorable dread pirate can instill fear into his enemies.

When the character uses Intimidate to demoralize foes, the attempt affects all enemies within 30 feet who can see and hear him, and the effect lasts for a number of rounds equal to his Charisma modifier (minimum 1 round).

Multiple uses of this ability don't stack.

This is a mind-affecting ability.

Skill Mastery (Ex): At 8th level, a dread pirate becomes supremely confident of his mobility.

He has mastered the skills Balance, Climb, Jump, and Tumble to the extent that he can take 10 with them even under stress.

Fight to the Death (Ex): At 9th level and higher, an honorable dread pirate can inspire his allies to carry on against tremendous odds.

Each ally affected by the dread pirate's rally the crew ability (see above) also gains temporary hit points equal to 10 + the dread pirate's Cha bonus (minimum 10), gains a dodge bonus to Armor Class equal to the dread pirate's Cha bonus (minimum +1), and is treated as having the Diehard feat even if he doesn't meet the prerequisites.

These effects are lost if the dread pirate loses consciousness.

Motivate the Scum (Ex): Once per day, a dishonorable dread pirate of 9th level or higher can motivate his allies by killing a helpless individual.

All allies of the dread pirate who see the act gain a +2 morale bonus on damage rolls.

This effect lasts for 24 hours.

Most dishonorable dread pirates don't care whether the victim is a prisoner or one of their own crew.

In fact, if the slain individual is one of the dread pirate's crew, the morale bonus on damage rolls improves to +4, but the allies also take a -2 penalty on Will saves for the duration of the effect.

Pirate King (Ex): A 10th-level dread pirate's exploits have become so legendary that great numbers of able sailors are willing to sign on as his crew for no compensation other than a share of the booty.

Treat this ability as the equivalent of the Leadership feat, except that only followers (and no cohorts) are gained.

TABLE 2-7: THE DREAD PIRATE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Seamanship, two- weapon fighting
2nd	+2	+0	+3	+0	Fearsome reputation +2
3rd	+3	+1	+3	+1	Rally the crew +1 (1/ day) or sneak attack +1d6
4th	+4	+1	+4	+1	Acrobatic charge, steady stance
5th	+5	+1	+4	+1	Luck of the wind or scourge of the seas
6th	+6	+2	+5	+2	Fearsome reputation +4
7th	+7	+2	+5	+2	Rally the crew +2 (2/ day) or sneak attack +2d6
8th	+8	+2	+6	+2	Skill mastery
9th	+9	+3	+6	+3	Fight to the death or motivate the scum
10th	+10	+3	+7	+3	Fearsome reputation +6, pirate king

THE PIRATE CODE

Most pirate codes share a number of elements regarding the proper "etiquette" of piracy. Here are a few ideas that might be appropriate for your dread pirate's personal code:

- Everyone shall obey all orders.
- Everyone shall have a vote in major decisions. (This point is not necessarily limited to honorable dread pirates.)
- Everyone shall have a share of captured food and drink.
- Booty will be shared out as follows: one share to each among the crew; one and one-half shares each to the first mate, master carpenter, and boatswain; and two shares to the captain. (Some honorable captains might accept a smaller

share, but they will take no fewer than one and one-half shares.)

- Anyone not keeping his weapons clean and fit for an engagement shall be cut off from his share, and suffer other punishment as the captain deems fit.
- Anyone who strikes another among the crew shall receive forty lashes across his back.
- Anyone who attempts to desert or keep any secret from the company shall be marooned with one bottle of water and one weapon.
- Anyone who steals from a crewmate shall be marooned or run through. (The latter consequence is more appropriate for dishonorable dread pirates.)

DUNGEON DELVER

In many ways, the dungeon delver is the ultimate adventuring rogue.

He's skilled at moving stealthily through all types of dungeon terrain, detecting and disarming inconvenient traps, bypassing locks, locating treasure, and filching protected items.

Since a dungeon delver frequently works alone, he must learn to think and act independently, relying upon no one but himself.

Even when exploring a dungeon in the company of other adventurers, he often keeps to himself—scouting ahead, disarming traps a safe distance from the group, or seeking treasure while the others are distracted.

The typical dungeon delver has forsaken interaction skills to concentrate on the nuts and bolts of dungeon exploration and treasure retrieval.

Rogues and scouts make excellent dungeon delvers, as do the rare few ninjas and spellthieves who choose to pursue this track.

Multiclass rogue/rangers who favor the darkness of caverns to the light of the sky also make good dungeon delvers.

The best NPC dungeon delvers become legends and are sought after by anyone with a particularly inaccessible treasure to recover.

Some even accept regular stipends from various nobles to leave their treasures alone.

Only the best survive to make names for themselves, however—those who lack the necessary skill and savvy perish anonymously on unsuccessful expeditions, leaving behind their bones for some luckier compatriot to discover.

Adaptation: Some of the most interesting adaptations for the dungeon delver prestige class involve associating it with a certain race.

Although dwarves and gnomes are natural choices because of their ties with underground life, dungeon delvers of less obvious races such as humans, dark elves, and halflings are interesting as well because such characters offer something other than the stereotypical depiction of their race.

The dungeon delver and the nightsong infiltrator (see page 62) also serve as interesting roguelike prestige classes that do not rely on the sneak attack ability and might serve as a model for making similar prestige classes in your own campaign.

Hit Die: d6.

REQUIREMENTS

To qualify to become a dungeon delver, a character must fulfill all the following criteria.

Skills: Climb 10 ranks, Craft (stonemasonry) 5 ranks, Disable Device 10 ranks, Hide 5 ranks, Knowledge (dungeoneering) 5 ranks, Move Silently 5 ranks, Open Lock 10 ranks, Search 10 ranks.

Feats: Alertness, Blind-Fight.

Special: Trapfinding class feature.

Special: The character must survive a great trial underground.

This trial usually takes one of three forms:

- A solo dungeon expedition that earns the character half of the experience points needed for advancement to the next level.

(For example, a 7th-level character must earn 3,500 XP on such a solo run).

The character must complete the venture in one week, though he may leave the dungeon and return as often as desired during that time.

- Survival of a cave-in or other collapse (see page 66 of the *Dungeon Master's Guide*).

- Living for a year without seeing the light of the sun, usually among underground denizens such as the deep dwarves or drow.

CLASS SKILLS

The dungeon delver's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the dungeon delver prestige class.

Weapon and Armor Proficiency: Dungeon delvers gain no proficiency with any weapon or armor.

Darkvision (Ex): A dungeon delver's long exposure to pitch-black subterranean surroundings enables him to develop darkvision out to 60 feet.

If the character already has darkvision, the range increases by 30 feet.

Deep Survival (Ex): A dungeon delver's experience in deep, dark places grants him a great familiarity with that world. He adds his class level to Survival checks made in underground environments.

Trap Sense (Ex): A dungeon delver is adept at evading the effects of traps.

See the barbarian class feature, page 26 of the *Player's Handbook*.

The bonuses rise by 1 for every three additional dungeon delver levels gained (+2 at 4th level, +3 at 7th level, and +4 at 10th level) and stack with similar bonuses granted by other classes.

Reduce (Sp): A dungeon delver frequently finds it necessary to squeeze through narrow crevices, half-collapsed passages, prison bars, and other tight spots that would normally block a character of his size and bulk. Starting at 2nd level, a dungeon delver can use *reduce person* on himself three times per day (regardless of his creature type).

His caster level is equal to his class level.

Stonecunning (Ex): At 2nd level, a dungeon delver gains the stonecunning ability.

This functions exactly as the dwarf racial trait of the same name (see page 15 of the *Player's Handbook*), except that the check modifiers are competence bonuses rather than racial bonuses.

If a dungeon delver already has stonecunning because of his race, both sets of bonuses apply.

Augury (Sp): Beginning at 3rd level, a dungeon delver can foretell whether a particular action will bring good or bad results for him in the immediate future.

Once per day, he can use *augury* as a free action; his caster level is equal to his class level.

He can use this ability one additional time per day for every three additional class levels gained (2/day at 6th level and 3/day at 9th level).

Skill Mastery (Ex): At 3rd level, a dungeon delver becomes so confident in the use of certain skills that he can use them reliably even under adverse conditions.

The character selects a number of skills equal to 3 + his Intelligence modifier.

See the rogue class feature, page 51 of the *Player's Handbook*.

Evasion (Ex): Beginning at 4th level, a dungeon delver can avoid damage from certain attacks with a successful Reflex save.

See the monk class feature, page 41 of the *Player's Handbook*.

If a dungeon delver already has evasion, he gains improved evasion instead, allowing him to avoid damage from certain attacks with a successful Reflex save and take only half damage on a failed save.

See the monk class feature, page 42 of the *Player's Handbook*.

Blindsense (Ex): At 5th level, a dungeon delver gains the ability to activate an acute sensitivity to sounds, smells, movement, and other disturbances within 30 feet.

This functions as described on page 306 of the *Monster Manual* and lasts for 1 minute per class level.

A dungeon delver can use blindsense once per day at 5th level and twice per day at 10th level.

Passwall (Sp): Starting at 6th level, a dungeon delver can use *passwall* once per day as a caster of his class level.

This ability comes in handy for bypassing small cave-ins or sneaking into vaults.

Find the Path (Sp): Starting at 8th level, a dungeon delver can use *find the path* twice per day as a caster of his class level.

Typically, a delver uses this to find his way into and out of confounding mazes and dungeons.

He can target only himself with the ability.

Phase Door (Sp): At 9th level, a dungeon delver gains the ability to use *phase door* once per day as an 18th-level caster.

This ability enables him to bypass cave-ins, walk through dead ends and immovable obstructions, and make quick escapes through walls.

TABLE 2-8: THE DUNGEON DELVER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Darkvision, deep survival, trap sense +1
2nd	+1	+3	+3	+0	Reduce, stonecunning
3rd	+2	+3	+3	+1	Augury 1/day, skill mastery
4th	+3	+4	+4	+1	Evasion, trap sense +2
5th	+3	+4	+4	+1	Blindsense 1/day
6th	+4	+5	+5	+2	Augury 2/day, passwall
7th	+5	+5	+5	+2	Trap sense +3
8th	+6	+6	+6	+2	Find the path
9th	+6	+6	+6	+3	Augury 3/day, phase door
10th	+7	+7	+7	+3	Blindsense 2/day, trap sense +4

EXEMPLAR

An exemplar is someone who believes that most individuals and creatures possess a wellspring of untapped talent and capability, and that the multiverse would be a better place if only they would all try to live up to their potential.

To her mind, the best way to encourage this behavior in others is to exemplify it herself.

An exemplar focuses her energy on improving the skills she possesses until she is able to perform them with fluidity, grace, and art.

She believes that even the simplest action (such as climbing a tree or building a chair) can be done with such skill and flair as to inspire awe and stimulate a desire for selfbetterment.

No matter what area a particular exemplar excels in, be it walking a tightrope, deciphering forgotten languages, or remembering the names of every archfiend in the Abyss, she performs it with passion and joy.

Bards are the characters most likely to become exemplars, but wizards, rogues, rangers, and druids sometimes choose this path as well.

All of these classes have a fair number of people who believe that their actions can be viewed as art, and like most artists they want to inspire others with their abilities. Clerics, paladins, and monks also choose this prestige class on rare occasions, but their dedication to promoting a philosophy or a higher power sometimes conflicts with the exemplar's belief that the best way to inspire others is simply to be a good role model.

NPC exemplars often are eccentric characters who travel the multiverse, stopping anywhere that catches their interest.

Some might be nobles or members of rich merchant families who use their reputations to open doors at the courts of powerful and influential individuals, hoping that their example will help their hosts become wiser rulers. Other exemplars are mendicants or wandering sages, traveling among the common folk in the hopes of inspiring the people to improve their lots in life.

The great majority of exemplars are just ordinary characters making livings as bakers, blacksmiths, merchants, or even adventurers.

No matter what their jobs, though, at their hearts they are all educators, hoping to improve the multiverse by setting a good example.

Adaptation: The easiest way to customize the exemplar prestige class is to choose one skill that several exemplars specialize in and describe them as a separate class or organization.

The exemplars of the Spot skill, for example, might become the Watchers of Ordoanai, a group of mercenary scouts and bodyguards.

The exemplars of the Tumble skill could be described as the Blue Circle Acrobats, a troupe of performers who work secretly as assassins and use their performance as a front.

Hit Die: d6.

REQUIREMENTS

To qualify to become an exemplar, a character must fulfill all the following criteria.

Skills: Diplomacy 6 ranks, any other skill 13 ranks.

Feat: Skill Focus (any).

CLASS SKILLS

All skills are class skills for an exemplar.

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the exemplar prestige class.

Weapon and Armor Proficiency: Exemplars gain no proficiency with any weapon or armor.

Skill Artistry (Ex): An exemplar is particularly talented in the use of one of her skills.

Choose one skill in which the exemplar has at least 13 ranks.

She gains a +4 competence bonus on all checks involving that skill.

At 4th, 7th, and 10th levels, an exemplar gains this ability again.

Each time she selects a different skill to receive the +4 competence bonus, provided she has at least 13 ranks in a skill that she has not yet chosen to benefit from this ability. If not, she gains no benefit from the ability until she has 13 ranks in another skill.

She can then immediately apply the benefit of skill artistry to that skill.

Skill Mastery (Ex): An exemplar is so confident in the use of certain skills that she can use them reliably even under adverse conditions.

She selects a number of skills equal to 1 + her Int modifier. When making a check with one of these skills, she can take 10 even if stress and distractions would normally prevent her from doing so.

Each time an exemplar gains a class level, she can add another skill to the list of skills with which she has mastery.

Lend Talent (Ex): Starting at 2nd level, an exemplar can lend some of her skill artistry to allies, allowing them to exceed their normal talents.

By accepting a penalty on checks using a skill for which she has selected skill artistry, an exemplar grants a competence bonus on checks with that skill to all allies within 30 feet.

The penalty can be any number that does not exceed the exemplar's class level, and the competence bonus is equal to one-half the penalty.

Activating this ability is a full-round action, and the effect lasts for as long as the exemplar remains conscious and within range.

For example, a 4th-level exemplar who has selected skill artistry with Craft (armorsmithing) can accept a -4 penalty on Craft (armorsmithing) checks to grant all allies within 30 feet a +2 competence bonus on Craft (armorsmithing) checks for as long as she remains nearby.

At 8th level, the competence bonus granted by this ability becomes equal to the penalty accepted by the exemplar.

Bonus Feat: At 3rd, 6th, and 9th levels, an exemplar gains a bonus feat, which must be selected from the following list:

Acrobatic, Agile, Alertness, Animal Affinity, Athletic, Blind-Fight, Combat Casting, Combat Expertise, Deceitful, Deft Hands, Diligent, Improved Initiative, Improved Swimming†, Investigator, Magical Aptitude, Negotiator, Nimble Fingers, Open Minded†, Persuasive, Self-Sufficient, Skill Focus, Stealthy, Track, or Versatile Performer†.

The exemplar must meet all the prerequisites for the chosen feat.

† New feat described in Chapter 3.

Sustaining Presence (Su): Starting at 4th level, an exemplar knows how to call upon her force of personality to help keep herself alive in tense or dangerous situations.

She adds her Charisma bonus (if any) to her Concentration checks and Fortitude saves.

Persuasive Performance (Ex): Starting at 5th level, an exemplar can use her skill artistry to improve the attitudes of NPCs.

To do this, the NPCs must observe her using one of the skills to which she has applied skill artistry.

Treat this as a Diplomacy check made to influence NPC attitudes (see pages 71–72 of the *Player's Handbook*), but replace the Diplomacy check with a check using the chosen skill.

The demonstration must be nonthreatening and intended to entertain and amuse the onlookers.

Viewers must be within 30 feet of the exemplar, must be able to see her clearly, and must willingly pay attention to her actions.

This ability requires at least 1 minute to perform, and it can affect a particular creature only once every 24 hours.

Intellectual Agility (Su): Starting at 8th level, an exemplar can channel her intellect to more physical needs.

She adds her Intelligence bonus (if any) to her initiative checks and Reflex saves.

Perfect Self: A 10th-level exemplar has tuned her body with skill to the point that she becomes a magical creature.

Her type changes to outsider (native).

See the monk class feature, page 42 of the *Player's Handbook*.

TABLE 2-9: THE EXEMPLAR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Skill artistry, skill mastery
2nd	+1	+0	+0	+3	Lend talent (one-half penalty)
3rd	+2	+1	+1	+3	Bonus feat
4th	+3	+1	+1	+4	Skill artistry, sustaining presence
5th	+3	+1	+1	+4	Persuasive performance
6th	+4	+2	+2	+5	Bonus feat
7th	+5	+2	+2	+5	Skill artistry
8th	+6	+2	+2	+6	Intellectual agility, lend talent (equal to penalty)
9th	+6	+3	+3	+6	Bonus feat
10th	+7	+3	+3	+7	Perfect self, skill artistry

FOCHLUCAN LYRIST

Warrior, thief, spy, poet, woodland champion—the Fochlucan lyrist is a legendary figure who serves as the herald and teacher to great kings, the champion of the common folk, and the keeper of lore long forgotten elsewhere.

Only the best and brightest are invited to become Fochlucan lyrists, and those who eventually win the approval of the Fochlucan College's masters are remarkable individuals indeed, skilled in swordplay, magic, and diplomacy.

Those who aspire to join the Fochlucan College face a long and difficult road.

The great bards who lead the school choose only individuals who have demonstrated skill at arms and stealth, learning and cleverness, superb talent with the lute and an ear for the stories of old.

Finally, all applicants must first study the lore of the druids, learning the ways of growth and the hidden secrets of nature.

Few indeed can stand up to the rigorous scrutiny of the Fochlucan masters.

Fochlucan lyrists adventure to gain information.

They are spies and rumormongers, ever on the watch for news of events that may upset the balance they seek to preserve.

A lyrist can serve as a diplomat, messenger, or assassin, as needed.

The Fochlucans strongly believe in fostering the careers of other adventurers whose viewpoints align with their own, and many lyrists attach themselves to adventuring companies specifically for the purpose of guiding their comrades to oppose the right enemies and advance the interests of the Fochlucan College.

Adaptation: This class is a fusion of the druid and bard base classes.

An interesting variation would be to adapt the class into a fusion of the druid and ranger base classes.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Fochlucan lyrist, a character must fulfill all the following criteria.

Skills: Decipher Script 7 ranks, Diplomacy 7 ranks, Gather Information 7 ranks, Knowledge (nature) 7 ranks, Perform (string instruments) 13 ranks, Sleight of Hand 7 ranks, Speak Language (Druidic).

Alignment: Neutral good, neutral, chaotic neutral, or neutral evil.

Spells: Ability to cast 1st-level arcane and divine spells.

Special: Bardic knowledge and evasion abilities.

CLASS SKILLS

The Fochlucan lyrist's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Fochlucan lyrist prestige class.

Weapon and Armor Proficiency: Fochlucan lyrists gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a Fochlucan lyrist gains new spells per day (and spells known, if applicable) as if she had also gained a level in any one arcane spellcasting class and any one divine spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained.

If she had more than one arcane spellcasting class or divine spellcasting class before becoming a Fochlucan lyrist, she must decide to which class to add each Fochlucan lyrist level for the purpose of determining spells per day, spells known, and overall caster level.

For example, a 2nd-level rogue/5th-level bard/4th-level druid/3rd-level Fochlucan lyrist can cast arcane spells as an 8th-level bard and divine spells as a 7th-level druid.

Bardic Knowledge (Ex): A Fochlucan lyrist can attempt to recall some relevant piece of information about local notable people, legendary items, or noteworthy places.

See the bard class feature, page 28 of the *Player's Handbook*. She adds her Fochlucan lyrist class level to her bardic knowledge checks, so her bardic knowledge checks have a bonus equal to her bard level + her Fochlucan lyrist level + her Int modifier.

Bardic Music: A Fochlucan lyrist adds her lyrist level to her bard level to determine the number of times per day she can use her bardic music, the bardic music abilities she can employ, and the power of those abilities.

For example, a 2nd-level rogue/5th-level bard/4th-level druid/3rd-level Fochlucan lyrist can use her bardic music eight times per day, can use any bardic music ability an 8th-level bard could use (assuming she meets the Perform skill rank requirements), and is treated as an 8th-level bard for adjudicating the effects of those abilities (such as number of targets, save DC, and so forth).

Unbound: A Fochlucan lyrist's druid oaths are relaxed, allowing her to wear light metal armor with no loss of spellcasting, supernatural, or spell-like abilities.

A lyrist also suffers no experience point penalty for

multiclassing.

TABLE 2-10: THE FOCHLUCAN LYRIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+1	+0	+2	+2	Bardic knowledge, bardic music, unbound	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
2nd	+2	+0	+3	+3	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
3rd	+3	+1	+3	+3	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
4th	+4	+1	+4	+4	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
5th	+5	+1	+4	+4	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
6th	+6	+2	+5	+5	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
7th	+7	+2	+5	+5	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
8th	+8	+2	+6	+6	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
9th	+9	+3	+6	+6	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
10th	+10	+3	+7	+7	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class

FOCHLUCAN BANDORE

In the same vein that most folk consider the Fochlucan College to be the most famous of the bardic colleges, the most well-known and most often encountered of all the famed instruments of the bards is the *Fochlucan bandore*. (This item and the other instruments of the bards are described in detail in *Complete Arcane*.)

This three-stringed masterwork lute grants a +2 circumstance bonus on Perform (string instruments) checks and a +1 compe-

tence bonus on bardic music checks for countersong, *fascinate*, and suggestion. The instrument can be played by anyone to produce *light* once per day. Any character with at least 2 ranks in Perform (string instruments) can use the *bandore* to cast *flare*, *mending*, and *message* each once per day.

Faint transmutation, faint evocation; CL 3rd; Craft Wondrous Item, *flare*, *light*, *mending*, *message*, creator must be a bard; Price 1,900 gp; Weight 3 lb.

THE FOCHLUCAN COLLEGE

Perhaps the most famous of the bardic colleges, the Fochlucan College serves as a beacon of learning and diplomacy in a dark and restless land. Many have accused the Fochlucan masters of fomenting intrigues among the nearby kingdoms and using their famed neutrality to conceal the real extent of their meddling and manipulation. By advising mighty rulers and undertaking the tutoring of royal heirs, the Fochlucan bards turn the fate of kingdoms with nothing more than quiet words and whispered secrets.

The Fochlucan College itself is located on the shores of the misty Loch Firnen, a few miles from the town of Oakenway. The College is a rambling old stone building that resembles something between a minor lord's manor house and a decrepit old monastery. Green ivy covers its walls, and old lanterns hanging from its eaves warm its chill, misty nights with golden light.

No more than a handful of its collegians are present at any given time—the strength of the organization lies in the learning and skill of its individual members, not in any muster of warriors. Members are welcome to stay as long as they like but are expected to contribute to the college's upkeep. The customary donation is 50 gp a month (for itinerant members) or 200 gp a month (for members living on the premises).

A small number of servants keep the College in order and prepare meals, but there are no guards or soldiers. Instead, its defense lies primarily in the reputation and influence of its members. Should trouble come anyway, the College is well defended by the handful of lyrist or guests who happen to be visiting at any given time. In case of serious trouble, the Fochlucans turn to the creatures of the surrounding forest. Through ancient pacts, the sylvan denizens of Loch Firnen's forests are pledged to defend the bards' house against attack.

The College is governed by the Yew Circle, a small council composed of the five most senior Fochlucans currently enrolled in the order. All five are nominally equal, but if the Circle's opinion is divided on any important matter, the Eldest of the Circle—the Fochlucan who has served the longest in the college—decides the issue. Currently, the Eldest of Fochlucan is Yew Master Hurlich Stennarden, a half-elf who has belonged to the College for better than fifty years. The masters of the Yew Circle rarely meet, since they are not often at the College at the same time.

The Fochlucans are affiliated with several other bardic colleges in neighboring lands, including the College of Mac-Fuirmidh, the Doss School, and the High College of Anstruth, oldest and most knowledgeable of the colleges.



GHOST-FACED KILLER

From out of nothing the specter of death appears, an armored shadow with a brilliant blade held high. In a flash the katana falls, severing life from limb in a bloody arc.

All around, screams of terror and shouts of fear erupt, as quaking hands draw blades to fight the masked murderer. His target dead, the ghost-faced killer walks calmly away as swords and fists pass harmlessly through his nearly transparent body.

Long ago, a persecuted clan of dangerous warriors sought a way to take revenge against their oppressors.

Through sorcery, the spellcasters of the clan beseeched dark spirits to reveal a way that their clan might survive the coming strife and take revenge on the emperor who sought to crush them.

The clan members struck a dark bargain, and the demon-spirits they had contacted provided the clan with a means to the bloody ends they desired.

Donning terrifying masks to hide their identities, warriors of the clan crept into the imperial palace, and through the evil power of the pact they had made, passed invisibly and intangibly into the imperial household and murdered the entire imperial family, plunging the country into bloody civil war once again.

No one ever discovered the clan's honorless actions, and to this day, no one knows what clan the ghost-faced killers came from.

Today ghost-faced killers act as assassins and spies for hire, a mercenary clan that hides behind a guise of open and honorable conduct.

When on a mission, they wear porcelain demon-masks of ghostly white to hide their identities and as a symbol of the pact their clan made with the demon-spirits.

Through training and discipline, ghost-faced killers learn the deadliest and most terrifying ways to attack foes, and through their mystic connection with spirits, ghost-faced killers learn to turn invisible, walk through walls, and even see with the eyes of the spirits themselves.

Most ghost-faced killers begin their careers as rangers or rogues, though ninjas are also common.

Fighters are only slightly less common.

Few monks, barbarians, or members of spellcasting classes choose to become ghost-faced killers, but such characters are not unknown.

NPC ghost-faced killers are members of the Ghost-Faced Killer clan of ninjas.

This clan disguises itself as a normal samurai clan, loyal to the empire but unworthy of notice.

Most of the time a ghost-faced killer simply pursues his responsibilities to the clan and the emperor, but when called by money or the clan daimyo the ghost-faced killer dons the mask that means death for his enemies.

Adaptation: Although the ghost-faced killers are described as a clan of samurai and ninjas, the class can easily lose these aspects of its flavor and become a group of assassins. When introduced as a force for good, the ghost-faced killer prestige class could be used to represent a clan of investigators or spies serving a good-aligned nation or faction.

Hit Die: d8.

REQUIREMENTS

To qualify to become a ghost-faced killer, a character must fulfill all the following criteria:

Alignment: Any evil.

Base Attack Bonus: +5.

Skills: Hide 6 ranks, Concentration 4 ranks, Intimidate 8 ranks, Move Silently 6 ranks.

Feats: Improved Initiative, Power Attack.

CLASS SKILLS

The ghost-faced killer's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the ghost-faced killer prestige class.

Weapon and Armor Proficiency: Ghost-faced killers are proficient with all simple and martial weapons, and with light armor.

Ghost Step (Su): A ghost-faced killer can become invisible for 1 round once per day.

Using this ability is a swift action (see Swift Actions and Immediate Actions, page 137) that does not provoke attacks of opportunity.

A ghost-faced killer can use this ability one additional time per day for every three class levels gained above 1st (2/day at 4th level, 3/day at 7th level, and 4/day at 10th level).

At 6th level, a ghost-faced killer can become ethereal when using ghost step instead of becoming invisible.

Sudden Strike (Ex): If a ghost-faced killer of 2nd level or higher can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage.

Whenever a ghost-faced killer's target is denied her Dexterity bonus to Armor Class (if any) against his attack, the ghost-faced killer deals an extra 1d6 points of damage with his attack.

The bonus damage increases by 1d6 every three levels (+2d6 at 5th level, +3d6 at 8th level).

This ability otherwise works like the ninja ability described on page 8.

Frightful Attack (Su): Beginning at 3rd level, a ghost-faced killer can panic onlookers and even frighten his victim to death by making a sudden strike attack.

Once per day, a ghost-faced killer can designate a melee sudden strike attack as a frightful attack.

The ghost-faced killer must use his Power Attack feat on the attack and must take a penalty of at least -1 to his attack roll.

If the attack deals damage to the target, the victim must make a Will save (DC 10 + ghost-faced killer's class level + ghost-faced killer's Cha modifier).

If the victim succeeds, she is shaken for 1 round per class level of the ghost-faced killer; if she fails, she instantly dies of fear.

Creatures immune to mind-affecting effects, immune to fear, or with Hit Dice that exceed the ghost-faced killer's character level are immune to this frightful attack.

In addition, all creatures within 30 feet who see the frightful attack (not including the victim, the ghost-faced killer, or the ghost-faced killer's allies) become panicked (if their Hit Dice are less than the ghost-faced killer's class level + his Cha modifier) or shaken (if their Hit Dice equal or exceed the ghost-faced killer's class level + Cha modifier) for 1 round per class level of the ghost-faced killer.

A successful Will save (DC 10 + ghost-faced killer's class level + ghost-faced killer's Cha modifier + damage bonus from Power Attack on the frightful attack) negates this effect.

A ghost-faced killer can use this ability one additional time per day for every three levels gained above 3rd (2/day at 6th level, 3/day at 9th level).

Ghost Sight (Su): Starting at 7th level, a ghost-faced killer can see ethereal and invisible creatures and objects as easily as he sees material creatures and objects.

Frightful Cleave (Su): If a 10th-level ghost-faced killer slays a foe with his frightful attack (either from the damage dealt or because of a failed save against its fear effect), he gets an immediate extra melee attack against another target within reach.

If the new target is flat-footed, this extra attack is also a frightful attack, though it doesn't count against the ghost-faced killer's daily limit of frightful attacks.

This ability otherwise functions exactly as the Cleave feat (see page 92 of the *Player's Handbook*).

TABLE 2-11: THE GHOST-FACED KILLER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Ghost step 1/day
2nd	+2	+3	+0	+0	Sudden strike +1d6
3rd	+3	+3	+1	+1	Frightful attack 1/day
4th	+4	+4	+1	+1	Ghost step 2/day
5th	+5	+4	+1	+1	Sudden strike +2d6
6th	+6	+5	+2	+2	Frightful attack 2/day, ghost step (ethereal)
7th	+7	+5	+2	+2	Ghost sight, ghost step 3/day
8th	+8	+6	+2	+2	Sudden strike +3d6
9th	+9	+6	+3	+3	Frightful attack 3/day
10th	+10	+7	+3	+3	Frightful cleave, ghost step 4/day

HIGHLAND STALKER

The mountains are unforgiving, and the ability to find food at high altitude often means the difference between survival and starvation.

For those who live in such climes, hunters provide not only food but also clothing, shelter, and tools when they bring back animal skins and bones.

The best high-altitude hunters—highland stalkers—are consummate trackers with an instinctive knowledge of their mountainous territories.

Scouts (see page 10) are the most likely candidates to become highland stalkers, but rogues are well represented, and the prestige class attracts a fair number of multiclass barbarians and rangers who qualify.

NPC highland stalkers are found leading teams of four to six other hunters (typically scouts or rangers), often far from the tribe's base camp.

Depending on how the game they're tracking is moving, they might stay away from camp for several days at a time. **Adaptation:** This prestige class models a mountain warrior who favors stalking enemies and attacking from ambush—similar to the ranger, but with fewer skills and no spellcasting.

Thus, it's easy to adapt for hunters beyond a mountain setting.

A fighter's base attack bonus and the ability to make skirmish attacks is a compelling combination, so you don't need to load the prestige class with many other class features.

Hit Die: d8.

REQUIREMENTS

To qualify to become a highland stalker, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Listen 8 ranks, Spot 8 ranks, Survival 8 ranks.

Feats: Track.

Special: Skirmish or sneak attack class feature.

CLASS SKILLS

The highland stalker's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the highland stalker prestige class.

Weapon and Armor Proficiency: Highland stalkers are proficient with light armor.

They gain no proficiency with any weapon.

Mountain Stride (Ex): A highland stalker can move through scree and dense rubble at her normal speed.

She can also move up steep slopes and stairs at her normal speed.

See pages 89–92 of the *Dungeon Master's Guide* for descriptions of terrain types.

Skirmish (Ex): A highland stalker relies on mobility to deal extra damage and improve her defense.

Starting at 2nd level, she deals an extra 1d6 points of damage on all attacks during any round in which she moves at least 10 feet.

This extra damage applies only to attacks taken during her turn.

It increases by an additional 1d6 for every four levels gained above 2nd (2d6 at 6th and 3d6 at 10th).

This extra damage only applies against living creatures that have a discernible anatomy.

Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this extra damage.

A highland stalker must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot.

Highland stalkers can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 4th level, a highland stalker gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet.

The bonus applies as soon as she has moved 10 feet, and lasts until the start of her next turn.

It improves to +2 at 8th level.

A highland stalker loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

If she gains the skirmish ability from another class, the bonuses stack.

Swift Tracker (Ex): Beginning at 3rd level, a highland stalker can move at her normal speed while following tracks.

See the ranger class feature, page 48 of the *Player's Handbook*.

Surefooted (Ex): Starting at 5th level, a highland stalker is well acquainted with the dangers of mountainous terrain.

She can ignore DC modifiers on Balance, Move Silently, and Tumble checks derived from scree, light rubble, dense rubble, steep slopes, or stairs (see page 89 of the *Dungeon Master's Guide*).

She also does not need to make a DC 10 Balance check when running or charging down a steep slope.

Camouflage (Ex): Beginning at 7th level, a highland stalker can use the Hide skill in any sort of natural terrain.

TABLE 2-12: THE HIGHLAND STALKER

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+0	+0	Mountain stride
2nd	+2	+3	+0	+0	Skirmish (+1d6)
3rd	+3	+3	+1	+1	Swift tracker
4th	+4	+4	+1	+1	Skirmish (+1d6, +1 AC)
5th	+5	+4	+1	+1	Surefooted
6th	+6	+5	+2	+2	Skirmish (+2d6, +1 AC)
7th	+7	+5	+2	+2	Camouflage
8th	+8	+6	+2	+2	Skirmish (+2d6, +2 AC)
9th	+9	+6	+3	+3	—
10th	+10	+7	+3	+3	Skirmish (+3d6, +2 AC)

MAESTER

Maesters are the master crafters of the gnome world, combining technical and magical expertise to create incredible marvels.

They specialize in the creation of magic items, bending all their skill and ability toward the construction of items that are their art and livelihood.

Maesters are usually wizards, although sorcerers occasionally take up the class.

Some bards also have been known to become maesters, but typically not until they have spent a number of years adventuring.

NPC maesters rarely stray from their laboratories, which makes them excellent patrons for groups of adventurers.

Maesters often need rare minerals, unusual material components for spells, or other substances for the magic items they create, and it's usually too dangerous to fetch such materials alone.

Maesters often hire bodyguards if they're undertaking a journey, paying their guards with magic items they have built.

Other times, they simply send allies on a journey of acquisition, providing them with as much lore about their mission as possible.

Adaptation: While gnomes are renowned for their magical craftsmanship, they don't have a monopoly on the trade.

This class would be appropriate for a secret organization of item-creating arcanists who are not necessarily gnomes.

If you change the spell requirement to divine spells, it's also a good fit for clerics of deities who are known for their peerless magical craftings, such as Moradin.

Hit Die: d4.

REQUIREMENTS

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

Race: Gnome.

Skills: Craft (any) 8 ranks, Use Magic Device 4 ranks.

Feats: Any two item creation feats.

Spells: Arcane caster level 5th.

CLASS SKILLS

The maester's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (arcana) (Int), Knowledge (architecture and engineering) (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the maester prestige class.

Weapon and Armor Proficiency: Maesters gain no proficiency with any weapon or armor.

Bonus Feats: At 1st and 5th level, a maester receives a bonus item creation feat.

He must meet the prerequisites for this feat.

Quick Crafting (Ex): A maester can craft magic items in half the normal time required (one day per 2,000 gp in the item's base price; minimum one day).

Spells per Day/Spells Known: Beginning at 2nd level, a maester gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained.

If he had more than one spellcasting class before becoming a maester, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Identification (Sp): A maester of 3rd level or higher can determine the magical properties of a magic item by handling it for 1 minute and making a successful Spellcraft check (DC 10 + the item's caster level).

The maester can't take 10 on this check, nor can he retry the check (and thus he can't take 20).

This ability otherwise functions as the *identify* spell.

TABLE 2-13: THE MAESTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Bonus feat, quick crafting	—
2nd	+1	+0	+0	+3	—	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Identification	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	—	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Bonus feat	+1 level of existing spellcasting class

MASTER OF MANY FORMS

A master of many forms has no shape that she calls her own.

Instead, she occupies whatever body is most expedient for her at the time.

While others base their identities largely on their external forms, a master of many forms actually comes closer to her true self through her transformations.

Of necessity, her sense of self is based not on her outward form, but on her soul, which is truly the only constant about her.

It is the inner strength of that soul that enables her to take on any shape and remain herself within.

The path of the master of many forms is ideal for a spellcaster of any race who has experienced shapechanging and yearns for more of it.

Such a character can be a great force for either good or ill in the world.

An evil master of many forms in particular poses a terrible threat, for she can appear anywhere, in any body.

The same opponents may face her again and again, in one shape after another, never realizing that they are actually facing a single enemy.

NPC masters of many forms are typically loners, moving between communities of various creatures as suits their whims.

They sometimes find work as spies or explorers.

The class description presented here is an updated version of the shifter prestige class that originally appeared in *Masters of the Wild*.

Adaptation: Masters of many forms can be introduced into a campaign in many ways.

They might form an elite group of spies and scouts, they might be high-ranking members of a doppelganger-worshipping cult, or they might be a small group of druids

who see beauty and power in all of nature's forms, not just animals and elementals.

Hit Die: d8.

REQUIREMENTS

To qualify to become a master of many forms, a character must fulfill all the following criteria.

Feats: Alertness, Endurance.

Special: Wild shape class feature.

CLASS SKILLS

The class skills of the master of many forms (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Spot (Wis), Swim (Str), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the master of many forms prestige class.

Weapon and Armor Proficiency: Masters of many forms gain no proficiency with any weapon or armor.

Shifter's Speech (Ex): A master of many forms maintains her ability to speak normally (including verbal components of spells) regardless of the form she takes.

Furthermore, she can communicate with other creatures of the same kind while in wild shape, as long as such creatures are normally capable of communicating with each other using natural methods.

Improved Wild Shape (Su): A master of many forms knows how to use her wild shape ability to assume a wider range of forms.

At 1st level, she can assume a humanoid form with wild shape.

She later gains the ability to assume the form of a giant (at 2nd level), a monstrous humanoid (at 3rd level), a fey (at 4th level), a vermin (at 5th level), an aberration (at 6th level), a plant (at 7th level), an ooze (at 8th level), an elemental (at 9th level), and a dragon (at 10th level).

The size limit of the shapes she can assume also increases as she gains levels.

At 2nd level, she can assume the form of a Large creature; at 4th level, a Tiny creature; at 6th level, a Huge creature; at 8th level, a Diminutive creature; and at 10th level, a Gargantuan creature.

A master of many forms also gains one additional daily use of her wild shape ability per class level gained.

Fast Wild Shape (Ex): Starting at 3rd level, a master of many forms can use her wild shape ability as a move action, rather than as a standard action.

Extraordinary Wild Shape (Ex): Starting at 7th level, a master of many forms gains the extraordinary special qualities of any form she assumes with wild shape.

Evershifting Form: A 10th-level master of many forms has reached the pinnacle of her shapechanging abilities.

She gains the shapechanger subtype and becomes immune to any transmutation effect unless she is willing to accept it.

In addition, she no longer takes ability penalties for aging and is not subject to magical aging, though any aging penalties she already may have taken remain in place.

Bonuses still accrue, and a master of many forms still dies of old age when her time is up.

TABLE 2-14: THE MASTER OF MANY FORMS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Shifter's speech, improved wild shape (humanoid)
2nd	+1	+3	+3	+0	Improved wild shape (giant; Large)
3rd	+2	+3	+3	+1	Fast wild shape, improved wild shape (monstrous humanoid)
4th	+3	+4	+4	+1	Improved wild shape (fey; Tiny)
5th	+3	+4	+4	+1	Improved wild shape (vermin)
6th	+4	+5	+5	+2	Improved wild shape (aberration; Huge)
7th	+5	+5	+5	+2	Extraordinary wild shape, improved wild shape (plant)
8th	+6	+6	+6	+2	Improved wild shape (ooze; Diminutive)
9th	+6	+6	+6	+3	Improved wild shape (elemental)
10th	+7	+7	+7	+3	Evershifting form, improved wild shape (dragon; Gargantuan)

Galatea, a master of many forms

NIGHTSONG ENFORCER

Throughout the city, even the vilest assassin does not command more respect than the nightsong enforcers. They could be anywhere—they could strike at any time. You cannot escape their uncanny senses.

And worst of all, they often work in elite teams.

The enforcers of the Nightsong Guild (see page 177) focus on the stealth-centered combat training that rogues usually learn; they forgo some of the sleight of hand or fast-talking aspects of being a thief.

However, nightsong enforcers are not mere thugs.

They are deadly opponents who strike from hidden positions and move silently behind their foes.

When in battle, their goal is to eliminate their enemies, not to fight.

Thus, they strike quickly from the shadows.

They do not worry about honor or fighting fair, scoffing at such ideals as childish.

Rogues most often become nightsong enforcers, although bards, fighters, and urban rangers are also known to undertake the class.

On occasion a wizard or sorcerer will endure the intensive training required to join the enforcers' ranks.

When working with others, a nightsong enforcer is the linchpin.

She is the very picture of fidelity when it comes to supporting teammates on a mission.

It is common for an enforcer to lead a team composed of not only other enforcers, but fighters, spellcasters, or rogues.

Adaptation: Although described here as associated with the Nightsong Guild, the nightsong enforcer prestige class could have many different uses in a campaign.

Enforcers could represent the members of an elite criminal organization, a well-funded private security force, or a highly trained branch of a nation's military.

Emphasizing their training and group tactics can greatly shape an encounter or a character based around this prestige class.

Hit Die: d8.

REQUIREMENTS

To qualify to become a nightsong enforcer, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Hide 10 ranks, Move Silently 10 ranks.

Feats: Improved Initiative.

Special: Evasion class feature.

Special: The character must undergo intensive training and tests with the Nightsong Guild before she can gain the class abilities.

CLASS SKILLS

The nightsong enforcer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), and Tumble (Dex). Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the nightsong enforcer prestige class.

Weapon and Armor Proficiency: Nightsong enforcers are not proficient with any weapon.

They are proficient with light armor but not with shields.

Sneak Attack (Ex): A nightsong enforcer deals an extra 1d6 points of damage when flanking an opponent or any time the target would be denied its Dexterity bonus.

This extra damage applies to ranged attacks only if the target is within 30 feet.

It increases to 2d6 points at 4th level, 3d6 points at 7th level, and 4d6 points at 10th level.

See the rogue class feature, page 50 of the *Player's Handbook*. If a nightsong enforcer gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

Teamwork (Ex): Nightsong enforcers are trained to keep a close eye on teammates on a joint mission.

A nightsong enforcer gains a +20 circumstance bonus on Listen and Spot checks to hear and see allies.

At 9th level, a nightsong enforcer's senses are honed so finely that she is aware of the location and status (as with the *status* spell) of all allies within 100 feet, even if they are not within sight.

Agility Training (Ex): Starting at 2nd level, a nightsong enforcer reduces the armor check penalty imposed on her by light armor by 2 (to a minimum of 0).

Skill Teamwork (Ex): At 3rd level and higher, a nightsong enforcer can use her training to improve the skill of those around her.

All allies within 30 feet of the nightsong enforcer gain a +2 competence bonus on Balance, Climb, Escape Artist, Hide, Listen, Move Silently, and Spot checks.

Allies must be able to see the nightsong enforcer to gain this bonus.

At 7th level, this bonus increases to +4.

Flanking Teamwork (Ex): When a nightsong enforcer of 5th level or higher flanks an opponent, the enforcer and all other allies who threaten the same opponent gain a +1 circumstance bonus on their attack rolls (in addition to the normal flanking bonus, if it applies).

Opportunist (Ex): Once per round, a nightsong enforcer of 6th level or higher can make an attack of opportunity against an opponent who has just been injured in melee by another character.

See the rogue class feature, page 51 of the *Player's Handbook*.

Improved Evasion (Ex): If a nightsong enforcer of 8th level or higher is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw and half damage if the saving throw fails.

TABLE 2-15: THE NIGHTSONG ENFORCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Sneak attack +1d6, teamwork (hear/see allies)
2nd	+2	+0	+3	+0	Agility training
3rd	+3	+1	+3	+1	Skill teamwork +2
4th	+4	+1	+4	+1	Sneak attack +2d6
5th	+5	+1	+4	+1	Flanking teamwork
6th	+6	+2	+5	+2	Opportunist
7th	+7	+2	+5	+2	Sneak attack +3d6, skill teamwork +4
8th	+8	+2	+6	+2	Improved evasion
9th	+9	+3	+6	+3	Teamwork (<i>status</i>)
10th	+10	+3	+7	+3	Sneak attack +4d6

NIGHTSONG INFILTRATOR

An expert at breaking into "secure" areas, a nightsong infiltrator is the perfect thief and the perfect spy.

Whether she is there to steal gold, information, jewels, or secrets, an infiltrator of the Nightsong Guild (see page 177) is trained to do her job quickly and efficiently.

She practices extensively with locks and traps, focusing on doing her job under pressure and in unfavorable conditions.

For example, nightsong infiltrators train extensively in climbing, since they often have to scale walls and reach high windows.

They have little time to work on combat training and relegate such concerns to their companions, the nightsong enforcers (see the previous prestige class description).

Rogues most frequently and most easily become nightsong infiltrators.

Bards, urban rangers, and intelligent fighters can make good members of the class as well.

Rarer, but possible, are spellcasting nightsong infiltrators who use spells to get in and out of places.

Woe to those wishing to protect their valuables from a Nightsong Guild member who can become invisible, walk through walls, or teleport.

Members of the Nightsong Guild rarely work alone.

Usually they operate in teams, often in pairings of a nightsong infiltrator and a nightsong enforcer.

(For a PC nightsong infiltrator, the other team member can be an adventuring ally).

When working as part of a team, a nightsong infiltrator works best as the advance scout and point person, while the other team members take care of threats that she is unable to deal with (guards, mostly).

Adaptation: Like their companions the nightsong enforcers, nightsong infiltrators can easily be used to represent a different group.

Because its members are especially effective in small groups, the nightsong infiltrator prestige class makes an excellent choice for any organization that might form elite teams.

Mercenary groups, intelligence organizations (private or governmental), or criminal groups can be represented by this prestige class with simple changes in the flavor.

Hit Die: d6.

REQUIREMENTS

To qualify to become a nightsong infiltrator, a character must fulfill all the following criteria.

Skills: Climb 10 ranks, Disable Device 5 ranks, Open Lock 5 ranks, Search 5 ranks.

Feats: Alertness.

Special: Evasion class feature.

Special: The character must undergo intensive training and tests with the Nightsong Guild before she can gain the class abilities.

CLASS SKILLS

The nightsong infiltrator's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Ride (Dex), Search (Int), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the nightsong infiltrator prestige class.

Weapon and Armor Proficiency: Nightsong infiltrators gain no proficiency with any weapon or armor.

Teamwork Trap Sense (Ex): A nightsong infiltrator has an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Armor Class against attacks made by traps. All allies within 30 feet of the infiltrator also gain these bonuses (even if they already have trap sense from another class feature).

These bonuses increase to +2 at 4th level, to +3 at 7th level, and to +4 at 10th level.

Trapfinding (Ex): A nightsong infiltrator can find, disarm, or bypass traps with a DC of 20 or higher. She can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it).

If her Disable Device result exceeds the trap's DC by 10 or more, she discovers how to bypass the trap without triggering or disarming it.

Steady Stance (Ex): At 2nd level and higher, a nightsong infiltrator remains stable on her feet when others have difficulty standing.

She is not considered flat-footed while balancing or climbing, and she adds her class level as a bonus on Balance or Climb checks to remain balancing or climbing when she takes damage.

Teamwork Infiltration (Ex): Starting at 2nd level, a nightsong infiltrator can study a small area (typically up to 10 feet square, such as a doorway or guard post) in order to prepare for infiltrating that area.

If the infiltrator spends 1 hour studying the area from a distance of no more than 60 feet, she gains a +2 competence bonus on Balance, Climb, Disable Device, Hide, Move Silently, Open Lock, Search, and Tumble checks attempted in that area for the next 24 hours.

All allies within 30 feet of the infiltrator gain the same bonus in that area.

(The allies need not be present while the infiltrator studies the area).

At 8th level, this bonus increases to +4.

Break Away (Ex): Skilled as she is, a nightsong infiltrator knows the sensibility of falling back from an unwinnable fight.

Starting at 3rd level, she gains a +4 dodge bonus to Armor Class in any round during which she does nothing but move.

A nightsong infiltrator can grant this ability to an ally within 30 feet as a swift action (see *Swift Actions and Immediate Actions*, page 137).

It lasts for 1 round.

Trackless Step (Ex): Beginning at 3rd level, a nightsong infiltrator cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

At 7th level and higher, a nightsong infiltrator can share this ability with up to one additional ally per class level.

Designating an ally for trackless step requires a standard action and lasts for 24 hours or until the infiltrator dismisses the effect (a standard action).

Detect Magic (Sp): Starting at 4th level, a nightsong infiltrator can use *detect magic* at will.

See the spell, page 219 of the *Player's Handbook*.

Teamwork Sneak Attack (Ex): Beginning at 4th level, a nightsong infiltrator deals an extra 1d6 points of damage when flanking an opponent or any time the target would be denied its Dexterity bonus.

Any ally of the infiltrator who is also flanking the infiltrator's opponent deals this extra damage as well. This extra damage applies to ranged attacks only if the target is within 30 feet.

It increases to 2d6 points at 8th level.

See the rogue class feature, page 50 of the *Player's Handbook*.

If a nightsong infiltrator or her ally gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

Defensive Roll (Ex): Starting at 5th level, a nightsong infiltrator can attempt to roll with a potentially lethal blow to take less damage from it than she otherwise would.

See the rogue class feature, page 51 of the *Player's Handbook*.

Grant Move Action (Ex): Starting at 5th level, a nightsong infiltrator can direct and motivate her allies to act immediately.

Once per day, as a standard action, she can grant an extra move action to any or all of her allies within 30 feet (but not herself).

Each of the affected allies takes this extra move action immediately, acting in their current initiative order.

This extra action does not affect the allies' initiative count; the round continues normally after the infiltrator's turn is over.

Starting at 9th level, a nightsong infiltrator can use this ability twice per day.

Improved Evasion (Ex): If a nightsong infiltrator of 6th level or higher is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw and half damage if the saving throw fails.

Skill Mastery (Ex): At 6th level, a nightsong infiltrator has become so confident in the use of certain skills that she can use them reliably even under adverse conditions.

When making a Climb, Disable Device, Open Lock, or Search check, she can take 10 even if stress and distractions would normally prevent her from doing so.

Specialized Tools (Ex): After studying an area (see teamwork infiltration, above), a nightsong infiltrator of 6th level or higher can prepare a special tool for a job.

Doing this requires 1 hour, a DC 15 Craft check (the specific type of Craft specialty required is up to the DM; blacksmithing, leatherworking, or woodworking are all likely candidates), and a set of artisan's tools for the Craft skill in question.

The tool prepared by the infiltrator grants a +4 circumstance bonus on all checks made with one of the following skills: Climb, Disable Device, Disguise, Escape Artist, Hide, Move Silently, Open Lock, Search, or Sleight of Hand.

This bonus doesn't stack with the circumstance bonus granted by any other set of tools (such as a disguise kit or masterwork thieves' tools).

The tool works only in the studied area, and it works only for 24 hours (though the infiltrator can rebuild the tool by following the same process).

Hide in Plain Sight (Ex): A 10th-level nightsong infiltrator can use the Hide skill in natural terrain even while being observed.

TABLE 2-16: THE NIGHTSONG INFILTRATOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Teamwork trap sense +1, trapfinding
2nd	+1	+0	+3	+0	Steady stance, teamwork infiltration +2
3rd	+2	+1	+3	+1	Break away, trackless step (self)
4th	+3	+1	+4	+1	Detect magic, teamwork sneak attack +1d6, teamwork trap sense +2
5th	+3	+1	+4	+1	Defensive roll, grant move action 1/day
6th	+4	+2	+5	+2	Improved evasion, skill mastery, specialized tools
7th	+5	+2	+5	+2	Teamwork trap sense +3, trackless step (allies)
8th	+6	+2	+6	+2	Teamwork infiltration +4, teamwork sneak attack +2d6
9th	+6	+3	+6	+3	Grant move action 2/day
10th	+7	+3	+7	+3	Hide in plain sight, teamwork trap sense +4

OLLAM

In Dwarven, the word “ollam” means teacher.

The education of the dwarf people is considered a sacred duty, and those who are considered knowledgeable in dwarf history and legend—and thought to possess above-average common sense—are often called upon to take up the respected role of teacher in the community.

While other cultures might see this as a job for young girls or old men, the dwarves see an ollam as a protector of their cherished culture.

No one in the dwarf community takes that position lightly.

An ollam is granted a special position in the temple hierarchy—Moradin gives her spells that allow her not only to delve into the secrets of the universe but also to heal and keep an eye on her charges.

While most ollams are clerics or bards, individuals of other classes are welcomed, as long as they possess the knowledge needed to teach the children properly.

NPC ollams are equally likely to be safely ensconced in the heart of a dwarf community, passing on the accumulated lore of their people, or wandering the lands, sharing their knowledge with dwarves and nondwarves alike.

If there's something going on in a dwarf city, you can count on the ollams knowing about it first.

They're uncommonly well connected with each clan and stratum of dwarf society.

Adaptation: One of the functions of the ollam prestige class is to give a few bardlike abilities to nonbards—without giving away so much that the prestige class steals the bard's thunder.

Given different circumstances, it's easy to imagine ollams from other races and cultures.

Hit Die: d8.

REQUIREMENTS

To qualify to become an ollam, a character must fulfill all the following criteria.

Race: Dwarf.

Alignment: Lawful good.

Skills: Knowledge (history) 10 ranks, Knowledge (any other) 10 ranks, Perform (oratory) 5 ranks.

CLASS SKILLS

The ollam's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Listen

(Wis), Perform (Cha), Search (Int), Sense Motive (Wis), Speak Language (n/a), and Spellcraft (Int).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the ollam prestige class.

Weapon and Armor Proficiency: Ollams are proficient with all simple weapons, with all types of armor, and with shields.

Spells per Day/Spells Known: At 2nd, 3rd, and 4th level, an ollam gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained.

If she had more than one spellcasting class before becoming an ollam, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

If an ollam had no levels in a spellcasting class before taking the prestige class, at 2nd level she gains the spellcasting abilities of a cleric whose caster level is one lower than her class level.

Lore (Ex): An ollam has the ability to recall legends or information regarding various topics, just as a bard can with bardic knowledge.

See the bardic knowledge class feature, page 29 of the *Player's Handbook*.

An ollam adds her class level and her Intelligence modifier to her lore check.

If the character has a similar ability from another class (such as bardic knowledge), her ollam levels stack with class levels from that other class to determine the success of the lore check.

Inspire Competence (Su): An ollam of 3rd level or higher can use oratory to help an ally succeed at a task.

The ally gets a +2 competence bonus on checks with a particular skill.

If the ally is a dwarf, the competence bonus increases to +3.

See the bardic music class feature, page 29 of the *Player's Handbook*.

If an ollam has the inspire competence bardic music ability, she can expend one daily use of her bardic music to increase the competence bonus to +4 (or +6 if the ally is a dwarf).

Inspire Resilience (Su): From an early age, dwarves learn to approach life with steadfast resolution and endurance.

A 5th-level ollam can spend a standard action to use oratory to tap into this power, granting a single dwarf ally a +4 competence bonus on Constitution checks and Fortitude saves, as well as damage reduction 5/-. The ally must be within 30 feet and able to see and hear the ollam. The ollam must also be able to see the ally.

TABLE 2-17: THE OLLAM

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Lore	—
2nd	+1	+0	+0	+3	—	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Inspire competence	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	—	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Inspire resilience	—

SHADOWBANE INQUISITOR

Clad in bone-white armor and wreathed in righteous conviction, shadowbane inquisitors battle incessantly against evil in whatever form it takes.

Every shadowbane inquisitor belongs to a fellowship of religious knights called the Order of Illumination (see page 179).

The order advocates merciless aggression against evil, and its members train to detect and destroy evil creatures and individuals.

Filled with fervor, an inquisitor knows only one solution to an infestation of evil: the sword.

The purifying flame and the clean cut of a holy blade are his tools.

Along with their comrades (as members of the order refer to one another) the shadowbane stalkers, inquisitors find and confront evil wherever it hides.

Unlike shadowbane stalkers, however, inquisitors emphasize purging evil rather than finding it.

Their relentless zeal and their overwhelming belief in their own righteousness allow shadowbane inquisitors to root out evil cleanly, even if it costs the lives of a few good creatures, without the moral doubt that other knights might feel.

The Order of Illumination expounds that it is better to sacrifice a village that hides a powerful demon than it is to risk letting the demon escape or the evil spread.

Although inquisitors remain devoted to the cause of good, this conviction allows them to use their abilities against enemies regardless of their alignment.

Inquisitors must watch shadowbane stalkers carefully to make sure they do not slip into darkness—stalkers are willing to use subterfuge to find evil where it hides, and subtlety and stealth are tools of evil.

This situation occasionally puts the two branches of the Order of Illumination at odds, but the order as a whole remains zealously dedicated to good.

Almost all shadowbane inquisitors were once paladins who took a few levels of rogue to better understand and combat the subtle forces of evil.

This unusual class combination gives the inquisitor a remarkable ability to resist the manipulations of evil creatures and confront them without fear.

The effect lasts for as long as the ollam orates and for 1 minute thereafter.

Allies who are not dwarves instead gain a +2 competence bonus on Constitution checks and Fortitude saves, gain no damage reduction, and are fatigued at the end of the duration.

(Dwarves suffer no ill effect).

Some cleric/rogues become inquisitors, sacrificing their study of divine magic in order to perfect their combat abilities.

Adaptation: Shadowbane inquisitors can easily be added to a campaign as part of a less extreme organization by portraying them as good-aligned detectives with solid combat abilities and distinctive special powers.

Although most martial characters have difficulty participating in detective work or social encounters, the inquisitors shine in both areas.

On the other hand, simply removing the alignment requirement from the class and renaming it to fit a neutral or evil order of knights makes the inquisitor into a much more overt entry class for the blackguard prestige class.

Hit Die: d10.

REQUIREMENTS

To qualify to become a shadowbane inquisitor, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Attack: +5.

Skills: Gather Information 4 ranks, Knowledge (religion) 2 ranks, Sense Motive 8 ranks.

Feats: Power Attack.

Special: Detect evil class feature or ability to cast *detect evil* as a divine spell.

Special: Turn undead class feature.

Special: Sneak attack class feature.

CLASS SKILLS

The shadowbane inquisitor's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (religion) (Int), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the shadowbane inquisitor prestige class.

Weapon and Armor Proficiency: Shadowbane inquisitors are proficient with all simple and martial weapons, with all types of armor, and with shields (except tower shields).

Absolute Conviction (Ex): Should a shadowbane inquisitor's alignment ever change from lawful good for any reason, he may not take additional levels in this prestige class, but he does not lose any class abilities from levels already attained.

Pierce Shadows (Su): A shadowbane inquisitor can spend one of his daily uses of his turn undead ability to shed a holy radiance.

This light brightly illuminates an area in a radius of 20 feet plus 5 feet per class level of the inquisitor.

The light is centered on the inquisitor and sheds no shadowy illumination beyond its border.

This radiance lasts for 10 minutes per inquisitor class level.

Sacred Stealth (Su): Starting at 2nd level, a shadowbane inquisitor can channel some of his divine spell power to become stealthier.

To do this, he must lose a prepared divine spell from memory (or give up a potential spell slot for the day if he casts spells as a sorcerer).

He gains a +4 sacred bonus on Hide and Move Silently checks for a number of minutes equal to his Charisma bonus (if any) plus the level of spell given up in this manner.

At 7th level, the bonus increases to +8.

Using this ability is a swift action that does not provoke attacks of opportunity (see Swift Actions and Immediate Actions, page 137).

Smite (Su): Once per day, a shadowbane inquisitor of 2nd level or higher can attempt to smite a creature that he judges to be corrupt with one normal melee attack.

He adds his Charisma bonus (if any) to his attack roll and deals an extra 1 point of damage per inquisitor class level. Unlike with a paladin's smite evil ability, an inquisitor relies only on his own judgment when determining what creatures to use this ability against.

How an inquisitor uses this ability exemplifies his outlook on the world.

The more suspicious and uncompromising an inquisitor is, the more likely he is to feel that a creature should be struck down.

An inquisitor can use this ability twice per day at 6th level and three times per day at 10th level.

Improved Sunder: At 3rd level, a shadowbane becomes accomplished at shattering the weapons of his foes and tainted magic items.

He gains the Improved Sunder feat as a bonus feat.

Sneak Attack (Ex): Beginning at 4th level, a shadowbane inquisitor deals an extra 1d6 points of damage when flanking an opponent or any time the target would be denied its Dexterity bonus.

This extra damage applies to ranged attacks only if the target is within 30 feet.

It increases to 2d6 points at 7th level and 3d6 points at 10th level.

See the rogue class feature, page 50 of the *Player's Handbook*.

If a shadowbane inquisitor gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

Merciless Purity (Su): Beginning at 5th level, a shadowbane inquisitor benefits when his enemies perish.

Upon the death of a creature that the inquisitor has designated as corrupt, he gains a +1 sacred bonus on his Fortitude and Reflex saves for the next 24 hours.

An inquisitor designates a creature as corrupt in his eyes by using his smite ability (see above) as part of a melee attack against the creature.

The inquisitor need not kill the creature himself.

An inquisitor can benefit from this ability only once per day; subsequent deaths of creatures that he has designated as corrupt grant no special benefit.

Righteous Fervor (Su): When an inquisitor of 8th level or higher designates a creature as corrupt, he gains a +1 sacred bonus on attack and damage rolls against that creature for the rest of the encounter.

The inquisitor designates a creature as corrupt by using his smite ability (see above) as part of a melee attack against the creature.

This bonus does not apply to the smite attempt itself, only to subsequent attacks against the same creature made in that encounter.

Burning Light (Su): At 9th level and higher, an inquisitor can spend one of his daily uses of his turn undead ability to deal damage to creatures around him.

To do this, he must already have his pierce shadows ability active.

All creatures within the illuminated area (except for the inquisitor) take 4d6 points of damage.

This damage results directly from divine power and is not subject to being reduced by energy resistance.

Using this ability requires a standard action.

Multiclassing Note: A paladin can multiclass as a shadowbane inquisitor without losing his ability to take additional levels of paladin.

In addition, he can multiclass freely between the paladin and rogue classes and may even gain additional rogue levels.

He must still remain lawful good in order to retain his paladin abilities and take paladin levels.

FALLEN INQUISITORS

Like paladins, shadowbane inquisitors occasionally fall into darkness and evil.

The light of self-righteousness burns strongly within an inquisitor, and he never faces the self-doubt or moral dilemmas that heroes of less conviction must deal with.

It is this overwhelming confidence in his own ability to define what is right and wrong, however, that sometimes leads an inquisitor into darkness.

The path of the inquisitor is long and dangerous, and those who complete it are among the most powerful and persistent opponents of evil.

But those who fall, having known the heights of purity, become evil beyond reckoning.

Convinced of their own moral purity, fallen inquisitors pursue their vile agenda without ever feeling doubt, and they are often charismatic enough to draw others into their wicked plans.

Should an inquisitor who also has paladin levels ever gain levels in the blackguard class, his shadowbane inquisitor levels stack with his paladin levels when determining the number of extra abilities that the blackguard gains for having paladin levels.

For example, if a 5th-level paladin/1st-level rogue/5th-level shadowbane inquisitor takes a level of blackguard, he gains extra blackguard class abilities as if he were a fallen paladin of 10th level.

TABLE 2-18: THE SHADOWBANE INQUISITOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Absolute conviction, pierce shadows
2nd	+2	+3	+0	+0	Sacred stealth (+4), smite 1/day
3rd	+3	+3	+1	+1	Improved Sunder
4th	+4	+4	+1	+1	Sneak attack +1d6
5th	+5	+4	+1	+1	Merciless purity
6th	+6	+5	+2	+2	Smite 2/day
7th	+7	+5	+2	+2	Sacred stealth (+8), sneak attack +2d6
8th	+8	+6	+2	+2	Righteous fervor
9th	+9	+6	+3	+3	Burning light
10th	+10	+7	+3	+3	Smite 3/day, sneak attack +3d6

SHADOWBANE STALKER

Those they name as heretics or servants of evil call them zealots.

Those they protect from darkness call them saviors and defenders of the truth.

Whatever their label, shadowbane stalkers rank as some of the most feared individuals wherever they go.

All shadowbane stalkers belong to the Order of Illumination (see page 179), a fellowship of holy knights dedicated to finding and rooting out hidden evil.

The Order of Illumination hunts evil—from liars and petty con artists to mind flayer cabals hidden in the heart of a decadent empire—in its most secret lair, and shadowbane stalkers lead the search.

Although many think it restrictive and insensitive, the Order of Illumination is a powerful force for good.

Shadowbane stalkers do their part to find evil hidden within the midst of civilized areas so that the martial arm of the order, led by the shadowbane inquisitors (see the previous prestige class), can spearhead the attack against the corruption.

Shadowbane stalkers usually work alone or with small groups of independent adventurers, but it is also common for a stalker and an inquisitor to adventure together as partners.

Their skills and abilities complement each other, and they know that the other members of the order are some of the few beings they can trust implicitly.

Almost all shadowbane stalkers are clerics who took a few levels of rogue.

This unorthodox career path gives a character the divine spellcasting power and martial training necessary to deal with powerful and subtle evils, as well as giving her the broad expertise in skills and stealth required to find and ambush the hidden evils that she seeks.

Adaptation: The Order of Illumination might be too zealous for some campaigns.

Its members are so thoroughly dedicated to good that they can sometimes stray into intolerance or unfounded accusations.

But by leaving the game mechanics unchanged and simply removing the flavor elements of zealotry and suspicion, the shadowbane stalkers become a small group of dedicated cleric/rogues who are extremely skilled at finding evil monsters.

This order probably would consist of clerics from several different churches and would welcome characters who have the right skills.

Alternatively, a single shadowbane stalker might run into more than she can handle in the course of an investigation and turn to the PCs for help.

In this way, the shadowbane stalkers could become a steady source of adventure leads and staunch allies as the campaign progresses.

Hit Die: d8.

REQUIREMENTS

To qualify to become a shadowbane stalker, a character must fulfill all the following criteria.

Alignment: Lawful good.

Skills: Gather Information 8 ranks, Search 4 ranks, Sense Motive 4 ranks.

Special: Detect evil class feature or ability to cast *detect evil* as a divine spell.

Special: Sneak attack +1d6.

CLASS SKILLS

The shadowbane stalker's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the shadowbane stalker prestige class.

Weapon and Armor Proficiency: Shadowbane stalkers gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: A shadowbane stalker continues training in divine spellcasting as well as learning. At each level gained in the shadowbane stalker class except for 4th and 9th, she gains new spells per day (and spells known, if applicable) as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained.

If she had more than one divine spellcasting class before becoming a shadowbane stalker, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Detect Evil (Sp): A shadowbane stalker can use *detect evil* at will.

See the spell, page 218 of the *Player's Handbook*.

Sacred Stealth (Su): A shadowbane stalker can channel some of her divine spellpower to become stealthier.

To do this, she must lose a prepared divine spell from memory (or give up a potential spell slot for the day if she casts spells as a sorcerer).

She gains a +4 sacred bonus on Hide and Move Silently checks for a number of minutes equal to her Charisma bonus (if any) plus the level of spell given up in this manner.

At 7th level, the bonus increases to +8.

Using this ability is a swift action that does not provoke attacks of opportunity.

Discover Subterfuge (Ex): A shadowbane stalker trains diligently to detect subterfuge and the misdirection of others.

At 2nd level and higher, she gains a +2 competence bonus on Search and Sense Motive checks.

This bonus increases to +4 at 5th level and +6 at 8th level.

Sneak Attack (Ex): Beginning at 3rd level, a shadowbane stalker deals an extra 1d6 points of damage when flanking an opponent or any time the target would be denied its Dexterity bonus.

This extra damage applies to ranged attacks only if the target is within 30 feet.

It increases to 2d6 points at 6th level and 3d6 points at 9th level.

See the rogue class feature, page 50 of the *Player's Handbook*.

If a shadowbane stalker gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

Sacred Defense (Su): At 4th level and higher, a shadowbane stalker can channel some of her divine spellpower to help her avoid the attacks of enemies.

To do this, she must lose a prepared divine spell from memory (or give up a potential spell slot for the day if she casts spells as a sorcerer).

The stalker gains a +4 sacred bonus to Armor Class for a number of rounds equal to the level of the divine spell given up in this manner.

Using this ability is a swift action that does not provoke attacks of opportunity.

Sacred Strike (Su): At 10th level, a shadowbane stalker can channel her divine spellpower to deal extra damage.

To do this, she must lose a prepared divine spell from memory (or give up a potential spell slot for the day if she casts spells as a sorcerer).

The stalker can add an extra 1d6 points of damage per level of the spell lost, up to the number of her sneak attack damage dice.

This ability affects the next attack she makes in the same round that she uses this ability.

Creatures immune to sneak attacks are immune to extra damage from this ability.

If the affected attack misses, the sacred strike is lost with no effect.

Using this ability is a swift action that does not provoke attacks of opportunity.

TABLE 2-19: THE SHADOWBANE STALKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+2	<i>Detect evil</i> , sacred stealth +4	+1 level of existing divine spellcasting class
2nd	+1	+0	+3	+3	Discover subterfuge +2	+1 level of existing divine spellcasting class
3rd	+2	+1	+3	+3	Sneak attack +1d6	+1 level of existing divine spellcasting class
4th	+3	+1	+4	+4	Sacred defense	—
5th	+3	+1	+4	+4	Discover subterfuge +4	+1 level of existing divine spellcasting class
6th	+4	+2	+5	+5	Sneak attack +2d6	+1 level of existing divine spellcasting class
7th	+5	+2	+5	+5	Sacred stealth +8	+1 level of existing divine spellcasting class
8th	+6	+2	+6	+6	Discover subterfuge +6	+1 level of existing divine spellcasting class
9th	+6	+3	+6	+6	Sneak attack +3d6	—
10th	+7	+3	+7	+7	Sacred strike	+1 level of existing divine spellcasting class

SHADOWMIND

A specter in the thoughts of the unwary, the shadowmind moves through the twisting pathways of the mind as easily as she slides through the dark alleyways of the city.

A shadowmind blends psionic powers and uncanny stealth into an effective whole.

Although they can be capable spies or thieves, shadowminds view themselves as much more.

Shadowminds see their training and psychic powers as an extension of a deep self-examination process that requires the knowledge of the innermost goals and motivations of others.

While a few shadowminds are trained in secret by governments, covert cabals, and the like, most train at a distant monastery.

These ascetics forsake many of the worldly goals they had before joining the shadowmind monastery, instead devoting themselves to peering inside the minds and secrets of others.

The rigorous training stresses the need to see the faults and secrets of others as extensions of the shadowmind's own experiences.

To a shadowmind, enlightenment and true understanding come from using the secret motivations of others as a means of self-awareness.

Most shadowminds begin their careers as psions and later diversify their skills and abilities by taking a level of rogue. Psychic warriors also find the class appealing, although they are more likely to multiclass as a ranger or ninja than as a rogue.

Although wilders can qualify for the class as easily as psions, few wilders become shadowminds.

(For full information about psionic classes and psionic powers, see the *Expanded Psionics Handbook*).

Adaptation: With their excellent skill selection and steady progression of psionic powers, shadowminds can be recast easily to fill almost any niche.

Simply change the powers that a shadowmind learns for free to match the desired flavor of the class.

Two examples appear below.

The powers noted in the examples replace the shadowmind's 1st-level ability *read thoughts*, the 3rd-level ability *cloud mind*, and the 9th-level ability *mass cloud mind*. Cerebral infiltrator (psionic spy): 1st—*distract*, 3rd—*forced sense link*, 9th—*mind probe*.

Thought killer (psionic assassin): 1st—*conceal thoughts*, 3rd—*energy stun*, 9th—*personal mind blank*.

Hit Die: d6.

REQUIREMENTS

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

Base Attack Bonus: +3.

Skills: Hide 5 ranks, Move Silently 5 Ranks, Sleight of Hand 3 ranks.

Special: Manifester level 3rd.

Special: Able to manifest *concealing amorpha*.

CLASS SKILLS

A shadowmind's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Bluff (Cha), Concentration* (Con), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (psionics)* (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Psicraft* (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), and Tumble (Dex).

* New skill or skill use described in the *Expanded Psionics Handbook*.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the shadowmind prestige class.

Weapon and Armor Proficiency: Shadowminds gain no proficiency with any weapon or armor.

Powers Known: At every level indicated on the accompanying table, a shadowmind gains additional power points per day and access to new discovered powers as if she had also gained a level in whatever psionic manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained.

If a character had more than one psionic class before becoming a shadowmind, she must decide to which class to add the new level of shadowmind for the purpose of determining power points per day, powers known, and manifest level.

Read Thoughts (Ps): At 1st level, a shadowmind adds *read thoughts* to her repertoire (if she doesn't already know it). Once per day, she can manifest *read thoughts* at a reduced power point cost.

The cost of *read thoughts* is reduced by the shadowmind's class level, to a minimum of 1 power point.

The effect of this power is still restricted by the shadowmind's manifest level.

Sneak Attack (Ex): Beginning at 2nd level, a shadowmind deals an extra 1d6 points of damage when flanking an opponent or any time the target would be denied its Dexterity bonus.

This extra damage applies to ranged attacks only if the target is within 30 feet.

It increases to 2d6 points at 5th level and 3d6 points at 8th level.

See the rogue class feature, page 50 of the *Player's Handbook*. If a shadowmind gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

Cloud Mind (Ps): At 3rd level, a shadowmind adds *cloud mind* to her repertoire (if she doesn't already know it). Once per day, she can manifest *cloud mind* at a reduced power point cost.

The cost of *cloud mind* is reduced by the shadowmind's class level, to a minimum of 1 power point.

The effect of this power is still restricted by the shadowmind's manifest level.

Mass Cloud Mind (Ps): At 9th level, a shadowmind adds *mass cloud mind* to her repertoire (if she doesn't already know it).

Once per day, she can manifest *mass cloud mind* at a reduced power point cost.

The cost of *mass cloud mind* is reduced by the shadowmind's level, to a minimum of 1 power point.

The effect of this power is still restricted by the shadowmind's manifest level.

Mind Stab (Su): A 10th-level shadowmind can combine a precise blow with a burst of mental energy, removing her presence from the mind and memory of her victim even as she stabs him.

Once per round as a free action, immediately after successfully dealing sneak attack damage to an opponent, a shadowmind can manifest *cloud mind* against that opponent.

Manifesting *cloud mind* in this way uses a reduced power point expenditure as described under the *cloud mind* ability above.

TABLE 2-20: THE SHADOWMIND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+2	+2	<i>Read thoughts</i>	+1 level of existing manifesting class
2nd	+1	+0	+3	+3	<i>Sneak attack +1d6</i>	—
3rd	+2	+1	+3	+3	<i>Cloud mind</i>	+1 level of existing manifesting class
4th	+3	+1	+4	+4	—	+1 level of existing manifesting class
5th	+3	+1	+4	+4	<i>Sneak attack +2d6</i>	—
6th	+4	+2	+5	+5	—	+1 level of existing manifesting class
7th	+5	+2	+5	+5	—	+1 level of existing manifesting class
8th	+6	+2	+6	+6	<i>Sneak attack +3d6</i>	—
9th	+6	+3	+6	+6	<i>Mass cloud mind</i>	+1 level of existing manifesting class
10th	+7	+3	+7	+7	<i>Mind stab</i>	+1 level of existing manifesting class

SPYMASTER

Some adventurers glory in their reputations—the wider their exploits are known, the happier they are.

By contrast, the spymaster prefers to avoid attention.

She does her work quietly and in private, keeping well away from public scrutiny.

To allay suspicions, she often maintains a cover identity by pretending to be a member of some other class—typically the one in which she began her career.

Spymasters are rarely popular, but so long as nation distrusts nation there will be work for those who can gather information that others wish to keep hidden.

Many a ruler who publicly claims to abhor spymasters secretly employs a stable of them, if only to protect his own secrets from the spymasters of other nations.

This set of circumstances, plus the secrecy inherent in the profession of spymaster and its high mortality rate, makes it impossible to determine how many spymasters are active in a setting at any given time.

Rogues make excellent spymasters because of their generous skill allotments and their propensity for sneakiness.

Likewise, rangers have an edge when operating as spymasters in outdoor surroundings.

However, a character of any class can become a spymaster—the more unlikely the combination may seem, the better the cover it provides.

Some wizards and sorcerers use their spell ability as a cover for subterfuge, and some barbarians are far more subtle than they seem.

Spymasters can be of any alignment.

They range from self-serving information brokers who sell their services to the highest bidder to high-minded moles who penetrate and destroy corrupt organizations.

It's important for a spymaster to keep her personal emotions distinct from her professional attachments.

She must be ready to liquidate someone she has come to like without a moment's thought if so ordered.

Betrayal is her business, and her loyalty is always to her mission, not to the people she encounters while carrying it out.

Occasionally, a spymaster may find it expedient to infiltrate an adventuring party heading for the area where her real mission lies.

In such a case, she behaves in all ways as a loyal party member until her goals and those of her companions diverge.

Adaptation: Nearly undetectable and constantly covering their tracks, spymasters are easily included in a campaign as single NPCs or villains.

Spymasters work best on their own or with a small group of adventuring companions of other classes, so incorporating them into a campaign doesn't usually involve creating spymaster-specific organizations.

Rather, spymasters serve as the eyes and ears of many organizations.

Several of the organizations described in Chapter 6 of this book might make use of one or more high-level spymasters to train other members, keep tabs on rival organizations, and undertake special missions not suitable for the talents of their regular members.

Every kingdom has or wants as many spymasters in its employ as possible, and many who have the talent for such work find themselves carefully watched and encouraged by agents of the crown.

Hit Die: d6.

REQUIREMENTS

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

Skills: Bluff 8 ranks, Diplomacy 4 ranks, Disguise 8 ranks, Forgery 4 ranks, Gather Information 4 ranks, Sense Motive 4 ranks.

Feat: Skill Focus (Bluff).

CLASS SKILLS

The spymaster's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the spymaster prestige class.

Weapon and Armor Proficiency: Spymasters are proficient with all simple and martial weapons and with light and medium armor.

Cover Identity (Ex): A spymaster has one specific cover identity (such as "Murek, the tailor from Sumberton"). While operating in that identity, she gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

A spymaster can add an additional cover identity to her repertoire at 4th level and another at 7th level.

Should a spymaster wish to "retire" a cover identity and develop a new one, she must spend one week rigorously practicing subtle vocal intonations and body language before she earns the bonuses.

Cover identities do not in themselves provide the spymaster with additional skills, proficiencies, or class features that others might expect of the professions pretended.

Thus, a spymaster must be careful to choose identities that can withstand ordinary scrutiny.

Undetectable Alignment (Ex): The web of different identities and agendas inside a spymaster's mind makes it impossible for others to detect her alignment by means of any form of divination.

This ability functions like an *undetectable alignment* spell, except that it is always active.

Quick Change (Ex): By 2nd level, a spymaster has become adept at quickly switching from one identity to another. She now can don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armor in one-half the normal time.

Scrying Defense (Ex): Starting at 2nd level, a spymaster adds her class level to Will saves against divination (scrying) spells, as well as to Spot checks made to notice the sensors created by such spells.

Magic Aura (Sp): At 3rd level, a spymaster gains the ability to use *Nystul's magic aura* at will with a caster level equal to her class level.

Most spymasters use this ability to shield their own magic items from detection.

Sneak Attack (Ex): Beginning at 3rd level, a spymaster deals an extra 1d6 points of damage when flanking an opponent or any time the target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 feet.

It increases to 2d6 points at 6th level.

See the rogue class feature, page 50 of the *Player's Handbook*. If a spymaster gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

Slippery Mind (Ex): Starting at 4th level, a spymaster has a second chance to wriggle free from any enchantment spells and effects.

See the rogue class feature, page 51 of the *Player's Handbook*.

Dispel Scrying (Su): At 5th level and higher, a spymaster can dispel a scrying sensor as if casting a targeted *greater dispel magic*.

Her caster level is equal to her class level + 10.

She can use this ability a number of times per day equal to 3 + her Intelligence modifier.

Deep Cover (Ex): At 7th level, a spymaster becomes able to quiet her mind and completely immerse herself in her cover identity.

While she operates under deep cover, divination spells detect only information appropriate to her cover identity; they reveal nothing relating to her spymaster persona.

TABLE 2-21: THE SPYMASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Cover identity, undetectable alignment
2nd	+1	+0	+3	+0	Quick change, scrying defense
3rd	+2	+1	+3	+1	<i>Magic aura</i> , sneak attack +1d6
4th	+3	+1	+4	+1	Cover identity, slippery mind
5th	+3	+1	+4	+1	Dispel scrying
6th	+4	+2	+5	+2	Sneak attack +2d6
7th	+5	+2	+5	+2	Cover identity, deep cover

STREETFIGHTER

Streetfighters have found a place, and even some small amount of fame, among the shadowy and dangerous regions of the world's great cities.

Some leave their homes, putting their skills to the test against dangerous monsters in lost tombs or fighting for sport in front of the nobility, but they always remember the lessons of the streets.

Streetfighters never rest easy.

They have seen violence and depravity to rival any dungeon adventurer, and they have survived because they never let their guard down.

Rather than leaving a streetfighter suspicious or spent, this experience has forged his mind and body into that of a lean, quick-thinking combatant capable of seizing any advantage in battle.

Most streetfighters are fighter/rogues who have had to survive in dangerous urban environments their entire lives. Perhaps the strangest streetfighters are barbarians and rangers who adopt urban environments as their chosen homes.

These wild men and women seek the challenges of the back alleys as a way of testing themselves and their

experience in the wider world against the street smarts and tough talk of the city.

Very few spellcasters have the bravado or the melee skill to become streetfighters.

Adaptation: With a few simple changes, the streetfighter prestige class can be used to represent any group of opportunistic fighters.

Just change the description of the class, and it might be associated with a school of gladiatorial training in a city's elite urban patrol.

Adding the Weapon Focus or Weapon Finesse feats to the requirements can also bring about large changes in the feel of the class.

Weapon Focus (dagger) turns a streetfighter into a knife fighter, while Weapon Focus (rapier) makes the class well suited to a school of fencers from an urban environment.

Hit Die: d8.

REQUIREMENTS

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

Base Attack Bonus: +5.

Skills: Bluff 5 ranks, Intimidate 5 ranks, Knowledge (local) 5 ranks.

Feats: Combat Expertise, Improved Feint.

CLASS SKILLS

The streetfighter's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Disable Device (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the streetfighter prestige class.

Weapon and Armor Proficiency: Streetfighters gain no proficiency with any weapon or armor.

Always Ready (Ex): A streetfighter knows that an attack can come from any quarter, and that an innocuous conversation can turn into a deadly fight in an instant.

Accordingly, he gains a +1 competence bonus on initiative checks.

This bonus increases to +2 at 3rd level and to +3 at 5th level.

Streetwise (Ex): A streetfighter knows how to survive in dangerous urban areas; he gains a +2 competence bonus on Gather Information and Knowledge (local) checks.

Stand Tough (Ex): A streetfighter's toughness has been honed by years of hard living and dirty fighting.

Starting at 2nd level, a streetfighter can stand tough once per day.

When he would be damaged in combat (from a weapon or some other blow, but not from a spell or special ability), he can attempt to shake off the damage.

To do this, he must attempt a Fortitude saving throw against a DC equal to the number of points of damage dealt. If the save succeeds, he takes no lethal damage from the blow, instead taking nonlethal damage equal to half the amount of damage the blow would have dealt.

If the save fails, he takes damage normally.

A streetfighter need not be aware of the impending attack to use this ability.

Starting at 4th level, a streetfighter can use this ability twice per day.

Sneak Attack (Ex): Beginning at 3rd level, a streetfighter deals an extra 1d6 points of damage when flanking an opponent or any time the target would be denied its Dexterity bonus.

This extra damage applies to ranged attacks only if the target is within 30 feet.

See the rogue class feature, page 50 of the *Player's Handbook*.

If a streetfighter gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

Uncanny Dodge (Ex): At 5th level, a streetfighter cannot be caught flat-footed and reacts to danger before his senses would normally allow him to do so.

See the barbarian class feature, page 26 of the *Player's Handbook*.

If a streetfighter already has uncanny dodge from a different class, he gains improved uncanny dodge instead. See the barbarian class feature, page 26 of the *Player's Handbook*.

TABLE 2-22: THE STREETFIGHTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Always ready +1, streetwise
2nd	+2	+3	+0	+0	Stand tough 1/day
3rd	+3	+3	+1	+1	Always ready +2, sneak attack +1d6
4th	+4	+4	+1	+1	Stand tough 2/day
5th	+5	+4	+1	+1	Always ready +3, uncanny dodge

TEMPEST

A tempest is the point of calm within a whirling barrier of deadly blades.

Poets use colorful terms such as “dancing” to describe the movement of a tempest and her two blades, but mastery of this fighting style is not about dancing, nor is it about impressing anyone—least of all poets.

A tempest focuses on learning the secrets of two-weapon fighting for a single purpose: the destruction of her enemies.

Typically hardy individualists, tempests rarely learn their skills through formal training.

Instead, they master their art through constant application of its disciplines and experimentation on their foes.

Similarly, no matter how famous a tempest becomes, it's rare for one to take on students.

Their art, they say, is one that can be learned but never taught.

This prestige class is open to all classes and races.

Though tempests are rare, every humanoid race has boasted at least a few.

Even members of the smaller races can find the tempest's path appealing.

Elves make nimble, clever tempests whose Dexterity works to their advantage.

Dwarves are the least likely to become tempests, perhaps because they favor heavy armor and heavy weapons, but some do exist.

Adaptation: Elite two-weapon fighters could be trained in many schools and kingdoms.

An interesting way to incorporate tempests into a campaign world involves having several groups of tempests specialize in different pairs of weapons.

Elf war leaders might train to perfect their grace and effectiveness with two short swords, while an exotic group of human warriors might prefer a handaxe and a kukri.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +6.

Feats: Dodge, Improved Two-Weapon Fighting, Mobility, Spring Attack, Two-Weapon Fighting.

CLASS SKILLS

The tempest's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Jump (Str), Sleight of Hand (Dex), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the tempest prestige class.

Weapon and Armor Proficiency: Tempests gain no proficiency with any weapon or armor.

Tempest Defense (Ex): When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to Armor Class.

This bonus increases to +2 at 3rd level and +3 at 5th level.

The character loses this ability when fighting in medium or heavy armor.

Ambidexterity (Ex): For a tempest of 2nd level or higher, her attack penalties for fighting with two weapons are lessened by 1 (from -4 to -3, or from -2 to -1 if the off-hand weapon is a light weapon).

At 4th level, the attack penalties are lessened by another 1 (from -3 to -2, or to +0 if the off-hand weapon is a light weapon).

The character loses this ability when fighting in medium or heavy armor.

See Table 8-10: Two-Weapon Fighting Penalties, page 160 of the *Player's Handbook*.

Two-Weapon Versatility (Ex): When a tempest of 3rd level or higher fights with two weapons, she can apply the effects of certain feats from one weapon to the other weapon as well, as long as those effects can be applied legally.

She can use this ability only with the following feats:

Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

For example, a tempest who wields a longsword and a short sword and who has the Weapon Focus (longsword) feat can apply the effect of Weapon Focus to her short sword as well as to her longsword.

If a tempest already has the feat with both weapons, she gains no additional effect.

Two-Weapon Spring Attack (Ex): When a 5th-level tempest makes a spring attack, she can attack once each with two different weapons as an attack action.

The character loses this ability when fighting in medium or heavy armor.

TABLE 2-23: THE TEMPEST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Tempest defense +1
2nd	+2	+3	+0	+0	Ambidexterity (-3/-1)
3rd	+3	+3	+1	+1	Tempest defense +2, two-weapon versatility
4th	+4	+4	+1	+1	Ambidexterity (-2/+0)
5th	+5	+4	+1	+1	Tempest defense +3, two-weapon spring attack

THIEF-ACROBAT

A thief-acrobat excels in getting in and getting out. If every street-level entrance to the Jewelers' Guildhouse is locked and well guarded, a thief-acrobat simply jumps atop the building from the roof of a nearby inn, throws a grappling hook to the highest minaret, runs up the attached rope to a shuttered window, and quickly picks the lock.

Should a thief-acrobat's escape go awry once she has the goods, her gymnastic combat style keeps her out of harm's way.

Most thief-acrobats are rogues who worked their way up through the ranks of the local thieves guild before learning the second-story trade from more experienced burglars. Characters of other classes—particularly barbarians and illusionists—often find that the acrobatics and climbing skills of the thief-acrobat prestige class complement their abilities nicely.

Adventuring parties often encounter an NPC thief-acrobat in the middle of committing a crime.

Sometimes, however, thief-acrobats hire adventurers to help them with particularly dangerous capers, or even to create diversions while they work.

Adaptation: Guilds of thieves large and small could have an elite cadre of cat burglars and second-story people.

Changing the class's name slightly can have a great impact on how the prestige class is perceived in your game.

Despite its name, members of the thief-acrobat class might have nothing to do with thievery.

Labeling the class "adventuring acrobat" or something similar gives the class a reason to exist that has little to do with high-level burglaries.

Hit Die: d6.

REQUIREMENTS

To qualify to become a thief-acrobat, a character must fulfill all the following criteria.

Skills: Balance 8 ranks, Climb 8 ranks, Jump 8 ranks, Tumble 8 ranks.

Special: Evasion class feature.

CLASS SKILLS

The thief-acrobat's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the thief-acrobat prestige class.

Weapon and Armor Proficiency: Thief-acrobats are proficient with all simple weapons.

Fast Acrobatics (Ex): A thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents.

She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed.

She can climb at half her speed as a move action without taking a -5 penalty on her Climb check.

Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity.

This ability works only if the thief-acrobat wears light or no armor and carries no more than a light load.

Steady Stance (Ex): A thief-acrobat remains stable on her feet when others have difficulty standing.

She is not considered flat-footed while balancing or climbing, and she adds her class level as a bonus on Balance or Climb checks to remain balancing or climbing when she takes damage.

Agile Fighting (Ex): A whirling, spinning thief-acrobat is a devilishly difficult target.

Starting at 2nd level, a thief-acrobat gains a +1 dodge bonus to Armor Class.

When fighting defensively or using total defense, this bonus becomes +2.

At 4th level, these bonuses increase by 1 (to +2 and +3, respectively).

In addition, a thief-acrobat takes no penalty to her Armor Class or on her melee attack rolls when kneeling, sitting, or prone.

This ability works only if a thief-acrobat wears light or no armor and carries no more than a light load.

Slow Fall (Ex): Beginning at 2nd level, a thief-acrobat reduces the effective distance of falls by 20 feet.

At 4th level, this improves to reduce the effective distance of falls by 30 feet.

See the monk class feature, page 41 of the *Player's Handbook*.

If a thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Acrobatic Charge (Ex): Starting at 3rd level, a thief-acrobat can charge in situations where others cannot.

She can charge over difficult terrain that normally slows movement or through allies blocking her path.

This ability enables her to charge across a cluttered battlefield, leap down from a ledge, or swing across a chasm to get to her target.

Depending on the circumstance, she may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Defensive Roll (Ex): Beginning at 3rd level, once per day a thief-acrobat can roll with a potentially lethal blow to take less damage from it than she otherwise would.

See the rogue class feature, page 51 of the *Player's Handbook*. At 5th level, a thief-acrobat can use this ability twice per day.

Skill Mastery (Ex): At 4th level, a thief-acrobat has become so confident in the use of certain skills that she can use them reliably even under adverse conditions.

When making a Balance, Climb, Jump, or Tumble check, she can take 10 even if stress and distractions would normally prevent her from doing so.
Improved Evasion (Ex): A 5th-level thief-acrobat can avoid damage from certain attacks with a successful Reflex save and takes only half damage on a failed save.
See the monk class feature, page 42 of the *Player's Handbook*.

TABLE 2-24: THE THIEF-ACROBAT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Fast acrobatics, kip up, steady stance
2nd	+1	+0	+3	+0	Agile fighting +1/+2, slow fall 20 ft.
3rd	+2	+1	+3	+1	Acrobatic charge, defensive roll 1/day
4th	+3	+1	+4	+1	Agile fighting +2/+3, skill mastery, slow fall 30 ft.
5th	+3	+1	+4	+1	Defensive roll 2/day, improved evasion

VIGILANTE

Some vigilantes have suffered personally at the hands of criminals and are bent on revenge. Others have lost loved ones to knives in the alleyway. Still others are atoning for the time they spent on the wrong side of the law. But they all have one thing in common: a burning desire to solve crimes and bring criminals to justice. The vigilante combines magical and mundane investigative techniques to assess a crime scene. He is adept at learning "the word on the street" about a crime, analyzing clues, and identifying likely suspects. Once on the trail, he relentlessly tails, apprehends, and interrogates a suspect until the truth comes out. Many vigilantes work for the local ruler or the city guard; others are independent detectives-for-hire. Some even take to the streets by night to stop crimes in progress—or to keep would-be criminals from striking in the first place. A bard or rogue can quickly pick up the variety of skills a vigilante needs. Rangers find the class appealing because it allows them to engage in urban hunts with criminals as their prey, but they must typically multiclass as bards or rogues to qualify. Some would-be vigilantes add one or more levels of fighter or paladin to aid their combat prowess. An NPC vigilante might turn up just in time to save the player characters from becoming crime victims themselves. However, if they break the law on a vigilante's home turf, they may find themselves under his unwelcome scrutiny. Adaptation: Although members of this class usually work alone, that need not be the case in every campaign. Any highly trained group of professional adventurers, bounty hunters, or even assassins could include members of the vigilante class, especially if you remove the alignment restriction.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Any nonevil.

Base Attack Bonus: +4.

Skills: Gather Information 8 ranks, Intimidate 4 ranks, Knowledge (local) 8 ranks, Search 4 ranks, Sense Motive 8 ranks.

Feats: Alertness.

CLASS SKILLS

The vigilante's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the vigilante prestige class.

Weapon and Armor Proficiency: Vigilantes are proficient with all simple and martial weapons, plus the net.

They are not proficient with any type of armor or shields.

Detect Evil (Sp): A vigilante can use *detect evil* at will.

See the spell, page 218 of the *Player's Handbook*.

Spells per Day: A vigilante has the ability to cast a small number of arcane spells.

To cast a vigilante spell, a vigilante must have a Charisma score of at least 10 + the spell's level, so if he has a Charisma of 10 or lower, he cannot cast these spells.

Bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the vigilante's Cha modifier.

When a vigilante gets 0 spells per day of a given level (for instance, 1st-level spells at 1st level), he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

The vigilante spell list appears below.

A vigilante casts spells just as a bard does.

A vigilante's selection of spells is extremely limited.

A vigilante begins play knowing two 1st-level spells of his choice.

At most new vigilante levels, he gains one or more new spells known as indicated on Table 2-25: Vigilante Spells Known.

TABLE 2-26: VIGILANTE SPELLS KNOWN

Level	Spells Known			
	1st	2nd	3rd	4th
1st	2*	—	—	—
2nd	3	—	—	—
3rd	3	2*	—	—
4th	4	3	—	—
5th	4	3	2*	—
6th	4	4	3	—
7th	4	4	3	2*
8th	4	4	4	3
9th	4	4	4	3
10th	4	4	4	4

*Provided the vigilante has a high enough Charisma to have a bonus spell of this level.

(Unlike spells per day, the number of spells a vigilante knows is not affected by his Charisma score).

Upon reaching 6th level, and at every even-numbered level after that, a vigilante can choose to learn a new spell in place of one he already knows.

This works identically to the bard's ability to learn new spells in the place of old ones (see page 28 of the *Player's Handbook*).

A vigilante's spell list includes all spells from the bard spell list that belong to the following schools: abjuration, divination, illusion, necromancy, and transmutation.

The spell list below includes all spells from the *Player's Handbook* and this book that qualify.

(Treat 0-level bard spells as 1st-level vigilante spells).

Streetwise (Ex): A vigilante knows how to survive in dangerous urban areas.

He gains a +2 competence bonus on Gather Information and Knowledge (local) checks.

At 7th level, this bonus improves to +4.

Smite the Guilty (Su): Starting at 2nd level, a vigilante can attempt to smite someone whom he has personally witnessed committing a crime in his home city.

He can use this ability once per day.

He adds his Charisma bonus (if any) to his melee attack roll and deals an extra 1 point of damage per vigilante level.

The smite attack must occur within three days of the crime; otherwise, the benefits of this ability no longer apply.

A vigilante can use this ability multiple times against the same miscreant and in response to the same incident, so long as all such uses occur within the time limit.

Should a vigilante mistakenly try to punish someone who is not guilty of the crime witnessed, the benefits do not apply, but the attempt still counts against the number allowed per day.

A vigilante can use this ability twice per day at 6th level and three times per day at 10th level.

Quick Search (Ex): Starting at 3rd level, a vigilante can search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side as a move action, rather than as a full-round action.

Speak with Dead (Sp): Starting at 4th level, a vigilante can use *Speak with Dead* once per day.

His caster level equals his class level.

Quick Hide (Ex): At 5th level and higher, a vigilante can use Bluff to create a diversion to hide as a move action, rather than as a standard action.

He gains a +4 bonus on Bluff checks made for this purpose.

Dimensional Anchor (Sp): Starting at 8th level, a vigilante can use *dimensional anchor* once per day.

His caster level equals his class level.

Mettle (Ex): Starting at 9th level, a vigilante's grim determination allows him to shrug off magical effects that would otherwise harm him.

If a vigilante makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect (such as any spell with a saving throw entry of Will partial or Fortitude half), he instead negates the effect.

An unconscious or sleeping vigilante does not gain the benefit of *mettle*.

VIGILANTE SPELL LIST

1st Level: *accelerated movement*†, *alarm*, *animate rope*, *cause fear*, *comprehend languages*, *detect magic*, *detect secret doors*, *disguise self*, *distort speech*†, *erase*, *expeditious retreat*, *swift expeditious retreat*†, *feather fall*, *ghost sound*, *identify*, *joyful noise*†, *know direction*, *mage hand*, *magic mouth*, *master's touch*†, *mending*, *message*, *Nystul's magic aura*, *obscure object*, *open/close*, *prestidigitation*, *read magic*, *remove fear*, *resistance*, *silent image*, *undetectable alignment*, *ventriloquism*.

2nd Level: *alter self*, *bladeweave*†, *blindness/deafness*, *blur*, *cat's grace*, *detect thoughts*, *eagle's splendor*, *swift fly*†, *fox's cunning*, *hypnotic pattern*, *invisibility*, *swift invisibility*†, *iron silence*†, *locate object*, *minor image*, *mirror image*, *misdirection*, *pyrotechnics*, *scare*, *silence*, *sonic weapon*†, *tactical precision*†, *tongues*, *whispering wind*.

3rd Level: *allegro*†, *blink*, *clairaudience/clairvoyance*, *dispel magic*, *displacement*, *fear*, *gaseous form*, *glibness*, *haste*, *illusory script*, *invisibility sphere*, *major image*, *remove curse*, *screaming*, *sculpt sound*, *secret page*, *see invisibility*, *slow*, *speak with animals*, *speechlink*†.

4th Level: *break enchantment*, *detect scrying*, *freedom of movement*, *hallucinatory terrain*, *greater invisibility*, *legend lore*, *listening coin*†, *locate creature*, *rainbow pattern*, *repel vermin*, *shadow conjuration*, *speak with plants*, *spectral weapon*†, *zone of silence*.

† New spell described in Chapter 5.

TABLE 2-25: THE VIGILANTE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+2	<i>Detect evil</i> , <i>streetwise</i> +2	0	—	—	—
2nd	+1	+0	+3	+3	<i>Smite the guilty</i> 1/day	1	—	—	—
3rd	+2	+1	+3	+3	<i>Quick search</i>	2	0	—	—
4th	+3	+1	+4	+4	<i>Speak with dead</i>	3	1	—	—
5th	+3	+1	+4	+4	<i>Quick hide</i>	3	2	0	—
6th	+4	+2	+5	+5	<i>Smite the guilty</i> 2/day	3	3	1	—
7th	+5	+2	+5	+5	<i>Streetwise</i> +4	3	3	20	—
8th	+6	+2	+6	+6	<i>Dimensional anchor</i>	3	3	31	—
9th	+6	+3	+6	+6	<i>Mettle</i>	3	3	32	—
10th	+7	+3	+7	+7	<i>Smite the guilty</i> 3/day	3	3	33	—

VIRTUOSO

The roar of the crowd, the praise of spectators after a truly great performance, the showers of gifts from attractive admirers—why would anyone trade all that for sleeping in the woods or poking around in smelly old dungeons?

The virtuoso leaves creeping down dark corridors and matching wits against deadly traps to others.

His place is on the stage, surrounded by adoring fans. Fortunately for him, every place he goes becomes a stage, and so long as there's anyone around for him to impress, he's in the spotlight.

The typical virtuoso is outgoing, charismatic, and gregarious.

He loves to be around people and is quick to win friends with his charming manner.

Some might call him a temperamental egomaniac, yet everyone feels a little better in his presence.

Many virtuosos are musicians; others are accomplished dancers or actors.

Still others choose to specialize in obscure and unusual forms of entertainment, such as stage magic or juggling. Bards are most often drawn to this prestige class, although multiclass rogue/sorcerers or rogue/clerics can also excel in it.

Bards tend to perform as musicians or actors, rogues as either dancers or sleight-of-hand artists, sorcerers as stage magicians, and clerics as orators.

Characters of most other classes are either not outgoing enough to enjoy being virtuosos, or they find other outlets for their extroverted tendencies.

Since entertainers are often on the road, an NPC virtuoso can be encountered anywhere, incorporating as much adventuring into his journeys as he wishes.

Because of his talent for winning admirers, he usually remains above suspicion should anything underhanded take place in a town he is visiting on tour.

Adaptation: The virtuoso prestige class can play many different roles in a campaign.

In one world, members of a specific bardic college might all be members of the class.

In another, virtuosos might be dedicated to magic, not music.

Hit Die: d6.

REQUIREMENTS

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

Skills: Diplomacy 4 ranks, Intimidate 4 ranks, Perform (any) 10 ranks.

Spells: Arcane caster level 1st.

CLASS SKILLS

The virtuoso's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Spellcraft (Int), and Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the virtuoso prestige class.

Weapon and Armor Proficiency: Virtuosos gain no proficiency with any weapon or armor.

Bardic Music: Virtuoso levels stack with bard levels for the purpose of determining the virtuoso's daily uses of his bardic music abilities (if any) and the value of the bonus granted by inspire courage (if the virtuoso has that bardic music ability).

For example, a 10th-level bard/4th-level virtuoso could use bardic music fourteen times per day, and his inspire courage ability would grant a +3 morale bonus on the appropriate rolls.

A virtuoso also gains the *fascinate* bardic music ability, if he doesn't already have it.

He can use his performance to cause one or more creatures to become fascinated with him.

See the bard class feature, page 29 of the *Player's Handbook*.

Virtuoso Performance (Su): A virtuoso can use his Perform skill to create magical effects on those around him.

He can use this ability once per day per virtuoso level.

He can use any form of performance as part of this ability.

Although many of the names refer to musical performances, a virtuoso isn't actually so limited—for example, an actor could perform a “sustaining soliloquy” or “sustaining dance” rather than a sustaining song.

Each ability requires both a minimum virtuoso level and a minimum number of ranks in any Perform skill to qualify.

If a virtuoso does not have the required number of ranks in at least one Perform skill, he does not gain the virtuoso performance ability until he acquires the needed ranks.

Starting a virtuoso performance effect is a standard action.

Some virtuoso performance abilities require concentration, which means that the virtuoso must take a standard action each round to maintain the ability.

Unlike with bardic music, virtuoso performance doesn't restrict a virtuoso's spellcasting or magic item activation.

If a virtuoso's performance requires sound, a deaf virtuoso has a 20% chance to fail when attempting to use virtuoso performance.

If he fails, the attempt still counts against his daily limit.

If a virtuoso has the bardic music class feature, he can spend two daily uses of bardic music to deliver a virtuoso performance.

Persuasive Song (Ex): A virtuoso with at least 11 ranks in a Perform skill can deliver a performance that sways the attitude of his audience.

Treat this as a Diplomacy check made to influence NPC attitudes (see pages 71–72 of the *Player's Handbook*), but replace the Diplomacy check with a Perform check.

Viewers must be within 30 feet of the virtuoso, be able to see and hear him clearly, and be willingly paying attention to his actions.

This ability requires at least 10 consecutive rounds of concentration to take effect, and it can affect a particular creature only once per day.

Hostile audience members can't be influenced with this ability.

Sustaining Song (Su): A virtuoso of 3rd level or higher with at least 13 ranks in a Perform skill can sustain his dying allies, assisting their recovery.

Each round that the song continues, all allies within 30 feet of him automatically become stable (if dying) or regain 1 hit point (if stable and between –1 and –9 hit points).

A sustaining song has no effect on enemies or on allies with 0 or more hit points.

A virtuoso can keep up his sustaining song for 5 minutes. This is a mind-affecting ability.

Jarring Song (Su): A virtuoso of 5th level or higher with at least 15 ranks in a Perform skill can inhibit spellcasting. Any enemy within 30 feet attempting to cast a spell during a jarring song must make a Concentration check with a DC equal to the virtuoso's Perform check to avoid losing the spell.

A virtuoso can keep up his jarring song for 10 rounds.

Song of Fury (Su): A virtuoso of 7th level or higher with at least 17 ranks in a Perform skill can use his performance to turn his allies into furious berserkers.

Each ally within 30 feet who can see and hear the virtuoso can choose to enter a rage on her turn.

This functions identically to a barbarian's rage, except that it ends automatically if the virtuoso stops performing.

If the ally already has the ability to rage, she can choose to apply the full effect of her own rage, without spending one of her daily uses of rage.

A virtuoso can't use song of fury on himself.

This is a mind-affecting ability.

Mindbending Melody (Sp): A virtuoso of 9th level or higher with at least 19 ranks in a Perform skill can dominate a humanoid that he has already fascinated.

This ability functions like a *dominate person* spell with a caster level equal to the virtuoso's class level.

The target can make a Will save (DC 10 + virtuoso's class level + virtuoso's Cha modifier) to negate the effect.

A mindbending melody is a mind-affecting, language-dependent, enchantment (compulsion) ability.

Revealing Melody (Su): A 10th-level virtuoso with at least 20 ranks in a Perform skill can use his performance to reveal all things as they actually are.

All allies within 30 feet who can see and hear the virtuoso's performance are affected as if by a *true seeing* spell with a caster level equal to the virtuoso's class level.

The effect lasts as long as the virtuoso performs.

Spells per Day/Spells Known: Beginning at 2nd level, a virtuoso gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained.

If he had more than one arcane spellcasting class before becoming a virtuoso, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

TABLE 2-27: THE VIRTUOSO

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Bardic music (<i>fascinate</i>), virtuoso performance (persuasive song)	—
2nd	+1	+0	+0	+3	—	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Virtuoso performance (sustaining song)	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	—	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Virtuoso performance (jarring song)	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	—	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Virtuoso performance (song of fury)	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	—	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Virtuoso performance (<i>mindbending melody</i>)	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Virtuoso performance (<i>revealing melody</i>)	+1 level of existing arcane spellcasting class

WILD PLAINS OUTRIDER

The wild plains demand constant vigilance from those who wander their spaces.

While moving through such areas, groups of nomads, adventurers, and even armies call upon the services of specially trained outriders.

These scouts and wanderers work tirelessly to keep the plains as safe as such remote places can be.

The many dangers of the plains necessitate trust between mount and rider, and the two must move as one—whether on a week-long trek covering hundreds of miles or in a short, bloody combat against a group of goblins.

The wild plains outriders, a group of powerful rangers and druids who have gathered together to protect the plains and those who cross them, work to perfect this bond between mount and rider.

Joining the wild plains outriders requires a special bond with a mount of some kind, so all outriders must have at least a few levels of druid, ranger, or paladin.

Beyond that requirement, the life of an outrider demands survival, tracking, and combat skills that appeal more to rangers than to members of other classes.

Although barbarians and scouts must multiclass before gaining levels in the outrider prestige class, they often find the class appealing.

Barbarians are drawn to the class because of an outrider's ability to travel great distances with a trusted mount and because of their strong survival skills; scouts find that the outrider's skills and abilities mesh well with their own expertise.

Adaptation: The wild plains outrider prestige class can be tailored easily to fit a specific campaign, race, culture, or organization.

Simply add a minor aspect to the requirements.

For example, specifying that an outrider's animal companion or special mount must have a fly speed and changing the name of the class to the "Skythunder outrider" makes it a better fit for a reclusive but powerful tribe of goblins called the Skythunder tribe.

Similar changes can make the class fit dwarf rangers on dire boars, elf foresters on giant lizards, or human nomads on wild horses.

Hit Die: d8.

REQUIREMENTS

To qualify to become a wild plains outrider, a character must fulfill all the following criteria.

Skills: Ride 9 ranks.

Feats: Mounted Combat, Track.

Special: Animal companion large enough to serve as a mount, or a paladin's special mount.

CLASS SKILLS

The wild plains outrider's class skills (and the key ability for each skill) are Balance (Dex), Handle Animal (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the wild plains outrider prestige class.

Weapon and Armor Proficiency: Wild plains outriders gain no proficiency with any weapon or armor.

Animal Companion/Special Mount: A wild plains outrider adds his outrider class levels to his effective druid level (his actual druid level or one-half his ranger level) to determine the capabilities of his animal companion.

Alternatively, he can add his outrider class levels to his effective paladin level to determine the capabilities of his special mount.

However, he can only use one of these abilities.

The choice must be made when the character enters the wild plains outrider class and can never be changed.

Ride Bonus (Ex): A wild plains outrider gains a competence bonus equal to his class level on all Ride checks, as well as on Handle Animal checks made in conjunction with his animal companion mount or special mount.

Wild Plains Stalker (Ex): A wild plains outrider knows how to move a mount stealthily through nearly any terrain.

His mount uses the outrider's skill ranks, rather than its own, to make Hide and Move Silently checks.

The mount still uses its own size, Dexterity, armor check penalty, and other applicable modifiers when making such checks.

Wild Plains Swiftner (Ex): A wild plains outrider knows how to draw every bit of speed possible from a mount.

At 2nd level and higher, a wild plains outrider (while mounted) increases his mount's base speed by 10 feet.

This increase affects every movement mode the mount has, including fly, climb, and swim speeds.

Wild Plains Offensive (Ex): Starting at 3rd level, a wild plains outrider can make a full attack with a melee weapon as long as his mount takes only a single move.

Multiclassing Note: A paladin can multiclass as a wild plains outrider without losing her ability to take additional levels in paladin.

TABLE 2-28: THE WILD PLAINS OUTRIDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Animal companion/special mount, ride bonus, wild plains stalker
2nd	+2	+3	+0	+0	Wild plains swiftner
3rd	+3	+3	+1	+1	Wild plains offensive

COMPLETE ARCANES (3.5)

ACOLYTE OF THE SKIN

The temptation of power drives some people to extreme lengths, regardless of the consequences.

Replacing your own skin with that of a living demon is a goal that most couldn't even conceive of, let alone consider. But this ghastly fate is exactly what some spellcasters seek in their desperate quest.

The Ritual of Bonding is a blasphemy that was long ago eradicated from most arcane libraries, but a few barely legible copies—or at least references thereto—survive along with promises of great power.

Spellcasters who happen upon such documents can choose to destroy or ignore the find, but the temptation has already occurred.

Those who give in can eventually stumble upon the complete ritual, usually through extended contact with one or more summoned fiends that are all too eager to share their terrible knowledge.

The Ritual of Bonding is painful and not to be undertaken lightly.

The ritual requires 10 rounds from initiation to completion, and, once begun, nothing can halt its progress.

The fiendish essence consumes the caster's own skin, an agonizing process that deals 1d4 points of damage in each

round of the ritual—wise candidates keep some *cure* potions on hand.

At the end of the rite, the acolyte's skin sports an oily, almost unnoticeable sheen.

However, as he gains additional levels in the prestige class, his skin darkens, sprouts spikes, and gradually gives him a fiendish visage.

The fiendish essence also begins to whisper foul secrets to its wearer, urging him to evil.

(The wearer can accept or ignore this advice according to his temperament).

Acolytes of the skin are ill suited for any position other than one that provides temporal power.

Although NPC acolytes might sometimes serve more powerful evil characters as sinister captains, they would rather be calling the shots.

They prefer to remain safely ensconced in well-defended fortresses of evil, though sometimes an acolyte might lead an expedition to retrieve a rumored tome of evil arcane magic or other artifact of malign power.

Adaptation: Almost any setting can accommodate the notion of those who go to any length to grab power for themselves, even so far as to bind demons to their own flesh.

If your world does not include demons, per se, you could link this class to some other malign force or race of supernatural evil creatures instead of demons.

For instance, an acolyte of the skin could be a scholar who unearths an ancient treatise on the topic of humanoid interspecies blending.

Hit Die: d8.

REQUIREMENTS

To qualify to become an acolyte of the skin, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Knowledge (the planes) 6 ranks.

Spells or Spell-Like Abilities: Caster level 5th.

Special: Must have made peaceful contact with a summoned evil outsider.

Special: Must undergo the Ritual of Bonding (see above).

CLASS SKILLS

The acolyte of the skin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the acolyte of the skin prestige class.

Weapon and Armor Proficiency: Acolytes of the skin gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each even-numbered level, an acolyte of the skin gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on).

If he had more than one spellcasting class before becoming an acolyte of the skin, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Wear Fiend (Su): An acolyte of the skin summons the essence of a fiend and wears it like a second skin.

The bonded fiendish skin is for all intents and purposes the character's own.

It increases the acolyte of the skin's natural armor bonus by 1 and grants a +2 inherent bonus to Dexterity.

The acolyte also gains darkvision out to 60 feet.

The DM determines the actual nature of the skin, be it demonic, devilish, or from some other fiendish creature.

Poison (Sp): An acolyte of the skin can use *poison* once per day as an 8th-level caster.

The save DC is 14 + the acolyte's primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and warlocks, Wisdom for clerics, and so forth).

At 5th level, an acolyte can use this ability two times per day.

Flame Resistant (Ex): At 2nd level and higher, the fiendish skin binds more tightly, granting an acolyte resistance to fire 10.

Fiendish Glare (Su): From 3rd level on, an acolyte of the skin has the supernatural ability to unnervify opponents with a ferocious glare once per day.

This is not a gaze attack, and the target need not meet the acolyte's eyes or even see the acolyte (although the acolyte must have line of effect to the target).

Glaring is a standard action that affects any creature the acolyte can see within 100 feet.

The target becomes shaken for 10 minutes, and must also attempt a Will save (DC 10 + acolyte's class level + Cha modifier) or be stunned.

The duration of the stun effect depends on the target's hit points:

50 or less	10 rounds
51 to 100	3 rounds
101 to 150	2 rounds
151 or more	1 round

Fiendish glare is a mind-affecting fear effect.

Skin Adaptation (Su): By 5th level, an acolyte's skin and its wearer have grown more comfortable together, as if they had never been separate.

The increase to natural armor granted by the fiendish skin improves to +2, the acolyte gains a +2 inherent bonus to Constitution, and the acolyte's darkvision is effective out to 120 feet.

Cold Resistant (Ex): Beginning at 6th level, an acolyte has resistance to cold 10.

Glare of the Pit (Su): At 7th level and higher, an acolyte has the supernatural ability to produce fiery rays from his eyes. Once per day as a standard action, he can project two rays (one from each eye) with a range of 100 feet.

Each ray requires a ranged touch attack to hit and deals 8d6 points of fire damage.

The rays can be aimed at two different targets within range, but the target of each ray must be designated simultaneously.

Summon Fiend (Sp): At 9th level, an acolyte learns to draw on another power of his fiendish skin.

If the skin is demonic, once per day he can summon a babau; if devilish, once per day he can summon a chain devil.

The summoned creature does the acolyte's bidding, but it automatically returns whence it came after 1 hour.

A summoned creature cannot use any innate summoning abilities it might have.

An acolyte's caster level for this ability is equal to his spellcaster level.

Fiendish Symbiosis (Ex): At 10th level, the fiendish skin and acolyte become one, and only final death can separate them.

The acolyte's type changes to outsider.

Additionally, an acolyte of this level gains damage reduction 10/good.

Unlike other outsiders, an acolyte can be raised or resurrected.

TABLE 2-2: THE ACOLYTE OF THE SKIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Wear fiend, <i>poison</i> 1/day	—
2nd	+1	+3	+0	+3	Flame resistant	+1 level of existing spellcasting class
3rd	+2	+3	+1	+3	Fiendish glare	—
4th	+3	+4	+1	+4	—	+1 level of existing spellcasting class
5th	+3	+4	+1	+4	Skin adaptation, <i>poison</i> 2/day	—
6th	+4	+5	+2	+5	Cold resistant	+1 level of existing spellcasting class
7th	+5	+5	+2	+5	Glare of the pit	—
8th	+6	+6	+2	+6	—	+1 level of existing spellcasting class
9th	+6	+6	+3	+6	<i>Summon fiend</i>	—
10th	+7	+7	+3	+7	Fiendish symbiosis	+1 level of existing spellcasting class

ALIENIST

Alienists deal with powers and entities from terrifyingly remote reaches of space and time.

For them, magical power is the triumph of the mind over the rude boundaries of dimension, distance, and often, sanity.

With knowledge and determination, they pierce the barrier at the edge of time itself.

In the Far Realm, outside time, Herculean minds drift, absorbed in contemplations of madness.

Unspeakable beings whisper terrifying secrets to those who dare communication.

These secrets were not meant for mortals, but the alienist plunges into abysses of chaos and entropy that would blast a weaker mind.

An alienist's mad certainty is sometimes strong enough to sway others to believe in her own future transcendence.

Alienists might, on rare occasions, gather in secluded groups to enact some obscure ritual, but more often they are encountered singly.

NPC alienists sometimes haunt libraries or specialty bookshops in large cities, skulking and mumbling among stacks of rare (and dangerous) volumes.

Adaptation: The inclusion of the alienist in your campaign world, as printed here, requires that you make some basic assumptions about the cosmology of your campaign: Places far worse than Hell exist in the multiverse, and even demons have more in common with characters than the entities that exist outside what is known, a mere glimpse of which can drive the sanity from someone's mind.

If you prefer that demons and devils retain their top seat in the hierarchy of evil, you can adjust this prestige class so that the alienist has congress with demons instead of the nebulous entities of the Far Realm.

Hit Die: d4.

REQUIREMENTS

To qualify to become an alienist, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Skills: Knowledge (the planes) 8 ranks.

Feat: Augment Summoning.

Spells: Able to cast at least one summoning spell of 3rd level or higher.

Special: Must have made peaceful contact with an alienist or a pseudonatural creature.

CLASS SKILLS

The alienist's class skills (and the key ability for each skill) are Concentration (Con), Gather Information (Cha),

Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Spellcraft (Int), and Spot (Wis). Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the alienist prestige class.

Weapon and Armor Proficiency: Alienists gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, an alienist gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on).

If she had more than one spellcasting class before becoming an alienist, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Familiar Abilities: Levels of alienist stack with levels of any class that provide access to a familiar.

Add levels from this class and the class that granted access to the familiar together and refer to the table on page 53 of the *Player's Handbook* to determine the familiar's natural armor, Intelligence, and special abilities.

If a character had levels in multiple classes that grant access to a familiar before becoming an alienist, she must decide to which class to add each level for the purpose of determining the abilities of her familiar.

This ability does not grant an alienist a familiar if she does not already have one.

Summon Alien: Whenever an alienist would use any *summon monster* spell to summon a celestial or fiendish creature, she instead summons a pseudonatural version of that creature.

For example, by casting *summon monster* IV, she could summon a pseudonatural dire wolf.

This adds the pseudonatural template (see page 160) to the summoned creature.

An alienist gives up the ability to summon nonpseudonatural creatures with a *summon monster* spell.

For instance, the alienist described above couldn't summon a mephitis or howler with *summon monster* IV.

Alien Blessing (Ex): An alienist who attains 2nd level gains a +1 insight bonus on all saving throws, but she permanently loses 2 points of Wisdom.

Metamagic Secret: An alienist listens to the secret voices whispering from beyond time's end, and profits thereby.

At 3rd and again at 7th level, she can choose any metamagic feat as a bonus feat.

Mad Certainty (Ex): At 4th level, an alienist's mad certainty in the power of entities beyond the reach of normal space and time lend her an unnatural fortitude, granting her an additional 3 hit points.

However, constantly dwelling on such beings is mentally corrosive, and the alienist's mind begins to fracture. She now takes a -4 penalty on all Bluff, Diplomacy, and Handle Animal checks made to influence nonpseudonatural creatures.

Pseudonatural Familiar: Beginning at 5th level, an alienist's familiar, if any, gains the pseudonatural template (see page 160) in addition to the powers and abilities normal for a familiar of the appropriate level.

This effect does not replace an existing familiar—the familiar has been slowly taking on pseudonatural aspects as the alienist rises in level, and those characteristics become fully functional at this point.

From now on, the alienist's newly summoned familiars already possess the pseudonatural template.

If an alienist has no familiar, this ability has no effect.

Extra Summoning: From 6th level on, an alienist gains one extra spell slot at her highest spell level.

This slot can be used only for a *summon monster* spell.

As an alienist becomes able to learn higher-level spells, the extra slot migrates up to the new highest level.

Insane Certainty (Ex): At 8th level, an alienist's mad certainty crystallizes into a truly chilling mania.

She gains an additional 3 hit points, but her mental faculties continue to degrade.

Her penalty on Bluff, Diplomacy, and Handle Animal checks made to influence nonpseudonatural creatures increases to -10.

Timeless Body (Ex): At 9th level, an alienist learns the secret of perpetual youth.

She no longer takes ability penalties for aging and cannot be magically aged (see Table 6–5, page 109 of the *Player's Handbook*).

Ability score bonuses from aging still accrue, and any penalties the alienist might have already taken remain in place.

An alienist is stolen away by horrible entities when her time is up, and she is never seen again.

Alien Transcendence (Su): A 10th-level alienist, because of long association with alien entities and intense study of insane secrets, transcends her mortal form and becomes an alien creature.

Her type changes to outsider.

Additionally, she gains damage reduction 10/magic and resistance to acid 10 and electricity 10.

Upon achieving alien transcendence, an alienist undergoes a minor physical change, usually growing a small tentacle or other strange feature, such as an extra appendage, organ, eye, or enigmatic lump.

An alienist can hide this abnormality in a robe or hood, but the alien growth is not under the alienist's control and sometimes moves, twitches, opens, or otherwise animates of its own accord.

This applies a -4 penalty on Disguise checks an alienist makes to conceal her true nature.

Anyone who shares an alienist's predilection for study of the Far Realms immediately recognizes her transcendent nature, and she gains a +2 circumstance bonus on all Charisma-based skill checks and ability checks when interacting with such beings.

She gains a +2 circumstance bonus on Intimidate checks involving any other creatures to whom she reveals her abnormal nature.

TABLE 2–3: THE ALIENIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Familiar abilities, summon alien	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Alien blessing	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Metamagic secret	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Mad certainty	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Pseudonatural familiar	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Extra summoning	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Metamagic secret	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Insane certainty	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Timeless body	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Alien transcendence	+1 level of existing spellcasting class

ARGENT SAVANT

Of all the energies summoned or shaped by magic, force is perhaps the most pure.

No analog for this power exists in the physical world; it comes into being only through the medium of spells, and therefore represents a perfection of intent that contradicts the imperfection of the everchanging world and its mutable elements.

Sometimes referred to as the “force mage”, the argent savant regards spells that evoke or apply magical force as the noblest and most fascinating spells at her disposal, and she seeks to increase her understanding and control of this mystical power at every opportunity.

Most argent savants are evokers or abjurers, or sorcerers who choose a number of force spells as they advance in level.

Without some facility at the manipulation of magical force, a spellcaster cannot embark on the secret studies of the argent savant.

NPC argent savants sometimes join groups that aim to take on a powerful wizard or sorcerer who has protected his domicile with powerful wards of force.

Argent savants of sufficient ability can dissolve the force effects of others.

Adaptation: One way to make the argent savant different is to redirect her focus to the manipulation of energy other than force: acid, cold, electricity, fire, or sonic.

For instance, a fiery argent savant would gain a +2 competence bonus on attack rolls made with fire spells and

a +2 bonus to Armor Class when casting any defensive spells due to a halo of protective flame. Fire spells with a duration longer than instantaneous would last longer, she could subtract her class level from any fire damage she takes, and she could dispel other fire spells. Hit Die: d4.

REQUIREMENTS

To qualify to become an argent savant, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 6 ranks, Spellcraft 12 ranks.

Spells: Able to cast at least five spells with the force descriptor, at least one of which must be 5th level or higher.

CLASS SKILLS

The argent savant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the argent savant prestige class.

Weapon and Armor Proficiency: Argent savants gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level after 1st, an argent savant gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard).

If she had more than one arcane spellcasting class before becoming an argent savant, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Force Specialization: An argent savant gains a +2 competence bonus on attack rolls made with her force spells.

She also adds a +1 bonus to each die of damage dealt by spells she casts with the force descriptor.

If the force spell doesn't deal damage expressed by dice, she adds only a +1 bonus to the total damage dealt.

For example, a *magic missile* cast by a 9th-level wizard/1st-level argent savant deals 1d4+2 points of damage per missile.

A 9th-level wizard/4th-level argent savant deals 4d6+7 points of force damage with her *Mordenkainen's sword* spell. Force Armor (Ex): At 2nd level and higher, an argent savant gains more benefit from defensive force spells than other characters.

If she casts a force spell that provides an armor bonus or a shield bonus to Armor Class, she increases the spell's normal armor bonus by 2.

For example, *mage armor* normally adds an armor bonus of +4 to the caster's AC, but an argent savant with this ability who casts *mage armor* adds an armor bonus of +6 to her AC.

Enduring Force (Ex): Force spells cast by an argent savant of 3rd level or higher linger longer than normal, and they are more difficult to counter or dispel.

The duration of a force spell cast by the savant is doubled, as if the Extend Spell feat had been applied to it.

However, the spell's level and casting time are unchanged. The same restrictions that apply to extended spells apply to spells affected by enduring force.

In addition, the DC required to counter or dispel the argent savant's force spells increases by 4.

Ablate Force (Ex): Due to her improved understanding of magical force, an argent savant of 4th level or higher can prevent force damage to herself.

She subtracts her class level from damage dealt by any force spell or effect.

A force spell producing multiple attacks, such as *magic missile*, is considered a single attack for this purpose; deduct the savant's level from the total damage dealt by the spell, not the damage dealt by each individual missile.

Unbind Force (Su): At 5th level, an argent savant learns how to unweave a force spell or effect and liberate its magical energy.

As a standard action, she can attempt to dispel a single force spell or effect within 60 feet (even those normally immune to *dispel magic*, such as *wall of force*).

If she succeeds on a caster level check (DC 11 + opposing caster's level), the force effect is unbound.

This immediately dispels the effect and deals 1d6 points of force damage per level of the dispelled spell to all creatures and objects within 10 feet of the unbound spell.

For example, if an argent savant unbound another caster's *wall of force*, the liberated spell energy would deal 5d6 points of force damage to anyone within 10 feet of the wall's former location.

TABLE 2-4: THE ARGENT SAVANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Force specialization	—
2nd	+1	+0	+0	+3	Force armor	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Extended force	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Ablate force	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Unbind force	+1 level of existing arcane spellcasting class

BLOOD MAGUS

Death is the ultimate risk that spellcasters, like all adventurers, must contend with.

Some are cut down before they have a chance at true glory; others find true peace only in the afterlife; and others are

brought back from death by companions with the powerful magical resources to perform such a miracle.

For a rare few such arcanists, this trip to the great beyond and back brings a new enlightenment—a comprehension of the body and its individual parts that transcends the understanding of those who have not experienced death and returned to tell the tale.

These newly raised spellcasters say that the first sound they hear upon returning to life is the pulse of life-giving blood in their veins.

To these fortunate few, this flow of blood through their veins is sweet music: the sound of life.

They can feel it reenergizing every particle of their form, flushing death away and leaving life in its place.

It is thick and warm, and they greedily embrace it.

Such arcane spellcasters become blood magi: formerly deceased spellcasters who, when returned to life, gain an understanding of their blood's importance, bequeathed by their close call.

They learn to evoke magic from this vital fluid that sustains their lives.

Blood magi cannot be trained, owing to the unusual nature of their enlightenment, and they are most likely to have first been sorcerers.

NPC blood magi are thus rarely, if ever, found in groups. They are more likely to be thinly scattered throughout a region's spellcaster population.

Adaptation: A twist on the blood magus as presented here would be to tie the class to some deity or entity.

Whenever the blood magus works his blood magic, he also gives blood sacrifice to the deity or entity so named, and it is through this bloody patron that the blood magus powers his magic.

Hit Die: d6.

REQUIREMENTS

To qualify to become a blood magus, a character must fulfill all the following criteria.

Alignment: Any but lawful good.

Skills: Concentration 4 ranks.

Feat: Great Fortitude, Toughness.

Spells or Spell-Like Abilities: Arcane caster level 5th.

Special: The character must have been killed, then returned to life.

CLASS SKILLS

The blood magus's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Heal (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the blood magus prestige class.

Weapon and Armor Proficiency: Blood magi gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level except 5th and 10th, a blood magus gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard).

If he had more than one arcane spellcasting class before becoming a blood magus, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Blood Component (Su): A blood magus can substitute a drop of his own blood for a spell's material components, if any, and in so doing increase the spell's power.

The pinprick or minor knife cut to draw the requisite blood is a free action (just like using material components) that becomes a normal part of casting the spell.

Using this ability deals 1 point of damage to the blood magus but raises the spell's caster level by 1.

Damage reduction, if the character has any, doesn't apply to this damage.

If a spell has a costly material component (greater than 1 gp), the component must still be provided.

If a spell has no material component, a blood magus can still use this ability to enhance a spell if he desires.

Durable Casting (Ex): A blood magus has a knack for being able to concentrate on casting spells and maintaining them despite taking damage while doing so.

For the purpose of making a Concentration check to cast, concentrate on, or direct a spell when he might be distracted by damage, a blood magus subtracts his level from any hit point damage dealt to him by an attack that strikes him during the action (or whenever he is subject to a source of continuous damage, such as *Melf's acid arrow*).

A blood magus still takes all the damage dealt to him, but the damage is less likely to affect his ability to cast, concentrate on, or direct spells successfully.

For example, a 1st-level blood magus can "ignore" 1 point of damage from each source that damages him while casting a spell for the purpose of determining the DC of his Concentration check to cast successfully.

If struck for 5 points of damage while casting a spell, he must make a Concentration check to successfully cast, but the DC is only 10 + 4 (damage dealt minus 1) + the spell's level.

A 5th-level blood magus could ignore up to 5 points of damage dealt from each source that damages him during casting (and thus wouldn't have to make a Concentration check if struck for 5 points of damage or less).

Because of this ability, damage a blood magus takes from using his blood component and bloodseeking spell special abilities never requires him to make a Concentration check to finish the spell he is casting.

Stanch (Ex): A blood magus automatically becomes stable when his hit points drop below 0.

He still dies if he reaches -10 hit points or lower.

Scarification (Ex): Beginning at 2nd level, a blood magus can inscribe spells on his own skin for later use.

This process involves deeply scratching the skin (which deals no damage but often leaves scars).

The scratches remain fresh until the inscribed spell is cast, at which time the wound heals normally.

Effectively, a blood magus gains the Scribe Scroll feat (see page 99 of the *Player's Handbook*) using an alternative medium.

All rules, XP costs, and expenses that apply to Scribe Scroll also apply to this ability.

Likewise, "reading" a scar follows the same rules as reading a scroll, but only a blood magus can decipher his own scars. One's own skin leaves a limited amount of room to easily inscribe and "read" magical scars.

Thus, a blood magus can have only six of these scars at any one time.

Death Knell (Sp): At 3rd level and higher, a blood magus has the ability to use *death knell* as the spell once per day.

Blood Draught (Ex): At 4th level, a blood magus learns how to store spells of up to 3rd level in his own blood.

Effectively, he gains the Brew Potion feat (see page 89 of the *Player's Handbook*) using an alternative medium.

All rules, XP costs, and expenses that apply to Brew Potion also apply to this ability, with the following exceptions.

Once “brewed”, a blood draught remains in circulation within a magus’s body.

The maximum number of draughts he can store at one time is equal to his blood magus level + his Con score, but if he is ever slain, they are all immediately ruined—even if he is subsequently returned to life.

Blood draughts are never accidentally lost through major blood loss or by a blood-draining attack.

To consume a draught, a blood magus pricks his skin, automatically bringing forth the desired effect.

This is a standard action that provokes attacks of opportunity, like drinking a potion.

Another individual can partake of a blood draught (if he or she has a strong stomach) by drinking 1 ounce of the blood magus’s blood as a full-round action.

The blood magus must have an open wound to share the effects of a blood draught with another creature; if he lacks one, the creature can inflict a wound that deals 1 point of damage to the blood magus as part of the action to consume the draught.

A blood magus cannot store his blood in a container to share at a later time.

The blood draught must be drawn fresh from his body, or it loses potency within 1 round.

Homunculus (Su): From 5th level on, a blood magus can use his blood to give life to a new companion creature—a homunculus (see page 154 of the *Monster Manual*).

A blood magus need not meet any of the given prerequisites to create the homunculus; however, a blood magus must permanently sacrifice 1 hit point as part of the creation process.

The process requires 1 hour.

A blood magus enjoys a stronger than normal link with his homunculus.

By touching the homunculus, a blood magus can transfer his wounds to the creature (up to 1 hp per level with each touch).

This is a standard action that provokes attacks of opportunity.

Each time a blood magus gains a class level, his homunculus advances 1 Hit Die, as described on page 290 of the *Monster Manual*, and it gains all the normal benefits of its increased Hit Dice (increased base attack bonus, saves, and so on).

The homunculus advances to a maximum of 6 Hit Dice when the blood magus reaches 9th level.

If his homunculus is destroyed, a blood magus takes 2d10 points of damage, as noted in the *Monster Manual*.

A blood magus’s death results in the death of his homunculus.

A blood magus can have only one homunculus at any given time.

Bloodseeking Spell (Su): Beginning at 6th level, a blood magus can imbue his spells with the ability to draw blood from their targets.

To use this ability, a blood magus must inflict a wound on himself; this is a free action that deals 3 points of damage to the blood magus and becomes a normal part of casting the spell.

Damage reduction, if a blood magus has any, doesn’t apply to this damage.

A bloodseeking spell deals an extra 1d6 points of damage to each target that takes damage from the spell.

This extra damage applies only to spells that deal hit point damage, not to spells that deal ability damage, ability drain, or other kinds of damage.

Constructs, elementals, oozes, plants, undead, and any creatures without blood or a similar substance within their bodies are immune to this effect.

Thicker Than Water (Su): At 7th level and higher, a blood magus’s vital fluids are partially under his control.

When a blood magus is injured, his blood withdraws from the wound, avoiding some damage that he would otherwise take.

This ability gives the blood magus damage reduction 1/bludgeoning.

Awaken Blood (Su): At 8th level and higher, a blood magus can bestow momentary consciousness on an opponent’s blood.

If he hits a foe with a melee touch attack, the opponent’s blood tries to get free of its confinement—all at once.

The pressure disrupts the victim’s tissues, dealing 10d10 points of damage.

This ability is usable only once per day, but a blood magus can try to use it again later in the day if his previous attempt failed.

The effect is instantaneous.

Constructs, elementals, oozes, plants, undead, and any creatures without blood or a similar substance within their bodies are immune to this effect.

Infusion (Ex): Upon reaching 9th level, a blood magus prepares a special one-time distillation of his own blood.

After partaking of the infusion, he gains a 2-point increase to his Constitution score.

Bloodwalk (Su): At 10th level, a blood magus becomes perfectly attuned to the song of blood.

He gains the supernatural ability to transport himself great distances via the blood of living creatures.

Once per day as a standard action that does not provoke attacks of opportunity, he can seamlessly enter any living creature (except an elemental, ooze, plant, undead, or other creature without blood or a similar fluid) whose size equals or exceeds his own and pass any distance to another living creature on the same plane in a single round, regardless of the distance separating the two.

A blood magus merely designates a direction and distance (“a living creature twenty miles due west of here”), and the bloodwalk ability transports him to a destination creature as close as possible to the desired location.

He can’t specify a named individual as the endpoint unless he has previously obtained a sample of that creature’s blood and has it preserved in a vial that he carries.

The entry and destination creatures need not be familiar to the blood magus.

A blood magus cannot use himself as an entry creature.

If an intended entry creature is unwilling, he must make a successful melee touch attack to enter.

(A missed touch attack does not use up the ability for that day).

When exiting a creature, a blood magus chooses an adjacent square in which to appear.

Entering and exiting a creature is painless unless a blood magus wishes otherwise (see below).

In most cases, though, the destination creature finds being the endpoint of a magical portal surprising and quite unsettling.

If he desires, a blood magus can attempt to make a bloody exit from the destination creature. He bursts forth explosively from the creature's body, dealing 10d6 points of damage unless the creature makes a

Fortitude save (DC 10 + blood magus's class level + blood magus's Con modifier). When he makes a bloody exit, a blood magus must succeed on a DC 15 Fortitude save or be stunned for 1 round from the shock of his expulsion.

TABLE 2-5: THE BLOOD MAGUS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+0	Blood component, durable casting, stanch	+1 level of existing arcane spellcasting class
2nd	+1	+3	+0	+0	Scarification	+1 level of existing arcane spellcasting class
3rd	+1	+3	+1	+1	Death knell	+1 level of existing arcane spellcasting class
4th	+2	+4	+1	+1	Blood draught	+1 level of existing arcane spellcasting class
5th	+2	+4	+1	+1	Homunculus	—
6th	+3	+5	+2	+2	Bloodseeking spell	+1 level of existing arcane spellcasting class
7th	+3	+5	+2	+2	Thicker than water	+1 level of existing arcane spellcasting class
8th	+4	+6	+2	+2	Awaken blood	+1 level of existing arcane spellcasting class
9th	+4	+6	+3	+3	Infusion	+1 level of existing arcane spellcasting class
10th	+5	+7	+3	+3	Bloodwalk	—

EFFIGY MASTER

Fascinated by the animating force of life itself, the effigy master is an expert in the imitation of true life. Through long study and experimentation, he learns to infuse his creations with a pseudolife far more resilient and vital than that which animates similar creations of other spellcasters.

The effigy master brings to life sculptures made of clay, snow, wax, or mud, and uses this ability to create guardians, defenses, and even companions and cohorts.

At the same time, the effigy master continues to study the secrets of magic, albeit at a slower pace.

Effigy masters are often wizards who seek the knowledge of imparting life to nonliving elements as a means to create loyal minions that don't require much maintenance.

Sorcerers also sometimes become effigy masters, although they generally don't pursue the class for long.

NPC effigy masters are unusual individuals.

Some sell their services to wealthy lords or merchants who desire retinues of absolutely loyal guards who cannot be charmed or bought.

Others are experimenters who indulge in the process of creating pseudolife to satisfy their own curiosity and inquisitiveness.

A few are bitter and spiteful loners who delight in creating mockeries of the living or seek to attain power by replacing those who have what the effigy master desires.

Adaptation: Those who really enjoy the concept of the effigy master might wish the prestige class offered more than five levels of advancement.

It would be a simple enough matter to extend the class for five more levels, continuing the implied progression in all areas.

This means the class should gain an ability at 7th and 9th levels, at least, and perhaps another ability at 10th level.

The 7th-level ability could allow new effigies to be created more cheaply.

The 9th-level ability could further improve an effigy's attack, damage, and saving throws by an additional +1.

The final ability (in return for not gaining +1 caster level at 10th level) might allow the effigy master to possess an

effigy once per day for up to 10 minutes in a manner similar to the *magic jar* spell.

Hit Die: d4.

REQUIREMENTS

To qualify to become an effigy master, a character must fulfill all the following criteria.

Skills: Craft (leatherworking, metalworking, or woodworking) 10 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks, Use Magic Device 2 ranks.

Feat: Craft Wondrous Item.

Special: Must have the *simulacrum* spell on a class spell list, whether or not the character is able to cast it.

CLASS SKILLS

The effigy master's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the effigy master prestige class.

Weapon and Armor Proficiency: Effigy masters gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each class level after 1st, an effigy master gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on).

If he had more than one spellcasting class before becoming an effigy master, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Craft Effigy (Su): An effigy master can create constructs known as effigies (see page 151).

Unlike other creators, he need not possess the Craft Construct feat to complete this task, nor does he need the feat or ranks in Knowledge (architecture and engineering) to repair an effigy he creates (see page 151 for details on repairing an effigy).

An effigy master can add his class level to his caster level to determine the maximum Hit Dice of effigy that he can create.

Crafting an effigy requires a body to be built from wood, leather, metal, and wire.

This requires a DC 15 Craft (woodworking, leatherworking, or metalworking) check.

The gp and XP required to create the effigy depends on its size, as described on page 155.

Improved Effigy (Ex): An effigy master of 3rd level or higher can improve upon his creations, granting them a permanent +2 competence bonus on attack rolls, damage, and saves.

This requires one day of work and costs 100 gp of supplies per Hit Die of the effigy to be improved, but has no XP cost.

Effigy Link (Su): At 5th level and higher, an effigy master can create a supernatural bond between himself and one of his effigies.

This requires a 1-hour ritual.

Afterward, the effigy master can sense the effigy's condition (as if he had cast *status* on the effigy), and can scry on the effigy (as if casting the *scrying* spell) once per day.

Furthermore, an effigy master gains a +1 morale bonus on saving throws and caster level checks as long as he is within 5 feet of his bonded effigy.

An effigy master can be linked to only one effigy at any time.

If the linked effigy is destroyed, or if the effigy master wants to establish a new link, he can create a link to another effigy (and eliminate the old link) by performing the ritual with the new effigy.

TABLE 2-6: THE EFFIGY MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Craft effigy	—
2nd	+1	+0	+0	+3	—	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Improved effigy	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	—	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Effigy link	+1 level of existing spellcasting class

ELEMENTAL SAVANT

Elemental savants study the basic building blocks of existence—air, earth, fire, and water—learning to harness their powers.

Eventually they transcend their mortal forms and become elemental beings.

Elemental savants often begin their careers as individuals intrigued by one or all of the classic elements.

Before they ever take levels in the prestige class, these spellcasters typically find themselves drawn to spells of a particular energy type.

These spellcasters find satisfaction in the unleashed purity of the elemental energy forms, and they become elemental savants to grow closer to the element that becomes their favorite.

Most elemental savants start out as warmages, wizards, or sorcerers, although divine spellcasters are not unknown in the class.

A cleric with the Fire, Water, or Sun domain could also qualify for this prestige class.

NPC elemental savants usually prefer to pursue their studies in solitude or in the company of other elemental savants.

Sometimes groups of them gather in places where an element's majesty and power is on display, such as the flanks of a volcano, an island, or a high, windy mountain. Adaptation: Making a particular element the basis for the theme of a spellcaster's repertoire is an idea that could exist in most any game.

For a twist, you might want to consider elements that go beyond the standard, though this would require some work on the DM's part.

Other elements might include: bone, metal, nether, plasma, and wood, to name a few.

Determining the sort of damage each of these elements does, and how that type of damage interacts with the four

recognized types of energy damage (acid, cold, electricity, and fire) is the crux of this design process.

Hit Die: d4.

REQUIREMENTS

To qualify to become an elemental savant, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 8 ranks, Knowledge (the planes) 4 ranks.

Feat: Energy Substitution (acid, cold, electricity, or fire).

Spells: Able to cast at least three spells that have one of the following descriptors in common: acid, cold, electricity, or fire.

One of the spells must be at least 3rd level.

Special: Must have made peaceful contact with an elemental or outsider that has an elemental subtype (air, earth, fire, or water).

CLASS SKILLS

The elemental savant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the elemental savant prestige class.

Weapon and Armor Proficiency: Elemental savants gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level except 5th and 10th, an elemental savant gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on).

If she had more than one spellcasting class before becoming an elemental savant, she must decide to which

class to add each level for the purpose of determining spells per day and spells known.

Elemental Specialty (Ex): The first step toward transcending mortal form requires an elemental savant to choose her elemental specialty.

Upon entering the class, she must select an element and its associated energy type (air = electricity, earth = acid, fire = fire, or water = cold).

This choice must match the Energy Substitution feat that the savant selected to gain entry to the prestige class.

When the savant casts a spell that normally deals energy damage, its energy descriptor changes to the savant's chosen energy type, and it deals damage of that energy type instead of its normal energy type.

For example, an elemental savant choosing to specialize in fire could still cast *meld into stone*, and its descriptor would not change because it does not deal energy damage.

However, if she casts *Melf's acid arrow*, the spell would deal fire damage and have the fire descriptor instead of dealing acid damage and having the acid descriptor.

Resistance to Energy (Ex): As an elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element.

At 1st level, she gains resistance 5 against this energy type.

This resistance rises to 10 at 4th level and 20 at 7th level.

Immunity to Sleep (Ex): At 2nd level, as an elemental savant continues to transcend her mortal form, she gains immunity to sleep effects.

Energy Penetration (Ex): Beginning at 3rd level, an elemental savant further refines her ability to wield energy associated with her chosen element.

When she casts a spell using that type of energy, she gains a +2 competence bonus on caster level checks (1d20 + caster level) to overcome a creature's spell resistance.

At 8th level, this bonus increases to +4.

These bonuses stack with those granted by the Spell Penetration and Greater Spell Penetration feats.

Energy Focus (Ex): From 5th level on, an elemental savant is better able to manipulate energy associated with her chosen element.

The save DC for any spell with that energy descriptor increases by 1.

At 10th level, these save DCs increase by 1 again (total increase of 2).

These increases are cumulative with those granted by the Spell Focus and Greater Spell Focus feats.

Darkvision (Ex): At 6th level, an elemental savant gains darkvision out to 60 feet.

Immunity to Paralysis and Poison (Ex): As an elemental savant approaches elemental perfection, she gains immunity to paralysis and poison at 9th level.

Elemental Perfection: At 10th level, an elemental savant, through long association with elemental entities and extensive study of their secrets, completely transcends her mortal form to become an elemental creature.

Her type changes to elemental.

She no longer needs to eat, sleep, or breathe (though she must still rest to regain spells).

She gains an elemental creature's immunity to stunning, and she is no longer subject to extra damage from critical hits or flanking.

An elemental savant gains the speed and movement modes, natural attacks, special attacks, and special qualities of a Medium elemental of the type appropriate to her elemental specialty, as noted in the *Monster Manual*, except that the save DC against her elemental attack form, if any (whirlwind, burn, or vortex) is 20 + her Con modifier.

Upon achieving this state, an elemental savant's appearance undergoes a minor physical change, usually to the skin or eyes.

An earth elemental savant, for example, might acquire gemlike eyes and hard, pebbly skin.

Anyone who shares the elemental savant's predilection for study of her chosen plane immediately recognizes her transcendent nature.

She gains a +2 circumstance bonus on all Charisma-based skill and ability checks when interacting with creatures that share her elemental subtype (air, earth, fire, or water) and with other elemental savants who have chosen her element.

Unlike a normal elemental, an elemental savant retains a soul separate from her body.

She can be raised from the dead as normal for a creature of her previous type.

Energy Immunity (Ex): From 10th level on, an elemental savant gains immunity to the type of energy associated with her chosen element.

TABLE 2-7: THE ELEMENTAL SAVANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Elemental specialty, resistance to energy 5	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Immunity to sleep	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Energy penetration +2	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Resistance to energy 10	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Energy focus +1	—
6th	+3	+2	+2	+5	Darkvision	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Resistance to energy 20	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Energy penetration +4	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Immunity to paralysis and poison	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Elemental perfection, energy focus +2, energy immunity	—

ENLIGHTENED FIST

Not all monks pursue metaphysical perfection to the exclusion of all other study.

Some monks combine a rigorous discipline of academic study with martial arts and development of the body. For these monks, that study includes the practice of magic and the implementation of certain arcane tricks into their unarmed combat styles.

These enlightened fists master the use of touch spells, creating new forms of combat where their fists strike with blinding speed, phenomenal power, and magical energy. Most enlightened fists are monk/sorcerers or monk/wizards.

Some focus heavily on one class or the other, while others seek to maintain balance between their arcane and physical training.

Enlightened fists are most common in metropolitan settings, where magical training is available and becomes an integral component of the monastic life.

Enlightened fist NPCs often live in communities with ordinary monks, practicing magic primarily as a means of self perfection.

Adaptation: In the world of Eberron, enlightened fists can be found throughout Khorvaire.

They are most common in Aundair, where arcane schools abound.

Some arcane fists could rise from divine backgrounds.

In such cases, the requirements for the class would change from Knowledge (arcana) to Knowledge (religion) and would require the character to be capable of casting 2nd-level divine spells (instead of arcane spells).

However, because divine spells are generally better at improving a character in melee, the caster level progression noted in the table below cannot go unmodified.

Instead of gaining +1 level in spellcasting ability at every level except 1st and 6th, the divine enlightened fist should gain +1 level of existing divine spellcasting class at 2nd, 4th, 6th, 8th, and 10th level only.

Hit Die: d8.

REQUIREMENTS

To qualify to become an enlightened fist, a character must fulfill all the following criteria.

Skills: Concentration 8 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Feats: Combat Casting, Improved Unarmed Strike, Stunning Fist.

Spells or Spell-Like Abilities: Arcane caster level 3rd.

CLASS SKILLS

The enlightened fist's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Tumble (Dex). Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the enlightened fist. **Weapon and Armor Proficiency:** Enlightened fists gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: Except at 1st level and 6th level, an enlightened fist gains new spells per day (and spells known, if applicable) as if she had also gained a level

in an arcane spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard).

If she had more than one arcane spellcasting class before becoming an enlightened fist, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Ki Strike (Su): An enlightened fist's unarmed attacks are empowered with *ki*.

Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Monk Abilities: An enlightened fist adds her class level to her monk level to determine her class-based AC bonus, her unarmed damage, her unarmored speed bonus, and the number of daily attempts of her Stunning Fist feat.

If she has no monk levels, she gains the AC bonus, unarmed damage, and unarmored speed bonus of a monk whose level equals her enlightened fist level, but she can't add her Wisdom bonus to her AC.

An enlightened fist does not count her class levels for the purpose of determining when she gains any other monk class features, such as reduced penalties for flurry of blows attack rolls, bonus feats, evasion, or other special abilities.

Fist of Energy (Su): Once per round as a free action, an enlightened fist of 2nd level or higher can spend one of her daily stunning attempts to imbue her unarmed strikes with either electricity or fire.

The enlightened fist chooses the energy type each time she activates.

For 1 round, each of her unarmed strike that hits deals an extra 1d6 points of damage (electricity or fire, depending on the choice).

At 6th level and higher, an enlightened fist can cause her energy-imbued unarmed strikes to burst with flame or lightning on a critical hit.

In addition to dealing an extra 1d6 points of energy damage, her unarmed attacks deal an extra 1d10 points of energy damage on a successful critical hit.

If the enlightened fist's unarmed critical multiplier is $\times 3$, she adds an extra 2d10 points of energy damage instead, and if the multiplier is $\times 4$, she adds an extra 3d10 points of energy damage.

An enlightened fist with monk levels can use this ability to channel energy through wielded monk weapons just as she can through her unarmed attacks.

Arcane Fist (Su): Beginning at 3rd level, an enlightened fist can spend one of her daily stunning attempts to cast and deliver a touch spell as part of an unarmed full attack action.

She can choose to deliver the touch spell with any single unarmed strike attack she makes during the action.

Arcane Rejuvenation (Su): An enlightened fist of 5th level or higher can channel arcane energy to heal her own wounds.

As a standard action, she can sacrifice one of her prepared spells or unused spell slots; doing this heals a number of hit points of damage equal to the spell's level.

Hold Ray (Ex): At 7th level or higher, an enlightened fist can cast any spell that produces a ray effect as a touch spell instead.

The spell's range is reduced to touch, and its Effect entry is replaced with "Target: Creature touched". She can deliver the spell with a touch attack or with a normal attack, and she can hold the charge as with a normal touch spell.

An enlightened fist can combine this ability with arcane fist (see above) to deliver a ray-effect spell as part of an unarmed full attack action.

Diamond Soul (Ex): At 9th level, an enlightened fist gains spell resistance equal to 10 + the total of her monk levels and enlightened fist levels.

Multiclassing Note: A monk who becomes an enlightened fist can continue advancing as a monk.

Furthermore, the character's class levels in any classes that grant arcane spellcasting ability (such as sorcerer or warlock) do not prevent her from continuing to advance as a monk.

TABLE 2-8: THE ENLIGHTENED FIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+2	Ki strike (magic), monk abilities	—
2nd	+1	+0	+3	+3	Fist of energy	+1 level of existing arcane spellcasting class
3rd	+2	+1	+3	+3	Arcane fist	+1 level of existing arcane spellcasting class
4th	+3	+1	+4	+4	—	+1 level of existing arcane spellcasting class
5th	+3	+1	+4	+4	Arcane rejuvenation	+1 level of existing arcane spellcasting class
6th	+4	+2	+5	+5	Fist of energy (burst)	—
7th	+5	+2	+5	+5	Hold ray	+1 level of existing arcane spellcasting class
8th	+6	+2	+6	+6	—	+1 level of existing arcane spellcasting class
9th	+6	+3	+6	+6	Diamond soul	+1 level of existing arcane spellcasting class
10th	+7	+3	+7	+7	—	+1 level of existing arcane spellcasting class

FATESPINNER

Some people are lucky; others are not.

A few make their own luck.

A fatespinner (also called a "mage of many fates") has pulled back the curtain of chance, circumstance, and chaos to glimpse a deeper truth: probability.

When one event occurs, innumerable possible ones do not as the universe blindly seeks balance.

Through his newfound understanding, the fatespinner satisfies that blind seeking—with prejudice.

He can increase the probability of events in his favor.

Any arcane spellcaster who has cursed his bad luck is a candidate for this prestige class.

Who has not cast a spell, hoping fervently but impotently for a particular outcome, or sadly noted the astounding luck of an enemy who resists spell after spell?

The fatespinner seeks to apply some control over the seeming vagaries of chance—fortune for himself, misfortune for his foes.

NPC fatespinners are often found in positions of power and authority, as would be expected from those able to directly affect their own destiny.

Others continue to ply the world, honing their abilities and seeking their ultimate fortune.

Adaptation: Adapting this class to other methods of play might include the idea of draining luck from NPCs, and using that drained luck as stored spin.

However, determining the method whereby this luck is drained that doesn't merely allow the fatespinner to always have a method of rejuvenating his spin is tricky.

This effect could potentially be tied to the fickle finger of fate ability; if the fatespinner successfully uses this ability, he gains 1 additional point of spin that he must use within 1 round (he can't store it).

This ability should be usable only once per day.

Hit Die: d4.

REQUIREMENTS

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

Skills: Knowledge (arcana) 10 ranks, Profession (gambler) 5 ranks.

Spells: Able to cast 4th-level arcane spells, including at least one divination spell of 1st level or higher.

CLASS SKILLS

The fatespinner's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Sleight of Hand (Dex), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the fatespinner prestige class.

Weapon and Armor Proficiency: Fatespinners gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level except 5th, a fatespinner gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on).

If he had more than one spellcasting class before becoming a fatespinner, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Spin Fate (Ex): A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin".

Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis.

For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points.

Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action (see page 86), he can force any other creature—friend or enemy—to reroll a roll that it has just made.

A fatespinner must have line of sight to the creature to be affected.

That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events.

The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis.

However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells.

He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying.

Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds.

Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck.

Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than the original roll.

Seal Fate (Su): A 5th-level fatespinner can meddle in success and failure, and even life and death, sealing the fate of a friend or foe.

Once per day as a free action, the fatespinner selects a target creature he can see within 30 feet with Hit Dice equal to or less than his.

The creature receives either a –10 penalty or a +10 bonus on its next saving throw, as decided by the fatespinner.

If the selected target has more Hit Dice than the fatespinner, the ability doesn't work but the use for the day is not wasted.

This effect lasts only for 1 round, so if no spell or other effect is brought to bear on the target creature during the round, the creature's fate is no longer sealed.

TABLE 2–9: THE FATESPINNER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Spin fate	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Fickle finger of fate	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Spin destiny	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Deny fate, resist fate	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Seal fate	—

GEOMETER

Runes, glyphs, sigils, and symbols hold great magical power.

The geometer is the master of written magic and spells inscribed within a perfectly rendered diagram.

While other spellcasters must record their spells in pages upon pages of cryptic formulae, the geometer knows that every spell has a perfect geometrical design, a figure whose angles and intersections hint at the secrets hidden in the structure of the multiverse.

Geometers are almost always wizards.

Many specialize in the school of abjuration, since spells of arcane geometry are often among the most potent magical defenses available.

Sorcerers and bards do not prepare spells, and therefore rarely qualify for the class.

In any event, they lack the meticulous and studious inclination to perform magic by scribing painstaking diagrams.

NPCs who take up the geometer class frequently hold meetings in which numerous members of the profession can expound on their latest projects and inform others of their new theories concerning the nature of geometry.

Adaptation: While this prestige class describes a geometer independent of any location, an interesting idea in any

campaign that contains a geometer would be the inclusion of a location where a powerful glyph is permanently inscribed in a cliff face or at a mountain's base (or apex). This special glyph, perhaps called the Perfect Geometry, would be important to geometers who learn of it, granting them some additional spell knowledge or versatility with their spells (perhaps, once the Perfect Geometry is visited and traced by a geometer, that geometer learns to cast one more glyph-related spell per day).

Hit Die: d4.

REQUIREMENTS

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

Skills: Decipher Script 9 ranks, Disable Device 4 ranks, Knowledge (arcana) 9 ranks, Search 4 ranks.

Feat: Scribe Scroll.

Spells: Able to prepare and cast 3rd-level arcane spells.

CLASS SKILLS

The geometer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the geometer prestige class.

Weapon and Armor Proficiency: Geometers gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a geometer gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard).

If he had more than one arcane spellcasting class before becoming a geometer, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Glyph of Warding: A geometer adds *glyph of warding* to his spellbook as a 3rd-level arcane spell.

He can prepare and cast the spell just like any other spell he knows.

Spellglyph (Su): A spellglyph is an arcane diagram that substitutes for a specific spell's verbal and material components (if any).

When a geometer casts a prepared spell in conjunction with a spellglyph scribed for that spell, he can cast the spell as if it were affected by the Silent Spell feat.

The spellglyph replaces any material components (other than a focus) normally required by the spell.

A geometer chooses at the time of casting whether to use a spellglyph.

An expended spellglyph disappears, just like any other material component.

Spellglyphs are normally scribed on parchment, much like scrolls.

Preparing a spellglyph requires 1 hour and the use of rare inks costing 25 gp per spell level.

If the spell normally requires an expensive material component (with a value of more than 1 gp), exotic inks and treatments of equal cost must be used in the preparation of the spellglyph.

Book of Geometry (Ex): At 2nd level and higher, a geometer uses a unique system for recording the details of a spell that drastically reduces the expense of maintaining spellbooks.

Every spell he learns from now on requires only a single page in his spellbook.

It still takes 24 hours to scribe a spell into a spellbook and materials costing 100 gp per page.

A geometer's spellbook is difficult for nongeometers to decipher and use.

The Spellcraft DC to decipher or prepare spells from a geometer's spellbook is increased by 5 for nongeometers (see page 178 of the *Player's Handbook*).

Sigilsight (Ex): A geometer of 3rd level or higher can use a Search check to find magic traps based on runes, glyphs, sigils, symbols, and other writings as a rogue can.

He gains a bonus equal to his caster level on all Search checks to find traps of this sort.

A geometer who merely comes within 10 feet of a magic rune, glyph, sigil, or symbol, or the threshold of danger for such a device, is entitled to make a Search check as if he were actively searching for a magic trap.

Pass Sigil (Su): Beginning at 3rd level, a geometer can temporarily negate magical wards based on written symbols, sigils, runes, or glyphs.

As a standard action, a geometer can attempt to pass such a sigil.

He must succeed on a level check (DC 6 + the sigil creator's caster level).

If successful, he can suppress the effects of the device for as long as he maintains concentration (which might make it possible for others to pass the sigil safely, too).

A geometer must be able to see the device to be passed.

Powerful Spellglyph (Ex): When a 5th-level geometer prepares a spellglyph for a spell, he knows how to strengthen the spell beyond its normal effects.

His caster level is treated as 1 higher for any spell he casts with the use of a spellglyph.

Greater Glyph of Warding: A 5th-level geometer adds *greater glyph of warding* to his spellbook as a 6th-level arcane spell.

He can prepare and cast the spell just like any other spell he knows.

TABLE 2-10: THE GEOMETER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	<i>Glyph of warding</i> , draw spellglyph	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Book of geometry	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Sigilsight	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Pass sigil	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Powerful spellglyph, <i>greater glyph of warding</i>	+1 level of existing arcane spellcasting class

GREEN STAR ADEPT

Once each generation, the comet Alhazarde—the legendary Green Star—visits the night skies, a portent of great and terrible events.

Beneath its emerald light, kings rise or fall, weird monsters and magical plagues appear to scour the land, and strange and ancient secrets are revealed.

Glorious and sinister auroras glimmer in the dusk for weeks on end, and from time to time shooting stars of burning emerald fall from the sky.

These fallen stars are the only known source of starmetal, a rare and precious ore infused with mighty magical power. A Green Star adept is the master of the strange and powerful magic derived from Alhazarde's glittering green starmetal.

He travels the land, searching for more of the comet's fallen substance and mastering its eldritch power.

Turning his back on the traditional studies of the sorcerer or wizard, he slowly transforms into a living statue of

starmetal, gaining immortality and invulnerability at the cost of his own flesh.

At each appearance of the comet, only a handful of adepts can complete the rites necessary to achieve this transformation.

Sorcerers and wizards are most capable of understanding the strange arcana of the mystic comet.

Of the two, wizards are more likely to master the astrological calculations and meticulous observations required to divine the secrets of the Green Star.

Some Green Star adepts, however, come from entirely different origins, having picked up the necessary arcane knowledge along the way.

Such rare individuals might be learned monks or warlocks, sinister rogue/sorcerers, or any other character diligent enough to learn the secrets of the comet Alhazarde.

All Green Star adepts are bitter rivals, since all who follow the path are in constant competition for the rare and precious starmetal required for the transformation.

NPC Green Star adepts never work with each other, often going to great lengths to keep other adepts from learning about news of starmetal finds.

Adaptation: It would be easy to postulate that the base material from which the prestige class derives its name is some other substance, even without changing the abilities derived from the material in any way.

Thus, a practitioner of this prestige class could instead take his powers from quartz, jade, sapphire, iron, black iron, steel, or some other substance known for (among other things) solidity.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Green Star adept, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Decipher Script 2 ranks, Knowledge (arcana) 8 ranks, Knowledge (architecture and engineering) 2 ranks, Knowledge (geography) 2 ranks, Knowledge (history) 2 ranks.

Feat: Combat Casting.

Spells or Spell-Like Abilities: Arcane caster level 1st.

Special: Must acquire a piece of starmetal weighing at least 2 ounces, powder it, and consume it by drinking it in a specially prepared infusion.

This infusion requires arcane reagents costing 1,000 gp and takes one week to prepare.

CLASS SKILLS

The Green Star adept's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (architecture and engineering) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Green Star adept prestige class.

Weapon and Armor Proficiency: Green Star adepts gain proficiency with simple weapons.

They gain no proficiency with armor or shields.

Spells per Day/Spells Known: At every even-numbered level, a Green Star adept gains new spells per day (and spells known, if applicable) as if he had also gained a level

in an arcane spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard).

If he had more than one arcane spellcasting class before becoming a Green Star adept, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Damage Reduction (Ex): The starmetal infusion reinforces the flesh of a Green Star adept, making him resistant to physical blows.

He gains damage reduction 1/adamantine.

Each level thereafter, his damage reduction improves by 1, until by 10th level, he has damage reduction 10/adamantine.

Improved Caster Level (Ex): A Green Star adept adds his class level to his caster level in another arcane spellcasting class to determine his effective spellcaster level.

If the character had more than one arcane spellcasting class before becoming a Green Star adept, the player must decide to which class to add each adept level for this purpose.

For example, a 5th-level wizard/4th-level Green Star adept's caster level would be 9th, due to this ability, but he would only have access to 4th-level spells (5th-level wizard plus two arcane spellcasting class levels from being a 4th-level Green Star adept).

Starmetal Dependency (Ex): A Green Star adept must consume more starmetal to continue his transformation. When he gains a level in this class beyond 1st, he does not gain any of the class features for that level until he performs a special ritual that requires 24 hours, 1 pound of starmetal, and other arcane reagents and materials costing 1,000 gp.

A Green Star adept's base attack bonus, saving throws, skills, and feats or ability score increases are not dependent on this ritual—he fails to gain the special class abilities only until he completes the ritual.

See page 141 for a description of starmetal as a new special material.

Starmetal Rigor (Ex): At 1st level, a Green Star adept's process of transformation has already begun.

His flesh takes on a faint emerald hue, and it becomes denser and stronger as the starmetal infusion takes hold.

A 1st-level adept's Strength score increases by 1, but his Dexterity score drops by 1 (to a minimum of 3).

His natural armor bonus also improves by 1.

When an adept reaches 4th level, his Strength and his natural armor bonus improve by an additional 1 point.

At 7th level, an adept's Strength increases by 2 more, for a total increase of +4, while his Dexterity is reduced by 1 (to a minimum of 3).

His natural armor bonus improves by another 2 points, for a total bonus of +4.

At 10th level, an adept's Strength score increases by 2 more points (total increase of +6) and his Dexterity is reduced by 1 (total reduction of -3, to a minimum of 3).

His natural armor bonus improves by another 2 points, for a total bonus of +6.

Natural Attack (Ex): Beginning at 2nd level, a Green Star adept has flesh so dense that his unarmed strikes deal substantial damage.

He gains a slam attack that deals bludgeoning damage equal to a club sized for the character (1d4 for Small adepts, 1d6

for Medium adepts, or 1d8 for Large adepts), plus 1-1/2 times his Strength modifier.

Unnatural Metabolism (Ex): When an adept reaches 2nd level, his starmetal infusion begins to radically alter his metabolism.

He gains a +2 bonus on saving throws against poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.

At 5th level, a Green Star adept's bonus on saving throws against the attack forms listed above increases to +4.

At 8th level, the save bonus increases to +6.

Fortification (Ex): At 3rd level and higher, a Green Star adept has resistance to attacks that affect other living creatures.

When a critical hit or sneak attack is scored on the character, there is a 25% chance that the critical hit or sneak attack is negated and the damage is instead rolled normally.

When an adept reaches 6th level, this ability improves, increasing the chance of negating a critical hit or sneak attack to 50%.

At 9th level, a Green Star adept has a 75% chance to negate a critical hit or sneak attack.

Otherworldly Vision (Ex): At 4th level, a Green Star adept gains darkvision out to 60 feet and low-light vision.

Null Metabolism (Ex): When a Green Star adept reaches 7th level, his transformation approaches completion.

He no longer needs to breathe, eat, or sleep.

He has immunity to inhaled poisons, drowning, suffocation, and sleep effects (although he still must rest 8 hours in order to regain spells).

In addition, an adept of 7th level or higher is no longer subject to fatigue or exhaustion and ignores the effects of these conditions.

Emerald Perfection (Ex): At 10th level, a Green Star adept completes his transformation.

He resembles a perfectly sculpted statue of himself, forged from green starmetal.

His type changes to construct, which brings about the following alterations to his basic nature:

—An adept loses his Constitution score and any hit point adjustment for Constitution.

However, he gains bonus hit points based on his size: +10 hit points for Small, +20 hit points for Medium, or +30 hit points for Large.

—Unlike other constructs, a Green Star adept has no special immunity to mind-affecting effects.

He is essentially a human mind in a magically animated body.

—He gains immunity to poison, paralysis, stunning, disease, extra damage from sneak attacks, death effects, and necromancy effects.

—He no longer heals damage on his own, and receives no benefit from spells or effects that heal living creatures.

However, he can repair himself by means of *repair damage* spells (see page 120) or his rapid repair ability (see below).

—He is no longer subject to critical hits, nonlethal damage, ability damage, ability drain, or energy drain.

—He gains immunity to any effect that requires a Fortitude save unless it also works on objects, or is harmless.

—He is no longer at risk of death from massive damage, but he is immediately destroyed if reduced to 0 hit points.

However, unlike other constructs, a Green Star adept can be returned from the dead by any means that would have worked on him before his final transformation.

—He no longer takes ability score penalties for aging and cannot be magically aged.

He cannot die of old age and might exist in this form for eons.

Rapid Repair (Ex): A 10th-level Green Star adept repairs 1 point of damage per hour of rest, as long he has at least 1 hit point.

Rapid repair does not allow a Green Star adept to regrow or reattach lost body parts.

TABLE 2-11: THE GREEN STAR ADEPT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Damage reduction, improved caster level, starmetal dependency, starmetal rigor 1	—
2nd	+1	+0	+0	+3	Natural attack, unnatural metabolism +2	+1 level of existing arcane spellcasting class
3rd	+2	+1	+1	+3	Fortification (25%)	—
4th	+3	+1	+1	+4	Otherworldly vision, starmetal rigor 2	+1 level of existing arcane spellcasting class
5th	+3	+1	+1	+4	Unnatural metabolism +4	—
6th	+4	+2	+2	+5	Fortification (50%)	+1 level of existing arcane spellcasting class
7th	+5	+2	+2	+5	Null metabolism, starmetal rigor 4	—
8th	+6	+2	+2	+6	Unnatural metabolism +6	+1 level of existing arcane spellcasting class
9th	+6	+3	+3	+6	Fortification (75%)	—
10th	+7	+3	+3	+7	Emerald perfection, rapid repair, starmetal rigor 6	+1 level of existing arcane spellcasting class

INITIATE OF THE SEVENFOLD VEIL

Colors are imbued with their own magical properties.

Just as exotic substances and mystic words have the power to repel certain creatures, colors also harbor innate properties that can be brought forth by the skilled mage,

culminating in the perfection of the *prismatic wall* or *prismatic sphere*.

Few spells match the beauty and power of these potent abjurations.

They are perfect defenses, representing a union of magical lore and keen insight into the workings of nature.

A master of defensive magic, the Initiate of the Sevenfold Veil approaches the prismatic barrier by mastering one by one its constituent veils or layers.

Her skillful wardings can deflect many of the most perilous attacks enemy spellcasters or monsters can muster, shielding herself and her companions against harm.

Her keen insight into the ultimate secrets of abjuration also allows her to easily unbind the defenses of others, and in time she learns the most dreadful of magical attacks: the spectacular and lethal *kaleidoscopic doom*.

Initiates of the Sevenfold Veil are a loose society or fellowship of spellcasters who share this common obsession.

They correspond regularly and meet at odd intervals, interested not only in the lore of their chosen specialty but also in the lore of the physical world and how magic and mundane knowledge intertwine.

Most initiates are wizards, since the careful study of the magical and the mundane appeals more to the wizard's intellect than to the sorcerer's forceful personality.

Initiates of the Sevenfold Veil adventure for much the same reason that wizards do: to increase their knowledge and understanding.

Their warding abilities make them outstanding spell duelists, so many neutral- and good-aligned NPC initiates devote their careers to the defeat of evil spellcasters, aiding folk who have no other defense against a dangerous necromancer or reckless conjurer.

Evil NPC initiates sometimes serve as duelists-for-hire, seeking to entice good wizards into offering some insult or slight in an effort to challenge the marks to lethal spell duels.

Adaptation: One way to adapt this prestige class is to alter the premise of the initiate's focus on color.

Instead of color, an initiate might be attempting to understand a philosophical hierarchy, a text of seven fables, seven words of power, or something else entirely.

Hit Die: d4.

REQUIREMENTS

To qualify to become an Initiate of the Sevenfold Veil, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 12 ranks, Knowledge (nature) 4 ranks, Spellcraft 12 ranks.

Feats: Greater Spell Focus (abjuration), Spell Focus (abjuration), Skill Focus (Spellcraft).

Spells: Able to cast five abjuration spells, including at least two of 4th level or higher.

CLASS SKILLS

The Initiate of the Sevenfold Veil's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Initiate of the Sevenfold Veil prestige class.

Weapon and Armor Proficiency: Initiates of the Sevenfold Veil gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, an Initiate of the Sevenfold Veil gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard).

If she had more than one arcane spellcasting class before becoming an Initiate of the Sevenfold Veil, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Warding (Sp): An Initiate of the Sevenfold Veil can create a *warding*.

She can choose one veil she knows (see below) to be imbued in the *warding*.

A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way a spell is dismissed; see page 176 of the *Player's Handbook*).

When she creates a *warding*, she can choose one of three types.

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and encapsulates the initiate.

It moves with her, but she cannot force another creature to pass through it (for example, by attempting to grapple an enemy).

If she does force a creature to pass through, the *warding* has no effect on that creature.

Any creature striking at her with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not).

The *warding* provides concealment to the initiate, but she can see out with no hindrance.

It lasts for 1 minute per level or until dismissed.

Area: An area *warding* affects an initiate's space and all adjacent squares (a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large initiate, and so on).

Any creature who remains adjacent to the initiate gains the benefit of the *warding's* protection, even if part of its body lies outside the sphere.

Moving out of the *warding* (stepping away from the initiate) is completely safe, but anyone attempting to enter the *warding*—even someone who was formerly inside it and left—becomes subject to the effects of the chosen veil.

The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy).

If she does force a creature to pass through, the *warding* has no effect on that creature.

This *warding* provides concealment to all within from creatures outside, but anyone inside the *warding* can see out with no hindrance.

It lasts for 1 minute per level or until dismissed.

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level.

For example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding* wall 30 feet long and 15 feet high.

The wall can be made smaller, but it is not otherwise shapeable.

The wall must begin within 30 feet of the initiate, but can extend beyond that distance.

The wall is immobile once created.

An initiate may choose to make crossing through the wall in one direction safe, if she chooses.

In any event, she can pass through her own *warding* wall with no danger.

This *warding* provides concealment to creatures on either side.

It lasts for 10 minutes per level or until dismissed.

The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and bards, and so on).

The spell level equivalent of a *warding* depends on which veil is integrated into it.

Veils: When an initiate creates a *warding*, she can choose and imbue the *warding* with any one veil she knows how to create.

These veils duplicate the layers of a *prismatic wall* and are described below.

An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil.

A *warding* imbued with this veil blocks all nonmagical ranged attacks and missiles.

A creature crossing a red veil takes 20 points of fire damage (Reflex half).

A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process.

A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil.

A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as *magic missile*).

A creature crossing an orange veil takes 40 points of acid damage (Reflex half).

A *gust of wind* spell or similar effect destroys the veil but is negated in the process.

A *warding* with this veil is the equivalent of a 5th-level spell.

Yellow Veil: An initiate of 3rd level or higher can create a yellow veil.

This veil prevents gases or clouds from entering the warded area, and it defeats petrification attacks.

In addition, a character inside a personal or area *warding* imbued with a yellow veil has immunity to poison introduced from outside the *warding* (such as from a creature with an envenomed weapon striking through the barrier).

A creature crossing a yellow veil takes 80 points of electricity damage (Reflex half).

A *disintegrate* spell destroys the veil but is negated in the process.

A *warding* with this veil is the equivalent of a 6th-level spell.

Green Veil: A 4th-level initiate masters the green veil.

This veil stops the passage of breath weapons.

A creature crossing a green veil must succeed on a Fortitude save or die; on a successful save, the creature takes 1d6 points of Constitution damage.

This veil is a poison effect.

A *passwall* spell destroys a green veil.

A *warding* with this veil is the equivalent of a 6th-level spell.

Blue Veil: At 5th level, an initiate learns the blue veil.

This veil blocks all divinations and mind-affecting spells and abilities.

Any creature crossing a blue veil must succeed on a Fortitude save or be petrified.

A *magic missile* spell destroys a blue veil but is negated by it.

A *warding* with this is the equivalent of a 6th-level spell.

Indigo Veil: A 6th-level initiate can create the mighty indigo veil.

This veil prevents the passage of all spells or spell-like abilities.

Any creature crossing an indigo veil must succeed on a Will save or become *confused*, as if by an *insanity* spell.

A *daylight* spell negates and is negated by an indigo veil.

A *warding* with this veil is the equivalent of a 7th-level spell.

Violet Veil: At 7th level, an initiate masters the seventh and final veil: the violet veil.

This barrier destroys all objects and effects that cross it, as if they were *disintegrated*.

Living creatures passing a violet veil must succeed on a Will save or be shifted to a random place on a random plane (as the *plane shift* spell).

A violet veil is destroyed by a successful *dispel magic* spell.

A *warding* with this veil is the equivalent of an 8th-level spell.

Unimpeachable Abjuration (Ex): An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them.

An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Unanswerable Strike (Ex): Due to her study of magical defenses, an initiate learns how to defeat them more easily.

At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells.

At 6th level, this bonus increases to a +4 bonus.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (see above) in response to an attack.

She can raise a *warding* as an immediate action (see page 86), after an opponent begins an action but before it is completed.

For example, if she sees an enemy warrior charging her, she can raise a *warding* to protect herself.

The opponent can choose to continue the charge through the *warding* or can halt outside it.

Double Warding: At 6th level and higher, an initiate can raise two veils at once any time she creates a *warding*.

This still counts as only one use of her *warding* ability.

The less powerful effect (progressing from red up through violet) is always considered to be "outside" the more powerful effect, so a double warding consisting of a blue veil and a green veil would subject any creature passing through to the green veil first, followed by the blue veil.

To negate the entire *warding*, the outermost veil must be negated before the inner veil can be negated.

Kaleidoscopic Doom (Sp): At 7th level, an Initiate of the Sevenfold Veil learns the secret of the awesome *kaleidoscopic doom*.

Once per day as a standard action, she designates one creature within 60 feet and turns magical effects currently affecting the creature against it.

This effect functions like a targeted *greater dispel magic*, except that for every spell or effect negated on the target, the effect of one veil (see above) is visited on the victim as if the subject had crossed it.

The veils created around the victim proceed through the spectrum from red to violet, with one veil activated per spell negated.

Thus, a creature with three spells negated would be subject to the effects of the red, orange, and yellow veils.

The subject is still entitled to the normal saving throws allowed by each veil.

This ability is the equivalent of a 9th-level spell.

TABLE 2-12: THE INITIATE OF THE SEVENFOLD VEIL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Warding 1/day, unimpeachable abjuration, red veil	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Unanswerable strike +2, orange veil	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Warding 2/day, yellow veil	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Reactive warding, green veil	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Warding 3/day, blue veil	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Unanswerable strike +4, double warding, indigo veil	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Kaleidoscopic doom, violet veil, warding 4/day	+1 level of existing arcane spellcasting class

MAGE OF THE ARCANES ORDER

Also called a “guildmage”, a member of this prestige class is a spellcaster who belongs to an academy and guild known as the Arcane Order.

The academy is called the Order in casual conversation, or sometimes just “that college of wizardry”.

It is both a school for fledgling spellcasters and a guild for those of advanced knowledge and power.

The Arcane Order’s charter is twofold.

The group’s first objective is advancing magical knowledge through both ongoing research and archeological investigation of lost arcane disciplines.

A good portion of research is centered around elucidating a “magical grammar” of the great power wielded in ages past, and this research has borne wondrous fruit: metamagic feats.

The second tenet is the support and welfare of the Order’s membership, initially through arcane schooling and later through companionship, resources, boarding, and access to the Spellpool (see the sidebar on page 49).

Although nonwizards can benefit somewhat from what the Order has to offer, its emphasis on wizardry deters most applicants.

In fact, the Order boasts almost no sorcerers, bards, or other characters with significant talent as spontaneous casters.

NPC guildmages often join adventuring companies of nonspellcasters who are not affiliated with the Order.

Thus, they could be encountered anywhere adventure beckons.

However, a guild member in good standing returns when he can to the campus, pays his required dues, and does his part in the upkeep of the Spellpool.

Adaptation: This prestige class can be tweaked by changing the premise of the Spellpool.

Instead of a construct of stored spells that must always be paid back, lest debt be incurred (see below), perhaps the Order managed to subdue and chain a demigod of ancient days below their stronghold.

What the Order members actually do when they call spells from the “Spellpool” is, perhaps unbeknownst to them, slowly draining the essence of this being.

Hit Die: d4.

REQUIREMENTS

To qualify to become a mage of the Arcane Order, a character must fulfill all the following criteria.

Skill: Knowledge (arcana) 8 ranks.

Feats: Cooperative Spell and any one other metamagic feat.

Spells: Able to prepare and cast 2nd-level arcane spells.

Special: Prospective members must pay an initiation fee of 750 gp.

CLASS SKILLS

The mage of the Arcane Order’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Speak Language (n/a), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the mage of the Arcane Order prestige class.

Weapon and Armor Proficiency: Mages of the Arcane Order gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a mage of the Arcane Order gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard).

If he had more than one arcane spellcasting class before becoming a mage of the Arcane Order, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Guild Member: A “guild-level” mage of the Arcane Order pays monetary dues and accepts various duties in return for member benefits.

The dues are 30 gp per month.

Duties include putting in an appearance on campus at least once every six months and accepting any special commissions handed down by senior members.

A guildmage who falls into arrears on his dues by more than three months has his membership revoked and loses access to the Spellpool.

Reinstating membership is difficult.

However, ex-members do not lose any spells or metamagic feats they had gained while in good standing.

A member in good standing can board at the Arcane Order campus between adventures, paying only 5 sp per day for common-quality meals and lodging.

At his leisure, he can browse the Order’s well-respected library, which is stocked with tomes on both mundane and arcane lore (though no spellbooks are kept here).

Likewise, he can use the Order's common laboratory facilities when creating magic items (although material costs remain out-of-pocket). Furthermore, he is free to read and post notices to the "job board", a mundane medium whereby fellow members of the Order pass information, advertise their interest in a research topic or adventure, or attempt to sell an interesting oddity, magical or otherwise. Last but not least, members form professional ties with their fellow wizards, possibly leading to lasting friendships or alliances.

THE SPELLPOOL

A magical reservoir of spell energy is bound into a special matrix in a guarded vault on a sublevel of the Order's headquarters. Using his guild focus, a mage of the Arcane Order can "call" spells from this common resource as needed.

Calling a Spell: Calling a spell from the Spellpool can be done at any distance but requires the caster to have an open, unused spell slot of the appropriate level. Wizards preparing spells for the day decide at that time whether to leave some spell slots open. A spellcaster can call only for a spell of a level that he could normally cast. He can call a number of spells per day whose total levels are equal to or less than half his caster level (round down, minimum one). For example, Tural Edemont, a 5th-level wizard/4th-level mage of the Arcane Order can call one 4th-level spell per day, two 2nd-level spells per day, or any other combination of spells whose levels do not exceed four, assuming he has slots available and his Spellpool debt isn't too high (see below).

When a caster calls a spell, he takes a full-round action to concentrate on his focus (which provokes attacks of opportunity). The spell appears in the caster's mind at the beginning of his next turn and can be used immediately. However, if he does not cast the called spell within a number of minutes equal to his caster level, it fades from his mind as though cast. A wizard cannot learn a called spell, despite its temporary presence in his consciousness, though of course he could later attempt to learn the spell through standard means.

Bonus Metamagic Feat: At 2nd level and again at 9th level, a mage of the Arcane Order gains sudden insight from studying the reconstructed texts of ancient magical grimoires.

He gains a metamagic feat of his choice as a bonus feat. He must still meet the prerequisites of the feat.

Bonus Language: At 3rd level and again at 6th level, a guildmage's access to the Order's superb library and resources allows him to learn a new language.

New Spell: When a mage of the Arcane Order reaches 5th level, and again at 8th level, a fellow wizard allows the character to copy a spell from his or her spellbook (chosen by the player, subject to the DM's approval).

He does not need to make a Spellcraft check to copy the spell into his own spellbook, although specialist wizards still cannot learn spells from prohibited schools.

Spellcasters who do not use spellbooks gain no benefit from this ability.

Regent: A 10th-level mage of the Arcane Order is awarded the status of regent.

Spellpool (Su): Mages of the Arcane Order can call spells from a common source: the Spellpool.

New members receive a special focus (a trinket chosen by the spellcaster, such as a ring, brooch, scarf, or other portable item) at the time of their initiation.

The focus allows access to the Spellpool and works only for its owner.

If a mage of the Arcane Order loses his focus, he must undergo another initiation.

The range of available spells increases at 4th and 7th levels. See the sidebar below for details.

Spell Availability: Three stages of access to the Spellpool exist.

A member first joining the Order gains Spellpool I privileges, which grants access to spells of 1st to 3rd level. Spellpool II allows access to 4th- to 6th-level spells, and Spellpool III grants access to 7th- to 9th-level spells. No 0-level spells are available, but the Spellpool can provide any other spell on the wizard/sorcerer spell list in the *Player's Handbook*, as well as any additional spells designated by the DM.

Spellpool Debt: Every time a spellcaster calls a spell, he incurs a debt. He must return an "energy packet" to the Spellpool: a spell he has prepared of a level equal level to that of the called spell, or a number of spells whose combined levels equal the level of the called spell. For instance, the Spellpool debt for a 5th-level spell is five levels, which could be paid off with another 5th-level spell or any combination of spells whose levels total five. Returning a spell is a full-round action, like calling a spell, and depletes a prepared spell slot as if the spell had been cast.

The debt must be repaid within a number of days equal to the character's class level; otherwise, the mage's access to the Spellpool is automatically suspended. Once the debt is repaid, a suspended caster immediately regains access to the Spellpool—except that failure to pay off a debt within one year results in a spellcaster's expulsion from the Order. A mage can't run a "positive balance" with the Spellpool, paying off a debt before incurring it.

A regent gains a +2 competence bonus on all Charisma-based interaction checks when dealing with lower-level members of the Order.

The regents set the Arcane Order's rules and policies, meeting each month in the Council of Regents.

A regent must attend six council meetings in one year or be removed from the council and lose his regent status (he loses no other benefits of guild membership, nor does he lose his level in the prestige class).

Enacting new policies or eradicating old ones requires a three-fifths majority vote to pass.

Generally, the council hands out commissions for lower-level mages of the Arcane Order to perform on behalf of the guild.

An individual regent might also head up a special group of lower-level members to accomplish a specific goal, such as investigating a crime committed using magic, undertaking an archeological dig of an ancient site of wizardry, or some other important task.

TABLE 2–13: THE MAGE OF THE ARCANE ORDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Guild member, Spellpool I	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Free metamagic feat	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Bonus language	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Spellpool II	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	New spell	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Bonus language	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Spellpool III	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	New spell	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Free metamagic feat	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Regent	+1 level of existing arcane spellcasting class

MASTER TRANSMOGRIFIST

Perhaps none of an arcane spellcaster's mighty powers is so versatile, useful, or spectacular as the ability to change into something else entirely.

The master transmogrifist is a sorcerer or wizard who has chosen to specialize in spells that change his form.

The *polymorph* spell and other shapechanging transmutations offer the master transmogrifist the ability to become a fearsome juggernaut of physical battle, a swift-flying traveler, or the perfect spy.

Since a character must achieve a significant level of competence as an arcane spellcaster to qualify for this prestige class, virtually all who choose this path are sorcerers or wizards.

Of the two, sorcerers are more often drawn to the spontaneity and inventiveness offered by the *polymorph* spell and other spells like it.

NPC master transmogrifists delight in demonstrating their prowess with their favorite shapes, and are thus sometimes amenable to putting on a show for powerful kings, wizards, or other transmogrifists.

Adaptation: The favored shape ability already provides structure to this class, but one method to add more is to decide that a given transmogrifist must choose a creature type, such as animal.

A transmogrifist gains his enhanced shapechanging abilities only for shapes he takes of that creature type, though he can still take other shapes, too, depending on the spell he casts.

He just doesn't gain the advantages that accrue from this prestige class while in shapes not of his selected type.

Hit Die: d4.

REQUIREMENTS

To qualify to become a master transmogrifist, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Skills: Bluff 2 ranks, Disguise 5 ranks.

Feat: Eschew Materials.

Spells: Able to cast *alter self* and *polymorph*.

CLASS SKILLS

The master transmogrifist's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the master transmogrifist prestige class.

Weapon and Armor Proficiency: Master transmogrifists gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level indicated on Table 2–14, a master transmogrifist gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard).

If he had more than one arcane spellcasting class before becoming a master transmogrifist, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Extended Change (Ex): A master transmogrifist gains the benefit of the Extend Spell feat on any transmutation spell he casts to change into one of his favored shapes (see below).

This benefit does not increase the spell's level or casting time, or require any special preparation.

Spells that can benefit from this ability include *alter self*, *polymorph*, *polymorph any object*, and *shapechange*.

Favored Shape (Su): A master transmogrifist chooses three favored shapes at 1st level.

A favored shape is a specific kind of creature whose form he can assume by means of the *polymorph* spell.

He cannot choose a creature of his own type (humanoid, most likely) as a favored shape.

For example, an 8th-level human sorcerer/1st-level master transmogrifist might choose pegasus, umber hulk, and bronze dragon as his favored shapes, though because of the Hit Dice restriction, he could become only a very young bronze dragon.

A master transmogrifist gains a number of advantages with his favored shapes, as noted in the following class feature descriptions.

At every odd-numbered level beyond 1st, a master transmogrifist gains one additional favored shape.

Thus, he has four at 3rd level, five at 5th level, six at 7th level, and seven at 9th level.

Furthermore, once per master transmogrifist level beyond 1st, a character can choose to lose a previously chosen favored shape and select a replacement.

Manifest Senses (Su): At 2nd level and higher, a master transmogrifist gains the senses of his favored shape when he assumes its form.

Senses include extraordinary special qualities such as blindsense, blindsight, darkvision, low-light vision, scent, and tremorsense.

Battle Mastery (Ex): At 3rd level, a master transmogrifist gains a +2 competence bonus on all attack rolls he makes while in one of his favored shapes.

This bonus increases to +4 at 6th level and to +6 at 9th level.

Effortless Change (Ex): At 4th level, a master transmogrifist learns how to change his form through a simple act of will.

He can choose to apply the benefits of the Still Spell and Silent Spell feats (even if he doesn't have the feats) to any transmutation spell he casts to change into one of his favored shapes.

This benefit does not increase the spell's level or casting time, or require any special preparation.

Spells that can benefit from this ability include *alter self*, *polymorph*, *polymorph any object*, and *shapechange*.

Shapechanger (Ex): A master transmogrifist acquires the shapechanger subtype at 5th level.

He also gains the ability to remain in an assumed form indefinitely when he casts *alter self*.

This works exactly like the *alter self* spell except that the duration is permanent.

In other words, a master transmogrifist can remain in the form he assumes as long as he wishes, until either he chooses to dismiss it or the *alter self* effect is dispelled.

Reflexive Change (Ex): At 7th level and higher, a master transmogrifist has the ability to change into a favored shape via a transmutation spell in response to an opponent's action once per day.

If he has an appropriate spell prepared and chooses to use this ability, he can change form as an immediate action (see page 86) in response to the action of another creature.

For example, a master transmogrifist might turn into a dragon turtle to gain a high Armor Class against an impending attack, or change into a red dragon to gain immunity to the fire damage of an enemy's *fire storm* spell.

The spell is expended as if the transmogrifist had cast it normally, and he remains in his new form until either the spell's duration expires or he dismisses it.

A transmogrifist gives up his next action to make a reflexive change.

If a master transmogrifist is currently under the effect of a *shapechange* spell he cast on himself, he can use his reflexive change ability as often as he likes (although never more than once per round).

Each time he uses it, he loses his next action.

Manifest Qualities (Ex): At 8th level and higher, a master transmogrifist has all the extraordinary special qualities of any favored shape he assumes.

For example, he could change into a troll to make use of the troll's regeneration ability, or take the form of a green hag to gain spell resistance 18.

Infinite Variety (Su): At 10th level, a master transmogrifist gains the ability to create completely imaginary forms when he casts *polymorph*, *polymorph any object*, or *shapechange* on himself.

To create an imaginary form, he chooses one of his favored shapes as a base form.

He can then choose a single aspect of a second monster whose form he could assume using the spell he is casting and add it to the first creature.

His available options include the following.

- Replace the base form's natural armor bonus with that of the second form.
- Add the second form's movement modes.
- Add one of the second form's natural attack types (with the appropriate reach), if the base form doesn't have that attack type already.
- Add an extraordinary special attack of the second form.
- Add an extraordinary special quality of the second form.
- Replace one of the base form's physical ability scores, if both the base form and the second form are the same size category.

For example, if a young red dragon is the base form and a giant octopus is the second, a master transmogrifist could add the octopus's eight tentacle rakes (damage 1d4 + Str bonus) to the dragon's available natural attacks.

TABLE 2-14: THE MASTER TRANSMOGRIFIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Extended change, favored shape	—
2nd	+1	+0	+0	+3	Manifest senses	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Battle mastery +2	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Effortless change	—
5th	+2	+1	+1	+4	Shapechanger	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Battle mastery +4	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Reflexive change	—
8th	+4	+2	+2	+6	Manifest qualities	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Battle mastery +6	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Infinite variety	—

MINDBENDER

Mindbenders seek to control the thoughts and dreams of others.

From an early age, those destined to walk this path learn little tricks of manipulation to get their way.

Later, they turn to spellcasting to enhance their already impressive skills at bluffing, intimidating, and otherwise dealing with people to their own advantage.

Magic holds the promise of complete mental domination, and the mindbender realizes it spectacularly.

Spellcasters who take this prestige class give up a great deal of their caster level advancement, but they instead gain ever-greater abilities to alter and eventually command the will of others.

Anyone who is ready to sacrifice magic for manipulation is a suitable candidate for this prestige class.

Mindbenders do not get on well with one another, as each attempts to assert his control over the rest.

It is not unknown for one mindbender to secretly control another—such is considered the perfect front. Possessing the power to control others' minds doesn't ensure immunity to the same treatment.

Most NPC mindbenders are neutral or evil in alignment. Using magic to enslave the will of others is rarely a good act, especially if the mindbender has no intention of ever compensating his thrall for its involuntary service or releasing it in the future.

NPC mindbenders therefore tend to be found in positions where their enchantment abilities allow them to amass great wealth and influence, ruling small towns or isolated keeps as the power behind the throne, secret masters who brook no rival in their domains.

Adaptation: The most straightforward adaptation of this class is to make it psionic, barring it completely from being taken by arcanists.

In this case, eliminate the spellcasting requirement, and replace it with "Psionics: Able to manifest psionic powers, including at least one telepathy power of 3rd level or higher".

Also, the Spells per Day column on the class table becomes a Powers per Day column.

Hit Die: d4.

REQUIREMENTS

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

Alignment: Any nongood.

Skills: Bluff 4 ranks, Diplomacy 4 ranks, Intimidate 4 ranks, Sense Motive 4 ranks.

Spells: Able to cast *charm person*, use *charm person* as a spell-like ability, or use the *charm* invocation.

Spells or Spell-Like Abilities: Arcane caster level 5th.

CLASS SKILLS

The mindbender's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the mindbender prestige class.

Weapon and Armor Proficiency: Mindbenders gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each odd-numbered level, a mindbender gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard).

If he had more than one arcane spellcasting class before becoming a mindbender, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Telepathy (Su): A mindbender unlocks one of the most basic elements of his mental craft at 1st level, gaining the ability to communicate telepathically with any creature within 100 feet that has a language.

Skill Boost (Ex): A mindbender is a consummate student of manipulation, be it magical or mundane.

Beginning at 2nd level, he can add 1/2 his class level as a competence bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks.

Push the Weak Mind (Sp): At 2nd level and higher, a mindbender can influence the actions of a living creature of Large or smaller size once per day.

This ability functions like a *suggestion* spell, except that the range is 100 feet and the duration is 5 hours plus 1 hour per class level.

The mindbender can communicate the suggested course of action telepathically if he chooses, which allows him to use the effect regardless of the target's language.

A successful Will save (DC 13 + primary spellcasting ability modifier) negates the effect.

(Primary spellcasting ability is Intelligence for wizards, Charisma for sorcerers and warlocks, Wisdom for clerics, and so forth).

A mindbender can use this ability one additional time per day per three class levels gained (two times per day at 5th and three times per day at 8th).

Mindread (Sp): At 3rd level and higher, a mindbender can read the surface thoughts of a living creature within 100 feet.

This is a mind-affecting ability that requires a standard action to use.

The mindbender must be able to see the target; a successful Will save (DC 12 + primary spellcasting ability modifier) negates the effect.

Creatures of animal intelligence (Int 1 or 2) have only simple, instinctual thoughts.

Maintaining the effect requires concentration; the maximum duration is 10 minutes.

The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

This effect is the equivalent of a 2nd-level spell.

A mindbender can use this ability two times per day at 3rd level and four times per day at 7th level.

Eternal Charm (Sp): At 4th level and higher, a mindbender can *charm* any single Large or smaller living creature within 100 feet (as *charm monster*) once per day.

A successful Will save (DC 14 + primary spellcasting ability modifier) negates the effect.

The duration is permanent; however, a mindbender can have only one creature so *charmed* at any given time.

If he attempts to use this power on a creature while he has another so *charmed*, the first *charm* is automatically broken (regardless of the success of the second attempt).

The effect is also broken if a mindbender or one of his allies injures the target.

Dispel magic has no effect on an *eternal charm*, though *break enchantment* frees the victim (treat the mindbender's caster level as 5 + his class level for this purpose).

At 6th level and higher, a mindbender can have up to two creatures affected by this power at any given time; if he attempts to *charm* a third, the previous victim under his influence the longest is freed.

At 8th level, he can control up to three creatures with this ability, and at 10th level up to four creatures.

Enchantment Spell Power (Ex): At 6th level and higher, a mindbender casts more powerful enchantment spells: He adds 2 to his caster level when casting any enchantment spell.

This increase improves to 4 at 10th level.

Dominate (Sp): At 7th level, a mindbender becomes able to *dominate* any single living Large or smaller creature within 100 feet (as *dominate monster*) once per day. A successful Will save (DC 19 + primary spellcasting ability modifier) negates the effect. The duration is 24 hours.

Thrall (Su): At 10th level, a mindbender's mental mastery reaches its pinnacle. He can choose to make the duration of his *dominate* ability (see above) permanent, but only on one target at a time. If a mindbender chooses to *dominate* another creature and make that effect permanent, the previous thrall is freed from the effect.

TABLE 2-15: THE MINDBENDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Telepathy	+1 level of existing arcane spellcasting class
2nd	+1	+3	+0	+3	Push the weak mind 1/day, skill boost	—
3rd	+1	+3	+1	+3	Mindread 2/day	+1 level of existing arcane spellcasting class
4th	+2	+4	+1	+4	Eternal charm (1)	—
5th	+2	+4	+1	+4	Push the weak mind 2/day	+1 level of existing arcane spellcasting class
6th	+3	+5	+2	+5	Enchantment spell power +2, eternal charm (2)	—
7th	+3	+5	+2	+5	Dominate, mindread 4/day	+1 level of existing arcane spellcasting class
8th	+4	+6	+2	+6	Eternal charm (3), push the weak mind 3/day	—
9th	+4	+6	+3	+6	—	+1 level of existing arcane spellcasting class
10th	+5	+7	+3	+7	Enchantment spell power +4, eternal charm (4), thrall	—

SEEKER OF THE SONG

Beyond magic, beyond sound, beyond good or evil, lies music so profound and powerful that even deities quake at its sound.

This primal music—of unknown origin and with no limit to its power—is incomprehensible to the mortal ear.

To some who hear a fragment of this music, it becomes beauty incarnate, and they devote their lives to its discovery.

These seekers wield the power of music in ways that amaze even the most skilled bards.

United only by their quest, seekers of the song have incredibly diverse goals and motivations.

Some black-hearted seekers know that this primal music is power, and they lust after it in hopes of turning it against their many enemies.

Others search for the music to bring joy and peace.

Most have more moderate aspirations and seek the music because it moves them.

Regardless of their goals, seekers of the song rarely work against one another—each hoping that another seeker will uncover another piece of the primal music and share it with the rest.

The song never leaves a seeker, and its power can have strange effects on their souls.

Some retire from society, seeking the silence of distant monasteries or mountaintops from which to better concentrate on the music they once heard.

Others remain unchanged to outward appearances, yet the music remains in the back of their minds at all times.

Some talk to any who will listen about the importance and beauty of the primal music, while others cannot seem to find the words to express what this music means to them or to the world.

Every seeker of the song must have at least one bard level, but beyond that, their stories and careers differ wildly.

Many begin their adventuring careers as bards, drawn to music from their earliest days.

Others come to the class after adventuring as fighters, rogues, clerics, or members of other classes for most of their careers, with little idea that the primal music will become their chosen path.

Although at least a few seekers emerge from every class, few wizards or sorcerers take up the pursuit; members of these classes are more likely to devote themselves to traditional spellcasting rather than the strange pull of the primal music.

Adaptation: The seeker of the song prestige class presents a powerful new set of bardic abilities, going far beyond the basic bardic music ability presented in the *Player's Handbook*.

Many campaigns can benefit from exploring this facet of the game, but a DM might not want to introduce the idea of primal music into a campaign's cosmology.

In this case, the seekers of the song might become the disciples of a distant bardic college.

The college is extreme in the eyes of other bards: They discard the notion of bards as wanderers and gatherers of diverse skills, and instead focus on music as a force of magic to the exclusion of all else.

Hit Die: d6.

REQUIREMENTS

To qualify to become a seeker of the song, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 13 ranks, Perform (any one) 13 ranks.

Feat: Skill Focus (Perform [any one]).

Special: Bardic music ability.

Special: Must have been exposed to the primal music by hearing another seeker of the song use a seeker music ability.

CLASS SKILLS

The seeker of the song's class skills (and they key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Jump (Str), Knowledge (arcana) (Int),

Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Swim (Str).
Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the seeker of the song prestige class.

Weapon and Armor Proficiency: Seekers of the song gain no proficiency with any weapon or armor.

Rapture of the Song (Su): A seeker of the song is so in tune with the power of the primal music that she gains special insight, physical fortitude, and resistance to magic while in the throes of her song.

A seeker gains a +2 insight bonus to Armor Class whenever she uses her bardic music ability, seeker music, or a similar ability.

At 4th level and higher, a seeker also gains a +2 insight bonus on saving throws whenever she uses her bardic music ability, seeker music, or a similar ability.

At 7th level and higher, a seeker also gains damage reduction 2/- whenever she uses her bardic music ability, seeker music, or a similar ability.

At 10th level, a seeker gains these abilities and also acts as though affected by a *freedom of movement* spell whenever she uses her bardic music ability, seeker music, or a similar ability.

Seeker Music: A seeker of the song can use music or poetics to produce magical effects.

Seeker music follows the same rules as bardic music (see page 29 of the *Player's Handbook*).

Each use of seeker music costs one daily use of bardic music to activate.

Seeker of the song levels stack with bard levels for purposes of determining how many daily uses of bardic music and seeker music the character has.

Some seeker music effects include a secondary effect, called a refrain.

In any round when a seeker concentrates on a seeker music effect and expends another use of bardic music, she can activate the refrain associated with that seeker music effect. Using a refrain is a swift action (see page 86) that does not provoke attacks of opportunity.

The original effects of the song do not end; the seeker can maintain the song and activate the refrain simultaneously.

Burning Melody (Su): A seeker of the song with 14 or more ranks in a Perform skill can gather a glimmer of the power of the primal music and gain some control over fire through this music.

While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain resistance to fire 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Burning Melody, Refrain: When she uses the refrain with her burning melody, a seeker shoots a 30-foot cone of fire from her fingertips.

The cone deals 6d6 points of fire damage to creatures in its area.

A successful Reflex save (DC 10 + the seeker's ranks in the Perform skill) halves the damage.

Song of Unmaking (Su): At 2nd level and higher, a seeker with 15 or more ranks in a Perform skill can turn a fragment of the primal music's power against constructs. She can expend a use of bardic music and make a Perform check to deal 1d8 points of damage per seeker level to all constructs within a 30-foot burst of the seeker (no save).

Dirge of Frozen Loss (Su): A seeker of the song of 3rd level or higher with 16 or more ranks in a Perform skill can gather the power of the primal music to gain control over cold energy through this music.

While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain resistance to cold 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Dirge of Frozen Loss, Refrain: When she uses the refrain with her dirge of frozen loss, a seeker shoots a 60-foot line of cold energy from her fingertips.

The line deals 10d6 points of cold damage to any creature it hits and causes any creature damaged by it to become fatigued.

A successful Fortitude save (DC 10 + the seeker's ranks in the Perform skill) halves the damage and negates the fatigue.

Song of Life (Su): A seeker of the song of 4th level or higher with 17 or more ranks in a Perform skill can use fragments of the primal music to protect and heal her allies.

While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain immunity to poison and disease.

An ally benefits from this effect for as long as it can hear the seeker sing.

Song of Life, Refrain: When she uses the refrain with her dirge of frozen loss, a seeker can make a Perform check to heal a living creature of an amount of hit point damage equal to the check result (up to the creature's full normal hit point total).

She must touch the affected ally to use this ability.

The touch is a standard action, although activating the refrain is still a swift action.

The refrain has no effect on undead or nonliving creatures.

Anthem of Thunder and Pain (Su): A seeker of the song of 5th level or higher with 18 or more ranks in a Perform skill can gather the power of the primal music and gain some control over electrical energy through this music.

While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain resistance to electricity 15.

An ally benefits from this effect for as long as it can hear the seeker sing.

Anthem of Thunder and Pain, Refrain: When she uses the refrain with her anthem of thunder and pain, a seeker shoots a ray of electricity from her fingertips.

The ray has a range of 20 feet and requires a ranged touch attack to hit.

The ray deals 10d6 points of electricity damage to a creature it hits.

The seeker can then cause the electricity to arc to additional foes, all of whom must be within 20 feet of the first creature struck.

Each secondary ray requires another ranged touch attack to hit and deals half as much damage as the initial ray.

A seeker can create one secondary ray for every three seeker class levels (one when the song becomes available at 5th level, two at 6th level, and three at 9th level).

No creature can be affected by more than one arc in a single round.

Hymn of Spelldeath (Su): A seeker of the song of 6th level or higher with 19 or more ranks in a Perform skill can turn the power of the primal music against magic effects.

Any creature that can hear the seeker perform must make a Concentration check opposed by the seeker's Perform check in order to cast a spell.

If the Concentration check fails, the spell is lost and has no effect.

If the Concentration check succeeds, the spell is cast as normal.

A hymn of spelldeath is a mind-affecting ability.

Hymn of Spelldeath, Refrain: When she uses the refrain with her hymn of spelldeath, a seeker can attempt to dispel magic.

This ability works just like the area version of *dispel magic*, except the effect is centered on the seeker.

At her option, a seeker can exclude herself and her allies from this effect, but the effect must still be centered on her. The seeker makes a level check just as if she were a spellcaster using the *dispel magic* spell, using the total of her bard levels and seeker of the song levels as her modifier for the check.

Ballad of Agony Reborn (Su): A seeker of the song of 7th level or higher with 20 or more ranks in a Perform skill can gather the power of the primal music to gain control over acid energy through this music.

While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain resistance to acid 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Ballad of Agony Reborn, Refrain: When she uses the refrain with her ballad of agony reborn, a seeker shoots a ray of acid from her fingertips.

The ray has a range of 60 feet and requires a ranged touch attack to hit.

The ray deals 10d6 points of acid damage to a creature it hits, and another 10d6 points of acid damage 1 round later.

Aria of Everywhere (Sp): A seeker of the song of 8th level or higher with 21 or more ranks in a Perform skill can pull the power of the primal music into herself and move short distances instantaneously.

She can expend a use of bardic music or seeker music to instantly transport herself to any other spot within 25 feet + 5 feet/level.

This ability otherwise functions as the *dimension door* spell, except that the seeker can't bring along additional creatures with this ability.

Dirge of Songdeath (Su): A seeker of the song of 9th level or higher with 22 or more ranks in a Perform skill can gather the power of the primal music to gain control over sonic energy through this music.

While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain resistance to sonic 15. An ally benefits from this effect for as long as it can hear the seeker sing.

In addition, as long as the seeker is singing a dirge of songdeath, other creatures within 30 feet cannot easily use bardic music, seeker music, or similar abilities.

To use such an ability, a creature within the area must make a Perform check opposed by the seeker's Perform check.

If the check is successful, the creature can use the ability as desired.

If the check fails, the ability has no effect, but a daily use of the music ability must be expended normally.

Dirge of Songdeath, Refrain: When she uses the refrain with her hymn of spelldeath, a seeker shoots a ray of sonic energy from her fingertips.

The ray has a range of 60 feet and requires a ranged touch attack to hit.

The ray deals 15d6 points of sonic damage to a creature it hits.

Note of Solitude (Su): Upon reaching 10th level, a seeker of the song with 23 or more ranks in a Perform skill can use the power of the primal music to temporarily sever some creatures' tie with other planes.

Extraplanar creatures within 60 feet of a seeker who activates this ability must make a Will saving throw (DC 10 + the seeker's ranks in the Perform skill).

Creatures affected by this ability get a bonus on this saving throw equal to their Hit Dice.

Any creature that fails this saving throw is instantly sent to its home plane.

Unlike other musical abilities and affects, a note of solitude has a duration of instantaneous and cannot be maintained, though the seeker can activate it again on subsequent rounds by spending additional uses of bardic music or seeker music.

Combine Songs (Ex): A seeker of the song of 2nd level or higher can combine two types of bardic music or seeker music to provide the benefits of both.

The seeker chooses two music abilities and activates both using the same standard action.

If either or both require concentration, the seeker can maintain concentration on both by using one standard action each round to concentrate.

The normal stacking rules for bonus types apply to music abilities combined with this ability.

Subvocalize (Ex): At 5th level and higher, a seeker of the song can begin a new bardic music or seeker music song as a swift action (see page 86).

A seeker can use this ability only if he already has one (and only one) bardic music or seeker music ability already active.

A seeker can use this ability in conjunction with the combine songs ability to start a second song and then maintain both as a standard action each round (as per the combine songs ability).

EX-SEEKERS OF THE SONG

Like a member of any other prestige class, a seeker of the song can take levels in other classes after entering the seeker of the song class, but seekers of the song face a special restriction.

A seeker of the song who gains a level in any other class after having gained his first seeker level can never again raise her seeker of the song level, though she retains the seeker abilities she has already earned.

The path of the seeker demands constant attention and devotion.

If a character adopts this prestige class, she must pursue it to the exclusion of all other careers.

Once she has turned from the path, she can never return.

TABLE 2-16: THE SEEKER OF THE SONG

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Seeker Music
1st	+0	+0	+0	+2	Rapture of the song (+2 AC), seeker music	Burning melody
2nd	+1	+0	+0	+3	Combine songs	Song of unmaking
3rd	+2	+1	+1	+3		Dirge of frozen loss
4th	+3	+1	+1	+4	Rapture of the song (+2 saves)	Song of life
5th	+3	+1	+1	+4	Subvocalize	Anthem of thunder and pain
6th	+4	+2	+2	+5		Hymn of spelldeath
7th	+5	+2	+2	+5	Rapture of the song (DR 2/-)	Ballad of agony reborn
8th	+6	+2	+2	+6		Aria of everywhere
9th	+6	+3	+3	+6		Dirge of songdeath
10th	+7	+3	+3	+7	Rapture of the song (<i>freedom of movement</i>)	Hymn of revealing

SUBLIME CHORD

Music is not just a pleasant sound; it is also the expression of mathematical relationships fraught with significance. A member of the sublime chord prestige class sees music, even the powerful music of a skilled bard, as nothing more than a stepping-stone to true universal insight into the legendary song of creation heard at the dawn of time.

Music and magic are actually one and the same, and an astute student who unravels the riddles of meter and pitch simultaneously reveals hidden secrets of great power.

All sublime chords must have some foundation in the bard's art, since bardic music is the first step in mastering the power of the First Song.

However, music is only one tool for understanding the infinite; a sublime chord must also study mathematics and the precise movements of the stars and planets in which the music of the spheres is evident.

In exchange for abandoning her continuing study of bardic music, a sublime chord instead masters a number of spells far more powerful than most bards can ever use.

While most sublime chords receive the majority of their training as bards, a small number of sorcerers and wizards are drawn to this class, enticed by the notion of an ultimate truth linking the power of song and the power of magic. Sublime chords are often drawn to colleges, universities, and other gatherings of learned folk.

In some places, such as the Starry Lyceum in the city of Osterhaven, they gather in small circles of musical scholars. The Starry Lyceum is dedicated to the pursuit and preservation of knowledge, and its members are known for their efforts to recover lost secrets and prevent the fading of ancient songs and star-taught wisdom.

Ostensibly neutral in the affairs of the world, the sublime chords of the Lyceum make their learning and lore available to all who seek it—a policy that often runs counter to those who would seek to govern or dominate other people by fostering ignorance.

NPC sublime chords are encountered in much the same variety of adventures and roles in which one finds NPC bards.

They blur the line between bard and wizard, and are often mistaken for mages who wield mysterious song-based magic.

As scholars without peer, NPC sublime chords are especially interested in recovering lost lore and exploring arcane mysteries, and they often join adventuring parties with similar interests.

Adaptation: The Starry Lyceum can serve as the focal point for the inclusion of this prestige class.

However, this organization is more than a group; it is really a way of life.

Its members are scholars, bards, and mages in search of fundamental truth and dedicated to the preservation of knowledge.

In your campaign, you can easily substitute any similar college for the Starry Lyceum.

For example, in the FORGOTTEN REALMS® setting, the scribes of Candlekeep or the Vault of Sages in Silvermoon would serve quite well in place of the Lyceum for any sublime chord characters.

Hit Die: d6.

REQUIREMENTS

To qualify to become a sublime chord, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 13 ranks, Listen 13 ranks, Perform (any) 10 ranks, Profession (astrologer) 6 ranks, Spellcraft 6 ranks.

Spells: Able to cast 3rd-level arcane spells.

Special: Bardic music ability.

CLASS SKILLS

The sublime chord's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Speak Language (n/a), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the sublime chord prestige class.

Weapon and Armor Proficiency: Sublime chords gain no proficiency with any weapon or armor.

As with bard spells, the somatic components for a sublime chord's spells do not incur an arcane spell failure chance as normal for arcane spells if the sublime chord is wearing light armor.

Spells per Day: A sublime chord has the ability to cast a small number of arcane spells, all of 4th level or higher.

To cast a sublime chord spell, a character must have a Charisma score of at least 10 + the spell's level, so if she has a Charisma of 13 or lower, she cannot cast any sublime chord spells.

Bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the sublime chord's Cha modifier.

A sublime chord can choose spells from the sorcerer/wizard spell list or the bard spell list; if a spell appears on both lists at different levels, she uses the bard version of the spell.

A sublime chord's caster level for both her sublime chord spells and the spells she gains from other arcane spellcasting classes is determined by adding her sublime chord level to her level in another arcane spellcasting class. If she had more than one arcane spellcasting class before becoming a sublime chord, she must choose to which class to add her sublime chord levels for the purpose of determining her sublime chord spellcaster level.

A sublime chord prepares and casts spells just as a sorcerer does, including the ability to replace a known sublime chord spell with a new spell at every even-numbered class level beginning at 4th.

TABLE 2-17: SUBLIME CHORD SPELLS KNOWN

Level	4th	5th	Spells Known		8th	9th
			6th	7th		
1st	3	1	—	—	—	—
2nd	4	2	—	—	—	—
3rd	4	2	1	—	—	—
4th	4	3	2	—	—	—
5th	4	3	2	1	—	—
6th	4	4	3	2	—	—
7th	4	4	3	2	1	—
8th	4	4	4	3	2	—
9th	4	4	4	3	2	1
10th	4	4	4	4	3	2

Bardic Knowledge: A sublime chord continues to collect the odd bits of lore and knowledge that bards acquire. She can add her sublime chord class level to her bardic knowledge checks, so her bardic knowledge checks have a bonus equal to her bard level + her sublime chord level + her Int modifier.

Bardic Music: A sublime chord expands her repertoire of bardic music to encompass new songs or poetics of strange and wondrous power.

These effects function just as the bardic music effects described in the *Player's Handbook*.

Each use of a sublime chord song expends one daily use of the character's bardic music ability.

A sublime chord adds one-half her class level (rounded down) to her bard level to determine her number of daily uses of bardic music.

Song of Arcane Power (Su): A sublime chord of 2nd level or higher with 12 or more ranks in a Perform skill learns how to use her bardic music to assist her spellcasting.

As a move action, she can prepare to cast a spell by giving voice to the song of power.

The next spell she casts gains a bonus to its caster level based on the result of the sublime chord's Perform check:

Perform Check Result	Caster Level Increase
9 or lower	+0
10 to 19	+1
20 to 29	+2
30 or higher	+4

The spell to be enhanced by the song of arcane power must be cast by the end of the sublime chord's next turn, or else the song fades with no effect (other than consuming a bardic music use).

Song of Timelessness (Su): A sublime chord of 6th level or higher with 16 or more ranks in a Perform skill knows the song of timelessness.

As a standard action, she can envelop a single creature within 60 feet in a field of timelessness, provided she has line of effect to the target (see page 176 of the *Player's Handbook*).

The subject is entitled to a Will save (DC 10 + sublime chord level + Cha modifier) to negate the effect.

If the subject fails its save, it is frozen in a shimmering aura of timelessness and can take no actions.

However, no force can affect it—weapons cannot reach it, spells that target it automatically fail, and if the ground it is standing on is somehow taken away, it would not even begin to fall.

A sublime chord can keep her target frozen in time for as long as she maintains the power by continuing to perform, up to a maximum of 1 minute per level.

When she stops performing, the subject immediately returns to normal.

As far as the creature is concerned, no time seems to have passed.

Song of Cosmic Fire (Su): A 10th-level sublime chord with 20 or more ranks in a Perform skill learns the song of cosmic fire.

Using this ability costs a sublime chord two of her daily uses of bardic music.

The song of cosmic fire creates a 20-foot-radius spread of fire anywhere within 100 feet of the sublime chord (provided she has line of effect to the fire's point of origin). Creatures in the area take damage equal to the sublime chord's Perform check result.

All affected creatures are entitled to a Reflex save (DC 10 + sublime chord level + Cha modifier) for half damage.

TABLE 2-18: THE SUBLIME CHORD

Level	Base				Special	Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save		4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Bardic lore, bardic music	2	1	—	—	—	—
2nd	+1	+0	+0	+3	Song of arcane power	2	2	—	—	—	—
3rd	+1	+1	+1	+3	—	3	2	1	—	—	—
4th	+2	+1	+1	+4	—	3	3	2	—	—	—
5th	+2	+1	+1	+4	—	3	3	2	1	—	—
6th	+3	+2	+2	+5	Song of timelessness	4	3	3	2	—	—
7th	+3	+2	+2	+5	—	4	4	3	2	1	—
8th	+4	+2	+2	+6	—	4	4	3	3	2	—
9th	+4	+3	+3	+6	—	4	4	4	3	2	1
10th	+5	+3	+3	+7	Song of cosmic fire	5	4	4	3	3	2

SUEL ARCANAMACH

The ancient Suel Empire was known for the great and terrible power wielded by its mighty archmages. Suloise sorcerers delved deep into arcane lore that other folk avoided, unearthing many dark and dangerous secrets in the process.

The Suel Empire was ruled by noble families headed by mages of unsurpassed power, and the countless rivalries and vendettas between these families led to the rise of an elite school of combat training: the way of the arcanamach. Conditioned for loyalty, determination, and absolute obedience, arcanamachs were skillful warriors who studied arcane magic for the express purpose of learning how to slay powerful wizards.

In the days of the Suel Empire, the arcanamachs were guards for their archmage masters, serving the greatest Suel wizards with sword and spell.

They were also assassins and spies trained to slay powerful wizards of rival families, as well as defend the wizards of their own families.

In hundreds of secret duels of spell and steel, arcanamachs practiced their arts against others of their kind, learning their skills from hidden arcanamach academies.

While the Suel Empire is long dead, the tradition of the arcanamach still survives in a rare set of magical tomes: the *Grimoire Arcanamacha*.

No academies for these warrior-wizards remain, but a skilled swordsman who studies from the *Grimoire Arcanamacha*—or who learns from a master who has studied the *Grimoire*—can unlock many secrets of stealth, alertness, mental fortitude, and combative spellcasting. While the arcanamachs formerly existed as elite guards and agents for powerful wizards, those who follow the tradition in the modern day retain no special allegiance to other arcanists.

Suel arcanamach NPCs are spies and assassins, secretive individuals who excel at using stealth, spells, and swordplay to achieve their goals.

Some are dedicated mage-slayers who make a career out of destroying other spellcasters.

Adaptation: The notion of an elite order of warrior-mages is not restricted to the Greyhawk setting.

You can easily adapt the arcanamach to your own campaign, even if you do not play in Greyhawk.

In the FORGOTTEN REALMS setting, the arcanamach can be a student of the elite warrior traditions of the Empire of Netheril, the Imaskari Empire, or even the realms of Jhaamdath or Mulhorand.

Simply change the language requirement to an appropriate dead language for the empire in question (Loross, Roushoum, Thorass, or Mulhorandi), and the class should work well with no further modification.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Suel arcanamach, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Concentration 4 ranks, Jump 4 ranks, Spellcraft 5 ranks, Tumble 4 ranks.

Feats: Combat Casting, Iron Will.

Language: Ancient Suloise.

Special: Must be proficient with at least four martial or exotic weapons.

Special: Must read the *Grimoire Arcanamacha*, or study with a willing instructor who has done so.

Reading the *Grimoire* requires one full week of uninterrupted study, and the ability to read Ancient Suloise.

Learning from a willing instructor requires four weeks of training.

CLASS SKILLS

The Suel arcanamach's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Suel arcanamach prestige class.

Weapon and Armor Proficiency: Suel arcanamachs gain no proficiency with any weapon or armor.

Armor of any type interferes with an arcanamach's movements, which can cause spells with somatic components to fail (but see Ignore Spell Failure Chance, below).

Spells per Day: A Suel arcanamach has the ability to cast a small number of arcane spells.

To cast a Suel arcanamach spell, he must have a Charisma score of at least 10 + the spell's level, so if he has a Charisma of 10 or lower, he cannot cast these spells.

Bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + his Cha modifier.

When he gets 0 spells per day of a given level (for instance, 1st-level spells for 1st level), he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

He has access to any spell of the abjuration, divination, illusion, and transmutation schools on the sorcerer/wizard spell list.

He casts spells just as a sorcerer does, including the ability to replace a known Suel arcanamach spell with a new spell at every even-numbered class level beginning at 4th.

TABLE 2-19: SUEL ARCANAMACH SPELLS KNOWN

Level	Spells Known				
	1st	2nd	3rd	4th	5th
1st	1	—	—	—	—
2nd	2	1*	—	—	—
3rd	2	2	—	—	—
4th	2	2	1*	—	—
5th	3	2	2	—	—
6th	3	3	2	1*	—
7th	3	3	2	2	—
8th	4	3	3	2	1*
9th	4	4	3	2	2
10th	4	4	3	3	2

*Provided the arcanamach has a high enough Charisma score to have a bonus spell of this level.

Ignore Spell Failure Chance (Ex): A Suel arcanamach's practice at merging spellcasting and swordplay results in a

reduction in the arcane spell failure chance associated with using armor or shields.

This reduction starts at 5% at 1st level and increases by 5% every three levels thereafter.

The arcanamach subtracts the given percentage value from his total spell failure chance, if any.

For example, a 1st-level arcanamach wearing a mithral shirt has a spell failure chance of 5%, not 10%.

This ability only functions when the character casts a Suel arcanamach spell.

Tenacious Spells (Ex): An arcanamach's Suel arcanamach spells are particularly difficult to dispel; add 6 to the DC required to dispel the character's arcanamach spells.

Dispelling Strike (Su): Once per day, a Suel arcanamach of 2nd level or higher can attempt a dispelling strike with one normal melee attack.

If he hits, he deals normal damage, and the victim is subject to a targeted *greater dispel magic*.

The arcanamach's dispel check is 1d20 + class level + 6.

If a Suel arcanamach makes a dispelling strike against a creature with no spells or effects to dispel, the dispelling strike has no effect, but the ability is used up for that day.

At 6th level, an arcanamach can use this power two times per day, and at 10th level he can use it three times per day.

Extended Spellstrength (Ex): Beginning at 3rd level, a Suel arcanamach knows how to extend the duration of spells that he casts on himself.

The duration of any of his Suel arcanamach spells with which he targets himself is doubled, as if affected by the *Extend Spell* feat (but without any adjustment to the spell's effective level or casting time).

For instance, a *bull's strength* spell cast by a 3rd-level Suel arcanamach on himself has a duration of 6 minutes rather than 3 minutes.

Spells that target multiple targets are affected by this power, but only the arcanamach gains the extended duration.

For example, a 5th-level arcanamach who casts *haste* would be hasted for 10 rounds, while his allies would gain the effect only for the normal 5-round duration.

Spells that do not have a Target entry are unaffected by this power even if the arcanamach is the only one affected.

TABLE 2-20: THE SUEL ARCANAMACH

Level	Base				Special	Spells per Day				
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th
1st	+0	+0	+2	+2	Ignore spell failure chance 5%, tenacious spells	1	—	—	—	—
2nd	+1	+0	+3	+3	Dispelling strike 1/day	1	0	—	—	—
3rd	+2	+1	+3	+3	Extended spellstrength	2	1	—	—	—
4th	+3	+1	+4	+4	Ignore spell failure chance 10%	2	2	0	—	—
5th	+3	+1	+4	+4	—	3	2	1	—	—
6th	+4	+2	+5	+5	Dispelling strike 2/day	3	3	2	0	—
7th	+5	+2	+5	+5	Ignore spell failure chance 15%	3	3	2	1	—
8th	+6	+2	+6	+6	—	4	3	3	2	0
9th	+6	+3	+6	+6	—	4	4	3	2	1
10th	+7	+3	+7	+7	Dispelling strike 3/day, ignore spell failure chance 20%	4	4	3	3	2

WAYFARER GUIDE

The wayfarer guide focuses on honing her skill at instantaneous magical transportation.

Unlike spellcasters of other prestigious associations, a wayfarer guide need not devote years of her life to the art of teleportation nor focus her attention overmuch on the pursuit of perfection.

Still, she learns secrets of the trade that are available only through employment with the Wayfarers Union.

The Union is, at its heart, a transportation service that specialty spellcasters provide for those willing to pay.

Most wayfarer guides are wizards or sorcerers, though a few clerics with access to the Travel domain have been known to pursue this class.

Such characters typically have a level or two in bard, ranger, or wizard to meet the Knowledge requirements more quickly. Wayfarers Union offices are generally found in large cities, staffed by wayfarer guides who offer a variety of standard services.

Particularly qualified NPC wayfarer guides, called "danger wayfarers", are sometimes available to teleport bold clients into dangerous locales, though the price is commensurately higher.

Adaptation: This prestige class is quick and to the point. However, even wayfarers have their disputes.

Perhaps in your campaign no single Wayfarers Union exists.

Instead, many splintered groups each claim particular areas of geography as theirs, and they bitterly contest the "illegal" transportation of goods or travelers in their territory by other groups.

Those who can smuggle goods or travelers into areas held by opposing wayfarers or state-sanctioned wayfarers would become probable in such a campaign.

Hit Die: d6.

REQUIREMENTS

To qualify to become a wayfarer guide, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 10 ranks, Knowledge (geography) 10 ranks.

Spell: Able to cast *teleport*.

Special: A prospective wayfarer guide must join the Wayfarers Union (although she can later quit without losing previously acquired levels).

CLASS SKILLS

The wayfarer guide's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge

(all skills, taken individually) (Int), Profession (Wis), Speak Language (n/a), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the wayfarer guide prestige class.

Weapon and Armor Proficiency: Wayfarer guides gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At 1st and 3rd level, a wayfarer guide gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on).

If she had more than one spellcasting class before becoming a wayfarer guide, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Enhanced Capacity (Ex): A wayfarer guide can transport material more efficiently.

When casting any spell with the teleportation descriptor that allows other willing creatures to be brought along, a wayfarer guide can bring along one additional Medium

touched willing creature (carrying gear or objects up to its maximum load) per class level, subject to the same restrictions given in the *teleport* spell description.

For example, a 9th-level wizard/2nd-level wayfarer guide can bring up to five other Medium or smaller creatures with her (instead of the normal limit of three creatures for an 11th-level caster).

Improved Range (Ex): A wayfarer guide can travel greater distances when teleporting.

When the character casts any spell with the teleportation descriptor, the maximum distance covered by the spell increases by 50%.

For example, a 9th-level wizard/1st-level wayfarer guide can teleport up to 1,500 miles with a single *teleport* spell (instead of the normal limit of 1,000 miles for a 10th-level caster).

Extra Teleportation: Beginning at 2nd level, a wayfarer guide gains an extra 5th-level spell slot, which can be used only for a *teleport* spell.

Enhanced Accuracy (Ex): At 3rd level and higher, a wayfarer guide becomes more skilled at arriving on target. When casting any spell with the teleportation descriptor that includes a random chance for determining the actual destination (such as *teleport*), a wayfarer guide can roll twice and choose the result she wants.

TABLE 2-21: THE WAYFARER GUIDE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Enhanced capacity, improved range	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Extra teleportation	—
3rd	+1	+1	+1	+3	Enhanced accuracy	+1 level of existing spellcasting class

WILD MAGE

Magic is one of the most capricious and unpredictable of all natural or supernatural forces in the universe.

Attempts to codify spellcasting through arcane formulas, or to impose order on magic through the force of will, are essentially pointless—or so wild mages believe.

Instead, those who would truly master magic must forget what they know and abandon their willful control of the arcane.

Within this paradox lies the awesome power of wild magic.

The wild mage aspires to cast spells without structure.

By taking the risk of substituting an element of randomness, she gives up the safe predictability of other arcane spellcasters.

This risk allows for the potential of power greater than other casters can hope for.

Of course, she also risks the potential for less power, but what is magic if not risky?

Chaos is strong, and her magic often carries her to heights of power that other casters cannot reach—but chaos is also fickle, and her spells sometimes fall short of her expectations.

In addition, from time to time her spells unfold in spectacular wild surges that might prove catastrophic to the wild mage and her companions.

The wild mage accepts this as the price of her convictions. Sorcerers are naturally intrigued by the study of wild magic.

The act of unchaining their spells from the safeguards and controls built into these time-honored formulas appeals to many of them.

One might suppose that few wizards would be drawn to the spontaneity and unpredictability of wild magic, but in fact many wizards do become wild mages, seeking to explore and harness the power of chaos.

Wild mages tend to be solitary innovators.

They have little contact with their fellow spellcasters, since wild mages can't really learn from them.

Rumors persist of a secretive Prismatic Cabal of wild mages who cloister themselves within the depths of Limbo to experience the power of chaos firsthand.

Capricious and powerful, NPC wild mages act much like chaotic sorcerers and wizards.

Some are heroes who join parties crusading against tyranny and evil, while others are villains who revel in the chaos of destruction and disaster.

A few wild mages (generally not good-aligned ones) believe that the power of their magic increases as the amount of chaos and uncertainty in the world around them rises, and therefore they bend their efforts toward instigating catastrophes of all kinds.

Adaptation: A twist on this class might include the concept that wild mages do not so much exploit instabilities in the magic as create those instabilities themselves with their skewed technique.

The proliferation of such casting could possibly lead to geographic or ecological consequences that are strange at the least, or, at worst, stepping stones to disaster.

Hit Die: d4.

REQUIREMENTS

To qualify to become a wild mage, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Skills: Knowledge (the planes) 4 ranks, Spellcraft 8 ranks, Use Magic Device 4 ranks.

Feats: Magical Aptitude, any metamagic feat.

Spells or Spell-Like Abilities: Arcane caster level 1st.

CLASS SKILLS

The wild mage's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the wild mage prestige class.

Weapon and Armor Proficiency: Wild mages gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a wild mage gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard).

If she had more than one arcane spellcasting class before becoming a wild mage, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Wild Magic: A wild mage casts spells differently from any other arcane spellcaster.

She reduces her caster level by 3 for all spells she casts from now on.

However, every time she casts a spell, her use of wild magic adds 1d6 to her adjusted caster level.

For example, an 8th-level sorcerer/1st-level wild mage has a base caster level of 6th, not 9th, but her actual caster level varies from 7th to 12th for every spell she casts.

Caster level affects all level-based variables of a spell, including spell penetration checks.

Random Deflector (Su): At 2nd level and higher, a wild mage has the ability to protect herself from certain attacks with this ability.

Using this ability is an immediate action (see page 86), which means that a wild mage activates it when it is not her turn.

When activated, the random deflector lasts until the beginning of the wild mage's next turn.

The random deflector redirects ranged attacks, ranged touch attacks, and individually targeted spells (spells designating the wild mage as the sole target, but not area spells striking an area in which she happens to be the sole target) so that they instead attack or affect a random target within 20 feet of the wild mage.

A wild mage includes herself and her allies among the possible new targets.

Any creature targeted by a deflected attack is attacked or affected normally, so an attack roll is made normally against the new target's AC, the new target receives a saving throw if a spell or effect allows one, and so on.

A wild mage can use this ability once per day at 2nd level, two times per day at 5th level, and three times per day at 8th level.

Student of Chaos (Ex): Whenever a wild mage of 3rd level or higher uses a magic item that offers a randomly determined effect (such as a *bag of tricks* or *rod of wonder*), she can roll twice and choose between the two results.

If a random roll is made only once to determine the nature or contents of a device (for example, a *robe of useful items* or an *iron flask*), a wild mage gains no special advantage.

Chaotic Mind (Su): When a wild mage reaches 6th level, the power of chaos infuses her mind.

She gains immunity to *confusion* and *insanity* spells and effects, and she is shielded by a continuous nondetection effect (as the spell).

Reckless Dweomer (Su): At 9th level and higher, a wild mage knows how to spontaneously convert her own spell energy into random, unpredictable results.

As a standard action, she can eliminate a prepared spell or spell slot of at least 1st level to create an effect similar to that of activating a *rod of wonder*.

The character's student of chaos ability (see above) applies when she uses her reckless dweomer ability.

See page 237 of the *Dungeon Master's Guide* for details on the *rod of wonder*.

Wildstrike (Sp): At 10th level, a wild mage gains the ability to make a *wildstrike* once per day.

A *wildstrike* affects a single creature within 60 feet, surrounding the creature in an aura of shimmering rainbow colors for 2d6 rounds.

Spell resistance applies, but the target receives no saving throw.

While a *wildstrike* is in effect, there is a 50% chance each time the affected creature casts a spell or uses a spell-like ability that its intended action fails.

Instead, the creature rolls as if it had activated a *rod of wonder* (see page 237 of the *Dungeon Master's Guide*).

TABLE 2-22: THE WILD MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+0	Wild magic	+1 level of existing arcane spellcasting class
2nd	+1	+0	+3	+0	Random deflector 1/day	+1 level of existing arcane spellcasting class
3rd	+1	+1	+3	+1	Student of chaos	+1 level of existing arcane spellcasting class
4th	+2	+1	+4	+1	—	+1 level of existing arcane spellcasting class
5th	+2	+1	+4	+1	Random deflector 2/day	+1 level of existing arcane spellcasting class
6th	+3	+2	+5	+2	Chaotic mind	+1 level of existing arcane spellcasting class
7th	+3	+2	+5	+2	—	+1 level of existing arcane spellcasting class
8th	+4	+2	+6	+2	Random deflector 3/day	+1 level of existing arcane spellcasting class
9th	+4	+3	+6	+3	Reckless dweomer	+1 level of existing arcane spellcasting class
10th	+5	+3	+7	+3	Wildstrike	+1 level of existing arcane spellcasting class

WILD MAGES IN FAERÛN

Wild mages are particularly adept at exploiting zones of wild magic, and they are much less likely to experience deleterious effects while casting spells within wild magic zones. Wild mages can roll twice on Table 2-1: Wild Magic Effects in Chapter 2 of the *FORGOTTEN REALMS Campaign Setting* and choose the preferred result. For example, a wild mage who rolls a result of 37 (nothing happens) and a result of 57 (spell functions normally) would choose the second result.

COMPLETE CHAMPION (3.5)

FIST OF THE FOREST

"To be one with the wild, you must become wild yourself. It's only natural."

—Sorag, Warden of the Green

For some among the Guardians of the Green (see page 68), the pursuit of an animalistic lifestyle is a form of asceticism. A feral disposition seems to come naturally to others. In either case, the result is a powerful defender of nature: the fist of the forest.

BECOMING A FIST OF THE FOREST

Though the two classes seem to have little in common, the paths of the monk and the barbarian often converge in the fist of the forest.

Monks and other disciplined characters seek heightened connections with nature through a primal devotion to its defense.

Barbarians and other wild characters seem to simply end up on this path if they are fated for it.

ENTRY REQUIREMENTS

Base Attack Bonus: +4.

Skills: Handle Animal 4 ranks, Survival 4 ranks.

Feats: Great Fortitude, Improved Unarmed Strike, Power Attack.

Special: Must gain approval as a fist of the forest by the leaders of a band of Guardians of the Green, then adopt the lifestyle of an animal (see Primal Living, below).

CLASS SKILLS

(2 + Int modifier per level): Balance, Climb, Handle Animal, Intimidate, Jump, Listen, Move Silently, Sense Motive, Spot, Survival, Swim.

CLASS FEATURES

You are skilled at hunting and killing with your bare hands. You defend the forest by channeling raw, bestial might through your own being, using either disciplined focus or primal ferocity.

AC Bonus (Ex): While unarmored, you gain a bonus to your Armor Class equal to your Constitution bonus (if any).

See the monk class feature (PH 40).

Fast Movement (Ex): Your base land speed is faster than the norm for your race.

See the barbarian class feature (PH 25).

If you already have fast movement from another class, the bonuses to your speed stack.

Feral Trance (Su): Once per day, you can enter a feral battle trance.

While you are in this state, the raw power of the beast flows through you.

Your hands and feet become clawlike (destroying any shoes on gloves you are wearing), and your teeth lengthen and grow pointed.

For the duration of the trance, you gain a +4 bonus to Dexterity and a +2 bonus on damage rolls with your unarmed strikes.

You can also make one bite attack per round at your highest attack bonus whenever you attack as a full-round action.

The damage for this attack is 1d6 + your Str modifier, regardless of your size.

A feral trance lasts for a number of rounds equal to 3 + your Con modifier.

While in a trance, you cannot perform certain actions, and afterward you are fatigued.

These restrictions are the same as those for the barbarian's rage class feature (PH 25–26).

If you have the ability to enter a rage, you can do so while in a feral trance, using your increased Constitution score to determine the duration of both effects.

At 3rd level, you can use this ability twice per day.

Primal Living (Ex): To maintain your bestial powers, you must live like a wild animal.

You must sleep in natural environments, never inside buildings, unless forced by circumstances.

Furthermore, you cannot purchase food—you must obtain it by hunting, gathering, begging, or stealing.

Some fists of the forest even give up speech, the use of fire and tools, and all possessions, but such extremes are not required.

In any month in which you buy food or voluntarily sleep indoors more than three times, all your fist of the forest class features cease to function until you have spent thirty consecutive days living like an animal once more, or until a fellow Guardian of the Green casts *atonement* on you.

Unarmed Damage (Ex): Your unarmed attacks deal more damage than usual.

At 1st level, you deal 1d8 points of damage with each unarmed strike.

When you attain 3rd level, this damage increases to 1d10 points.

See the monk class feature (PH 41).

If your unarmed attack already deals this amount of damage, increase the base damage to the next step indicated on the monk class table.

Uncanny Dodge (Ex): At 2nd level, you cannot be caught flat-footed, and you react to danger before your senses would normally allow you to do so.

See the barbarian class feature (PH 26).

If you already have uncanny dodge from another class, you instead gain improved uncanny dodge.

Untamed Strike (Su): On attaining 2nd level, you can channel the untamed power of nature when you attack.

Your unarmed strikes are treated as magic weapons; see the monk's *ki* strike class feature (PH 41).

If your unarmed strikes are already magical, they instead are treated as lesser ghost touch weapons.

They deal full damage against incorporeal creatures 50% of the time and half damage the rest of the time.

Scent (Su): Beginning at 3rd level, you gain the supernatural ability to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

This ability otherwise functions like the extraordinary ability of the same name (MM 314).

PLAYING A FIST OF THE FOREST

Living like an animal gives you a clear understanding of and sympathy for natural living things, and association with the Guardians of the Green gives you purpose and direction.

Your personality, however, is your own.

Depending on your character's background and the band to which you belong, you can be as erudite or savage, as disciplined or unruly, as you see fit.

COMBAT

Your most powerful attacks are your unarmed strikes, so you should charge into the thick of battle as quickly as possible.

Save your feral trance ability until the middle of a fight, so that you don't end up fatigued while your enemies are still attacking.

TABLE 2-2: THE FIST OF THE FOREST

HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage ¹
1st	+1	+2	+2	+0	AC bonus, fast movement, feral trance 1/day, primal living	1d8
2nd	+2	+3	+3	+0	Uncanny dodge, untamed strike	1d8
3rd	+3	+3	+3	+1	Feral trance 2/day, scent	1d10

¹ The value shown is for Medium characters. Use the monk class table (PH 41) for Small or Large fists of the forest.

FOREST REEVE

"Most trees can't defend themselves.
That's why we do it for them."

—Denon, Knight of the Green

Forest reeves are chosen by the Guardians of the Green to patrol local wilderness areas to check for dangers and humanoid activities that could be harmful to the land.

The forest reeve's job is to defend the forest whenever he can, and to inform the Guardians of the Green when more force becomes necessary.

BECOMING A FOREST REEVE

Rangers and barbarians are the most likely characters to take up the mantle of the forest reeve, but members of this prestige class can come from a wide variety of backgrounds. A forest reeve is chosen more for his devotion to the wilderness than for any specific skill he possesses.

The Guardians of the Green want to be certain that anyone they choose for such a post can be trusted never to shirk his duties to the forest.

ENTRY REQUIREMENTS

Base Attack Bonus: +5.

Skills: Knowledge (nature) 2 ranks, Listen 4 ranks, Spot 4 ranks, Survival 6 ranks.

Feats: Endurance, Track.

Special: Must be chosen as a forest reeve by the leaders of a band of Guardians of the Green, then serve a six-month

apprenticeship to a Guardian of the Green who has at least three forest reeve levels.

This requirement can be waived if the would-be forest reeve performs an extraordinary service for the Guardians of the Green.

CLASS SKILLS

(6 + Int modifier per level): Balance, Climb, Craft, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge (geography), Knowledge (nature), Listen, Move Silently, Search, Spot, Survival, Swim, Use Rope.

CLASS FEATURES

As a forest reeve, you patrol the forest and defend it from harm, and the earth itself supports your efforts.

You also serve as an advance scout for the Guardians of the Green and aid them in battle when necessary.

Earth's Defender (Su): Once per day as a move action you can channel nature's power through your body and into any one weapon you wield, making it temporarily magical for 1 minute/character level you possess.

When you attain 1st level, this ability grants your weapon a temporary +1 bonus.

The value of this bonus increases to +2 when you attain 3rd level and to +3 when you attain 5th level.

This ability can be used while you wield a magic weapon, but its effects do not stack with the weapon's existing bonus (if any).

Fast Movement (Ex): Your base land speed is 10 feet faster than the norm for your race.

See the barbarian class feature (PH 25).

If you have fast movement from another source, the benefits stack.

Nature's Rejuvenation (Sp): Once per day, you can channel the rejuvenating power of nature to restore and invigorate yourself.

If you spend 1 full minute in direct physical contact with a living plant or fertile ground, you are affected as if by your choice of any one of the following spells: *bear's endurance*, *cure moderate wounds*, or *lesser restoration* (caster level equals your character level).

You can use this power only on yourself.

At 3rd level, you can use this ability twice per day, and at 5th level, you can use it three times per day.

Woodland Stride (Ex): Beginning at 2nd level, you can move through natural overgrown areas at normal speed without damage.

See the druid class feature (PH 36).

If you already have woodland stride, you gain a +10-foot bonus to your land speed.

Swift Tracker (Ex): Beginning at 3rd level, you can move at your normal speed while following tracks.

See the ranger class feature (PH 48).

If you have swift tracker from another source, the penalties are lessened by an additional 5 feet.

Camouflage (Ex): Beginning at 4th level, you can use the Hide skill in any sort of natural terrain, even while being observed.

Whispers of the Forest (Su): When you attain 5th level, the plants, trees, and rocks begin to speak to you bringing you news wherever you are.

Once per day, these voices of the forest give you a short answer to any simple question you pose pertaining to current events in a wilderness area on your land mass.

Questions about distant lands require 1 minute per mile of distance to answer.

At the DM's discretion, when the forest deems an issue particularly important, the whispers bring you news without your request.

PLAYING A FOREST REEVE

Like all Guardians of the Green, forest reeves vary widely in attitude.

But the one ideal you all share is an undying love for the earth.

More intense, even, than a parent's love for a child, this passion brings out a fierce protectiveness in you.

In fact, you would die to defend your forest home, without question, should it become necessary.

COMBAT

Though skilled at all forms of combat, you are particular adept at guerrilla warfare—tracking enemies to their lair ambushing them while they sleep, or engaging in other surreptitious tactics.

Between fast movement and woodland stride, you can usually escape through the forest before your enemies know what hit them.

TABLE 2-3: THE FOREST REEVE HIT DIE: D10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Earth's defender +1, fast movement, nature's rejuvenation 1/day
2nd	+2	+0	+3	+0	Woodland stride
3rd	+3	+1	+3	+1	Earth's defender +2, nature's rejuvenation 2/day, swift tracker
4th	+4	+1	+4	+1	Camouflage
5th	+5	+1	+4	+1	Earth's defender +3, nature's rejuvenation 3/day, whispers of the forest

HOLT WARDEN

"It never ceases to amaze me how wise trees can become simply by standing still for years at a time.

No matter how long I study and ponder and fight, I will never be their equal."

—Hasayla, holt warden

Holt wardens are the highest spiritual leaders in the Guardians of the Green (see page 68).

They provide the religious inspiration for the organization's ongoing struggles, and the Guardians of the Green choose their leaders from this august circle.

BECOMING A HOLT WARDEN

Among the standard classes, those most likely to pursue the path of holt warden are druids and clerics of Ehlonna or Obad-Hai.

Druids appreciate a holt warden's spiritual connection with the earth—particularly with plants and trees—while clerics pursue this path to find a more intimate communion with nature and its mysteries.

ENTRY REQUIREMENTS

Alignment: Any neutral.

Skills: Knowledge (nature) 8 ranks, Survival 4 ranks.

Spellcasting: Able to cast 3rd-level divine spells, including the three lowest-level spells of the Plant domain.

Special: Must be chosen as a holt warden by the leaders of a band of Guardians of the Green, then serve a one-year apprenticeship to a Guardian of the Green who has at least five holt warden levels.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Craft, Diplomacy, Handle Animal, Heal, Hide, Knowledge (nature), Knowledge (religion), Listen, Move Silently, Spellcraft, Spot, Survival.

CLASS FEATURES

As a holt warden, you draw on the inherent spiritual power of nature and make that power accessible to the larger spiritual community.

Above all else, you are a spiritual seeker and guide.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one divine spellcasting class before becoming a holt warden, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Nature Sense (Ex): You gain a +2 bonus on Knowledge (nature) and Survival checks.

If you already have nature sense, the bonuses double.

Plant Affinity (Ex): You are magically attuned to plants.

If you prepare your spells in advance and do not have the spontaneous casting ability (as the cleric and druid spellcasting feature, see PH 32 and 35), you can now spontaneously trade prepared spells for spells of an equal or lower level from the Plant domain.

If you do have a spontaneous casting ability, you can exchange that one for the ability to cast spontaneously from the Plant domain.

Once you make that decision, it cannot be reversed.

If you do not already have bonus domain spells, you now gain bonus spells from the Plant domain (see the cleric spellcasting feature, PH 32) as if you were a cleric with access to that domain.

If you already have domain spells, they are unaffected by this power.

Rebuke Plants (Su): Beginning at 2nd level, you can channel the power of your faith through your holy symbol to rebuke or command plant creatures as though you were a cleric of your holt warden level rebuking undead.

See the cleric class feature rebuke undead (PH 33), and the Plant Domain granted power (PH 188).

Woodland Stride (Ex): Beginning at 2nd level, you can move through natural overgrown areas at normal speed without damage.

See the druid class feature (PH 36).

If you already have woodland stride, you gain a +10 bonus to your land speed.

Earth's Communion (Sp): At 3rd level, you learn to heal and replenish yourself and others by communing with the earth once per day.

At the end of 10 full minutes of concentration (as the skill), you are affected as if by a *heal* spell (PH 239).

If you so choose, you can allow others to sit with you in a circle, holding hands, during your communion.

In that case, you can choose to divide the hit points and other benefits provided by your communion among the people in the circle.

You can divide hit points as if you were using the paladin class feature lay on hands (PH 44).

Each other benefit of the *heal* spell can affect only one person in the circle, at your direction.

Thus, only one person can be cured of blindness, and so forth.

You do not gain the advantages of any healing benefits that you distribute to others.

You can use this ability twice per day at 5th level, three times per day at 7th level, and four times per day at 9th level.

Trackless Step (Ex): Beginning at 3rd level, you cannot be tracked in natural surroundings.

See the druid class feature (PH 36).

If you already have trackless step, you instead gain a +4 bonus on Hide and Move Silently checks while in natural surroundings.

Venom Immunity (Ex): At 5th level, you gain immunity to all poisons.

Whispers of the Forest (Su): When you attain 6th level, the plants, trees, and rocks begin to speak to you, bringing you news wherever you are.

Once per day for every three holt warden levels you possess, the voices of the forest give you a short answer to any simple question you pose pertaining to current events in any wilderness area on your land mass.

Questions about distant lands require 1 minute per mile of distance to answer.

At the DM's discretion, when the forest deems an issue particularly important, the whispers bring you news without your request.

When you attain 10th level, the spiritual energy of the forest can give you insights into other beings as well.

Once per day, you can ask the voices of the forest about a single creature.

For the rest of that day, you gain a +8 insight bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive checks pertaining to that creature.

Again, at the DM's discretion, the forest might occasionally volunteer information about a person or creature, but only if it considers the being remarkable in some way.

Web of Life (Sp): At 7th level, you can lead your community in spiritual union with the interconnected web of all life.

Once per day, when you sing, chant, or speak inspiringly for at least 1 full minute, every living creature that hears your voice gains a +2 bonus to Wisdom for the next 1d4 hours.

In addition, each divine spellcaster who hears you, including yourself, gains back 1d4 levels of spells (up to four 1st-level spells, two 2nd-level spells, one 3rd-level and one 1st-level, or one 4th-level spell).

These regained spells must be spells you've cast since you last prepared spells.

No spellcaster can be affected by this spell-regaining ability more than once per day, even if it is activated by multiple holt wardens.

Timeless Body (Ex): Beginning at 9th level, you no longer age.

See the druid class feature (PH 37).

If you already have timeless body, you can choose an extra feat instead.

PLAYING A HOLT WARDEN

As a holt warden, you might be a militant fanatic, a bohemian revolutionary, a naive idealist, or even a vengeful terrorist.

But whatever else you may be, you are, first and foremost, the guardian and guide of all the living creatures around you.

The Guardians of the Green are all servants and defenders of nature, and it is you who must guide, aid, and inspire them to continue with their work.

COMBAT

Your abilities put you in an ideal position to coordinate the combat tactics of those around you.

Before combat begins, assess the capabilities of the party or band with which you will be fighting.

If they need more ranged support, prepare spells that can deal damage at a distance.

If they fall short in melee, support them with summoning spells, healing, magical augmentations to their abilities, or means of sabotaging their opponents.

As a spiritual leader, you aren't likely to fight alone, so match your tactics to the strengths and weaknesses of your allies.

TABLE 2-4: THE HOLT WARDEN HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Nature sense, plant affinity	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Rebuke plants, woodland stride	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	<i>Earth's communion</i> 1/day, trackless step	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	—	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	<i>Earth's communion</i> 2/day, venom immunity	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Whispers of the forest (news)	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	<i>Earth's communion</i> 3/day, <i>web of life</i>	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	—	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	<i>Earth's communion</i> 4/day, timeless body	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Whispers of the forest (insights)	+1 level of existing divine spellcasting class

MYTHIC EXEMPLAR

"Nobody today can match the great heroes of the epic past.

But by following closely in their footsteps, perhaps we can come close!"

—Mikolai Laziros, mythic exemplar

Few are as devoted to history as the Disciples of Legend, and none among that august group are as committed to their paragons as the mythic exemplars. True followers—even worshipers—of the Six from Shadow (see page 65), the mythic exemplars model their skills, their attitudes, and even their lives after those fabled heroes.

BECOMING A MYTHIC EXEMPLAR

Because the mythic exemplar prestige class offers a number of “paths”, each modeled on one of the Six from Shadow, it is open to a wide variety of entrants.

It is best suited to clerics, fighters, marshals, rangers, rogues, and wizards.

ENTRY REQUIREMENTS

Skills: Knowledge (history) 3 ranks, plus any one of the following: Diplomacy 7 ranks, Intimidate 7 ranks, Knowledge (arcana) 7 ranks, Knowledge (religion) 7 ranks, or Move Silently 7 ranks.

Special: Any one of the following: base attack bonus +5, able to cast 3rd-level spells, sneak attack +2d6, or ability to grant allies a bonus on attack rolls, saves, or checks as an extraordinary ability.

Special: Must be a member of the Disciples of Legend.

CLASS SKILLS

(4 + Int modifier per level): Craft, Knowledge (history), Knowledge (nobility and royalty), Knowledge (religion), Listen, Profession, Ride, and Spot.

Special: You can also add four class skills from one prior class to your mythic exemplar skill list.

CLASS FEATURES

The class features of the mythic exemplar vary greatly based on which of the Six from Shadow you choose to follow.

You exchange the more general abilities of your previous class for specific, mystical replacements.

Thus, while you might lack some of the abilities of a character of your former class at the same level, your dedication to your heroic patron allows you to surpass the abilities of such a character under the proper conditions.

Spellcasting: At 2nd, 4th, 6th, and 8th level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a mythic exemplar, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

If your paragon is Imdastri or Ktolemagne, you gain additional levels of spellcasting ability through the archetype advancement class features (see below).

Paragon's Path: Upon becoming a mythic exemplar, you must choose one of the legendary Six from Shadow upon whom to model your skills and abilities.

Your choices are the clever Dardallion, the faithful Imdastri, the all-knowing Ktolemagne, the inexorable Orsos, the noble and inspirational Sir Reikhardt, and the mighty Sunyartra.

Once made, your choice cannot be changed.

Save Bonus (Ex): At 1st level, you gain a +1 bonus on a saving throw determined by your paragon, as given on the following table.

Patron	Saving Throw
Dardallion	Reflex
Imdastri	Will
Ktolemagne	Will
Orsos	Fortitude
Reikhardt	Will
Sunyartra	Fortitude

This bonus increases by 1 at every odd-numbered level up to 7th.

Paragon's Gift, Least (Su): At 2nd level, you gain the first of several supernatural abilities that allow you to channel the spirit and skills of your paragon.

Unless otherwise noted, each paragon's gift (least, lesser, greater, and supreme) requires a swift action to invoke, lasts for a number of rounds equal to your mythic exemplar level, is usable once per day, and has a caster level equal to your mythic exemplar level.

Dardallion: You gain a +5 insight bonus on Disable Device, Hide, Move Silently, and Open Lock checks.

Imdastri: As an immediate action, you can reroll one attack roll, save, or check per day, as if using the granted power of the Luck domain (PH 187).

This effect occurs instantaneously.

Ktolemagne: You gain a +5 sacred bonus on Concentration, Decipher Script, Knowledge (arcana), and Spellcraft checks.

Orsos: You gain a +20-foot insight bonus to your base speed.

Reikhardt: You can use inspire courage as a bard of your mythic exemplar level.

If you already have this ability, your mythic exemplar levels stack with levels of the class that provided it for the purpose of determining its effects.

Sunyartra: The critical threat range of one weapon you wield increases by 1.

This increase stacks with those from other sources, such as the keen weapon property or the Improved Critical feat.

Archetype Advancement (Ex): At 3rd, 5th, 7th, and 9th levels, you gain a class exemplar feature that builds on those of your paragon.

If your archetype advancement grants bonus feats, you must meet all the normal prerequisites for your selections, unless otherwise noted.

Dardallion: You gain sneak attack.

See the rogue class feature (PH 50).

You gain another 1d6 points of sneak attack damage each time you select this feature.

Imdastri: You gain +1 level of an existing divine spellcasting class.

Ktolemagne: You gain +1 level of an existing arcane spellcasting class.

Orsos: You gain bonuses against the favored enemies of Orsos.

At each of these levels, you gain a +2 favored enemy bonus against either aberrations or chaotic outsiders (your choice).

You need not choose the same enemy each time.

This bonus stacks with any favored enemy bonuses you might already possess.

Reikhardt: You gain +1 level of a class-based extraordinary ability to grant bonuses to allies (such as a marshal's auras).

Sunyartra: You gain a +1 bonus on all opposed Strength checks (such as those made on bull rushes or trip attacks), as well as all Strength-based skill checks.

Paragon's Gift, Lesser (Su): At 4th level, you gain a new supernatural ability that you can use once per day, according to your paragon as given on the following table.

Paragon	Ability
Dardallion	+4 insight bonus to Dexterity
Imdastr	+4 insight bonus to Wisdom
Ktolemagne	+4 insight bonus to Intelligence
Orsos	+4 insight bonus to Constitution
Reikhardt	+4 insight bonus to Charisma
Sunyartra	+4 insight bonus to Strength

This ability follows all the guidelines for least paragon's gift (above), unless otherwise noted.

If you choose, you can forgo your daily use of this ability for an extra use of the least gift.

Paragon's Gift, Greater (Su): At 6th level, you gain a new supernatural ability that you can use once per day.

This ability follows all the guidelines for least paragon's gift (above), unless otherwise noted.

If you choose, you can forgo your daily use of this ability for an extra use of your least or lesser gift.

Dardallion: You can use *blink*, as the spell.

Imdastr: As an immediate action, you can invoke temporary immunity to mind-affecting spells and abilities.

This immunity does not extend to effects whose caster level exceeds your character level by 4 or more.

Ktolemagne: You can use *identify*, as the spell, except that the casting time is 1 minute, and you need no material component.

Orsos: You gain a +4 bonus to your natural armor bonus.

Reikhardt: You can use *inspire greatness* as a bard of your mythic exemplar level.

If you already have this ability, your mythic exemplar levels stack with levels of the class that provided it for the purpose of determining its effects.

Sunyartra: You can use *haste*, as the spell, on yourself only.

Paragon's Gift, Supreme (Su): At 8th level, you gain a new supernatural ability that you can use once per day.

This ability follows all the guidelines for least paragon's gift (above), unless otherwise noted.

If you choose, you can forgo your daily use of this ability for an extra use of your least, lesser, or greater gift.

Dardallion: You can use *greater invisibility*, as the spell, on yourself only.

Imdastr: As an immediate action, you can invoke temporary immunity to necromantic and death effects.

This immunity does not extend to effects whose caster level exceeds your character level by 4 or more.

Ktolemagne: You gain temporary spell resistance equal to 10 + your arcane caster level.

Orsos: You can use *air walk*, as the spell, on yourself only.

Reikhardt: You can use *dominate person*, as the spell.

Sunyartra: You can use *divine power*, as the spell.

Ability Boost (Ex): At 10th level, one of your ability score permanently increases by 2, according to your paragon given on the following table.

Paragon	Ability Score
Dardallion	Dexterity
Imdastr	Wisdom
Ktolemagne	Intelligence
Orsos	Constitution
Reikhardt	Charisma
Sunyartra	Strength

Embody Paragon (Su): When you reach 10th level, you truly embody every physical and spiritual concept that your paragon stood for.

Unless otherwise noted, the ability you gain is permanent and constant, as long as you remain conscious.

If it is suppressed, you can raise the effect again as a swift action.

Dardallion: You can turn incorporeal (DMG 294) for up to 1 minute per day.

This duration need not be used all at one and can be divided into intervals as short as 1 round.

Shifting to or from incorporeality requires a move action.

Imdastr: You can "lose" a prepared divine spell in exchange for a spell of lower level from the Luck, Protection, or Strength domains, much as a good cleric can spontaneously cast *cure* spells.

You do not gain the domain power or the ability to prepare these spells as domain spells.

Ktolemagne: You can "lose" a prepared arcane spell in exchange for any divination spell of lower level that is already in your spellbook.

Orsos: You gain a +4 bonus on any saves or rolls made to resist fatigue and exhaustion.

In addition, you are under permanent *freedom of movement* effect, unless the spell level of the impeding effect exceeds your character level **Reikhardt:** Select either Fortitude or Will saves.

From this point on, you (and all allies within 60 feet) gain a circumstance bonus equal to your Charisma modifier on this saving throw.

Once made, this choice cannot be changed.

In addition, for 10 rounds per day, you can grant yourself and each ally within 60 feet damage reduction 2/—.

This benefit does not stack with any other damage reduction you or your allies possess.

This ability requires a swift action to activate.

Sunyartra: You can ignore 15 points of damage reduction (except epic) when attacking foes, and 15 points of hardness when striking inanimate objects.

PLAYING A MYTHIC EXEMPLAR

You are utterly devoted to following the example set by your paragon.

You travel the world adventuring with your comrades, just like the Six from Shadow did, always honing your abilities in the hopes that one day you might be half as skilled as they.

Emulating your paragon is not your only concern—like other adventurers, you have goals to reach, loved ones to protect, and new lands to explore.

But you do it all in homage to your paragon, and you do it just the way you believe that hero would have.

You are among the most respected of the Disciples of Legend, and you see your fellows in the organization as seekers of the truth who simply haven't yet matched your dedication.

You might think of the group as your "alma mater" and spend little time with it.

COMBAT

Your tactics on the battlefield depend largely on your paragon and prior classes.

Consider not only your paragon's abilities, but also his or her attitudes.

Dardallion was infamous for constant movement, tumbling past opponents, flanking for a few moments, and then shifting to a new foe.

Imdastri did not merely stand back to heal her allies; she stood at the forefront, casting spells to impede the enemy's ability to fight.

Ktolemagne hurled *fireballs* with the best of them, but he preferred to gather intelligence, using his divinations to pinpoint enemies' weaknesses and anticipate their tactics, then chose spells to take advantage of what he had learned. Orsos seemed unstoppable, wading through ranks of minor foes and taking what wounds were necessary to reach his intended target.

Reikhardt used his powers to augment his allies, but he always commanded from the front, wielding sword and lance.

And the mighty Sunyartra allowed her greataxe and brutish figure to lull the enemy into thinking her dull and foolish, only to cut them down with a combination of mighty strikes and brilliantly precise tactics.

Remember all this information when designing your own fighting style because it isn't sufficient that you merely

share the abilities of your paragon; you should strive to match him or her in every way.

ADVANCEMENT

Once you joined the Disciples of Legend, your leaders swiftly recognized your devotion to one of the Six from Shadow.

So when they offered you the opportunity to emulate your chosen paragon in new and specific ways, you leapt at the chance.

You have only just begun your quest to become worthy of your paragon, and a lifetime of striving still lies ahead of you.

You have no illusions that you will ever be the equal of your paragon; you hope only to lead a life that echoes that of your hero, and to have others say that you did honor to your paragon's name.

The choices you make after becoming a mythic exemplar depend, again, on your abilities and your paragon.

Select feats based on a combination of what you feel can most improve your own abilities, and what brings you closer to your paragon.

If you are a true exemplar, these choices may often be one and the same.

RESOURCES

While you are indeed the epitome of the Disciples of Legend, you can count on little more than moral support from them.

The organization is not a rich one, and its limited resources are devoted to unearthing more of the history of the Six from Shadow and other mythic heroes.

Indeed, it is far more likely that you might be asked to adventure in support of the organization than that it can afford to support your endeavors, except as noted above.

TABLE 2-5: THE MYTHIC EXEMPLAR HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+0	Paragon's path, save bonus +1	—
2nd	+1	+0	+0	+0	Least paragon's gift	+1 level of existing spellcasting class
3rd	+2	+1	+1	+1	Archetype advancement, save bonus +2	+1 level of existing spellcasting class (Imdastri or Ktolemagne only)
4th	+3	+1	+1	+1	Lesser paragon's gift	+1 level of existing spellcasting class
5th	+3	+1	+1	+1	Archetype advancement, save bonus +3	+1 level of existing spellcasting class (Imdastri or Ktolemagne only)
6th	+4	+2	+2	+2	Greater paragon's gift	+1 level of existing spellcasting class
7th	+5	+2	+2	+2	Archetype advancement, save bonus +4	+1 level of existing spellcasting class (Imdastri or Ktolemagne only)
8th	+6	+2	+2	+2	Supreme paragon's gift	+1 level of existing spellcasting class
9th	+6	+3	+3	+3	Archetype advancement	+1 level of existing spellcasting class (Imdastri or Ktolemagne only)
10th	+7	+3	+3	+3	Ability boost, embody paragon	—

THE MARSHAL'S AURAS

Players familiar with *Miniatures Handbook* should recognize the effects from the mythic exemplar's list of minor and major auras. The benefits of these abilities do not stack with those provided by similar auras, but neither do such effects count against the number of auras a marshal can use at once.

ORDAINED CHAMPION

"You will yield to the might of Hextor—or you will yield to mine!"

—Salan Roka, ordained champion of Hextor
Steeped in a tradition older than most religions, the ordained champions stride through the chaotic fog of violence and bloodshed.

Driven by a zealous devotion to Herald of Hell, and to war itself—these harbingers of death and destruction are schooled in techniques of divine magic that enhance their combat capabilities far beyond those of mere soldiers.

The ordained champion is an ancient creation of Hextor, so old that it predates the final schism between the Herald of Hell and his half-brother, Heironeous the Invincible.

Although ordained champions are known primarily as servants of Hextor, some tiny fraction do indeed serve the Invincible One instead.

Heironeous's ordained champions are treated and act much like his paladins; thus, the details presented here for organization and attitude apply primarily to Hextor's champions.

BECOMING AN ORDAINED CHAMPION

Clerics *make the best* and most effective ordained champions.

Paladins and paladins of tyranny, as well as favored soul and shugenjas, occasionally follow this path as well. None but the cleric can receive the full benefit of the prestige class, however.

ENTRY REQUIREMENTS

Alignment: Any lawful, neutral good, or neutral evil.

Skill: Knowledge (religion) 7 ranks.

Feat: Weapon Focus with deity's favored weapon.

Spellcasting: Able to cast *magic weapon* as a divine spell.

Special: Must worship Hextor or Heironeous.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Heal, Intimidate, Knowledge (arcana), Knowledge (nobility and royalty), Knowledge (religion), Knowledge (the planes), Profession, Ride, Spellcraft.

CLASS FEATURES

Your entire being is devoted to war—war in the name of your deity, war in the name of your favored cause, even war in the name of war itself.

Your focus on warfare has slowed your spellcasting advancement, but the wide variety of martial powers you have gained has more than made up for that lack.

Spellcasting: At 2nd, 3rd, and 5th level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one divine spellcasting class before becoming an ordained champion, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Bonus Domain: If you are a cleric, you gain the War domain as a third domain.

If you already have the War domain, you can instead choose any other domain granted by your deity as your third domain.

If you have no cleric levels, you can add the War domain spells to your class spell list, but you do not gain its domain ability or any extra spell slots for domain spells.

Combat Feats: You can permanently sacrifice one or two of your domain granted powers to acquire an equal number of feats from the list of fighter bonus feats, as long as you meet the prerequisites for them.

You may not sacrifice your War domain ability for this purpose.

You must choose whether or not to make this exchange when you first become an ordained champion, and you cannot later change your mind.

Continued Advancement: levels in ordained champion stack with levels of other appropriate classes for the

purpose of turning or rebuking undead, and for all level-dependent domain granted powers.

Modified Spontaneous Casting (Ex): If you have cleric levels, you lose the ability to spontaneously cast *cure* or *inflict* spells.

Instead, you can swap out previously prepared cleric spells for any spells of equal or lower level from the War domain.

This alteration applies even to levels you gain as a cleric after becoming an ordained champion.

If you are not a cleric, modified spontaneous casting does not apply to you, even if you can spontaneously cast some other kind of spell, such as *summon nature's ally*.

Diehard: At 2nd level, you gain Diehard as a bonus feat, even if you lack the prerequisites.

If you already have Diehard, you can select any other feat for which you meet the prerequisites as your bonus feat.

Smite (Su): At 2nd level, you can spend one daily use of your turn/rebuke undead ability as a swift action to turn your next melee attack into a smite.

You gain a bonus equal to your Charisma modifier on attack rolls, and you deal extra damage equal to your total effective turning or rebuking level.

Your smite attack is not limited by alignment or race; you can attempt to smite any foe.

Except as noted here, this ability functions like the paladin's smite evil ability (PH 44).

Channel Spell (Sp): At 3rd level, you can channel any spell you have available to cast into your melee weapon.

Doing so requires a move action and uses up a prepared spell or spell slot just as if you had cast the spell.

The channeled spell affects the next target you successfully attack with that weapon, though saving throws and spell resistance still apply normally.

Even if the spell normally affects an area or is a ray, it still affects only the target in this case.

On a successful hit, the spell is discharged from the weapon, which can then hold another spell.

You can channel your spells into only one weapon at a time. A spell channeled into a weapon is lost if not used within 8 hours.

Divine Bulwark (Sp): At 3rd level, you can sacrifice a prepared spell or spell slot as a swift action to gain damage reduction.

The value of the damage reduction equals 1 + spell level sacrificed, and it can be overcome by a chaotic-aligned strike.

Thus, a 3rd-level ordained champion who sacrificed a *flame strike* spell would gain damage reduction 6/chaotic for 3 rounds.

The damage reduction gained from multiple uses of this ability does not stack.

This protection lasts for a number of rounds equal to your ordained champion level.

Fist of the Gods (Sp): At 4th level, you can sacrifice a prepared spell or spell slot as a swift action to deal extra damage.

Doing so grants you a bonus equal to 1 + spell level sacrificed on your damage rolls for melee attacks.

This benefit lasts for a number of rounds equal to your ordained champion level.

Rapid Spontaneous Casting (Ex): When you attain 4th level, any spell from the War domain that you spontaneously cast requires only a swift action if its normal casting time is no more than 1 standard action, or a

standard action if its normal casting time is 1 full-round action.

A spontaneous spell that you modify with a metamagic feat requires only its normal casting time rather than the extra time such a spell normally requires.

Holy Warrior (Sp): At 5th level, you can spend one daily use of your turn/rebuke undead ability as a swift action to bring your Wisdom into play in combat.

For 5 rounds after you activate this ability, you can use your Wisdom modifier in place of your Strength modifier on attack rolls and damage rolls.

War Caster (Ex): At 5th level, you gain a +2 bonus to your effective caster level when casting spells that appear on the War domain spell list.

PLAYING AN ORDAINED CHAMPION

You are fanatically devoted to your deity, but of equal importance is your devotion to war itself, because only in the chaos of combat can your skill and faith truly shine. Only on the field of battle is your commitment truly tested, and only there can you prove your true worth to your church and deity.

You need not be mindlessly or randomly violent (though some of Hextor's neutral evil champions fit that description quite well), nor do you necessarily believe in fighting without just cause.

You do firmly believe, however, that hesitation or regret in the face of necessary war is weakness, and that certain enemies are unworthy of either negotiation or compromise.

While you are considered a champion of the church of Hextor, you do not necessarily fight only on its behalf—in fact, you might be totally opposed to Hextor's ways. Many ordained champions, particularly those of lawful neutral alignment, fight for various nations and factions, or even hire themselves out as mercenaries to causes of which they approve.

As long as you wage war—any war—you honor your deity.

COMBAT

Although you might be a potent spellcaster, you see yourself first and foremost as a melee combatant.

If you have sufficient time to prepare, you are the equal of any fighter or barbarian on the battlefield.

Between your class abilities and the spells to which you have access, you can even exceed the combat prowess of those martial classes for a short time.

You are far less potent if caught unawares, however, so be sure you have contingency plans in place.

Your ability to cast spontaneously from the War domain means you can fill your spell slots with utilitarian magic without sacrificing your martial abilities.

ADVANCEMENT

You were a follower of Hextor (or Heironeous) before becoming an ordained champion.

While you pursued your former career, the upper echelons of the church took note of your martial aptitude and approached you for special training and assignment.

You have now become one of the greatest of your deity's warriors.

You have been relieved of many of your duties as a cleric (or other holy servant) because as a champion, your entire responsibility consists of standing victorious on the field of battle.

You might be a mercenary, an adventurer, or a crusader for your deity, but regardless, your life now consists only of war and training for war.

Now that you're an ordained champion, you have some tough choices to make.

Your spellcasting is based on Wisdom, and at high levels you can temporarily use your Wisdom modifier to gain melee bonuses, but you shouldn't ignore Strength. And since you lack the hit points of other martial characters, keeping your Constitution high is vital. Because of the bonus feats you gained from the prestige class, you can devote your other feat slots to improving spellcasting or increasing the number of turn/rebuke attempts you can make per day, all of which enhance your battlefield effectiveness.

RESOURCES

The church of Hextor expects you to acquire what you need on your own.

You might purchase equipment from the church, or from your employer if you serve as a mercenary, but you are highly unlikely to gain it for free.

If you are an ordained champion of Heironeous, you can expect the same sort of resources that his paladins have.

ORDAINED CHAMPIONS IN THE WORLD

"Ordained champions are as disciplined and faithful as any cleric, and as potent as any paladin, if only their choice of patrons made them worthy of respect, rather than hatred and fear!"

—Jozan, cleric of Pelor

The ordained champions serve as both lone adventurers and military leaders, so you can introduce them to your campaign in almost any martial capacity.

While the most obvious choice is to introduce an ordained champion as an active member of Hextor's church, remember that such characters often participate in conflicts that have no direct bearing on their faith.

An ordained champion serving as a mercenary captain, for example, need not even be an adversary for the PCs.

Alternatively, you could introduce an ordained champion of Heironeous first, though doing so can dilute the notion that such champions are incredibly rare.

ORGANIZATION

Ordained champions have no organization of their own.

Most serve in the church of Hextor to some extent, but their positions vary greatly based on the needs and hierarchies of the individual sects.

They usually serve as officers, though Hextor's high priests still outrank them.

In more secular groups, such as mercenary or adventuring companies, ordained champions normally seek positions of high authority or status, but again, their success in such endeavors depends on the circumstances.

The ordained champions of Heironeous are much more tightly tied to his church than the champions of Hextor are to theirs.

Because of their low numbers, Heironeous's champions cannot afford to be without staunch allies.

AFFILIATION SPECIFICS

The following affiliation details are designed for ordained champions of Hextor.

Criterion	Affiliation Score Modifier
<i>One-Time</i>	
Character level	1/2 levels
Has actively battled any other church (except that of Heironeous)	+2
Has actively battled the church of Heironeous	+4
Holds officer rank in a military unit or organization in addition to the Church of Hextor	+1
Holds priestly rank in the Church of Hextor in addition to position and duties as an ordained champion	+2
Lawful evil	+1
Nonlawful	-1
<i>Multiple Use</i>	
Is instrumental in a great military victory	+4
Is instrumental in a great military defeat	-6

Rank	Affiliation Score	Titles: Benefits and Duties
0	3 or lower	None.
1	4-10	Soldier of Hextor: Entitled to living quarters, healing, and training. You must obey the orders of any higher-ranked member of Hextor's church and spend at least 50% of your time acting on the church's behalf.
2	11-20	Master of War: Maintains contacts and spies. You must obey the orders of any higher-ranked member of Hextor's church and spend at least 40% of your time acting on the church's behalf.
3	21-29	Blooded Officer: Entitled to supplies and equipment. You must obey the orders of any higher-ranked member of Hextor's church and spend at least 30% of your time acting on the church's behalf.
4	30 or higher	General of Hell: Can call together a cadre of loyal soldiers. You must obey the orders of any higher-ranked member of Hextor's church and spend at least 20% of your time acting on the church's behalf.

If you are instead playing one of the rare ordained champions of Heironeous, use what follows as a model, but change the specifics where appropriate.

ORDAINED CHAMPION BENEFITS

Typically, an ordained champion represents a specific branch of Hextor's church.

As a member of that church, he has certain duties to perform in exchange for benefits.

Higher-ranked ordained champions are granted more leeway to choose their own tasks and trusted to ensure that their actions advance the cause of war; those of lower rank must spend much more of their time on quests or in battles assigned by the church.

Soldier of Hextor: At this rank, you might choose to dwell in the barracks of Hextor's various institutions.

The accommodations are truly spartan and not especially comfortable, but they are secure and free to members.

You also have access to trainers and practice grounds, and Hextor's priests aid willing to heal any injuries you incur in the service of the Herald of Hell.

Master of War: By the time you attain this rank, you have begun to gain the trust of your superiors.

You have access to the church's network of information, which helps you to choose military targets and enemies ripe for conquest.

This benefit manifests as a +4 circumstance bonus on all Gather Information and Knowledge checks made to determine the relative military strength of a faction, group, or nation, as well as its martial interests and any particular weaknesses in its defenses.

Blooded Officer: While Hextor expects his soldiers to be self-sufficient, you have access to a certain amount of aid upon attaining this level of prestige in the church.

You can buy military equipment—including magic weapons and mundane but rare items such as siege engines—for 75% of the list price.

In addition, the circumstance bonus on Gather Information and Knowledge checks that you gained at the previous rank increases to +8.

General of Hell: Once per year, you can gather other soldiers of Hextor under your command for any military operation or activity.

You gain the benefits of the Leadership feat (DMG 106), except that the followers you acquire are all soldiers in Hextor's church, and they remain with you only for the duration of a single endeavor (up to 2 months at most).

These soldiers are in addition to any followers you might have from the Leadership feat and are tracked separately in all ways.

In addition, the circumstance bonus on Gather Information and Knowledge checks that you gained as a master of war increases to +12.

NPC REACTIONS

Most people don't see an "ordained champion" when they look at one; they simply see a holy warrior of Hextor or Heironeous.

Their reactions vary accordingly, based on how they view those deities and their churches.

In most civilized lands, an NPC's attitude is one step nearer helpful for followers of Heironeous and one step nearer hostile for followers of Hextor, but individual alignment and religious beliefs can alter this reaction.

ORDAINED CHAMPION LORE

Characters who have ranks in Knowledge (religion) can research the ordained champions to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.
DC 10: Ordained champions are unholy warriors of Hextor, combining the features of clerics and blackguards.

DC 15: These warriors seem filled with divine energy. They can cast spells of war or fill their attacks with unholy strength and power the way clerics can heal the injured or banish undead.

DC 20: Their ability to imbue their attacks with divine energy allows them to smite like a paladin, but with a much wider range of targets, or to ensure that every blow they land inflicts maximum injury.

They're rarer than hen's teeth, and supposedly not all of them worship Hextor.

Heironeous has a few among his flock as well.

The ordained champions are well known among Hextor's clergy.

Simply asking around in a church of the Herald of Hell produces directions to the nearest known member of the prestige class—assuming that the priests are convinced the character has good reason for looking.

ORDAINED CHAMPIONS IN THE GAME

As noted above, ordained champions can be potent adversaries, but they need not be enemies of the PCs. A member of this prestige class could serve as an officer or mercenary on the same side of a conflict as the PCs. A lawful neutral ordained champion might even share some goals with non-evil PCs, though he may have to fight an uphill battle to gain their trust. In most instances, PC ordained champions should either be lawful neutral in alignment, or devoted to Heironeous rather than Hextor.

The prestige class should appeal to players who like combining divine and martial skills but want an alternative to the paladin without as much emphasis on spellcasting as the cleric.

ADAPTATION

Although the ordained champion is designed primarily as a follower of Hextor, it can easily be altered to fit into the church of any martial deity of any alignment. Simply adjust some of the flavor text and the alignment requirements accordingly. In the FORGOTTEN REALMS campaign setting, the Red Knight, Tempus, and Tyr are appropriate deities for the class; while Dol Arrah, Dol Dorn, and the Mockery serve the purpose well in the EBERRON campaign setting.

TABLE 2–6: THE ORDAINED CHAMPION HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+2	Bonus domain, combat feats, continued advancement, modified spontaneous casting	—
2nd	+2	+3	+0	+3	Diehard, smite	+1 level of existing divine spellcasting class
3rd	+3	+3	+1	+3	Channel spell, divine bulwark	+1 level of existing divine spellcasting class
4th	+4	+4	+1	+4	Fist of the gods, rapid spontaneous casting	—
5th	+5	+4	+1	+4	Holy warrior, war caster	+1 level of existing divine spellcasting class

PARAGNOSTIC APOSTLE

“If knowledge is power, omniscience is omnipotence. When we understand the nature of the world, we become its masters.”

—Pallavarta Santalieri, Master of the Unturned Page
The Paragnostic apostles are the most devoted of the Paragnostic Assembly (see page 72)—the most erudite of a sect dedicated, mind and soul, to the acquisition of knowledge. These eminent scholars use the secrets they’ve learned to augment their spells, and to shape the world around them in ways that other casters cannot. Knowledge is indeed power and the Paragnostic apostle understands that power better than most.

BECOMING A PARAGNOSTIC APOSTLE

Wizards, clerics, and archivists are best suited to this prestige class because of their skills and spellcasting progressions.

However, bards, druids, sorcerers, favored souls, and warlocks sometimes follow this path as well.

A high Intelligence score is essential because of the Knowledge skills required.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 5 ranks, Knowledge (religion) 5 ranks, Knowledge (any other) 5 ranks.

Spellcasting: Able to cast 3rd-level spells or use spell-like abilities of equivalent level.

Special: Must be a member of the Paragnostic Assembly.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Craft, Decipher Script, Knowledge (all skills, taken individually), Profession, Search, Speak Language, Spellcraft, Spot.

CLASS FEATURES

You have mastered the art of modifying your magic based on what you know.

With the proper application of your Knowledge skills, you can raise the potency of your spellcasting.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a Paragnostic apostle, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Holy Texts (Ex): Because of your study of sacred writings, your Paragnostic apostle levels stack with other class levels for the purpose of turning or rebuking undead and level-dependent domain abilities.

You do not gain such abilities if you do not already have them, however.

Knowledge Is Power (Ex): At each level, you gain a spellcasting enhancement based on your Knowledge skills. Each time you gain this feature, choose one of the following abilities for which you meet the skill-based prerequisites.

Although you can choose some of these abilities multiple times (as indicated in the descriptions), you may not select the same one twice in a row, and the minimum required skill rank increases by 2 for each subsequent selection of the same ability.

These benefits apply to warlock invocations as well as spells, where applicable.

Accurate Retort: You gain a +1 circumstance bonus on your ranged attack roll with every ray spell that you aim at a creature with a natural armor bonus.

(Knowledge [arcana] 8 ranks).

Backhanded Attack: If you successfully hit with an attack that deals hit point or ability score damage and requires a saving throw against an additional, nondamaging effect (such as a

warlock's *beshadowed blast* or the *orb of acid* spell, add 1 to the DC of the saving throw.

(Knowledge [arcana] 6 ranks).

Call of Worlds: Each creature you summon with a conjuration (summoning) spell gains the fast healing ability.

The damage healed per round begins at 2 hit points and increases by 1 for every three caster levels (maximum +5 at 15th caster level).

(Knowledge [the planes] 6 ranks).

Discern Weakness: Choose one creature type or subtype from the ranger's favored enemy list (PH 47).

If you have 8 ranks in the appropriate Knowledge skill (such as Knowledge [arcana] for dragons, or Knowledge [nature] for humanoids), the save DC of every spell that you target on a creature of that type increases by 1.

You can select this ability multiple times, choosing a different creature type each time.

Divine Understanding: Choose one clerical domain.

For the purpose of this ability, you can choose any domain, whether or not your deity offers it.

Your effective caster level increases by 1 when you cast spells that appear on that domain's spell list.

You can select this ability multiple times, choosing a different domain each time.

(Knowledge [religion] 5 ranks).

Energy Supremacy: Choose an energy type from the following list: acid, cold, electricity, fire.

Your effective caster level increases by 1 when you cast spells of that energy type.

You can select this ability multiple times, choosing a different energy type each time.

(Knowledge [the planes] 5 ranks).

Manifest Ethos: Choose one non-neutral aspect of your own alignment (chaos, evil, good, or law).

When you cast an energy-based offensive spell against a creature with an opposing alignment component (chaos/law or good/evil), one-half the hit point damage dealt is pure divine power instead of its normal energy type, and thus not subject to reduction by energy resistance or immunity.

You can select this ability multiple times, assuming that your alignment permits it, choosing a different aspect of your alignment each time.

(Knowledge [religion] 8 ranks or [the planes] 10 ranks).

Mind over Body: Your effective caster level increases by 1 when you cast conjuration (healing) spells or transmutation spells that grant ability bonuses or penalties.

(Knowledge [nature or religion] 7 ranks).

Mind over Matter: Whenever you cast a spell that creates a solid object, its hardness and hit points each increase by 2. When you cast a spell that provides an armor bonus, that bonus to AC also increases by 2.

(Knowledge [architecture and engineering] 5 ranks).

Mortal Coil: Your effective caster level increases by 1 when you cast spells that physically change the subject's form (such as *alter self*, *enlarge person*, or *baleful polymorph*).

(Knowledge [nature] 6 ranks).

Noble Presence: Whenever you cast a *charm* spell, or a compulsion that affects the subject's emotions but not specific actions (such as *good hope* or *rage*, but not *dominate person*), the save DC increases by 1.

(Knowledge [nobility and royalty] 5 ranks).

Penetrating Insight: You gain a +1 bonus on caster level checks made to overcome spell resistance, or to successfully dispel another caster's spell.

(Knowledge [arcana] 9 ranks).

See through the Veil: Whenever you cast a necromantic spell that targets undead, the save DC increases by 1.

In addition, your effective turning level increases by 2, if you possess the ability to turn or rebuke undead.

(Knowledge [religion] 7 ranks).

Spatial Awareness: Your effective caster level increases by 1 when you cast conjuration (teleportation) spells.

Furthermore, the subject of any spell that increases base movement rate or grants a new type of movement gains an additional 10 feet to the designated speed.

(Knowledge [geography] 5 ranks).

Lore (Ex): You can recall legends or information regarding various topics, just like a bard can with bardic knowledge.

To use this ability, make a lore check (1d20 + twice your Paragnostical apostle level + your Int modifier).

Success grants you the same result as a bardic knowledge check would.

If you have the bardic knowledge or lore ability from another class, your levels in those classes stack with your Paragnostical apostle levels for the purpose of this check.

PLAYING A PARAGNOSTIC APOSTLE

Knowledge is the most important prize in the universe. What you know defines what you are, and what you might learn defines what you can become.

Even when other objectives are at the forefront of your endeavors, the acquisition of new secrets and new understanding continues to drive you.

An ancient text is far more valuable to you than gold, and forgotten spells interest you not merely for their power, but for what they can tell you about those who scribed them. Use your knowledge to aid your allies, and do not worry about seeming haughty or superior—information was meant to be shared, and any who are threatened by it simply lack the will to accomplish what you have.

As a Paragnostical apostle, you are a combination high priest and headmaster who represents the heart and soul of the Paragnostical Assembly.

You answer when your superiors need you, but you also have the right to all the support and resources they can offer.

Share any new secrets you learn with your colleagues, so that no knowledge can ever be lost again.

COMBAT

Stand behind the front lines and cast your spells from the rear.

If you were a wizard or sorcerer before becoming a Paragnostical apostle, you're likely accustomed to such tactics, but if you were a cleric, don't give in to your inclination to stand beside the fighters—such tactics are no longer as viable for you as they once were.

When given the choice, focus on the foes against whom your specific class abilities are most effective, but don't be afraid to make use of your spells where appropriate—they are no less useful against other opponents than they ever were.

In other words, focus is advisable, but don't become so determined to confront specific foes that you ignore the good you can do against others.

ADVANCEMENT

The Paragnostics are the elite of the Paragnostics Assembly.

They do not openly ask other members to join their ranks, though individual apostles might have subtly recommended that you do so.

Only members who express an interest and prove themselves sufficiently capable can become Paragnostics apostles, and you managed both.

More than a researcher, more than an adventurer, you have now combined both into a single package, becoming a traveling and spellcasting seeker of secrets.

You might devote your abilities to other goals as well, but while you do so, you are casting about for new information to absorb and to add to the Paragnostics Assembly's archives. Although you place most of your skill points into Knowledge skills—not merely for the sake of your class abilities, but also to represent the learning you achieve as you advance—you shouldn't completely ignore your other skills.

Search and Spot are useful for finding new secrets to learn, and Spellcraft and Concentration are no less important for you than they are for other spellcasters.

And consider boosting your Intelligence at least once.

Even if it's not your primary casting ability, an extra skill point per level adds up.

RESOURCES

The libraries and sages of the Paragnostics Assembly can aid you in researching any topic imaginable.

If you're a wizard, you can find almost any arcane spell known in the organization's libraries or purchase spells from its members (subject, as always, to DM approval). You aren't likely to get a reduction of price, but at least you know that you can find such spells, and perhaps you can trade for some of your own.

Similarly, minor magic items such as potions, scrolls, and some wands can be purchased from the Paragnostics Assembly's members or its chapterhouses.

The organization doesn't often provide more potent items, but if you are seeking a particular secret on its behalf, its leaders might provide magic items to aid you in that endeavor, on the understanding that anything not used up will be returned.

Such items may be worth no more than 25% of the standard value for a character of your level.

TABLE 2-7: THE PARAGNOSTIC APOSTLE HIT DIE: D4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Holy texts, knowledge is power, lore	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Knowledge is power	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Knowledge is power	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Knowledge is power	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Knowledge is power	+1 level of existing spellcasting class

PARAGNOSTIC INITIATE

"Magic is only one kind of knowledge."

—Auleric the Swift, Paragnostics initiate

Not all who follow the precepts of the Paragnostics Assembly (see page 72) are spellcasters.

Melee fighters, archers, and practitioners of mundane skills can also join the eternal hunt for knowledge.

Paragnostics initiates, as the most devoted of these seekers are known, are no less dedicated to the hunt for secrets than are the apostles.

Initiates, however, tend to focus less on magic and more on other aspects of the world.

By combining their knowledge with their other abilities, they learn new ways to apply their skills and can even augment the beneficial magics that others cast upon them.

BECOMING A PARAGNOSTIC INITIATE

Rogues, scouts, and swashbucklers are the most common candidates for the Paragnostics initiate prestige class because of their mobility and access to skills.

Fighters and rangers are far from uncommon, however.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 2 ranks, Knowledge (religion) 2 ranks, Knowledge (any other) 2 ranks.

Special: Base attack bonus +4 or Tumble 7 ranks.

Special: Must be a member of the Paragnostics Assembly.

CLASS SKILLS

(6 + Int modifier per level): Balance, Climb, Craft, Decipher Script, Jump, Knowledge (all skills, taken individually), Listen, Profession, Search, Speak Language, Spot, Tumble.

CLASS FEATURES

The abilities you gain from this prestige class are designed to enhance the spellcasting of others as well as expand your own combat options.

Assist Casting (Ex): You can assist an ally with spellcasting if you have a number of ranks in the appropriate Knowledge skill equal to the level of the spell being cast (minimum 1).

The table below defines the required skills for each type of ally.

Ally Assisted	Knowledge Skill
Arcane caster	Knowledge (arcana)
Cleric or paladin	Knowledge (religion)
Druid or ranger	Knowledge (nature)

The type of assistance you can render varies with your level. **Penetration:** Once per round as an immediate action, you can grant an adjacent allied spellcaster a +1 bonus on caster level checks made to overcome spell resistance.

Target: At 2nd level, you automatically aid any allied spellcasters in targeting a foe with which you are engaged in melee.

Your ally does not take the standard -4 penalty for targeting that foe with a ranged attack spell, though the penalty remains in effect normally if other allies are engaged with that foe.

In addition, you do not provide a cover bonus for that foe against any allied spellcasters.

Furthermore, any foe you threaten takes a -1 penalty on Reflex saving throws against spells cast by your allies (but not by you).

Distraction: At 3rd level, you gain the ability to protect an allied spellcaster with whom you are flanking an opponent. As long as you maintain the flanking arrangement, your ally can cast spells without drawing attacks of opportunity from the flanked creature.

Other activities that draw attacks of opportunity do so as normal.

Tactical Combat (Ex): At each level you attain in this class, you gain an ability to enhance your fighting prowess or to influence magical effects cast upon you, based on your Knowledge skills.

Each time you gain this feature, choose one of the following abilities for which you meet the skill-based prerequisites.

Although you can choose some of these abilities multiple times (as indicated in the descriptions), you may not select the same one twice in a row, and the minimum required skill rank increases by 2 for each subsequent selection of the same ability.

Avoid Energy: Choose an energy type from among acid, cold, electricity, and fire.

You gain a +2 bonus on all saving throws made against spells that deal damage of that energy type.

You can select this ability multiple times, choosing a different energy type each time.

(Knowledge [the planes] 4 ranks).

Break Point: Each of your melee attacks deals an extra 2 points of damage against inanimate objects and constructs.

(Knowledge [architecture and engineering] 4 ranks).

Deadly Strike: You gain a +2 bonus on attack rolls made to confirm critical hits.

(Knowledge [nature] 4 ranks).

Discern Weakness: Choose one creature type from the ranger's favored enemy list (PH 47).

Provided that you have at least 5 ranks in the appropriate Knowledge skill (Knowledge [arcana] for dragons, Knowledge [nature] for humanoids, and so forth), you gain a +2 bonus on attack rolls against creatures of that type.

You can select this ability multiple times, choosing a different creature type each time.

(Knowledge [varies] 5 ranks).

Mystical Augmentation: Choose one clerical domain.

The effective caster level of any spell in that domain cast upon you by someone else increases by 1, if you so choose at the time of casting.

(Knowledge [religion] 4 ranks).

Physical Augmentation: Choose one of your physical ability scores (Strength, Dexterity, or Constitution).

When any spell that applies a bonus or penalty to this score is cast upon you by someone else, any bonus granted increases by 2, and any penalty imposed is reduced by 2 (minimum penalty 1).

You can select this ability multiple times, choosing a different ability score each time.

(Knowledge [nature] 6 ranks).

Resist Ethos: You gain a +2 bonus on all saving throws against negative energy-based spells, and against spells with an alignment subtype opposed to one or both aspects of your own alignment (law/chaos or good/evil).

(Knowledge [religion or the planes] 5).

Spell Disrupter: Any spellcaster flanked by you and an ally cannot cast defensively to avoid attacks of opportunity and is aware of this limitation.

(Knowledge [arcana] 6).

PLAYING A PARAGNOSTIC INITIATE

You are no less a seeker of knowledge than the Paragnostic apostles are; you simply do not focus on magic as the central facet of that knowledge.

Even when you adventure for other purposes, you are constantly alert for new knowledge, be it ways to augment your own abilities or simply information that you can bring back to the Paragnostic Assembly.

You lack the authority of the Paragnostic apostles because you are considered less of a spiritual leader.

However, you are still a central member of the Paragnostic Assembly, respected by all who would delve into the secret past.

COMBAT

Whether you're a front-line fighter or a mobile flanker, you find yourself engaged in melee far more often than your apostle counterparts do.

Work out tactical maneuvers in advance with the others in your party, so that you can make the best possible use of your abilities to aid allies.

If you have a handful of strategies and procedures preplanned, you can implement them far more swiftly and effectively than you could on the fly.

ADVANCEMENT

Though you lacked the skills required to become a Paragnostic apostle, you were no less anxious to advance your learning and meld your abilities with the knowledge you had gained from membership in the Paragnostic Assembly.

Petitioning to learn the secrets of the Paragnostic initiate was the only logical choice, and the organization was happy to instruct you.

Now you spend much of your time traveling and adventuring in search of lost lore.

Because you need not research the arcane to advance your spellcasting ability, you spend less time in the organization's chapterhouses than many of the apostles do.

Thus, while the apostles are often seen as the primary figures of the Paragnostic Assembly, it falls on you and your fellows to do at least as much work on the group's behalf.

As you advance, focus heavily on your Knowledge skills, as well as the other class skills that you do not have access to from other classes.

You have only three chances to benefit from this skill list, so don't waste them.

You might want to consider increasing your Intelligence, if the opportunity arises, for the same reason.

RESOURCES

Like the Paragnostic apostle, you have the full library and resources of the Paragnostic Assembly's chapterhouses available to you.

While you're less likely to need access to arcane spells, you can still benefit from the organization's research libraries, as well as the occasional loan of magic items to help acquire specific lore.

TABLE 2–8: THE PARAGNOSTIC INITIATE
HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Assist casting (penetration), tactical combat
2nd	+2	+3	+3	+0	Assist casting (target), tactical combat
3rd	+3	+3	+3	+1	Assist casting (distraction), tactical combat

SANCTIFIED ONE

"I come in the name of the Brawler, and no evil shall stand against me!"

—Tarrana, sanctified one of Kord

The cleric, the paladin, the priest, and the holy warrior—all these are classic divine hero archetypes.

Whatever differences they may have, all divine heroes owe their power to deities or to their faith and devote themselves to the service of powers beyond the mortal plane.

But not all deities have paladins as their martial champions, or clerics as their most iconic servants.

In some cases, the sanctified one fills both roles.

BECOMING A SANCTIFIED ONE

Among the many roles that deities fill in the world, the role of patron is among the most important.

Every deity has its own portfolio and its own agenda, and each rewards faithful service differently.

A sanctified one epitomizes the ideals of her own specific deity.

Although any deity can sponsor a sanctified one, these holy servants most often serve deities who lack any other obvious champions.

Few serve deities who attract mostly lawful good worshipers, for example, since paladins typically function as the champions of such faiths.

Sanctified ones, on the other hand, fill the role of champion for churches without other obvious choices—typically Ehlonna, Kord, Olidammara, and Wee Jas.

Unlike members of most other divine prestige classes, sanctified ones often come from backgrounds other than clerical.

A sanctified one might have been a wizard, a rogue, or a fighter before becoming a champion of her religion.

To become a sanctified one, a character must be of the same alignment as her deity—a restriction even more stringent than those governing clerics and paladins.

Furthermore, a deity who favors a particular character class most often draws its sanctified ones from that class.

ENTRY REQUIREMENTS

Base Attack Bonus: +5.

Alignment: Must match that of deity chosen.

Skill: Knowledge (religion) 6 ranks.

Special: Must complete a sanctification ritual performed by a priest or other authority of the chosen deity's church.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Diplomacy, Intimidate, Knowledge (religion), Perform, Sense Motive.

CLASS FEATURES

As a sanctified one, you gain class features that build upon strengths valued by your deity.

Weapon and Armor Proficiency: If you are not already proficient with the chosen weapon of your deity, you gain that proficiency now.

You gain no other armor or weapon proficiencies.

Spellcasting: At 2nd and 4th level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a sanctified one, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Additional Class Skills (Ex): Upon becoming a sanctified one, you gain the additional class skills specified for your deity in the accompanying table.

Sanctified Ability: At 1st, 3rd, and 5th level, you can choose a sanctified ability corresponding to your deity from the accompanying table.

Sanctified abilities can be extraordinary, spell-like, or supernatural, as designated in their individual descriptions. If a sanctified ability is followed by an asterisk (*), you can select it as many times as you wish.

Each time you choose it, the number of times per day that you can use that ability increases by one.

Sanctified Blessing: At 5th level, you receive a sanctified blessing based on your deity's powers and portfolio, as given on the accompanying table.

SANCTIFIED ONE ABILITIES

The abilities to which you have access as a sanctified one are summarized on the accompanying table and described below, in the order they appear on the table.

Ehlonna: As a sanctified one of Ehlonna, you gain abilities relating to light, life, and nature.

Light of Life (Su): Once per day as a standard action, you can call upon Ehlonna's light to create a consecrated area.

This effect works like the *consecrate* spell, except that the effect is mobile and centered upon you.

In addition, you are treated as an altar of Ehlonna for the purpose of determining the bonuses granted.

This effect lasts for 10 minutes.

Nature's Bounty (Sp): Once per day, you can use *heroes' feast* (caster level equals 6 + your sanctified one level).

Instead of producing tables and chairs, however, this ability produces blankets and pallets more suited to an outdoor setting.

Nature's Holding (Sp): Once per day, by touching a plant or a natural earth or stone surface, you create an opening to an extradimensional space similar to that created by a *rope trick* spell.

When you and your allies enter this space and close the "door", no evidence of the opening exists on the outside. The space remains for 12 hours or until the last creature exits, whichever comes first.

Summon Nature's Mount (Sp): Once per day as a swift action, you can summon either a unicorn or a griffon (your choice) to serve as your mount.

For each sanctified one level you possess, the creature gains 2 Hit Dice and a +2 sacred bonus to its AC.

The mount is immune to fear effects, and it remains for 1 hour or until slain.

You gain a +5 bonus on Ride checks while riding this creature.

Fast Healing (Su): Once per day as an immediate action, you can gain fast healing 5, which lasts for 10 rounds.

Kord: As a sanctified one of Kord, you gain abilities relating to strength and chaos.

Chaos Warp (Su): Once per day, you can completely ignore all damage from one critical hit scored against you, as well as any effects relating to it.

Holy Fire (Su): Whenever you cast a spell with the fire subtype, you can choose to change all the fire damage it deals into raw divine damage that is treated as good-aligned for the purpose of overcoming damage reduction. This choice must be made at the time of casting.

Luck of Battle (Ex): Once per day, you can choose to roll twice for any roll normally requiring 1d20 and use the higher of the two results.

Sanctified Strength (Su): Once per day, you can apply twice your sanctified one level as a sacred bonus to your Strength for 1 round.

Blessing of Kord (Su): At dawn every day, you can choose one of the following blessings of Kord, which lasts for 24 hours: +2 bonus to Strength, +2 luck bonus on all saves, or +10-foot bonus to speed.

You cannot change this blessing until the next day.

Olidammara: As a sanctified one of Olidammara, you gain abilities relating to luck and stealth.

Chaos Luck (Su): Once per day as an immediate action, you can grant yourself and each of your allies within 30 feet the evasion ability for 1 round.

Any recipient of this benefit who already has evasion gains improved evasion instead.

Any recipient who already has improved evasion gains no further benefit.

Good Catch (Ex): Whenever you make a Disable Device check, you can choose to roll a second time before learning the result of your check.

If you do so, you must use the result of your second attempt.

Not in the Face (Ex): Once per day as an immediate action, you can apply your base Reflex save as a bonus to your Armor Class for 1 minute.

Whenever you are denied your Dexterity bonus, you lose this bonus as well.

Rogues' Blessing (Su): If you have the sneak attack ability, you gain an extra 1d8 points of sneak attack damage for every two sanctified one levels you possess.

Fast Talk (Sp): Once per combat encounter, you can make a Diplomacy check as an immediate action to prevent an enemy within 10 feet from attacking you.

The foe must be attempting an attack against you at the time you use this ability.

If your Diplomacy check result exceeds your opponent's Sense Motive check result by at least 1 for every 3 points of base attack bonus the enemy character possesses, he decides not to attack you (or anyone else) this round.

In subsequent rounds, he attacks you only if you attack him first or are the only opponent within sight.

If your Diplomacy check fails, the opponent attacks normally, and you cannot use this ability again during this combat encounter.

Wee Jas: As a sanctified one of Wee Jas, you gain abilities relating to death, law, and spellcasting.

Armor of Law (Su): If you have an armor bonus (permanent or temporary), it increases by an amount equal to your class level.

If you have no armor bonus, you can increase your shield bonus instead.

If you have neither, you gain no benefit.

Death's Cloak (Su): Once per day as a swift action, you can render yourself immune to poison, magic *sleep* effects, paralysis, stunning, disease, and death effects for 1 minute.

Sanctified Fall (Su): If you are reduced to -1 or fewer hit points, or even killed outright by a death effect, you can use an immediate action to either cast a spell or make a single attack.

For this action only, you can increase either your effective caster level or your bonus on attack rolls (your decision) by an amount equal to your sanctified one level.

Sanctified Spell (Ex): Once per day, you can increase your effective caster level by an amount equal to your Intelligence bonus (if any) for 1 round.

Ruby Spell (Sp): Choose a spell that you can cast from the highest level to which you have access.

You can now use this spell as a spell-like ability once per day.

Doing so requires no material components, unless those components have a gold piece cost equal to 100 gp or more. You can also still cast this spell normally as part of your normal spell repertoire.

Each time you gain a new spellcasting level, you can either retain this spell as a spell-like ability or choose a different one from the highest level you can cast.

AFFILIATION SPECIFICS

The following affiliation details are designed for sanctified ones of Kord.

Criterion	Affiliation Score Modifier
One-Time	
Character level	1/2 levels
Strength 13 or higher	+1
Has the Athletic feat	+1
Has the Endurance feat	+1
Has a Strength penalty	- 2 × penalty

Multiple Use	
Wins an athletic competition	+1/4 opponent's CR
Completes a mission or adventure requiring great Strength or stamina (scaling a mountain, swimming a channel, or the like)	+4
Refuses a personal challenge	-1
Is defeated in an athletic competition	-2

Rank	Affiliation Score	Titles: Benefits and Duties
0	3 or lower	None.
1	4–10	Suppliant: Entitled to living quarters, healing, and training. You must serve or guard the church for at least 60 days each year (see below).
2	11–20	Competitor': Gain a +2 bonus on Strength checks and Strength-based skill checks.
3	21–29	Master: Gain a +2 bonus on opposed checks made to resolve grapple, trip, and overrun attempts.
4	30 or higher	Paragon: Use <i>greater heroism</i> (self only) as a spell-like ability once per day (caster level equals your character level).

If you are playing a sanctified one dedicated to a different deity, use what follows as a model, but change the specifics where appropriate.

SANCTIFIED ONE OF KORD BENEFITS

Though you have no separate organization, you are entitled to a variety of benefits based on your service to your deity and church.

If you have a rank of 1 or higher, you can live in a barracks attached to a temple of Kord if you wish.

If you do so, you have access to the attached gymnasiums as well (see the Kord entry in Deities and Demigods).

Suppliant: At this rank, you can stay in the guest quarters at any temple to Kord for as long as you wish.

In addition, you receive free healing for any injury you suffer in Kord's service.

If you are injured while acting on your own, you can receive one free 3rd-level or lower *cure* spell each day.

If you choose these benefits, you also must serve the church for at least 60 days each year, guarding a temple or other church property, training other champions, or undertaking quests.

Your days of service need not be continuous.

Competitor: By the time you attain this rank, you have achieved a degree of renown among worshipers of your deity.

Because you are regularly called upon to perform missions for your church, you gain a +2 bonus on Strength checks and Strength-based skill checks.

Master: Your increasing focus on combat in the name of Kord has earned you a +2 bonus on opposed checks to resolve grapple, trip, and overrun attempts.

Paragon: As the representative of Kord on earth, you are entitled to use *greater heroism* as a spell-like ability once per day (caster level equals your character level).

This ability is usable on yourself only.

PLAYING A SANCTIFIED ONE

As a sanctified one, you strive to live up to the moral, ethical, and religious code of your church.

Because you are the personification of your deity's best attributes on the Material Plane, it's important to act in accordance with your patron's wishes at all times.

Since accepting the mantle of sanctified one, you have conducted a thorough study of your deity's major characteristics, domains, portfolio, and general philosophy, and you try to behave in a manner consistent with those principles at all times.

Chapter 1 of this book discusses in detail how followers of the various religions tend to act and what they value.

You, however, take these guidelines as law and attempt to live every moment of your life as your deity's direct representative on the Material Plane.

You have no problem working with the followers of other religions, or even those who worship no deity at all.

While you might (or might not) be an evangelist, you understand that getting out and adventuring in your patron's name is the best service you can render.

As a living example of your deity's greatness, you can truly showcase the divine power of your religion.

You also recognize that your deity has particular allies and enemies within the divine pantheon.

As a sanctified one, you try to keep the churches of friendly deities close and prevent the churches of rival deities from gaining power at your patron's expense.

Meeting this goal often means working with people outside your religion and forging new friendships with them.

Those who share even part of your religious philosophy are on the right track, even though their paths occasionally diverge from yours.

COMBAT

Although your deity might or might not be focused on combat, you are an adventuring hero—a champion of your deity.

Thus, to a greater or lesser extent, you are expected to use your abilities in combat to defeat your foes.

You might do so in an entirely different way than another sanctified one, depending upon your gifts.

The following archetypes describe your combat philosophy, depending upon the deity you worship.

Storm of Blades (Kord): As a sanctified one of Kord, you leap into the center of the fight, hacking your way toward your most dangerous foes first.

You prefer to draw attention away from your allies, depending on your deity-granted abilities to protect you while you strike at the heart of the foe.

If you came from a fighting class, you probably possess good armor or exceptional speed in combat, so you trust in those defenses to help you avoid the most damaging blows. Use your *luck of battle* ability to avoid damaging magic, saving your *chaos warp* ability to help you avoid devastating critical hits from strong opponents with exceptional weapons.

When you reach your enemy, use your *sanctified strength* to deal extra damage with a single blow.

Nature's Protector (Ehlonna): The abilities Ehlonna has granted you are geared toward readying your allies for a fight and healing them afterward.

Thus, you usually concentrate on protecting and heartening warriors, though you do keep a few surprises in store for complacent enemies.

Whenever possible, use *summon nature's mount* to achieve battlefield supremacy, since it lets you stay out of range of your most powerful enemies and use ranged spells or attacks to harass them.

When possible, dart in to rescue wavering comrades, either pulling them from the press or healing them on the spot, depending on the resources you have available.

A Knife in the Dark (Olidammara): You aren't a battlefield hero.

As a sanctified one of Olidammara, you have no need to prove your valor—only to win.

Though some might call you a coward, you know how to use your wits and abilities to keep yourself alive and free on the battlefield.

Your *not in the face* and *fast talk* abilities make you difficult to hit, and you can save many lives at a time with your *chaos luck* ability.

In general, you make yourself innocuous on the battlefield, hoping to deliver a devastating strike—or even a timely distraction—at just the right moment.

Deathspell (Wee Jas): Though you depend heavily on your spells, you aren't a blast-away type of spellcaster.

As a sanctified one of Wee Jas, you prefer to use your powers to influence minds—and sometimes bodies as well. Your resistance to death effects makes you the ideal person to confront wayward undead, and your armor of law protects you from overzealous foes that don't know any better than to attack a servant of Death.

When the time is right, your sanctified spell ability can deliver an unexpected, deliberate magical punch, thereby providing Wee Jas with more company in the netherworld.

ADVANCEMENT

When you chose to devote yourself wholly to your deity, you had to earn the trust and respect of your church's authorities.

You began to study your deity and the church's dogma in earnest and take on any missions the church leaders felt they could entrust to you.

In short, you began to serve as a champion of your deity well before you formally took on the mantle of sanctified one.

When you finally did, the entire congregation knew your reputation and looked up to you as your deity's chosen representative.

But your work has only begun.

Because you might very well be the only sanctified one your church has in the area, you strive harder to advance. You are welcomed into most organizations sponsored by your deity, but you must be careful not to focus too heavily on one aspect of your religion at the expense of another. For example, if you worship Kord, you certainly value strength, but it would be too easy to concentrate on refining your physical strength at the expense of the other tenets of your religion.

Try to choose feats that complement your class features and take advantage of your strengths.

Worry less about covering up your weaknesses; after all, you are only a mortal.

If you worship Wee Jas, take feats that improve your spellcasting ability and skills that increase your knowledge so that you can gain a better understanding of the workings of death.

As a follower of Ehlonna, you should work toward becoming more in tune with nature by learning feats that connect you with the strengths of animals, plants, and the elements.

You must also continue to increase your knowledge of nature and its enemies.

RESOURCES

As a sanctified one of your chosen deity, you can expect respect, recognition, and even assistance from followers of your religion and those of allied faiths.

Your church's clergy and congregation trust you as your deity's representative on the Material Plane.

If you need healing, spellcasting, or other resources, you have a right to expect the local church or any nearby worshipers to provide such, even if you cannot offer compensation immediately.

But being a sanctified one is a double-edged sword. When asked for assistance by your church or an ally, you cannot reasonably refuse unless undertaking the requested task would keep you from performing a greater service for your deity.

Even then, you should try to work out a means of accomplishing both tasks to prove yourself worthy of your deity's trust.

You do not expect to go without compensation for your services—indeed, it would be disrespectful for a church not to ensure that its sanctified ones were fully equipped.

However, you never demand more than those in need can afford.

Furthermore, when you receive “loans” of services or goods, you repay them quickly and with interest.

Because of such behavior, you are recognized throughout the world as a pillar of your religion and few—even the nonreligious—are disrespectful to you.

Your foes might also treat you with awe, sometimes targeting you more heavily than they otherwise would.

But you are a champion, so you can withstand your enemies better than most.

SANCTIFIED ONES IN THE WORLD

“They're just as committed as paladins—and just as fanatical!”

—Lars Bentforth, Woldsdown peasant

Sanctified ones are lone champions of their religious beliefs.

While they gain the respect of those around them, they also find themselves segregated from their fellow worshipers.

At times, sanctified ones can come across as too perfect, or too intense.

Even those who worship “relaxed” deities such as Olidammara often make others around them feel inadequate or without purpose.

Such reactions stem from the fact that sanctified ones don't just believe—they know.

First and foremost, members of this prestige class are adventurers.

However, their patron deities have given them abilities that enable them to go forth and advance divine agendas in the world.

Few sanctified ones spend their time in large temples or holy places protected by cities or fortresses.

Most often, they are out in the wild, mingling with the desperate and the hopeless. Nevertheless, they are seldom out of touch with their churches, and they are always on call when the church leaders are in need of heroes. Sanctified ones simply never get to enjoy the fruits of their labors for long. In an adventuring party, a sanctified one often serves a support role because she feels more comfortable helping others succeed than drawing the glory to herself. Such an attitude might seem odd to others, especially since sanctified ones draw so much attention from their foes, but it makes sense to the holy champion. She knows that someday the foes sent against her will succeed in destroying her, but she plans to go down fighting and if possible keep her comrades alive and fighting. So while a sanctified one might either draw fire or stand back and heal, she doesn't use her party members as ammunition or fodder for her enemies' swords. Rather, she willingly plays the role her deity has chosen for her.

ORGANIZATION

Sanctified ones have no organization of their own, both because they are so few in number and because they tend not to bond with characters outside their ranks. And while sanctified ones of different religions might work together, they are too committed to the tenets of their individual beliefs to share any common organizational philosophy or structure. Thus, sanctified ones often find themselves on the outside looking in, serving the causes in which they so fervently believe but isolated from their fellows. However, each sanctified one automatically belongs to at least one organization—her church. She might also join another organization within that church—perhaps one run by members of a different prestige class. But many prestige classes with religious strictures are too narrow in focus for a sanctified one. Such a character isn't interested in just one aspect of her deity's portfolio; she wants to promote the whole package.

NPC REACTIONS

People fortunate enough to meet a sanctified one of their own church often treat her as a hero. They see her as someone their children should look up to and someone they themselves should venerate, but a measure of desperation is often intermingled with this hero worship. People have heard that sanctified ones go only where their church needs them, and that they settle where the fire is hottest. Thus, common folk revere sanctified ones but hope they are simply passing through, looking for trouble in some faraway land. Such NPCs usually begin any interaction as helpful, or at worst friendly. Clerics react to a sanctified one of their own faith in similar ways. Most see her as a devoted follower of their religion, welcome her into their sanctuaries, and share news, food, and problems with her.

Church leaders—be they lay persons, actual clerics, or other divine casters—recognize their deity in the face of the sanctified one and see her presence as a blessing.

But they too worry about trouble.

Why is the sanctified one there?

What does the god need done?

How is her mission going to affect the church, the congregation, and the clergy?

Nevertheless, devout clerics are helpful to sanctified ones on almost any occasion.

A few clerics, however, disdain and even envy sanctified ones.

Some such individuals come from fringe sects or overly structured temples in which rote has replaced belief in the hearts of the worshipers, and others have a slightly different alignment from their deity.

In such cases, the cleric may view the sanctified one as too stratified, or too intensely devoted to a “narrow-minded view” of the deity.

This situation isn't as unusual as it might seem—plenty of clerics of Kord are neutral good, and few of them appreciate hearing a “hero” of the religion espousing the importance of chaos, individuality, and luck.

Such clergy members sometimes mutter against the sanctified one and can, if left unchecked, turn her from a visiting hero into a harbinger of doom in the minds of the worshipers.

Envious clergy might appear to be helpful in initial interactions, but turn out to be unfriendly or even hostile toward the sanctified one in the long run.

But the true enemies of the sanctified one are the foes of her religion.

Worshipers of evil deities put even higher prices on the heads of sanctified ones than on those of known paladins because they rightly see a strike against such a hero as a strike against the religion she represents and the deity she worships.

A sanctified one who lingers too long in one place has more to worry about than mutterings of envious clergy; she runs a very real risk of assassination or a strike by her religion's enemies.

Enemies of the sanctified one's church are always hostile toward the champion herself.

Most non-evil members of other religions see sanctified ones as powerful adventurers and seldom treat them much differently than they would a high-level paladin or cleric—usually friendly, though occasionally indifferent.

This attitude can be a relief when the sanctified one simply wants to rest in a place where her deity isn't worshiped.

But when the deity calls again, she must ride!

SANCTIFIED ONE LORE

Characters who have ranks in Knowledge (religion) can research sanctified ones to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: A sanctified one is a servant of [*deity's name*] and has achieved a strong connection to her faith.

DC 15: A sanctified one almost certainly has at least one special power granted by her deity.

DC 20: A sanctified one of [*deity's name*] can use one or more of the following abilities: [*special abilities*].

DC 30: Characters who achieve this level of success can learn important details about the sanctified ones in your

campaign, including notable individuals, the areas where they operate, and the kinds of activities they undertake. Since sanctified ones don't have their own special organization, the best way for a character to approach membership in this prestige class is to find a devout clergy member (usually a cleric) of the appropriate religion and ask about champions of the deity.

Several attempts might be required to gain the appropriate information.

Almost every member of any organized religion has heard of sanctified ones, but few have ever actually met one. Alternatively, when a character completes quests in the name of a deity, she might be approached by a high-level cleric or even a sanctified one and offered the opportunity to participate in the initiation rites.

SANCTIFIED ONES IN THE GAME

If you wish to add sanctified ones to your game, you should probably include more detailed information about religion as background for adventuring.

Religion is a great motivator for adventuring in the D&D game, and the quest to become a sanctified one is a process characters can begin at any level.

You can introduce sanctified ones as NPC heroes when your PCs attain the appropriate character levels.

Because of their general attitudes, they make terrific NPCs—they seldom feel the need to “grab the glory”, and they would rather help others achieve success than be lauded for doing it all themselves.

A sanctified one wants others to become heroes, especially if doing so links their names to the worship of the right deity.

When a player evinces interest in devoting his character to a deity, introduce the concept of the sanctified one as a goal and allow the PC to work toward it.

luckily, most of the PC's goals probably match those of any other adventurer—namely, defeat evil and become more powerful.

Multiple aspiring sanctified ones in the same party can make for a fun and interesting group.

Adaptation This section presents four examples of sanctified ones using deities from the core D&D game. You can adapt these to other campaign settings by matching up first portfolios and domains, and then alignment.

You might need to swap out one or two powers, but fortunately, most of the powers clearly link to specific domains.

If you wish to create your own sanctified one for a different deity, start with the following basic guidelines.

- The deity probably doesn't have any other “mainstream” champions, such as paladins or members of a notable prestige class.

A religion that already has paladins is less likely to need a sanctified one.

This rule doesn't always apply, but it's a good guideline.

- The sanctified one is a five-level prestige class for a reason. The deities chosen are usually patrons of other classes, and obviously so.

A patron deity of druids wants its followers to be druids. Allowing them to deviate for five levels and gain some appropriate abilities is fine, but any greater investment in another class actually steers the sanctified one away from the deity's patronage.

- The sanctified one's abilities should involve some small amount of choice.

Even though these characters are supposed to follow their religions' ideals, no one mortal could possibly do justice to all of them.

So build a short list with more choices than a character could possibly take, and see where the concept goes from there.

TABLE 2–9: THE SANCTIFIED ONE HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+2	+2	Additional class skills, sanctified ability	—
2nd	+1	+3	+3	+3	—	+1 level of existing spellcasting class
3rd	+2	+3	+3	+3	Sanctified ability	—
4th	+3	+4	+4	+4	—	+1 level of existing spellcasting class
5th	+3	+4	+4	+4	Sanctified blessing, sanctified ability	—

SANCTIFIED ONE ABILITIES AND BLESSINGS

Deity	Additional Class Skills	Sanctified Abilities	Sanctified Blessing
Ehlonna (NG)	Knowledge (nature), Search, Survival	Light of life*, nature's bounty, nature's holding, summon nature's mount*	Fast healing 5
Kord (CG)	Climb, Jump, Knowledge (dungeoneering)	Chaos warp*, holy fire, luck of battle*, sanctified strength*	Blessing of Kord
Olidammara (CN)	Appraise, Knowledge (dungeoneering), Move Silently	Chaos luck*, good catch, not in the face*, rogues' blessing	Fast talk
Wee Jas (LN)	Decipher Script, Knowledge (arcana), Spellcraft	Armor of law, death's cloak*, sanctified fall, sanctified spell*	Ruby spell

WHY NO EVIL SANCTIFIED ONES?

The deities of evil have their champions too, but such individuals share few characteristics with sanctified ones. Even the lawful neutral worshipers of Wee Jas and the chaotic neutral followers of Olidammara sometimes work together toward a common goal, but evil characters can seldom manage viable alliances.

Aside from the fact that evil sanctified ones would usually be NPCs by default, the evil deities often prefer to reshape the world, and their worshipers, in their own images without much

of a common bond. An evil champion of Erythnul would find less in common with a champion of Gruumsh than you might think, even though both deities are chaotic evil. Sanctified ones, on the other hand, are unified by their single-minded devotion to their deities, and even those of differing philosophies and alignments can work together for extended periods of time. Evil champions tend to betray each other frequently, and no underlying bond exists between them.

SHADOWSPY

"Perhaps you see it as a curse that I must deny myself the light of the Shining One so that his enemies might be exposed and destroyed.

But it is my honor and duty to make such a sacrifice, and in truth, I see the gifts of the Shining One as proof that I am still within his sight, despite the shadows that cling to me."

—Saera, Shadow Knight of Pelor

Shadowspies are the covert arm of Pelor's Shadow Guard (see page 75).

Members of this subject work individually or in small groups to locate hidden sources of evil.

Although they often lead double lives, masquerading as normal folk who are simply trying to get by, shadowspies never forget their duty to their deity, to their church, and to the multitude of innocents who unknowingly depend on them.

BECOMING A SHADOWSPY

Only priests and paladins of Pelor with the proper skills and demeanor are permitted to join the shadowspies. The vast majority of shadowspies are drawn from the shadowstrikers (page 108), though it is not unheard of for ordinary priests of Pelor to be inducted as shadowspies. Clerics or paladins with levels in bard, monk, ranger, or rogue are ideal candidates because they have the stealthy skills to use the shadows as a tool against the forces of darkness.

ENTRY REQUIREMENTS

Alignment: Any good.

Skills: Gather Information 6 ranks, Hide 6 ranks, Move Silently 6 ranks.

Feat: Good Devotion, Healing Devotion, Strength Devotion, or Sun Devotion.

Spellcasting: Able to cast 1st-level divine spells.

Special: Must be a cleric or paladin of Pelor.

CLASS SKILLS

(6 + Int modifier per level): Balance, Bluff, Climb, Concentration, Decipher Script, Disguise, Escape Artist, Forgery, Gather Information, Hide, Jump, Knowledge (local), Knowledge (religion), Listen, Move Silently, Open Lock, Search, Sense Motive, Speak Language, Spot, Tumble.

CLASS FEATURES

The abilities you gain as a Shadowspy of Pelor allow you to seek out sources of wickedness that are all too often hidden from view.

You gain the ability to blend into the throngs around you, create shadows to mask your presence by manipulating light, make your thoughts impossible to read, and force even the most corrupt persons to speak the truth in your presence.

Spellcasting: At each even-numbered level, you gain new spells per day and an increase in caster level (and spells

known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one divine spellcasting class before becoming a Shadowspy, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Aura of Anonymity (Su): You leave few impressions upon those you meet, and even fewer upon those unexceptional souls you pass in the street.

When you are walking in a crowd often or more individuals, you gain a divine bonus equal to your Shadowspy level on Disguise and Hide checks.

Radiance of Pelor (Su): Pelor has granted you the power to enhance sources of light so that they shine as brightly as the sun.

As a swift action, you can augment any or all light sources within 60 feet (including torches, lamps, lanterns, and campfires, as well as objects that are the target of a *light* spell and magic weapons that glow).

The range of any light source so affected doubles, and the effect lasts a number of hours equal to your Shadowspy level, or until the light source is extinguished, whichever occurs first.

This ability can be used a number of times per day equal to your Wisdom modifier (minimum once).

Bonus Feat: At 2nd level and every 3rd level thereafter, you can select a bonus feat for which you meet the prerequisites from the following list: Acrobatic, Alertness, Athletic, Combat Casting, Deceitful, Extra Turning, Improved Turning, Investigator, Good Devotion (see page 58), Persuasive, Stealthy.

Immunity to Blindness (Su): Beginning at 2nd level, you cannot be blinded by magical effects, spells, or bright light. Physical barriers to sight, such as blindfolds and solid objects, still prevent you from seeing.

Additionally, any wounds that cause the destruction of your eyes still blind you.

Veil of Pelor (Sp): When you attain 3rd level, your motives and morality become almost impossible to determine.

As an immediate action, you can use *undetectable alignment*, as the spell (caster level equals your character level).

This ability is usable at will.

Personal Eclipse (Su): Beginning at 4th level, you can manipulate the direction and intensity of light.

By redirecting and dimming ambient illumination, you can cast shadows around your body to better conceal your presence.

Doing so grants you a circumstance bonus equal to one-half your Shadowspy level on Hide checks.

This ability can be used at will but is effective only in areas where light is present.

Truth of the Light (Sp): When you attain 6th level, creatures in your company find it difficult to tell deliberate untruths.

At will, you can use *zone of truth*, as the spell (caster level equals your character level).

You can use this ability a number of times per day equal to your Shadowspy level.

Blinding Light (Su): At 7th level, you learn to blind nearby foes with a brief but intense flash of light.

Twice per day, you can project a beam of light from your palm in a cone-shaped burst with a range of 15 feet.

Any creature in the area that fails a Reflex save (DC 10 + Shadowspy level + Wis modifier) is blinded for 1d6 rounds. Sightless creatures are not affected by this ability.

Sun's Revelation (Su): At 8th level, you become adept at detecting untruths spoken in your presence.

At will, you can use *discern lies*, as the spell (caster level equals your character level).

Hide in Plain Sight (Su): Beginning at 9th level, you can use the Hide skill even while being observed, as long as you are in a sunlit location.

See the ranger class feature (PH 48).

Vision of Pelor (Su): At 10th level, you can see through even the most potent illusions.

Three times per day, you can use *true seeing* at will, as the spell (caster level equals your character level).

PLAYING A SHADOWSPY

Unlike shadowstrikers, you are understated and subdued, and you often work alone.

Though you felt a bit lonely on your missions at first, you came to realize that Pelor watches over you constantly, whether or not the shadows mask you from mortal sight. To succeed as a Shadowspy, you must be entirely self-reliant.

Unlike the shadowstrikers, you have no cell to fall back on for support, and you can't call upon the church for aid unless the circumstances are particularly dire.

The self-reliance you have gained out of necessity might make you seem smug to others, but you prefer quiet confidence to vociferous bombast.

COMBAT

Fighting toe-to-toe is for shadowstrikers.

You rarely enter combat unless it is on your own terms.

Like so many of your enemies, you depend on the shadows to hide your movements and provide you with ample opportunities for ambush and evasion.

Your assigned tasks rarely involve direct confrontation, though you are more than capable of defending yourself as long as the conflict is not protracted.

You prefer, however, to strike quickly and from hiding, then slip away before your enemies can retaliate.

Given the opportunity, you like to prepare an exit corridor by seeding it with snares, traps, and bolt holes from which you can launch ambushes.

Doing so allows you to send groups of enemies scrambling in the wrong direction while you double back to make your escape.

TABLE 2–10: THE SHADOWSPY HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Aura of anonymity, radiance of Pelor	—
2nd	+1	+0	+3	+3	Bonus feat, immunity to blindness	+1 level of existing spellcasting class
3rd	+2	+1	+3	+3	<i>Veil of Pelor</i>	—
4th	+3	+1	+4	+4	Personal eclipse	+1 level of existing spellcasting class
5th	+3	+1	+4	+4	Bonus feat	—
6th	+4	+2	+5	+5	<i>Truth of the light</i>	+1 level of existing spellcasting class
7th	+5	+2	+5	+5	Blinding light	—
8th	+6	+2	+6	+6	Bonus feat, sun's revelation	+1 level of existing spellcasting class
9th	+6	+3	+6	+6	Hide in plain sight	—
10th	+7	+3	+7	+7	Vision of Pelor	+1 level of existing spellcasting class

SHADOWSTRIKER

"Horrible cults, terrible demons, and the shambling remains of creatures long dead—I have seen them all, and my bright blade has given me the strength to do what is right.

Though the shadows may blind you, they can also open your eyes to the realization that our plight is dire—more so than we might at first admit."

—Peadrin, Shadowstriker of Pelor

The elite group known as the shadowstrikers is the military arm of Pelor's Shadow Guard.

Its members make little attempt to hide their presence because they prefer to stand as constant reminders to the minions of evil and decay that divine consequences await their vile actions.

BECOMING A SHADOWSTRIKER

Shadowstrikers come from all walks of life.

Most are drawn from the clerics and paladins who serve in the ranks of either Heironeous or Pelor, though any member of either church with strong faith and a needed skill—regardless of vocation—is welcome to apply.

ENTRY REQUIREMENTS

Alignment: Any good.

Base Attack Bonus: +5.

Skill: Knowledge (religion) 2 ranks.

Feat: Good Devotion, Healing Devotion, Law Devotion, Strength Devotion, Sun Devotion, or War Devotion Class Skills (2 + Int modifier per level): Climb, Diplomacy, Handle Animal, Heal, Intimidate, Jump, Knowledge (religion), Ride, Search, Sense Motive, Spot.

CLASS FEATURES

You are a weapon of Pelor given humanoid form.

As a Shadowstriker, you have learned to channel your faith into a well-honed weapon and become especially proficient at dealing with undead creatures.

Badge of Office (Ex): Upon your induction into the shadowstrickers, you were given a special holy symbol combining the symbols of Heironeous and Pelor. This item is crafted from gold, inlaid with platinum lightning motifs, and encrusted with sunstones. In areas where the Church of Heironeous or the Church of Pelor holds political power, this badge allows you access to prohibited areas and gives you the right to detain and question suspects in the pursuit of your deity's will.

Luminous Weapon (Su): You can imbue your melee weapon with the power of the Shining One. When you do so, your weapon glows as if affected by a light spell and gains a bonus equal to twice your Shadowstriker level on damage rolls against evil and/or undead creatures. You can use this ability a number of times per day equal to your Wisdom modifier (minimum once), and the effect lasts for 10 rounds.

Smite Evil (Su): Beginning at 2nd level, you can smite evil once per day (see the paladin class feature, PH 44). Smite evil attempts/day attained from multiple sources stack.

Sun's Blessing (Su): When you reach 2nd level, you can cause your weapon to flare with the fires of the sun. As long as the sun's blessing remains upon your luminous weapon, it deals an extra 1d6 points of fire damage. Additionally, the blinding light spilling from the weapon counts as a *daylight* spell for the duration of the effect. The sun's blessing can be used once per day, and the effect lasts for a number of rounds equal to your Shadowstriker level.

You can gain an additional use per day of this ability for each daily turn attempt, smite evil attempt, or spell slot (if you are a spontaneous caster) that you sacrifice.

Surge of Piety (Su): When you attain 3rd level as a Shadowstriker, your touch becomes infused with positive energy.

Any undead creature that touches you (by hitting you in melee or for any other reason) is shaken for 1 round or until it is no longer in physical contact with you—even if it normally can't be affected by this condition.

Once per day as a full-round action, you can channel this energy into a single burst of positive energy, which manifests as a flash of bright, warm sunlight.

In addition to functioning as a *consecrate* spell, this wave of energy deals 1d8 points of positive energy damage to every undead creature within 30 feet (no save).

You can increase the damage this effect deals by 1d8 points (maximum +5d8) for each daily turn attempt, smite evil attempt, or spell slot (if you are a spontaneous caster) that you sacrifice.

PLAYING A SHADOWSTRIKER

As a Shadowstriker, you are one of Pelor's elite soldiers. You and your fellows enjoy an *esprit du corps* that other religious orders rarely exhibit, due in part to the fact that Shadowstriker cells are composed primarily of laypersons brought together by their common faith in your two patron deities.

The forces of evil cannot long stand before such a zealous and devoted group—indeed, when you are with the other members of your cell, you are unstoppable and capable of accomplishing any goal.

Even when you are alone, you are a force to be reckoned with, and you don't mind letting others know it.

COMBAT

When engaging enemies in combat, your best option is your luminous weapon ability, which increases the damage you deal.

At 2nd level, you can pair this ability with sun's blessing, which adds a significant amount of fire damage to your attacks.

If you use these two abilities in conjunction with smite evil, you can easily lay fiendish foes low with a few well-placed blows.

Since your damage-enhancing abilities are usable only in hand-to-hand combat, however, you must be prepared to close for melee with your enemies.

TABLE 2–11: THE SHADOWSTRIKER HIT DIE: D10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Badge of office, luminous weapon
2nd	+2	+3	+0	+3	Smite evil 1/day, sun's blessing
3rd	+3	+3	+1	+3	Surge of piety

SQUIRE OF LEGEND

"Behind every legend stand the folks who had to do the real work."

—Ezria Birrinsdottir, squire to Mikolai Laziros

Not everyone who reveres the Six from Shadow (see page 65) desires to shape her entire life around her chosen paragon.

Some wish only for a slight taste of their hero's abilities, others simply recognize that no champion can stand alone. The Six from Shadow could not have defeated Tharizdun's cult without the efforts of the thousands who fell beside them.

It is this philosophy that the squire of legend embraces. Whether she seeks to stand behind heroes such as the mythic exemplars, propping them up and aiding them in their quests, or simply to honor her favored paragon without following in his footsteps, she is a hero in her own right, skilled beyond her humble title.

BECOMING A SQUIRE OF LEGEND

Like the mythic exemplar, the squire of legend devotes herself to a single path based on a chosen patron, but her abilities are much less rigidly defined by that path.

Thus, a broader array of characters can benefit from this prestige class.

ENTRY REQUIREMENTS

Skills: Knowledge (history) 3 ranks and any one of the following: Diplomacy 7 ranks, Intimidate 7 ranks, Knowledge (arcana) 7 ranks, Knowledge (religion) 7 ranks, or Move Silently 7 ranks.

Special: Must be a member of the Disciples of Legend.

CLASS SKILLS

(6 + Int modifier per level): Appraise, Bluff, Climb, Concentration, Craft, Diplomacy, Escape Artist, Gather Information, Handle Animal, Heal, Jump, Knowledge (arcana), Knowledge (nobility and royalty), Knowledge (religion), Listen, Perform, Ride, Search, Sense Motive, Spot, Swim.

CLASS FEATURES

Your class features vary according to your paragon, but are all oriented toward aiding and bolstering your allies.

You know that when a hero falls, when a knight is unhorsed, or when a champion surrenders to despair, it is up to his squire to set him right. Thus, your allies know they can always count on you when the day is darkest.

Spellcasting: At 2nd and 3rd level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a squire of legend, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Paragon's Path: Upon becoming a squire of legend, you must choose one of the legendary Six from Shadow after whom to model your skills and abilities.

Once made, your choice cannot be changed.

Save Bonus (Ex): At 1st level, you gain a +1 bonus on a saving throw determined by your paragon, as given on the following table.

Patron	Saving Throw
Dardallion	Reflex
Imdastri	Will
Ktolemagne	Will
Orsos	Fortitude
Reikhardt	Will
Sunyartra	Fortitude

This bonus increases to +2 when you attain 3rd level.

Squire's Burden, Least (Su): You gain the first of several supernatural abilities that let you use the skills of your chosen paragon to aid others.

Unless otherwise noted, each paragon's gift (least, lesser, and greater) requires a swift action to invoke, lasts for a number of rounds equal to twice your squire of legend level, is usable once per day, and has a caster level equal to three times your squire of legend level.

When the description of a squire's burden ability specifies an ally, it means only an ally; you cannot use the effect on yourself unless so stated.

Dardallion: You can grant yourself and one ally flanking bonuses against a foe that both of you threaten, even if you are not properly positioned to flank.

The bonus persists as long as you both threaten that enemy.

Imdastri: You can use *sanctuary*, as the spell.

Ktolemagne: You can use *comprehend languages*, as the spell.

Orsos: You can use *speak with animals*, as the spell.

Reikhardt: You can grant one ally within 30 feet the ability to take an immediate action of a specified type out of turn. If you invoke this ability as a swift action, the ally can take a 5-foot step.

If you invoke it as a move action, she can take a move action.

If you invoke it as a standard action, she can take a standard action.

Sunyartra: As an immediate action, you can negate a single critical hit against one ally within 30 feet.

The ally still takes normal damage from the hit.

Squire's Burden, Lesser (Su): At 2nd level, you gain a new supernatural ability that you can use once per day.

This ability follows all the guidelines for least squire's burden (above), unless otherwise noted.

If you choose, you can forgo your daily use of this ability for an extra use of your least squire's burden.

Dardallion: As an immediate action, you can grant one ally within 30 feet the opportunity to reroll a saving throw, skill check, or ability check.

Imdastri: You can use *shield other*, as the spell.

The effect lasts for a number of rounds equal to three times your squire of legend level.

Ktolemagne: You can use *see invisibility*, as the spell.

The effect lasts for a number of rounds equal to three times your squire of legend level.

Orsos: You can use *lesser restoration*, as the spell.

Reikhardt: You can grant an ally within 30 feet a second use of an extraordinary or supernatural ability normally usable only once per day.

If you gain a second daily use of this ability, you cannot use it twice in one day on the same ally.

Sunyartra: You can use *true strike*, as the spell, but only on a single ally within 30 feet.

Faithful Companion (Ex): At 3rd level, you learn to place yourself between an ally and harm.

If you and an ally within 5 feet are both subject to an area spell or effect that allows a Reflex save for partial damage, you can grant your ally a bonus on her saving throw by taking a penalty of equivalent magnitude on your own. The value of the bonus and penalty can be any amount up to the value of your base Reflex saving throw.

You must decide to invoke this ability before either you or your ally has attempted the saving throw.

Squire's Burden, Greater (Su): At 3rd level, you gain a new supernatural ability you can use once per day.

It follows all the guidelines for least squire's burden, above.

If you choose, you can forgo your daily use of this ability for an extra use of the least or lesser squire's burden.

Dardallion: You can grant one ally within 30 feet the ability to move through threatened areas without provoking attacks of opportunity for 2 rounds.

Other actions, such as casting in a threatened area, still provoke attacks of opportunity as normal.

Imdastri: You can grant one ally within 30 feet immunity to one of the following effects for a number of rounds equal to three times your squire of legend level: disease, exhaustion, fatigue, mind-affecting spells and abilities, negative levels, or poison.

You choose the effect when you activate this ability.

Ktolemagne: As a swift action, you can take over concentrating to maintain an ally's spell or spell-like ability, allowing her to take other actions.

Once you have assumed control of an effect, you cannot give it back.

Orsos: You can grant one ally within 30 feet energy resistance 10 to an energy type of your choice for a number of rounds equal to three times your squire of legend level.

Reikhardt: When an ally within 30 feet of you uses an extraordinary, spell-like, or supernatural ability that affects all allies within a given number of feet, you can use an immediate action to extend its range and duration by 50%.

Sunyartra: As an immediate action, you can grant one ally within 30 feet the opportunity to reroll an attack roll or critical hit confirmation roll.

PLAYING A SQUIRE OF LEGEND

You follow in the footsteps of a legend, but you embrace your legendary hero's influence to a lesser degree than some others do.

You don't honor your hero any less than your comrades do—you simply choose not to devote your entire life to following that person's example.

You are more firmly devoted to the notion that a true hero aids her comrades rather than seeking glory for herself. Whether you accompany a Disciple of Legend or simply team up with an ally for adventuring, your primary concern is to ensure that your heroic comrade survives to complete the task at hand.

You are content with a smaller share of fame and glory; it is enough to know that your comrade could not have succeeded without you.

The Disciples of Legend accord you respect, but not to the same degree as they do the mythic exemplars.

They honor the assistance you provide and your commitment to the precepts of the Six from Shadow, but even they—like so many others—tend to give more credit to the flashier heroes and underestimate the contributions of those who stand behind.

So far this attitude has not disturbed you unduly, since you have been content with your own contributions, but someday you might become one of those few squires who have quit the organization in disgust.

COMBAT

Becoming a squire of legend does not fundamentally change what you are.

The benefits you can gain from this prestige class are somewhat limited because of its short progression, so your combat tactics depend largely on your levels in other classes.

Thus, if you're a heavy fighter, you should still stand in the front line, and if you're a wizard, you should still cast from the rear.

Even so, however, you realize perhaps better than most that adventuring and combat are group activities.

Your class abilities are designed to aid your comrades, bolstering them in battle, granting them new or improved tactical options, or simply helping them survive.

Thus, you must stay close to your allies so that your gifts are available on a moment's notice.

ADVANCEMENT

You are slightly less fanatical about the Six from Shadow than those who strive to become mythic exemplars. You respect them well enough, but you prefer to follow their example in a general sense, rather than specifically. You have also come to realize that while those worthies are the best known of all the brave souls who fought the Mad God's cult, their victory would have been impossible without the assistance of the hundreds of unnamed and unremembered heroes who died beside them.

Though you are still a member of the Disciples of Legend, you sometimes choose to go off on your own and offer your assistance to other allies.

You do not chase glory; rather, you seek out situations in which your talents can do the most good.

The Disciples of Legend offer you additional training and access to written records of the Six from Shadow, but given your limited advancement possibilities within the organization, these benefits might not be enough to entice you to stay for the rest of your career.

RESOURCES

The Disciples of Legend have few resources to offer beyond a research library and moral support.

When it comes to monetary or magical acquisitions, you're on your own.

TABLE 2–12: THE SQUIRE OF LEGEND

HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+0	Least squire's burden, paragon's path, save bonus +1	—
2nd	+1	+0	+0	+0	Lesser squire's burden	+1 level of existing spellcasting class
3rd	+2	+1	+1	+1	Faithful companion, greater squire's burden, save bonus +2	+1 level of existing spellcasting class

NPC SQUIRES OF LEGEND

NPC squires of legend probably seem like a dream come true to PCs playing under DMs who allow the Leadership feat. But be careful about allowing a mythic exemplar PC to "acquire" an NPC squire permanently. In general, the Disciples of Legend encourage squires to work with mythic exemplars, but they are more likely to assign an NPC squire on a mission-by-mission basis only. That way, the PC doesn't get a squire of legend permanently for the cost of one feat.

COMPLETE DIVINE (3.5)

BLACK FLAME ZEALOT

The Order of the Black Flame is the hidden blade of their faith, a secret society of holy slayers devoted to the worship of a dark deity of fire and destruction.

Trained in unholy rites, the black flame zealots use stealth, divine magic, and the zeal of fanaticism to destroy those who have given offense to their god.

Even great rulers are not above the deity's wrath, since the Order is a sanctioned and respected means for the wealthy and powerful to pursue vendettas.

Clerics and particularly devout rogues or fighters most often become black flame zealots.

A small number of the order's members are high-ranking clerics who keep an eye open for fellow devotees who seem like suitable candidates.

Adaptation: The black flame zealot works best with any nongood patron deity with the Fire domain, such as Pyremius (see page XX) or Kossuth from the Forgotten Realms.

It's also relatively straightforward to open the prestige class to any character with access to the Fire and Destruction (or Death) domains.

This prestige class is part of a secret society, so you'll want to figure out what the Order of the Black Flame's agenda is in your campaign.

Finally, this prestige class is an example of a profession similar to that of an assassin that doesn't mandate its members be evil (although some certainly are).

Hit Die: d6.

REQUIREMENTS

To qualify to become a black flame zealot, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Hide 8 ranks, Knowledge (religion) 8 ranks, Move Silently 8 ranks.

Feats: Exotic Weapon Proficiency (kukri), Iron Will.

Spells: Able to cast 2nd-level divine spells.

Special: Sneak attack damage +1d6.

The character must worship the deity to whom the order is dedicated, and the character must slay an enemy of the faith for no other reason than to join the Order of the Black Flame.

CLASS SKILLS

The black flame zealot's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the black flame zealot prestige class.

Weapon and Armor Proficiency: Black flame zealots gain no proficiency in any weapon or armor.

Spells per Day/Spells Known: At each even-numbered black flame zealot level, the character gains new spells per day (and spells known, if applicable) as if he had also gained

a level in a divine spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one divine spellcasting class before becoming a black flame zealot, the player must decide to which class to add each black flame zealot level for the purpose of determining spells per day and spells known.

Death Attack (Ex): As the assassin ability described on page 180 of the *Dungeon Master's Guide*, except that black flame zealots do not have the option of paralyzing their targets.

If a black flame zealot has this class feature from another class (such as assassin), he may add black flame zealot class levels together with the class levels of such other classes to calculate the save DC of his death attack.

Zealous Heart (Su): A black flame zealot is immune to fear, magical or otherwise.

Unlike a paladin's aura of courage, this confers no special benefits on his companions.

Poison Use (Ex): At 2nd level, a black flame zealot gains the ability to use poison safely, as the assassin ability.

Sneak Attack (Ex): When he reaches 3rd, 6th, and 9th level, a black flame zealot deals additional sneak attack damage, as the rogue ability.

Since the black flame zealot gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Fateful Stride (Sp): Once per day at 5th level and higher, a black flame zealot can take a single step and pass through obstacles or distance as the spell *dimension door*.

The zealot's caster level is equal to half his character level.

Sacred Flame (Su): Beginning at 6th level, at will, a black flame zealot can command a single melee weapon in his possession to burn with a black, deadly fire.

The weapon gains the flaming ability, dealing 1d6 points of fire damage per successful attack in addition to its normal weapon damage.

Once per day, as a free action the black flame zealot can instead bestow the flaming burst property on a weapon in his possession for 1 minute.

Unholy Immolation (Su): When a black flame zealot reaches 10th level, any creature killed by his death attack or sneak attack is immediately and utterly consumed by unholy fire.

The only way to restore life to a being slain in this manner is to use *true resurrection*, or a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

TABLE 2-2: THE BLACK FLAME ZEALOT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Death attack, zealous heart	—
2nd	+1	+0	+3	+3	Poison use	+1 level of existing divine spellcasting class
3rd	+2	+1	+3	+3	Sneak attack +1d6	—
4th	+3	+1	+4	+4	—	+1 level of existing divine spellcasting class
5th	+3	+1	+4	+4	Fateful stride	—
6th	+4	+2	+5	+5	Sneak attack +2d6	+1 level of existing divine spellcasting class
7th	+5	+2	+5	+5	Sacred flame	—
8th	+6	+2	+6	+6	—	+1 level of existing divine spellcasting class
9th	+6	+3	+6	+6	Sneak attack +3d6	—
10th	+7	+3	+7	+7	Unholy immolation	+1 level of existing divine spellcasting class

BLIGHTER

When a druid turns away from the land, the land turns away from her.

Some ex-druids make peace with this change; others seek to restore the bond.

A few, however, actually embrace their disconnection from nature and become forces of destruction.

These few, called blighters, bring desolation wherever they tread.

A blighter gains her spellcasting ability by stripping the earth of life.

A swath of deforested land always marks her path through the wilderness.

The vast majority of blighters are nomadic loners constantly in search of green lands to destroy.

Some are grim; others laugh at the destruction they wreak. Almost all, however, are friendless and mad.

What puts them over the edge is the knowledge that nature gets the last laugh: To gain their spells, they must seek out the richest forests of the land, even if it's only to destroy them.

Thus, even though they've turned away from nature, they must constantly return to it.

Only human ex-druids seem attracted in any number to the blighter's path.

Legends say that a few elven druids have also turned to destruction over the millennia—a terrifying prospect given how much land they could destroy in their long lifetimes.

Adaptation: In many ways, the blighter is to the druid what the blackguard is to the paladin.

While it's likely that blighters are loners, you could also develop a secret cult of blighters devoted to ruining the world's ecology.

Hit Die: d8.

REQUIREMENTS

To qualify as a blighter, a character must fulfill the following criteria.

Alignment: Any nongood.

Base Attack Bonus: +4.

Special: The character must be an ex-druid previously capable of casting 3rd-level druid spells.

CLASS SKILLS

The blighter's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (herbalist) (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the blighter prestige class.

Weapon and Armor Proficiency: Blighters gain no weapon or armor proficiencies.

Spells per Day: Since blighters are ex-druids, they lose their druid spellcasting abilities.

However, they gain access to new, more destructive spells.

At each blighter level, the character gains spells per day according to Table 2–3.

She must choose her spells from the blighter spell list, below.

The blighter's caster level is equal to her blighter level plus her druid level.

To cast a blighter spell, a blighter must have a Wisdom score of at least 10 + the spell's level, so a blighter with a Wisdom of 10 or lower cannot cast these spells.

Blighter bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the blighter's Wisdom modifier.

When the blighter gets 0 spells per day of a given level (for instance 2nd-level spells for a 2nd-level blighter), she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

The blighter's spell list appears below.

A blighter has access to any spell on the list and can freely choose which to prepare, just as a druid.

A blighter prepares and casts spells just as a druid does (though a blighter cannot spontaneously cast *summon* spells).

The blighter gains access to her daily spells through *deforestation* (see below).

If she goes more than 24 hours without deforesting a wooded area, she cannot cast spells until she does so.

The default divine focus for any spell cast by a blighter is a desiccated sprig of holly or mistletoe.

Any material component for a blighter's spell must have been dead for at least a day before use.

Deforestation (Sp): A blighter can kill all nonsentient plant life within a radius of 20 feet per blighter level as a full-round action once per day.

If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive.

Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance.

Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither.

Except for plants selected by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it and it is reseeded.

Deforestation enables a blighter to cast her daily allotment of spells.

This ability works in any terrain, but deforesting a sandy desert, ice floe, or other environment with only sparse vegetation does not empower the character to cast spells.

Blightfire (Su): Starting at 2nd level, as a standard action, a blighter can unleash a scorching blast of fire.

This effect deals 5d6 points of fire damage to all creatures within 10 feet (Reflex half; save DC is 10 + blighter's class level + blighter's Wis modifier) and ignites flammable objects it touches.

Blighters delight in starting wildfires and often use this ability to do so.

Sustenance (Ex): At 2nd level and higher, a blighter no longer needs food or water to survive.

Undead Wild Shape (Sp): At 3rd level, the blighter gains a version of the wild shape ability.

Undead wild shape functions like the druid's wild shape ability, except that the blighter adds the skeleton template to the animal form he chooses to transform into.

The blighter's animal form is altered as follows:

—Type changes to undead.

—Natural armor bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge).

—+2 Dexterity, no Constitution score.

—Immunity to cold.

—Damage reduction 5/bludgeoning.

The blighter gains one extra use per day of this ability at every even blighter level after 3rd.

In addition, she gains the ability to take the shape of a Large skeletal animal at 5th level and a Huge skeletal animal at 9th level.

Speak with Dead Animal (Sp): Starting at 4th level, a blighter can converse with dead animals.

This ability functions like a *Speak with Dead* spell cast by a cleric of a level equal to the total of the character's druid and blighter levels, except that it affects only corpses of animal creatures.

It is usable once per day.

Contagious Touch (Su): At 5th level and higher, a blighter can produce an effect like that of a *contagious touch* spell once per day.

She gains one extra use per day of this ability for every two additional blighter levels she acquires.

Animate Dead Animal (Sp): This ability, gained at 6th level, functions like an *animate dead* spell, except that it affects only corpses of animal creatures and requires no material component.

It is usable once per day.

Unbond (Sp): Beginning at 8th level, a blighter can temporarily separate a bonded animal or magical beast (such as an animal companion, familiar, or mount) from its master once per day.

The target creature must be within 40 feet of both its master and the blighter.

If the master fails a Will save (DC 10 + blighter level + blighter's Wis modifier), the bond terminates as if the servitor had died, though this does not cause experience loss in the case of a familiar.

Normally hostile creatures attack their masters but are otherwise unaffected.

The bond returns after 1 minute per blighter level, restoring all benefits.

Alternatively, the master can regain the servitor through the normal methods of acquisition.

Plague (Su): At 10th level and higher, a blighter can spread disease over a large area.

This ability functions like the contagious touch ability, except that no attack roll is required and it affects all targets the blighter designates within a 20-foot radius.

Plague is usable once per day.

BLIGHTER SPELL LIST

Blighters choose their spells from the following list.

0 Level: *detect magic*, *detect poison*, *flare*, *ghost sound*, *inflict minor wounds*, *read magic*, *touch of fatigue*.

1st Level: *bane*, *burning hands*, *curse water*, *decomposition**, *detect undead*, *doom*, *endure elements*, *inflict light wounds*, *invisibility to animals*, *ray of enfeeblement*.

2nd Level: *chill metal*, *chill touch*, *darkness*, *death knell*, *fire trap*, *flaming sphere*, *heat metal*, *inflict moderate wounds*, *produce flame*, *resist elements*, *warp wood*.

3rd Level: *contagion*, *deeper darkness*, *desecrate*, *diminish plants*, *dispel magic*, *inflict serious wounds*, *poison*, *protection from elements*, *stinking cloud*, *vampiric touch*.

4th Level: *animate dead*, *antiplant shell*, *blight*, *death ward*, *flame strike*, *inflict critical wounds*, *languor**, *repel vermin*, *rusting grasp*, *transmute mud to rock*, *transmute rock to mud*, *unhallow*, *wall of fire*.

5th Level: *antilife shell*, *contagious touch**, *create undead*, *harm*, *forbiddance*, *repel wood*, *waves of fatigue*.

6th Level: *acid fog*, *antipathy*, *circle of death*, *finger of death*, *fireseeds*, *greater dispel magic*, *harm*.

7th Level: *control undead*, *control weather*, *earthquake*, *firestorm*, *miasma**, *repel metal or stone*, *repulsion*.

8th Level: *horrid wilting*, *mind blank*, *shambler*, *waves of exhaustion*.

9th Level: *antipathy*, *foresight*, *implosion*, *incendiary cloud*, *storm of vengeance*.

* New spell described in Chapter 7 of this book.

TABLE 2-3: THE BLIGHTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Deforestation	4	2	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Blightfire, sustenance	5	3	0	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Undead wild shape 1/day	5	3	1	0	—	—	—	—	—	—
4th	+3	+4	+1	+4	Speak with dead animal, undead wild shape 2/day	6	3	2	1	0	—	—	—	—	—
5th	+3	+4	+1	+4	Contagious touch 1/day, undead wild shape (Large)	6	3	3	2	1	0	—	—	—	—
6th	+4	+5	+2	+5	Animate dead animal, undead wild shape 3/day	6	3	3	3	2	1	0	—	—	—
7th	+5	+5	+2	+5	Contagious touch 2/day	6	4	3	3	3	2	1	0	—	—
8th	+6	+6	+2	+6	Unbond, undead wild shape 4/day	6	4	4	3	3	3	2	1	0	—
9th	+6	+6	+3	+6	Contagious touch 3/day, undead wild shape (Huge)	6	5	4	4	4	4	3	2	1	0
10th	+7	+7	+3	+7	Plague, undead wild shape 5/day	6	5	5	4	4	4	4	3	2	1

CHURCH INQUISITOR

While many champions of good are dedicated to fighting forces of evil that are external to them and their church—as clerics and paladins of Heironeous are devoted to

destroying followers of Hextor—the church inquisitor is at least as concerned about evil and corruption within.

When greed eats away at a church hierarchy, when devils infiltrate a knightly order and seduce its leaders to evil, when high clerics succumb to evil enchantments and fall

from the path of their deities, it is usually a church inquisitor who uncovers this kind of taint and cuts it away. Church inquisitors specialize in divination (to seek out evil and corruption) and abjuration (to protect themselves and others from evil magic).

They are most often drawn from the clerics or paladins of a lawful church or order.

Members of other classes usually find it difficult to meet the requirements of the prestige class, and rarely have the incentive to do so.

Player characters might encounter NPC church inquisitors if they are involved in a lawful church or order—perhaps even as subjects of the inquisitor's investigations.

Church inquisitors are particularly likely to appear after incidents involving demons or devils, since they combat the widespread corruption these creatures tend to leave in their wake.

Adaptation: As written, this prestige class isn't specific to a deity or organization—but in your campaign it certainly could be.

Perhaps a particular church has an "Order of the Watchful Eye" that functions as an internal-affairs department for the paladins and clerics in other orders.

Or a theocracy might have an FBI-style organization full of church inquisitors that investigate demon-spawned crimes across the nation.

Hit Die: d8.

REQUIREMENTS

To qualify to become a church inquisitor, a character must fulfill all the following criteria.

Alignment: Lawful good or lawful neutral.

Base Save Bonus: Will +3.

Skills: Knowledge (arcana) 4 ranks, Knowledge (religion) 4 ranks, Spellcraft 4 ranks.

Spells: Able to cast *zone of truth* as a divine spell.

Special: Must be a member of a lawful good church or religious order, and must have already uncovered some corruption within that organization.

CLASS SKILLS

The church inquisitor's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the church inquisitor prestige class.

Weapon and Armor Proficiency: Church inquisitors gain no weapon or armor proficiencies.

Detect Evil (Sp): A church inquisitor can use *detect evil* at will as a spell-like ability.

Inquisition Domain: Upon adopting the church inquisitor class, a character gains access to the Inquisition domain, described in Chapter 7: Domains and Spells.

The character gains the granted power associated with the domain (a +4 bonus on dispel checks) and can choose the spells in that domain as his daily domain spells.

Spells per Day/Spells Known: A church inquisitor continues advancing in divine spellcasting ability as well as learning the skills of inquisition.

Thus, when a new church inquisitor level is gained, the character gains new divine spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on).

This means that he adds the level of church inquisitor to the level of another divine spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one divine spellcasting class before he became a church inquisitor, the player must decide which class to assign each level of church inquisitor for the purpose of determining divine spells per day and spells known.

Immune to Charms (Ex): A church inquisitor of 2nd level or higher is immune to all enchantment (charm) spells and effects.

Pierce Illusion (Su): At 3rd level, the church inquisitor gains the supernatural ability to penetrate illusions and disguises at will.

Whenever an inquisitor sees an illusion or disguise spell of any sort, he immediately makes a Will save to see through it.

The inquisitor need not interact with or touch the illusion, visual contact is enough to give the Will save.

Pierce Disguise (Ex): The inquisitor has a +4 competence bonus on Spot checks against the Disguise skill.

Immune to Compulsions (Ex): A church inquisitor of 5th level or higher is immune to all compulsion spells and effects.

Force Shapechange (Su): A church inquisitor of 6th level or higher can force a creature into its natural form.

The church inquisitor must make a successful melee touch attack against the creature.

If the attack is successful, the church inquisitor makes a caster level check as if casting *dispel magic* against the shapechanging effect.

The church inquisitor's +4 bonus on dispel checks (the Inquisition domain granted power) applies to this check.

This ability undoes the effect of *alter self*, *polymorph*, *shapechange*, and alternate form abilities, whether exceptional, spell-like, or supernatural in nature.

The affected creature cannot change its shape again for 1d6 rounds.

The church inquisitor can use this ability at will.

Immunity to Possession (Ex): A church inquisitor of 8th level or higher has immunity to *magic jar*, *soul bind*, *trap the soul*, a ghost's malevolence ability, and all other spells or effects that displace or replace a character's life force.

The character can still travel to the planes via *astral projection*, if so desired.

Discern Lies (Sp): A church inquisitor of 9th level or higher can use *discern lies* as a spell-like ability three times per day.

Learn the Truth (Su): By touching a creature that has lied to him, a church inquisitor of 10th level or higher can force the creature to tell the truth.

The creature can make a Will save (DC 10 + the church inquisitor's level + the church inquisitor's Cha modifier) to resist this mindaffecting compulsion effect.

If the saving throw fails, the creature must speak the true version of the lie it uttered.

The church inquisitor can use this ability 3 times/day.

TABLE 2-4: THE CHURCH INQUISITOR

Class	Base	Fort	Ref	Will	Special	Spells per Day
Level	Attack Bonus	Save	Save	Save		
1st	+0	0	0	+2	<i>Detect evil</i> , <i>Inquisition domain</i>	+1 level of existing divine spellcasting class
2nd	+1	0	0	+3	Immune to charms	+1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	Pierce illusion	+1 level of existing divine spellcasting class
4th	+3	+1	+1	+4	Pierce disguise	+1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	Immune to compulsions	+1 level of existing divine spellcasting class
6th	+4	+2	+2	+5	Force shapechange	+1 level of existing divine spellcasting class
7th	+5	+2	+2	+5	—	+1 level of existing divine spellcasting class
8th	+6	+2	+2	+6	Immunity to possession	+1 level of existing divine spellcasting class
9th	+6	+3	+3	+6	<i>Discern lies</i>	+1 level of existing divine spellcasting class
10th	+7	+3	+3	+7	Learn the truth	+1 level of existing divine spellcasting class

CONSECRATED HARRIER

The consecrated harrier acts as a bounty hunter for her religion or organization.

Where church inquisitors hunt evil and corruption within a church and other champions of good fight external forces of evil in general, a consecrated harrier hunts blasphemers, heretics, and those who betray or attack the church directly.

For instance, a consecrated harrier might accept a mission to track down and kill an ogre that defiled a shrine, or to bring a heretic before the heads of her church.

The mission is always related to either a single, specific offense of blasphemy or defilement, or to the source of a heresy.

The church assigns missions or targets as needed.

Hunting specific enemies of a church requires many of the skills possessed by bounty hunters.

While the consecrated harrier deals with her targets capably once she finds them, she must find them first.

The consecrated harrier must be subtle and clever, as well as strong in her faith.

Because her foes may have spells and magical abilities of their own, she must be strong-willed and prepared to properly deal with such.

Paladins and clerics often make good consecrated harriers because of their high Charisma scores.

Rangers are equally desirable because of their superior tracking abilities.

Rogues often possess the subtlety and conversational skills to locate their targets.

A consecrated harrier can be difficult for others to spot.

She uses her skills, spells, and abilities to mask her nature until she can confront her target.

Most consecrated harriers appear to be genial, pleasant people who always have a joke or a story to tell.

This facade masks their true, implacable nature, allowing them to gather clues without arousing interest or suspicion.

Particularly powerful or well-protected foes attract small groups of consecrated harriers who work with other classes to reach and confront their targets.

Hit Die: d10.

REQUIREMENTS

To qualify to become a consecrated harrier, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +5.

Skills: Disguise 5 ranks, Gather Information 5 ranks.

Feat: Track.

Special: The candidate must accept an assignment from her church to locate and destroy some specific, individual enemy of the church.

A character who fails must wait a year and a day before applying again.

If she succeeds, the church accepts her as a consecrated harrier and she may gain levels in the class.

CLASS SKILLS

The consecrated harrier's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (local) (Int), Profession (Wis), Ride (Dex), Search (Int), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the consecrated harrier prestige class.

Weapon and Armor Proficiency: Consecrated harriers gain no weapon or armor proficiencies.

Spells per Day: A consecrated harrier gains the ability to cast a small number of divine spells.

To cast a spell, the consecrated harrier must have a Wisdom score of at least 10 + the spell's level, so a consecrated harrier with a Wisdom of 10 or lower cannot cast spells.

Consecrated harrier bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wis modifier.

When the consecrated harrier gets 0 spells of a given level (for instance 0 1st-level spells at 1st level), the harrier gets only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

The consecrated harrier uses the ranger spell list, with the following additions: 1st—*animate rope*, *calm emotions*, *command*, *disguise self*, *doom*; 2nd—*charm person*, *daylight*, *detect thoughts*, *hold person*; 3rd—*clairaudience/clairvoyance*, *death ward*, *discern lies*, *see invisibility*; 4th—*dismissal*, *dominate person*, *legend lore*, *mark of justice*.

Blessing of Scripture (Su): All consecrated harriers receive a +2 sacred bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when in pursuit of their church-assigned target.

If the assigned target is a group, this bonus applies to the group's leader.

They receive the same bonus on weapon (or unarmed) damage rolls against their targets.

This bonus increases to +4 at 5th level, and to +6 at 10th level.

Detect Chaos (Sp): A consecrated harrier can use *detect chaos* at will as a cleric of equal level.

Sanctified Sight (Su): Beginning at 2nd level, a consecrated harrier receives a +4 bonus on all saves against illusions.

Dispel Magic (Sp): A 3rd-level consecrated harrier can use *dispel magic* as a spell-like ability.

She may add her blessing of scripture bonus on dispel checks when using this spell-like ability.

She may use this ability a number of times per day equal to her Wisdom modifier (minimum 1).

Crushing Despair (Sp): Starting at 4th level, a consecrated harrier can use *crushing despair* as a spell-like ability.

She may use this ability a number of times per day equal to her Wisdom modifier (minimum 1).

False Vision (Sp): A 6th-level consecrated harrier can use *false vision* as a spell-like ability.

The effect must be centered on the consecrated harrier.

She may use this ability a number of times per day equal to her Wisdom modifier (minimum 1).

Implacable Hunt (Su): Beginning at 8th level, if the consecrated harrier wounds a target and the target escapes, the consecrated harrier always knows the direction in which her target lies and the approximate distance (within 10% of the total distance) between her and her target.

If the target is within 50 feet, the consecrated harrier can pinpoint the target's precise location.

This ability only works if the consecrated harrier and her target are on the same plane of existence.

Implacable hunt can be used simultaneously against different targets, as long as each of those individual targets is part of a group that is, in total, the harrier's target for her current mission.

Faultless Hunt (Su): At 10th level, a consecrated harrier who establishes an implacable hunt can intensify this to a faultless hunt, enabling her to locate her quarry even across planar boundaries.

Unlike an implacable hunt, which can affect several individuals at the same time, only one faultless hunt against a single individual can be pursued at one time.

For the consecrated harrier to begin a faultless hunt, she must abandon any faultless hunt that she is already conducting.

Code of Conduct: A consecrated harrier must make it known to her target who she is and why she is there at the time of the confrontation.

She cannot sneak attack her target.

She cannot slay her target on a battlefield without the target knowing who she is and why she is there.

Consecrated harriers purposely word the requirements for conducting themselves vaguely, so that an individual consecrated harrier in the field has some flexibility.

Harriers who fail to act according to their code of conduct must undertake an act of atonement before they can add any further levels of this class (see the *atonement* spell description, page 201 of the *Player's Handbook*).

Multiclass Note: A paladin who becomes a consecrated harrier may continue advancing as a paladin.

TABLE 2-5: THE CONSECRATED HARRIER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+0	+0	+2	Blessing of scripture +2, <i>detect chaos</i>	0	—	—	—
2nd	+2	+0	+0	+3	Sanctified sight	1	—	—	—
3rd	+3	+1	+1	+3	<i>Dispel magic</i>	1	0	—	—
4th	+4	+1	+1	+4	<i>Crushing despair</i>	1	1	—	—
5th	+5	+1	+1	+4	Blessing of scripture +4	1	1	0	—
6th	+6	+2	+2	+5	<i>False vision</i>	1	1	1	—
7th	+7	+2	+2	+5	—	2	1	1	0
8th	+8	+2	+2	+6	Implacable hunt	2	1	1	1
9th	+9	+3	+3	+6	—	2	2	1	1
10th	+10	+3	+3	+7	Blessing of scripture +6, faultless hunt	2	2	2	1

CONTEMPLATIVE

For any servant of a deity, no joy is greater than at those rare moments when the presence of her patron deity is a real, tangible force, sending shivers of power through her body and sending her soul soaring.

For some, the taste of this experience is such a powerful attraction that they begin devoting their lives to cultivating it, hoping to attain greater closeness to their deity through a life of contemplation.

Spending hours in prayer and meditation, these devoted followers purify their souls, making them worthy of closer contact with the divine.

While some contemplatives withdraw from the world into private retreats, others remain active, even adventuring, finding that true nearness to their deity comes from living out the deity's will in the world.

In return, they find their minds, bodies, and souls purified, perfected, and finally brought close to union with their deity.

Rather than devoting their lives to a deity, some contemplatives strive to conform themselves to some other abstract principle, such as an alignment.

Their mission is no less divine than that of contemplatives devoted to a deity, and their methods substantially the same.

Many such contemplatives live as itinerant philosophers, teaching their doctrines in schools or in the marketplace as they travel from city to city, hoping to enlighten the masses.

Most contemplatives are clerics, though paladins are also often drawn to the mystic's journey.

Members of other classes rarely have sufficient devotion to a deity or philosophy to choose this course.

An NPC contemplative might be a reclusive hermit, a church leader, or a passionate champion of her deity.

Such a character might have something a group of player characters needs—a holy relic, a bit of sacred lore, or simply a higher-level spell than the clerics in town can cast. Adaptation: Central to this prestige class is the notion of gaining power through meditation and prayer.

Perhaps only certain deities reward their followers in this specific way, or maybe only clerics who don't worship a deity are eligible to become contemplatives because they aren't tied to specific tenets of faith.

Finally, the flavor of this prestige class and the flexibility of the bonus domain class feature make it a good choice if you want a prestige class to represent a change in worship from one deity to another.

Hit Die: d6.

REQUIREMENTS

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

Skill: Knowledge (religion) 13 ranks.

Spells: Able to cast 1st-level divine spells.

Special: Must have had direct contact with one's patron deity or a direct servant of that deity, or with an enlightened being embodying the highest principles of an alignment (a solar, for example).

CLASS SKILLS

The contemplative's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the contemplative prestige class.

Weapon and Armor Proficiency: Contemplatives gain no weapon or armor proficiencies.

Spells per Day/Spells Known: A contemplative who was previously a spellcaster continues to gain access to more powerful divine magic while following the contemplative path.

Thus, when a new contemplative level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in the spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent remove disease, and so on).

This essentially means that she adds the level of contemplative to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

For example, if Theresa, an 11th-level cleric, gains a level as a contemplative, she gains new spells as if she had risen to 12th level as a cleric, but uses the other contemplative aspects of level progression such as base attack bonus and save bonus.

If she next gains a level as a cleric, making her a 12th-level cleric/1st-level contemplative, she gains spells as if she had risen to 13th level as a cleric.

If a character had more than one divine spellcasting class before she became a contemplative, the player must decide which class to assign each level of contemplative for the purpose of determining divine spells per day and spells known.

If the contemplative did not previously belong to a divine spellcasting class, she gains the ability to cast divine spells exactly as a cleric of her patron deity.

Her spell progression is the same as that of a cleric.

Bonus Domain: Upon adopting the contemplative class, and again at 6th level, a character gains access to a bonus domain of her choice.

The character can choose any domain made available by her deity or alignment.

The character gains the granted power associated with the domain she chooses, and can select the spells in that domain as her daily domain spells.

Divine Health (Ex): A contemplative has immunity to all diseases, including magical diseases such as mummy rot and lycanthropy.

Slippery Mind (Ex): At 2nd level, a contemplative gains the ability to shrug off magical effects that would otherwise control or compel her.

If a contemplative with resistant mind is affected by an enchantment and fails her saving throw, one round later she can attempt her saving throw again.

She only gets this one extra chance to succeed on her saving throw.

Divine Wholeness (Su): At 3rd level and higher, a contemplative can heal her own wounds, in addition to any other healing ability she may have.

She can heal up to four times her contemplative level in hit points each day, and she can spread this healing out among several uses.

Divine Body (Su): At 5th level, a contemplative becomes immune to poisons of all kinds.

Divine Soul (Su): At 7th level, a contemplative gains spell resistance.

Her spell resistance equals her class level + 15.

In order to affect the contemplative with a spell, a spellcaster must roll the contemplative's spell resistance or higher on 1d20 + the spellcaster's level.

Eternal Body (Ex): After achieving 9th level, a contemplative no longer suffers ability penalties for aging and cannot be magically aged.

(Penalties she has already suffered remain in place).

Bonuses still accrue, and the contemplative still dies of old age when her time is up.

Mystic Union (Su): At 10th level, a contemplative becomes a magical creature.

She is forevermore treated as an outsider (native) rather than a humanoid for the purposes of spells and magical effects.

Additionally, the contemplative gains damage resistance 10/magic.

TABLE 2-6: THE CONTEMPLATIVE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	0	+2	Bonus domain, divine health	+1 level of existing divine spellcasting class
2nd	+1	+0	0	+3	Slippery mind	+1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	Divine wholeness	+1 level of existing divine spellcasting class
4th	+2	+1	+1	+4	—	+1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	Divine body	+1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	Bonus domain	+1 level of existing divine spellcasting class
7th	+3	+2	+2	+5	Divine soul	+1 level of existing divine spellcasting class
8th	+4	+2	+2	+6	—	+1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	Eternal body	+1 level of existing divine spellcasting class
10th	+5	+3	+3	+7	Mystic union	+1 level of existing divine spellcasting class

DIVINE CRUSADER

The divine crusader embodies devotion and dedication to a chosen deity.

Even more than a cleric, the divine crusader serves as a symbol of a specific aspect of his deity's portfolio, such as fire, good, knowledge, or war.

They serve as elite godservants, carrying out the deity's will and furthering the deity's aims.

Paladins make good divine crusaders, as do clerics (particularly those of martial-minded deities).

However, characters of many other classes find great spiritual rewards from the path of the divine crusader, including fighters, barbarians, monks, rangers, and rogues. NPC divine crusaders typically work side-by-side with others who share their devotion, such as clerics or other divine crusaders.

They get along well with other crusaders who share the same deity (even if their chosen domains differ), and some even ally themselves with divine crusaders who share a domain but not a deity, though alignments must be similar as well (divine crusaders of Corellon Larethian and Gruumsh don't get along, even if both have chosen the War domain).

Hit Die: d8.

REQUIREMENTS

To qualify as a divine crusader, a character must fulfill the following criteria.

Alignment: Must match chosen deity.

Base Attack Bonus: +7.

Skill: Knowledge (religion) 2 ranks.

Feat: Weapon Focus (in chosen deity's favored weapon).

CLASS SKILLS

The divine crusader's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Ride (Dex), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The divine crusader gains no weapon or armor proficiencies.

Aura (Ex): The power of a divine crusader's alignment aura (see the *detect evil* spell on page 218 of the *Player's Handbook*) is equal to her class level, plus any class levels in other classes that possess such an aura (such as cleric or paladin).

Deity and Domain: Every divine crusader has a chosen deity.

Sample deities are provided on Table 3-7: Deities, page 32 of the *Player's Handbook*, and also in Chapter 5 of this book. A divine crusader's chosen deity influences her alignment, what magic she can perform, her values, and how others see her.

The character's alignment and her deity's alignment must match exactly.

A divine crusader chooses one domain from among those offered by that deity to his or her clerics and gains the granted power of the domain.

(If the domain granted power includes the addition of a skill or skills to the cleric class skill list, add it to the class skill list for the divine crusader instead).

The divine crusader also gains the ability to cast spells from that domain (see below).

Spells per Day: A divine crusader casts divine spells.

She may only prepare and cast spells from her chosen domain (see above).

Effectively, a divine crusader has a class spell list of only nine spells (one per spell level).

To prepare or cast a spell, a divine crusader must have a Charisma score equal to at least 10 + the spell level.

The difficulty class for a saving throw against a divine crusader's spell is 10 + the spell level + the divine crusader's Cha modifier.

The divine crusader also gets bonus spells based on her Charisma.

A divine crusader prepares and casts spells as a cleric, except that she cannot spontaneously cast *cure* or *inflict* spells.

Electricity Resistance (Ex): A divine crusader gains resistance to electricity 5 at 3rd level.

At 9th level, this increases to resistance 10.

Weapon Specialization: At 5th level, a divine crusader gains Weapon Specialization in her deity's favored weapon as a bonus feat.

Acid Resistance (Ex): A divine crusader gains resistance to acid 5 at 6th level.

At 9th level, this increases to resistance 10.

Darkvision (Ex): A 7th-level divine crusader gains darkvision out to 60 feet.

If the divine crusader already has darkvision, the radius of her existing darkvision increases by 30 feet.

Perfect Self: At 10th level, a divine crusader completes her transformation into a creature of the planes.

Her type changes to outsider (native).

As a native outsider, the character can still be raised, reincarnated, or resurrected just as other living creatures can be, and remains native to the Material Plane.

Additionally, the divine crusader gains damage reduction 10/magic.

EX-DIVINE CRUSADERS

A divine crusader whose alignment changes to no longer match her chosen deity's alignment loses all divine crusader spells and abilities. She may not progress any farther in levels as a divine crusader.

She regains her abilities and advancement potential if she atones for her violations (see the *atonement* spell, page 201 of the *Player's Handbook*).

An ex-divine crusader cannot change her devotion to a different deity in order to regain abilities and advancement potential.

Once a divine crusader has failed one deity, no other deity trusts the character with these powers.

TABLE 2-7: THE DIVINE CRUSADER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Aura	0	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	—	1	0	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Resistance to electricity 5	2	1	0	—	—	—	—	—	—
4th	+3	+4	+1	+4	—	2	2	1	0	—	—	—	—	—
5th	+3	+4	+1	+4	Weapon Specialization	3	2	2	1	0	—	—	—	—
6th	+4	+5	+2	+5	Resistance to acid 5	3	3	2	2	1	0	—	—	—
7th	+5	+5	+2	+5	Darkvision	3	3	3	2	2	1	0	—	—
8th	+6	+6	+2	+6	—	3	3	3	3	2	2	1	0	—
9th	+6	+6	+3	+6	Resistance to acid and electricity 10	3	3	3	3	3	2	2	1	0
10th	+7	+7	+3	+7	Perfect self	3	3	3	3	3	3	2	2	1

DIVINE ORACLE

Some people call them mad, and certainly some divine oracles are driven insane by the visions they see.

Some people doubt their words; indeed, some divine oracles are destined never to be believed.

Wherever the deities are known to speak to mortals, some mortals hear their voices with a unique clarity and gain insight into the past, the present, and the future by virtue of their unusual status.

Divine oracles are such mortals, blessed—or cursed—by visions from their deities.

All divine oracles are spellcasters, and most were clerics or druids before adopting the divine oracle prestige class.

Whatever their other classes, all divine oracles share a particular devotion to the Divination school of magic, having mastered all available means to catch glimpses of the future.

NPC divine oracles often live in out-of-the-way places, though usually close enough to civilization that people with pressing questions about the future can seek them out to have their questions answered.

They frequently inhabit sacred shrines or ancient temples and rarely take an active part in world affairs.

Adaptation: The divine oracle is designed to work well with both arcane and divine spellcasters; the idea behind the class is that you're getting divine guidance that manifests itself in a number of ways.

But it doesn't have to be that way.

By adjusting the requirements, you could push the class in an arcane or divine direction.

It's also easy to add a requirement that limits it to worshippers of a deity of time, fate, or divination.

Hit Die: d6.

REQUIREMENTS

To qualify to become a divine oracle, a character must fulfill the following criteria.

Skill: Knowledge (religion) 8 ranks.

Feat: Skill Focus (Knowledge [religion]).

Spells: Able to cast at least 2 divination spells.

CLASS SKILLS

The divine oracle's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the divine oracle prestige class.

Weapon and Armor Proficiency: Divine oracles gain no weapon or armor proficiencies.

Spells per Day/Spells Known: A divine oracle continues advancing in spellcasting ability as well as gaining the abilities of her new class.

Thus, when a new divine oracle level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on).

This essentially means that she adds the level of divine oracle to the level of whatever other spellcasting class the character has, then determines spells per day accordingly. For example, if Cassandra, a 10th-level cleric, gains a level as a divine oracle, she gains new spells as if she had risen to 11th level as a cleric, but uses the other divine oracle aspects of level progression such as base attack bonus and save bonuses.

If she next gains a level as a cleric, making her an 11th-level cleric/1st-level divine oracle, she gains spells as if she had risen to 12th level as a cleric.

If a character had more than one spellcasting class before she became a divine oracle, the player must decide which class to assign each level of divine oracle for the purpose of determining spells per day and spells known.

Oracle Domain: Upon adopting the divine oracle class, the character gains access to the Oracle domain, described in Chapter 7: Domains and Spells.

The character gains the granted power associated with the domain (+2 caster level for divination spells), and can choose the spells in that domain as her daily domain spells.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster.

This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Trap Sense (Ex): At 2nd level, the divine oracle gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

This increases to +2 at level 5 and +3 at level 8.

Divination Enhancement (Ex): Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Uncanny Dodge (Ex): Starting at 4th level, a divine oracle gains the ability to react to danger before her senses would normally allow her to do so.

The divine oracle retains her Dexterity modifier to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

(She still loses her Dexterity modifier to AC if immobilized).

Improved Uncanny Dodge (Ex): At 6th level and higher, the divine oracle can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker.

This defense denies rogues the ability to use flank attacks to sneak attack the divine oracle.

The exception to this defense is when an attacker has at least 4 more rogue levels than the target has divine oracle levels.

If a character already has levels of a class that could gain uncanny dodge, the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Immune to Surprise (Ex): At 10th level, the divine oracle's sensitivity to danger is so great that she is never surprised. She can always take a standard action during a surprise round, unless she is physically restrained from doing so. If there is no surprise round then this ability doesn't help.

TABLE 2-8: THE DIVINE ORACLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Oracle domain, scry bonus	+1 level of existing class
2nd	+1	+0	+0	+3	Prescient sense, trap sense +1	+1 level of existing class
3rd	+1	+1	+1	+3	Divination enhancement	+1 level of existing class
4th	+2	+1	+1	+4	Uncanny dodge (Dex bonus to AC)	+1 level of existing class
5th	+2	+1	+1	+4	Trap sense +2	+1 level of existing class
6th	+3	+2	+2	+5	Improved uncanny dodge (can't be flanked)	+1 level of existing class
7th	+3	+2	+2	+5	—	+1 level of existing class
8th	+4	+2	+2	+6	Trap sense +3	+1 level of existing class
9th	+4	+3	+3	+6	—	+1 level of existing class
10th	+5	+3	+3	+7	Immune to surprise	+1 level of existing class

DWEOMERKEEPER

Dweomerkeepers are the shepherds of arcana—priests whose faith grants them an intuitive grasp of the very fabric of magic.

Skilled practitioners of both arcane and divine magic, they seek to explore magical theory and create new spells and magic items.

As the devoted agents of the deities of magic, dweomerkeepers defend against those who seek to warp, twist, or hoard spells, magic items, and arcane lore.

Most dweomerkeepers are cleric/wizards or cleric/sorcerers, although other class combinations—particularly those that include specialist wizard, bard, and ranger—are not unknown.

Dweomerkeepers can be found throughout the land. Some dwell in lonely, isolated towers and are wholly consumed with their magical studies.

Others live in huge cities where all manner of magic can be brought together and shared (willingly or not).

Adaptation: Because the dweomerkeeper prestige class intentionally blurs the border between divine and arcane

magic, making it specific to clerics of a deity of magic (such as Boccob or Wee Jas) is a good idea.

It's also easy to tie the dweomerkeeper to a specific group of organization—especially one that includes the first spellcasters to figure out how to convert their arcane spells to divine ones (or vice versa).

Such an organization might be quite secretive, and its members should be loath to tell others how they managed to manipulate the very fabric of magic.

Hit Die: d6.

REQUIREMENTS

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

Skills: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

Feats: Any item creation feat and any metamagic feat.

Spells: Ability to cast arcane and divine spells.

Domain: Magic.

Special: The candidate must have created at least one magic item, whether of a permanent nature or not.

CLASS SKILLS

A dweomerkeeper's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (any) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are features of the dweomerkeeper prestige class.

Weapon and Armor Proficiency: Dweomerkeepers gain no proficiency with any weapon, armor, or shield.

Spells per Day/Spells Known: When a new level of dweomerkeeper is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and so on).

The level of dweomerkeeper is added to the level of whatever other spellcasting class the character has, then spells per day, spells known, and caster level are determined accordingly.

If the character had more than one spellcasting class before she became a dweomerkeeper, the player must decide to which class to add each level of dweomerkeeper for the purpose of determining spells per day and spells known.

Mantle of Spells: At 1st level, a dweomerkeeper creates a personal mantle of arcane and/or divine spells.

She chooses one arcane or divine spell that she can cast, and thereafter she can convert prepared spells of that spell's type (arcane or divine) into the chosen spell, so long as the level of the spell to be converted is equal to or greater than that of the chosen spell.

This ability functions just like a good cleric's ability to spontaneously convert prepared spells into *cure* spells.

At every odd-numbered dweomerkeeper level after 1st, the character chooses another spell to add to her mantle.

Arcane Sight (Su): Upon attaining 2nd level, a dweomerkeeper can use *arcane sight* at will.

This ability functions like the spell of the same name, except that its duration is concentration.

Supernatural Spell (Su): At 4th level, the dweomerkeeper is so attuned to the fabric of magic that she can manifest spell effects with almost no effort whatsoever.

Once per day as a standard action, she can use any one spell with a casting time of up to 1 standard action as a supernatural ability.

The spell chosen must be one that is currently available to the dweomerkeeper (that is, one that she has prepared or that she knows and has a spell slot of the appropriate level available to cast), but she can decide at the moment of casting to use this ability.

The spell functions as it normally would and is expended normally, but the dweomerkeeper does not require any components, does not provoke attacks of opportunity, and ignores the target's spell resistance, just as if she were using a supernatural ability instead of a spell.

At every even-numbered level after the 4th, the dweomerkeeper gains one additional use of this ability per day.

Cloak of Mysteries (Su): At 10th level, a dweomerkeeper is wrapped in a mantle of ever-flowing magic, and all metamagic feats that she currently knows or learns in the future become easier to use.

The spell level increase for applying a metamagic feat to any spell drops by 1 (minimum +1 level, or +0 level if the feat already has a +0 level adjustment).

For example, a quickened *fireball* uses a 6th-level slot (+3 levels) instead of the usual 7th-level slot (+4 levels), but a silent *fireball* still uses a 4th-level slot (+1 level).

A spell affected by the Heighten Spell feat is unaffected by this ability.

THE DWEOMERKEEPER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Mantle of spells 1	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Arcane sight	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Mantle of spells 2	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Supernatural spell 1/day	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Mantle of spells 3	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Supernatural spell 2/day	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Mantle of spells 4	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Supernatural spell 3/day	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Mantle of spells 5	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Cloak of mysteries, supernatural spell 4/day	+1 level of existing spellcasting class

ENTROPOMANCER

As spellcasters plumb the depths of divine power, some of the most advanced gain attunement to the great nothingness they say lies at the center of the universe. These students use this connection to develop strange powers, sacrificing some of their normal studies.

Doing so retards their progress as spellcasters, but they see their new abilities as worth the cost.

Entropomancers can summon and control a small shard of absolute nothingness similar to a sphere of annihilation, harnessing its power for a variety of magical effects.

Most revel in destruction for its own sake, but some take a more nuanced approach to their terrifying discoveries, trying to understand the power of entropy that it might someday be controlled or even reversed.

Entropomancers generally work in small groups or cabals. Most have patron deities of death, destruction, or fate.

NPC entropomancers often form cults that kidnap victims to be sacrificed to the Great Nothingness.

Adaptation: Gods of entropy and insensate destruction (such as Tharizdun, described in Chapter 5) are good choices if you want to tie the entropomancer to worship of a specific deity.

A well-organized group devoted to entropy is pretty weird, but at least it's possible in the short term.

Hit Die: d8.

REQUIREMENTS

To qualify to become an entropomancer, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Concentration 5 ranks, Knowledge (arcana) 5 ranks.

Feats: Great Fortitude, Magical Aptitude.

Spells: Able to cast 4th-level divine spells.

CLASS SKILLS

The entropomancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the entropomancer prestige class.

Weapon and Armor Proficiency: Entropomancers gain no proficiency with weapons, armor, or shields of any type.

Shard of Entropy (Su): Twice per day, for a maximum of 1 round per entropomancer level, the character can create a miniature shard of entropy.

The shard is a chunk of absolute blackness, 2 inches across, and can be moved up to 30 feet by the entropomancer as a standard action.

Against objects, the shard deals 3d6 points of damage, bypassing the object's hardness.

Against creatures, the entropomancer must make a ranged touch attack to hit, and if successful the shard deals 3d6 points of damage to the target (Fortitude half, DC 12 + the entropomancer's Wis modifier).

The shard appears in any square adjacent to the entropomancer when it is created, and it can be used to attack on the round it is formed.

The shard of entropy lurches, jumps, and bounces around the square it's in.

Any creature who passes through the shard's square takes damage as if the shard struck him (Fortitude half), as does any creature that's in the same square as the shard at the beginning of the entropomancer's turn.

The entropomancer can move the shard into another square with a move action, or aim it at a specific creature (dealing damage immediately) as a standard action.

At 5th level, the entropomancer can use the shard to create a deeper connection to absolute nothingness.

The shard of entropy deals 5d6 points of damage (Fortitude half, DC 14 + entropomancer's Wis modifier).

At 9th level, the shard of entropy becomes even stronger, dealing 7d6 points of damage (Fortitude half, DC 16 + entropomancer's Wis modifier).

It also exerts an inexorable tug on creatures nearby, pulling them toward the shard.

At the end of the entropomancer's turn, the shard tries to pull creatures within 15 feet closer to it.

This is treated as a bull rush attempt, for which the shard has a +11 bonus.

If the shard wins the opposed check, it bull rushes creatures in a direct line toward its square.

The entropomancer isn't immune to this effect.

Spells per Day/Spells Known: Whenever an even-numbered level in the prestige class is gained, the entropomancer gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class in which he could cast 4th-level divine spells before she added the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained.

If a character had more than one divine spellcasting class in which she could cast 4th-level spells before she became an entropomancer, she must decide to which class she adds each level of entropomancer for the purpose of determining spells per day and spells known.

Entropic Field (Su): As a standard action, an entropomancer can surround herself with a field of invisible, entropic energy that lasts for 1 round per entropomancer level. The field extends in a 5-foot per entropomancer level radius, centered on the entropomancer.

All magical healing automatically fails within the entropic field.

It takes the entropomancer a standard action to dismiss the entropic field.

At 5th level, the entropic field becomes strong enough to warp the laws of probability.

Once per round, as a free action, the entropomancer can force a character within the field (including herself) to reroll an attack, save, or check.

The entropomancer demands the reroll after she knows whether the attack, save, or check succeeded or failed, but before the exact consequences have been calculated and applied.

The result of the reroll takes precedence, even if it's worse than the original roll.

At 7th level, the entropic field causes wounds created within it to continue bleeding, dealing an additional 1 point of damage per round thereafter (at the end of the entropomancer's turn) as long as they remain within the entropic field.

A successful Heal check (DC 15) stops the bleeding.

If multiple wounds are suffered, then the creature takes 1 point of damage per wound.

The entropomancer is subject to the bleeding effect.

Control Sphere (Su): The entropomancer has the ability to control a *sphere of annihilation* (described on page 279 of the *Dungeon Master's Guide*) as if he were using a *talisman of the sphere*, and the entropomancer is personally unaffected by a *sphere of annihilation*, which passes through him as if his square was completely empty.

High-level entropomancers are often obsessed with acquiring *spheres of annihilation*.

TABLE 2-9: THE ENTROPOMANCER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Shard of entropy 2/day	—
2nd	+1	+3	+0	+3	—	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Entropic field 2/day	—
4th	+3	+4	+1	+4	—	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Entropic field (reroll), shard of entropy (5d6)	—
6th	+4	+5	+2	+5	—	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Entropic field (wounding)	—
8th	+6	+6	+2	+6	—	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Shard of entropy (7d6, consuming)	—
10th	+7	+7	+3	+7	Control sphere	+1 level of existing divine spellcasting class

EVANGELIST

Evangelists travel the world proclaiming their devotion to a particular deity, pantheon, or religious doctrine.

They seek to convert others to their way of thinking and to spread their word throughout the land.

All races and cultures have evangelists of one type or another.

Most evangelists come from the charismatic laity of a culture.

They do not possess the learning or perhaps temperament to be spellcasting clerics but have found other ways to proselytize.

Those who worship deities often find themselves working in cooperation with clerics of the same faith while those who simply evangelize a particular belief—even one embraced by a deity or pantheon—can find themselves at odds with even those of their own alignment.

An evangelist is often a leader and, in some ways, a loner. Even though his abilities strengthen his allies, he stands apart.

While clerics and even druids can make powerful evangelists, few trade in their spellcasting abilities for the power this prestige class offers.

Bards, naturally charismatic, may find religion and become evangelists.

Rogues can also benefit from this class.

A few paladins, particularly those who seek to convert evil to good (rather than simply destroying evil), may set their feet upon this path.

Gnomes, halflings, and humans tend toward evangelism more than most other races.

The half-races, both half-elves and half-orcs, can find purpose along this path, though it is a strange half-orc that can follow it successfully.

Elves often disdain evangelists and dwarves see them as busybodies or trouble makers.

Good evangelists bolster and strengthen their allies and often see other people as students or even a flock to be educated or guided.

Evil evangelists view others as unenlightened and seek to enforce their will upon others.

While a good evangelist may use his abilities to sway or even convert others to his belief system, those who follow the path of evil tend to intimidate and dominate others.

Adaptation: Bards who revere St. Cuthbert (described in Chapter 5) sometimes become inspiring or terrifying evangelists.

Any deity that inspires particular zealotry in his followers or who sponsors active efforts to increase the size of the faith would make a good patron for an evangelist.

Hit Die: d6.

REQUIREMENTS

To qualify to become an evangelist, a character must fulfill all the following criteria.

Alignment: An evangelist has the same alignment restrictions as a cleric of a particular deity.

Skills: Bluff 8 ranks, Gather Information 5 ranks, Knowledge (religion) 5 ranks, Perform (oratory) 6 ranks, Sense Motive 5 ranks.

Feats: Negotiator or Persuasive.

CLASS SKILLS

The evangelist's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Speak Language (n/a).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the evangelist.

Weapon and Armor Proficiency: Evangelists gain no weapon or armor proficiencies.

Great Orator (Su): An evangelist can inspire, protect, and otherwise improve the situation of his allies simply by speaking clearly and being heard.

This ability is similar to the bard's bardic music ability (see page 29 of the *Player's Handbook* for a complete description) and, indeed, evangelist levels stack with bard levels to determine the strength of known bard songs.

For example, a bard 3/evangelist 5 improves his inspire competence ability, but does not gain any new bard abilities.

He could use bardic music to convert the unfaithful, countersong, *fascinate*, inspire the righteous, inspire courage +2, inspire dread or inspire hope, but would not gain the inspire competence, inspire greatness, or *suggestion* abilities.

Alternately, a bard 7/evangelist 1 would be able to use bardic music to countersong, *fascinate*, inspire competence, inspire courage +2, inspire dread or inspire hope, and *suggestion*.

Evangelist oratory abilities function in exactly the same manner as bardic music except the evangelist must speak loudly and clearly, rather than sing or play an instrument.

Inspire Dread (Su): An evil evangelist with 9 or more ranks in Perform (oratory) can inspire hopelessness in all enemies within 30 feet.

This ability imposes a -4 penalty on Will saves on all enemies within 30 feet of the evangelist.

Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect.

The effect lasts as long as the evangelist speaks and for 3 rounds thereafter.

Inspire dread is a mind-affecting ability.

Inspire Hope (Su): A good or neutral evangelist with 9 or more ranks in Perform (oratory) can inspire spiritual resilience in all allies within 30 feet.

This ability gives the evangelist and all allies who can hear his oratory a +4 sacred bonus on Will saves.

Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect.

The effect lasts as long as the evangelist speaks and for three rounds thereafter.

Inspire hope is a mind-affecting ability.

Inflame the Righteous (Su): An evangelist of 3rd level or higher with 11 or more ranks in Perform (oratory) can use this ability to wreath himself and any of his allies within 30 feet in divine flame.

Each beneficiary of this ability gains the benefit of a *fire shield* spell.

Use the evangelist's level +5 to determine the caster level of the spell.

The damage caused by the spell is, however, purely divine and not subject to a creature's resistance or immunity to fire.

This oratory requires a full-round action to perform and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter.

Convert the Unfaithful (Su): An evangelist of 5th level with at least 13 ranks in Perform (oratory) may attempt to convert a single enemy within 30 feet.

As a full-round action, the evangelist delivers an impassioned speech on the righteousness of his beliefs to a single enemy, who must attempt a Will save (DC = 10 + class level + Cha mod).

If the creature succeeds, it is shaken for one round.

If the creature fails its saving throw, it converts.

Creatures with an alignment subtype (such as angels and devils) are immune to this ability.

A converted creature is effectively charmed by the evangelist (similar to a *charm monster* spell).

In addition, a converted creature temporarily assumes the alignment of the evangelist and acts accordingly.

This may mean some of the creature's class abilities, spells, or other abilities are unavailable to it for the duration of the spell (a paladin converted to something other than lawful good, for example, loses her class abilities for the duration). When the duration elapses, the creature then has a choice: It can continue to act according to its new alignment, or it can shift back.

If the creature chooses to permanently change its alignment to the evangelist's, it acts as if a cleric of the appropriate alignment had cast *atonement* on it.

If the creature chooses to change back, it must make another saving throw (with the same save DC as before).

If it fails this saving throw its alignment changes back but it needs an *atonement* spell to gain back any abilities it lost due to its temporary alignment change.

Fast Talk (Ex): At 2nd level, the evangelist knows the right thing to say at the right time.

He may make a rushed Diplomacy check as a full-round action at only a -5 penalty.

Skill Mastery (Ex): At 4th level, the evangelist becomes so certain in the use of certain skills that he can use them reliably even under adverse conditions.

Upon gaining this ability, the evangelist selects a number of skills equal to 1 + his Intelligence modifier (minimum of 1) from the following list: Bluff, Diplomacy, Disguise, Intimidate, and Sense Motive.

When making a skill check with one of the selected skills, he may take 10 even if stress and distractions would normally prevent him from doing so.

TABLE 2-10: THE EVANGELIST

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+0	+2	Great orator (inspire dread or inspire hope)
2nd	+1	+0	+0	+3	Fast talk
3rd	+2	+1	+1	+3	Great orator (inflame the righteous)
4th	+3	+1	+1	+4	Skill mastery
5th	+3	+1	+1	+4	Great orator (convert the unfaithful)

GEOMANCER

The cleric reaches out to a higher power.

The wizard trusts only in eldritch tomes.

The druid looks to nature for her spells.

To the geomancer, however, all magic is the same.

Geomancy is the art of channeling magical energy from many sources through the land itself.

A geomancer may research like a wizard, pray like a cleric, or sing like a bard, but he casts spells as only a geomancer can.

In the area he calls home (be it high on a mountain, deep in a forest, or even beneath an ocean) he weaves ley lines—powerful connections to the land itself.

The spells he casts through these connections with the earth are reflections of his own strength of will.

As the geomancer progresses, however, the effort of gathering magic through the earth takes a physical toll on him, making him more and more like the land and its creatures.

Only characters with more than one spellcasting class can become geomancers.

The most popular combinations are druid/sorcerer and druid/wizard.

Clerics with arcane spellcasting ability can also qualify; those with access to the Plant or Animal domain are the most likely to consider this path.

A bard or a ranger who picks up a second, more focused spellcasting class can also adopt this lifestyle.

Adaptation: This prestige class is easy to customize by making the spellcasting requirements more specific if you're looking for particular combinations.

And a good way to incorporate the flavor of your world into this class is to create drift choices that mimic the creatures prevalent in your campaign.

Hit Die: d6.

REQUIREMENTS

To qualify as a geomancer, a character must fulfill the following criteria.

Skills: Knowledge (arcana) 6 ranks, Knowledge (nature) 6 ranks.

Spells: Able to cast 2nd-level arcane spells and 2nd-level divine spells.

CLASS SKILLS

The geomancer's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Scry (Int), Spellcraft (Int), Survival (Wis), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the geomancer prestige class.

Weapon and Armor Proficiency: Geomancers gain no weapon or armor proficiencies.

Spells per Day/Spells Known: At each geomancer level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional wild shape options, metamagic or item creation feats, or the like).

Since the character had more than one spellcasting class before becoming a geomancer, the player must decide to which class to add each geomancer level for determining spells per day and spells known.

Spell Versatility: At 1st level, the geomancer learns to blend divine and arcane magic.

He still acquires and prepares his spells in the normal manner for his individual spellcasting classes.

When he casts them, however, he can mix or match spellcasting parameters from any of his classes to gain the maximum possible advantage for any spell with a spell level equal to or less than his spell versatility score.

Thus, as a 4th-level geomancer, he can cast any of his 3rd-level or lower sorcerer/wizard spells with no chance of arcane spell failure from armor.

(The druidic prohibition against metal armor still applies to druid/geomancers, however, since this stricture stems from a spiritual oath rather than a practical limitation).

The geomancer may use his Wisdom modifier to set the save DC for arcane spells, or his Charisma or Intelligence modifier (whichever he would normally use for arcane spells) to set the save DC for divine spells.

If a spell requires either an arcane material component or a divine focus, he may use either.

A cleric/geomancer who also has levels of wizard, sorcerer, or bard can spontaneously convert any prepared arcane or divine spell (except a domain spell) of an appropriate level into a *cure* or *inflict* spell of equal or lower level, though he must be capable of casting the latter as a cleric.

Drift: The character slowly becomes closer to nature.

At each geomancer level, choose a drift from the appropriate stage (see Drift, below).

Ley Lines: At 2nd level, the geomancer learns to create magical connections with a specific type of terrain.

Choose one of the following terrain types: aquatic, desert, forest, hills, marsh, mountains, or plains.

In that terrain, the geomancer's effective caster level for all spells increases by +1.

At 6th level and again at 10th level, the character may either choose a new terrain in which to receive the benefit (at +1), or increase his effective caster level in a previously chosen terrain by an additional +1.

DRIFT

Drift is a gradual devolution into some other natural form. Those who experience this phenomenon gain attributes of animals and plants as time goes by.

Geomancers experience drift at every level.

As a variant rule, high-level druids who spend all their lives away from civilization may also experience drift at the Dungeon Master's discretion—perhaps once every ten years.

Drift is divided into stages.

You must choose one drift from stage 1 the first time you experience the phenomenon.

Your second drift must also be from stage 1.

Thereafter, you may choose from a higher stage only after you have acquired at least two drifts from the previous stage.

For example, a stage 4 drift may be chosen only after you have at least two stage 1 drifts, two stage 2 drifts, and two stage 3 drifts.

You may, however, choose drifts from stages below your maximum whenever you wish.

For example, you if you have two stage 1 drifts, you may choose a third stage 1 rather than a stage 2, if desired.

Stage 1 drifts have no game effect.

Each drift of stage 2 and beyond grants a permanent extraordinary ability.

Natural attacks allow for Strength bonuses on damage rolls, except in the case of poison and acid.

The damage values given for natural attacks are for Medium creatures.

To adjust for Small or Large creatures, use the following table.

NATURAL WEAPON DAMAGE BY SIZE

Small	Medium	Large
1d2	1d3	1d4
1d3	1d4	1d6
1d4	1d6	1d8
1d6	1d8	2d6
1d6	2d4	2d6

STAGE 1

Leopard spots appear on your body.

You grow a cat's tail.

You sprout feathers (but not wings).

Your eyebrows become green and bushy.

Your hair becomes a tangle of short vines.

Light, downy fur covers your skin.

Your skin turns green and scaly.

Your touch causes flowers to wilt.

Your voice sounds like a dog's, though it is still intelligible.

Zebra stripes appear on your body.

STAGE 2

A small camel's hump grows on your back.

(You can go without water for up to five days).
You grow a coat of white fur like a polar bear's.
(You gain a +8 bonus on Hide checks in snowy areas).
The pads of your feet become sticky, like those of a lizard.
(You gain a +4 bonus on Climb checks).
You become as swift as an elk.
(Your land speed increases by +5 feet).
You become as comely as a dryad.
(You gain a +4 bonus on Diplomacy checks).
You become as graceful as a cat.
(You gain a +4 bonus on Balance checks).
You sprout leaves and become photosynthetic.
(You can subsist on 1 hour/day of sunlight in lieu of food, though you still require the same amount of water as before).
Your blood flows as slowly as tree sap.
The speed at which progressive damage, such as that from wounding or *decomposition* (see Chapter 7), affects you is halved.

Your eyes become as sharp as a rat's.
(You gain low-light vision).
Your skin adapts like that of an octopus.
(You can change color to blend with your surroundings, gaining a +4 bonus on Hide checks).

STAGE 3

Deer antlers grow from your forehead.
(You gain a gore attack for 1d6 points of damage).
Thorns grow on your body.
(Your unarmed attacks do piercing damage, and those striking you with natural weapons take 1d3 points of piercing damage per successful hit).
You can constrict like a snake.
(You deal 1d3 points of damage with a successful grapple check against a creature of your size category or smaller).
You can spin a web like a spider.
(You can use your web to snare prey as described in the monstrous spider entry in the *Monster Manual*, but you cannot attack with it).
You sprout fish gills.
(You can breathe both water and air).
Your eyes become as sharp as an eagle's.
(You gain a +4 bonus on Spot checks in daylight).
Your eyes become as sharp as an owl's.
(You gain a +4 bonus on Spot checks in dusk and darkness).
Your fingers grow hawklike talons.
(You gain Weapon Finesse and can make two claw attacks per round for 1d3 points of damage each).
Your mouth extends like a crocodile's.
(You gain a bite attack for 1d6 points of damage).
Your toes grow lionlike claws.
(You can make two rake attacks for 1d4 points of damage each if you gain a hold on your target).

STAGE 4

You grow an acid stinger like that of a giant ant.
(You can sting for 1d4 points of piercing damage + 1d4 points of acid damage).
You can trip like a wolf.
(If you hit with a natural attack, you can attempt to trip your target as a free action; see the Wolf entry, page 283 of the *Monster Manual*).
You can rage similar to a wolverine.
(If you take damage, you rage as a 1st-level barbarian—see Barbarian entry, page 25 of the *Player's Handbook*—or gain

+1 effective level of any class you have that grants rage as a class feature, but only for determining the benefits of rage).
You gain a boar's ferocity.
(You continue to fight without penalty even while disabled or dying).

You can grab like a bear.
(You gain the improved grab ability as described on page 310 of the *Monster Manual*).
You can pounce like a leopard.
(If you leap on a foe in the first round of combat, you can make a full attack action even if you have already taken a move action).
Your hands become as strong as a gorilla's.
(You gain a +2 bonus on Strength checks to break objects).
Your jaw becomes as powerful as a weasel's.
(You can attach to an opponent with a successful bite and inflict 1d3 points of damage per round until unattached. However, you lose your Dexterity bonus to AC while attached).

You can fire an ink cloud as a squid does.
(In water, you can emit a cloud of jet-black ink 10 feet on a side once per minute as a free action; this provides total concealment and those within the cloud suffer the effects of total darkness).

Your nose becomes as sensitive as a hound's.
You gain scent out to a range of 30-ft.
Scent is described on page 314 of the *Monster Manual*.

STAGE 5

You grow a unicorn horn.
(You gain a +4 bonus on Fortitude saves against poison and a gore attack for 1d8 points of damage).
Feathered or batlike wings grow from your back.
(You gain a fly speed of 60 feet).
You can curl into a spiny ball like a hedgehog.
(When curled, you gain a +4 natural armor bonus to AC, but you may not move or attack.
Curling or uncurling is a standard action).
You are as graceful as a pixie.
(You gain a +2 bonus on Reflex saves).
You gain the tremorsense of an earthworm.
(You can sense anything in contact with the ground within 30 feet of you).
Your canine teeth exude poison.
(If you hit with a bite attack, your target must make a Fortitude save (DC 10 + 1/2 your character level + your Constitution modifier) against poison.
Initial damage is 1d2 points of temporary Dexterity damage; secondary damage is 1d4 points of temporary Dexterity damage).
Your senses become as sharp as a bat's.
You gain blindsense out to 30 feet, as described on page 306 of the *Monster Manual*.
Your feet extend to elephantine width.
(You gain the trample ability as described in the introduction of the *Monster Manual*.
Your trample attack does 2d4 points of bludgeoning damage, and the Reflex save DC is 10 + 1/2 your character level + your Strength modifier).
You can move like a cheetah.
(Once per hour, you can take a charge action to move ten times your normal speed).
Your skin becomes tree bark.
(You gain a +1 natural armor bonus to AC).

TABLE 2-11: THE GEOMANCER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Drift 1, spell versatility 0	+1 level of existing class
2nd	+1	+3	+0	+3	Drift 1, ley lines +1, spell versatility 1	+1 level of existing class
3rd	+2	+3	+1	+3	Drift 2, spell versatility 2	+1 level of existing class
4th	+3	+4	+1	+4	Drift 2, spell versatility 3	+1 level of existing class
5th	+3	+4	+1	+4	Drift 3, spell versatility 4	+1 level of existing class
6th	+4	+5	+2	+5	Drift 3, ley lines +2, spell versatility 5	+1 level of existing class
7th	+5	+5	+2	+5	Drift 4, spell versatility 6	+1 level of existing class
8th	+6	+6	+2	+6	Drift 4, spell versatility 7	+1 level of existing class
9th	+6	+6	+3	+6	Drift 5, spell versatility 8	+1 level of existing class
10th	+7	+7	+3	+7	Drift 5, ley lines +3, spell versatility 9	+1 level of existing class

HOLY LIBERATOR

The holy liberator is a holy warrior, a distant cousin of the paladin, who is dedicated to overthrowing tyranny wherever it may be found.

These champions of freedom and equality are strong-willed, independent-minded, and virtuous.

They particularly direct their efforts against lawful evil societies (dictatorships or plutocracies), slaveholders and slave traders, and powerful, corrupt governments, but they also recognize the possibility for tyranny even in a state of anarchy (where strong individuals may impose their will on people weaker than they).

Members of all classes—with the prominent exception of monks—are often drawn to the holy liberator prestige class.

Chaotic good fighters and rangers are natural holy liberators, augmenting their already significant combat abilities with the holy powers of the prestige class.

Many clerics are also drawn to become holy liberators—particularly chaotic clerics of Pelor and certain clerics of Kord.

Many rogues also adopt the holy liberator class, working with stealth and steel for the cause of freedom.

NPC holy liberators are usually loners, though they may organize rebellious forces in a tyrannical nation.

They often have powerful celestial allies, from celestial animals to ghaele eladrins, assisting their cause, but tend to work in a loose network rather than a structured or close association.

Just as holy liberators rarely accept orders from anyone, they are loath to give them, choosing to form alliances and friendships rather than manipulate minions or servants.

Adaptation: In your campaign, holy liberators may wander the planes seeking out slavers to destroy, or they may be the sponsors of a rebellion against a particularly harsh government.

Holy liberators can act much like guerillas, training and exhorting the local populace to resist tyrannical rule.

Hit Die: d10.

REQUIREMENTS

To qualify to become a holy liberator, a character must fulfill all the following criteria.

Alignment: Chaotic good.

Base Attack Bonus: +5.

Skills: Diplomacy 5 ranks, Sense Motive 5 ranks.

Feat: Iron Will.

CLASS SKILLS

The holy liberator's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy

(Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. **Skill Points at Each Level:** 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the holy liberator prestige class.

Weapon and Armor Proficiency: Holy liberators are proficient with all simple and martial weapons, with all types of armor, and with shields.

Spells per Day: A holy liberator has the ability to cast a small number of divine spells.

To cast a spell, the holy liberator must have a Wisdom score of at least 10 + the spell's level, so a holy liberator with a Wisdom of 10 or lower cannot cast these spells.

Holy liberator bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the holy liberator's Wisdom modifier.

When the holy liberator gets 0 spells of a given level, such as 0 1st-level spells at 1st level, he gets only bonus spells. (A holy liberator without a bonus spell for that level cannot yet cast a spell of that level).

The holy liberator uses the paladin spell list, with a few changes.

The holy liberator's spell list does not include any spells with the law descriptor.

The following spells are added to the holy liberator's spell list: 1st—*protection from law*; 2nd—*heroism*; 3rd—*magic circle against law*; 4th—*dispel law*, *freedom of movement*.

A holy liberator prepares and casts spells just as a cleric does (though the liberator cannot spontaneously cast *cure* or *inflict* spells).

Aura of Good (Ex): The power of a holy liberator's aura of good (see the *detect good* spell) is equal to his class level plus his cleric level, if any.

Detect Evil (Sp): The holy liberator can use *detect evil* as a spell-like ability at will.

Smite Evil (Su): Once per day, a holy liberator may attempt to smite evil with one normal melee attack.

He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level.

For example, a 9th-level holy liberator armed with a longsword would deal 1d8+9 points of damage, plus any additional bonuses for high Strength or magical effects that normally apply.

If the holy liberator accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

At 5th level, the holy liberator may smite evil twice per day, and at 10th level three times per day.

Remove Fatigue (Su): A holy liberator of 2nd level or higher can eliminate fatigue in any creature he touches. Using this ability is a standard action; the holy liberator may use it a number of times per day equal to 3 + his Charisma modifier.

Aura of Resolve (Ex): Beginning at 3rd level, the holy liberator gains immunity to all charm and compulsion effects.

His mind is his own, and no other creature can control his thoughts or actions.

Each ally within 10 feet of him gains a +4 morale bonus on saving throws against charm or compulsion effects.

This ability functions while the holy liberator is conscious, but not if he is unconscious or dead.

Divine Grace (Su): A holy liberator of 4th level or higher applies his Charisma modifier (if positive) as a bonus on all saving throws.

Break Enchantment (Sp): Beginning at 4th level, a holy liberator can use *break enchantment* once per week.

He can use this ability twice per week at 8th level.

Celestial Companion (Sp): Upon reaching 6th level, a holy liberator gains the service of a celestia companion (a cat, eagle, hawk, warhorse, owl, pony, riding dog, or wolf) to serve him in his struggle against tyranny (see sidebar).

The creature has the celestia template (see page 31 of the *Monster Manual*).

This creature may willingly act as a guardian (such as a hawk), a helper (such as a cat), or a mount (such as a horse).

Once per day, as a full-round action, a holy liberator may magically call his companion from the celestia realms in which it resides.

The companion immediately appears adjacent to the holy liberator and remains for 2 hours per holy liberator level; it may be dismissed at any time as a free action.

The companion is the same creature each time it is summoned, though the holy liberator may release a particular companion from service (if it has grown too old to join her struggle, for instance).

Each time the companion is called, it appears in full health, regardless of any damage it may have taken previously.

The companion also appears wearing or carrying any gear it had when it was last dismissed (including barding, saddle, and the like for mounts).

Calling the companion is a conjuration (calling) effect. Should the holy liberator's companion die, it immediately disappears, leaving behind any equipment it was carrying. The liberator may not call another companion for thirty days or until he gains a liberator level, whichever comes first, even if the companion is somehow returned from the dead.

During this thirty-day period, the liberator takes a -1 penalty on attack and weapon damage rolls.

Treat the companion as a special mount for the purpose of spells that specifically affect a paladin's special mount (such as *heal mount*).

CELESTIA COMPANION

The holy liberator's celestia companion is superior to a normal animal of its type. It has the celestia template, as described in the *Monster Manual*. It further gains HD and special abilities based on the holy liberator's character level (see the table).

Character Level	Bonus HD	Natural Armor Adj.	Dex Adj.	Int	Special
12th or less	+2	+1	+1	6	Empathic link, improved evasion, improved speed +10 ft., share saving throws, share spells
13th–15th	+4	+3	+2	7	Speak with holy liberator
16th–18th	+6	+5	+3	8	Blood bond, improved speed +20 ft.
19th–20th	+8	+7	+4	9	Spell resistance

See the Paladin's Mount sidebar in the *Player's Handbook* for definitions of the terms in this table, except as listed below.

Dex Adj.: Add this figure to the companion's Dexterity score.

Improved Speed (Ex): The mount's speed increases by 10 ft. if its liberator's character level is 15th or lower. If the liberator's character level is 16th or higher, the mount's speed increases by a total of +20 feet.

Blood Bond (Ex): The companion gains a +2 bonus on all attacks, checks, and saves if it witnesses the holy liberator being threatened or harmed.

Spell Resistance (Ex): A companion's spell resistance equals the liberator's class level +10.

Code of Conduct: Holy liberators must be of chaotic good alignment and lose all special class abilities if they ever willingly commit an act of evil.

True to their alignment, holy liberators have no more formalized code of conduct than that.

EX-PALADIN LIBERATORS

It is not altogether uncommon for paladins to slip away from the unswerving path of law in their overriding quest for good and become holy liberators.

For the most part, the ex-paladin who adopts the holy liberator class does not regain any of his lost paladin abilities.

However, the character's paladin levels stack with holy liberator levels for the purpose of determining caster level for holy liberator spells and for determining the power of his smite evil ability.

TABLE 2-12: THE HOLY LIBERATOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura of good, <i>detect evil</i> , smite evil 1/day	0	—	—	—
2nd	+2	+3	+0	+0	Remove fatigue	1	—	—	—
3rd	+3	+3	+1	+1	Aura of resolve	1	0	—	—
4th	+4	+4	+1	+1	Break enchantment 1/week, divine grace	1	1	—	—
5th	+5	+4	+1	+1	Smite evil 2/day	1	1	0	—
6th	+6	+5	+2	+2	Celestial companion	1	1	1	—
7th	+7	+5	+2	+2	—	2	1	1	0
8th	+8	+6	+2	+2	Break enchantment 2/week	2	1	1	1
9th	+9	+6	+3	+2	—	2	2	1	1
10th	+10	+7	+3	+3	Smite evil 3/day	2	2	2	1

HOSPITALER

Hospitalers are a fighting force of necessity, sworn to poverty, obedience, and the defense of those in their care. It is the duty of knights hospitaler to protect people traveling on religious pilgrimages.

Over the years, this single duty has expanded to include the construction and administration of hospitals and refugee facilities.

Most hospitalers are paladins, though rangers, fighter/clerics and even ranger/clerics often join the knights hospitaler as well.

NPC hospitalers often travel in groups, usually with pilgrims on their way to or from a site of particular importance to their faith.

Hospitalers may be found running pilgrim hostels, defending temple hospitals, or standing vigil over religious relics and sites.

They seldom go on quests or adventures except to rescue endangered pilgrims or to recover relics or sites from heretics and unbelievers.

Adaptation: Hospitalers do battle against suffering and pain wherever they find it.

In your campaign, large cities may house masses of beggars who are seen to by itinerant hospitalers.

A small village may also house a hospitaler who serves as a doctor of sorts to those who need his attention.

An entire force of hospitalers may gather together in order to fight an evil dragon and then remain afterwards to care for the local townsfolk injured during the battle.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Any nonchaotic.

Base Attack Bonus: +5.

Skills: Handle Animal 5 ranks, Ride 5 ranks.

Feats: Mounted Combat, Ride-By Attack.

Spells: Able to cast 1st-level divine spells.

CLASS SKILLS

The hospitaler's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the hospitaler prestige class.

Weapon and Armor Proficiency: Hospitalers gain proficiency with all simple and martial weapons, with all types of armor, and with shields.

Lay on Hands (Su): A hospitaler with a Charisma score of 12 or higher can heal wounds by touch.

Each day she can heal a total number of hit points of damage equal to her hospitaler level times her Charisma modifier.

A hospitaler may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once.

Using lay on hands is a standard action.

If the hospitaler has this ability from another class, her levels in those classes stack to determine the total number of hit points of damage she can heal each day.

Spells per Day/Spells Known: A hospitaler continues advancing in divine spellcasting ability as well as learning the skills of the hospitalers.

Thus, when a new hospitaler level is gained (except for 1st, 5th, and 9th levels), the character gains new divine spells per day (and spells known, if applicable) as if she had gained a level in the a divine spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, greater damage with the smite evil ability, and so on).

If the character had more than one divine spellcasting class before becoming a hospitaler, the player must decide to which class to add each hospitaler level for the purposes of determining spells per day and spells known.

Bonus Feat: At the indicated levels, a hospitaler may take a bonus feat.

These feats are drawn from the feats designated as fighter bonus feats (in the *Player's Handbook* and elsewhere).

Remove Disease (Sp): Beginning at 3rd level, a hospitaler can use *remove disease* as a spell-like ability once per week.

At 7th level and higher, she can use this ability twice per week.

Code of Conduct: Hospitalers take an oath of poverty, obedience, and defense of those in their care.

This does not mean that hospitalers live mean, penny-pinching lives.

They share their wealth among themselves and give any excess to their order.

Obedience is not related to character or social rank, but rather to position assigned within the order, and often changes with the situation.

Regardless of their relative ranks, all hospitalers defer to the head of a facility while on the grounds.

Hospitalers must be willing to lay down their lives to protect the pilgrims or hospitaler facilities under their care, but should not do so recklessly.

Multiclass Note: A paladin who becomes a hospitaler may continue advancing as a paladin.

EX-HOSPITALERS

A hospitaler who becomes chaotic, who willfully commits a chaotic act, or who grossly violates the hospitaler code of conduct loses all class features and spells and may not progress in levels as a hospitaler.

She regains her abilities if she atones for her violations (see the *atonement* spell description, page 201 of the *Player's Handbook*).

A hospitaler faces a special restriction in multiclassing. A hospitaler who gains a level in a class other than hospitaler or paladin may never again increase her hospitaler level, though she retains all her hospitaler abilities.

The path of the hospitaler, like that of the paladin, requires a constant heart.

Once you have turned off the path, you may never return.

TABLE 2-13: THE HOSPITALER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Bonus feat, lay on hands	—
2nd	+2	+3	+0	+0	—	+1 level of existing divine class
3rd	+3	+3	+1	+1	Remove disease 1/week	+1 level of existing divine class
4th	+4	+4	+1	+1	—	+1 level of existing divine class
5th	+5	+4	+1	+1	Bonus feat	—
6th	+6	+5	+2	+2	—	+1 level of existing divine class
7th	+7	+5	+2	+2	Remove disease 2/week	+1 level of existing divine class
8th	+8	+6	+2	+2	—	+1 level of existing divine class
9th	+9	+6	+3	+3	Bonus feat	—
10th	+10	+7	+3	+3	—	+1 level of existing divine class

Rowena, a hospitaler

MASTER OF SHROUDS

The master of shrouds is an evil spellcaster who magically seizes control of incorporeal undead and sets them to do his bidding.

These wrathful undead vent their anger at being disturbed by spreading fear and death to all they encounter.

Usually they slay the enemies of their summoner, but sometimes they turn on him, forcing him to either rebuke them or destroy them utterly in order to save himself.

While a master of shrouds does gain some divine spells, his primary tool is the ability to summon incorporeal undead creatures to serve him.

Paladins never become masters of shrouds, though ex-paladins occasionally do so if they turn far enough from their lawful good roots.

Evil clerics are the most likely candidates for masters of shrouds, though druids and rangers may also join the ranks of this prestige class if they can acquire the ability to turn or rebuke undead.

NPC masters of shrouds generally operate in secret, pursuing their evil plans under the cover of darkness. They may work individually or in groups, depending on their alignment.

Masters of shrouds rarely stay in one place for long, and they rarely work in groups larger than four, so as to avoid attracting too much attention from paladins and good clerics.

Adaptation: This prestige class could be made specific to any god of the dead or the spirit world.

In your campaign, you could create an organization that exists solely to train masters of shrouds—perhaps a cabal within the Mortuary Guild or a cult of mind flayer clerics from the Plane of Shadow.

Hit Die: d8.

REQUIREMENTS

To qualify to become a master of shrouds, a character must fulfill all the following criteria.

Base Save Bonus: Will +5.

Spells: Ability to cast divine spells and a spell that appears on the spell list for the Death, Evil, or Protection domain.

Skills: Concentration 10 ranks, Spellcraft 10 ranks.

Other: Ability to command or rebuke undead.

CLASS SKILLS

The master of shrouds's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are features of the master of shrouds prestige class.

Weapon and Armor Proficiency: Masters of shrouds are proficient with all simple weapons, with all types of armor, and with shields.

Spells per Day/Spells Known: When an even-numbered level of master of shrouds is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class to which he belonged before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, or the like).

The level of master of shrouds is added to the level of whatever other divine spellcasting class the character has, then spells per day, spells known, and caster level are determined accordingly.

If the character had more than one divine spellcasting class before he became a master of shrouds, the player must decide to which class to add each level of master of shrouds for the purpose of determining spells per day and spells known.

Summon Undead (Sp): At 1st level, the master of shrouds gains the ability to summon a shadow or allip to fight his enemies.

This ability works like the *summon monster I* spell, except as follows.

The master of shrouds cannot dismiss the summoned creature, and if it remains after the last enemy is gone or slain, it attacks the master of shrouds unless he successfully rebukes or commands it.

The master of shrouds gains a +4 bonus on turning checks and damage against undead he has summoned.

As the master of shrouds gains additional levels in the prestige class, he can summon undead more frequently, and he gains access to more powerful incorporeal undead.

He can summon two allips or two shadows at 3rd level, two wraiths at 5th level, two spectres at 7th level, or two greater shadows at 9th level.

He may always choose to substitute lower-CR undead for any higher-CR ones that he can summon, but the number summoned does not change.

Extra Turning: The master of shrouds gains Extra Turning as a bonus feat.

Furthermore, his master of shrouds levels stack with his levels in any other classes that can rebuke or destroy undead (such as cleric) for the purpose of determining the parameters of his rebuke or command ability.

THE MASTER OF SHROUDS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	<i>Summon undead</i>	— (allip/shadow) 1/day
2nd	+1	+0	+0	+3	Extra turning	+1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	<i>Summon undead</i>	— (allips/shadows) 2/day
4th	+3	+1	+1	+4	—	+1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	<i>Summon undead</i>	— (wraiths) 3/day
6th	+4	+2	+2	+5	—	+1 level of existing divine spellcasting class
7th	+5	+2	+2	+5	<i>Summon undead</i>	— (spectres) 4/day
8th	+6	+2	+2	+6	—	+1 level of existing divine spellcasting class
9th	+6	+3	+3	+6	<i>Summon undead</i>	— (greater shadows) 5/day
10th	+7	+3	+3	+7	—	+1 level of existing divine spellcasting class

MOON GUARDIAN

When a werewolf or other evil lycanthrope passes on the curse of lycanthropy, the victim must either find a cure quickly or succumb slowly to the ravaging evil of a bestial nature.

But good or neutral divine spellcasters who have strong connections to their deities or to the divine powers they choose to represent can sometimes use their divine connections to stave off the slide into evil.

Those who succeed are known as moon guardians.

The requirements to become a moon guardian are straightforward, but they're more difficult to meet than they first appear.

The afflicted lycanthrope must pray for succor when he feels the temptation to give in to his newfound bestial urges, but in time, a character who has done so faithfully gains release from the risk of alignment change.

(In game terms, the afflicted lycanthrope PC must stave off an alignment change until he earns enough experience to take a level in moon guardian).

As NPCs, moon guardians often perform quests on behalf of their deities or infiltrate cults of evil lycanthropes in order to destroy them from within.

The occasional evil moon guardian NPC often takes advantage of PCs' assumptions about his alignment, pretending to be good at first, then revealing his true nature at a crucial moment.

Adaptation: This prestige class fills a specific niche by enabling a PC who has become a lycanthrope to continue adventuring.

For your specific campaign, you may want to adjust the entry requirements upward or downward to make it accessible for the relevant PC while still balancing it with the rest of the campaign world.

Hit Die: d8.

REQUIREMENTS

To qualify to become a moon guardian, a character must fulfill all the following criteria.

Alignment: Any good.

Spells: Ability to cast 3rd-level divine spells.

Other: The candidate must be an afflicted lycanthrope aware of his condition.

CLASS SKILLS

The moon guardian's class skills (and the key ability for each skill) are Concentration (Con), Control Shape (Wis), Craft (Int), Knowledge (religion) (Int), and Spellcraft (Int), plus any skills given in the description of the base animal corresponding to the character's lycanthrope type.

See Chapter 4: Skills in the *Player's Handbook* and Chapter 6 in the *Monster Manual* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the moon guardian prestige class.

Weapon and Armor Proficiency: Moon guardians gain no proficiency with any weapon, armor, or shield.

Natural Spell: At 1st level, the moon guardian gains Natural Spell as a bonus feat if he did not already have it.

Spells per Day/Spells Known: When an even-numbered level of moon guardian is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class granted him access to 3rd-level spells before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, and so on).

The level of moon guardian is added to the level of whatever other divine spellcasting class granted the character access to 3rd-level spells, then spells per day, spells known, and caster level are determined accordingly. If a character had more than one divine spellcasting class that granted access to 3rd-level spells before he became a moon guardian, the player must decide to which class to add each level of moon guardian for the purpose of determining spells per day and spells known.

Voluntary Change (Ex): At 1st level, the moon guardian receives the blessing of a deity of the moon.

Unlike other afflicted lycanthropes, he can voluntarily change into animal or hybrid form without immediately and permanently changing alignment to that of his lycanthrope kind.

The moon guardian is still subject to involuntary transformation under the full moon and whenever he takes damage in combat, but a failed Control Shape check under those circumstances doesn't change the character's alignment.

Furthermore, a moon guardian who fails a Control Shape check to resume humanoid form can make another attempt each subsequent round, rather than waiting until dawn.

Rapid Change (Ex): At 3rd level, the moon guardian can make a Control Shape check as a move action rather than a standard action, though he can still change form only once per round.

Instantaneous Change (Ex): At 5th level, the moon guardian can make a Control Shape check as a free action. Furthermore, he can do so in response to another's action, even if it isn't his turn yet.

He can still change form only once per round.

THE MOON GUARDIAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+1	+2	+2	+0	Natural spell, voluntary change	—
2nd	+2	+3	+3	+0		+1 level of existing divine spellcasting class
3rd	+3	+3	+3	+1	Rapid change	—
4th	+4	+4	+4	+1		+1 level of existing divine spellcasting class
5th	+5	+4	+4	+1	Instantaneous change	—

NIGHTCLOAK

Servants of the twisted and perverse deities of evil, nightcloaks delve into forbidden secrets and study evil lore. They are beings of iron will and determination, although that determination is perverse.

Nightcloaks weave webs of intrigue, mental domination, blackmail, and control through the use of illusion, necromancy, and enchantment, yet they are not afraid to smash their toys if doing so suits their purposes.

Cruel and intelligent, they do not fear slipping away from battle only to return and grind their foes to dust at a later time.

Honor is of no consequence to nightcloaks; they do as they please, as long as their actions further their own power and, by extension, that of their divine patrons.

Clerics become nightcloaks more often than characters of any other class.

Many have levels of wizard, sorcerer, bard, or rogue in addition to the class that granted them divine spellcasting ability.

The path of the nightcloak rarely appeals to rangers, even though they too can cast divine spells.

Nightcloaks dwell in communities large and small, often worshipping their evil deities in secret.

Many work to overthrow governments, organize secret cabals, and create false cults to further their ends.

Adaptation: While this prestige class isn't specific to Vecna, it certainly could be tied to a secret organization that

supports him, since it's a perfect match in terms of alignment and purpose.

Nightcloaks are also good matches for assassins' guilds, thieves' guilds, secret cults, and conspiracies that rule from the shadows.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Neutral evil.

Base Attack Bonus: +3.

Skills: Bluff 2 ranks, Hide 4 ranks, Move Silently 2 ranks, Perform (any) 4 ranks.

Feats: Iron Will, Spell Focus (Enchantment, Illusion, or Necromancy).

Spells: Ability to cast 3rd-level divine spells.

A cleric candidate must have access to the Evil domain.

CLASS SKILLS

The nightcloak's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are features of the nightcloak prestige class.

Weapon and Armor Proficiency: Nightcloaks gain no proficiency with any weapon, armor, or shield.

Spells per Day/Spells Known: When a new level of nightcloak is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and so on).

The level of nightcloak is added to the level of whatever other spellcasting class the character has, then spells per day, spells known, and caster level are determined accordingly.

If the character had more than one spellcasting class before she became a nightcloak, the player must decide to which class to add each level of nightcloak for the purpose of determining spells per day and spells known.

Might of Darkness (Ex): At 1st level, a nightcloak casts any spell with the darkness descriptor at +2 caster level.

Eyes of Night (Ex): When the nightcloak reaches 2nd level, her eyes become totally black, granting her darkvision to a 60-foot range.

She can also see through magical darkness to a range of 10 feet with the same black-and-white vision that darkvision provides.

The nightcloak also cannot be blinded by magical effects.

Shadow Talk (Su): At 4th level, a nightcloak gains the ability to communicate mystically through the shadows of the mind.

As a free action, she can whisper short messages to other worshipers of her patron deity, and each such creature within 500 feet hears the message as a whisper in its mind.

Observers can also hear the words if they are close enough to hear the nightcloak's actual whispers (a DC 15 Listen check if the listener is within 10 feet of the nightcloak, +1 per 5 feet beyond that).

Shadow talk is a sonic, language-dependent effect.

True Lies (Sp): Beginning at 5th level, a nightcloak can reach into a creature's mind and modify its memories as if using the 4th-level bard spell *modify memory* (caster level equals nightcloak's character level; save DC 10 + 1/2 nightcloak's character level + nightcloak's Charisma modifier).

This ability is usable once per day.

Grace of the Dark (Ex): Beginning at 7th level, the nightcloak can use the power of her mind to protect herself.

She adds her Intelligence bonus (if any) to all saving throws.

Minions of Night (Sp): Once per week as a standard action, an 8th-level or higher nightcloak can summon one shadow per nightcloak level she possesses.

The summoned shadows do her bidding for a number of rounds equal to her nightcloak level.

Any shadows they create by draining Strength are likewise under the control of the nightcloak, but they vanish along with the originals when the duration of the effect expires.

The nightcloak can verbally communicate with the shadows as if she knew their language or use her shadow talk ability to communicate with them.

Voice of Ineffable Evil (Sp): At 10th level, a nightcloak can command a creature as though using the *dominate monster* spell (caster level equals nightcloak's character level).

This ability is usable once per day and lasts for 24 hours unless ended earlier.

Unlike most spell-like abilities, *voice of ineffable evil* has a verbal component.

THE NIGHTCLOAK

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Might of darkness	+1 level of existing spellcasting class
2nd	+1	+3	+0	+3	Eyes of night	+1 level of existing spellcasting class
3rd	+2	+3	+1	+3	—	+1 level of existing spellcasting class
4th	+3	+4	+1	+4	Shadow talk	+1 level of existing spellcasting class
5th	+3	+4	+1	+4	True lies	+1 level of existing spellcasting class
6th	+4	+5	+2	+5	—	+1 level of existing spellcasting class
7th	+5	+5	+2	+5	Grace of the dark	+1 level of existing spellcasting class
8th	+6	+6	+2	+6	Minions of night	+1 level of existing spellcasting class
9th	+6	+6	+3	+6	—	+1 level of existing spellcasting class
10th	+7	+7	+3	+7	Voice of ineffable evil	+1 level of existing spellcasting class

PIOUS TEMPLAR

Sworn to the defense of a temple site, the pious templar is a holy warrior blessed by her deity with combat prowess and great endurance.

She bears her deity's favored weapon into battle and fights her deity's enemies without question or hesitation.

In addition to defending the temple itself, a pious templar may be charged with additional duties, including a campaign to attack foes on their own home ground.

Faithful people of all professions can enter the ranks of the pious templars; clerics and paladins are especially likely to do so.

Some temples (such as those of Boccob or Wee Jas) welcome wizards and sorcerers to become pious templars, valuing those characters' ability to use arcane magic combined with the martial training of the pious templar. Likewise, Olidammara's temples are often guarded by rogue/pious templars, who combine combat training with sneak attack tactics.

Ranger/pious templars serve in temples of Ehlonna and Obad-Hai, while barbarian/pious templars are not unknown in temples of Kord or Erythnul.

Only monks, with their own specialized combat training, are unlikely to adopt the pious templar class.

NPC pious templars usually live cloistered in temple buildings or attached quarters.

Adaptation: This prestige class functions best when tied to a specific deity.

If you want to customize the pious templar further, you can modify the spell list to reflect the proclivities of specific gods or create an order within a religion that all pious templars are members of.

Hit Die: d10.

REQUIREMENTS

To qualify to become a pious templar, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skill: Knowledge (religion) 4 ranks.

Feats: True Believer*, Weapon Focus (with her deity's favored weapon).

* New feat described in Chapter 3.

CLASS SKILLS

The pious templar's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the pious templar prestige class.

Weapon and Armor Proficiency: Pious templars gain no weapon or armor proficiencies.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her.

If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all.

Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Spells per Day: A pious templar has the ability to cast a small number of divine spells.

To cast a spell, the pious templar must have a Wisdom score of at least 10 + the spell's level, so a pious templar with a Wisdom of 10 or lower cannot cast these spells.

Pious templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the pious templar's Wisdom modifier.

When the pious templar gets 0 spells of a given level, such as 0 1st-level spells at 1st level, she gets only bonus spells.

(A pious templar without a bonus spell for that level cannot yet cast a spell of that level).

A pious templar has access to any spell on the list and can freely choose which to prepare, just like a cleric.

A pious templar prepares and casts spells just as a cleric does (though the pious templar cannot spontaneously cast *cure* or *inflict* spells).

A good pious templar (or a neutral pious templar of a good deity) uses the paladin spell list.

An evil pious templar (or a neutral pious templar of an evil deity) uses the blackguard spell list.

A pious templar who is neither good nor evil and whose deity is neither good nor evil can choose to use the paladin or the blackguard spell list.

Once the player makes this choice, it cannot be reversed.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits).

The pious templar must declare the smite before making the attack.

Starting at 6th level, a pious templar can smite twice per day and at 10th level, three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 7th level).

The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar level plus cleric or paladin level).

Damage Reduction (Ex): Starting at 3rd level, pious templars have the ability to shrug off some amount of injury from each blow or attack.

A pious templar gains damage reduction 1/—.

At 7th level, this damage reduction rises to 2/—.

Weapon Specialization: At 3rd level, a pious templar gains the Weapon Specialization feat with her deity's favored weapon.

Bonus Feat: At 4th level and again at 8th level, a pious templar gets a bonus feat.

These bonus feats must be drawn from the feats noted as fighter bonus feats in the *Player's Handbook* and other books.

If a pious templar selects a feat that requires her to apply its effects to a specific weapon (such as Improved Critical), she may only apply that feat to her deity's favored weapon.

TABLE 2-14: THE PIOUS TEMPLAR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	0	+2	Mettle	0	—	—	—
2nd	+2	+3	0	+3	Smite 1/day	1	—	—	—
3rd	+3	+3	+1	+3	Damage reduction 1/—, Weapon Specialization	1	0	—	—
4th	+4	+4	+1	+4	Bonus feat	1	1	—	—
5th	+5	+4	+1	+4	—	1	1	0	—
6th	+6	+5	+2	+5	Smite 2/day	1	1	1	—
7th	+7	+5	+2	+5	Damage reduction 2/—	2	1	1	0
8th	+8	+6	+2	+6	Bonus feat	2	1	1	1
9th	+9	+6	+3	+6	—	2	2	1	1
10th	+10	+7	+3	+7	Smite 3/day	2	2	2	1

RADIANT SERVANT OF PELOR

Pelor teaches demonstrating the strength of good through charity and modesty.

While it seems a contradiction, the point is that the truly strong don't need to prove their power.

Pelor urges his priests and their flocks to perform so many good acts that evil has no room to exist, but he acknowledges that there are times when evil must be defeated in direct confrontation.

The radiant servants of Pelor put this dogma into living practice.

As the name implies, the brothers and sisters of the radiant servants of Pelor are sworn to serve—to minister to the needs of Pelor's followers and good-hearted people everywhere.

While combating evil, particularly undead, is an important part of that service, it is by no means the only part.

Radiant servants of Pelor are healers, counselors, sources of spiritual and (at times) financial support, and protectors.

Almost all radiant servants of Pelor spend their prior careers as clerics.

Some are multiclassed cleric/paladins or cleric/rangers, or even the occasional cleric/druid.

NPC radiant servants of Pelor can be found wherever there is human need—in the midst of plague and famine, behind the lines of an army at war, in villages plagued by hauntings, and in cities troubled by crime.

Adaptation: As mentioned in the introduction to the chapter, this prestige class doesn't have to be about Pelor.

It works just as well with any god of the sun whose clerics often turn undead, and given the Sun domain's granted power, it'd be a strange sun-god that didn't want his clerics turning undead.

Hit Die: d6.

REQUIREMENTS

To qualify to become a radiant servant of Pelor, a character must fulfill all the following criteria.

Alignment: Neutral good.

Base Save Bonus: Will +5.

Skills: Heal 5 ranks, Knowledge (religion) 9 ranks.

Feat: Extra Turning.

Spells: Able to cast 1st-level divine spells and access to the Sun domain.

Special: Must have Pelor as patron deity.

CLASS SKILLS

The radiant servant of Pelor's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the radiant servant of Pelor prestige class.

Weapon and Armor Proficiency: Radiant servants of Pelor are proficient with all simple and martial weapons, with all armor, and with shields.

Radiance: When a radiant servant of Pelor casts any spell with the light descriptor, the radius of illumination is doubled, and the spell is treated as if it were one level higher than it actually is for all purposes, including

determining whether it can counter or dispel a spell with the darkness descriptor.

Thus, a *daylight* spell cast by a radiant servant sheds light in a 120-foot radius and is treated as a 4th-level spell, allowing it to counter or dispel any darkness spell of 4th level or lower.

Extra Greater Turning: The radiant servant of Pelor can perform a greater turning (the granted power of the Sun domain) a number of times per day equal to 3 + her Charisma modifier.

Spells per Day/Spells Known: When a new radiant servant of Pelor level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on).

This essentially means that he adds the level of radiant servant of Pelor to the level of whatever other spellcasting class the character has, then determines spells per day and spells known accordingly.

If a character had more than one spellcasting class in which he could cast 1st-level divine spells before he became a radiant servant of Pelor, the player must decide which class to assign each level of radiant servant of Pelor for the purpose of determining spells per day.

Turn Undead: A radiant servant of Pelor adds his radiant servant class levels to his cleric levels for all purposes related to turning undead.

Divine Health (Ex): A radiant servant of Pelor who is at least 2nd level is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Empower Healing (Ex): When a radiant servant of Pelor of at least 2nd level casts a domain spell from the Healing domain, that spell is affected as though by the Empower Spell feat.

This spell does not use up a higher-level slot.

Aura of Warding (Su): Starting at 3rd level, a radiant servant and all allies within 10 feet of him gain a +2 morale bonus on all Will saving throws.

Bonus Domain: A radiant servant who reaches 5th level is granted another of Pelor's domains as a third cleric domain, or he can choose the Glory or Purification domain.

He can use the granted power of the new domain, and he can choose from the spell lists of three domains when selecting his domain spells for the day.

Maximize Healing (Ex): When a radiant servant of Pelor who is at least 6th level casts a domain spell from the Healing domain that spell is affected as though by the Maximize Spell feat.

The spell does not use up a higher-level slot.

This power supersedes the empower healing ability until the character reaches 10th level.

Positive Energy Burst (Su): As a standard action, a radiant servant of Pelor who is at least 8th level can create a positive energy burst that deals 1d6 points of damage per class level to all undead creatures within 100 feet of the character.

Undead are allowed a Reflex save (DC equal to 10 + the class level of the radiant servant) to avoid half the damage. This supernatural ability uses up two turning attempts.

A radiant servant cannot use this ability if he has fewer than two turning attempts left for the day.

Supreme Healing (Ex): When a radiant servant of Pelor who is at least 10th level casts a domain spell from the

Healing domain, that spell is affected as though by both the Empower Spell and the Maximize Spell feats. The spell does not use up a higher-level slot.

TABLE 2–15: THE RADIANT SERVANT OF PELOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Extra greater turning, radiance, turn undead	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Divine health, empower healing	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Aura of warding	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	—	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Bonus domain	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Maximize healing	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	—	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Positive energy burst	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	—	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Supreme healing	+1 level of existing divine spellcasting class

RAINBOW SERVANT

Deep in the jungles lie magically hidden ziggurats where the winged serpents known as couatls teach their secrets to arcane spell casters eager to gain a measure of divine power. Those who have learned what the couatl temples have to offer are known as rainbow servants, because they agree to further the couatl's agenda of virtue and hope no matter how far they stray from the jungle in exchange for the knowledge they've received.

Most rainbow servants are sorcerers and wizards, with the occasional bard making the jungle trek.

More sorcerers than wizards take on the mantle of the rainbow servant, because access to cleric domains is a compelling goal when spells known are otherwise so limited.

Rainbow servants spend much of their time traveling on quests to make right some wrong.

The couatls have a potent information network, so when they appear to direct a rainbow servant, they often have information the forces of evil thought they kept secret. But rainbow servants don't spend every moment at the beck and call of their serpentine masters; the couatls recognize that their servants have agendas of their own.

A rainbow servant needs only be mindful that at any time, a couatl could suddenly appear in her life, describing a terrible evil that must be thwarted.

NPC rainbow servants travel the world—not to mention most of the Outer Planes—fighting evildoers and inspiring hope and mercy wherever they go.

Unless they're traveling incognito, rainbow servants identify themselves with a prominent feathered plume on their headgear.

Rainbow servants who've completed several quests for their couatl benefactors receive a *feathered cape of the couatls* as a mark of distinction.

Adaptation: The couatl aspect of this prestige class is inextricable from the rest of it, but you could develop similar prestige classes with other good outsiders such as lammasus, eladrins, or archons.

It's also easy to reverse the class's alignment and come up with a similar "striped servant" class connected to the rakshasa, for example.

And the couatl's jungle temples are rich with possibilities for creating your own organization—anything from

secretive monks to weird spellcasters to friendly barbarian tribes could be living in the temples or nearby.

Hit Die: d4.

REQUIREMENTS

To qualify to become a rainbow servant, a character must fulfill all the following criteria.

Alignment: Any nonevil and nonchaotic.

Skill: Knowledge (arcana) 4 ranks.

Spells: Able to cast 3rd-level arcane spells.

Special: Must find the hidden jungle temples of the couatls.

CLASS SKILLS

The rainbow servant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the rainbow servant prestige class.

Weapon and Armor Proficiency: Rainbow servants gain no proficiency in weapons or armor.

Detect Evil (Sp): At will, a rainbow servant can use *detect evil*, as the spell.

Extra Domain: A rainbow servant gains the granted power and spell access of the Good domain at 1st level, the Air domain at 4th level, and the Law domain at 7th level.

The rainbow servant generally uses a multicolored feather of a couatl as her divine focus.

For an explanation of how nonclerics receive domain spells, see the Extra Domains section at the beginning of this chapter.

Spells per Day/Spells Known: When a new rainbow servant level is gained, the character gains new spells per day as if she had also gained a level in whatever spellcasting class in which she could cast 3rd-level arcane spells before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on).

This essentially means that she adds the level of rainbow servant to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one spellcasting class in which she could cast 3rd-level arcane spells before she became a rainbow servant, the player must decide which class to assign each level of rainbow servant for the purpose of determining spells per day and spells known.

Grow Wings (Su): Starting at 4th level, a rainbow servant can grow multicolored, feathered wings like that of a couatl.

The wings, which allow flight at a speed of 60 feet with good maneuverability, have a daily duration of 1 minute per rainbow servant level, divided up however the rainbow servant wishes.

It takes a standard action to grow or eliminate the feathered wings.

Restrictive clothing and armor of any kind prevents the wings from growing, and a rainbow servant can't grow wings while grappling.

Detect Chaos (Sp): At will, a rainbow servant of 7th level or higher can use *detect chaos*, as the spell.

Cleric Spell Access: A 10th-level rainbow servant can learn and cast spells from the cleric list, even if they don't appear on the lists of any spellcasting class he has.

Such spells are cast as divine spells if they don't appear on the sorcerer/wizard or bard spell lists.

This class feature grants access to the spells, but not extra spells per day.

The 10th-level rainbow servant can likewise read scrolls with cleric spells on them and use wands and staffs that contain cleric spells.

Detect Thoughts (Sp): At will, a 10th-level rainbow servant can use *detect thoughts*, as the spell.

The save DC is Charisma-based.

TABLE 2-16: THE RAINBOW SERVANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	<i>Detect evil</i> , extra domain (Good)	—
2nd	+1	+0	+0	+3	—	+1 level of arcane spellcasting class
3rd	+1	+1	+1	+3	—	+1 level of arcane spellcasting class
4th	+2	+1	+1	+4	Extra domain (Air), grow wings	—
5th	+2	+1	+1	+4	—	+1 level of arcane spellcasting class
6th	+3	+2	+2	+5	—	+1 level of arcane spellcasting class
7th	+3	+2	+2	+5	<i>Detect chaos</i> , extra domain (Law)	—
8th	+4	+2	+2	+6	—	+1 level of arcane spellcasting class
9th	+4	+3	+3	+6	—	+1 level of arcane spellcasting class
10th	+5	+3	+3	+7	Cleric spell access, <i>detect thoughts</i>	—

SACRED EXORCIST

Through elaborate rites that may include dancing, drumming, beating a possessed person on the soles of the feet, liberal use of holy water, or many other means, sacred exorcists hope to drive away the spiritual forces of evil, preventing them from causing harm to the bodies and souls of humanity.

Sacred exorcists are serious about their work and very devoted to their religion.

Not all of them are dour and grim, but most are. Their determination to combat the forces of evil in the world—along with their special ability to do so—more than makes up for their lack of humor.

Most sacred exorcists are clerics or paladins who are specifically trained by their church for the work they are called to do.

Most churches select only those who have shown a clear dedication to the work of opposing evil outsiders, as well as exemplary faith and devotion.

Occasionally, a wizard qualifies to fill this role in a church that is tolerant toward arcane magic, but members of other classes rarely become sacred exorcists.

NPC sacred exorcists are usually loners who travel from city to city in the service of their church.

As highly specialized professionals, their services are frequently in demand, though few cities would have need for a full-time sacred exorcist.

Adaptation: As written, the prestige class mandates the sanction of a church or order, and it indicates that sacred exorcists are loners.

You could reverse either of those elements; sacred exorcists could function independently of a larger organization (or even be castoffs from the larger church).

Maybe teams of exorcists (with paladin and arcane spellcaster backup) patrol the land, seeking out hidden evil wherever it may gather.

Hit Die: d8.

REQUIREMENTS

To qualify to become a sacred exorcist, a character must fulfill all the following criteria.

Alignment: Any good.

Skills: Knowledge (the planes) 10 ranks, Knowledge (religion) 7 ranks.

Spells: Able to cast *dismissal* or *dispel evil*.

Special: Adopting this prestige class requires the sanction of a church or order that ordains sacred exorcists.

Only characters judged by their church to be exemplary in faith and devotion, strong of will and upright in morality, are made sacred exorcists.

CLASS SKILLS

The sacred exorcist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the sacred exorcist prestige class.

Weapon and Armor Proficiency: Sacred exorcists are proficient with all simple weapons.

They do not gain proficiency with any type of armor or with shields, but usually carry these proficiencies from their previous class.

Spells per Day/Spells Known: A sacred exorcist advances in spellcasting ability as well as learning the skills of exorcism. Thus, when a new sacred exorcist level is gained, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on).

This means that she adds the level of sacred exorcist to the level of another spellcasting class the character has, then determines spells per day accordingly.

For example, if Delliva, an 8th-level cleric, gains a level as a sacred exorcist, she gains new spells as if she had risen to 9th level as a cleric, but uses the other sacred exorcist aspects of level progression such as base attack bonus and save bonuses.

If she next gains a level as a cleric, making her a 9th-level cleric/1st-level sacred exorcist, she gains spells as if she had risen to 10th level as a cleric.

If a character had more than one spellcasting class in which she could cast *dismissal* or *dispel evil* before she became a sacred exorcist, the player must decide which class to assign each level of sacred exorcist for the purpose of determining spells per day and spells known.

Exorcism (Su): As a full-round action, a sacred exorcist can force a possessing creature or spirit out of the body it inhabits.

To exorcise a possessing creature, the exorcist makes a class level check (also adding her Charisma modifier, if any), against a DC of 10 + the possessing creature's HD + its Charisma modifier (if any).

If the exorcist's result equals or exceeds the DC, she succeeds in forcing the possessor from the body, with the normal results based on its method of possession.

A spirit so exorcised cannot attempt to possess the same victim for 24 hours.

Turn Undead (Su): Sacred exorcists can turn undead as clerics do.

If a sacred exorcist has this ability from another class, her class levels stack to determine her effective turning level.

Resist Possession (Ex): Sacred exorcists of at least 2nd level receive a +4 sacred bonus on their saving throws against *magic jar* spells or similar abilities (including a ghost's malevolence ability), and a +2 sacred bonus on dispel checks made to dispel such effects.

They also get a +2 sacred bonus on their saving throws against all charm and compulsion spells and effects cast by evil outsiders or undead.

Detect Evil (Sp): At will, a sacred exorcist of at least 2nd level can use *detect evil* as a spell-like ability.

Chosen Foe (Ex): At 3rd level, a sacred exorcist designates either undead or evil outsiders as her chosen foe.

Extensive study and special training in the proper techniques for combating this foe gives the sacred exorcist a +1 competence bonus on Bluff, Intimidate, Listen, Sense Motive, and Spot checks against the chosen foe, as well as a +1 bonus on caster level checks to overcome any spell resistance of the chosen foe.

At 6th level the bonus increases to +2, and at 9th level it increases to +3.

Dispel Evil (Sp): Beginning at 4th level, a sacred exorcist can use *dispel evil* as a spell-like ability once per week.

At 7th level, she can use this ability twice per week.

At 10th level, she can use it three times per week.

Consecrated Presence (Su): At 5th level and higher, a sacred exorcist is surrounded by an aura of positive energy that extends 20 feet from her presence.

This aura duplicates the effects of a *consecrate* spell, but it moves with the sacred exorcist.

If the sacred exorcist enters an area affected by a *desecrate* spell, both effects are negated while the sacred exorcist remains in the area.

If the sacred exorcist is the target of a *desecrate* spell, her aura is suppressed for the duration of the *desecrate* spell.

Holy Aura (Sp): A sacred exorcist of 8th level or higher can use *holy aura* once per day as a spell-like ability.

TABLE 2-17: THE SACRED EXORCIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	0	+2	Exorcism, turn undead	+1 level of existing class
2nd	+1	+0	0	+3	Detect evil, resist possession	+1 level of existing class
3rd	+2	+1	+1	+3	Chosen foe +1	+1 level of existing class
4th	+3	+1	+1	+4	Dispel evil 1/week	+1 level of existing class
5th	+3	+1	+1	+4	Consecrated presence	+1 level of existing class
6th	+4	+2	+2	+5	Chosen foe +2	+1 level of existing class
7th	+5	+2	+2	+5	Dispel evil 2/week	+1 level of existing class
8th	+6	+2	+2	+6	Holy aura 1/day	+1 level of existing class
9th	+6	+3	+3	+6	Chosen foe +3	+1 level of existing class
10th	+7	+3	+3	+7	Dispel evil 3/week	+1 level of existing class

SACRED FIST

Sacred fists are independent organizations found within many temples.

Their ascetic members have turned their divine magic inward, bringing their bodies and wills into harmony. Sacred fists have forsworn the use of weapons and heavy armor.

They consider their bodies and minds gifts from their deity, and they believe that not developing those gifts to their fullest potential is a sin.

Spellcasting does not dishonor them or their deity.

Sacred fists are strong in faith, will, and body.

Clerics are excellent candidates for sacred fists orders.

Paladins may also choose to join them, but are seldom comfortable surrendering the trappings of their calling.

Fighters, rogues, bards, and even ex-monks may make good candidates, provided they have enough levels in a class that grants divine spells.

Druids occasionally find the class's combat skills useful, but sorcerers and wizards find little to interest them.

NPC sacred fists are as varied as their faiths.

In general, they travel the land individually, lending their skills to those who need protection or assistance.

While a sacred fist from a temple of Pelor might humbly assist almost anyone who asked, one from Erythnul's faith might help only when it gains him something.

Sacred fists from the temple of Kord tend to be genial brawlers, humble in victory and gracious in defeat.

All sacred fists seek challenges that allow them to further develop their fighting skills.

Adaptation: This prestige class is designed to emphasize a monk who sacrifices her array of supernatural abilities and cast spells instead.

The sacred fists (under that name or another) could be an esoteric order of monks who combine rigorous self-defense training with near-constant prayer.

And if you connect them to a specific nonlawful deity, the sacred fists are a good way to create an exception to the "monks must be lawful" rule.

Hit Die: d8.

REQUIREMENTS

To qualify to become a sacred fist, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skill: Knowledge (religion) 8 ranks.

Feats: Combat Casting, Combat Reflexes, Improved

Unarmed Strike, Stunning Fist.

Spells: Able to cast 1st-level divine spells.

CLASS SKILLS

The sacred fist's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Escape Artist (Dex), Heal (Wis), Jump (Str), Profession (Wis), Spellcraft (Int), and Tumble (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the sacred fist prestige class.

Weapon and Armor Proficiency: Sacred fists gain no proficiency with any weapons, armor, or shields.

AC Bonus (Ex): A sacred fist is highly trained at dodging blows, and he has a sixth sense that lets him avoid even unanticipated attacks.

When unencumbered and wearing light or no armor, a sacred fist gains a +1 bonus to his AC.

This bonus increases to +2 at 5th level and to +3 at 10th.

This bonus to AC applies even against touch attacks or when the sacred fist is flat-footed.

He loses the bonus when he is immobilized or helpless, when he wears any armor heavier than light armor, when he carries a shield, or when he carries a medium or heavy load.

Spells per Day/Spells Known: When a new sacred fist level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class in which he could cast divine spells before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on).

This essentially means that he adds the level of sacred fist to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one spellcasting class in which he could cast divine spells before he became a sacred fist, the player must decide which class to assign each level of sacred fist for the purpose of determining spells per day and spells known.

Unarmed Damage (Ex): A sacred fist's class levels stack with his monk levels (if any) for the purpose of determining his unarmed damage.

If a sacred fist doesn't have monk levels prior to becoming a sacred fist, treat him as a monk of the same class level as his sacred fist class level for determining his unarmed damage.

Fast Movement (Ex): At 3rd level, a sacred fist gains an enhancement bonus to his speed, as shown on Table 2-18:

The Sacred Fist.

A sacred fist in medium or heavy armor or carrying a medium or heavy load loses this extra speed.

Sacred Flames (Su): At 4th level, a sacred fist may use a standard action to invoke sacred flames around his hands and feet.

These flames add to the sacred fist's unarmed damage.

The additional damage is equal to the sacred fist's class level plus his Wisdom modifier (if any).

Half the damage is fire damage (round up), and the rest is sacred energy and thus not subject to effects that reduce fire damage.

The sacred flames last 1 minute and can be invoked once per day.

At 8th level, a sacred fist can invoke sacred flames twice per day.

Blindsense (Su): A 6th-level sacred fist gains sensitivity to vibrations, scent, and noise, granting him blindsense out to 10 feet.

Inner Armor (Ex): At 10th level, a sacred fist's inner tranquility protects him from external threats.

He may invoke a +4 sacred bonus to AC, a +4 sacred bonus on all saves, and spell resistance 25 for a number of rounds equal to his Wisdom modifier.

He may use inner armor once per day.

Code of Conduct: A member of a sacred fist order refuses to use any weapon.

A sacred fist who knowingly carries or uses a weapon loses all class spells and features and advances no farther as a sacred fist until he atones for his action (see the *atonement* spell, page 201 of the *Player's Handbook*).

Like a member of any other class, a sacred fist may be a multiclass character, but multiclass sacred fists face a special restriction.

A sacred fist who gains a level in any class other than sacred fist may never again raise his sacred fist level, though he retains all his sacred fist abilities.

The path of the sacred fist requires a constant focus.

If a character adopts this class, he must pursue it to the exclusion of all other careers.

Once he has turned off the path, he may never return.

TABLE 2-18: THE SACRED FIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus	Unarmored Speed Bonus	Spells per Day
1st	+1	+2	+2	+0	Unarmed damage	+1	+0 ft.	+1 level of existing divine spellcasting class
2nd	+2	+3	+3	+0	—	+1	+0 ft.	+1 level of existing divine spellcasting class
3rd	+3	+3	+3	+1	—	+1	+10 ft.	+1 level of existing divine spellcasting class
4th	+4	+4	+4	+1	Sacred flames 1/day	+1	+10 ft.	—
5th	+5	+4	+4	+1	—	+2	+10 ft.	+1 level of existing divine spellcasting class
6th	+6	+5	+5	+2	Blindsense 10 ft.	+2	+20 ft.	+1 level of existing divine spellcasting class
7th	+7	+5	+5	+2	—	+2	+20 ft.	+1 level of existing divine spellcasting class
8th	+8	+6	+6	+2	Sacred flames 2/day	+2	+30 ft.	—
9th	+9	+6	+6	+3	—	+2	+30 ft.	+1 level of existing divine spellcasting class
10th	+10	+7	+7	+3	Inner armor	+3	+30 ft.	+1 level of existing divine spellcasting class

SEEKER OF THE MISTY ISLE

Millennia ago, a well-placed arrow from Corellon Larethian put out one of Gruumsh's eye.

But Gruumsh and Kurtulmak conspired to have their revenge on the deity of the elves.

Using potent magic (and sacrificing thousands of orcs, kobolds, and captive elves), Gruumsh and Kurtulmak managed to whisk away one of the world's most beautiful elven communities: the Misty Isle.

Neither Corellon Larethian's personal power nor the combined prowess of the elven nation's diviners was able to glean so much as a hint about where Gruumsh and Kurtulmak have hidden the Misty Isle—only that the elves there yet survive, though they are trapped and cannot contact their brethren.

Thus an elite order of elves was born: the seekers of the Misty Isle.

Ever since the Misty Isle was stolen away, the seekers have walked the length and breadth of the land, hunting patiently for the lost elves.

Even among the long-lived elves, a dozen generations of seekers have lived and died without discovering more than a few scattered clues as to the Misty Isle's location.

Yet still they search, and to give one's life to the seekers' cause is one of the noblest sacrifices an elf can make.

Joining the seekers is an arduous process, for the order admits only those likely to survive long travels in hostile lands.

And because looking for the Misty Isle is a lifelong quest, the ranks of the seekers are filled with those who no longer "fit in" among the elves: the heartbroken, the grieving, and the exiled.

Many have at least some training as a ranger or druid, because the forbidding wilderness where a seeker wanders provides entry trials of its own.

Multiclass barbarian druids and cleric/rangers also find the pursuit rewarding.

NPC seekers of the Misty Isle can be found nearly anywhere, because Gruumsh and Kurtulmak could have hidden a portal to the Misty Isle anywhere from a city

sewer to a lonely mountain cave to the depths of the Abyss itself.

Seekers don't often stay in one place for long, but they'll join any quest that even hints at progress in the search for the Misty Isle.

Adaptation: This prestige class is both race- and deity-specific, but you can file off the serial numbers and use it for any group of elite wanderers.

The flavor of the class is a romanticized version of the French Foreign Legion—a group composed of people who want to start their lives over, far from everything they know.

Hit Die: d8.

REQUIREMENTS

To qualify to become a seeker of the Misty Isle, a character must fulfill all the following criteria.

Race: Elf or half-elf.

Skills: Knowledge (religion) 4 ranks, Survival 8 ranks.

Spells: Able to cast 2nd-level divine spells.

Special: Must be inducted into the order by another member.

CLASS SKILLS

The seeker of the Misty Isle's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Speak Language (n/a), Spellcraft (Int), Spot (Wis), and Survival (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the seeker of the Misty Isle prestige class.

Weapon and Armor Proficiency: Seekers of the Misty Isle are proficient with all martial weapons and with all light and medium armor.

Extra Domain: A seeker of the Misty Isle gains the granted power and spell access of the Travel domain at 1st level and the Magic domain at 7th level.

For an explanation of how nonclerics receive domain spells, see the Extra Domains section at the beginning of this Chapter.

Spells per Day/Spells Known: When a new seeker of the Misty Isle level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class in which she could cast 2nd-level divine spells before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on).

This essentially means that she adds the level of seeker of the Misty Isle to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one spellcasting class in which she could cast 2nd-level divine spells before she became a seeker of the Misty Isle, the player must decide which class to assign each level of seeker of the Misty Isle for the purpose of determining spells per day and spells known.

Swiftfooted (Ex): At 4th level, the seeker can ignore the normal -5 penalty for accelerated movement when she uses the following skills: Balance, Climb, Hide, Move Silently, and Survival (for following tracks).

Her penalty for accelerated tumbling is reduced from -10 to -5.

Corellon's Perception (Ex): A 5th-level seeker of the Misty Isles has sight and hearing far beyond a normal elf's, and she has attuned her senses to repetitively sweep her immediate area.

She gains a +5 racial bonus on Listen, Search, and Spot checks.

Furthermore, she can attempt to spot or hear something she failed to notice previously once per round per skill as a free action (such attempts are ordinarily move actions).

Surefooted (Ex): As a side effect of the seeker of the Misty Isle's keen senses, she is always searching the terrain around her.

Accordingly, she has a preternatural sense of minute details in the landscape she can use to her advantage.

She can ignore DC modifiers on Balance, Move Silently, and Tumble checks derived from the surface or terrain.

Find the Path (Sp): A 6th-level seeker can use *find the path* on herself once per day as a spell-like ability.

Her caster level is equal to her class level.

Arcane Sight (Su): Three times per day, a 9th-level seeker of the Misty Isle's eyes glow blue, enabling her to use *arcane sight*, as the spell from a caster of the seeker's highest divine caster level.

Discern Location (Sp): A 10th-level seeker can use *discern location* once per week as a spell-like ability.

Her caster level is equal to her class level.

TABLE 2-19: THE SEEKER OF THE MISTY ISLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+2	+0	Extra domain (Travel)	+1 level of existing class
2nd	+1	+3	+3	+0	—	+1 level of existing class
3rd	+2	+3	+3	+1	—	+1 level of existing class
4th	+3	+4	+4	+1	Swiftfooted	+1 level of existing class
5th	+3	+4	+4	+1	Corellon's perception, surefooted	—
6th	+4	+5	+5	+2	Find the path	+1 level of existing class
7th	+5	+5	+5	+2	Extra domain (Magic)	+1 level of existing class
8th	+6	+6	+6	+2	—	+1 level of existing class
9th	+6	+6	+6	+3	Arcane sight	+1 level of existing class
10th	+7	+7	+7	+3	Discern location	—

SHINING BLADE OF HEIRONEOUS

Heironeous's teachings focus on promoting good through the use of armed force.

Those among Heironeous's servants, both clerics and paladins, who aspire to become weapons in their deity's unending war against evil hope one day to enter the shining blades.

The shining blades of Heironeous is an order of knights dedicated to prowess in melee combat, which is achieved through prayer, devotion, and asceticism.

Members of the shining blades have an austere and simple lifestyle, forsaking all worldly wealth and many earthly pleasures in their quest to become but a blade in the hand of Heironeous.

Most shining blades of Heironeous are clerics or paladins. Some members of the order believe that a minimum of training as a cleric, combined with the intense martial discipline of the fighter is ideal to achieve the goal the shining blades seek, while others follow a single class exclusively.

Very few multiclass arcane spellcasters, rogues, or monks feel drawn to the shining blades.

NPC members of the shining blades are probably the most devout, single-minded, and driven crusaders in the world. Consumed with passion for the path they have chosen, they have little patience for those who are "blinded" by desire for material goods or personal power.

All that matters, they believe and preach, is the fight against evil; as long as evil remains strong, there is important work to be done.

Adaptation: This prestige class could just as easily be called the shining blade of Apollo, the shining blade of Ra, or any other deity that fights evil and has paladins.

If you change the deity, however, make sure you change the weapon to match.

Moradin's equivalent to this class would be the shining axes, while Corellon Larethian's might be the "shining arrows" (and it'd have a different 9th-level power).

Hit Die: d10.

REQUIREMENTS

To qualify to become a shining blade of Heironeous, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Attack Bonus: +7.

Base Save Bonus: Will +3.

Skill: Knowledge (religion) 7 ranks.

Spells: Able to cast 1st-level divine spells Special: Must have Heironeous as a patron deity.

CLASS SKILLS

The shining blade of Heironeous's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the shining blade of Heironeous prestige class.

Weapon and Armor Proficiency: The shining blades of Heironeous are proficient with all simple and martial weapons, with all armor, and with shields.

Shock Blade (Su): Twice per day as a standard action, a shining blade of Heironeous can cause a slashing or piercing weapon he is holding to become a shock weapon, dealing an extra 1d6 points of electricity damage on a successful hit.

The weapon is enhanced this way for up to a number of rounds equal to the shining blade's level plus his Charisma modifier (if any), but only so long as the shining blade is holding the weapon.

If he is disarmed or gives the weapon to another character, the magical effect ends.

Spells per Day/Spells Known: When an even-numbered level is gained, the shining blade of Heironeous gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class in which he could cast divine spells before he added the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained.

If a character had more than one divine spellcasting class in which he could cast 1st-level spells before he became a shining blade, he must decide to which class he adds each level of shining blade for the purpose of determining spells per day and spells known.

Holy Blade (Su): At 5th level, the shining blade of Heironeous can bestow two magical enhancements upon his weapon.

This supernatural ability replaces the shock blade ability and can be used three times per day.

With each use of this ability, he can choose to make the weapon a shock weapon dealing +1d6 points of damage or a holy weapon dealing +2d6 points of bonus damage against evil creatures.

The weapon is enhanced this way for up to a number of rounds equal to the shining blade's level plus his Charisma modifier (if any), but only so long as the shining blade is holding the weapon.

If he is disarmed or gives the weapon to another character, the magical effect ends.

The two uses of this ability can overlap, so in a given combat a shining blade can spend one standard action to make his blade holy and another to make it a shock weapon.

The weapon cannot be made to be doubly holy or doubly shocking.

Brilliant Blade (Su): At 9th level, a shining blade can bestow three magical enhancements upon his weapon.

This supernatural ability replaces the holy blade ability and can be used six times per day.

With each use of this ability, he can choose to make the weapon a shock weapon dealing an extra 1d6 points of electricity damage, a holy weapon dealing an extra 2d6 points of damage against evil creatures, or a brilliant energy weapon, which sheds light as a torch and ignores nonliving matter (including armor, undead, constructs, and objects).

The weapon is enhanced this way for up to a number of rounds equal to the shining blade's level plus his Charisma modifier (if any), but only so long as the shining blade is holding the weapon.

If he is disarmed or gives the weapon to another character, the magical effect ends.

The three uses of this ability can overlap, so in a given combat a shining blade can spend one standard action to make his blade holy, another to make it a shock weapon, and another to make it a brilliant energy weapon.

The weapon cannot be made to be doubly holy, doubly shocking, or doubly brilliant.

TABLE 2-20: THE SHINING BLADE OF HEIRONEOUS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+2	Shock blade 2/day	—
2nd	+2	+3	+0	+3	—	+1 level of existing divine spellcasting class
3rd	+3	+3	+1	+3	Shock blade 3/day	—
4th	+4	+4	+1	+4	—	+1 level of existing divine spellcasting class
5th	+5	+4	+1	+4	Holy blade 4/day	—
6th	+6	+5	+2	+5	—	+1 level of existing divine spellcasting class
7th	+7	+5	+2	+5	Holy blade 5/day	—
8th	+8	+6	+2	+6	—	+1 level of existing divine spellcasting class
9th	+9	+6	+3	+6	Brilliant blade 6/day	—
10th	+10	+7	+3	+7	—	+1 level of existing divine spellcasting class

STORMLORD

Most stormlords are clerics, druids, or cleric/sorcerers, although other class combinations, particularly those including fighter or even barbarian, are not unknown.

Wizards have their own means of destroying things, and bards rarely can generate enough force with their spells to be considered worthy by the Destroyer.

Stormlords often live as brigands, indulging their personal desires for wealth, food, luxury items, and wanton behavior as they crave random, spectacular acts of violence.

They often pose as lunatics, in order to spread the word of Talos, and otherwise adopt disguises in order to scout out rich prizes to strike at.

Adaptation: If you do not have the god Talos in your game then this prestige class works well with any god of storms, obviously, but it's also appropriate for nature deities or clerics and druids that venerate nature or weather in the abstract without worshipping a specific deity.

Hit Die: d8.

REQUIREMENTS

To qualify to become a stormlord, a character must fulfill the following criteria.

Base Save Bonus: Fort +4.

Feats: Endurance, Great Fortitude, Weapon Focus (any spear or javelin).

Spells: Able to cast 3rd-level divine spells.

Patron: Talos.

Special: The character must have been hit by a bolt of lightning, whether a natural bolt or one created by magic, and survived.

CLASS SKILLS

The class skills of a stormlord (and the key ability for each skill) are Concentration (Con), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Survival (Wis), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions. **Skill Points at Each Level:** 2 + Int modifier.

CLASS FEATURES

The following are class features of the stormlord prestige class.

Weapon and Armor Proficiency: Stormlords gain no weapon or armor proficiencies.

Spells per Day/Spells Known: At each stormlord level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, additional favored enemies, and so on).

If the character had more than one divine spellcasting class before becoming a stormlord, the player must decide to which class to add each stormlord level for the purpose of determining spells per day and spells known.

Enhanced Javelins: Any javelin thrown by a stormlord counts as a +1 magic weapon.

This bonus increases at 6th level to +2 and at 10th level to +3.

Resistance to Electricity (Ex): As a stormlord gains levels in this prestige class, he becomes increasingly resistant to electrical energy, gaining resistance to electricity in the amount given on the table.

At 9th level, a stormlord gains immunity to electricity.

Shock Weapon (Su): Any spear or javelin used by a stormlord of 2nd level or higher is treated as a shock weapon (dealing an extra 1d6 points of electricity damage). The weapon loses this ability 1 round after leaving the hand of the stormlord.

Storm Walk (Ex): Beginning at 3rd level, a stormlord (and his mount, if any) can walk or ride through storms (natural or magical) at his regular movement rate, completely unaffected by high winds (including *gust of wind*), pounding precipitation or waves, objects driven by the wind (which always seem to miss him), great claps of thunder, natural bolts of lightning, or any other natural symptom of Talos's fury.

Thundering Weapon (Su): For a stormlord of 5th level or higher, any spear or javelin he uses is treated as a thundering weapon (see page 225 of the *Dungeon Master's Guide*).

The weapon loses this ability 1 round after leaving the hand of the stormlord.

This effect stacks with that of the stormlord's shock weapon ability.

Storm Ride (Sp): At 6th level, a stormlord gains the ability to fly during any storm as if using the *fly* spell.

Adverse wind conditions do not affect him; for example, even hurricane-force winds cannot knock him down or blow him away when flying.

Shocking Burst Weapon (Su): For a stormlord of 8th level or higher, any spear or javelin he uses is treated as a shocking burst weapon.

The weapon loses this ability 1 round after leaving the hand of the stormlord.

This effect stacks with that of the stormlord's thundering weapon ability.

Storm of Elemental Fury (Sp): At 10th level, a stormlord can summon a storm of great magnitude and power.

Once per day, a stormlord can use *storm of elemental fury* as if he were a 17th-level cleric.

TABLE 2-21: THE STORMLORD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Enhanced javelins +1, resistance to electricity 5	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Shock weapon	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Storm walk	+1 level of existing divine spellcasting class
4th	+3	+3	+1	+3	Resistance to electricity 10	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Thundering weapon	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Storm ride, enhanced javelins +2	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Resistance to electricity 15	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Shocking burst weapon	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Immunity to electricity, Enhanced javelins +3	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Elemental conflagration	+1 level of existing divine spellcasting class

TEMPLE RAIDER OF OLIDAMMARA

Olidammara's worshipers don't have many temples of their own, but some of them spend a great deal of time in the temples of other deities—robbing them of every valuable that's even remotely portable.

The temple raiders are an elite cadre of thieves who worship the Laughing Rogue and specialize in stealing valuables and secret lore from the temples of other deities. Few enterprises are as dangerous as breaking into a temple, so Olidammara grants limited spellcasting abilities to temple raiders in his service.

Temple raiders are always listening for news of great riches or dark secrets at the temples of other deities, and they eagerly chase down rumors of hidden shrines and half-buried temples from bygone ages.

However, they typically have plenty of time between raids for normal adventuring, which they undertake frequently with their deity's blessing.

After all, dungeon adventuring hones the skills that the temple raider needs for special missions—such as liberating the war-booty that the clerics of St. Cuthbert's temple are now bringing home for safekeeping. Rogues and bards usually have the skills a temple raider needs, whereas only a few rare clerics—even those of Olidammara—can pick a lock or sabotage a trap well enough to meet the temple raiders' standards. Some rangers also find the life of a temple raider to their liking.

NPC temple raiders usually work in small teams, using stealth, disguise, or magic to infiltrate a rival temple secretly.

Once inside, they plunder the treasury, steal religious relics, and abscond with any secrets the clerics of the rival temple cared to write down.

If all goes well, they slip out unnoticed, but they're not above fighting their way to freedom.

They know that the penalty for stealing from a temple is usually death, so they're quick to draw blades when capture seems imminent.

Clerics who venerate other deities consider temple raiders a menace, so most of the latter pose as rogues, bards, or even clerics of Olidammara instead.

Player characters may encounter NPC temple raiders fleeing from town with their latest victims on their heels, or in the midst of planning a raid.

Adaptation: Any deity of rogues, thieves, or secret knowledge could be a patron for a temple raider.

Other campaigns may feature specific items or treasures that are kept by churches which would tempt a temple raider into stealing.

Hit Die: d6.

REQUIREMENTS

To qualify to become a temple raider of Olidammara, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Base Attack Bonus: +5.

Skills: Disable Device 4 ranks, Knowledge (religion) 1 rank, Open Lock 4 ranks, Search 8 ranks.

Special: The character must worship Olidammara and be invited to join the ranks of the temple raiders by at least three current members of that prestige class.

CLASS SKILLS

The temple raider's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Hide (Dex), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

See Chapter 4 in the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the temple raider prestige class.

Weapon and Armor Proficiency: Temple raiders gain proficiency with all simple weapons and with the rapier. In addition, they gain proficiency with light and medium armor.

Spells per Day: A temple raider has the ability to cast a small number of divine spells.

To cast a temple raider spell, a temple raider must have a Wisdom score of at least 10 + the spell's level, so a temple raider with a Wisdom of 10 or lower cannot cast these spells.

Temple raider bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the temple raider's Wisdom modifier.

When the temple raider gets 0 spells per day of a given level (for instance, 1st-level spells for a 1st-level temple raider), he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

The temple raider's spell list appears below.

A temple raider has access to any spell on the list and can freely choose which to prepare, just as a cleric.

A temple raider prepares and casts spells just as a cleric does (though a temple raider cannot spontaneously cast *cure* or *inflict* spells).

A temple raider must spend 1 hour each night in quiet contemplation and supplication to Olidammara to regain his daily allotment of spells.

Time spent resting has no effect on whether he can prepare spells.

Trapfinding (Ex): Like rogues, temple raiders can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

They can also use the Disable Device skill to disarm magic traps.

A temple raider who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense (Ex): A temple raider has an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

These bonuses rise by an additional +1 every three levels above 1st (to +2 at 4th level, +3 at 7th, and +4 at 10th).

Sneak Attack (Ex): At 2nd level, a temple raider gains the ability to sneak attack opponents.

This functions identically to the rogue's sneak attack ability (see the Rogue section in Chapter 3 of the *Player's Handbook*).

At 2nd level, the temple raider's extra damage on a successful sneak attack is +1d6, and this rises by +1d6 per three temple raider levels thereafter.

If he already has the sneak attack ability from a previous class, the damage bonuses stack.

Uncanny Dodge (Ex): At 3rd level, a temple raider gains the ability to react to danger before his senses would normally allow him to do so.

He retains his Dexterity modifier to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

However, he still loses his Dexterity modifier to AC if immobilized.

If a temple raider already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): A temple raider of 6th level or higher can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker.

This defense denies an enemy the ability to sneak attack the temple raider by flanking him, unless the attacker has at least four more rogue levels than the target has temple raider levels.

If a character already has uncanny dodge from a second class, the levels from the class(es) that grant uncanny dodge stack to determine the minimum rogue level required to flank the temple raider.

For example, only a rogue of 17th level or higher could flank a 7th-level rogue/6th-level temple raider.

Skill Mastery (Ex): At 9th level, a temple raider becomes so certain in the use of certain skills that he can use them reliably even under adverse conditions.

Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier.

When making a skill check with one of these skills, he may take 10 even if stress and distraction would normally prevent him from doing so.

Luck Domain: At 10th-level, the luck of Olidammara rubs off on a temple raider, granting the character access to the Luck domain.

He may use the domain's granted power and adds the domain's spells to his temple raider spell list (but not any other spell lists he might have).

If he already has the Luck domain, he can use its granted power one additional time per day.

TEMPLE RAIDER SPELL LIST

Temple raiders choose their spells from the following list.

1st Level: *detect law, detect secret doors, disguise self, invisibility to undead, obscuring mist, protection from law.*

2nd Level: *augury, cat's grace, darkvision, delay poison, invisibility, lesser restoration, undetectable alignment.*

3rd Level: *locate object, magic circle against law, nondetection, obscure object, remove curse, resist energy, see invisibility.*

4th Level: *air walk, confusion, death ward, freedom of movement, neutralize poison, restoration, spell immunity.*

In addition, 10th-level temple raiders add the 1st- through 4th-level spells from the Luck domain to their spell list.

TABLE 2-22: THE TEMPLE RAIDER OF OLIDAMMARA

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+2	Trapfinding, trap sense +1	0	—	—	—
2nd	+1	+0	+3	+3	Sneak attack +1d6	1	—	—	—
3rd	+2	+1	+3	+3	Uncanny dodge	1	0	—	—
4th	+3	+1	+4	+4	Trap sense +2	1	1	—	—
5th	+3	+1	+4	+4	Sneak attack +2d6	1	1	0	—
6th	+4	+2	+5	+5	Improved uncanny dodge	1	1	1	—
7th	+5	+2	+5	+5	Trap sense +3	2	1	1	0
8th	+6	+2	+6	+6	Sneak attack +3d6	2	1	1	1
9th	+6	+3	+6	+6	Skill mastery	2	2	1	1
10th	+7	+3	+7	+7	Luck domain, trap sense +4	2	2	2	1



UR-PRIEST

Ur-priests despise gods.

However, a small number of them have learned to tap into divine power and use it for their own needs without praying to or worshipping a deity.

Instead, each day they go into a trance and mentally steal the power that gods normally channel to devout clerics.

Ur-priests are canny and cunning, never stealing too much power from any one deity, but instead metaphysically slip in, draw out the power they need for their spells, and slip out again.

They learn to be resilient toward divine power and creative with the energies that they steal.

The greatest ur-priest commands the level of power of the most powerful cleric, although she does not have the cleric's variety of spellcasting options.

A member of any class can become an ur-priest, even—and in fact, especially—an ex-cleric.

Ur-priests frequently work alone, although they occasionally find partnerships with members of other classes useful.

They do not congregate into anything resembling temples, for they fear that too many of them in one place might draw unwanted divine attention.

And of course they rarely associate with clerics or any other divine spellcasters, whom they see as lackeys and who view them as abominations.

Adaptation: This prestige class is written to describe characters who steal divine power from the gods and use it themselves.

It's also a good choice, however, for ex-clerics of gods who've somehow lost their connection to their deity (because the deity died, disappeared, or faded from existence because he had too few worshippers).

Secret societies of ur-priests could exist for the express purpose of elevating (or reelevating) someone or something to godhood.

Hit Die: d8.

REQUIREMENTS

To qualify to become an ur-priest, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Save Bonus: Fort +3, Will +3.

Skills: Bluff 6 ranks, Knowledge (arcana) 5 ranks, Knowledge (the planes) 5 ranks, Knowledge (religion) 8 ranks, Spellcraft 8 ranks.

Feats: Iron Will, Spell Focus (evil).

Special: The character must have no ability to cast divine spells.

If such spellcasting ability was previously possessed (as with an ex-cleric), that ability is forever forsaken.

The character must be trained by another ur-priest.

CLASS SKILLS

The ur-priest's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the ur-priest prestige class.

Weapon and Armor Proficiency: Ur-priests are proficient with simple weapons, but not with armor or shields.

Spells per Day: An ur-priest gains the ability to cast a number of divine spells.

To cast a spell, an ur-priest must have a Wisdom score of at least 10 + the spell's level, so an ur-priest with a Wisdom of 10 or lower cannot cast these spells.

Ur-priest bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier.

When Table 2–23 indicates that the ur-priest gets 0 spells per day of a given spell level, such as 0 2nd-level spells at 2nd level, the ur-priest gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

The ur-priest spell list is identical to the cleric spell list.

An ur-priest has access to any spell on the list and prepares those spells as a cleric, except that he does not pray for spells, he just takes them.

An ur-priest casts spells as a cleric does, except that unlike a cleric, he does not have the ability to spontaneously cast *cure* or *inflict* spells, nor does he have domain spells or associated domain granted powers.

He does not have restrictions on spells with alignments.

To determine the caster level of an ur-priest, add the character's ur-priest levels to one-half of his levels in other spellcasting classes.

(Any levels gained in the cleric class by an ex-cleric don't count).

Rebuke Undead: Like an evil cleric, an ur-priest of 2nd level or higher can rebuke undead.

He uses his ur-priest level as the cleric level for determining success and damage (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*).

Divine Spell Resistance (Su): At 4th level, an ur-priest gains spell resistance 15, but only against divine spells and the spell-like abilities of outsiders.

At 8th level, the ur-priest's spell resistance increases to 20.

Siphon Spell Power (Ex): Because they steal whatever power they can, ur-priests learn to manipulate their energy in ways that confound other casters.

An ur-priest of 6th level or higher can temporarily sacrifice two (or more) lower-level spell slots and use those slots to prepare a higher-level spell.

The higher-level spell must be of a level the ur-priest can cast.

Only one exchange of this sort can be made each day.

The levels of the lower-level slots are totaled, then reduced to three-quarters (round down) to determine the level of the extra higher-level spell slot.

For example, an ur-priest who sacrifices a 3rd-level spell and a 5th-level spell can use that spell slot to prepare an additional 6th-level spell ($3 + 5 = 8$, and $8 \times 3/4 = 6$).

Steal Spell-Like Ability (Su): The most powerful ur-priests can use the same techniques that siphon off the gods' spell power to steal the spell-like abilities of another creature. Once each day, when a creature with spell-like abilities is within 50 feet of a 10th-level ur-priest, the ur-priest can choose one of the spell-like abilities of the creature to steal for himself.

The ur-priest can use the spell-like ability as often as the creature can, or three times per day, whichever is less. The ur-priest uses the ability as the creature does with regard to caster level and save DCs.

This ability only lasts 24 hours.

The creature with the spell-like ability does not lose the ability when the ur-priest steals it.

If an ur-priest tries to steal a spell-like ability that the creature doesn't have, or tries to steal an ability that is supernatural rather than spell-like, the attempt automatically fails.

For example, if an ur-priest is near a noble salamander, he can steal *fireball* and use it three times that day or steal *dispel magic* and use it once that day.

If he is near a pit fiend, he could steal *teleport without error* (self plus 50 pounds of objects only) and use it three times per day, because the pit fiend can do it at will.

He could even steal the pit fiend's *wish* ability, but because a pit fiend can only use *wish* once per year, the ur-priest would be similarly limited.

He could not steal that power again from any creature for one year.

TABLE 2-23: THE UR-PRIEST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	—	4	2	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Rebuke undead	5	3	0	—	—	—	—	—	—	—
3rd	+2	+1	+1	+3	—	5	3	1	0	—	—	—	—	—	—
4th	+3	+1	+1	+4	Divine spell resistance 15	6	3	2	1	0	—	—	—	—	—
5th	+3	+1	+1	+4	—	6	3	3	2	1	0	—	—	—	—
6th	+4	+2	+2	+5	Siphon spell power	6	3	3	3	2	1	0	—	—	—
7th	+5	+2	+2	+5	—	6	4	3	3	3	2	1	0	—	—
8th	+6	+2	+2	+6	Divine spell resistance 20	6	4	4	3	3	3	2	1	0	—
9th	+6	+3	+3	+6	—	6	5	4	4	4	3	2	1	0	—
10th	+7	+3	+3	+7	Steal spell-like ability	6	5	5	4	4	4	4	3	2	1

VOID DISCIPLE

Of all the elemental forces that make up the universe, the most powerful and the most difficult to control is the one that lies between and joins the others: void.

Void disciples understand that everything in the world contains *all* the basic elements, held together by the least tangible essence.

Void is like the silence between notes of music, giving rhythm and shape to the whole.

To those who understand the relationship of void to all other things, and who have the innate ability to personally perceive that relationship, distance and form become inconsequential.

Void disciples begin their training as spellcasters, and they continue to gain spellcasting ability as they rise in level.

They are generally students of a particular school or adherents to particular faith or philosophy.

Like other spellcasters, NPC void disciples play the role of wise elders or keepers of religious teachings and legends.

Those who have mastered the path of void are charged with the task of listening across the world's underlying stream of void for the births of those who have an innate affinity for void, and supervising the training of these individuals as they mature.

Adaptation: The void disciple prestige class represents a wise master if not an outright hermit, so it's a good choice for more solitary characters.

Any group of void disciples is likely to be far-flung—and given their ability to scry on one another, distance poses less of an organizational problem than it otherwise would.

Hit Die: d6.

REQUIREMENTS

To qualify to become a void disciple, a character must fulfill all the following criteria.

Alignment: Any neutral.

Skill: Spellcraft 10 ranks.

Feats: Heighten Spell, Spell Penetration.

Spells: Able to cast 3rd-level arcane or divine spells.

CLASS SKILLS

The void disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the void disciple.

Weapon and Armor Proficiency: Void disciples gain no weapon or armor proficiencies.

Spells per Day/Spells Known: A void disciple continues her magical training while mastering the powers of void.

At 2nd, 4th, 5th, 6th, 8th, 10th, 11th, and 12th level, the character gains new spells per day (and spells known, if applicable) as if she had also gained one level in a previous spellcasting class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one spellcasting class in which she could cast 3rd-level spells before becoming a void disciple, the player must decide to which class to add each void disciple level for the purpose of determining spells per day and spells known.

Sense Void (Su): The first technique taught to the void disciple is the ability to reach out with the mind and sense the world around, exploring the unseen layer of reality most people rarely experience.

The void disciple's consciousness actually departs her body and extends into the world, allowing her to use her normal senses (sight, hearing, touch, taste, smell) to perceive whatever area, person, or thing she directs her attention to. The void disciple must make a Spellcraft check, with the DC determined by distance, not familiarity.

Distance	DC
Line of sight	5
Up to 1 mile (same village)	10
Up to 10 miles (same province)	15
Up to 100 miles (same clan's territory)	20
Up to 1,000 miles (another clan's territory)	25

A void disciple cannot sense across planar boundaries.

Thus, a void disciple standing on one side of a *gate* could not extend her senses through it.

With every four levels a void disciple attains beyond 1st, she gains the ability to perceive deeper levels of reality.

At 5th level, a void disciple can use *detect magic* and *detect evil* at will.

At 9th level, she can use *discern lies* and read emotional states, gaining a +10 bonus on Sense Motive checks.

At 13th level, she can *detect thoughts* at will.

A void disciple can use this ability once per day at 1st level.

With every two levels she attains beyond 1st, she can use the ability an additional time per day (twice at 3rd level, three times at 5th, and so on).

Moment of Clarity (Su): A void disciple of 4th level or higher can grant an ally the temporary ability to perform any skill or feat (with the exception of ancestor feats). The void disciple must use a standard action to touch the target.

The target gains either one feat or a number of ranks in one skill equal to his relevant ability modifier for that skill.

For example, a character with Dexterity 14 could gain 2 ranks in Ride, for a total skill modifier of +4.

The effect lasts for 1 round per level of the void disciple.

The void disciple can use this supernatural ability twice per day at 4th level, plus an additional use for every four additional levels she attains.

Altering the Course (Su): Once per day, a void disciple of 7th level or higher can add a +20 bonus on any single attack roll, skill check, or ability check she makes.

She cannot transfer this bonus to another character by any means.

This supernatural ability requires no action, and lasts only the duration of the single check.

Void Release (Su): Three times per day, a void disciple of 10th level or higher can touch an ally, allowing that character to use his highest ability score modifier in place of any one lower modifier (target's choice) for a number of rounds equal to half the void disciple's level.

For example, a severely wounded fighter could use his high Strength modifier in place of his low Dexterity modifier for a few rounds, increasing his Armor Class, Reflex save

bonus, and ranged attack bonus (as well as Dexterity-based skills).

Void Suppression (Su): Once per day, a void disciple of 12th level or higher can make a melee touch attack to force the target to use his lowest ability score modifier in place of any one higher modifier (void disciple's choice) for 5 rounds.

For example, a void disciple could force an ogre to use his low Intelligence modifier in place of his high Strength modifier, severely weakening the brute's physical blows.

Void Strike (Su): Once per day, a 13th-level void disciple can make a melee touch attack to bestow 1d4 negative levels on the target.

The void disciple gains 5 temporary hit points for each negative level she bestows.

If the target has at least as many negative levels as Hit Dice, he dies.

Each negative level gives a creature a -1 competence penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). Additionally, a spellcaster loses one spell or spell slot from his highest available level.

Negative levels stack.

Assuming the target survives, he regains lost levels after 13 hours pass.

This ability relies on the void disciple's mastery of void, not negative energy, so it cannot be used to benefit undead.

TABLE 2-24: THE VOID DISCIPLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Sense Void (physical senses, 1/day)	
2nd	+1	+0	+0	+3	—	+1 level of existing class
3rd	+1	+1	+1	+3	Sense Void (2/day)	
4th	+2	+1	+1	+4	Moment of clarity (2/day)	+1 level of existing class
5th	+2	+1	+1	+4	Sense Void (magical senses, 3/day)	+1 level of existing class
6th	+3	+2	+2	+5	—	+1 level of existing class
7th	+3	+2	+2	+5	Altering the course, sense void (4/day)	
8th	+4	+2	+2	+6	Moment of clarity (3/day)	+1 level of existing class
9th	+4	+3	+3	+6	Sense Void (empathic senses, 5/day)	
10th	+5	+3	+3	+7	Void release	+1 level of existing class
11th	+5	+3	+3	+7	Sense Void (6/day)	+1 level of existing class
12th	+6	+4	+4	+8	Void suppression, moment of clarity (4/day)	+1 level of existing class
13th	+6	+4	+4	+8	Sense Void (mental senses, 7/day), Void strike	

WARPRIEST

Warpriests are fierce, earthy clerics who pray for peace but prepare for war.

Their strong wills, powerful personalities, and devotion to their deities make them fearsome combatants.

Clerics make good warpriests; members of other classes need levels as a cleric before they can qualify as warpriests because of the domain requirements.

Most NPC warpriests spend their time preparing for war. This effort includes personal training for combat, prayer, training with the local ruler's army, and studying military history or tactics.

Warpriests tend to have the more extroverted characteristics associated with their deities.

Occasionally they can be found scouting terrain in peacetime, and some have been known to hide their identities to spy on enemy nations.

They rarely go on adventures, and when they do it's to obtain some artifact or wondrous weapon to increase their prowess.

Adaptation: This prestige class is designed to represent the cleric who leads large numbers of troops into battle. Accordingly, members of the class are likely to be part of a military organization.

It's probable, though not strictly necessary, that the followers are also members of the same faith as the warpriest.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +5.

Skills: Diplomacy 8 ranks, Sense Motive 5 ranks.

Feat: Combat Casting.

Spells: Able to cast at least one divine spell from one of the following domains' spell lists: Destruction, Protection, Strength, or War.

A character who can cast at least one spell from a domain counts as having access for this purpose.

Special: Ability to turn or rebuke undead.

CLASS SKILLS

The warpriest class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (history) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the warpriest prestige class.

Weapon and Armor Proficiency: Warpriests gain proficiency with all simple and martial weapons, with all types of armor, and shields (including tower shields).

Spells per Day/Spells Known: A warpriest continues advancing in divine spellcasting ability.

When a warpriest gains a new even-numbered level, the character gains new divine spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on).

For example, an 8th-level cleric/2nd-level warpriest gains divine spells per day as if he had risen to 9th level as a cleric.

When he next gains a level as a warpriest, making him an 8th-level cleric/3rd-level warpriest, his number of divine spells per day does not change; but when he improves his warpriest level to 4th, he gains divine spells per day as if he had risen to 10th level as a cleric.

If a character had more than one divine spellcasting class before he became a warpriest, the player must decide which class to assign each even-numbered level of warpriest for the purpose of determining divine spells per day and spells known.

Bonus Domain: At 1st level, a warpriest gains the Glory domain (if he turns undead) or the Domination domain (if he rebukes undead).

Rally (Ex): A warpriest who currently is not suffering from a fear effect can use this ability as a standard action.

Allies within 60 feet who are suffering from any fear effect and who can hear the warpriest are allowed another saving

throw against the fear effect, with a +1 morale bonus per warpriest level.

Turn or Rebuke Undead (Su): Levels of warpriest stack with any of the character's cleric or paladin levels when turning or rebuking undead.

Inflame (Ex): As a full-round action, the warpriest can inflame the passions of his allies.

All who can hear the warpriest gain a morale bonus on saving throws against any charm or fear effect.

The bonus begins at +2 for a 2nd-level warpriest and increases by +2 at each even-numbered level thereafter (+4 at 4th level, +6 at 6th level, and so on).

This effect lasts for 5 minutes after the speech ends, plus 1 minute per level of the warpriest.

The warpriest also gains the bonus.

Mass Cure Light Wounds (Sp): Starting at 3rd level, a warpriest can use *mass cure light wounds* once per day as a spell-like ability.

Treat the warpriest's caster level for this effect as equal to his highest divine caster level.

Fear Aura (Su): Once per day starting at 5th level, a warpriest can emanate a fear aura in a 20-foot radius for 1 round per level.

Foes must make a Will save (DC 10 + warpriest's class level + warpriest's Cha modifier) or be affected as if by a *fear* spell.

Heroes' Feast (Sp): Once per day, a warpriest of 6th level or higher can use *heroes' feast* as a spell-like ability.

Haste (Sp): At 7th level, a warpriest gains the ability to use *haste* three times per day as a spell-like ability.

Mass Heal (Sp): Once per day, a warpriest of 9th level or higher can use *mass heal* as a spell-like ability.

Treat the warpriest's caster level for this effect as equal to his highest divine caster level.

Implacable Foe (Su): At 10th level, a warpriest can channel positive (or negative) energy to keep allies fighting even after suffering mortal wounds.

Activating this ability requires only a move action, but the warpriest must concentrate to maintain it each round after that.

While active, the warpriest emanates an aura with a 100-foot radius.

Allies within the radius may ignore the effects of being reduced to 0 or less hp.

However, any creature reduced to -20 hp dies immediately.

When the effect ends, or if a creature moves more than 100 feet from the warpriest, the normal effects of the damage apply immediately.

If the warpriest normally turns undead, this ability affects living allies.

If the warpriest normally rebukes undead, this ability affects undead allies.

TABLE 2-24: THE WARPRIEST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Bonus domain, rally, turn or rebuke undead	—
2nd	+2	+3	+0	+0	Inflame +2	+1 level of existing divine spellcasting class
3rd	+3	+3	+1	+1	Mass cure light wounds	—
4th	+4	+4	+1	+1	Inflame +4	+1 level of existing divine spellcasting class
5th	+5	+4	+1	+1	Fear aura	—
6th	+6	+5	+2	+2	Heroes' feast, inflame +6	+1 level of existing divine spellcasting class
7th	+7	+5	+2	+2	Haste	—
8th	+8	+6	+2	+2		+1 level of existing divine spellcasting class
9th	+9	+6	+3	+3	Mass heal	—
10th	+10	+7	+3	+3	Implacable foe, inflame +8	+1 level of existing divine spellcasting class

COMPLETE MAGE (3.5)

ABJURANT CHAMPION

"The true warrior disdains no weapon, no tool, that might win him the day on the field of battle.

And what is magic but another weapon hanging at your side, ready to be drawn and wielded when the need arises?"

—Caspian LaMont, Guard-Captain of the Knights Ascendant

While the eldritch knight (DMG 187) strives to balance his mystical and martial prowess, and the spellsworn (*Complete Warrior*) uses weapons to channel his spells, the abjurant champion focuses his arcane abilities both to augment his personal defense and to hinder enemy spellcasters. Perfectly suited for martial stalwarts who dabble in magic, this class offers characters the ability to improve their combat skills in ways neither soldiers nor spellcasters can.

BECOMING AN ABJURANT CHAMPION

Fighter/wizard and paladin/sorcerer are both common paths taken to become an abjurant champion, but given the requirements, any martial-oriented character can qualify by taking a single level of an arcane spellcasting class, from bard to wu jen.

Single-classed hexblades (*Complete Warrior*) or duskblades (*Player's Handbook II*) can qualify but usually lack the abjuration spells that make this combination function best.

ENTRY REQUIREMENTS

Base Attack Bonus: +5.

Feat: Combat Casting.

Spellcasting: Must be able to cast 1st-level arcane spells, including at least one abjuration spell.

Special: Must be proficient with at least one martial weapon.

CLASS SKILLS

(2 + Int modifier per level): Climb, Concentration, Craft, Handle Animal, Intimidate, Jump, Knowledge (arcana), Ride, Spellcraft, Swim.

CLASS FEATURES

As an abjurant champion, your abilities are focused on melding arcane defenses and martial offense into a deadly alloy, a fierce combination of techniques that allow you to overpower or outlast your foes.

You are also skilled in utilizing your abilities separately, casting spells or wielding weapons as other classes do.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable)

as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming an abjurant champion, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Abjurant Armor (Su): Any time you cast an abjuration spell that grants you an armor bonus or shield bonus to AC, you can increase the value of the bonus by your abjurant champion class level.

Abjurant champions rely on *mage armor*, *shield*, and similar spells instead of actual armor.

Extended Abjuration (Su): You depend on your abjuration spells to protect you in combat.

Double the duration of abjuration spells you cast, as if you had applied the Extend Spell feat to them (but without any change in level or casting time).

Swift Abjuration (Su): Beginning at 2nd level, you can cast abjuration spells as a swift action, as if you had applied the Quicken Spell feat to them (but without any change in level).

The maximum level of spell you can quicken in this way is equal to 1/2 your class level (rounded up).

Arcane Boost (Su): Beginning at 4th level, you gain the ability to burn arcane energy to empower your martial abilities.

As a swift action, you can spend one of your uncast spells or spell slots to grant yourself one of the following insight bonuses for 1 round.

- Bonus on attack rolls equal to the spell's level.
- Bonus on weapon damage rolls equal to twice the spell's level.
- Bonus to AC equal to the spell's level.
- Bonus on saving throws equal to the spell's level.
- Resistance to acid, cold, electricity, fire, and sonic equal to 5 × the spell's level.

Martial Arcanist (Ex): At 5th level, you master the art of combining your militant and mystical training.

From this point on, your caster level in a chosen arcane spellcasting class is equal to your base attack bonus (unless it would otherwise be higher).

For example, a 7th-level fighter/1st-level wizard/5th-level abjurant champion has a base attack bonus of +12 (and thus a caster level of 12th).

You can apply this benefit to only one arcane class to which you have added spellcasting levels by your advancement as an abjurant champion.

PLAYING AN ABJURANT CHAMPION

You are a student of warfare and combat in all its forms. You seek to master the skills of the warrior but also to understand arcane magic, attempting to create a perfect fusion of the two seemingly disparate arts.

You are pragmatic and practical, determined to achieve victory.

This doesn't necessarily mean that you fight without honor, merely that you are willing to make use of every tool at your disposal.

You respect those who master either martial or mystical disciplines, but believe that they are short-sighted in their failure to understand that the two are complementary, not opposed.

If you are still a member of the order that trained you, you can count on regular opportunities for combat, adventure, and potentially lucrative assignments.

On the other hand, you'll be giving up some degree of personal freedom, since you are expected to answer when the organization calls.

COMBAT

You are a straightforward combatant in battle.

Although you might well be capable of casting offensive spells and should certainly do so when the situation calls for it, you are best suited to melee.

Use your various abilities to improve your combat effectiveness, casting enhancement spells and taking advantage of your arcane boost as necessary.

Although you don't want to squander your limited-use abilities, don't be afraid to use them either.

After all, if you don't win the day now, you might never make it to the next battle.

ADVANCEMENT

Only a select few organizations teach the skills of the abjurant champion: specific militant orders that have mastered magical techniques.

Although some of these orders are secret, many are not, so you could easily have sought one out.

Likely you already had some interest in augmenting your martial prowess with mystical arts, though it's possible you were simply a soldier looking for an edge on the battlefield. A few of these orders seek out those who show signs of the proper skills, or—if they are associated with a government or religion—recruit strong-willed or intelligent soldiers to serve them in new ways.

You might have been sworn to service, or the order might be far less formal, but you have vowed never to teach your techniques to another without the group's permission.

Abjurant champions are evenly divided between those who still belong to their order and those who have gone their own way.

You might be either, as your own desires (and the needs of the campaign) dictate.

In either case, you spend your free time training or studying, determined to become a master of your varied abilities.

As an abjurant champion, you should focus on skills that provide the greatest advantage in combat.

Physical skills, such as Climb and Jump, allow you to take optimal tactical positions, while Concentration and Spellcraft enable you to effectively make use of your magic and anticipate the magic of others.

Select feats that improve your martial talents, since you aren't likely to cast enough spells to make Spell Focus, Spell Penetration, and the like worthwhile.

Still Spell (and its sudden version in *Complete Arcane*) allows you to cast while wearing armor, if you so choose.

After reaching the end of the abjurant champion prestige class, you face a difficult decision about how to proceed.

Gaining additional levels in a martial class improves both your combat prowess and your caster level but prevents you from gaining additional spells (and higher spell levels).

On the other hand, advancing as an arcane caster reduces your combat prowess but opens up new spell options.

Consider mingling the two options, alternating between two classes to get the best of both worlds.

After all, with higher-level spells, your arcane boost provides a bigger punch.

RESOURCES

If you still belong to an organization, you can count on its members for support, since it is in the group's best interest to ensure its members remain effective.

The organization might be able to loan you magic items for short-term use, or on occasion sell you items that might not otherwise be available.

If you are a wizard, you might be able to trade spells with your fellow members.

If nothing else, the group provides contacts, allies, and a pipeline to potential employers.

On the other hand, the group leaders expect you to accept assignments they hand down and to come to the aid of your fellows.

If you have left the organization, you can no longer call on its resources for support, but neither does it have any influence over your activities.

ABJURANT CHAMPIONS IN THE WORLD

"Yeah, I thought the same thing.

'A mystic warrior with that kind of skill?

Not a chance!' And look where that attitude got me!"

—Tarvis One-Arm, former guardsman

Given the prevalence of magic and martial skills, it's not surprising that some groups or individuals seek to combine the two in ways never before attempted.

Because their abilities are useful under almost any combat circumstances, these battlecasters can effectively be placed in national armies, mercenary companies, adventuring parties, or anywhere else a strong arm and a swift sword are in demand.

ORGANIZATION

While not all abjurant champions are members of the same order, all of them learned their skills from some sort of organization.

These organizations vary dramatically, however.

The Knights Ascendant, for instance, is a mercenary guild that hires out only to causes the guild leaders believe are just and honorable, whereas the members of the Scions of Kas revere Vecna's fallen lieutenant as a deity in his own right and offer sword and spell to the service of any conqueror or warlord they consider sufficiently strong. Similar organizations might serve a church or a nation or act as the militant arm of an arcanist guild.

Regardless, a member's daily life allows little free time.

Waking hours not spent in direct service to the organization, on patrol, or on the field of battle are filled with martial training, arcane study, or both.

The abjurant champion is not a divine caster, but his abilities require him to be as disciplined as any holy warrior.

NPC REACTIONS

Unless an abjurant champion is blatant in his use of spells, most individuals can't easily distinguish him from a more mundane warrior (other than perhaps by his lack of visible armor) and react accordingly.

Fighter-types and spellcasters who recognize the mystic warrior for what he is, however, react with distrust, uncomfortable with the notion of their own art being combined with the other.

Such people begin one step nearer to hostile than they otherwise might.

ABJURANT CHAMPION LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research abjurant champions to learn more about them.

When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

DC 10: Mystic warriors?

Soldiers who can swing a sword *and* cast spells, I think.

DC 15: Oh, yeah, I've heard of the champions.

They learn how to use their magic to fight better on the battlefield.

It's not flashy, but it works.

DC 20: Abjurant champions can cast a wide variety of spells, depending on what they've studied, but they're particularly skilled at casting defensive spells.

They can cast them much faster than normal.

DC 30: Characters who achieve this level of success can learn important details about specific abjurant champions in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake.

PCs who wish to meet with an abjurant champion need only follow tales and stories of "spell-using warriors" back to the organization that utilizes them.

Although this might send them in the wrong direction a few times, perhaps leading them to a spellsword or eldritch knight, it should eventually take them where they need to go.

ABJURANT CHAMPIONS IN THE GAME

Abjurant champions are relatively easy to integrate into most campaigns.

Even though their particular ability to combine two very different disciplines is unusual, the disciplines themselves are quite commonplace.

They can appear as adventurers or soldiers from a distant land, members of an order with which the PCs have had little direct interaction, or even as people whom the PCs have *met* before, but of whose special abilities they were unaware.

After all, in the midst of battle, it's difficult to tell that one particular soldier has somehow imbued himself with a small bonus or an enhancement spell.

The abjurant champion should appeal to PCs who enjoy playing martial characters, but who seek a touch of magical ability.

The prestige class allows them to prove particularly effective in combat without overshadowing other warriors in the party.

ADAPTATION

The abjurant champion can be made into a divine prestige class by altering the requirements and spellcasting progression.

Alternatively, with a bit more work, the class can be transformed into a psionic prestige class, with its boost costing a range of psionic power points.

On a campaign level, you might wish to restrict the champion to one particular organization of the setting.

TABLE 3-1: THE ABJURANT CHAMPION HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+0	+0	+2	Abjurant armor, extended abjuration	+1 level of existing arcane spellcasting class
2nd	+2	+0	+0	+3	Swift abjuration	+1 level of existing arcane spellcasting class
3rd	+3	+1	+1	+3	—	+1 level of existing arcane spellcasting class
4th	+4	+1	+1	+4	Arcane boost	+1 level of existing arcane spellcasting class
5th	+5	+1	+1	+4	Martial arcanist	+1 level of existing arcane spellcasting class

ELDRITCH DISCIPLE

*"You have seen the powers my calling has granted me.
How can I not devote my entire soul to the divinity in the wild?"*

—Leruun Anstrun, Disciple of the Wild

All warlocks harbor at least a grudging respect for the entities responsible for their powers.

They are clearly beings of great mystical might, and thus worthy of regard.

A rare few warlocks go beyond this attitude to actual reverence or worship of the fiendish, fey, or extraplanar powers that have made them far more than mortal.

Such is the life of an eldritch disciple devoted to a deity who granted her the arcane talents of the warlock.

Though her powers might take different forms, she knows that the source is the same.

BECOMING AN ELDRITCH DISCIPLE

Most eldritch disciples begin their careers as clerics, gaining reverence and insight into divine mysteries through that class before beginning to explore eldritch secrets.

Both Corellon Larethian and Lolth commonly encourage their most devoted and charismatic worshipers to become eldritch disciples (typically through powerful agents such as eladrins or demons), but any chaotic or evil deity has room for such an individual.

Occasionally, a warlock who "gets religion" finds his way into this class after dabbling as a cleric, but this instance is less common.

ENTRY REQUIREMENTS

Skills: Knowledge (religion) 8 ranks, Knowledge (the planes) 4 ranks.

Spells: Ability to cast 2nd-level divine spells.

Invocations: Ability to use least invocations.

Special: Ability to turn or rebuke undead, must worship a chaotic or evil deity.

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Heal, Intimidate, Knowledge (arcana), Knowledge (nature), Knowledge (religion), Knowledge (the planes), Profession, Sense Motive, Spellcraft.

CLASS FEATURES

In addition to improving your existing divine spellcasting and invocation-using abilities, as a divine disciple you gain the ability to channel positive or negative energy for a variety of purposes.

In particular, the eldritch spellweave ability allows you to combine the powers of both classes for a potent effect.

Invocations: At each level, you gain new invocations known and an increase in caster level as if you had also gained a level in an invocation-using class to which you belonged before adding the prestige class level.

(This includes *eldritch blast*).

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one invocation-using class before becoming an eldritch disciple, you must decide to which class to add each level for the purpose of determining caster level and invocations known.

Spellcasting: At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one divine spellcasting class before becoming an eldritch disciple, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Gift of the Divine Patron (Su): At 1st level, you gain a sacred gift of power from your divine patron (who is also the source of your cleric spells and, directly or indirectly, your warlock invocations).

Choose one of the following abilities at 1st level, and another ability every three levels thereafter (4th, 7th, and 10th level).

You can spend one of your turn/rebuke undead attempts as a swift action to activate the chosen power.

Corrupting Blast: In place of applying an eldritch essence invocation to your *eldritch blast*, you can change it into a corrupting blast.

In addition to its normal effect, the blast applies a penalty on the target's next Will save equal to 1/2 your class level (minimum -1).

If the target doesn't attempt a Will save before the end of your next turn, the effect fades.

Damage Reduction: You gain temporary damage reduction (overcome by cold iron) equal to 1/2 your class level (minimum 1).

This damage reduction stacks with the damage reduction granted by the warlock class.

This effect lasts for a number of rounds equal to 3 + your Cha modifier (minimum 1 round).

Fearful Glare: You can render a single living creature within 30 feet of you shaken for 1 round (Will negates; DC 10 + class level + Cha modifier).

The creature's HD can't exceed your character level.

Fiendish Resistance: You gain resistance to acid and fire equal to 10 + your class level.

This resistance stacks with the energy resistance granted by the warlock class.

This effect lasts for a number of rounds equal to 3 + your Cha modifier (minimum 1 round).

Your deity must be evil for you to select this gift.

Healing Blast: In place of applying an eldritch essence invocation to your *eldritch blast*, you can change it into a healing blast.

The blast heals living creatures instead of dealing damage to them (the damage healed is equal to the damage normally dealt).

Against undead, the healing blast deals damage as normal; against constructs or objects, the healing blast has no effect.

Your deity must be non-evil for you to select this gift.

Protective Aura: You surround yourself with a *magic circle against evil* centered on you.

This effect lasts for a number of rounds equal to 3 + your Cha modifier (minimum 1 round).

Your deity must be good for you to select this gift.

Strength of Will: You gain a bonus equal to 1/2 your class level (minimum +1) on your next save to resist a mind-affecting spell or ability.

This effect lasts for a number of rounds equal to 3 + your Cha modifier (minimum 1 round); if you haven't attempted an appropriate save in this time, the effect ends.

Wild Frenzy: You gain a +2 bonus on attack rolls and damage rolls with melee weapons and *eldritch blasts*, along with temporary hit points equal to twice your class level.

This effect lasts for a number of rounds equal to 3 + your Cha modifier (minimum 1 round).

Your deity must be chaotic for you to select this gift.

Turn/Rebuke Undead: Your eldritch disciple level stacks with your other class levels for the purpose of determining your ability to turn or rebuke undead.

Eldritch Spellweave (Su): Beginning at 5th level, you can apply an eldritch essence invocation you know (other than *greatreach blast* or *spellblast*; see the eldritch theurge class features on page 57) to any divine spell that affects a target or that requires a melee or ranged touch attack.

The spell's level must be at least as high as the level of the eldritch essence (for example, you can apply *hellrime blast* only to a spell of 4th level or higher).

If the essence requires a saving throw, use the normal save DC for that essence.

If an eldritch essence invocation changes the damage of the spell, it can be applied only to a spell that deals damage (you can't add *brimstone blast* to *dimensional anchor*, for example).

Using this ability increases the spell's casting time to 1 full-round action.

A spell that has a normal casting time of 1 full round or longer takes an extra full-round action to cast.

If the spell has more than one target or allows more than one attack, you must choose one target to be affected by the invocation; all other targets take only the normal effect of the spell.

You can use this ability a number of times per day equal to 3 + your Cha modifier (minimum 1).

Timeless Body (Ex): Beginning at 10th level, the divine power of your patron infuses you with eternal vigor.

You no longer age (PH 37).

PLAYING AN ELDRITCH DISCIPLE

You are the favored and most devoted disciple of beings far beyond mortal ken.

Some mock or doubt your devotion, claiming that you have sullied the pure worship of the gods with eldritch trickery, but you understand that your connection is more potent than mortals can hope to understand.

You stand ready to serve when called upon, but since divine beings rarely interact with mortals directly, you spend your time in pursuit of your own goals.

Others see this as convenient hypocrisy on your part, but you know that as you advance your own causes and increase your own power, so too do you advance the causes and honor the power of your patron.

As long as you don't actively alienate other followers of your deity, you can fit into any organization that would welcome a cleric or similar character.

If—as is all too common among eldritch disciples—you don't quite fit in with a large-scale church, you might belong to a small or obscure cult dedicated not to your deity but to the otherworldly agents (infernal, fey, or otherwise) responsible for your arcane talents.

Far more likely, you engage in your religious practices on your own, considering them more personal than any shared experience in a church.

COMBAT

Your *eldritch blast* is still your most potent weapon, but your divine spells offer you a wider variety of options.

Although you have access to powerful offensive spells, consider using your magic to increase your own, or your companions', combat prowess.

Don't neglect your ability to heal yourself or your allies, but don't burn through your spells early in an attempt to do so; make the most efficient use of your spells in battle, saving the healing until combat is over or it becomes absolutely necessary.

Try to avoid standing on the front lines when possible, since you likely lack the defensive prowess of a single-classed cleric.

ADVANCEMENT

The belief of the eldritch disciple is an intensely personal one, and one that you did not acquire through any organized faith or practice.

You work now to increase your divine and eldritch powers both, and to make yourself as potent and skilled a servant of your patron as possible.

You might seek to complete a specific goal laid out for you by your patron deity or other, more powerful emissaries thereof; more likely, you pursue your own objectives, knowing that as you advance you honor the entity who empowers you.

Extra Turning is likely the single most valuable feat for you to select, since it gives you extra uses of your gifts.

Beyond that, focus on feats that benefit both of your arcane classes (such as Spell Penetration).

Choose invocations that don't tread too closely on your divine spellcasting—as long as you have the option of versatility, you might as well use it.

Investing additional ranks in Knowledge (religion) allows you to stay aware of the realities both of your own faith and of those around you, which can help your long-term survival.

Keep both your Wisdom and Charisma as high as you can—the former for your divine spellcasting, the latter for your invocations and divine gifts.

RESOURCES

Eldritch disciples are normally loners in terms of their religious practices—or, at best, are members of very small and often illicit cults.

As such, they have few outside resources on which they can draw, other than those that they or their adventuring companions can acquire on their own.

ELDRITCH DISCIPLES IN THE WORLD

“Worshippers of hellish or unnatural beings, practitioners of ill-understood magic...I find these initiates to be deluded at best, and heretics of the vilest and most dangerous type at worst.”

—Jozan, cleric of Pelor

Eldritch disciples represent the most devoted and most misunderstood servants of divine powers.

They might wander alone or serve as leaders or operatives of underground cults, but they rarely hold positions of great prominence or power—or at least, they rarely do so openly.

As such, this prestige class is well suited to secret cabalists or religious conspirators who function behind the scenes. Members are, to the last one, religious zealots, so even those who do not have sinister agendas or dangerous secrets are likely treated by others as if they do.

The eldritch disciple class allows players and DMs both to delve more thoroughly into the questions of what sorts of beings grant the power available to warlocks, and what sorts of individuals seek that power out.

ORGANIZATION

Although quite a few eldritch disciples join cults or similar organizations devoted to the power or patron whom they serve—and often hold positions of high esteem in those organizations—no orders specifically devoted to the eldritch disciple as a class exist.

NPC REACTIONS

Few people react well to the presence of an eldritch disciple.

The common folk do not understand the powers wielded by warlocks and think of them (sometimes accurately) as servants of darkness.

Add to that an overt fanaticism devoted to secretive entities other than the gods with which most people are familiar, and the fear and suspicion only increase.

People react to an eldritch disciple one step nearer to hostile than they normally would, and clerics and other religious individuals react two steps nearer to hostile unless they have a deity or alignment in common.

ELDRITCH DISCIPLE LORE

Characters who have ranks in Knowledge (religion) or the bardic knowledge ability can research eldritch disciples to learn more about them.

When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

DC 10: An eldritch disciple is a believer in divine heresies, wielding both arcane and divine abilities.

DC 15: An eldritch disciple gains innate arcane powers as other warlocks do, but she supplements them by actively worshipping the source of those powers.

She channels divine energy as clerics do, but uses this power to mimic the abilities of terrible, otherworldly beings.

DC 20: An eldritch disciple combines the arcane and the divine to make herself resistant to injury, weaken the will of her enemies, or heal critical injuries.

The most powerful eldritch disciples even escape the bonds of aging.

DC 30: Characters who achieve this level of success can learn important details about a specific eldritch disciple in your campaign, the areas where she operates, and the kinds of activities she undertakes.

Characters seeking to contact an eldritch disciple have little recourse other than to attempt to locate a cult or cabal that worships the same power as the initiate they seek and hope the organization knows of her location...and is willing to share the information.

ELDRITCH DISCIPLES IN THE GAME

An eldritch disciple can first appear as a lone servitor of strange powers, or as the figure behind a mysterious cult. Because these characters often interact with powers outside traditional divinities, they are a useful way of introducing those concepts.

For instance, perhaps the PCs first learn of the existence of the faerie courts when researching the strange abilities of a new foe.

The eldritch disciple class is appropriate for players who enjoy portraying or exploring beliefs outside the mainstream of the campaign setting, players who would like to add a bit of variety to the warlock's relatively limited arsenal, or players who want to add some combat "punch" to a divine caster.

ADAPTATION

The most obvious alteration to the eldritch disciple is to drop the turn/rebuke undead requirement and provide a similar ability (usable only to activate gifts) at 1st level. While this removes some of the class's flavor, it does open the eldritch disciple to a wider range of druid/warlock or favored soul/warlock multiclass combinations.

Alternatively, you might go to another extreme in a campaign, allowing only worshipers of one particular entity or group to become eldritch disciples.

TABLE 3-2: THE ELDRITCH DISCIPLE HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Gift of the divine patron, turn/rebuke undead	+1 level of existing invocation-using class
2nd	+1	+3	+0	+3	—	+1 level of existing divine spellcasting class and +1 level of existing invocation-using class
3rd	+2	+3	+1	+3	—	+1 level of existing divine spellcasting class and +1 level of existing invocation-using class
4th	+3	+4	+1	+4	Gift of the divine patron	+1 level of existing divine spellcasting class and +1 level of existing invocation-using class
5th	+3	+4	+1	+4	Eldritch spellweave	+1 level of existing divine spellcasting class and +1 level of existing invocation-using class
6th	+4	+5	+2	+5	—	+1 level of existing divine spellcasting class and +1 level of existing invocation-using class
7th	+5	+5	+2	+5	Gift of the divine patron	+1 level of existing divine spellcasting class and +1 level of existing invocation-using class
8th	+6	+6	+2	+6	—	+1 level of existing divine spellcasting class and +1 level of existing invocation-using class
9th	+6	+6	+3	+6	—	+1 level of existing divine spellcasting class and +1 level of existing invocation-using class
10th	+7	+7	+3	+7	Gift of the divine patron, timeless body	+1 level of existing divine spellcasting class and +1 level of existing invocation-using class

ELDRITCH THEURGE

*"Magic resides in my mind, my heart, my blood, and my soul.
How can anyone as limited as you possibly stand against me?"*

—Oslavan Kaligos, the Night-Bearer

Most of those who find themselves blessed (or cursed) with magic burning in their fiendish blood become warlocks, but a rare few study formal magic to better understand and control their powers.

The result is the eldritch theurge, a master of both spells and invocations, a mage with the terrifying combination of potent spells and a reserve of abilities he can't possibly exhaust.

BECOMING AN ELDRITCH THEURGE

All eldritch theurges have levels in the warlock class, since this is the only currently known means to meet two of the requirements.

Most eldritch theurges take levels in wizard since this allows fastest access to the class, but a significant number become sorcerers, taking advantage of their high Charisma. A few meet the requirements as bards, though this is exceptionally rare.

Other combinations with arcane casting classes are possible, such as the wu jen (*Complete Arcane*) or the dread necromancer (*Heroes of Horror*), but are at least as rare as the bard.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 8 ranks, Knowledge (the planes) 8 ranks.

Spells: Ability to cast 2nd-level arcane spells.

Invocations: Ability to use least invocations.

Special: *Eldritch blast* +2d6.

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Craft, Intimidate, Knowledge (arcana), Knowledge (religion),

Knowledge (the planes), Profession, Sense Motive, Spellcraft, Use Magic Device.

CLASS FEATURES

As you advance as an eldritch theurge, your skill with both arcane spells and invocations increases until you're able to combine them into a single potent energy.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class (but not an invocation-using class) to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming an eldritch theurge, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Invocations: At each level, you gain new invocations known and an increase in caster level as if you had also gained a level in an invocation-using class to which you belonged before adding the prestige class level.

(This includes *eldritch blast*).

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one invocation-using class before becoming an eldritch theurge, you must decide to which class to add each level for the purpose of determining caster level and invocations known.

Damage Reduction (Su): Fortified by the supernatural power flowing through your body, you become resistant to physical attacks.

You gain damage reduction 1/cold iron at 1st level; this stacks with damage reduction gained from other sources.

Your damage reduction improves to 2/cold iron at 4th level, to 3/cold iron at 7th level, and to 4/cold iron at 10th level.

Fiendish Resilience (Su): Beginning at 2nd level, you know the trick of fiendish resilience.

Once per day, as a free action, you can enter an elevated physical state that lasts for 2 minutes.

While in this state, you gain fast healing 1.

At 9th level, your fiendish resilience improves; while in your fiendish resilience state, you gain fast healing 2 instead.

This ability stacks with fiendish resilience granted by any other source.

Spellblast (Sp): This invocation (Lesser; 4th; Eldritch Essence), learned at 3rd level, allows you to place an arcane spell that affects an area upon your *eldritch blast*.

If the *eldritch blast* hits its target, the spell's area is centered on any corner of the target's space, even if the spell could normally be centered only on the caster.

If the *eldritch blast* misses its target, the spell is lost with no effect.

It takes a full-round action to cast the spell and fire the *eldritch blast*.

Only an area spell with a casting time no greater than 1 standard action can be placed upon your *eldritch blast*.

Only the first target of your *eldritch blast* is affected by the spell (for example, an *eldritch chain spellblast* centers the spell on the initial target, not on any of the secondary targets).

If your *eldritch blast* doesn't specify a target, you can't apply this invocation to the blast.

Treat *spellblast* as a spell whose level is equal to the area spell placed upon the *eldritch blast* (minimum 4th level).

Eldritch Spellweave (Su): Beginning at 5th level, you can apply an eldritch essence invocation you know (other than *greatreach blast* or *spellblast*) to any arcane spell that affects a target or that requires a melee or ranged touch attack.

The spell's level must be at least as high as the level of the eldritch essence (for example, you can apply *hellrime blast* only to a spell of 4th level or higher).

If the essence requires a saving throw, use the normal save DC for that essence.

If an eldritch essence invocation changes the damage of the spell, it can be applied only to a spell that deals damage (you can't add *brimstone blast* to *charm monster*).

Using this ability increases the spell's casting time to 1 full-round action.

A spell that has a normal casting time of 1 full round or longer takes an extra full-round action to cast.

If the spell has more than one target or allows more than one attack, you choose one target to be affected by the invocation; all other targets take only the normal effect of the spell.

You can use this ability a number of times per day equal to 3 + your Cha modifier (minimum 1).

Greatreach Blast (Sp): This invocation (Greater; 5th; Eldritch Essence) allows you to place an arcane spell with a range of touch upon your *eldritch blast*.

If the *eldritch blast* hits its target, the spell takes effect on that target as if you had touched it.

If the *eldritch blast* misses its target, the spell is lost with no effect.

It takes a full-round action to cast the spell and fire the *eldritch blast*.

Only a touch spell with a casting time no greater than 1 standard action can be placed upon your *eldritch blast*.

Only the first target of your *eldritch blast* is affected by the spell (for example, an *eldritch greatreach chain* delivers the touch spell on the initial target, not on any of the secondary targets).

If your *eldritch blast* doesn't specify a target, you can't apply this invocation to the blast.

Treat *greatreach blast* as a spell whose level is equal to the touch spell placed upon the *eldritch blast* (minimum 5th level).

PLAYING AN ELDRITCH THEURGE

You are a master of multiple forms of magic, drawn from your inhuman heritage, your sheer determination, and your intellectual study—or perhaps it's a product of the blood of dragons that might be part of your ancestry.

Your combination of innate and learned abilities makes you a superior specimen.

You might feel a responsibility because of this and work to defend others, or you might be arrogant and ambitious, determined to take your "rightful place" among the weaker peoples of the world.

In either case, you are unquestionably proud of what you are and what you have accomplished; humility is a rare feature indeed among eldritch theurges.

COMBAT

Your options in combat are more varied than those of other spellcasters.

Use your *eldritch blast* as a default weapon, picking off foes throughout the field until you can maneuver yourself into a

position where your other, possibly more potent spells (or blast/spell combos) are effective. Because your combination of spells and invocations likely means that you can target both individuals and crowds, you can function equally well among a party of melee combatants, archers, or other spellcasters. Perhaps the only hard and fast rule is that you rarely, if ever, want to close to melee range. Only when menaced by blade or claw do your abilities potentially fail you, placing you in serious danger. Stay back and play to your strengths.

ADVANCEMENT

You might have been a warlock first, one who pursued the arcane arts as a means of better understanding magic in general, and your own powers in particular. Alternatively, you might have been a spellcaster who abruptly discovered your innate abilities. Whatever the case, you ultimately reached the only conclusion available to you: that there must be some means of combining these two forces that flow through your body and soul.

You set out on a path of study and self-discovery and haven't looked back.

You constantly work to increase your understanding of both forms of magic.

Adventuring is one way to do that, for few other careers offer the same opportunities to practice your arts, but you can also hire yourself out as a spellcaster or study writings and philosophy on magic, faith, and the planes.

You have few places you can call home and fewer places you truly belong, but that's acceptable.

You have your powers, far beyond those of other arcanists, and if lucky you have a few close friends you can trust as well.

Focus on skills that increase your knowledge and abilities in all types of magic, particularly Knowledge and Spellcraft. Your feat selection might be among the hardest choices you have to make; try to select feats that benefit both types of casting, or at least attempt to advance both relatively equally.

The majority of metamagic feats, for example, are likely poor choices for you; on the other hand, Spell Penetration and sudden metamagic feats (*Complete Arcane*) are good options.

RESOURCES

Although a very few organizations include eldritch theurges, the vast majority of these dual casters are utterly on their own.

You won't find many communities willing to take you in due to your unusual ancestry, and arcanist guilds do not trust you for the same reason.

You seek to combine your unique magic with theirs, and this both angers and frightens them.

You might find allies among cadres of warlocks, if such groups exist in your region, but even they might look askance at your attempts to combine disparate magic talents.

For the most part, you have to get by with whatever you can earn on your own.

ELDRITCH THEURGES IN THE WORLD

"These arcane dilettantes not only refuse to fight their fiendish natures, they augment that nature with other magic. Surely, they are the worst kind of villains"

—Confessor Ruprecht Varsuun, vindicator of the Immaculate Cabal

Eldritch theurges are few in number and scattered across the world.

Though rare, they provide a means for PC and NPCs alike to study the borders between different types of magic, and they serve to answer some basic questions.

Might not a warlock seek to augment his power through traditional spellcasting means?

Would not wizards seek to better understand the nature of the warlock's truly spontaneous magic?

The eldritch theurge answers those questions—or at least proves that some are trying to answer them—without greatly tipping the balance of power in a campaign setting.

ORGANIZATION

Eldritch theurges have no organizations to call their own. Some broad-minded (or power-hungry) arcanist guilds, cults, and orders permit them membership, but these groups are few and far between, and eldritch theurges never account for more than a tiny minority of their membership.

Their numbers are simply too low to form their own groups, and even if they tried, other guilds, as well as churches, would see to it they didn't last long.

NPC REACTIONS

Many people understand magic only poorly at best, and all have reason to fear those with fiendish or fey blood.

In most regions, an eldritch theurge can expect the common folk to be unfriendly if they learn who—and what—he is.

Arcanist groups and churches are downright hostile, at least until the eldritch theurge proves himself an ally.

Other warlocks normally react indifferently.

They aren't necessarily aggressive, but neither are they friendly, since they, too, fail to fully understand the eldritch theurge's ways and desires.

ELDRITCH THEURGE LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research eldritch theurges to learn more about them.

When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

DC 10: A fancy name for bizarre witches who combine arcane magic with hell-spawned tricks.

DC 15: An eldritch theurge works both arcane and innate magic.

DC 20: Eldritch theurges can cast spells straight through those strange mystic bolts they throw.

DC 30: Characters who achieve this level of success can learn important details about a specific eldritch theurge in your campaign, the areas where he operates, and the kinds of activities he undertakes.

Finding an eldritch theurge is a quest unto itself.

Rare as they are, PCs must investigate rumors of warlocks or casters with strange powers, or tales of witches descended from fiends or faerie kings who cast a wide variety of spells.

How successful the PCs are, and where they finally find their quarry, depends on the success of their methods and the needs of the campaign.

ELDRITCH THEURGES IN THE GAME

The DM can introduce an eldritch theurge wherever and whenever seem the most appropriate.

A previously encountered wizard, sorcerer, or warlock might instead turn out to be a member of this rare class. Alternatively, the PCs might never have met an eldritch theurge, but one day hear legends of a mysterious caster who shows abilities beyond the ken of any “normal” character class.

This prestige class should appeal to players who enjoy portraying a mysterious, frightening, and enigmatic caster, warlock players who’d like to gain a little extra punch or variety, or arcanist players who want to branch out in new directions or acquire “backup” magic that never runs out.

ADAPTATION

TABLE 3–3: THE ELDRITCH THEURGE

HIT DIE: d4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	DR 1/cold iron	+1 level of existing arcane spellcasting class and +1 level of existing invocation-using class
2nd	+1	+0	+0	+3	Fiendish resilience 1	+1 level of existing arcane spellcasting class and +1 level of existing invocation-using class
3rd	+2	+1	+1	+3	Spellblast	+1 level of existing arcane spellcasting class and +1 level of existing invocation-using class
4th	+3	+1	+1	+4	DR 2/cold iron	+1 level of existing arcane spellcasting class and +1 level of existing invocation-using class
5th	+3	+1	+1	+4	Eldritch spellweave	+1 level of existing arcane spellcasting class and +1 level of existing invocation-using class
6th	+4	+2	+2	+5	—	+1 level of existing arcane spellcasting class and +1 level of existing invocation-using class
7th	+5	+2	+2	+5	DR 3/cold iron	+1 level of existing arcane spellcasting class and +1 level of existing invocation-using class
8th	+6	+2	+2	+6	—	+1 level of existing arcane spellcasting class and +1 level of existing invocation-using class
9th	+6	+3	+3	+6	Fiendish resilience 2	+1 level of existing arcane spellcasting class and +1 level of existing invocation-using class
10th	+7	+3	+3	+7	DR 4/cold iron, greatreach blast	+1 level of existing arcane spellcasting class and +1 level of existing invocation-using class

ENLIGHTENED SPIRIT

“People change.”

—Torgar Coalhair, enlightened spirit

Although the fiendish origins of the warlock’s power can’t be denied, he need not fully embrace the darkness. Some warlocks start down the fiendish path, then repent and turn toward the light.

Such rare individuals are called enlightened spirits.

BECOMING AN ENLIGHTENED SPIRIT

Only good-aligned warlocks can take this prestige class. Enlightened spirits lose the flexibility to choose invocations but instead gain specific, powerful invocations to use in the fight against evil.

ENTRY REQUIREMENTS

Alignment: Any good.

Skills: Knowledge (the planes) 8 ranks.

Special: Eldritch blast 3d6.

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Disguise, Intimidate, Jump, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Sense Motive, Spellcraft, Use Magic Device.

CLASS FEATURES

Just as the warlock can come from something other than a fiendish origin, so too can the eldritch theurge.

Perhaps warlocks gain their powers from draconic ancestors and simply manifest differently from sorcerers. In such cases, the eldritch theurge might be limited to warlock/sorcerer combinations, allowing the character to master all aspects of his heritage.

Alternatively, the blood running through the warlock might be fey, and his desire to learn wizardly magic is an extension of the curiosity innate to many of those creatures; the class for this character might focus more on tweaking prepared spells or applying metamagic effects to his *eldritch blast*.

You acquire celestial abilities as advance in this prestige class, gradually leaving behind your fiendish legacy as you rise to a higher spiritual state.

Your new abilities make you an able combatant and aid your allies as well.

Aura of Courage (Su): You are immune to fear, and each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects (PH 44).

Aura of Menace (Su): A righteous aura surrounds you whenever you fight or get angry.

Any hostile creature within a 5-foot radius of you takes a –2 penalty on attacks, AC, and saves for 24 hours or until it successfully hits you.

A creature that has resisted or broken the effect can’t be affected again by your aura for 24 hours.

Spirit Blast (Sp): This invocation (Lesser; 4th; Eldritch Essence) allows you to change your *eldritch blast* into a *spirit blast*.

The blast deals an extra 1 point of damage per die to undead.

Your *spirit blast* also affects incorporeal creatures without the normal miss chance.

Eldritch Blast (Sp): At 2nd level and every even-numbered level thereafter, the damage of your *eldritch blast* improves by 1d6 points.

Spirit Armor (Su): Beginning at 2nd level, you gain a +1 sacred bonus to Armor Class.

The bonus improves to +2 at 6th level and +3 at 10th level.

Celestial Flight (Sp): At 3rd level, you gain the *celestial flight* invocation (Lesser; 3rd).

The powers of light bear you aloft as you sprout shimmering spirit wings.

You can fly at a speed equal to your land speed with good maneuverability for 24 hours.

Tongues (Su): Beginning at 4th level, you can speak any language.

This ability works as the *tongues* spell does, except that it is continuously active.

You can suppress or resume the effect as a free action.

Shape Invocation (Sp): At 5th level, you learn any one lesser, or greater blast shape invocation.

Energy Resistance 5 (Su): At 5th level, you gain resistance 5 to any two of the following energy types: acid, cold, electricity, and fire.

Holy Blast (Sp): At 7th level, you gain an invocation (Greater; 6th; Eldritch Essence) that allows you to change your *eldritch blast* into a *holy blast*.

The blast deals an extra 1 point of damage per die to evil outsiders.

The blast also affects any evil outsider as if you had cast a *dimensional anchor* spell on it.

Transform Magic (Sp): Gained at 9th level, this invocation (Greater; 6th) allows you to deliver a targeted *greater dispel magic* with your touch.

You or any ally within 30 feet of you can heal 5 points of damage for each spell level dispelled by this touch (the spell level is determined by its caster's class).

For example, if you successfully dispel a *wall of ice*, you or an ally can heal up to 20 points of damage.

You can't transform your own invocations.

Death Ward (Su): At 10th level, you become immune to death spells, magical death effects, energy drain, and negative energy effects as the *death ward* spell.

EX-ENLIGHTENED SPIRITS

An enlightened spirit who becomes non-good loses all class features granted by this prestige class and can't gain any further levels of enlightened spirit.

You regain your abilities and advancement potential if you once again become good and atone for your violations (see *atonement*, PH 201).

PLAYING AN ENLIGHTENED SPIRIT

You're living proof that anyone can change, regardless of where he begins.

You began as an arcane magician with a fiendish heritage, but you had a change of heart and chose the path of good over evil.

Your new life is rewarding, but you still walk a difficult path.

Good people sometimes have trouble trusting you if they realize what you once were, and evil folk consider you a traitor to your former ideals.

Temptation to return to your old ways is everywhere, and will be until you die.

But you have come this far, and you know you can overcome your past.

COMBAT

Your *eldritch blast* is your best weapon in combat, so use it as much as you can.

Your invocations can also prove useful for confounding enemies and altering the effects of your blasts.

You need to stay reasonably close to the action so that your auras can scare away enemies and aid allies.

Still, you're not as tough as a fighter or even a cleric, so you can stay in the front line for only a short time.

You should be sure that you have a good position to which you can retreat and fire your *eldritch blasts* while your comrades cover you.

ADVANCEMENT

You were born with a fiendish legacy that gave you eldritch powers, which you exploited for personal gain.

As you became more powerful, you wholeheartedly embraced your heritage further, using your warlock's powers as you saw fit.

But at some point, you realized the error of your ways.

You saw the harm your actions caused, and you decided to abandon your fiendish legacy and turn over a new leaf.

Since then, you have used your powers to help others and to fight for the cause of good.

Your change of heart has paid off in new powers that help you stay on the path of righteousness.

No special organization exists to support you, since so few other warlocks ever see the light.

But you stick close to good churches and avoid evil companions.

Keep your Charisma score high to ensure that you can use your special abilities to best effect.

Sense Motive is a good skill to keep maximized, as is Knowledge (the planes), since you have your sights fixed on a celestial goal.

You can still benefit from all the feats that improve your *eldritch blast*, plus any combat-oriented feats focusing on weapons that you can use.

RESOURCES

Since you have no organization of like-minded individuals to support you, you must depend on those to whom you provide aid for return favors.

Good-aligned churches are your best resources—you can ask them for healing, references, aid against your detractors, and even the loan of the occasional magic item. Paladins can also be helpful, especially for convincing others of your innate goodness.

Finally, communities to which you have rendered aid can provide you with food and shelter, aid in defense, and a variety of services.

ENLIGHTENED SPIRITS IN THE WORLD

"He says he's seen the light.

But once a hellspawn, always a hellspawn, I say."

—Arilus Gendor, innkeeper

An enlightened spirit can add plenty of interest to a campaign focused on arcane magic, especially if your PCs are already familiar with warlocks.

The concept that a warlock can transcend his innate fiendish nature and gain celestial powers should make characters a bit more cautious about painting every warlock with the same brush.

The classic misdirection in which the PCs are sent after a known warlock and discover instead a force for the cause of good is an excellent turnabout and one that should make them cautious about being overly trusting of employers.

Alternatively, an enlightened spirit can be presented as an ally for one of the PCs' missions, or someone who needs help from the PCs to prove his own beneficent nature.

ORGANIZATION

Enlightened spirits have no organization of their own, primarily because few warlocks choose to pursue the path of light.

Thus, they walk their paths alone, except for the friends and allies they make along the way.

However, an enlightened spirit might attach himself for a time to a temple or an organization of good-aligned individuals.

Such an association is usually quite productive, since the organization gains the incredible powers of the enlightened spirit, and he gains the support and public backing of an organization of like-minded individuals.

An enlightened spirit spends much of his time in the study of other planes, in pursuit of his celestial goal.

He also trains with weapons and practices combat tactics that he can use to stay close enough to his allies to protect them while still avoiding as much damage as possible.

The church or other organization with which an enlightened spirit is affiliated might send him on missions to aid towns under siege, assist those battling the forces of darkness, or retrieve sacred items that have been lost for centuries.

As he progresses in the class, he might go out on his own in search of causes worthy of his aid.

He spends much of this period adventuring in the company of good-aligned characters.

NPC REACTIONS

Most people have little knowledge of the differences between arcane casters and treat them all with either indifference or hostility, depending on their past experiences.

Those who know what warlocks are and have a chance to see an enlightened spirit use his *eldritch blast* treat him as they would a warlock—with an unfriendly or even hostile attitude if they are good, or with a friendly or helpful attitude if they are evil.

The attitude of an evil person shifts rapidly to unfriendly or hostile as soon as the enlightened spirit's true nature is revealed, but a good-aligned person takes longer to accept the enlightened spirit's good heart.

Some proof—how much depends on the person—is usually required, and even then the attitude shifts only one step for each piece of evidence.

ENLIGHTENED SPIRIT LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research enlightened spirits to learn more about them.

When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

DC 10: Some spellcasters who gain their powers from fiendish sources manage to turn to the light.

DC 15: An enlightened spirit is a warlock who has turned his back on his fiendish legacy and embraced the path of good.

DC 20: An enlightened spirit uses his *eldritch blast* to combat evil.

He can even grow wings!

DC 30: Characters who achieve this level of success can learn important details about a specific enlightened spirit in your campaign, the areas where he operates, and the kinds of activities he undertakes.

A PC looking for an enlightened spirit can attempt a DC 30 Gather Information check in any area where warlocks are active, or at large, good-aligned churches, to gain contact information.

Even so, it might be necessary to travel a fair distance to actually find an enlightened spirit, because they are so rare.

ENLIGHTENED SPIRITS IN THE GAME

Enlightened spirits are uncommon enough that they can be introduced at any time as though they had always existed. Alternatively, the enlightened spirit you introduce might very well be the first your campaign world has seen.

An enlightened spirit is likely to be an ally to a PC party, but he could also be an adversary if the PCs tend toward evil or are engaged in a mission on behalf of evil forces—knowingly or not.

An enlightened spirit is a great choice for players who are intrigued by the warlock but unwilling to embrace his fiendish legacy.

Because these characters are likely to draw suspicion from both good and evil NPCs, they can generate a number of roleplaying opportunities.

However, be sure the enlightened spirit character has some support in the game, since constantly justifying himself can get old fast.

Also, make sure you provide opportunities for the PC enlightened spirit to vanquish evil so that he can earn the trust of other important NPCs—and possibly his own party, too.

ADAPTATION

Although an enlightened spirit is designed as a good version of a warlock, it could also be used in the opposite way—as a prestige class for good characters who fall into evil ways.

Simply reverse the alignment-specific features of the entry requirements and class features and recast the character according to the blackguard model.

TABLE 3—4: THE ENLIGHTENED SPIRIT

HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Aura of courage, aura of menace, <i>spirit blast</i>
2nd	+1	+0	+0	+3	<i>Eldritch blast</i> +1d6, spirit armor (+1 AC)
3rd	+2	+1	+1	+3	<i>Celestial flight</i>
4th	+3	+1	+1	+4	<i>Eldritch blast</i> +2d6, tongues
5th	+3	+1	+1	+4	<i>Shape invocation</i> , energy resistance 5
6th	+4	+2	+2	+5	<i>Eldritch blast</i> +3d6, spirit armor (+2 AC)
7th	+5	+2	+2	+5	<i>Holy blast</i>
8th	+6	+2	+2	+6	<i>Eldritch blast</i> +4d6
9th	+6	+3	+3	+6	<i>Transform magic</i>
10th	+7	+3	+3	+7	<i>Eldritch blast</i> +5d6, death ward, spirit armor (+3 AC)

HOLY SCOURGE

"As magic is responsible for so many of the world's greatest evils, so too is magic the greatest tool against evil."

—Confessor Ruprecht Varsuun, vindicator of the Immaculate Cabal

The holy scourge is a multitasking soldier in the endless war against evil, an arcane caster who instills within his magic the power to cleanse the world of wickedness and depravity.

Although he lacks actual divine spellcasting power, he makes up for this shortfall by infusing his evocations with holy power and developing abilities that help him smite evil wherever it appears.

BECOMING A HOLY SCOURGE

Almost any arcane spellcaster can become a holy scourge, but the class is most popular among sorcerers and warmages (*Complete Arcane*).

Wizards, particularly those who specialize in evocation or conjuration, also find much to like in this prestige class.

ENTRY REQUIREMENTS

Alignment: Any good.

Skills: Knowledge (religion) 2 ranks.

Spellcasting: Able to cast three evocation spells, able to cast 3rd-level arcane spells.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Spellcraft.

CLASS FEATURES

As a holy scourge, your abilities are geared toward scouring evil from the world, primarily through the use of evocation magic.

Although you are certainly capable of casting other spells, offensive magic is where your strength truly lies.

Spellcasting: At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a holy scourge, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Code of Conduct: You must devote yourself to the destruction of evil, particularly those who use evil magic and innately evil creatures.

You must not resort to evil methods to achieve these goals. You might briefly ignore a lesser evil for the sake of defeating a greater one, but otherwise you must make every reasonable effort to obliterate evil wherever you find it.

Should you ever violate this code or step outside the boundaries of what is considered acceptable good-aligned behavior, you lose your holy scourge class features.

Dedicated Spellcaster (Ex): You gain a +1 bonus to your caster level when casting good spells.

You may not cast evil spells.

Righteous Evocation (Su): Your evocation spells are infused with a small amount of good-aligned divine energy.

Against evil creatures, your evocation spells deal an extra 1 point of damage per spell level.

This extra damage applies to all creatures damaged by the spell.

This extra damage consists of pure divine energy and is not subject to being reduced by resistance or immunity.

At 5th level, this extra damage increases to 2 points per spell level.

Arcane Smite (Su): At 2nd level, you can smite evil once per day.

This ability functions like the paladin class feature (PH 44), except that you can apply the effect only to an arcane spell that requires a melee or ranged attack roll (such as *shocking grasp* or *scorching ray*).

In addition to the bonus on the spell's attack rolls and damage rolls, this adds the good descriptor to the spell.

At 4th level, you can use this class feature twice per day.

Devoted Arcanist (Ex): Beginning at 3rd level, you can add your class level on caster level checks made to overcome the spell resistance of evil creatures with your arcane spells.

EX-HOLY SCOURGES

If you violate the code of conduct or step outside the bounds of the class's acceptable alignments, you lose all spells and class features.

You may not progress any further in levels as a holy scourge.

You retain your abilities and advancement potential if you atone for your violations (see *atonement*, PH 201), as appropriate.

PLAYING A HOLY SCOURGE

You are a fanatical believer in your cause, with the power to back up your convictions.

Thankfully for many others, that cause is an agreeable one: the destruction of evil.

You believe that arcane magic is the greatest of weapons, and you intend not to stop until you have gained enough power to scourge the world around you clean of wickedness.

Many fear you, failing to understand your purpose, but you never waver in your devotion.

The largest and primary organization of holy scourges, the Immaculate Cabal of the Church of Heironeous, is said to have invented the techniques of the holy scourge.

Various orders now exist, however, devoted to Pelor, St. Cuthbert, and other deities.

These orders serve as roving enforcers and soldiers of their church, striving to rid the world of evil—starting with the enemies of their own faith.

To at least some extent, your organization shapes your adventuring career, since it likely influences your choice of enemies (or at least the order in which you prioritize your foes) and might go so far as to assign you specific quests.

COMBAT

It practically goes without saying that your spells—particularly of the evocation school—are by far your greatest assets.

Everything you are, every ability you gain as a holy scourge, improves their functionality against the evils of the world.

Use your spells tactically, and don't be afraid to position yourself for optimum effect.

You are slightly more durable than most arcane casters, so you have the option of strategic positioning that other casters might not.

ADVANCEMENT

You were most likely a typical arcane spellcaster before you “saw the light” and took up the righteous mantle of the holy scourge.

Whether you've devoted yourself to a particular faith or are just committed to turning back darkness, you're now engaged in the eternal fight against evil in all its forms.

You might go where the church directs, or you might be trusted to find your own adventure as long as it serves the cause.

In either case, your life is one of great conflict and hardship—but also great accomplishment.

Put as many skill points as you can spare into your various Knowledge skills, the better to understand the terrible monsters you must face.

Focus on feats that boost your prodigious offensive arcane talents, including Spell Focus (evocation), Piercing Evocation*, and Energy Gestalt*.

Feats that increase your survivability, such as Battle Caster (*Complete Arcane*) and Great Fortitude, also represent reasonable choices.

Obviously, your spell selection should center on evocation spells, but you shouldn't ignore the many excellent options in abjuration and conjuration.

Don't let your focus on offense neglect your own (or your allies') protection.

Seeding the battlefield with a few summoned allies can give you valuable rounds of spellcasting time before the enemy closes.

RESOURCES

Your church supports your efforts in whatever way it can.

While you should not expect substantial funds or many magic items, it provides mundane equipment and healing where necessary and might make efforts to provide you with magic items at a reduced—or at least a fair—price.

The church also serves as a last-ditch sanctuary, a place to recuperate before you set out once more.

HOLY SCOURGES IN THE WORLD

“Bah!

Face one 'holier than thou' spellcaster, you've faced them all! This so-called scourge doesn't worry me at—”

—Count Lucius Darvold, vampire lord, twice deceased

The holy scourge fits into any setting in which churches of light seek to banish the dark and rid the world of evil monsters.

Although some such organizations disdain arcane magic as less pure than that granted by the gods, or even as witchcraft, many have come to realize the tactical advantage such magic offers the cause.

Because their orders and goals usually prohibit holy scourges from holding a great deal of power within the church, PCs should either encounter them “in the field” or not at all, making it very easy to explain their presence, or absence, almost anywhere.

ORGANIZATION

Holy scourges are members of specific orders, the subsets of various churches.

The largest and most well-known is the Immaculate Cabal, an order within the ranks of the Church of Heironeous.

The followers of the god of valor were not the first to embrace arcanists within their ranks, but they were the first to develop the talents now employed by the holy scourge. Although differences exist between the various orders and churches, the Immaculate Cabal serves as a solid example. The Immaculate Cabal is organized like a combination of academic circle and military order.

Its members are considered soldiers for the cause, but advancement through the ranks by service in the field is limited.

To become a true leader of the cabal—called a doyen—a holy scourge must demonstrate an advanced understanding of religious and arcane principles.

Most doyens are clerics with only a level or two of holy scourge; those more focused on the prestige class fulfill their divine duty by questing to destroy evil.

(A few retired scourges also serve as doyens, but few scourges survive long enough to retire and learn what they need learn to fulfill the role).

Through this dichotomy, the church manages to maintain a skilled and competent oversight of the Immaculate Cabal, without wasting the capabilities of its members.

The majority of the cabal's members are divided into three basic ranks: seekers (newly recruited scourges who have yet to prove themselves), requiters (those who have proven their abilities and convictions), and vindicators (the best of the best, the most powerful and loyal scourges).

Members also hold a rank in the church proper, and might be referred to as father, reverend, confessor, or whatever title is appropriate.

Members of the Immaculate Cabal are not permitted to rise to the rank of bishop or higher, since it is believed that holding a position of true authority within the church would conflict with the duties and requirements of the scourge's mission.

NPC REACTIONS

Most people consider the holy scourge a champion of light and a protector of the weak.

Good-aligned individuals begin one step nearer to helpful than normal while dealing with a holy scourge, while evil-aligned individuals begin one step closer to hostile.

In some circumstances, however, the zealotry of a holy scourge might cause others to fear him.

If a particular holy scourge is known for his merciless behavior, his single-minded devotion to the cause, or even a willingness to sacrifice for “the greater good”, all reactions to him begin one step nearer to hostile.

HOLY SCOURGE LORE

Characters who have ranks in Knowledge (religion) or the bardic knowledge ability can research holy scourges to learn more about them.

When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

DC 10: Holy scourges?

Aren't they church soldiers who cast arcane spells?

DC 15: Saw one of those in action once.

He was throwing a lot of flashy spells.

I know my arcane magic, but this guy was packing something special in those *lightning bolts*.

DC 20: They're more than just casters.

They can smite their foes like a paladin, pierce the defenses of evil foes, and empower their most deadly spells to hurt evil creatures even worse than others.

DC 30: Characters who achieve this level of success can learn important details about specific holy scourges in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake. PCs should have little trouble finding a holy scourge if they need to.

They merely travel to a church of Heironeous or one of the other priesthoods that utilizes them.

Even if none are assigned locally, the priests can tell the PCs where to look.

HOLY SCOURGES IN THE GAME

The holy scourge's mission—to use arcane magic to destroy evil—is tailor-made for most campaigns.

Holy scourges participate in adventures, explore ancient strongholds of depravity, seek to rid governments of corruption; in short, they have a place in the vast majority of D&D adventure plots.

As long as your setting involves even a single good deity of a somewhat martial or mystical bent, the holy scourge is easy to integrate.

This prestige class should appeal to players who enjoy arcane casters but wish for a bit more flavor, or those who simply have reason to devote themselves to the eradication of evil.

ADAPTATION

The holy scourge need not be linked to the Church of Heironeous.

You might attach to a deity of your own setting (in the EBERRON setting, for instance, they are very likely servants of the Silver Flame), or disconnect them from the hierarchy entirely, portraying them as independent operatives.

You might decide that the divine component of the class doesn't come from worship at all, but simply a branch of mystical study that allows the scourge to tap into positive energy.

With relatively little work, you could replace the arcane requirements of the class with a psionic equivalent, creating a wilder/holy scourge.

TABLE 3-5: THE HOLY SCOURGE

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Code of conduct, dedicated spellcaster, righteous evocation +1	—
2nd	+1	+0	+0	+3	Arcane smite 1/day	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Devoted arcanist	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Arcane smite 2/day	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Righteous evocation +2	+1 level of existing arcane spellcasting class

LYRIC THAUMATURGE

“Music is life...and death.”

—Lalage Amatifa, lyric thaumaturge

The lyric thaumaturge understands better than most how the natural harmonics of the universe pervade all things. Music might be its most pleasing form, but magical energy has harmonics of its own.

The lyric thaumaturge has learned to make her magic and her music resonate into harmonic chords that enhance the effects of both.

BECOMING A LYRIC THAUMATURGE

Bards are specialists in combining magic and music into a symphony of power.

However, levels in other arcane spellcasting classes can enhance the lyric thaumaturge's spell selection immensely. Though bard/wizard and bard/sorcerer are the most likely combinations, a bard/warmage can make good use of her lyric thaumaturge abilities on the battlefield, and a

bard/warlock can add *eldritch blasts* to her combat repertoire.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 6 ranks, Perform (any) 9 ranks, Spellcraft 6 ranks.

Feat: Melodic Casting”.

Spellcasting: Ability to cast 2nd-level arcane spells.

Special: Bardic music 5/day.

CLASS SKILLS

(4 + Int modifier per level): Bluff, Concentration, Craft, Decipher Script, Diplomacy, Knowledge (all skills, taken individually), Perform, Profession, Sense Motive, Spellcraft, Use Magic Device.

CLASS FEATURES

As a lyric thaumaturge, you focus on spells and magical effects that harmonize with your bardic music ability.

You have a wider array of spells available than bards do, and your bardic music makes your spellcasting more potent.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known) as if you had also gained a level in the bard class.

You do not, however, gain any other benefit the bard class gives you.

Bardic Music: You gain one extra daily use of your bardic music ability per lyric thaumaturge level.

You can use bardic music from this class to create any effect you know as a bard.

Bonus Spell: Your knowledge of magic grants you the ability to cast more spells than the average bard.

At 1st level, you gain one additional 1st-level and 2nd-level bard spell slot.

At 4th level, you gain one additional 3rd-level and 4th-level bard spell slot.

At 7th level, you gain one additional 5th-level spell slot.

At 10th level, you gain one additional 6th-level spell slot.

If you aren't currently capable of casting the noted level of spell, you gain the extra spell slot when that spell level becomes available to you.

Captivating Melody: At 2nd level, you gain Captivating Melody* as a bonus feat.

Spell Secret: Thanks to your facility for blending music and magic, you gain additional spells known for each spell level as you gain levels.

These spells must be drawn from the sorcerer/wizard list and are thereafter treated as part of your class spell list.

At 3rd level, you gain one additional 1st- and one 2nd-level spell known.

At 6th level, you gain one additional 3rd- and one 4th-level spell known.

At 9th level, you gain one additional 5th- and one 6th-level spell known.

If you aren't currently capable of casting a certain level of spell, you gain access to the spell secret when that spell level becomes available to you.

Sonic Might (Sp): Beginning at 5th level, you can expend a use of bardic music to add 1d6 points of sonic damage per spell level to any spell with the sonic descriptor.

PLAYING A LYRIC THAUMATURGE

Music is more than an expression of emotion—it is the life blood of the universe.

Reality has a rhythm that forms the foundation for countless melodies, each of which is unique.

You have discovered how to combine the harmonics of music and magic so that they resonate together, granting you additional spell power and the ability to deal damage with your music.

COMBAT

Your combat tactics remain much the same as they were before you adopted this prestige class, but now you can deal damage with your songs as well as your weapons.

Use your sonic might to soften up your foes, or apply the Captivating Melody feat to ensure that enemies fall prey to your targeted enchantments or illusions.

If foes are still standing once you have exhausted those options, drop back to a support role and use your remaining spells and your bardic music to boost your allies' combat prowess.

ADVANCEMENT

You first realized the harmonic relation of magic to music when you cast a spell while the notes of a song you had just played still hung in the air.

On some inaudible level, the two merged, creating an incredibly beautiful chord that you could feel rather than hear.

Thereafter, you continued to experiment with spells and songs, and you found even more such harmonizing combinations.

Eventually, another bard heard your song at a performance hall in a large city and joined in as though he too knew the harmonic chords.

The audience called your joint performance magical, but you knew it was more.

Your new friend suggested that you further your studies at the little-known bardic college called the Arcane Chord, where he had honed his technique. You applied and were accepted, and then your training began in earnest.

You learned to use the resonating chords of magic to open your mind to new spells and to weave music and magic together to make your spellcasting more potent.

As you gain more experience as a lyric thaumaturge, be sure to maximize your Perform ranks to keep all your options open.

Any feats that improve your bardic music are appropriate options, as is Combat Casting.

RESOURCES

The Arcane Chord bardic college can provide you with needed training and access to its music archives and library at any time.

You can stay as long as you wish at the college, as long as you are willing to give at least one performance a day for the junior students.

Once every two years, you are also asked to teach a six-week course at the school.

The college maintains a store of magic items that alumni can borrow for adventuring.

Borrowed items must be returned within one year.

You must reimburse the college at full value for any items you can't return before the deadline.

LYRIC THAUMATURGES IN THE WORLD

"I had never heard such a melody before.

It seemed to reach inside me and resonate with my heartbeat.

Had it continued longer, I think I might have died."

—Jendrak Lerin, theatre owner

Lyric thaumaturges make excellent allies for PC parties thanks to their wide spell selection and enhanced damage-dealing capability.

Alternatively, an evil lyric thaumaturge can prove a potent challenge for a PC party, especially if he has allies whose abilities he can boost with bardic music.

ORGANIZATION

The College of the Arcane Chord is quite small as bardic colleges go and has only one campus located in a remote part of the world.

All the faculty members and most of the students live on campus throughout each three-month term.

Alumni rotate in and out to serve as teachers and administrators, and they use their on-campus time to conduct their own research into arcane harmonies.

Alumni are provided with meals at half the normal rate charged at an inn.

The head of the college is the Dean of Arcane Melody.

Below her are three melodious scribes, who transcribe the songs that alumni have written for the music library, and two counselors, who advise students on course selection and development of their performance skills.

The college boasts a specially reinforced outbuilding in which students can practice their spellcasting. Any alumnus who serves with distinction as a teacher for at least two terms might be asked to join the permanent staff as an instructor, counselor, or scribe.

Even permanent staff members sometimes take sabbaticals to go adventuring, though, since traveling provides a great deal of grist for the songwriting mill.

NPC REACTIONS

Most people can't tell the difference between a lyric thaumaturge and a bard, so their receptions are generally the same.

Communities appreciate bards, both for the entertainment they can provide and for their supportive music and magic. Thus, attitudes are usually friendly toward a lyric thaumaturge as well.

Those few who do know the power that a lyric thaumaturge can wield tend to be a bit more wary about welcoming one into their midst.

Attitudes in this case might range from indifferent to friendly.

LYRIC THAUMATURGE LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research lyric thaumaturges to learn more about them.

When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

DC 10: Some bards learn to enhance their magical ability by using music.

DC 15: Lyric thaumaturges can wreak terrible destruction with their enhanced spell selections and their unusual musical effects.

DC 20: A lyric thaumaturge knows how to combine music with magic to empower her arcane spells and make them difficult to resist.

DC 30: Characters who achieve this level of success can learn important details about specific lyric thaumaturges in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake.

Characters wishing to locate a lyric thaumaturge or the College of the Arcane Chord can ask in any city where bards perform.

A successful DC 20 Gather Information check produces someone who knows where to find a lyric thaumaturge, and a successful DC 25 check locates someone who can give directions to the college.

LYRIC THAUMATURGES IN THE GAME

Lyric thaumaturges are as easy to introduce into a campaign as any other bards.

Since bards spend a great deal of time traveling, even an NPC bard with whom the PCs are acquainted can easily show up with new powers after a few months' absence. Alternatively, allowing the PCs to encounter an evil lyric thaumaturge can demonstrate the abilities of this prestige class quite dramatically.

Anyone who enjoys the supportive abilities of the bard but chafes at the abbreviated spell list or longs for more damage potential in combat should appreciate a chance to play this prestige class.

If you have a lyric thaumaturge in your group, she should find even ordinary combat encounters more interesting with her expanded abilities.

ADAPTATION

Although the lyric thaumaturge is designed specifically to augment the bard class, you could drop the bardic music prerequisite and allow characters other than arcane spellcasters to pick up some spells and special abilities.

To use this option, simply replace the bardic music cost in the special ability descriptions with a daily use of another class feature.

TABLE 3-6: THE LYRIC THAUMATURGE HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Bardic music, bonus spell	+1 level of bard spellcasting ability
2nd	+1	+0	+3	+3	Captivating Melody	+1 level of bard spellcasting ability
3rd	+2	+1	+3	+3	Spell secret	+1 level of bard spellcasting ability
4th	+3	+1	+4	+4	Bonus spell	+1 level of bard spellcasting ability
5th	+3	+1	+4	+4	Sonic might	+1 level of bard spellcasting ability
6th	+4	+2	+5	+5	Spell secret	+1 level of bard spellcasting ability
7th	+5	+2	+5	+5	Bonus spell	+1 level of bard spellcasting ability
8th	+6	+2	+6	+6	—	+1 level of bard spellcasting ability
9th	+6	+3	+6	+6	Spell secret	+1 level of bard spellcasting ability
10th	+7	+3	+7	+7	Bonus spell	+1 level of bard spellcasting ability

MASTER SPECIALIST

"Study the categories in which you see magic and the limits they place upon you.

Only by knowing the rules can you learn how best to beat them."

—Caphodel Berrandar, Mistress of Enchantment

Many wizards choose to specialize in a specific school, focusing on a particular branch of magic.

The master specialist studies the very notion of specialization.

Though she, too, focuses on one school above all others, she so thoroughly devotes her attention to mastering her

chosen discipline that she gains insight beyond the reach of any mere specialist.

If a specialist is a student of a school of magic, the master specialist is that school's teacher.

BECOMING A MASTER SPECIALIST

The path of the master specialist requires the kind of dedicated and studious mind that only a wizard can provide—other arcane casters simply don't have the capability to meet this class's needs.

The best way to become a master specialist is to be a specialist wizard and take 1st level in the prestige class as your 4th character level.

Then you can advance through all ten levels of the class and, after completing it at 13th level, either return to wizard or move on to another prestige class such as archmage.

Elements of this prestige class use the term "chosen school".

This term refers to the school in which you are specialized.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Feat: Spell Focus (school of specialization).

Spellcasting: Must be able to cast 2nd-level arcane spells.

Special: Must be a specialist wizard.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Decipher Script, Knowledge (all skills, taken individually), Profession, Spellcraft.

CLASS FEATURES

You are a true master of the magic of your chosen school.

What you lack in versatility, you make up through incredible ability within your specialty.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in the wizard class.

You do not, however, gain any other benefit a character of that class would have gained.

Skill Focus (Spellcraft): At 1st level, you gain Skill Focus (Spellcraft) as a bonus feat.

Expanded Spellbook: When you reach 2nd level, you can add one spell of your chosen school to your spellbook.

The spell can be of any level that you can cast, and it is in addition to the normal spells gained when increasing your level.

You can add another spell of your chosen school to your spellbook at 5th and at 8th level.

Greater Spell Focus: At 3rd level, you gain Greater Spell Focus as a bonus feat.

You must apply this feat to your chosen school.

Minor School Esoterica (Ex): At 4th level, your unflagging focus on your chosen school opens your mind to new possibilities and grants you the first taste of the unique skills of a master specialist.

You gain an ability from those below based on your chosen school.

Abjuration: You gain a competence bonus on dispel checks equal to 1/2 your master specialist level.

Conjuration: Any creature you summon or call appears with extra hit points equal to your caster level.

Divination: Divination spells you cast that have a duration of concentration remain in effect for a number of extra rounds equal to 1/2 your master specialist level after you cease concentrating.

You can cast other spells and otherwise act normally during this duration.

Enchantment: Targets of your charm spells do not gain a bonus on their saves due to being currently threatened or attacked by you or your allies.

In addition, subjects of your compulsion spells do not get a bonus on saves due to being forced to take an action against their natures.

Evocation: When casting an evocation spell, you gain a bonus on Concentration checks equal to 1/2 your master specialist level.

Illusion: The save DCs of your illusion spells that have a saving throw entry of "Will disbelief" increase by 2.

Necromancy: When you cast a necromancy spell, undead allies within 60 feet gain turn resistance and a bonus on saves equal to your master specialist level for a number of rounds equal to your master specialist level.

Transmutation: When a transmutation spell you have cast is successfully dispelled, it remains in effect for 1 round and then ends as normal for dispelling.

If a creature is responsible for the dispelling effect, it knows that the spell has been dispelled but is functioning for another round.

Caster Level Increase (Ex): Upon reaching 6th level, add 1 to your caster level whenever you cast a spell of your chosen school.

At 9th level, you instead add 2 to your caster level.

Moderate School Esoterica (Ex): At 7th level, your long study of your chosen school leads to a breakthrough.

You gain an ability from those below based on your chosen school.

Each ability is triggered automatically when you cast a spell from your chosen school and lasts for a number of rounds equal to the spell's level.

Abjuration: If you are subject to a spell that has a partial or half effect on a successful save, you suffer no adverse effect if you successfully save.

Conjuration: Dispel checks made against your conjuration spells treat your caster level as if it were 5 higher than normal.

Divination: You gain uncanny dodge (PH 50) for the duration of the spell.

Enchantment: You can immediately reroll any failed Will save against an enchantment or mind-affecting spell or ability; you must accept the result of the second roll.

Evocation: You gain resistance 20 to any one energy type that matches a descriptor used by the spell you just cast.

Illusion: You gain concealment.

Necromancy: You are immune to ability damage, ability drain, energy drain, and negative levels.

Transmutation: You can immediately reroll any failed Fortitude save against a transmutation spell or ability; you must accept the result of the second roll.

Major School Esoterica (Ex): At 10th level, your knowledge of your chosen school reaches its peak.

You gain an ability from those below based on your chosen school; each one can be used three times per day.

Abjuration: When casting an abjuration spell that normally has a range of personal, you can instead choose to cast it as a touch spell that affects a single creature.

When casting an abjuration spell that is an emanation centered on you, you can instead choose to cast it as a touch spell that emanates from the touched creature.

Conjuration: You can cast a conjuration spell with a casting time of 1 standard action as a swift action.

Divination: When you cast a divination spell, you also gain *true seeing* (as the spell) for 5 rounds.

Enchantment: Any creature that successfully saves against one of your enchantment spells must save again 1 round later (as if you had cast the spell again) with a +5 bonus on the save.

Evocation: Any creature that fails its save against one of your evocation spells takes damage again 1 round later equal to half the damage it took when you cast the spell.

Illusion: You can cast any illusion spell as a stilled and silent spell and eschew the materials (per the Still Spell, Silent

Spell, and Eschew Materials feats) without an increase in caster level or casting time.

Necromancy: When you cast a necromancy spell, undead allies within 60 feet gain fast healing 10 for 5 rounds.

Transmutation: When a creature successfully saves against a transmutation spell you cast, it takes damage equal to the level of the spell.

PLAYING A MASTER SPECIALIST

You might appear very similar to an average wizard or specialist, but beneath that veneer of normality exists a piercing understanding of your chosen school and a mastery of it that none but another master specialist can match.

Your knowledge of the intricacies of your school and of magic in general gives you tremendous confidence even in the face of overwhelming odds.

Every spell of your chosen school is another chance to enhance your effectiveness and expand your mastery of the school.

You hunger for knowledge and are interested in anything to do with your favored form of magic.

Master specialists have no organization of their own, but they are common among more general arcanist guilds, wizard colleges, and academies devoted to a single school of magic.

COMBAT

For the most part, your techniques in combat should match those of other specialists in your field.

Evokers attempt to destroy the foe, enchanters to win them over, conjurers to send both energy effects and summoned creatures against them, and so forth.

Your school esoterica grant you special benefits, and you should use them to your best advantage by preparing multiple combat spells from your specialist school.

ADVANCEMENT

You stepped onto the path of the master specialist almost as soon as you took up the practice of magic.

Your chosen school called to you like nothing else, and you answered that call with fervor.

You have reached the point where you are an acknowledged expert in your field, but you have quite a way to go before you have gained the level of power and understanding you require.

You spend much of your time in study and research, but nothing teaches like real experience, so you are as likely to adventure as a more traditional wizard.

As you advance as a master specialist, consider feats that expand the abilities of your chosen school but also those—such as metamagic feats—that augment your magic in general.

Keep Knowledge (arcana) and Spellcraft high.

If you advance fully through the class and continue to devote 1 skill point at each level to each skill, you need only take Spell Focus in another school to become an archmage at 13th level (DMG 178).

RESOURCES

Most master specialists are members of, or at least have ties to, arcanist organizations, guilds, colleges, and similar groups.

Although these organizations aren't likely to simply hand you equipment, they are useful places to trade resources.

You can find other wizards willing to exchange spells or sell access to their spellbooks, and if magic items are available in the area, this is the place to find them.

You might even be able to purchase them at a small discount (5% to 10%), in exchange for access to your spells or an agreement to perform some service for the guild.

MASTER SPECIALISTS IN THE WORLD

"Generalist wizards have a broad range but less focus; specialists have a narrow range, but great power in one field."

These 'master specialists' somehow gain even greater skill in a single school.

I'd love to know how they manage it."

—Naull, an evoker

The master specialist fits into almost any D&D setting. Wherever specialist wizards exist, some seek to more thoroughly understand each school.

Master specialists are most often found in areas where wizardly study is highly formalized, such as large cities or other communities that have guilds and colleges.

Because a master specialist might well not appear any different to casual observation than any other specialist, DMs can easily assign this prestige class to established NPCs after the fact.

ORGANIZATION

Master specialists hold the same sorts of positions in guilds and organizations as other casters of their level.

Although the path of the master specialist is one of interest to many casters, it doesn't innately grant a greater degree of knowledge or power—or, by extension, rank and influence—than other areas of arcane practice.

NPC REACTIONS

To the layman, nothing about a master specialist differentiates her from any other specialist wizard (or, in some cases, any other wizard at all).

Thus, most people react to a master specialist exactly as they would to any other wizard in their community.

A specialist wizard that has not adopted the master specialist path might look to master specialists with envy, derision, or awe, depending on how confident the specialist is in his own skills as a spellcaster.

MASTER SPECIALIST LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research master specialists to learn more about them.

When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

DC 15: Master specialists study the techniques of specialization, and through that gain abilities beyond the reach of mere specialists.

DC 20: This result reveals the details of a master specialist's school esoterica (the abilities gained at 4th, 7th, and 10th level).

DC 30: Characters who achieve this level of success can learn important details about specific master specialists in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake.

Any community large enough to have a wizards guild or an arcane college most likely contains at least a handful of master specialists as members, and even if none of them have the specialty the PCs seek, they likely know where to look.

PCs are far more likely to pique the interest of a master specialist if they have some new tidbit of arcane lore to share.

MASTER SPECIALISTS IN THE GAME

The master specialist is no more difficult to integrate into a campaign than a standard specialist wizard.

Abjurers and evokers are exceptionally useful on the battlefield, conjurers and necromancers can provide powerful allies and serve as backup combat casters, enchanters and illusionists can mislead or deceive the foe, diviners provide early warning and intelligence, and transmuters are useful in a variety of circumstances.

As such, they easily slip into almost any caster-appropriate role in a party and campaign.

The master specialist prestige class should appeal to players who enjoy portraying specialists but desire better representation of the flavor of the schools, or new powers

relating to their focus that they can't achieve through more traditional means.

ADAPTATION

Although this prestige class is presented as essentially eight classes in one, you could divide the master specialist into separate prestige classes for each school.

Each could have its own entry requirements and an organization that provides access to its special techniques. The master specialist prestige class is designed for early entry.

In this way a player who wants to play a specialist that feels more like a specialist can do so very early on.

If you want to delay entry, consider increasing the skill requirements and requiring the Skill Focus (Knowledge [arcana]) feat.

Should you do so, consider adding an additional benefit to the class advancement table, such as a bonus on saves against spells of the chosen school.

TABLE 3-7: THE MASTER SPECIALIST HIT DIE: D4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Skill Focus (Spellcraft)	+1 level of wizard spellcasting ability
2nd	+1	+0	+0	+3	Expanded spellbook	+1 level of wizard spellcasting ability
3rd	+1	+1	+1	+3	Greater Spell Focus	+1 level of wizard spellcasting ability
4th	+2	+1	+1	+4	Minor school esoterica	+1 level of wizard spellcasting ability
5th	+2	+1	+1	+4	Expanded spellbook	+1 level of wizard spellcasting ability
6th	+3	+2	+2	+5	Caster level increase +1	+1 level of wizard spellcasting ability
7th	+3	+2	+2	+5	Moderate school esoterica	+1 level of wizard spellcasting ability
8th	+4	+2	+2	+6	Expanded spellbook	+1 level of wizard spellcasting ability
9th	+4	+3	+3	+6	Caster level increase +2	+1 level of wizard spellcasting ability
10th	+5	+3	+3	+7	Major school esoterica	+1 level of wizard spellcasting ability

NIGHTMARE SPINNER

"I am your worst nightmare.

Sleep no more, for I await you in your dreams."

—Lukaas Duskwhisper, nightmare spinner

Dreams come to all sentient creatures, and some of those dreams are dark enough to frighten the heartiest of souls. The nightmare spinner can reach into the darkest recesses of the mind, draw forth his victim's nightmares, and make them seem all too real.

He wields fear as his weapon and uses it to cut down even the mightiest opponents.

It is irrelevant whether his magic produces real threats or not; they are real enough to his victims.

BECOMING A NIGHTMARE SPINNER

Because the nightmare spinner relies heavily on illusion magic, illusionists are drawn to this prestige class.

Sorcerers are also excellent candidates, since a high Charisma score keeps the save DCs high for many of the class features.

However, generalist wizards, wu jen, and even some bards find the path of the nightmare spinner attractive.

Taking a few levels of rogue or bard can help a character meet the skill requirements more easily, but doing so tends to delay entry into the class because it takes longer to achieve the spellcasting requirements.

Assassins can make good use of the class, but their spell lists are too restrictive to meet the prerequisites without a few levels of some other arcane spellcasting class.

Because of its extensive use of fear, most good-aligned spellcasters shy away from it, but neutral and evil characters see great value in playing on the fears of their victims.

ENTRY REQUIREMENTS

Skills: Bluff 4 ranks, Intimidate 4 ranks, Sense Motive 4 ranks.

Spellcasting: Ability to cast 3rd-level arcane spells; ability to cast at least one fear spell and at least one mind-affecting illusion spell.

CLASS SKILLS

(4 + Int modifier per level): Bluff, Concentration, Decipher Script, Diplomacy, Intimidate, Knowledge (all skills, taken individually), Profession, Search, Sense Motive, Spellcraft.

CLASS FEATURES

You study the depths of the mind, placing particular emphasis on fear and perception.

You understand how fear can paralyze the mind and how thinking creatures often deceive themselves, even when their senses and instincts would otherwise serve them well.

Spellcasting: At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming a nightmare spinner, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Bonus Spells (Ex): If you normally prepare spells, you can prepare and cast one additional illusion spell per spell level each day.

This ability works just like (and stacks with) a specialist wizard's extra school spell.

If you don't need to prepare spells, you gain one extra spell slot per spell level, which can be used only to cast an illusion spell.

Immunity to Fear (Su): Beginning at 1st level, you gain immunity to all fear effects.

Inspire Fear (Su): As a standard action, you can create a mind-affecting fear effect that makes a living creature within 30 feet ill at ease.

The target becomes shaken for a number of rounds equal to your nightmare spinner class level; a successful Will save (DC 10 + your class level + your Cha modifier) halves this duration.

You can use this power a number of times per day equal to 3 + your Cha modifier.

Multiple uses of this ability on the same creature don't stack.

Nightmare Phantasm (Su): Beginning at 2nd level, when you cast a figment or glammer spell, you can choose to weave a thread of nightmare phantasm into it as a free action.

The spell gains the phantasm descriptor.

Each time any enemy attempts a Will save to disbelieve the affected illusion spell, a tiny portion of the spell transforms into a phantasm effect that targets that enemy.

The enemy becomes shaken for 1 round (no save).

This ability has no other effect on the original spell's duration or effectiveness.

You can use this ability a number of times per day equal to 3 + your Cha modifier.

No creature can be affected by your nightmare phantasm ability more than once in a 24-hour period.

This is a mind-affecting fear effect.

Spirit Chill (Su): Beginning at 3rd level, creatures affected by a fear effect you cause (whether by a spell, class feature, or other effect) take nonlethal damage as well, depending on the potency of the fear created.

Any creature that is shaken takes 1d6 points of nonlethal damage.

A creature that becomes frightened takes 2d6 points of nonlethal damage, while a creature that becomes panicked takes 3d6 points of nonlethal damage.

Deadly Nightmare (Su): At 5th level, you can create a mind-affecting fear effect that can make a living creature literally drop dead.

You can target one living creature within 30 feet of you, which must succeed on a Will save (DC 10 + your class level + your Cha modifier) or literally die of fright. Even if the save succeeds, the subject is panicked for 1 round.

Any creature whose Hit Dice exceed twice your character level is unaffected by this power.

This is a mind-affecting fear death effect.

You can use this power three times per day.

PLAYING A NIGHTMARE SPINNER

You have plumbed the mind's darkest recesses and learned to manipulate the fears that reside there.

This experience taught you that all thinking creatures can know fear.

All you have to do is find the right trigger, and you can stop nearly any intelligent creature in its tracks or even slay it outright, whether the threat you create is real or not.

People shun you because of the tales your previous victims have spread about your power, but you do not care.

Fear is just as good as respect and much easier to obtain.

Those who know how to manipulate the stuff of nightmares band together in a secret organization known as the Dark Dreamers.

Your association with this organization aided you in discovering new ways to use your powers both in and out of combat and provided you with invaluable training.

Few people even know that such an organization exists, and its members prefer to keep it that way.

Thus, you never speak of the Dark Dreamers except to others you know to be members.

COMBAT

Your best tactic in combat is to hit hard and early.

Try to use spells that *affect* a large number of creatures—such as *color spray*, *scare*, and *fear*—first.

You can also use your inspire fear ability to impair the combat ability of multiple opponents.

Once you have disabled the less threatening foes, you can go after the survivors with higher-level spells such as *phantasmal strangler*, *eyebite*, and *phantasmal killer*.

ADVANCEMENT

Your interest in the darker kinds of illusions eventually led you to speculate on the nature of fear and its effect on both the mind and the body.

Eventually, you realized that fear is most effective when drawn from the blackest recesses of the victim's mind—the part that spawns nightmares when the conscious mind is resting.

Your experimentation with the portion of the mind where fear resides eventually caught the eye of an experienced nightmare spinner, who challenged your power.

It was then that you first knew fear yourself and realized even more profoundly how great a weapon it could be.

So you sought out your attacker and asked for his secrets, and he led you to the secret place where the Dark Dreamers meet.

Your attacker became your mentor and taught you how to vanquish your own fear and walk unhindered in the land of nightmares.

Your excursions there brought you face to face with horrific images from people's minds.

This experience taught you how to pull such images from your foes' innermost thoughts and turn them to your advantage.

The organization requires little from you, except your promise to maintain its secrecy and your contributions to its library of dream lore.

As you progress in your studies of the nightmare world, be sure to maintain maximum ranks in Concentration and keep your Charisma score as high as possible so that you gain the greatest benefit from your class features as well as your Bluff and Intimidate skills.

Dodge and Mobility are excellent feat choices if your Dexterity score is high enough, since your combat skills are relatively poor.

Spell Focus (enchantment) is a good choice as well, since enchantment spells are useful for further blurring a victim's perceptions.

RESOURCES

The Dark Dreamers are your best resource for advice and nightmare lore.

As a member, you're entitled to reside in any of the secret hideaways the Dark Dreamers maintain for as long as you wish, provided that you help to advance the organization's agenda by taking on special missions during your stay. The organization also makes illusion-related magic items available to its members at 75% of normal cost.

NIGHTMARE SPINNERS IN THE WORLD

"Just looking at him made my skin crawl.

I could see my worst nightmares in his cold, dark eyes."

—Jendra Zorbell, paladin of St. Cuthbert

A nightmare spinner makes an excellent foe for PCs.

He can appear as a lone villain, or he can be encountered while on a mission to extract information or promises from an important political figure by threats and torment.

Alternatively, a nightmare spinner could be an interesting ally for a PC party involved in a covert mission of any sort, since his illusion power coupled with his ability to inspire fear can help a party penetrate a fortress or other fortified location.

ORGANIZATION

The organization known as the Dark Dreamers was founded by Ranseul Vaadri, an enigmatic illusionist who first delved into the power of illusions drawn from nightmares.

Ranseul eventually disappeared, leaving no trace—except that his followers occasionally claim to see him in their own nightmares, horribly twisted and melded into the forms of their own private fears.

This anecdotal evidence led sages to speculate that he was eventually drawn bodily into the nightmare realm he visited so frequently.

No one knows his fate for certain.

After Ranseul disappeared, the Dark Dreamers fragmented into small cells in various cities.

Each of these cells developed a separate identity over the years, and they are now only loosely connected with one another.

The cells operate much like a terrorist organization—individual members know only their own immediate superiors, and those in the higher echelons know only one or two other leaders.

The organization might be small in numbers, but it is vast in scope.

The leader of the Dark Dreamers is known as the nightmare master.

No single cell claims him as a member, and he does not physically visit any of the organization's hideaways. He communicates with his underlings only through dreams.

Below the nightmare master are six dream stalkers, who visit the leaders of the various cells both in person and through the dream world.

The leader of an individual cell, known as its night mage, manages all the cell's operations in the local area, acting on orders from above and pursuing his own agenda as well. Should those two goals ever conflict, the orders from above must prevail, or the night mage mysteriously disappears. Conflicts are rare, since night mages do not receive specific instructions from the dream stalkers.

Evidently, the nightmare master is content to allow the organization to operate in a fragmented manner.

Below the night mage are several phantasms, who pass along orders to individual members.

Each phantasm oversees no more than five nightmare spinners, and no more than six phantasms ever operate in a single cell.

Typically, nightmare spinners are encouraged to do as they will and adventure as much as they please.

Occasionally, however, the phantasms ask them to use their powers against a specific individual to coerce him or her into certain actions.

The fear that a nightmare spinner can inspire is usually sufficient to ensure compliance, but he can also threaten his victims with death from *phantasmal killer* and *phantasmal strangler* spells if spirited resistance is encountered.

Promotion within a cell is based on merit.

No one is certain of the method used to choose new dream stalkers, phantasms, or night mages.

Rumors persist of such authority being granted through dreams.

NPC REACTIONS

Most people have never encountered a nightmare spinner and don't even know they exist.

The uninformed treat nightmare spinners with indifference, although their general attitude and demeanor can arouse suspicion.

Those who know the power of a nightmare spinner are hostile to members of the class.

NIGHTMARE SPINNER LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research nightmare spinners to learn more about them.

When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

DC 10: Some spellcasters can reach into your mind and pull out your worst nightmares.

DC 15: A nightmare spinner is a specialist in illusion and fear magic.

DC 20: Nightmare spinners know no fear and can inspire terror in others.

DC 30: Characters who achieve this level of success can learn important details about a specific nightmare spinner in your campaign, the areas where he operates, and the kinds of activities he undertakes.

PCs in search of a nightmare spinner have a difficult task. Some wizards and sorcerers know of these spellcasters, but most are hostile toward anyone asking for them.

However, a character who asks a neutral or evil spellcaster for information and makes a successful DC 20 Gather Information check will be contacted by a member of the nearest Dark Dreamers cell within 1d4 days.

NIGHTMARE SPINNERS IN THE GAME

Nightmare spinners are relatively easy to incorporate into a campaign.

Since they operate covertly, a lack of prior contact between them and the PCs is not unusual.

Nightmare spinners are great choices for players who enjoy characters with a darker edge.

Because this character operates more or less on the fringes of society and interacts with others through threats and illusions, he makes an interesting addition to a party—rather like a magic enforcer.

If you have a nightmare spinner among your PCs, be sure to give him plenty of intelligent foes against which he can use his signature abilities.

ADAPTATION

The nightmare spinner class is designed as an illusion specialist, but it could work just as well with an

enchantment specialty, since most spells from that school are also mindaffecting.

Such a character probably would not have an evil bent, and the class abilities could be modified to allow him to charm or dominate creatures that are usually immune to such spells.

TABLE 3-8: THE NIGHTMARE SPINNER HIT DIE: D4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Bonus spells, immunity to fear, inspire fear	—
2nd	+1	+0	+0	+3	Nightmare phantasm	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Spirit chill	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	—	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Deadly nightmare	+1 level of existing arcane spellcasting class

ULTIMATE MAGUS

"You insist on attempting to master magic, but magic is no one's slave.

Treat the magic as your partner, as I have, and you too may reach enlightenment."

—Kalind Leschay, an ultimate magus

Sorcerers channel unknowable powers, and wizards are expert in ancient lore, but few individuals have as thorough an understanding and mastery of arcane magic as the ultimate magus.

By combining both sorcerous and wizardly abilities into a unified whole, the magus empowers herself in ways even the greatest archmage can't duplicate.

BECOMING AN ULTIMATE MAGUS

Due to the specific requirements of the ultimate magus, levels in both sorcerer and wizard are the most common method of gaining entry into this class.

It might be possible for members of other spellcasting classes to do so under specific conditions, but such an occurrence is as rare as cockatrice teeth.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 4 ranks, Spellcraft 8 ranks.

Feats: Any metamagic feat.

Spellcasting: Able to spontaneously cast 1st-level arcane spells, able to prepare and cast 2nd-level arcane spells from a spellbook.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Decipher Script, Knowledge (all skills, taken individually), Profession, Spellcraft, Use Magic Device.

CLASS FEATURES

As an ultimate magus, you are a connoisseur of both prepared and spontaneous magic.

You not only learn to cast both types of spells, but to use one art to augment the other—particularly in the realm of metamagic effects.

Spellcasting: At each level except 1st, 4th, and 7th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in both a prepared arcane casting class and a spontaneous arcane casting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of those classes would have gained.

At 1st, 4th, and 7th level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in your arcane spellcasting class with the lowest caster level.

For example, a 4th-level wizard/1st-level sorcerer who gained one level of ultimate magus would gain increased spellcasting ability as if he had gained a level of sorcerer (since that class's caster level is lower than his wizard caster level).

If all your arcane spellcasting classes have equal caster levels, you can apply this benefit to any of your existing arcane spellcasting classes.

You do not, however, gain any other benefit a character of those classes would have gained.

Arcane Spell Power (Ex): At 1st level, your caster level for all arcane spells increases by 1.

It increases again at 4th level, 7th level, and 10th level (to a maximum of +4).

Expanded Spell Knowledge (Ex): At 2nd level, you can select one 0- or 1st-level arcane spell from your spellbook and add it to the list of arcane spells known for a spontaneous casting class, even if you can't yet spontaneously cast spells of that level.

(In this case, you would know the spell but wouldn't be able to cast it until you had spell slots of the appropriate level).

You can add another spell from your spellbook to your list of spells known every two levels thereafter.

At 4th level, this can be a 0-, 1st-, or 2nd-level spell.

At 6th level, this can be any spell of 3rd level or lower.

At 8th level, this spell can be of 4th level or lower, and at 10th level it can be of 5th level or lower.

Augmented Casting (Su): Starting at 3rd level, you can choose to sacrifice a spell or spell slot from one of your classes to apply the effect of a metamagic feat that you know to a spell cast using another arcane class.

(For instance, you could sacrifice a sorcerer slot to apply a metamagic effect to a wizard spell).

This sacrificed spell or slot is lost (just as if you had cast the spell) in addition to the spell you are actually casting. The level of the spell to be augmented can't exceed 1/2 your class level.

For example, when you first gain this ability, you can only apply a metamagic effect to 1st-level spells.

A 10th-level ultimate magus can affect spells of 5th level or lower.

The level of the spell slot sacrificed must equal or exceed the spell level adjustment of the metamagic feat. To empower a spell, for example, you would have to spend a 2nd-level or higher spell.

You can't use this ability to augment a spell already affected by a metamagic feat.

You can use this ability a number of times per day equal to 3 + 1/2 your class level.

Bonus Feat: At 5th level, and again at 9th level, you can select a bonus metamagic feat for which you meet the prerequisites.

PLAYING AN ULTIMATE MAGUS

You possess a fascination with magic and lore greater than that of most wizards.

You see magic not as a tool, but as a natural part of who and what you are.

It is a part of the world in which you live, not an implement to be exploited when necessary and discarded.

Everything you do, everything you see, and everything you learn is examined and analyzed as it relates to magic first, and to all other concerns second.

You know that you possess great power, but you feel certain that secrets and understanding yet elude your grasp.

This doesn't mean that you have no other goals or other loves.

You might adventure alongside your friends, serve your king as advisor, or fight on the battlefield for a cause in which you believe, just like any other character might. Even in the midst of all this, however, you learn and study constantly, seeking to understand how magic fits into the events around you and what insight those events can grant you that apply to your magic.

COMBAT

You are, if anything, even less of a melee fighter than other arcane casters.

Your levels in multiple casting classes do little to improve your base attack bonus to say nothing of your hit points. Stay back out of the fray and take advantage of the vast array of spells to which you have access.

You are best served by area spells or spells that prevent enemies from getting too close to you.

Where possible, focus on groups of enemies, letting the fighters in the group tackle the single foes.

When you must focus on a specific opponent, do what you can to take him out as fast as possible, before he recognizes you for the threat you pose and does the same to you.

Particularly at early levels, use the spells from your higher-level arcane class for offensive effects.

This strategy maximizes both the spells' likelihood of success (due to a higher save DC) and the overall effect (due to a higher caster level).

Later on, your two classes likely balance out, so this becomes less of an issue.

Although you'll always lag behind a single-classed arcane caster in terms of sheer power—your highest-level spells are a level or two lower than those of such a character—your caster level keeps up reasonably well (meaning your *fireball* is just about as good as his).

Also, your array of spells can last up to twice as long in an adventure as that of a single-classed character, and you have a few tricks up your sleeve that he can't easily match.

ADVANCEMENT

You were heavily devoted to the study and mastery of magic even before you entered this class.

Perhaps you were a born sorcerer, and wished to better understand the nature of your powers.

Perhaps you were a wizard, and the discovery of your spontaneous abilities led you to question the knowledge you had already gained.

Whatever the case, you are a driven soul with no goal outside a true understanding of arcane magic in all its forms.

You spend all your available time advancing your skills and knowledge.

Whether this means battling monsters in the dungeon, unearthing ancient lore, or simply reading books at the university, nothing is more important to you.

You'll want to keep skills such as Knowledge (arcana) and Spellcraft high, if not maxed out.

Choose feats that benefit both your casting styles, such as Spell Penetration and Spell Focus.

Even with your extra metamagic feats, it pays to learn as many as you can (particularly those with low level adjustments).

You'll face the complex conundrum of where to assign newly learned spells.

Adding a spell to your spellbook means you're not necessarily stuck with it when you don't need it, but adding it to your list of spells known means you can cast it more frequently.

It's probably best to focus on spells you need only occasionally for the bulk of your spellbook, such as *identify*, *disguise self*, *resist energy*, *see invisibility*, and the like.

That frees up your sorcerer spell slots for always useful spells such as *magic missile*, *shield*, *ray of enfeeblement*, *web*, and so on.

Always keep your caster level in the two classes in mind—spells that don't benefit from a high caster level are good choices for your “weaker” class.

RESOURCES

Although no organization is devoted exclusively to your particular mix of talents, you might well hold a position, or at least possess contacts, within a wizards guild or similar organization.

Such cabals are fascinated by your abilities and eager to learn whatever mystic secrets you have uncovered.

While they aren't likely to support you with finances or magic items, they might aid you in researching specific topics, or offer you the opportunity to trade spells with wizards, wu jen, or other preparation casters.

ULTIMATE MAGI IN THE WORLD

“I find them both fascinating and worrying, these so-called ultimate magi.

Fascinating because they suggest that we have so much more to learn about magic, and worrying because they suggest that so much of what we do know may be wrong.”

—Miale, elf wizard

Ultimate magi, though rare, are found either in greater metropolises or in complete isolation.

In this regard, at least, they fit the stereotype of the obsessed wizard.

They might be part of a guild or a government or they might seek complete seclusion, but in either case their purpose is the same—study and knowledge.

The development of ultimate magi is a logical result of the existence of both wizards and sorcerers, so DMs should have little trouble justifying their existence.

ORGANIZATION

Ultimate magi have no organizations of their own. That said, many hold positions of high esteem in various arcanist guilds, or in other groups that normally allow wizards or sorcerers.

NPC REACTIONS

Most individuals have difficulty telling a sorcerer from a wizard, let alone recognizing an ultimate magus, and thus react to a member of this class as they would any other arcane caster.

Sorcerers and wizards, however, recognize that the magi are privy to secrets they themselves lack.

Arcane casters who seek knowledge and a better understanding of their powers (often, but not always, the good-aligned ones) begin one step nearer to helpful than they otherwise would.

Arcane casters who master magic to gain power over others (often, but not always, the evil-aligned ones) begin one step nearer to hostile.

ULTIMATE MAGUS LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research ultimate magi to learn more about them.

When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

DC 10: Ultimate magi are individuals able to progress in both prepared and spontaneous varieties of arcane magic.

DC 15: I heard of one magus who claimed to be able to apply the tricks learned as a wizard to her sorcerer spellcasting prowess.

DC 20: I once watched a magus decimate a whole horde with spells far more powerful than she should have been able to cast.

It wore her down, though, like she was burning magic to empower magic.

DC 30: Characters who achieve this level of success can learn important details about a specific ultimate magus in

your campaign, the areas where she operates, and the kinds of activities she undertakes.

PCs who wish to meet with an ultimate magus should make every effort to contact the nearest arcanist guild.

Even if the organization boasts no such member, odds are good that its members can suggest the next place to search.

ULTIMATE MAGI IN THE GAME

An ultimate magus can appear anywhere a wizard or other studious caster would fit in.

She might hold a high position in a city or wander the world like any adventurer.

It is entirely possible that the PCs have met or heard of one before without even realizing it, having mistaken a magus for a traditional wizard or sorcerer.

Players who enjoy playing arcane spellcasters should find the ultimate magus an absolute delight.

Although the class costs them some power, it opens up an enormous variety of options that no other single arcane casting class can provide.

ADAPTATION

The ultimate magus requires little adaptation, since the prestige class fits into any setting with both wizards and sorcerers, or any similar classes.

That said, it would not be inappropriate to make the magi members of an elite order, rather than lone individuals. Perhaps only a select few have learned these techniques, and these masters are highly selective about whom they teach.

Alternatively, in a setting in which either sorcerers or wizards are persecuted, the arts of the magi might have been developed to allow one such class to masquerade as the other.

Another variant might be one that melds two spontaneous casting arcane characters, such as a sorcerer and a warmage, allowing the two to blend their spell lists in a manner similar to the benefit of the expanded spell knowledge class feature.

TABLE 3–9: THE ULTIMATE MAGUS

HIT DIE: d4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Arcane spell power +1	+1 level of lower-level existing arcane casting class
2nd	+1	+0	+0	+3	Expanded spell knowledge (1st level or lower)	+1 level of existing prepared arcane casting class and +1 level of existing spontaneous arcane casting class
3rd	+1	+1	+1	+3	Augmented casting	+1 level of existing prepared arcane casting class and +1 level of existing spontaneous arcane casting class
4th	+2	+1	+1	+4	Arcane spell power +2, expanded spell knowledge (2nd level or lower)	+1 level of lower-level existing arcane casting class
5th	+2	+1	+1	+4	Bonus feat	+1 level of existing prepared arcane casting class and +1 level of existing spontaneous arcane casting class
6th	+3	+2	+2	+5	Expanded spell knowledge (3rd level or lower)	+1 level of existing prepared arcane casting class and +1 level of existing spontaneous arcane casting class
7th	+3	+2	+2	+5	Arcane spell power +3	+1 level of lower-level existing arcane casting class
8th	+4	+2	+2	+6	Expanded spell knowledge (4th level or lower)	+1 level of existing prepared arcane casting class and +1 level of existing spontaneous arcane casting class
9th	+4	+3	+3	+6	Bonus feat	+1 level of existing prepared arcane casting class and +1 level of existing spontaneous arcane casting class
10th	+5	+3	+3	+7	Arcane spell power +4, expanded spell knowledge (5th level or lower)	+1 level of existing prepared arcane casting class and +1 level of existing spontaneous arcane casting class

UNSEEN SEER

"There is no such thing as a secret."

—Kory Stargazer, unseen seer

Mysterious and elusive, the unseen seer trades in secrets.

Subterfuge is her business in the same way that death is the assassin's business, and she uses her magic to help her gather other people's secrets while keeping her own.

BECOMING AN UNSEEN SEER

Because an unseen seer specializes in stealthy information gathering, this prestige class is especially attractive to rogues.

Ninjas, scouts, and spellthieves (all from *Complete Adventurer*) might find it equally beneficial.

Regardless, these characters must master the basics of arcane divination magic before entering, whether by multiclassing as a wizard (typically a diviner), sorcerer, or other arcane caster.

The beguiler (*Player's Handbook II*) can qualify as an unseen seer without multiclassing, and though bards make good unseen seers, they typically must multiclass to meet the skill requirements.

ENTRY REQUIREMENTS

Skills: Hide 8 ranks, Search 8 ranks, Sense Motive 4 ranks, Spellcraft 4 ranks, Spot 8 ranks.

Spellcasting: Ability to cast 1st-level arcane spells, including at least two divination spells.

CLASS SKILLS

(6 + Int modifier per level): Bluff, Concentration, Decipher Script, Diplomacy, Disguise, Forgery, Gather Information, Hide, Knowledge (all skills, taken individually), Listen, Move Silently, Profession, Search, Sense Motive, Spellcraft, Spot.

CLASS FEATURES

As an unseen seer, you excel at surreptitious information-gathering.

No secret is safe from you because you can ferret out information through spells or even by mundane means when necessary.

You are adept at revealing falsehoods and unraveling even the most skillful deception, all the while keeping your own motives and activities hidden.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming an unseen seer, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Damage Bonus: At 1st level, the extra damage you deal with your sneak attack, skirmish, or sudden strike ability increases by 1d6.

If you have more than one of these abilities, only one ability gains this increase (choose each time you gain this benefit).

Your sneak attack, skirmish, or sudden strike damage increases by another 1d6 at 4th level, 7th level, and 10th level.

Advanced Learning (Ex): At 2nd, 5th, and 8th level, you can add a new spell to your spellbook or list of spells known, representing the result of personal study and experimentation.

The spell must be a divination spell of a level no higher than that of the highest-level arcane spell you already know.

The spell can be from any class's spell list (arcane or divine). Once a new spell is selected, it is forever added to your spell list and can be cast just like any other spell on your list.

Silent Spell: At 2nd level, you gain Silent Spell as a bonus feat.

Divination Spell Power (Ex): At 3rd level, you gain a +1 bonus to your caster level when casting an arcane divination spell.

This bonus improves to +2 at 6th level, and to +3 at 9th level.

This benefit comes at a cost: Your caster level for all other arcane spells is reduced by 1 at 3rd level.

This reduction becomes 2 at 6th level and becomes 3 at 9th level.

For example, a 4th-level rogue/1st-level sorcerer/6th-level unseen seer would have a caster level of 9th for her arcane divination spells, but only 5th for her nondivination arcane spells.

Guarded Mind (Su): Any successful unseen seer must learn to protect herself from magic that would reveal her identity.

At 5th level, you become protected by *nondetection* (as the spell, but with a permanent duration).

For the purpose of divinations attempted against you, your caster level equals your character level.

PLAYING AN UNSEEN SEER

You move silently through the world in search of the truth, and no one is better than you at finding it.

You were in the shadows when the queen's lover declared his undying devotion, and you eavesdropped on meetings of secret societies dedicated to dark entities.

You saw an assassin's knife end the career of a promising young artist, and a forger's pen create the letter that started a war.

The potent combination of your divination abilities and your stealth skills can strip away pretense and reveal the twisted truth behind society's polite facade.

In your travels, you learned that everyone has at least one dark secret—even the paladin carrying out his deity's will. And those secrets can bring both power and wealth to the one who knows them and isn't afraid to exploit them.

For the most part, you work alone, though you might profess membership in the Seekers of Truth, an organization dedicated to discovering the truth behind all the lies.

Its membership is diverse and includes paladins and clerics, as well as unseen seers such as yourself.

All who value the truth, for whatever reason, are welcome in its ranks.

Rumor holds that even a few assassins have made themselves at home within its ranks, building cells of members whose moral viewpoints align with their own.

Nominally, the organization claims neither a good nor evil bias, but the presence of more than a few paladins in its upper ranks causes it to lean more toward the side of good.

COMBAT

Sometimes your best option for combat is to avoid it altogether.

To that end, use your skills to put strangers at ease whenever possible, and stay unseen as much as you can. When combat is inevitable, it's best to be forewarned.

Use *detect thoughts* or *clairvoyance/clairaudience* to gain information about your opposition just before a battle begins.

Just because you specialize in divination doesn't mean you can't make good use of illusions and abjurations to keep yourself safe.

If you have ranks in the Hide skill, you can slink to the fringes of a battlefield and slip out of sight before any enemy can target you.

If necessary, you can use Bluff to create a distraction that makes it easier for you to get out of danger.

When you finally do attack, be prepared to move quickly to a new hiding place.

ADVANCEMENT

Your insatiable curiosity led you to divination magic in the first place, and from there to becoming an unseen seer.

It gives you a heady feeling of power to magically know what's happening elsewhere or glimpse the possible outcomes of your actions before committing to them.

But when you began to amass information about others simply for its own sake, a representative of the Seekers of Truth sought you out and invited you to join the organization.

As a new member, you studied stealth skills to complement your divination abilities, and you learned how to make the most of your scrying spells.

Thereafter, you accompanied a senior member of the organization a few times on missions to ferret out the truth from king's courts, military command centers, and other places where secrets abound.

Since your initial training, you have operated largely on your own, gathering secret information to enter in the guild's archives through your adventures.

No piece of information is too small or too volatile.

Though you must have permission to draw information directly from the guild's archives, no rule says that you can't use the information you gain by the exercise of your abilities before turning it over for archiving.

Thus, you can operate as a king's advisor, an information broker, or a blackmailer, according to your wishes.

To function as an unseen seer, you need a good Dexterity to take full advantage of your Dexterity-based skills, and a decent Charisma for wheedling information out of unwilling parties when your divination spells fail you. Keep your Diplomacy, Bluff, and Sense Motive skills maxed out, and collect plenty of divinations for your repertoire.

RESOURCES

The library of information to which all seekers contribute is your most important resource.

The information contained in the organization's archives could bring down kingdoms and plunge whole societies into chaos, and for that reason, no single member can withdraw more than a small amount of it for personal use. But the right piece of information can make an excellent bargaining chip for use in gaining even more secrets. Your fellow unseen seers can also provide valuable assistance to you, both in terms of training and as comrades in the search for truth.

Small groups of unseen seers working together can unmask a conspiracy against a throne or stop a revolution before it starts.

Finally, you can borrow magic items from the cell to which you belong for periods up to one year.

Scrying items are the most commonly borrowed, but the Seekers of Truth also stockpile scrolls and wands with divination spells on them, as well as items that provide help in keeping out of sight.

UNSEEN SEERS IN THE WORLD

"I told no one, I swear.

And yet she knew.

She knew everything!"

—Jovan Ismul, Grand Vizier of Jelumal

Unseen seers introduce an element of mystery into a campaign.

As NPCs, they are best used as advisors to important persons and as information brokers.

They can provide missions for PCs based on secret information they have learned, or they can serve as mentors for PC diviners wishing to pursue the prestige class.

Alternatively, they can make formidable foes for characters who have a stake in keeping a secret—either their own or an employer's.

ORGANIZATION

The Seekers of Truth have a strict hierarchy.

At the top is a mysterious figure known only as the omniscient one.

Below him are three eyes of seeing, who manage the archives and sort out information.

Roughly equivalent in rank are six knowledge sealers, who maintain the security of the archives.

In the next rank are all the unseen seers and other members responsible for gaining secrets, and at the bottom are the remaining paladins, clerics, and other members of the organization who perform most of its legwork.

Individual cells of the organization, usually headed by unseen seers, are located throughout the civilized world, usually in large cities and near strategically important locations.

The Seekers of Truth are dedicated only to obtaining the truth, not to using it.

However, the eyes of seeing examine all the material that comes in and connect bits of information to determine plots and trends, then advise the omniscient one about issues that seem to be of major social and political importance.

Occasionally, the omniscient one decides to leak information to influence the outcome one way or another. Promotion is based on the information-gathering prowess of the individual.

In particular, an unseen seer might be promoted to a higher position only when she has learned the secrets of her superior.

An unseen seer can leave the organization at any time without repercussions, but anyone who does so and then reveals group secrets to nonmembers is likely to find out for certain that assassins exist within its ranks.

NPC REACTIONS

Few people know that unseen seers exist.

Those who do universally mistrust them, if only because knowing all sorts of secrets gives the seers an unfair advantage.

Thus, the attitude of ordinary people toward unseen seers is usually either indifferent or unfriendly.

However, rulers and other persons of importance who employ unseen seers place great faith in their abilities and integrity.

Such people are usually friendly toward any unseen seer.

UNSEEN SEER LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research unseen seers to learn more about them.

When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

DC 10: Some spies who can magically see into the lives and minds of others are called unseen seers.

DC 15: Unseen seers blend stealth and arcane spells to become master information-gatherers.

DC 20: Unseen seers specialize in avoiding detection themselves and shun anything resembling a fair fight. If you spot one, don't expect her to stick around for long.

DC 30: Characters who achieve this level of success can learn important details about specific unseen seers in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake. PCs wishing to contact an unseen seer or the Seekers of Truth must attempt a DC 20 Gather Information check. Success gains the character an interview, after scrying verifies that no threat exists.

UNSEEN SEERS IN THE GAME

TABLE 3–10: THE UNSEEN SEER

HIT DIE: D4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Damage bonus +1d6	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Advanced learning, Silent Spell	+1 level of existing arcane spellcasting class
3rd	+2	+1	+1	+3	Divination spell power +1	+1 level of existing arcane spellcasting class
4th	+3	+1	+1	+4	Damage bonus +2d6	+1 level of existing arcane spellcasting class
5th	+3	+1	+1	+4	Advanced learning, guarded mind	+1 level of existing arcane spellcasting class
6th	+4	+2	+2	+5	Divination spell power +2	+1 level of existing arcane spellcasting class
7th	+5	+2	+2	+5	Damage bonus +3d6	+1 level of existing arcane spellcasting class
8th	+6	+2	+2	+6	Advanced learning	+1 level of existing arcane spellcasting class
9th	+6	+3	+3	+6	Divination spell power +3	+1 level of existing arcane spellcasting class
10th	+7	+3	+3	+7	Damage bonus +4d6	+1 level of existing arcane spellcasting class

WILD SOUL

"Magic is a wild force, and in the wild it finds its greatest strength. It can perhaps be harnessed, but it can never be tamed."

—Jerarra of the Hunted Steppes

For all that magic appears to be an unnatural force to those who misunderstand it, it is a fundamental part of the world, a current that flows naturally through all places and all creatures.

Like the waters of a stream, its flow never ceases, but it does congregate in reservoirs of natural magic.

These "pools" of magic are the fey, certain magical beasts, and other creatures of both innate magic and strong natural bonds.

So-called wild souls are arcanists who have tapped into this natural flow of energy.

As druids are divine casters who share a link with the animals of nature, wild souls develop a similar link to the world's fey.

And like the fey themselves, wild souls swear allegiance—or at least an alliance—with one of the two great courts. The Seelie Court are fey of grace, beauty, and natural purity, while the Unseelie are vicious, impure, and often ugly. Both courts are intrinsically linked to the world of nature and the flow of magic.

Unseen seers operate from the shadows and usually leave no trace of their presence.

Thus, they are relatively easy to incorporate into a campaign—some have probably always been there, witnessing all but undetected until now.

They can provide plenty of plot hooks for PCs to pursue because of their detailed but fragmented knowledge of secret information.

This prestige class appeals to players who enjoy missions involving subterfuge and intrigue.

Any character who enjoys operating from the shadows and dabbling in arcane magic is a good candidate for this class. She can be of significant aid to her party by spying on enemies prior to major encounters and gaining information that can be used for bargaining.

ADAPTATION

Though the unseen seer is presented as a divination specialist, the class could also be used for an illusion-based spy by simply changing the prerequisites and spell power class feature.

In a campaign with a darker theme, the Seekers of Truth could be actively using gathered information to influence political leaders.

Titania and Oberon rule the Seelie Court; the Queen of Air and Darkness rules the Unseelie Court.

The seelie tend toward neutrality, though many are good or evil; the unseelie tend toward evil, and while neutrality is found among them, good never is.

The vast majority of these fey are chaotic, and none are lawful.

Wild souls—also called primal mages or, in the more poetic language of the Seelie Court, mystic mavens—are mortal, and thus not truly a part of these fey courts.

They are, however, respected ambassadors of the mortal world, honored above other mortals due to the strong connection to the arcane magic that fey feel flowing through their veins.

Other mortals fear them, sensing on an instinctive level the touch of the otherworld upon them.

BECOMING A WILD SOUL

Sorcerers feel the pull of the wild soul most frequently, since their innate ability to cast spells mirrors the natural magic of the fey.

Certain wizards and wu jen, however, also feel the pull of this primal magic, and in fact might—due to their higher average intelligence—be better able to meet its requirements.

A significant minority of wild souls began as multiclass arcane casters/druids.

ENTRY REQUIREMENTS

Alignment: Any nonlawful.

Skills: Knowledge (arcana) 8 ranks, Knowledge (nature) 4 ranks.

Special: Must be able to cast 2nd-level arcane spells, must make peaceful contact with a fey creature and peacefully spend at least a day among fey.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Diplomacy, Knowledge (arcana), Knowledge (nature), Knowledge (the planes), Spellcraft.

CLASS FEATURES

Your class features are all influenced by your bond with the mystical creatures of the world.

You gain several of their abilities, channel their magic, and can even call upon them for aid.

Spellcasting: At every wild soul level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class you belonged to before you added the prestige class.

You do not, however, gain any other class benefit a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming a wild soul, you must decide to which class to add each level for the purpose of determining spells per day.

Seelie Courtier (Ex): At 1st level, you must choose either the seelie or the unseelie path.

Good-aligned characters can't choose the unseelie path, while evil-aligned characters are barred from the seelie path.

This choice determines certain benefits you gain from this prestige class.

If your alignment later changes to make your choice illegal, you automatically exchange all seelie- or unseelie-related class features for their opposites.

In addition, you gain a bonus equal to your wild soul level on Bluff, Diplomacy, and Intimidate checks made in to influence fey and magical beasts.

Spontaneous Spells: A wild soul can tap into the magic that naturally infuses fey and magical beasts to cast spells that were not prepared ahead of time.

You can sacrifice any prepared arcane spell (or, for a spontaneous caster, an arcane spell slot) to cast a particular spell of the same spell level or lower.

Depending on whether you have chosen the seelie or unseelie path, you choose from different specific spells as specified on the table below.

You gain access to these spontaneous spell options by level as shown on Table 3–11: The Wild Soul.

Access to a spontaneous spell does not grant the ability to cast it if you do not have a prepared spell or spell slot of appropriately high level to lose in exchange.

For example, a 5th-level wizard/4th-level wild soul who chose the seelie path could lose a prepared *ice storm* to cast *break enchantment* or a lower-level option (*invisibility sphere*, *Tasha's hideous laughter*, or *remove fear*).

A 6th-level sorcerer/1st-level wild soul who chose the unseelie path can spontaneously cast *lesser confusion*, *detect thoughts*, or *poison*.

These spells are not considered to be part of your class spell list, so this feature doesn't grant you the ability to activate spell trigger or spell completion items using these spells.

SPONTANEOUS SPELLS OPTIONS

Spell Level	Seelie	Unseelie
1st	<i>remove fear</i>	<i>lesser confusion</i>
2nd	<i>Tasha's hideous laughter</i>	<i>detect thoughts</i>
3rd	<i>invisibility</i>	<i>sphere poison</i>
4th	<i>break enchantment</i>	<i>bestow curse</i>
5th	<i>baleful polymorph</i>	<i>endless slumber</i> ⁺
6th	<i>true seeing</i>	<i>mass suggestion</i>
7th	<i>prismatic spray</i>	<i>waves of exhaustion</i>
8th	<i>sympathy</i>	<i>horrid wilting</i>
9th	<i>time stop</i>	<i>wail of the banshee</i>

Seelie Bond (Su): When you cast *summon seelie ally* or a *summon monster* spell to bring forth a creature from the *summon seelie ally* list, your connection to the seelie increases, granting you benefits.

These benefits remain as long as one of the seelie or unseelie creatures you summoned is alive and the duration of the spell has not expired.

The benefits described below are cumulative.

Thus, a 10th-level wild soul would gain all of them upon summoning a seelie or unseelie ally.

At 2nd level, you gain immunity to magic and nonmagical sleep effects.

This ability grants elves immunity to nonmagical sleep effects, to which they are normally vulnerable.

At 4th level, you gain a +2 bonus on saves against enchantment spells or effects.

The bonus against enchantment effects is untyped and thus stacks with an elf's or half-elf's +2 racial bonus against enchantment spells and effects.

At 6th level, your base land speed increases by 10 feet.

At 8th level, add 1 to the Difficulty Class of saving throws against illusion spells you cast.

At 10th level, add 1 to the Difficulty Class of saving throws against enchantment spells you cast.

Summon Seelie Ally (Sp): Starting at 2nd level, a wild soul can summon a seelie ally three times per day.

This ability functions like *summon monster I* except that you choose a creature from a list of options, as detailed on the table below, based on your wild soul level and path.

SUMMON SEELIE ALLY

2nd (Summon Monster IV)

Seelie: Blink dog
Pegasus
Senmurv (*Fiend Folio*)
Unicorn

Unseelie: Aranea
Howler
Redcap, young (*Monster Manual III*)
Shadar-kai (*Fiend Folio*)

4th (Summon Monster V)

Seelie: Nixie
Satyr (with pipes)

Unseelie: Joy stealer (*Monster Manual IV*)
Shadow mastiff

6th (Summon Monster VI)

Seelie: Pixie (can't cast *Otto's irresistible dance*; with sleep arrows, but not memory loss arrows)
Shimmerling swarm (*Monster Manual III*)

Unseelie: Displacer beast
Winter wolf

8th (Summon Monster VII)

Seelie: Lillend
Leskylor (*Book of Exalted Deeds*)

Unseelie: Annis
Will-o'-wisp

10th (Summon Monster VIII)

Seelie: Bearhound (*Monster Manual III*)
Leskylor, three-headed (*Book of Exalted Deeds*)

Unseelie: Redcap, elder (*Monster Manual III*)
Rejkar (*Monster Manual III*)

You can use this ability to summon one creature from the highest-level list available to you, 1d3 creatures of the same kind from the next highest-level list, or 1d4 +1 creatures of the same kind from any lower-level list.

Your caster level is equal to your character level.

In addition, whenever you cast a *summon monster* spell of 4th to 8th level, you can choose a creature from the appropriate list below in place of one of the normal options.

PLAYING A WILD SOUL

You understand that magic is a primal part of the world, and you seek to embody it as thoroughly as those creatures that are innately mystical in their own right.

Others might mistake you for a religious totemic, but clearly they misunderstand you.

You don't worship fey, magical beasts, or the otherworldly courts as deities.

You simply revere them for their magical nature, and for what they represent.

You seek a fusion between the arcane and the mundane, and power over all creatures of magic.

COMBAT

Your ability to summon fey and creatures of magic is your primary weapon.

Consider using them to aid your companions in flanking maneuvers, or better yet to harass enemy spellcasters (many of whom are easy to hit).

Few foes are prepared for an opponent who can call such potent beings to service, so you've also got the advantage of surprise.

Don't ignore the fact that, as a spellcaster, you have plenty of other spells and techniques on which to draw, but

consider conserving your nonsummoning spells until they're needed most.

Your ability to spontaneously cast spells not otherwise available to you provides yet another means of surprising your foes.

Like the fey themselves, you never hesitate to use deceit and trickery where necessary.

ADVANCEMENT

It's unclear how or why certain individuals become wild souls.

You always had something of a wild streak, or at least thought of magic as a primal force that could be only partially tamed.

No organization found and trained you.

You might have discovered the art of the wild soul mentioned in ancient texts, or you might simply have developed this connection with the fey the first time you encountered one of them.

Whatever the case, you came to see yourself as merely one part of the primal whole that is magic, and a part of your soul filled with a longing for the strange world of the fey. They, in turn, reacted more positively to you, recognizing in you a potential lacking in most mortals.

You adventure now, seeking ever-closer communion with the fey.

You might certainly have other goals, but the understanding of "natural magic" remains one of your priorities.

When advancing as a wild soul, consider feats such as *Augment Summoning* to increase the power of your fey allies further still.

Although you'll doubtless want to focus your skill points on traditional arcanist skills such as *Spellcraft*, consider spending a few points on *Knowledge (nature)* and *Knowledge (the planes)* the better to understand the fey and the environments in which they dwell.

RESOURCES

Wild souls are loners or at least have no greater community affiliation than the average adventurer.

They must acquire any resources they wish to gain from organizations or communities on their own, through payment or trade as usual.

Interestingly enough, wild souls can, on occasion, request aid from local druids.

Their interests in creatures of nature such as fey and magical beasts overlap, and the two classes sometimes cooperate to put down threats to an area of natural magic.

WILD SOULS IN THE WORLD

"Wild souls are similar to the fey they revere.

I find that I can almost understand them, but every time I think I've got them figured, they prove me wrong."

—Vadania, a druid

Although the term "wild soul", and the class's affiliation with fey and magical beasts, might lead some to believe that they hail solely from savage or primitive regions, nothing could be further from the truth.

Wild souls are like other arcanists; some might indeed come from regions beyond civilization, but others hail from the greatest of urban metropolises.

All a region need have to produce its own wild souls is an arcane tradition and some population (even a small one) of fey or other naturally mystical creatures.

ORGANIZATION

Even though many wild souls belong to arcanist guilds, adventuring parties, and the like, no specific wild soul organization exists.

NPC REACTIONS

Something about the touch of the fey on the wild soul makes normal people uncomfortable around them. Members of any magic-using class, from adepts to druids to wizards, react to the wild soul just as they would any other spellcasting stranger.

Non-spellcasting individuals, however, are reluctant to spend much time around the wild soul unless they have to. Although they are not necessarily hostile, individuals who would normally be helpful are instead merely friendly, and those who would be friendly are indifferent.

Warlocks and eldritch initiates who gain their power from the courts of the fey feel a strong connection to wild souls if they share a patron, and great rivalry if they serve different courts.

An allied warlock or initiate begins one step nearer helpful, while an opposed one begins one step nearer hostile.

WILD SOUL LORE

Characters who have ranks in Knowledge (arcana) or the bardic knowledge ability can research wild souls to learn more about them.

When a character makes a successful skill check or bardic knowledge check, read or paraphrase the following, including the information from lower DCs.

DC 10: Wild souls are spellcasters with links to the fey.

DC 15: They have some mystical connection to one of the two great fey courts, either the Seelie or the Unseelie, and their personalities match.

They can cast spells they otherwise could not and gain several feylike abilities and resistances.

DC 20: At higher levels, wild souls can summon fey allies to them—often without casting a spell at all—though they must sacrifice a bit of spellcasting ability to reach this point.

DC 30: Characters who achieve this level of success can learn important details about a specific wild soul in your campaign, including the areas where she operates, and the kinds of activities she undertakes.

Due to their lack of any central organization, finding a wild soul is no small feat.

The best PCs might manage is to leave word of their search with arcanist and adventuring guilds in or near areas known to have fey populations and hope that a wild soul hears of their interest.

WILD SOULS IN THE GAME

Wild souls can fit into any adventuring party, but they are particularly well suited to those that expect to do a great deal of wilderness exploration and dungeon delving. (Although fey and magical beasts exist in urban environments, they are somewhat less common in such places).

Because one level is not too severe a hit to spellcasting ability, the wild soul can serve as a group's primary arcanist, or even pass herself off as an arcane caster of some other sort.

This class should appeal most to players who enjoy conjurers but who seek a little more "bang for their buck" when it comes to the potency of their summoned minions. It is also a good choice for players who like to explore the sources and philosophies of their character's magic, seek an in-character excuse to wander both this world and others, and are interested in strange new monsters.

ADAPTATION

The wild soul could be transformed into a divine class with relatively little effort.

Perhaps the campaign world is one in which the Seelie and Unseelie Courts are worshiped as divine powers.

The fey listed above are added to the Summon Nature's Ally list rather than the Summon Monster list.

In this case, consider replacing Knowledge (arcana) with Knowledge (religion) in the entry requirements.

With a bit of work, the class might also be modified to summon creatures other than those listed above.

The DM might create a bestial list for wild soul variants who summon aberrations or outsiders.

Be extremely careful, however, since such creatures possess a lot of mystical abilities that can seriously distort game balance.

Use the CRs of the fey and magical beasts above as a guideline, but do not assume that just because CR matches, a creature is necessarily a good choice.

TABLE 3-11: THE WILD SOUL

HIT DIE: d4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Seelie courtier, spontaneous spells (1st–3rd)	—
2nd	+1	+0	+0	+3	Seelie bond (immune to sleep), summon seelie ally	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Spontaneous spells (4th)	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Seelie bond (+2 against enchantments), summon seelie ally	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Spontaneous spells (5th)	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Seelie bond (speed +10 feet), summon seelie ally	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Spontaneous spells (6th)	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Seelie bond (+1 to illusion DCs), summon seelie ally	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Spontaneous spells (7th)	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Seelie bond (+1 to enchantment DCs), spontaneous spells (8th and 9th), summon seelie ally	+1 level of existing arcane spellcasting class

COMPLETE PSIONIC (3.5)

ANARCHIC INITIATE

"Despite its fervent, biting nature, raw emotion is nothing compared to the raw chaos of real, physical anarchy!"

—Embersage Fenwillow

The anarchic initiate is more than a wilder, he is an initiate to the truth that underlies the wildness in the depth of his being.

Wildness is not merely a psychological trait—rather, it is an aspect of cosmology itself, characterized by the entropic realm of Limbo, a realm of utter randomness.

By recognizing this link, an initiate slowly learns to synchronize the wild outbursts of his own mind with natural swells of anarchy, thereby achieving even greater heights of psionic mastery according to the tides of chance and uncertainty.

By coupling his psionic efforts with the swells of planar movement, an anarchic initiate cannot only touch chaos, but draw it through into the real world.

A true master can even learn to puncture a hole directly into Limbo.

BECOMING AN ANARCHIC INITIATE

The wilder class provides characters both the proper frame of mind and the wild surge class feature, and thus is the most standard beginning for anarchic initiates.

The prestige class also draws those who, through natural talent or a desire to live on the edge, have learned to channel psionic power to great effect at a cost to their own bodies.

Since anarchic initiates are still concerned with manifesting powers, very few initiates multiclass (aside from the levels they take in their original class), because few desire to lose any levels of manifesting ability.

ENTRY REQUIREMENTS

Alignment: Any chaotic.

Skills: Knowledge (psionics) 8 ranks, Knowledge (the planes) 8 ranks.

Special: Wild surge class feature or Overchannel feat.

CLASS SKILLS

(4 + Int modifier per level): Autohypnosis, Bluff, Concentration, Diplomacy, Intimidate, Knowledge (the planes) Knowledge (psionics), Listen, Psicraft, Sense Motive, Spot.

CLASS FEATURES

Anarchic initiates devote themselves not to conquering the chaos within their minds, but to subsuming themselves within it and, by doing so, enhancing their connection to the anarchy within the universe as a whole until they can bring forth primal chaos at will.

All of the following are class features of the anarchic initiate prestige class.

Powers Known: At every level, you gain additional power points per day, an increase in manifester level, and access to new powers as if you had also gained a level in whatever manifesting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one manifesting class before becoming an anarchic initiate, you must decide to which class to add each level for the purpose of determining power points per day, powers known, and manifester level. **Chaotic Surge (Su):** You embrace the chaos that underlies both your own turbulent mind and that of reality itself. Whenever you attempt a wild surge, you can instead choose to attempt a chaotic surge.

When you attempt a chaotic surge, the benefit (and potential enervation) of a standard wild surge is unchanged. In addition to these effects, whenever you attempt a wild surge, you can choose to infuse the surge with the boiling possibility of real chaos.

All variable numeric effects of a power successfully manifested with a chaotic surge are altered by a variable amount.

A character with the Overchannel feat instead of the wild surge ability can also benefit from chaotic surge.

The ability functions as described above, except you can activate it when using Overchannel.

The benefits of Overchannel (and the damage you take from it) are unchanged.

Roll d% to determine the result, according to the following table.

d%	Result
01–25	None
26–50	Minus 50%
51–75	Plus 50%
76–100	Double

The variable numeric change from the chaotic surge is calculated after the power's level is adjusted for the base effect of the wild surge or Overchannel.

Once the effective level of the power is determined, it is modified according to the table.

A result of none means the power manifests normally (but taking into account the wild surge or Overchannel).

A result of minus 50% means all variable numeric effects of the power function at half normal level, rounding down.

A result of plus 50% means that all variable numeric effects of the power are increased by one-half (much as if the power had been altered with the Empower Power feat).

A result of double means all variable numeric effects of the power are maximized, as if by the Maximize Power feat.

For the purposes of feats that modify potential downsides of psychic enervation, a chaotic surge counts as a wild surge.

Anarchic Grace (Su): At 2nd level, you more fully accept the random nature of reality.

Once per day, you can tap into this randomness to make your movements and posture unpredictable.

This effect results in attackers having a 20% miss chance on all their attacks.

Even *true seeing* and similar effects can't offset this ability.

Activating the effect is a free action, and it lasts for a number of rounds equal to your class level.

When it ends, you are automatically treated as if enervated.

Wild Surge (Su): As you continue to gain levels, you improve your wild surge ability.

Your wild surge improves at 3rd level and again at 7th level.

The number indicated on Table 2–1 is added to your current wild surge ability rating to determine the boost given to your manifester level.

If you do not already have the wild surge ability, you gain it at 3rd level.

This ability functions as the wilder class feature (EPH 31).

Psychic Enervation (Ex): At 3rd level, you gain the psychic enervation class feature (EPH 31) if you do not already have it.

Clarity of Confusion (Su): Starting at 4th level, you gain a +2 insight bonus on saves against compulsion effects and effects with the lawful descriptor.

Chaotic Breach, Minor (Su): At 6th level, you can breach reality itself, allowing the chaotic influence of Limbo to seep into reality.

You can trigger a breach a number of times per day equal to your class level.

Once a breach comes fully into being, it has a duration of 1 round per class level (you can dismiss it early as a free action).

As a standard action, you can trigger a chaotic breach that takes 1d4 rounds to fully come into being, accompanied by discharges of multicolored light, wild gusts, and deep rumbling sounds.

The breach occurs in a 20-foot-radius spread, the center of which you can place up to 100 feet away.

Once it is placed, the spread is fixed.

Once the breach is fully realized, all powers, psi-like abilities, spells, and spell-like abilities manifested, cast, or used in the affected radius are impeded by the chaotic energies of Limbo and have a chance to go awry.

Your ability to manifest powers or use psi-like abilities is unimpeded.

All other manifesters, spellcasters, or creatures must make a manifester level check or caster level check against a DC of $10 + \frac{1}{2}$ your class level + the level of the attempted power or spell.

If the check fails, roll on the table in the Wild Magic section (DMG 149) to determine the outcome of the effect. The table only references spells, but powers are affected in the same way.

Exceptions include references to a spell not being expended (power points are not expended, instead) or to material components not being expended (since powers do not have components).

Postpone Enervation: At 8th level, you discover that cause and effect are bound less tightly than you had realized.

You gain the Postpone Enervation feat (page 57) as a bonus feat.

Chaotic Breach, Complete (Su): At 10th level, you can completely pierce reality and punch a hole into the outer plane of Limbo once per day.

As with a minor chaotic breach, you can trigger the breach as a standard action; it takes 1d4 rounds to fully come into being.

Once a breach comes fully into being, it has a duration of 1 round per class level (you can dismiss it early as a free action).

When a complete breach occurs, it rips a hole in reality. The hole takes the shape of a 10-foot-radius sphere in the center of a 50-foot-radius spread (the same radius as a minor breach) on both affected planes.

This larger area exists on both affected planes and contains the traits of both affected planes.

The hole at the center is an open portal between the planes, where creatures from either plane can move through the breach at will.

If you choose to form the breach directly on a creature, the creature must make a Will save (DC $10 + \frac{1}{2}$ your class level + your Cha modifier).

On a successful save, the breach forms normally 1d4 rounds later (and with enough warning for the creature to move away from the rift).

On a failed save, the breach doesn't form at all; instead, the subject is pushed bodily through into Limbo.

Unless the creature has a method of returning, it is marooned in the chaotic realm of Limbo.

PLAYING AN ANARCHIC INITIATE

As an anarchic initiate, you adventure to practice your abilities and gain further understanding and mastery of the linkage of chaos with the material world, where all the various elements of cosmology intersect.

During your constant exploration, you can offer assistance to those who suffer under the tyranny of laws too narrowly interpreted (and might in fact delight in undertaking such causes).

You are living proof that the universe is formed of anarchy and chaos, and you delight in bringing aspects of this truth to the attention of those who cling to the illusion of order and security, especially when those false ideals threaten the well-being of others.

There is an organization known as the Scofflaws that draws initiates into its fold.

Its mandate is to fight oppressive authority and foster a sense of independence from senseless rules.

However, anarchic initiates are always suspicious of doctrine and organized groups, even among their own number.

You must overcome a basic prejudice in order to associate with movements or causes of any sort (though adventuring groups are typically too small to trigger this prejudice).

Sometimes a would-be wilder seeks to study with an anarchic initiate for a period, because the initiate understands the basic passions, triggers, and psychological techniques required to trigger a wild surge.

Initiates have a distaste for indoctrination, and they typically refrain from evangelizing even to wilders.

If properly petitioned, however, you need not be shy in explaining your philosophy and offering further instruction on the topic.

COMBAT

In combat, you use your impressive array of psionic powers for both attack and defense against your enemies and opponents, just as any other psionic character would.

Of course, as a wilder and an anarchic initiate, you can call upon swells of psionic potential that regular psionic characters cannot access (in the form of wild and chaotic surges). When you reach 6th level, you can attempt to neutralize the abilities of spellcasting or manifesting foes with your minor chaotic breach ability—if you're working alone, be sure to center the breach on yourself to have the optimal effect.

Once you gain the complete chaotic breach ability at 10th level, you might want to save the use of this ability until you fight against a particularly potent foe.

Use it by forming the breach directly on your opponent and try to push it into Limbo.

If successful, you have put an end to your difficulties, and your opponent will probably not trouble you again.

ADVANCEMENT

Prior to your becoming an anarchic initiate, chaos and the nature of reality likely held some significant degree of fascination for you.

Since you devoted yourself to studying the effects of these forces and attuning yourself with them, you have likely continued with research into psionics, wild surges, and the planes (particularly Limbo).

The rest of your time is spent in practical application of your research—after all, psionic characters are a cerebral bunch who learn the truths of their abilities through self contemplation, at least in part.

Your path is your own, since no overarching organization of anarchic initiates exists to recruit you into its ranks.

The very idea is comical, as individualistic as you and the few other initiates you have met are.

While you are happy to discuss your research and beliefs with other initiates or wilders, you don't particularly have a need to seek them out.

In many ways, the anarchic initiate prestige class can be viewed as the natural continuation of the wilder class.

As with regular wilders, it isn't a bad idea for an initiate to pick up the Enervation Endurance feat (page 53).

As you increase in level, the powers you choose should include ones that have variable numeric effects, since the chaotic surge is dependent on this quality.

Of course, any time you can discover some method through which to learn or add the chaos descriptor to a power, you should do so.

RESOURCES

Anarchic initiates can attempt to make contacts with the Scofflaws or similar splinter groups for information or temporary aid, if they can overcome their own prejudice against asking an organization for anything.

ANARCHIC INITIATES IN THE WORLD

"Most initiates have nothing but disdain for kings, governors, dukes, ruling councils, and other authorities.

While this isn't necessarily a bad trait, open, public scorn of Officialdom tends to create powerful enemies.

Subtle, anarchs are not."

—Ialdabode, warning his pupil against the path of the anarchic initiate

Anarchic initiates can be present in any world that is widely populated with psionic creatures and characters.

They represent a random element, change for change's own sake.

They are the quintessential activists, always looking to overturn the rule of bad laws (if they are good-aligned), or overthrowing well-governed republics (if evil).

Neutral initiates are rare, but such characters often become legendary within the ranks of their comrades, since their vision is unclouded by moral concerns.

Anarchic initiates spend their days in travel and contemplation, with an occasional rant and wild outburst (usually against the foes an adventurer comes across).

Anarchic initiates enjoy speaking about their philosophy, both the cosmological implications of chaos underlying reality and the role of anarchy in the power structures of sentient creatures.

ORGANIZATION

While the vast majority of anarchic initiates avoid large organizations, a few loosely knit groups exist.

One such group is the Scofflaws, made up primarily of anarchic initiates.

The Scofflaws is only an organization in the loosest sense. It is almost more a concept than a group, in that it is made up of small cells that come together to accomplish specific tasks and then disband.

The cells have no hierarchy to answer to and act independently of any other existing cells.

Its members are expected to find their own problems to solve and recruit others to help complete the cell as necessary.

A normal Scofflaws cell consists of characters with different abilities, including those with martial, spellcasting, divine, or psionic training.

No cell is allowed to exist for longer than it takes to achieve a particular goal.

While many of those who made up a previous cell might also make up the next cell, the Scofflaws believe that the continuous, unbroken existence of a cell would lead to doctrine, laws, and loss of random uncertainty.

Because the group has no headquarters or centralized location for meetings, it is difficult for people to petition the Scofflaws for aid, or to take vengeance against a Scofflaw cell for its actions.

The founder of the Scofflaw concept, a halfling named Embersage Fenwillow, is herself an anarchic initiate.

In crafting the organization, such as it is, she attempted to balance the good that an organized body can accomplish against the evil an organized body can do if it is burdened with bylaws and founded on unchanging principles.

She also enjoyed the inherent chaos of breaking apart and putting together a group of people over an uncertain time interval.

To form a cell on your own, you must have previously been a part of a Scofflaw cell and successfully completed its mission.

Once someone fits the above criteria, that person is free to organize a cell of his or her own, pulling people together for the purpose at hand and then dissolving the group once the goal has been achieved.

NPC REACTIONS

Most people are not aware that anarchic initiates draw their power from a mental connection with the plane of Limbo.

Chaos and anarchy are viewed as more dangerous than law, however, so general NPC attitudes toward someone calling himself an anarchic initiate range from indifferent to unfriendly.

If an NPC actually witnesses an anarchic initiate breaching reality with leakage from the plane of Limbo, the resultant fear shifts the NPC's attitude toward hostile.

Groups in power (especially those who abuse their power) sometimes pass rules to ban (or take into custody) anarchic initiates, if they know of the profession.

ANARCHIC INITIATE LORE

Characters with ranks in Knowledge (psionics) or Knowledge (the planes) can research anarchic initiates to learn more about them.

When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: An anarchic initiate can trigger a type of fit that can supercharge his psionic abilities—unless it knocks him for a loop instead.

DC 15: An anarchic initiate is a kind of psionic wilder, one who embraces the chaos that he says underlies all of reality.

DC 20: Anarchic initiates can tap into Limbo, the plane of chaos itself.

Finding an anarchic initiate is a hit-or-miss proposition at best, unless you happen to be a wilder.

Wilders more commonly become anarchic initiates than any other class in the game, and thus have more connections to anarchic initiates than any other group. Should a character wish to find an anarchic initiate, add a +2 circumstance bonus on the check if he or she is asking a wilder for information.

ANARCHIC INITIATES IN THE GAME

Players who take on the role of anarchic initiates should be reminded that it is only large power structures and ridiculous rules that are anathema to the class—the interpersonal interactions of a small group of adventures is the sort of chaotic interaction that anarchic initiates prefer. Players who enjoy challenging the status quo will likely enjoy playing anarchic initiate characters.

Characters who embrace the chaotic side of life also make good initiates, as do those who enjoy taking on injustice or larger-than-life quests.

ADAPTATION

If an anarchic initiate wants to play in a campaign cosmology that doesn't include Limbo, it is easy enough to change the focus of the character to a different chaotic realm, chaotic deity, or powerful item that encompasses uncertainty.

For instance, in a FORGOTTEN REALMS campaign, an anarchic initiate might draw her chaotic inspiration from the outer plane of Fury's Heart, or even from an aspect of Talos himself.

In an EBERRON campaign, an anarchic initiate could be inspired by the plane of Kythri, the Churning Chaos.

ANARCHIC INITIATE TRAINING GROUNDS: THE ETERNAL CIRCLE

Drawn to this remote citadel, wilders travel from around the world to expunge every last element of order from their minds, embracing chaos and becoming an anarchic initiate. The building's structure mirrors the eternal cosmos, providing endless challenges for potential anarchic initiates to focus their minds and hone their skills.

The master of the school is Ven'Do (male human wilder 10/anarchic initiate 10), a legend among wilders dedicated to their craft.

The school is built into the side of a rocky outcropping in the middle of a remote mountain range.

Once a visitor is inside, the halls of the school seem to circle endlessly downward.

As students master each new challenge, they are allowed to move deeper into the school.

Each circle and challenge they overcome strips another orderly, doctrinal constraint from their minds.

In the end, they must pass a test against Ven'Do himself.

It is rumored that Ven'Do possesses the highest status among anarchic initiates, in that he is capable of completely breaching reality, and thereby allowing into the world the undiluted chaos of Limbo.

The Eternal Circle was founded a century ago.

Some stories hint that the original master was a mind flayer.

Graduates of its halls are sworn to secrecy regarding all they see and learn while enrolled.

This is especially true for their encounter with Ven'Do, which no graduate can recall once he or she leaves the Eternal Circle.

The memory is so thoroughly blocked that no subsequent mental probe has ever successfully recalled or revealed this encounter.

All questions about the nature of the challenges, or anything about Ven'Do, are answered with silence.

Powerful anarchic initiates live permanently at the site.

They guard the structure with their psionic might, and also prepare initiates who wish to enter the Eternal Circle.

A multicolored crystal shard is given to each would-be initiate who wishes to try the circle, along with instructions for the crystal's use: "When the challenge of the Eternal Circle becomes too great, break the crystal.

You will instantly be plucked from danger and brought back here.

Do not use the crystal except in dire need, however; those who use the crystal are forbidden from reentering the Eternal Circle for a year's duration.

Only break the crystal if you have no other choice".

TABLE 2-1: THE ANARCHIC INITIATE

HIT DIE: D6

Level	Base				Special	Manifesting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Chaotic surge	+1 level of existing manifesting class
2nd	+1	+0	+0	+3	Anarchic grace	+1 level of existing manifesting class
3rd	+2	+1	+1	+3	Wild surge +1, psychic enervation	+1 level of existing manifesting class
4th	+3	+1	+1	+4	Clarity of confusion	+1 level of existing manifesting class
5th	+3	+1	+1	+4	—	+1 level of existing manifesting class
6th	+4	+2	+2	+5	Chaotic breach, minor	+1 level of existing manifesting class
7th	+5	+2	+2	+5	Wild surge +2	+1 level of existing manifesting class
8th	+6	+2	+2	+6	Postpone Enervation	+1 level of existing manifesting class
9th	+6	+3	+3	+7	—	+1 level of existing manifesting class
10th	+7	+3	+3	+7	Chaotic breach, complete	+1 level of existing manifesting class

EBON SAINT

"Generally speaking, if I'm involved, things have gone too far already."

—Jaed Catt

The ebon saint lives in the darkness, but seeks to expose his enemies to the light.

Flitting from the shadows to learn the secrets of his enemies and dispatch them quickly, the ebon saint seeks to further his personal agenda by gathering and exploiting information on those who oppose him.

The goal of these dark infiltrators is to sneak into the lairs of their enemies, uncover their dark secrets, and expose them to the world.

Whether an ebon saint seeks to right the wrongs of the world, maintain the status quo, or strike tyrannical fear into the hearts of the oppressed, he does so from the cold, unchanging certainty of the darkness in which he resides.

BECOMING AN EBON SAINT

Ebon saints nearly all begin their careers as lurks, since that class provides the necessary foundation for ebon saint abilities.

A fair number, however, are rogues with the Wild Talent feat.

Whereas a lurk might use the shadows to achieve his ends, an ebon saint lives in them, seeking to master the art and discipline of the dire strike in the service of an ideology that is greater than any one person.

The nature of that ideology is determined by each ebon saint, and is molded by his alignment and life experiences.

ENTRY REQUIREMENTS

Skills: Bluff 8 ranks, Disguise 8 ranks.

Hide 8 ranks, Move Silently 8 ranks.

Feats: Combat Expertise, Improved Feint.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Sneak attack +1d6 or psionic sneak attack +1d6.

CLASS SKILLS

(4 + Int modifier per level): Bluff, Climb, Concentration, Disguise, Escape Artist, Hide, Intimidate, Jump, Listen, Move Silently, Psicraft, Search, Sense Motive, Sleight of Hand, Spot, Swim, Tumble.

CLASS FEATURES

Unlocking secrets is an ebon saint's stock in trade.

The class focuses somewhat on stealth, but mostly on the acquisition of information.

Ebon saints' abilities allow them to steal what they seek from the minds of their foes.

Powers Known: At every level above 1st level, you gain additional power points per day, an increase in manifester level, and access to new powers as if you had also gained a level in whatever manifesting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one manifesting class before becoming an ebon saint, you must decide to which class to add each level for the purpose of determining power points per day, powers known, and manifester level.

Dire Strike (Ex): Ebon saints are trained at infiltration and gathering of information through subversive means.

If you study a creature for 1 round and then make a successful sneak attack against that creature, you gain an insight into that creature's abilities.

For the rest of that encounter, you gain a bonus on attack rolls made against that creature equal to your ebon saint level.

You also gain a dodge bonus to AC against that creature's attacks equal to one-half your class level, rounding down (minimum 1).

In addition, a creature you have used dire strike against is subject to dire augments that are unique to the ebon saint class.

Once you have completed your round of study, you must make your dire strike attempt within the next 3 rounds. If you do not, you must spend another round studying your target before you can attempt a dire strike.

You cannot use a dire strike against an unconscious opponent.

As with a sneak attack, you can deal nonlethal damage with a dire strike, which becomes important when you master the disappear from the mind ability.

Shadowfriend (Ex): While you are psionically focused, you gain an enhancement bonus on Hide checks and Move Silently checks equal to your class level.

Dire Augments: An ebon saint gains dire augments that function much as the lurk class feature does (see page 14). While a lurk's abilities cover a spread of options, however, you have dedicated yourself to the art of infiltration and espionage.

Using a dire augment is a swift action.

You can spend a number of power points less than or equal to your character level on a single attack.

You can use your dire augments a number of times per day equal to 3 + your ebon saint level.

In addition, you can only use your dire augments to modify a dire strike attack, not a normal sneak attack.

At 3rd level, you can combine any two of your dire augments in a single dire strike (as a single swift action), provided you can pay the power point cost of each ability.

At 5th level, you can combine any three of your dire augments in a single dire strike, provided you can pay the power point cost of each ability.

Thought Theft (Su): Beginning at 2nd level, you can gain insight into any hazards you will encounter in the near future that your victim is aware of.

If your dire strike is successful, you can access the creature's mind in a manner similar to the *read thoughts* power (EPH 128).

The information you ascertain is the nature of any hazards the creature is aware of within 50 feet.

Hazards include traps, enemies, and other obstacles intended to impede you or cause you harm.

You become aware of these hazards in only the most general sense.

You might learn, for example, that a trap lies 30 feet down a corridor from your victim, but not the nature of the trap or how to bypass it.

You might also learn that a patrol of four guards comes down the corridor every few minutes, but not the race or weaponry of each of the guards.

The creature can attempt a Will save (DC 10 + 1/2 your character level + your Int modifier) to resist the thought theft.

Using this augment costs 3 power points.

For every 2 additional power points you spend, the save DC of the ability increases by 1.

Mind Interrogation (Su): Beginning at 3rd level, you gain the ability to steal specific important information directly from the mind of the victim of one of your dire strikes.

When you make a successful dire strike against a foe that deals damage, you can visualize one question in your mind and spend 4 power points.

If your victim knows the answer to the question, you immediately know the answer as well.

Steal Form (Su): At 4th level, you learn the pinnacle of successful infiltration: You can become the victims of your dire strikes.

If you make a successful dire strike attack and spend 5 power points, you can shift your form into that of your victim as a full-round action, as if using an *alter self* spell (PH 197) cast by a spellcaster of your ebon saint level.

You can shift back into your own form with another full-round action; doing so does not require an expenditure of power points.

You can also shift back into the form of your victim again at any time during the next 24 hours by spending 5 more power points.

You only have a total time of 50 minutes to use your victim's form, but you can spread that time out over the 24-hour period.

Once 24 hours have elapsed, you can no longer access the victim's form unless you seek out that creature and perform another successful dire strike against it (if it is still alive).

You are subject to the same limitations as described in the *alter self* spell when using this ability.

You can "collect" a total number of five forms in a given 24-hour period that you can use, although you must pay power points separately for each one and you must still successfully use dire strike against each victim.

Disappear from the Mind (Su): At 5th level, you master the art of disappearing right in front of your victim.

When you make a successful dire strike attack that deals nonlethal damage, you can spend 5 power points to erase your presence from the victim's mind.

This works as the *cloud mind* power.

Your victim can attempt a Will save (DC 10 + 1/2 your character level + your Int modifier) to resist the effect.

If you have dealt lethal damage to your victim within the previous 24 hours, you cannot use this ability against that target.

If you deal lethal damage to the target at any point after using this ability successfully, it remembers everything about this encounter.

You must remove yourself from the victim's line of sight within 1 round of using this power, or the creature remembers everything.

You must remain out of sight for at least 1 minute; once this time has passed, the creature treats you as if the previous encounter never happened if you again expose yourself to its line of sight.

Sneak Attack (Ex): At 3rd level, the damage you deal on a sneak attack improves by 1d6 points.

If you have the psionic sneak attack class feature, that ability improves instead.

If you have both sneak attack and psionic sneak attack, choose one or the other to improve.

PLAYING AN EBON SAINT

You adventure to further your personal ideology.

One ebon saint might be concerned with religious matters, another with philosophical issues, and yet another with something else entirely.

The one sure thread that ties you to all other ebon saints is your belief that those who oppose your goals should be exposed and removed, or as the saints say, "rendered unto the Ebon Dawn".

Having a differing viewpoint alone isn't enough to qualify someone to become an ebon saint's target.

To be marked for the Ebon Dawn, a creature's entire philosophical axis must be opposed to yours.

For example, an ebon saint might be convinced that slavery is the greatest injustice and seek to destroy all slave traders. Another might believe that only through complete acceptance of servitude will the populace at large be truly productive, and thus might seek to make a living in the service of a terrible tyrant.

Still another might believe that a specific religion is the true path to enlightenment, and seek to expose another church (or churches) as a group of charlatans or corrupt bureaucrats.

Whatever the cause he espouses, an ebon saint holds an unshakable conviction to his personal ideology.

COMBAT

You should try to begin every fight from the shadows, studying your opponent to set up a dire strike attempt. This establishes a combat advantage that eventually allows you to make use of a host of abilities, enabling you to further your cause by obtaining key information.

Unlike some who strike from the shadows, you are not averse to relying on the assistance of your companions. Indeed, without allies, you are hard-pressed to use your abilities to their full effect.

You can move fluidly within melee, looking for an opponent that is already distracted by one of your companions.

Seek out flanking or near-flanking positions from which to strike, or else find shadowed areas from which you can set up a dire strike.

Eventually, you can use your abilities to take on the appearance of your foes, enabling you to move through enemy strongholds more easily and find the highest-ranking opponents.

At the highest levels, you can make surgical strikes, gaining information and then erasing your presence from your victim's mind.

ADVANCEMENT

This path is chosen by a lurk or rogue whose ability to bring down his foes has evolved into a sort of personal code, or even a pseudo-religion.

These dedicated individuals often end up gaining a reputation for their single-minded pursuit of a goal. Ebon saints look for individuals with that drive and conviction and set out to recruit them into the organization, making the group stronger as a whole. After becoming an ebon saint, you are encouraged to pursue your cause through whatever means you find worthwhile.

The organization is a loose one, more a brotherhood of idealogues than a physical collection of resources and individuals.

You are largely left to your own devices as far as training and acquiring resources are concerned.

As the other saints look at it, if you are devoted enough to a truly worthy core of beliefs, you will find your own way to power.

As you progress in power, it is important to choose powers that aid in mobility (such as *psionic dimension door* and *psionic freedom of movement*) or that give you a combat advantage (such as *psychofeedback* and *temporal acceleration*).

Nonpsionic feats such as Dodge, Mobility, and Spring Attack can be a great help as well. Any magic item or psionic item that enhances your Hide and Move Silently checks

(boots and *cloak of elvenkind*) or that makes you more agile (*gloves of Dexterity*) is desirable.

Any item that increases the DCs for the saving throws against a saint's special abilities (*headband of intellect*) is desirable as well.

RESOURCES

You were initially recruited into the ebon saints by an existing member of the class, who sought you out because of your strong convictions.

He trained you and taught you the basics of being a saint, and how to turn your abilities to even greater advantage in pursuit of your cause.

Once initial training is done, you are turned loose in the world to pursue your own philosophy.

Like-minded saints sometimes join forces on a particularly difficult task, but most work alone or in small groups with individuals of other classes.

EBON SAINTS IN THE WORLD

"Ebon saint?"

Ebon slayer is more like it.

On the other hand, that Jaed Catt feller keeps the crime lords in the merchant district on their toes, so I'm not one to complain."

—Zachary Druthers, blacksmith

Ebon saints are a great source of adventure.

They are almost completely self-motivated, and one is always looking for ways to further his personal ideology.

As a PC, a saint adds spice to any group of characters because of his dedication to his ideology.

As an allied NPC, a saint makes a PC group all the stronger.

A saint is excellent at uncovering secrets, so such a character makes an excellent vehicle for advancing a plot.

As an enemy NPC, an ebon saint can make a great recurring villain as he attempts to slay or stop the members of an adventuring group.

An evil ebon saint, with his enhanced ability to hide, his acceptance of the dark, and his strong conviction about the way the world should be, could be set up in direct opposition to the PCs' pursuits, embodying a philosophy that directly contradicts that of the PCs.

ORGANIZATION

Each ebon saint is governed by his own chosen system of beliefs.

Where those beliefs are challenged by civic authority, an ebon saint is viewed as a rebel, or in some instances, a vigilante.

Where they are supported by the community, he is regarded as a hero.

In almost all cases, however, an ebon saint and his allies operate outside the bounds of established organization structures.

Some ebon saints share beliefs with larger groups and latch on to those organizations to further their own ends.

An ebon saint with particular spiritual convictions might become an agent of a particular church, for example.

Some saints become convinced that the best way to pursue their personal ideology is to recruit like-minded individuals, so they form their own organizations dedicated to those convictions.

NPC REACTIONS

Ebon saints take pride in remaining unnoticed in the shadows.

An individual ebon saint is far more likely to be judged on his own reputation than his membership in such a nebulous organization.

Those NPCs who do know of the ebon saints have an initial attitude of indifferent toward such a character.

If they are among the target of the character's beliefs, however, their attitude shifts to unfriendly or even hostile.

Other ebon saints are typically friendly toward such a character based solely on his status as an ebon saint.

However, if the two characters' ideologies are at odds, the attitude of each one toward the other varies according to the extent of the difference.

EBON SAINT LORE

Characters with ranks in Knowledge (local) can research an individual ebon saint to learn more about him.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: [Name of NPC] strikes from the darkness.

If he reveals himself, it's likely the last thing you'll see.

DC 15: [Name of NPC] has been disrupting the efforts of

[name of organization or group].

He seems to have a real vendetta going, or someone is paying him well to keep the pressure on.

DC 20: [Name of NPC] is an ebon saint.

Each ebon saint is dedicated strongly to his own personal convictions, and will do everything he can to reveal his enemies and expose their weaknesses for the world to see.

DC 30: Characters who achieve this level of success can learn important details about a specific notable ebon saint, the areas where he operates, and the kinds of activities he undertakes.

EBON SAINTS IN THE GAME

An ebon saint PC might be the catalyst for events in your game, or he might simply follow the rest of the group, attempting to enforce his ideology wherever he goes.

His fervent adherence to a cause can provide a handy way to involve characters in an adventure, though it can lead to conflict within the group if it is relied on too often, or if the ebon saint's player decides his goals take precedence over everything else.

People who enjoy playing ebon saints are often attracted to the strong sense of purpose these characters have, combined with the freedom to set their own goals (as opposed to having to exemplify an alignment, for example). Players who enjoy creating self-professed vigilantes will find this class attractive as well.

Ideally, an ebon saint PC has aims and goals that are generally aligned with those of the other characters. In this role, the ebon saint is a friend, if one with potential thorns.

ADAPTATION

Whether the ebon saint in your game has the spotlight or waits in the wings, you'll want to be sure to work with the player to make sure that the ideology his character pursues doesn't conflict too strongly with other members of the party.

Next, devise an NPC or an NPC organization whose ideology directly conflicts with the ebon saint's.

This gives the character a great deal to worry about and plan for.

The open-ended nature of the prestige class leaves plenty of room for working the class into your game.

TABLE 2-2: THE EBON SAINT

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+0	+0	+2	+2	Dire strike, shadowfriend	—
2nd	+1	+0	+3	+3	Thought theft	+1 level of existing manifesting class
3rd	+2	+1	+3	+3	Mind interrogation, sneak attack +1d6	+1 level of existing manifesting class
4th	+3	+1	+4	+4	Steal form	+1 level of existing manifesting class
5th	+3	+1	+4	+4	Disappear from the mind	+1 level of existing manifesting class

ECTOPIC ADEPT

"Ectoplasm is the clay that I turn upon the potter's wheel of my mind.

When I'm finished, like all art, it takes on a life of its own"

—Giles Stoneforge

Ectoplasm is the preferred medium of creation for the ectopic adept, and his mind serves as the mold, kiln, and wheel upon which his works are turned.

An adept sees each new astral construct he creates as a unique work of art, an exquisite sculpture serving a specific purpose in the arsenal of this most dangerous crafter.

Other psionic characters seek to perfect mind and body in the fire of their own will.

An ectopic adept is more concerned with achieving perfection by creating the ideal astral construct, regardless of the transitory nature of his creations.

An adept seeks any opportunity, martial or otherwise, to demonstrate his skills in sculpting the changeable astral medium of ectoplasm.

BECOMING AN ECTOPIC ADEPT

While any psionic character with the *astral construct* power might be eligible for this prestige class, the truest potential adept is a shaper, who begins and ends each day considering all the uses and permutations that can be achieved with ectoplasm.

Constantly looking for new ways to sculpt ectoplasm, an ectopic adept is largely unconcerned with developing his mental abilities except so far as such development advances his psionic sculpting craft.

ENTRY REQUIREMENTS

Skill: Psicraft 8 ranks.

Feats: Skill Focus (Craft [sculpting]), Ectopic Form (any).

Powers: Must be able to manifest the *astral construct* power.

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Craft (sculpting), Disguise, Knowledge (all skills, taken individually), Profession, Psicraft, Use Psionic Device.

CLASS FEATURES

An ectopic adept specializes in manipulating and altering the already powerful astral constructs.

His abilities let him more fully customize his creations.

Manifesting: At each level beyond 1st, you gain new power points per day and an increase in manifester level (and powers known, if applicable) as if you had also gained a level in a manifesting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one manifesting class before becoming an ectopic adept, you must decide to which class

to add each level for the purpose of determining power points per day, manifester level, and powers known.

Resilient Construct (Su): Calling on your knowledge of sculpture and form, you can craft more resilient astral constructs.

Any construct you create with the *astral construct* power has 2d6 temporary hit points that last for the duration of the *astral construct* power.

Your astral constructs no longer gain the benefit of this ability if you do not have a number of ranks in Craft (sculpting) equal to or greater than your manifester level.

Ectopic Form: At 2nd level and 4th level, you gain Ectopic Form (page 50) as a bonus feat.

Rapid Creation (Ex): Calling on your knowledge of sculpture and form, at 3rd level you can manifest *astral construct* as a standard action once per day for every class level you have.

You lose access to this ability if you do not have a number of ranks in Craft (sculpting) equal to or greater than your manifester level.

Double Creation (Su): At 5th level, you become able to better manipulate the complex strands of ectoplasm that comprise your astral constructs.

Once per day, you can manifest *astral construct* a second time while a construct you have created still exists.

(Before you attain 5th level, you can have only one astral construct created at a time).

You lose access to this ability if you do not have a number of ranks in Craft (sculpting) equal to or greater than your manifester level.

PLAYING AN ECTOPIC ADEPT

You seek adventure to test your creations against all the dangers the world can offer.

You purposely seek out conflicts that allow you to create progressively more lethal astral constructs.

Other adventurers might be alarmed by the zeal with which you approach the battlefield—an adept rarely retreats from a fight.

You frequently enjoy taunting your opponents as they are being pummeled into submission by your latest creation. To your mind, overkill is impossible where your constructs are concerned.

You delight in using the biggest, nastiest astral construct capable of getting the job done.

It's important to note, however, that you value your constructs as much for their beauty as for their ability to trounce your enemies.

COMBAT

If you have more than one Ectopic Form feat, you have access to a variety of specialized astral constructs to use in combat.

You typically begin combat by creating an astral construct suitable for the conflict at hand.

Many adepts would prefer to never personally enter a conflict, instead choosing to manifest powers that aid their constructs in melee.

Whether you act alone or as a member of an adventuring company, your tactics are the same.

You create astral constructs to absorb the worst your opponents have to offer, and you offer support and help for your construct as needed during a battle.

Once in a while, after you have created an astral construct, you might use your secondary powers to support your comrades (especially if that support allows your comrade to flank an enemy with one of your constructs).

ADVANCEMENT

Among ectopic adepts, it's a common thought that adepts are born, not made.

No one comes and asks you if you'd like to be an ectopic adept; you can seek out training, but it is your choice to do so.

Training to become an ectopic adept is like training to become a master artiste.

You practice your art as part of an eternal search for perfection.

Apprenticeships among existing ectopic adepts are common, as young adepts work to master the skills necessary for advancement.

Each ectopic adept has his own style and indeed preferred forms for astral constructs.

It is the perfection of these forms that gives an ectopic adept true fulfillment.

Once you become an ectopic adept, you spend years testing and honing your skills.

The search for the perfect astral construct form drives adepts to greatness (or ultimate failure).

Some small groups of ectopic adepts occasionally come together to study and discuss their work together, but without forming any overarching organization to which they owe allegiance.

The path that an ectopic adept must follow to succeed at his craft is relatively straightforward—learn as much about the construction and enhancement of astral constructs as possible.

Feats such as Boost Construct (EPH 43) are mainstays to an adept.

RESOURCES

Once you leave your adept apprenticeship, you are largely on your own.

A good relationship with your former master might give you some resources you can call on in a time of need, but no other adept is beholden to help you.

Of course, many ectopic adepts feel a sort of kinship with one another, and one might be prevailed upon for some limited assistance in a troubled time.

What resources does an ectopic adept need, however, other than his mind and skill?

After all, the Astral Plane is a limitless resource, filled with all the ectoplasm an adept could ever hope to shape.

ECTOPIC ADEPTS IN THE WORLD

"As long as he keeps makin' them big green spinnin' critters, Giles is okay in my book."

—Kressus the Gray, dwarf fighter

In regions where war is common, an ectopic adept always finds employment.

Whether he joins an adventuring party, becomes a freelance "cleaner", or slides into a virtueless career as a

bounty hunter, an ectopic adept has talents that are useful in a wide variety of situations.

Moreover, the sculpted astral constructs created by an adept are artistic marvels.

Those being thrashed by an emerald gyre astral construct are hard pressed to find anything of beauty or subtlety in the adept's craft, but an adept finds both subtlety and beauty in bringing his deadly, short-lived sculptures into the world.

When conflict doesn't beckon, an ectopic adept spends his day in study and practice, crafting astral constructs for the sheer joy of doing so.

Perfection isn't always found in the function of the construct, but in its appearance and grace of form.

ORGANIZATION

The Astral Sculptor's Academy is a private organization of psionic characters consisting primarily of psion shapers. A special place in the organization is reserved for ectopic adepts, who are the acknowledged masters of form manipulation and invention.

The academy has few, if any, open adversaries.

No one in his right mind is willing to directly oppose a group of astral construct—creating psions, whose worst nightmares can be sculpted into reality and sent after a transgressor.

In addition to providing training to members in the arts of metacreativity and sculpture, one arm of the academy promotes the use of its more militaristic members in the armies of rich city states, powerful adventuring companies, and other groups seeking to beef up their strength.

Any contracts arranged by the academy for individual members always pays a better than average wage, though the academy extracts a percentage for its own coffers.

The academy is governed by a board of experienced shapers, including several ectopic adepts.

The chairperson, Alliyon Dak'aris, sits at the head of the board through an elective process that occurs every other year, though Dak'aris (an ectopic adept herself) has served for more than a decade.

The board sets syllabi for the various courses it provides, arranges finances so that the base materials required for all the sculpting classes can be obtained, keeps track of membership rolls, establishes policy, and negotiates with other organizations with whom the academy deals.

Membership in the academy is broken down into novitiate, journeyman, and elder ranks.

Novitiates are those new to the academy who have yet to complete a full year of membership in good standing.

They are considered to be on probationary status and can be dismissed from the academy should they refuse to apply themselves.

Upon completion of their first year, novitiates become journeymen.

Journeyman is the most common rank.

Unless a member wishes to take up some manner of administrative task, he usually remain at that rank.

Elders, all of whom have been part of the organization for at least a decade, handle the academy's administrative tasks.

NPC REACTIONS

Anyone who knows about psionics or has seen ectopic adepts fight is likely to know at least a little about the prestige class.

The ability that ectopic adepts have to casually create beautiful, lethal pawns to send against their enemies

guarantees that the class's reputation precedes it wherever it is known.

NPCs who are aware of the class typically have a starting attitude of friendly toward an adept, if only to avoid angering the character.

The exception to this is if the NPC is involved in a conflict and knows the opposition is using ectopic adepts, in which case his initial reaction is unfriendly at best.

ECTOPIC ADEPT LORE

Characters with ranks in Knowledge (psionics) can research ectopic adepts to learn more about them.

When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: Ectopic adepts are some kind of psionic character.

DC 15: Ectopic adepts are psionic shapers who specialize in creating astral constructs.

DC 20: Ectopic adepts can usually be found at the Astral Sculptor's Academy, but don't cross anyone you meet there. They're touchy, and always looking for a reason to call up one of their ectoplasmic horrors.

ECTOPIC ADEPTS IN THE GAME

Whether as a valuable member of an adventuring company, or as part of an enemy mercenary group, an ectopic adept is easy to fit into any campaign where psionic rules are used. Ectopic adepts can be doughty heroes just as easily as they can be dangerous enemies.

Psionic characters who truly want to focus on astral constructs, their creation and use in combat, are likely to find this prestige class a welcome occupation.

Since ectopic adepts live for battle, too much intrigue and maneuvering can spoil their fun.

To them, direct conflict is the spice of life.

ADAPTATION

The ectopic adept is a well-contained class.

In any game that allows psionic rules, ectopic adepts should work well.

The organization associated with the class, the Astral Sculptor's Academy, is completely dispensable.

It could be either eliminated or replaced with an organization better suited to the campaign.

ASTRAL SCULPTORS ACADEMY: THE GUILD HALL ECTOPIC

The most unique feature of this large opaque dome is that its outer walls are composed entirely of stabilized ectoplasm, which is as hard as stone.

The dome of this large guild hall gives the appearance of a gargantuan pearl imbedded in the ground in the middle of the city.

The ectoplasm does a perfect job of keeping the interior of the structure warm during the winter, providing more than adequate insulation.

By the same token, it also remains relatively cool inside during the summer.

There are normally eight doors (one facing each of the directions N, S, E, W, NE, NW, SE, and SW) that allow access to the interior, but these can be sealed by the chairperson, who can create a seamless structure with 3-foot-thick ectoplasmic walls (possessing the same toughness and hit points as stone) that can withstand most standard attacks.

Each room of the guild hall houses an extradimensional room with far vaster dimensions than apparent from the outside of the structure.

Most of these extradimensional spaces are given over to instruction in the art of sculpture, beginning with such simple substances as wax and soap, moving up through wood and stone, then to the difficult process of bronze casting.

Only those who can sculpt ectoplasm as well as they can sculpt more mundane substances can become novitiates of the guild.

The guild hall houses the academy's board and many of the elders.

In addition to these august personages, the guild hall maintains a standing guard of eight adept guards (shaper 5/ectopic adept 3), each of whom is charged with protecting the Guild Hall Ectopic.

The current chairperson is Alliyon Dak'aris (LN female human shaper 7/ectopic adept 8).

TABLE 2-3: THE ECTOPIC ADEPT

HIT DIE: D4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+0	+0	+0	+2	Resilient construct	—
2nd	+1	+0	+0	+3	Ectopic Form (any)	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Rapid creation	+1 level of existing manifesting class
4th	+2	+1	+1	+4	Ectopic Form (any)	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Double creation	+1 level of existing manifesting class

FLAYERSPAWN PSYCHIC

"For great power, you must sometimes pay a great price, even as you avoid temptations that would turn a less hardened psychic's stomach."

—Zeth'Rin, a flayerspawn psychic

Willing to sacrifice her life, appearance, and even her sanity, the flayerspawn psychic walks a dangerous road, growing in psionic power as she slowly embraces her secret mind flayer heritage.

Some psionic characters take up this class to gain more power, while others do so to gain greater understanding of the illithids.

A few do so because they secretly believe mind flayers to be a superior psionic organism.

BECOMING A FLAYERSPAWN PSYCHIC

Potential flayerspawn psychics, whether multiclass or single-classed, must possess psionic ability.

Potential flayerspawns are restricted in how they obtain this psionic power—only psions and erudites (page 153) possess the proper frame of mind.

From this beginning, potential flayerspawns undergo a slow process, transforming mind and body as they gain and practice abilities common to mind flayers.

Unfortunately, this power comes along with the temptation to embrace portions of their heritage that are truly evil (such as the Illithid Extraction feat, page 61). Those who resist the hunger are capable of maintaining their moral and personal attitudes.

Those who give in and indulge the hunger find their personalities changing to more closely match the creature they are becoming.

ENTRY REQUIREMENTS

Powers: Ability to manifest *psionic charm*.

Skills: Knowledge (psionics) 8 ranks.

Feats: Illithid Heritage.

Language: Undercommon.

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Disguise, Hide.

Intimidate, Knowledge (all skills, taken individually), Listen, Move Silently, Psicraft, Sense Motive, Spot, Use Psionic Device.

CLASS FEATURES

All the following are class features of the flayerspawn psychic prestige class.

The main focus is on duplicating the abilities of an illithid, to either become one (in effect) or to gain a greater understanding of the race in general.

Manifesting: At each level indicated on the table, you gain additional power points per day, an increase in manifester level, and access to new powers as if you had also gained a level in a manifesting class to which you belonged before you added the prestige class.

If you had more than one manifesting class before becoming a flayerspawn psychic, you must decide to which class to add each level for the purpose of determining power points per day, manifester level, and powers known. Illithid Blast (Su): At 1st level, you gain the Illithid Blast feat.

As a flayerspawn psychic, you gain some additional benefits from taking this feat.

As described on page 61, you can channel power points into a *mind blast* as a standard action.

The blast stuns everyone who fails a Will save within a 15-foot cone for 1d4 rounds.

As you gain levels in this prestige class, the uses per day, size of the cone, and the number of rounds for which you can stun foes increases.

At 6th level, your *mind blast* produces a 30-foot cone that stuns foes for 2d4 rounds.

At 10th level, your *mind blast* produces a 60-foot cone that stuns foes for 3d4 rounds.

Illithid Feat: At 2nd, 4th, and 8th level, you gain a bonus illithid feat.

Choose any illithid feat for which you qualify.

Illithid feats are described on page 61 of this book.

PLAYING A FLAYERSPAWN PSYCHIC

By every race that is aware of their existence mind flayers are considered to be the most powerful and dangerous psionic creatures.

The temptation to take on some of an illithid's power is thus extremely attractive to those who seek power above all else, such as yourself.

Of course, this temptation is particularly strong in characters that are already evil, or among those with a domineering personality trait.

There is no organization of flayerspawn psychics, though those of evil bent who have progressed through all the levels of the class might attempt to join a mind flayer community.

Lawful mind flayers are known for their xenophobia and would probably reject you if they knew your true origin.

If you have undergone substantial physical modification in the acceptance of your heritage, though, you might look so much like an illithid and possess such a similar mindset that you can probably fool other illithids into accepting you into the lower rungs of mind flayer society.

COMBAT

In combat, you can draw upon an arsenal of powers.

You might want to avoid melee combat at lower levels, using your tentacles to attack only as a last resort (if you have taken the Illithid Grapple feat, page 61).

You begin most combats with a *mind blast* (granted by the illithid Blast feat, page 61).

Unlike a true mind flayer, you can adjust the DC of the *mind blast* according to the number of power points you are willing to spend on the attack.

With a few rare exceptions, it's best to put as many power points into your *mind blast* as your manifester level limit allows.

Within an adventuring group, you should try to get off an initial *mind blast* that won't affect your allies before fading to the rear of the group.

Once the battle is in full swing, you can support your allies with your psionic powers.

ADVANCEMENT

It isn't uncommon for established flayerspawn psychics to recruit impressionable psions and erudites to join them.

It is equally likely that you learned of the process while studying mind flayer lore.

However the knowledge becomes available, once you pick up the Illithid Heritage feat, it is difficult to turn back.

The lure of greater power is too attractive to disregard. The secondary advantage of the class is the bonus illithid feats it grants.

Because the offensive power of the class is so well assured, you might be best served by picking up illithid feats of a defensive nature, such as Illithid Skin, and feats that provide greater options in all circumstances, such as Illithid Speech.

Of course, you continue to gain manifester levels in your previous manifesting class.

Power choices that enhance your overall versatility are ideal, including (for instance) *biofeedback*, *mental barrier*, and *psionic dimension door*.

RESOURCES

Flayerspawn psychics generally compete rather than support each other.

You should always distrust the agenda of another flayerspawn psychic, assuming the worst—where other such characters are concerned, you are right more often than not.

Because of this tendency, you cannot call on any resources associated with this prestige class (though of course you might have affiliations unrelated to being a flayerspawn).

FLAYERSPAWN PSYCHICS IN THE WORLD

"Aaaauugghh!"

Mind flyer!"

—Phendylin, an elf minstrel in a chance encounter
Any game with both psionics and mind flyers can benefit from this prestige class.

It can be of great use to DMs and players alike, allowing an opportunity to roleplay a transformation that, while considered positively from the player's point of view (merely a means to an end), is thought of as a degeneration to those around them.

Flayerspawn psychics are equally useful in campaigns that focus on tragedy (with respect to the characters), or even large-scale quests for power.

ORGANIZATION

A flayerspawn psychic spends her days much like any other psionic character would.

She enjoys quiet meditation and taking the time to work through the mental exercises necessary to train her mind deeper in psionic art.

As the leader of a group, a flayerspawn psychic might direct her allies toward jobs and quests that bring the group closer and closer to encounters with real mind flyers.

If she is questioned about her undue interest in mind flyers, the rationale of "Know thy enemy" is given as her strategy: It might even be true.

NPC REACTIONS

Flayerspawn psychics have no organization to speak of; thus, it is unlikely that an NPC has heard of them in the sense of any organized group.

A character who has no obvious physical illithid traits is met with a starting attitude of indifferent.

Particularly xenophobic NPCs might have a starting attitude of unfriendly, simply due to a flayerspawn's odd or unwell appearance.

In the later stages of the prestige class, the character might begin to appear like some kind of humanoid—mind flyer hybrid, depending on her illithid feat choices.

NPCs who meet her at this stage (if she is not using some form of camouflage to hide her features) have a starting attitude of hostile and might try to attack the character. Even if the flayerspawn psychic has a good alignment, they might attempt to hunt down both her and all her allies.

Flayerspawn psychics who have allowed their heritage to significantly change their features typically resort to covering themselves or otherwise disguising their appearance to get around this reaction.

FLAYERSPAWN PSYCHIC LORE

Characters with ranks in Knowledge (psionics) or Knowledge (dungeoneering) can research flayerspawn psychics to learn more about them.

When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: Flyer-what's?

Sounds like something related to mind flyers.

I'd stay away from them.

DC 15: Some who develop the powers of their mind discover the reason they're so talented in that area—they have an ancient bloodline connection to illithids!

It's more common than most people would like to think.

DC 20: A flayerspawn psychic quickly learns the power of *mind blast*.

Because of the flayerspawn's hybrid nature, a powerful character of this sort can enhance her mental blast ability beyond even the power of a mind flyer.

FLAYERSPAWN PSYCHICS IN THE GAME

A flayerspawn psychic might be a psion who is studying mind flyers and is willing to undergo transformation for academic reasons.

A character might also be a tragic hero, someone who must undergo the transformation to assure some desired end—or merely for survival.

A third, more likely possibility, however, is that a psionic character is simply power-hungry.

Flayerspawn psychics are particularly useful for the DM who enjoys injecting mind flyer-related themes into his adventures.

The flayerspawn psychic's continuing transformation and possible degeneration can provide ongoing conflict and interest, both within the PC group and with NPCs.

The class fits especially well in a game where aberrations are a common enemy.

ADAPTATION

This class could cause problems at the table and in the campaign, mostly due to its name and the names of the feats to which the flayerspawn has access (beginning with Illithid Heritage).

If problems are foreseen, changing the name of the class to something such as Legacy Psychic and changing the name of all the feats to something such as Legacy Heritage, Legacy Blast, and so forth with the idea that no one knows the psychic legacy behind the character, even the character himself—until some later point when the character is already incorporated into the game.

TABLE 2-4: THE FLAYERSPAWN PSYCHIC

HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+0	+0	+0	+2	Illithid Blast (15-ft. cone, stun 1d4 rounds)	—
2nd	+1	+0	+0	+3	Illithid feat	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Illithid Blast 2/day	—
4th	+2	+1	+1	+4	Illithid feat	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Illithid Blast 3/day	+1 level of existing manifesting class
6th	+3	+2	+2	+5	Illithid Blast (30-ft. cone, stun 2d4 rounds)	—
7th	+3	+2	+2	+5	Illithid Blast 4/day	+1 level of existing manifesting class
8th	+4	+2	+2	+6	Illithid feat	—
9th	+4	+3	+3	+6	Illithid Blast 5/day	+1 level of existing manifesting class
10th	+5	+3	+3	+7	Illithid Blast (60-ft. cone, stun 3d4 rounds)	+1 level of existing manifesting class

ILLUMINE SOUL

"Know what you want, focus on that desire, reach out to the Positive as well as within to your power, and forge a thing of pure beauty."

—Din'elen Tiriandara, an illumine soul

The illumine soul is a living conduit of positive energy. He is able to forge a blade of semisolid psychic energy and infuse it with the essence of the Positive Energy Plane to deal lethal strikes to undead opponents.

As an illumine soul practices this unique talent, he learns to fill up his being with the power of the Positive Energy Plane, becoming a light in the darkness and turning undead away from his radiance.

Desirous of something more than raw psychic energy, an illumine soul learns to reach behind the sky and form a mental link with the Positive Energy Plane.

He entwines this energy with that of his own psionic mastery to create a formidable weapon of brilliance that extinguishes all shadows.

BECOMING AN ILLUMINE SOUL

Whether multiclass or single-classed, illumine souls must have some levels in the soulknife class, since it is that class from which they gain some of their necessary requirements.

However, while soulknives focus on working with pure psychic energy, illumine souls infuse their mind blade (and mind and body as well) with positive energy.

While not necessarily interested in or beholden to divine agencies, illumine souls focus a portion of their studies on religious matters to better understand the source of power drawn upon by clerics and paladins.

ENTRY REQUIREMENTS

Alignment: Any non-evil.

Skills: Knowledge (psionics) 8 ranks, Knowledge (religion) 4 ranks.

Special: Mind blade, psychic strike +1d8.

CLASS SKILLS

(4 + Int modifier per level): Autohypnosis, Climb, Concentration, Craft, Heal, Hide, Jump, Knowledge (psionics), Knowledge (religion), Listen, Move Silently, Profession, Spot, Tumble.

CLASS FEATURES

All the following are class features of the illumine soul prestige class.

An illumine soul focuses mainly on his ability to channel positive energy through his mind blade as well as his body.

Positive Energy Conduit (Su): At 1st level, you forge a permanent link with the Positive Energy Plane that charges your psychic strike with positive energy.

This link allows you to deal damage to undead (both intelligent and mindless) using your psychic strike.

Improved Mind Blade (Ex): You add your illumine soul levels to your levels in the soulknife class to determine your mind blade's enhancement bonus on attack rolls and damage rolls and the mind blade enhancement class feature you have as a soulknife.

In addition, you can add ghost touch to the list of weapon special abilities you can choose from (EPH 29).

Psychic Strike (Su): This ability functions like the soulknife ability of the same name.

The extra damage dealt increases by 1d8 points at 1st and 4th levels.

The bonuses on damage stack with psychic strike bonuses from your soulknife class levels.

Positive Energy Ray (Ps): At 2nd level, you can project a ray of positive energy from your mind blade that deals damage (on a successful ranged touch attack) to any undead creature within 60 feet that it strikes.

It takes a standard action to project a positive energy ray, and the ray deals 2d6 points of damage for every class level you have.

You can project such a ray a number of times per day equal to your illumine soul class level.

Death Ward (Ps): When you expend your psionic focus, you gain protection against the powers of undeath for 1 minute. While enjoying this protection, you are immune to all magical and psionic death effects, energy drain, and any negative energy effects.

This ability doesn't remove negative levels that you have already gained, nor does it affect the saving throw you must make 24 hours after gaining a negative level.

Undead Mind Bane (Su): At 3rd level, your mind blade becomes permanently enhanced with the undead bane weapon special ability (DMG 224).

This weapon enhancement remains constant, despite any other changes or modifications you might make to your mind blade (for instance, using the mind blade enhancement ability of the soulknife).

Positive Energy Healing (Su): When you reach 4th level, your connection with the Positive Energy Plane provides you with a healing ability that you can use on yourself once per day.

This healing kicks in automatically (without any action on your part) on the first occasion in a 24-hour span when your hit points drop to 0 or lower.

When this occurs, a flood of positive energy discharges through the conduit you maintain with the Positive Energy Plane and instantly heals 5d8+5 points of damage.

This healing is timely enough to keep you alive if the amount of damage you just took was otherwise enough to kill you, assuming that the healing you receive leaves your current hit points at -9 or higher.

Positive Energy Flare (Ps): Upon reaching 5th level, you can take a standard action and expend your psionic focus to radiate positive energy that deals damage to all undead within 30 feet of you.

You deal 2d6 points of damage for every class level you have to all undead within range.

The affected undead get a Will save (DC 10 + your illumine soul level + Cha modifier) for half damage.

PLAYING AN ILLUMINE SOUL

Forging a link with the Positive Energy Plane is only the first step of your mission.

Once that link is complete, your goal is to actively seek out and destroy undead every chance you get.

Past deeds and honors are of little consideration when it comes to combating these horrible creatures.

Just as you don't rest on your past achievements in bringing undead to their final rest, you aren't concerned with an undead creature's accomplishments while it was still breathing.

Neither are you worried about an undead's current activities or philosophical bent.

When it comes to undead, there can be no middle ground—they must all be destroyed.

Becoming an illumine soul is a personal decision.

There might exist small groups here and there of illumine souls who feel their goals are best served by organizing their activities instead of working individually, but they are the exception rather than the rule.

Where such groups exist, their primary goal is typically eradicating undead, not recruiting and training new members.

COMBAT

In combat, use your mind blade to attack opponents, charging it up with a psychic strike once they have closed to melee range.

As with a soulknife, you should attack with a psychic strike each round if possible.

You make a great ally for a fighter, rogue, or lurk—with your enhanced maneuverability (if you have taken ranks in the Tumble skill), you can make a point to set up flanking positions for additional attack bonuses.

When undead are encountered at a distance not easily bridged, you can attack using your positive energy ray.

If you come upon undead in a concentrated area, you can first use your positive energy flare to soften up the rotting opposition before you bring your mind blade to bear.

It isn't uncommon for you to join a group of adventurers on your quest.

There is safety in numbers, and undead can be crafty in combat.

The companions who suit you best are typically like-minded individuals: clerics, paladins, and ardens (page 5) all make good adventuring companions.

Beyond that, any good-aligned character can be helpful in combating undead (particularly intelligent ones).

ADVANCEMENT

As you continue to progress, feats such as Psionic Weapon (EPH 50), Greater Psionic Weapon (EPH 47), and Deep Impact (EPH 45) enhance your ability to deal massive damage in a single blow.

You should also consider the feats that work specifically with the mind blade, such as Mind Cleave and Mind Empowerment (page 56).

While these feats are less effective against undead, they can prove useful against any other foes you face.

It is important to remember that, even though much of your energy is devoted to fighting undead, other challenges will materialize, some of which might be the living stooges of hidden undead masters.

It is best to be prepared for a wide range of possibilities.

RESOURCES

Illumine souls frequently find themselves welcome in the churches of various religions that are devoted to the destruction of undead (which is most every good-aligned religion).

It isn't uncommon for you to expect free room and board from these groups, and possibly even a small discount on healing services or the purchase of holy water.

ILLUMINE SOULS IN THE WORLD

"Next time that Din'elen what's-his-name comes snooping around my bonefield, he'll discover a few changes I've implemented, to his peril."

—Dagnarth Vellanium, disgruntled necromancer

Any campaign in which undead are an important element is one that would benefit from the inclusion of an illumine soul.

An illumine soul meshes well in a group that contains strongly aligned good characters.

On the other hand, ardens, clerics, and paladins have their own ideas about where their powers originate that can be at odds with an illumine soul's understanding.

Except for a burning curiosity about the order of the planes, particularly the Positive Energy Plane, illumine souls are not particularly religious folk.

They tend to take an explanatory, atheistic view of how clerics are granted their powers.

They do know that it isn't always healthy to be particularly vocal regarding these beliefs, and they have enough respect for the religiously inclined to keep the commentary to a minimum.

Despite discretion, however, an illumine soul's beliefs on a philosophical level can still ignite occasional arguments on the nature of divinity, life, and the role of the Positive Energy Plane.

ORGANIZATION

Illumine souls are usually ambivalent about the idea of joining an organization.

They assert that deities are merely powerful beings who have better conduits to the Positive Energy Plane than an illumine soul does—which doesn't win them too many votes for entry into religious establishments.

However, several organizations exist whose charter is concerned only with cleansing undead from the world.

Illumine souls are welcome in such places.

They are particularly welcome in the organization known as the Hall of the Illumine, which vaguely resembles a secular knighthood.

Members are recruited from among like-minded soulknives and trained in the hall.

The training performed by the hall is governed by a headmaster and several knights.

Once his training is complete, an illumine soul is free to leave (and in fact, is encouraged to do so) and begin destroying undead.

NPC REACTIONS

Both those affiliated with good-aligned religious organizations and dedicated scholars of psionics are familiar with the existence of illumine souls.

Good-aligned NPCs who know of the prestige class and its fight against undead have a starting attitude of friendly toward such a character and his allies, especially if he or his friends are currently being afflicted by the undead.

At the same time, necromancers and evil-aligned religious organizations who specialize in death (or undeath directly) are hostile toward any illumine soul they encounter, and can be expected to attack at the first opportunity.

ILLUMINE SOUL LORE

Characters with ranks in Knowledge (religion) or Knowledge (psionics) can research illumine souls to learn more about them.

When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: Illumine souls—I think they have blades made of pure mental energy.

They hate undead, too.

DC 15: Illumine souls have a blade composed both of their own mental energy and energy drawn from the Positive Energy Plane.

DC 20: Illumine souls have forged personal links to the Positive Energy Plane.

Besides enhancing their mind blades with the energy, they can fire rays, heal themselves, and protect themselves from the powers of undead foes.

ILLUMINE SOULS IN YOUR GAME

It shouldn't be difficult to find a place for illumine souls in a campaign world, given their penchant for destroying undead.

Players who want to play a soulknife with a pseudo-religious bent might find the illumine soul prestige class to their liking.

ADAPTATION

As with the anarchic initiate (page 17), if a player wants to play an illumine soul in a campaign whose cosmology doesn't include the Positive Energy Plane, it is easy enough to change the focus of the character to a similar realm, life-affirming deity, or powerful item that encompasses light or life.

For instance, in an EBERRON campaign, an illumine soul could be inspired by the plane of Irian, the Eternal Day.

TABLE 2-5: THE ILLUMINE SOUL

HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Positive energy conduit, improved mind blade, psychic strike +1d8
2nd	+1	+3	+0	+3	Positive energy ray, death ward
3rd	+2	+3	+1	+3	Undead mind bane
4th	+3	+4	+1	+4	Positive energy healing, psychic strike +2d8
5th	+3	+4	+7	+4	Positive energy flare

SOULBOW

"The bolts fell like a shower of stars, scything through the duergar raiders with lethal accuracy.

The War of Reclamation had begun, and we led the way in a rain of glory."

—Nathara Teng, a soulbow

In the tradition of the soulknife, a soulbow realizes the direct capacity of her own mind to give shape to weapons of psionic perfection.

Through desire alone, a soulbow creates a semisolid blade composed of psychic energy, just as any soulknife can.

Unlike a soulknife, however, a soulbow can also produce dazzling shafts of deadly grace that she can project with all the force of a composite longbow—using nothing but her mind.

The soulbow relishes her ability to attack foes at a distance. Accuracy, speed, distance, and lethality are all skills a soulbow pursues and perfects—and in so doing, discovers serenity in lethal mastery.

BECOMING A SOULBOW

Any character with a desire to become a master of mental archery might be drawn to train as a soulbow.

In practice, however, becoming a soulbow requires a character to take at least two levels of the soulknife class to gain the throw mind blade prerequisite.

ENTRY REQUIREMENTS

Skills: Autohypnosis 8 ranks.

Feats: Point Blank Shot.

Special: Throw mind blade class feature.

CLASS SKILLS

(4 + Int modifier per level): Autohypnosis, Climb, Concentration, Craft, Hide, Jump, Knowledge (psionics), Listen, Move Silently, Profession, Spot, Tumble.

CLASS FEATURES

All the following are class features of the soulbow.

The abilities described here turn a soulknife into someone who is proficient at ranged combat using a manifestation of the mind blade more akin to an arrow.

In addition to that, the class generously hands out bonus feats ideal for making ranged attacks, and grants a few class-specific abilities.

Mind Arrow (Su): As a free action, you can create a semisolid arrow composed of psychic energy distilled from your mind.

If your base attack bonus is high enough to grant you multiple attacks, you can create multiple mind arrows as part of an attack.

You must have one hand free to create and project a mind arrow.

The bolt is identical in all ways (except visually) to an arrow shot from a composite longbow.

For instance, a Medium soulbow materializes an arrow that speeds toward the specified target, and if it hits, deals 1d8 points of damage (crit ×3) plus extra damage equal to the soulbow's Wisdom modifier.

Soulbows who are smaller or larger than Medium create mind arrows identical to arrows shot from composite longbows appropriate for their size, with a corresponding change to the arrow's damage (see Table 7-4 and Table 7-5 in the *Player's Handbook*).

You gain the usual benefit to your attack roll from a high Dexterity bonus.

Whether a mind arrow hits or misses, it dissipates 1 round after being shot.

A mind arrow is considered a magic weapon for the purpose of overcoming damage reduction.

A mind arrow can be charged with a psychic strike as if it were a mind blade.

If a soulbow has enough soulknife levels to have the knife to the soul ability, that ability also applies to her mind arrows.

You can use feats such as Point Blank Shot or Precise Shot in conjunction with a mind arrow (see bonus feats provided by the class for further guidance).

You can also choose mind arrow for feats requiring a specific weapon choice, such as Weapon Specialization. Powers or spells that upgrade weapons can be used on a mind blade.

Any feats previously requiring specific weapon choice (such as Weapon Specialization) for your mind blade also apply to your mind arrow, if applicable.

Your mind arrows improve as you gain higher levels.

At 3rd level, a mind arrow gains a +1 enhancement bonus on attack rolls and damage rolls, and at 7th level the bonus improves to +2.

These enhancement bonuses stack with previous enhancement bonuses gained earlier for your soulknife class levels.

Likewise, these enhancement bonuses also improve your soulknife base attack bonus.

If your return to your soulknife class progression, these mind arrow enhancement bonuses on attack and damage are cumulative bonuses on top of any new enhancement bonuses gained, and they benefit both your mind blade and mind arrows.

Even in places where psionic effects do not normally function (such as within a *null psionics field*), you can attempt to attack foes with mind arrows by making a DC 20 Will save.

On a successful save, you can freely produce mind arrows for a number of rounds equal to your class level before you need to check again.

On an unsuccessful attempt, you must wait 1 round before trying again while you remain within the psionics-negating effect.

Bonus Feat: At 1st level, you can choose a bonus feat from the following list: Far Shot, Precise Shot, Psionic Shot, Greater Psionic Shot, Fell Shot, Rapid Shot, Manyshot, Greater Manyshot, Shot on the Run, Improved Precise Shot, and Mounted Archery.

You must meet the prerequisites for the feat as normal. Feats that grant additional attacks, such as Rapid Shot, allow you to create additional semisolid arrows of psychic energy as needed to make additional attacks.

The list of potential bonus feats can be expanded by the DM to include any feats from other supplements that improved ranged attacks.

For instance, if your game makes use of *Complete Warrior*, this list might also include Improved Mounted Archer, Improved Rapid Shot, Ranged Disarm, Ranged Pin (in which case the mind arrow persists until the pinned character breaks the pin), Ranged Sunder, Sharp Shooting, and Zen Archery.

Choose another bonus feat from the list at 3rd, 5th, 7th, and 9th level.

Mind Arrow Enhancement (Su): At 2nd level, you can enhance your mind arrows with ranged special abilities. Choose any one of the weapon special abilities on the table below that has an enhancement bonus value of +1.

From now on, mind arrows you produce as part of an attack possess that special ability.

At every four levels beyond 2nd (6th and 10th), the value of the enhancement you can add to your mind arrow improves to +2 and +3, respectively.

You can choose any combination of weapon special abilities that does not exceed the total allowed by your soulbow level.

The special ability provided by this class feature does not stack with the soulknife's mind blade enhancement ability. You can reassign the ability or abilities you have chosen for your mind arrows.

To do so, you must spend 8 hours in concentration.

After that period, all subsequent mind arrows you produce as part of an attack action possess the new ability or abilities selected by you.

Ranged Weapon Special Ability	Bonus Value	Ranged Weapon Special Ability	Bonus Value
Bane	+1	Axiomatic	+2
Distance	+1	Collision*	+2
Flaming	+1	Flaming burst	+2
Frost	+1	Psychokinetic burst*	+2
Lucky*	+1	Psibane*	+2
Merciful	+1	Shocking burst	+2
Psychokinetic*	+1	Suppression*	+2
Returning	+1	Wounding	+2
Seeking	+1	Dislocator*	+3
Shock	+1	Speed	+3
Anarchic	+2		

*These abilities are described in *Expanded Psionics Handbook* beginning on page 165. All other ranged weapon special abilities are described in the *Dungeon Master's Guide*.

Close Combat Shot: At 4th level, you can attack with your mind arrow while in a threatened square and not provoke attacks of opportunity.

Phase Arrow (Ps): At 8th level, you can take a full attack action (in lieu of your regular attacks) to expend your psionic focus and launch a mind arrow at a target known to you within range.

The mind arrow travels to the target in a straight path, passing through any nonmagical or nonpsionic barrier or wall on its way.

(A *wall of force*, *wall of fire*, *wall of ectoplasm*, or the like stops a mind arrow).

This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally.

PLAYING A SOULBOW

As a soulbow, you have learned to turn your mind blade into a deadly arrow of psychic energy, striking swiftly and with legendary accuracy.

However, you don't require the base materials of either bow or wooden arrow—your mind is the bow, and it provides the psychic ammunition in endless quantity.

With the power of your mind, you can pierce your enemies at will.

Other soulknives look upon your specialization with some envy, and might even ask you to train them in your methods.

The ability to produce both a mind blade and a mind arrow is yours; however, you have decided to forego further development of your mind blade to concentrate your mental resources on psychic archery.

This is the same promise you extract from other soulknives before helping them find the mental key necessary to produce mind arrows of their own.

COMBAT

It isn't surprising that as a ranged attack specialist, you should consider positioning yourself away from the direct threat of melee, at least until you have gained your close combat shot ability.

Still, you have the ability to damage your enemies from a distance, so you should take advantage of it as much as possible to preserve your health.

Stay clear of melee combat and pepper your foes with mind arrows from a safe distance.

Because you have the ability to swap out the ranged special ability of your mind arrow, intelligence regarding possible foes is very valuable to you.

If you can learn that you'll likely be up against giants in the next little while, for example, spend 8 hours (if you can) changing the special abilities of the mind arrows you create to resonate with the giant bane quality.

ADVANCEMENT

Taken in by the power of your own psyche, you trained as a soulknife and quickly learned the art of producing a mind blade.

Not satisfied with that accomplishment, you learned how to project mind arrows.

While some soulbows learn the key to producing mind arrows through unflagging study on their own, most learn after getting training from a group called the Reclaimers. The Reclaimers are a secretive organization that seeks out those with the ability to manifest a mind blade and offers them training.

In return, the group lays some claim to the newly trained soulbow's affiliations.

The Reclaimers take a dim view of self-trained soulbows who have no ties to their organization.

Presuming you are not going it alone in your advancement, your tie to the Reclaimers essentially means that you are on call.

The Reclaimers are a mercenary company whose members offers their services to organizations of commoners, druidic councils, psionic conclaves, and other organizations that they might be inclined to support (they have never taken a commission from any king, temple, church, or merchant guild—their philosophy is more in line with enlightenment than with the enforcement of jurisdiction). On rare occasions, you might be called upon to play a part in a short-term mission. More rarely, you might be asked to take part in a longer-term mission that could involve travel to distant areas.

You can pass on the longer-term missions, but if you pass on more than one short-term mission in a row, your training by Reclaimer mentors is suspended.

(This doesn't necessarily mean that you can no longer advance as a soulbow—it merely means that you are on your own in developing your abilities).

As you advance in your training, one of the first feats you take should be Precise Shot, which offsets your penalty for firing mind arrows into melee.

Rapid Shot should also be high on your list—the more shots you make in a round, the greater the chance you'll score a strike.

As far as skills go, continue to buy ranks in Move Silently, since this skill is important for getting into a good position from which to launch your mind arrow volleys.

Concentration is also an important skill for you—having a high Concentration modifier means you'll be better able to regain you psionic focus.

RESOURCES

As a soulbow, you can expect resources according to your persuasive ability, like any other character, if you represent yourself as a Reclaimer, however, you can expect aid from commoners and downtrodden in the form of a place to sleep, simple fare shared with a family, and—from, particularly brave souls—a place to hide from authorities (should you require it).

Reclaimers wear an amulet or shoulder patch featuring a silvery astral arrow.

Authority figures of various cities, city-states, and countries are beginning to take a dim view of the Reclaimers and the

soulbows and regular archers who make up the group's membership.

If you are identified as a Reclaimer by an official of a particular city, even basic services might be denied to you. Reclaimers who wear their symbol openly also have taken to wearing a black bandanna or mask at the same time, so that once they finish a particular mission, they can remove mask and symbol to return to anonymity.

SOULBOWS IN THE WORLD

"When you see the silvery arrow on a masked man's shoulders in the street, you'd best hit the dirt.

There's about to be a fight, and sooner or later the city watch will arrive, hell-bent on taking the soulbow down."

—Willem Mott, shopkeeper

Alone soulbow is like any other adventurer—someone with above-average abilities seeking to make her own way in the world, seeking fortune, fulfillment of quests, and the serenity that accompanies an adventure concluded.

Few soulbows go through an entire career, however, without being approached by a recruiter from the secretive organization known as the Reclaimers.

ORGANIZATION

Soulbows are free to join any organization, but the organization that is most closely associated with the prestige class is the Order of Reclamation, more commonly referred to as the Reclaimers.

The Reclaimers are devoted to ending tyranny in all its forms.

The organization accepts commissions from supplicants it finds worthy, but also launches its own interventions on occasion.

Joining the Order: The Reclaimers accept soulknives who meet the minimum requirements of the soulbow prestige class (because these soulknives can be trained as soulbows), soulbows, and archers who use physical bows and arrows but can demonstrate supernatural, psionic, or magical prowess with their bows.

Benefits: The main benefit a PC can expect from being a member of the Reclaimers is the knowledge that he or she will continue to be trained in the soulbow class.

At least as important to some characters is the feeling that they are fighting the good fight; such characters revel in the idea that they are agents working against oppression.

Headquarters: Because of the underground nature of the Reclaimers, the location of the order's headquarters, the identity of its top members, and the structure the defines the group are well-kept secrets.

In fact, the group has a central location out of which it operates—a fortress located in an uncivilized waste.

Three ancient psionic portals allow the Reclaimers (in their Fortress of Reclamation) to rapidly move to and from three important cities around the world.

From those cities, they can mount missions or activate soulbow Reclaimers who are otherwise engaged.

Missions: Itinerant Reclaimers (as the majority of soulbows tend to be who are part of the group in the first place—including player characters) usually discover their next mission in the form of a message engraved on a wooden arrow delivered in a cloth-wrapped parcel from some unknown source.

Except in extraordinary cases, only a single itinerant soulbow is activated for each particular mission, according to the character's ability and proximity to a given problem.

It is up to the activated soulbow to gather what resources she believes are necessary to get the job done. This might mean finding hirelings, or asking for the help of other PCs.

Sample missions might include freeing a wrongfully accused prisoner from a king's dungeon, breaking the iron grip of a group of half-orc racketeers down on the docks, or infiltrating a temple that is suspected of hiding an unsavory, evil secret.

An itinerant Reclaimer is activated at most two or three times during her career, unless she requests more missions.

NPC REACTIONS

The general populace looks upon both lone soulbows and those who are openly tied to Reclaimers with respect and perhaps some affection, especially if people have been personally aided or know the story of someone aided by a soulbow Reclaimer.

NPCs who know of the prestige class have a starting attitude of friendly toward such a character.

On the other hand, some city watches know to bring in any person they see wearing the silver arrow and black mask for questioning at least, and perhaps worse.

In cities with a reputation for tyranny or harsh rule, PCs can expect a starting attitude of unfriendly from members of the city guard or other government officials.

SOULBOW LORE

Characters with ranks in Knowledge (local) or Knowledge (psionics) can research soulbows to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Soulbows?

I think they've got mind powers of some sort.

DC 15: Soulbows can project arrows straight from their minds—they don't need bows for their archery.

DC 20: Many soulbows belong to the Reclaimers—that's a group that supposedly exists to right wrongs and help the little guy.

But if that's so, why do they wear black masks?

DC 30: Characters who achieve this level of success can learn important details about specific soulbows in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake. PCs who are interested in finding or setting up a meeting with a soulbow should first check with any local psionic guild or college.

Next, investigate archery ranges or other similar places—soulbows like to hone their accuracy as much as the next archer.

Finally, PCs should try to use Gather Information to learn who has seen the symbol of the silver arrow, when, and in what location—finding active Reclaimers will likely lead the PCs to a soulbow.

SOULBOWS IN THE GAME

Soulbows give mind blade throwers an offensive ability on par with expert archers, but without the need to rely on anything other than their own minds.

As with other psionic prestige classes, soulbows are great additions to any game that uses psionic rules.

Soulknives might take only a few levels in this class to upgrade their ability to affect foes at a distance, though they might find that continuing the progression is a worthwhile endeavor—the ability to defeat foes at range is always a tactical advantage.

ADAPTATION

In the EBERRON campaign setting, kalashtar characters should take to the soulbow prestige class as willingly as they take levels in the underlying soulknife class.

The concept of the Reclaimers is one that can fit into most campaigns, though it is also easily jettisoned if the concept of a secret freedom-fighter group doesn't fit well with your concept of the soulbow or the kind of organization you'd like to add to your game.

TABLE 2-6: THE SOULBOW

HIT DIE: D10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Mind arrow, bonus feat
2nd	+1	+0	+3	+3	Mind arrow enhancement (+1 bonus equivalent ability)
3rd	+2	+1	+3	+3	+1 mind arrow, bonus feat
4th	+3	+1	+4	+4	Close combat shot
5th	+3	+1	+4	+4	Bonus feat
6th	+4	+2	+5	+5	Mind arrow enhancement (+2 bonus equivalent ability)
7th	+5	+2	+5	+5	+2 mind arrow, bonus feat
8th	+6	+2	+6	+6	Phase arrow
9th	+6	+3	+6	+6	Bonus feat
10th	+7	+3	+7	+7	Mind arrow enhancement (+3 bonus equivalent ability)

STORM DISCIPLE

"My blade is the pure embodiment of the storm.

I am but a vessel for its glorious discharge."

—Danre, storm disciple

A storm disciple is a character who decides that the best, most glorious way to serve his ideals is through the natural power, fury, and splendor of the storm.

While he retains knowledge of mantles, he might have come to feel that those mantles are of lesser value than his connection to the storm.

A disciple delights in singing the song of the raging storm, of blackened skies where the thunder is born.

He seeks to master the flow of electrical energy that infuses his chosen weapon with power, becoming a conduit for that astonishing energy.

BECOMING A STORM DISCIPLE

Almost all storm disciples, whether multiclass or single-classed, begin as divine minds or ardens.

Ardents are often drawn to the universal truth embodied by the natural world and its energies.

For them, becoming a storm disciple is a natural extension of their powers.

Most divine minds who become storm disciples, on the other hand, are confident in their ability to serve their deity however they deem most fit, taking on the fury of the storm and their training in its use all on their own.

ENTRY REQUIREMENTS

Base Attack Bonus: +5.

Skills: Knowledge (religion) 8 ranks.

Alignment: Any chaotic.

Special: Energy mantle or Natural World mantle.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Diplomacy, Heal, Intimidate, Knowledge (religion), Psicraft, Sense Motive.

CLASS FEATURES

Storm disciples take the power and fury of the storm and direct it in combat against their enemies.

They can use this power to take an active role in combat, using their resistance and damage-dealing abilities to cut a swath through the field of battle.

All the following are class features of the storm disciple prestige class.

Manifesting: At 2nd, 3rd, and 4th levels, you gain additional power points per day, an increase in manifester level, and access to new powers as if you had also gained a level in a manifesting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one manifesting class before becoming a storm disciple, you must decide to which class to which class to add each level for the purpose of determining power points per day, manifester level, and powers known.

Shocking Aura (Ex): At 1st level, you gain a special aura that is always active.

You and allies within your aura deal an extra 1 point of electricity damage on weapon damage rolls.

The area affected by this aura increases as you gain levels as shown on Table 2–7.

Resistance to Electricity (Ex): As you gain levels in this prestige class, you become increasingly resistant to electrical energy, gaining resistance to electricity in the amount shown on Table 2–7.

Stormwalker (Ex): At 3rd level, you and your mount (if any) can walk or ride through natural or magical storms at your regular speed, completely unaffected by high winds (including magically or psionically created high winds), pounding precipitation or waves, objects driven by the wind (which always seem to miss you), great claps of thunder, natural bolts of lightning, or any other natural storm phenomena.

Thunderblade (Su): At 5th level, your weapon gains the thundering special ability (DMG 225).

PLAYING A STORM DISCIPLE

You are a constant advocate for your beliefs through the power of storm, traveling the land and destroying any opposite-aligned cause that crosses your path with electrical fury.

If you are part of an organized church, you are likely at the service of higher-level clergy, typically clerics.

You might serve alongside paladins, whom you consider almost equal in divine favor.

COMBAT

You rely on a combination of martial prowess combined with a connection to the power of storms to defeat your enemies.

As you gain levels, you unlock additional psionic abilities, though your manifesting abilities will not be as developed as if you had not followed the call of the storm.

The abilities your focused study has granted you, however, more than make up for the lack of psionic advancement.

As with any martial psionic character, psionic powers with a manifesting time of 1 swift action or 1 immediate action are great choices, because they don't force you to choose between an action and a desired effect.

Good choices include *burst*, *catfall*, *empty mind*, *evade burst*, *hustle*, and *psionic lion's charge*.

When fighting with allies, you'll serve as a front-line combatant, allowing other, less martial characters some measure of safety while they employ their own combat skills, abilities, spells, or powers.

ADVANCEMENT

You always love it when it storms.

As you train to become a storm disciple, you find yourself meditating out among the elements.

Observers might think you insane, sitting out peacefully in furious thunderstorms that seem to rage all the fiercer for your presence.

To you, though, these moments of connection are sublime.

RESOURCES

If you are in the service of a deity, that is your greatest resource.

As with most clerics and ardents, you can usually count on your temple or sanctuary, food and shelter, as well as time for study, training, and meditation.

Beyond the temple of their particular deity, all disciples eventually hear of a place called the Storm Citadel—a place where all storm disciples are welcome, no matter their particular divine affiliation (or lack thereof).

STORM DISCIPLES IN THE WORLD

"Say what ya waul about yet own priests and such, but I'm telling ya that Dante serves his god with th' crashing thunder an' blindin' lighting!"

—Geni Dogwaddle, half-orc ranger and barstool philosopher

A storm disciple need not be directly tied to a religious organization.

One might be unaffiliated with any such group, and instead follow the power of the storm.

In the EBERRON campaign setting, storm disciples could work with the mysterious blue dragon enclave rumored to be the source of lightning storms in the mountains of Adar, in southern Sarlona.

These storm disciples are followers of the Path of Light, but choose a more active role in the defense of their alpine refuge.

The Storm Citadel could be added near a mountain range where storms are frequent, such as the Adar mountains in Eberron, or could be placed atop an island near a major coastline or waterway, since lords of the storm are typically revered in coastal regions.

A storm-shrouded peak amid the Nelanther Isles in the FORGOTTEN REALMS setting would be a perfect place to set a citadel full of worshipers of Talos and Umberlee who revere the power of the storm.

ORGANIZATION

Some storm disciples choose to be part of a hierarchy of a church or priesthood that accepts them.

Given the martial nature of storm disciples, these characters always serve the church in a military capacity. Some doctrines do not accept the devotion of a storm disciple, so these disciples are forced outside the hierarchy, where they continue to serve their deity as rogue operatives.

Those who have no church affiliation often eschew organizations altogether, choosing a small band of companions to help them proceed in their chosen quests. The most notable organization that includes storm disciples is located in the legendary Storm Citadel.

The Storm Citadel is a black iron and stone fortress built atop a high peak thrust up into the belly of a permanent flashing thunderstorm.

Open parapets and balconies are subject to a constant stream of lightning strikes, howling winds, drenching rains, icy hail, and deafening thunder.

Inside the many-roomed fortress, the elements are muted, but the shaking thunder, reflected flashes of exterior lightning, and strong, cool breezes find their way into every chamber.

The Storm Citadel's reputation isn't sterling, however—it is whispered among those who know of it that those who reside there have completely severed their ties with their former deity (if they ever had one in the first place) and instead worship only the howling madness of the thunderstorm.

Despite what these stories describe, however, those who live in the Storm Citadel are not required to give up any previous affiliation or belief.

All that is required is an ability to appreciate (and survive!) the wild fury of a thunderstorm.

The Storm Citadel is under the authority of a storm disciple called White Mary, who is happy to let anyone come and stay who can survive the ascent to the fortress.

Those who wish to become affiliated with the Storm Citadel gain some advantages of being a part of an organization, including contacts, inside information, a place to stay, and the camaraderie of fellow storm addicts. Storm disciples who aspire to join also agree to take on tasks assigned by Storm Citadel elders from time to time.

NPC REACTIONS

Among those NPCs who know of storm disciples, the starting attitude toward such characters is likely to be indifferent.

There are simply too many varied goals to characterize the group as a whole as friend or foe to NPCs they might meet. Their unhealthy (to the average NPC) fascination with storms is also something that might prevent an NPC from wanting to be too close to a storm disciple—after all, just because the lightning doesn't strike the disciple doesn't mean the NPC is similarly blessed.

STORM DISCIPLE LORE

Characters with ranks in Knowledge (religion) or Knowledge (psionics) can research storm disciples to learn more about them.

When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: Storm disciples are some kind of paladins who fight with blades of lightning.

DC 15: Actually, storm disciples have focused completely on their connection to storms.

DC 20: Storm disciples sometimes disappear for a year or more.

When they reappear, if they do at all, they are circumspect about their past whereabouts, saying only that they had received a summons from some group or place called the Storm Citadel.

STORM DISCIPLES IN YOUR GAME

Because storm disciples are essentially martial characters, it should be easy enough to fit player character disciples into your game.

Your player characters might also meet a storm disciple as either an ally or enemy.

ADAPTATION

The storm disciple is a well-contained class, and should work well in any game that allows psionic rules.

The organization associated with the class, the Storm Citadel, is described as legendary and distant.

The class's tie to the organization could be strengthened to give storm disciples more of a footprint in the world.

TABLE 2-7: THE STORM DISCIPLE

HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+1	+2	+0	+2	Shocking aura 5 ft.	—
2nd	+2	+3	+0	+3	Resistance to electricity 5	+1 level of existing manifesting class
3rd	+3	+3	+1	+3	Shocking aura 10 ft., stormwalker	+1 level of existing manifesting class
4th	+4	+4	+1	+4	Resistance to electricity 15	+1 level of existing manifesting class
5th	+5	+4	+1	+4	Shocking aura 15 ft., thunderblade	—

ZERTH CENOBITE

"Time is an illusion that the mind can learn to ignore."

—Zerth cenobite saying

The core of a zerth cenobites studies involve strict meditation on the nature of time and the body's movements through it, culminating in a martial art known as zerthin.

Zerthin was first used at a special githzerai monastery called Zerth'Ad'Lun, located deep in the chaos-boil of Limbo.

The chronal art has since been disseminated more widely, however.

Zerthin teaches that though the passage of time allows events to become chaotic and uncontrolled, a disciplined mind filled with a reservoir of psionic power can view the time stream as just one more dimension of space.

This privileged point of view allows a zerth cenobite to see a moment or two into the past and future, thereby gaining insight as to where to place her next blow and how to best dodge the next blow of her foe.

Practitioners of zerthin claim to be able to peer into the future, enhancing their martial expertise to unmatched heights.

BECOMING A ZERTH CENOBITE

Almost all zerth cenobites are monks who have gained the knowledge necessary to begin studying the rarefied art of zerthin.

Many are githzerai, since zerthin was developed first in Zerth'Ad'Lun on Limbo, but after the first zerth cenobite broke the stricture and began teaching zerthin to nongithzerai, all the censure and displeasure of Limbo couldn't keep zerthin a purely githzerai psionic ability.

ENTRY REQUIREMENTS

Base Attack Bonus: +4.

Skills: Concentration 9 ranks.

Manifesting: Power point reserve of at least 2.

Special: Still mind class feature.

CLASS SKILLS

(4 + Int modifier per level): Autohypnosis, Concentration, Craft, Escape Artist, Hide, Jump, Knowledge (psionics), Knowledge (religion), Listen, Move Silently, Psicraft, Sense Motive, Spot, Tumble.

CLASS FEATURES

As they advance in level, zerth cenobites gain abilities that allow them to manipulate time.

They also gain a measure of psionic power, though not as much as a character who focuses on psionics.

Power Points/Day: You can manifest powers.

Your ability to manifest powers is limited by the power points you have available.

Your base daily allotment of power points is given on Table 2-8.

In addition, you receive bonus power points per day if you have a high Wisdom score (see Table 2-1: Ability Modifiers and Bonus Power Points, EPH 18).

Your race might provide bonus power points per day, as might certain feats and items.

If you have power points from a different class, those points are pooled and can be used to manifest powers from either class.

Powers Known: You choose your powers from the psychic warrior power list.

At 1st level, you know one psychic warrior power of your choice.

Each time you attain a new level, you learn one new power.

You can manifest any power that has a power point cost equal to or lower than your manifester level.

The total number of powers you can manifest per day is limited only by your daily power points.

You simply know your powers; they are ingrained in your mind.

You do not need to prepare them (in the way that some spellcasters prepare their spells), though you must get a good night's sleep each day to regain all your spent power points.

The Difficulty Class for saving throws against zerth cenobite powers is 10 + the power's level + the zerth cenobite's Wis modifier.

For example, the saving throw against a 2nd-level power has a DC of 12 + Wis modifier.

Maximum Power Level Known: You gain the ability to learn one 1st-level power when you take your first level in the prestige class.

You attain the ability to master more complex powers at 4th, 7th, and 10th level.

To learn or manifest a power, you must have a Wisdom score of at least 10 + the power's level.

For example, a zerth cenobite with a Wisdom score of 13 can manifest powers of 3rd level or lower.

Monk Abilities: Your zerth cenobite class levels stack with your monk levels for the purpose of determining your unarmed damage, bonus to Armor Class, and unarmored speed.

Your class levels do not apply to other monk abilities, such as flurry of blows, slow fall, and so on.

A monk who becomes a zerth cenobite can continue advancing as a monk.

Temporal Distillation (Su): Once per day, you are able to enter another time frame, moving much more quickly than other creatures around you.

This concentrated burst of time essence allows you to take an additional move action during your turn.

At 5th level, you are able to accomplish even more during the accelerated period, and can instead take an additional standard action (or move action) during your turn.

At 10th level, you have gained further mastery of that moment in time, and can take an additional full-round action (or a move action and a standard action) during your turn.

Backslip (Ps): At 2nd level, your mental mastery of temporal flow grows sufficiently large that you can gaze a few instants into the past.

Using that knowledge, you can then slightly alter events that have just occurred.

Once per day as an immediate action, you can reroll one roll that you have made before the DM declares whether the roll results in success or failure.

You must take the result of the reroll, even if it's worse than the original roll.

At 6th level, you can use *backslip* twice per day.

Timeless Step (Ps): Once per day as a standard action at 3rd level and higher, you can step forward in time a number of rounds equal to or less than your Wisdom modifier (always into the future, never into the past).

In effect, you seem to disappear, then reappear the appropriate number of rounds later.

You reappear in the same orientation and condition as before.

For you, no time has passed at all.

If the space from which you departed is occupied upon your return to the time stream, you appear in the closest unoccupied space, still in your original orientation.

Determine the closest space randomly if necessary.

Precognition (Ps): Once per day at 4th level and higher, you can glimpse fragments of potential future events.

This imperfect foreknowledge is good enough to grant you a +2 insight bonus that you can apply to an attack roll, a damage roll, a saving throw, or a skill check.

You can elect to apply the bonus to the roll after you determine that your unmodified roll is lower than desired.

At 7th level, you can trigger your precognitive ability twice per day.

Temporal Strike (Ps): At 8th level and higher, once per day, when you damage a foe with your unarmed attack, you can attempt to send that foe reeling through the continuum of time.

Declaring a *temporal strike* is a swift action that follows a successful melee attack.

The target of the strike must make a Will saving throw (DC 10 + 1/2 your character level + your Wis modifier).

If your foe fails his saving throw, he is hurled forward in time in addition to taking damage normally. The subject is propelled 10 rounds forward in time by the violence of the strike.

In effect, the subject seems to disappear through a hole punched in space, then reappears 10 rounds later. The subject reappears in the same orientation and condition as before.

From the subject's point of view, no time has passed at all. In each round following the strike before the subject falls back into the time stream, on what would have been the subject's turn, it can attempt a DC 15 Wisdom check.

Success allows the subject to return.

The subject can act normally on its next turn after returning to the time stream.

If the space from which the subject departed is occupied upon its return to the time stream, it appears in the closest unoccupied space, still in his original orientation.

Determine the closest space randomly if necessary.

Precognitive Surge (Ps): At 9th level, you gain a powerful sixth sense that can be called upon once per day.

This extraordinary precognition grants an insight bonus equal to your combined monk and zerth cenobite levels (maximum +25) on any single attack roll, opposed ability check or skill check, or saving throw.

Alternatively, you can apply the insight bonus to your AC against a single attack (even if you are flat-footed).

Activating this ability is an immediate action.

You must choose to use a *precognitive surge* before you make the roll it is to modify.

Timeless Body (Ps): When you reach 10th level, once per day as a standard action your body can shift its biological processes to a static time stream where no time passes.

While *timeless body* is active, you ignore all harmful (and helpful) effects, beginning when you trigger this power and ending at the end of your next turn.

While in this state, you are invulnerable to all attacks and powers.

PLAYING A ZERTH CENOBITE

Understanding that the flow of time is just one more dimension to be conquered and moved through by volition, just as one can take a step forward or back, is a central tenet of reality for you.

In day-to-day life, you might choose to set aside your more theoretical pursuits in favor of practical applications, especially if you have chosen to expand your experiences through adventuring.

Some zerth cenobites strike out alone, seeming to be merely monks of a particularly austere monastery.

Most recognize the value of a team, however, for even a student of time can't be everywhere at once or fill every need.

COMBAT

You use your ability to affect time to defeat your foes, as well as the limited access you have to manifest melee-oriented psionic powers.

As with any combatant, speed and precision are important ingredients in winning a fight.

Taking feats and powers that decrease your chance of being hit (such as the Dodge feat and the *inertial armor* power) are good choices at any level, presuming you do not have a magic item or psionic item that duplicates the effect of *inertial armor*.

When you reach 4th level and have access to precognition, it is important to utilize the bonus early in a conflict, lest the melee end too soon (or worse, you become incapacitated) without the bonus being utilized.

At 8th level, when you gain the *temporal strike* ability, you have a choice: Try to weaken a group of attackers by attacking the weakest opponent and knocking him into the future, or try to punch a tougher opponent into the future so that the weaker opposition can be mopped up first.

Generally, it is better to knock a weaker foe into the future—when the foe drops back into the time stream several rounds later, you and your allies will not be too debilitated to deal with the threat and can concentrate your efforts on him.

ADVANCEMENT

Presuming you enter the class as a 7th-level character (6th-level monk/1st-level zerth cenobite), your opportunities to take additional character feats present themselves at cenobite levels 3rd, 6th and 9th.

If you haven't previously taken psionic feats, these might be good opportunities to take the feat chain that includes Psionic Fist, Greater Psionic Fist, and Unavoidable Strike. On the power side of the equation, you only have a limited number of powers that you'll ever be able to know.

As taught by the philosophy of Zerthin, a good offence is a good defense—that is, avoiding taking damage allows you more time to deal it out.

This philosophy is borne out in the following suggestions: A 1st-level cenobite should consider learning *inertial armor*.

At 2nd level, *dissipating touch*.

At 4th level, *psionic lion's charge* is excellent.

At 7th level, *mental barrier* is an excellent defensive power.

Finally, at 10th level, *inertial barrier* is a solid choice.

RESOURCES

One of the best resources available to you is the monastery where you received your training.

A zerth monastery, at the least, provides every zerth cenobite with a place to sleep and basic shelter.

Where cenobites have some standing and in turn take on some of the duties and quests handed out by a monastery, you can expect aid in the form of information.

On some occasions, monks in training to be cenobites provide aid on short-term missions.

ZERTH CENOBITES IN THE WORLD

"She never spoke, but there was an eerie glint in her eye, as though she could see more than you were wantin' her to."

—Gunther Darkmetal, dwarven adventurer

If psionics play a part in a particular world, sooner or later a zerth cenobite will appear on the scene, hunting illithids or set on accomplishing some other austere task.

PCs who treat a cenobite kindly might discover a whole new dimension to time and psionics.

ORGANIZATION

Zerth cenobites are trained in monasteries that teach zerthin, the philosophy of time-like consciousness first developed and taught in a githzerai monastery called Zerth'Ad'Lun.

Luckily for martial artists who are not native to Limbo, that knowledge has been disseminated, and several monasteries have sprung up in the material world.

Cenobites who received their training in the original monastery have come to treat members of nongithzerai monasteries with respect, seeing them as sibling followers of zerthin.

A monk who joins a zerth monastery separates himself from the ordinary study of martial arts training and meditation to embrace fully the study of time.

This is represented by the prerequisite necessity of Concentration ranks, as well as the Wild Talent feat.

A character must also petition the monastery masters for membership.

Depending on the monastery in question, the trial to determine suitability can be as simple as living within the monastery for a period of up to one month under a vow of silence, or as difficult as accepting a quest to slay a terrible marauding beast.

If the trial is successful, the supplicant is allowed to join the order.

After a period of training, she is initiated into the order in a formal ceremony, called the Awakening, the rites of which are secret.

NPC REACTIONS

Most NPCs already suspect the average monk of following strict philosophical paths to enlightenment and martial mastery.

NPCs who know of zerth cenobites specifically are still of a similar opinion, thus holding a starting attitude of indifferent toward characters of this prestige class.

ZERTH CENOBITE LORE

Characters with ranks in Knowledge (the planes) can research zerth cenobites to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Some monks, called zerths, study a philosophy of martial art that focuses on the passage of time.

DC 15: Zerth cenobites are skilled warriors, capable of timing their kicks and punches just right because of their intimate knowledge of what is about to happen.

DC 20: Zerth cenobites originally hail from one monastery in Limbo called Zerth'Ad'Lun, which is a cloister populated almost completely by those of the githzerai race.

DC 30: Characters who achieve this level of success can learn important details about specific zerth cenobites in your campaign, including notable members, the areas where they operate, and the kind of activities they undertake.

ZERTH CENOBITES IN THE GAME

Because zerth cenobites are essentially monks, it's easy to add them to most games as NPCs.

For players, the prestige class appeals to monks who want to open their mind to psionic power while at the same time using that openness to enhance their combat ability through temporal adjustments.

ADAPTATION

In some ways, the zerth cenobite prestige class is closely tied to the existence of githzerai, it not concurrently, then at least their existence at some time in the past.

Githzerai have become enough a part of general campaign lore that their existence in some shape or form is likely.

However, in those games where githzerai do not exist, or where they are considered irrevocably evil, the focus of this class can be shifted away from githzerai.

The new focus could be some entity or deity (or item) that deals in time, or merely a single monastery (such as Zerth'Ad'Lun, sans githzerai) where temporal arts are taught.

MONASTERY OF ZERTH'AD'LUN

Sensei Belthomais is the revered leader of Zerth'Ad'Lun, a relatively well-known monastery in Limbo that enjoys great respect among githzerai.

The rule of Zerth'Ad'Lun, called zerthin, is taught in the cloister's halls.

The monastery is built with the subjective gravity of Limbo in mind (any direction you decide is down, is down).

A forest of towers protrudes from the spherical chunk of matter on which a city (also called Zerth'Ad'Lun) is built.

The city surrounds the monastery, which exists inside, at the core of the sphere.

Within, winding stairs connect "floors" with "walls" and with "ceilings", though really, all the surfaces are floors for those who don't mind adjusting their own subjective orientation.

The place has three great halls that are used for various aspects of zerthin training.

At any given time, at least one of the halls contains a mentor and a class of several githzerai students going through the forms of their martial discipline.

In more recent times, the monastery has also begun to accept nongithzerai students.

Another important aspect of zerthin is meditation.

Hundreds of tiny cells can be found almost everywhere in the halls of the monastery, each lit by dim candles and draped in sound-foiling fabrics.

Here the cenobites take advantage of quiet and solitude, perfecting their mastery of the time stream.

TABLE 2-8: THE ZERTH CENOBITE

HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+2	+2	Monk abilities, temporal distillation (move action)	1	1	1st
2nd	+1	+0	+3	+3	Backslip 1/day	2	2	1st
3rd	+2	+1	+3	+3	Timeless step	3	2	1st
4th	+3	+1	+4	+4	Precognition 1/day	5	3	2nd
5th	+3	+1	+4	+4	Temporal distillation (standard action)	7	3	2nd
6th	+4	+2	+5	+5	Backslip 2/day	11	3	2nd
7th	+5	+2	+5	+5	Precognition 2/day	15	4	3rd
8th	+6	+2	+6	+6	Temporal strike	19	4	3rd
9th	+6	+3	+6	+6	Precognitive surge	23	4	3rd
10th	+7	+3	+7	+7	Temporal distillation (full-round action), timeless body	27	5	4th

COMPLETE SCOUNDREL

(3.5)

SKIRMISH AND SUDDEN STRIKE

Many of the prestige class examples presented in this chapter, as well as new feats presented in Chapter 3, refer to the ninja and scout from the *Complete Adventurer* supplement. Each of those classes has a signature special attack (sudden strike and skirmish, respectively). For ease of reference, these class features are summarized here.

SUDDEN STRIKE (EX)

If a ninja can catch an opponent when it is unable to defend itself effectively from her attack, she can strike a vital spot for extra damage. Whenever a ninja's target is denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), the ninja deals an extra 1d6 points of damage with her attack. This extra damage increases by 1d6 points for every two ninja levels after 1st (to a maximum of 10d6 at 19th level). A ninja can't use sudden strike when flanking an opponent unless that opponent is denied its Dexterity bonus to AC.

This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sudden strikes. A ninja can't make a sudden strike while attacking the limbs of a creature whose vitals are out of reach.

A ninja can't use sudden strike to deliver nonlethal damage. Weapons capable of dealing only nonlethal damage don't deal extra damage when used as part of a sudden strike.

The extra damage from the sudden strike ability stacks with the extra damage from sneak attack whenever both would apply to the same target. For the purpose of qualifying for feats,

prestige classes, and similar options that require a minimum number of extra damage dice, treat the ninja's sudden strike ability as the equivalent of sneak attack.

SKIRMISH (EX)

A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage applies only against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Alignment: Any nongood.

Base Attack Bonus: +5.

Skills: Hide 4 ranks, Intimidate 6 ranks, Move Silently 4 ranks.

Special: Must have been tragically wronged in some manner.

CLASS SKILLS

(6 + Int modifier per level): Balance, Bluff, Climb, Craft, Disguise, Escape Artist, Hide, Intimidate, Jump, Listen, Move Silently, Open Lock, Profession, Spot, Use Rope.

CLASS FEATURES

Hardened and tenacious, you use surprise and dread to weaken the subjects of your hatred.

Bloody Blade (Ex): The fury of your attack is terrifying to see.

Whenever you deal sudden strike damage (see below) with a melee weapon, the target of the sudden strike and all opponents within 30 feet of you who can see the target are shaken for a number of rounds equal to your avenging executioner level.

A successful Will save (DC 10 + your avenging executioner level + your Cha modifier) negates this effect.

Creatures whose HD exceed your character level are not affected.

Bloody blade is a mind-affecting fear ability.

Sudden Strike (Ex): If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage.

See the ninja's sudden strike class feature in the sidebar below.

AVENGING EXECUTIONER

"Scream.

Scream like you made me scream."

—Peck, the Swan Street Slicer

In the broken hearts and shattered dreams of the tragically wronged, seeds of vengeance take root.

Avenging executioners are victims pushed past the limits of endurance who hunt sentient creatures out of a need for justice.

Relentless and inventive, these stalkers wield psychology as deftly as their weapons.

The fear they inspire can be even more deadly than their rusted blades.

BECOMING AN AVENGING EXECUTIONER

Hatred so intense as to be obsession inspires an avenging executioner to take up his bloody path.

Rangers who have suffered mind-shattering tragedies might be compelled to choose fellow humanoids as their favored enemies.

Rogues who turn to the path of vengeance use their lethal precision to dreadful effect.

Druids who have seen their lands despoiled and sorcerers or wizards who have been victims of witch hunts might turn their spells toward revenge.

Any individual so driven can excel as an avenging executioner, regardless of class.

ENTRY REQUIREMENTS

Rapid Intimidation (Ex): Beginning at 2nd level, you can attempt to demoralize an opponent as a move action instead of a standard action.

See the Intimidate skill (PH 77) for details.

If you have the favored enemy class feature, you can add your favored enemy bonus to Intimidate checks made to demoralize foes of the chosen type (and subtype, if applicable).

Dread Blade (Ex): Starting at 4th level, you can exploit the terror you inspire to further brutalize your target.

You treat shaken, frightened, or panicked creatures as flat-footed for the purpose of dealing sudden strike damage.

Bloody Murder (Ex): Starting at 5th level, if you deal enough damage with a melee attack to drop a creature (typically by reducing it to below 0 hit points or killing it), all enemies within 30 feet of you who can see the target become frightened for 1 round.

A successful Will save (DC 10 + your avenging executioner level + your Cha modifier) lessens the effect to shaken.

Creatures whose HD exceed your character level are not affected.

Bloody murder is a mind-affecting fear ability.

PLAYING AN AVENGING EXECUTIONER

You are a warrior of dark passions and an agent of your own brand of justice.

Your path is not one of wanton bloodletting, but a search for righteousness where none exists, a measure of punishment no court would dare impose, and a way to finally silence screams that long have gone unanswered. By your blade you are judge and executioner in a world where innocence is yours alone to decide and forgiveness is weakness.

And for your prey there can never be restitution.

As an avenging executioner, you are driven by a thirst for revenge, whether against a person, a group, or even a whole race.

You seek to share your fear and suffering with those you perceive as responsible.

You are often alone in your quest—few understand your obsession.

Occasionally you find others as impassioned as you and together strive for vengeance against a common enemy, but such kindred spirits are rare.

Your past is gone, and many fear you.

You operate on the fringes of society.

In darkened alleys, dank sewers, and lonely moors, you build your reputation and grow in strength.

COMBAT

The aspects of fear—surprise, intimidation, and hopelessness—are vital weapons in your arsenal.

Given the opportunity, you should always attack unexpectedly to cripple your prey with terror.

Those who stand their ground must face your blade and the dread you wield along with it.

Retreat and strike again from hiding against more powerful opponents or those unaffected by fear.

When your prey flees, hunt it down and ambush it repeatedly, inspiring ever greater dread and panic with which to slowly tear it apart.

ADVANCEMENT

Tragedy led you to your current life.

The loss of a friend to a savage raid, betrayal by a church that promised sanctuary, abandonment by friends who

swore their support—any such great wrong might have caused you to break from those you once trusted.

Your hunger for revenge is insatiable.

You are constantly on the move, pursuing quarry gone to ground or members of the group that wronged you, or striving to wipe out every last one of a hated people.

Stealth and intimidation are your favored tools, so improving related skills is key to both your hunt and your survival.

Choose feats such as Combat Reflexes and Mobility, or movement skill tricks such as Twisted Charge or Dismount Attack, that allow you to get past obstacles to reach even the best-guarded target.

RESOURCES

Most of what you have you took, whether out of necessity or as possessions “reclaimed” from defeated prey.

The laws of the world no longer serve you, so you take what you see as yours by right.

You don't seek to harm innocents, but the ignorant and complacent cannot be allowed to impede your mighty work.

AVENGING EXECUTIONERS IN THE WORLD

“If she didn't wake up screaming, she wouldn't wake up at all.”

—Lieutenant Nanci Tomason, discussing an avenging executioner

Avenging executioners fall into a gray (perhaps dark gray) area between heroes and villains.

One might slaughter priests of St. Cuthbert because he believes the deity forsook him at a vital moment, while another remorselessly hunts yuan-ti to exact vengeance from the creatures who slaughtered his children.

The former could be a fearsome enemy, but the latter might share the same goals as the party and be a formidable ally—at least until he has taken his revenge.

ORGANIZATION

The life of an avenging executioner is often lonely.

His single-minded determination sets him on a path few can follow, and he distances himself from those he might care for, realizing that any who share his life also risk sharing his death.

Having lost so much, an avenging executioner grows accustomed to the bitter freedom of an outcast.

Loneliness is not the way of all avenging executioners, however.

Those who did not face their tragedies alone take up arms with their fellow victims.

The survivors of a tribe wiped out by gnolls or of a mercenary party betrayed by its cold-hearted employer might band together for retribution.

The most intelligent and cool-headed avenging executioners master their hatred and control their thirst for justice.

These individuals see the need for and benefits of companionship just as others do, although they have a more calculating perspective that takes into account who might aid them in their bloody work.

Such a mastermind might create an entire organization, turning a thieves' guild into an army of assassins, a band of barbarians into a berserker horde, or an adventuring company into a lethal strike force.

NPC REACTIONS

Fear not only empowers an avenging executioner, but also shackles him like a chain.

Reports of murders move swiftly through an area as the corpses pile up.

Avenging executioners earn frightening appellations, such as Jack-in-Irons, the Lantern Man, or the Swan Street Slicer, inspired by their methods or hunting grounds.

As the body count increases, so do the rumors grow from murmured warnings to fearsome legends.

Few stop to consider whether an avenging executioner might have an agenda beyond wanton slaughter.

Fear is never rational, and terrorized bystanders are quick to imagine themselves in the place of the hunted, even if the killer's victims are related in a way that does not apply to them (such as belonging to a powerful thieves' guild).

However, exceptions do exist.

Those wronged who cannot or will not take matters into their own hands might adopt an avenging executioner as their personal champion.

Some in power see avenging executioners as useful vigilantes and might step outside the bounds of their offices to support—or, far less ethically, create—such desperate hunters.

AVENGING EXECUTIONER LORE

Characters with ranks in Knowledge (local) can research avenging executioners to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Avenging executioners are serial killers who haunt the alleys and lonely places beneath the surface of society.

DC 15: Avenging executioners make deft use of fear to incapacitate and control those they hunt.

They are remorseless and single-minded in their pursuit of prey.

DC 20: While often unhinged, avenging executioners are not random murderers.

A great wrong or tragedy leads them to hunt down those they hold responsible.

Only those who guard an avenging executioner's prey or who hinder his pursuit need fear his blade.

DC 30: Characters who achieve this level of success can learn important details about specific avenging executioners in your campaign, including notable individuals currently operating in specific areas, possible reasons for their actions, and theories about their targets.

Avenging executioners are notoriously difficult to find. Some set up trophy-laden hideouts, while others range abroad to track down their prey and might be encountered nearly anywhere.

The most likely way to encounter an avenging executioner is to determine the location of his next target and wait there.

Even then, attempting conversation might have to wait until after he completes his grisly work, lest the PCs become mere obstacles to be dealt with.

Even then, attempting conversation might have to wait until after he completes his grisly work, lest the PCs become mere obstacles to be dealt with.

AVENGING EXECUTIONERS IN THE GAME

Whether an avenging executioner becomes your campaign's next villain or a somber addition to the party depends on the targets of his hatred.

If the prime antagonist is a nation of cannibal gnolls, a cult of the devil lord Levistus, or a similar evil entity, an avenging executioner could be a PC traumatized by such a group.

This driven loner is little different from most druids, rangers, warlocks, or other characters who commonly operate outside society.

Thus, integrating a heroic avenging executioner requires only that both he and the party fight the same enemy.

As an antagonist, an avenging executioner can be an ongoing dark legend.

His career begins with a single murder, then another, and another, each with the same hallmarks.

Perhaps a witness gets a glimpse of the killer.

Such a chain of events should interest PCs in the slayings, leading them to learn what connected the victims and figure out who might be next.

Their investigations lead them to confront the avenging executioner, either to end the killings or, depending on the nature of his targets, aid in his fearsome hunt.

ADAPTATION

An avenging executioner can fit into any campaign setting. In worlds where a specific nation or race faces prejudice, some members of that people might fight back as avenging executioners.

Campaigns that take place far from the intrigues of the city might see avenging executioners as dark woodland hunters, radical allies of druids and rangers and punishers of those who despoil nature.

Another option might have avenging executioners of terrible ability but dull wit adopted by a government or church as secret police, deadly hounds set loose upon the group's enemies.

TABLE 2–2:

THE AVENGING EXECUTIONER

HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Bloody blade, sudden strike +1d6
2nd	+1	+0	+3	+3	Rapid intimidation
3rd	+2	+1	+3	+3	Sudden strike +2d6
4th	+3	+1	+4	+4	Dread blade
5th	+3	+1	+4	+4	Bloody murder, sudden strike +3d6

BATTLE TRICKSTER

"Oh, I'm terribly sorry.

Is that my blade in your gut?"

—Elibor Gunter, battle trickster

The battle trickster engages in combat not only to defeat enemies but to impress them with martial and acrobatic prowess.

He amazes onlookers with daring and death-defying stunts, making a spectacle of war.

BECOMING A BATTLE TRICKSTER

Swashbucklers make up the majority of battle tricksters, since their abilities already so closely mimic those of the prestige class.

Most of the rest are rangers, along with the occasional fighter whose high Intelligence provides extra skill points.

Bards or rogues sometimes pick up a few levels of battle trickster, though such characters prefer the uncanny trickster prestige class (page 67).

ENTRY REQUIREMENTS

Base Attack Bonus: +5.

Skills: Any three skills 6 ranks each.

Skill Tricks: Any two.

CLASS SKILLS

(4 + Int modifier per level): Balance, Bluff, Climb, Craft, Handle Animal, Jump, Profession, Ride, Swim, Tumble, Use Rope.

CLASS FEATURES

The battle trickster excels at combining skill tricks with normal combat.

Bonus Trick: At 1st level, and again at 3rd level, you gain a bonus skill trick for which you meet the prerequisite.

These bonus tricks do not cost skill points and do not count against your maximum number of skill tricks available.

Bonus Feat: At 2nd level, you gain a bonus feat for which you meet the prerequisite.

This feat must be selected from the list of fighter bonus feats.

Tricky Fighting (Ex): At 3rd level, you have mastered incorporating skill tricks into your combat routines.

In any round when you perform a skill trick, you gain a +1 competence bonus on the next attack roll you make that round.

PLAYING A BATTLE TRICKSTER

Whereas magical tricksters (page 45) and uncanny tricksters (page 67) can be show-offs, you never use your tricks to get attention, no matter how flashy they are.

You might not be quiet about your abilities, but you don't flaunt them.

When combat begins, they speak for themselves.

You work well with both combat specialists and other kinds of tricksters.

Becoming a skill trick expert instantly affiliates you with a very loose fellowship of tricksters (magical, uncanny, and battle).

You don't get along with every trickster you meet, though: Some jealously guard their secrets and view others of their kind as rivals.

COMBAT

Whereas other tricksters might flit about the battlefield, looking for just the right opportunity to perform a spectacular combat-ending strike, you stand near the front lines.

Your fighting experience, solid hit points, and repertoire of feats and skill tricks offer you the flexibility to serve as a front-line battler or in a supporting role.

You don't see your tricks as ways to impress onlookers or intimidate foes, but rather as additional weapons in your arsenal.

ADVANCEMENT

You don't become a battle trickster in a vacuum.

You probably had a mentor at some point, someone who sensed your boredom with traditional fighting techniques.

Or you might be self-taught, watching other unconventional combatants and endlessly repeating the movements you saw.

Once you learned the basics, you decided to move on to more advanced battle techniques.

Through self-sacrifice and hard work, you managed to learn enough basic skill tricks that picking up more has become easy.

You know some skills, perhaps a wider array than most who pursue your profession, but you are not necessarily a master of any one of them.

Just as you spent so much time learning basic skill tricks, you must continue to practice the more advanced techniques.

Fortunately, this prestige class offers strong support in skill points and access to bonus tricks.

Your feat selection should support your skill tricks as well as your preferred mode of combat.

If you focus on movement tricks, choose feats that allow you to move faster or traverse difficult obstacles more easily; if you rely on Combat Expertise to thwart attackers, you'll get more punch by focusing on that feat tree.

RESOURCES

Although you might not have realized it when you became a battle trickster, you are part of a larger (albeit very loosely organized) group.

The benefits and requirements of this group are few, but it does offer the camaraderie of shared experiences as well as the chance to learn new tricks.

Nevertheless, tricksters owe no more to one another than do any other people with similar, nonbinding interests.

BATTLE TRICKSTERS IN THE WORLD

"He came at me from out of nowhere.

One moment he's not there, and the next he is.

I don't know what he did to me, but it hurt."

—Theta Sunglory, survivor

The battle trickster makes an excellent irregular soldier operating in a small group of specialists, such as an adventuring party.

Whether scrumming toe to toe in the front line or engaging a distant foe, the battle trickster holds his own in any combat situation.

He usually continues to specialize in whatever role he held before joining the prestige class, albeit with unusual techniques.

ORGANIZATION

Battle tricksters congregate only on an occasional basis, usually along with magical tricksters and uncanny tricksters (although they make up the smallest number in such a mixed group).

They swap techniques, introduce newly developed tricks and trick-supporting equipment and magic, and share experiences.

Outside observers might assume such a meeting is part of a circus or carnival, with tricksters springing about performing for the enjoyment and education of onlookers. These gatherings, though enjoyable, do not represent a structured organization.

Battle tricksters looking to become part of something more permanent usually join groups that appreciate both their abilities and their moral choices: police forces, thieves' guilds, and military or guard units.

NPC REACTIONS

Battle tricksters are impressive and terrifying in combat. People who have witnessed them in action treat them with respect, even awe.

Most strangers have a friendly attitude, or at least a false warmth brought on by intimidation (whether intended or not).

Some are jealous of battle tricksters and their abilities, or covet such prowess for themselves.

They treat battle tricksters with calculated indifference, and the most petty of such people are unfriendly.

Because tricksters run the entire gamut of morality, some use their abilities to take advantage of less talented folk.

A victim of such exploitation has a negative view of all tricksters and is unfriendly at best.

BATTLE TRICKSTER LORE

Characters with ranks in Knowledge (history) or Knowledge (local) can research battle tricksters to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.
DC 10: Battle tricksters employ unusual talents in combat.
DC 15: Battle tricksters don't stop practicing other abilities just because they start to learn tricks.

DC 20: Not every battle trickster is a swashbuckling acrobat—some of them are also raging barbarians or righteous paladins.

They use skill tricks to enhance their existing talents.

DC 30: Characters who achieve this level of success can learn important details about specific battle tricksters in your campaign, including a notable individual, the area in which he operates, and the kinds of activities he undertakes.

Because battle tricksters operate in small groups of mixed abilities or in connection with military units, the easiest way to find one is to contact the local garrison or sheriff and inquire about individuals with unique fighting talents.

BATTLE TRICKSTERS IN THE GAME

Battle tricksters are frighteningly effective opponents with a few surprises in store.

A single one in a group of standard combatants makes an excellent leader.

The majority of battle tricksters are not villains, but they can be entertaining bodyguards for the party's antagonist. Anyone who enjoys playing swashbucklers and similar characters who perform over-the-top, cinematic acts of daring should find the battle trickster an interesting PC choice.

The prestige class does not hamper a fighting class's abilities, so even someone who prefers the role of frontline combatant might enjoy the slight change of pace and increased flexibility offered by the prestige class.

ADAPTATION

The battle trickster is already a very generalized prestige class that can easily fit into any campaign setting.

It does rely on the new rules for skill tricks, however, so it is not suitable for a campaign that does not incorporate them.

Replacing bonus tricks with extra feats from the fighter list can repurpose the character as a combat specialist with a more generalized approach to skills.

TABLE 2–3: THE BATTLE TRICKSTER HIT DIE: D10

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Bonus trick
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	Bonus trick, tricky fighting

CLOAKED DANCER

"Watch me.

Watch my dance.

Ignore my hands.

Ignore your death."

—Mina Longacre, reciting the cloaked dancer's mantra
The cloaked dancer dances into the hearts and minds of her audience, beguiling those around her with boundless charm and careful dance moves, leaving her victims in a state of ecstasy even as she kills them.

BECOMING A CLOAKED DANCER

Bards most often and most easily become cloaked dancers, although a substantial number of rogues and some monks also enter the prestige class.

Ninjas and spellthieves occasionally travel the path of the cloaked dancer, although they have difficulty qualifying unless they multiclass, usually with a few levels of bard.

ENTRY REQUIREMENTS

Skills: Hide 5 ranks, Perform (dance) 10 ranks, Sleight of Hand 5 ranks.

CLASS SKILLS

(6 + Int modifier per level): Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disguise, Escape Artist, Gather Information, Jump, Perform, Profession, Sense Motive, Sleight of Hand, Speak Language, Swim, Tumble, Use Magic Device, Use Rope.

CLASS FEATURES

The cloaked dancer distracts and fascinates her enemies, allowing her to strike unexpectedly...and with deadly effect.

Spellcasting: At each even-numbered level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming a cloaked dancer, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Enchanting Dance (Su): Once per day per cloaked dancer level, you can use your dance to produce supernatural effects on those who observe you.

Each ability requires both a minimum cloaked dancer level and a minimum number of ranks in the Perform (dance) skill to qualify; if you do not have the required number of ranks, you do not gain the enchanting dance ability until you acquire them.

This ability can be used only if you are wearing light armor or no armor and carrying no more than a light load.

Enchanting dance is an enchantment (compulsion), mind-affecting ability.

Starting an enchanting dance effect is a standard action. You must concentrate each round to maintain the dance; no dance can be maintained for more rounds than your cloaked dancer level + your Con modifier (minimum 1 round).

The save DC for your enchanting dance effects is 10 + your cloaked dancer level + your Cha modifier.

A creature can't be affected again by your enchanting dance effect for 24 hours whether or not it succeeds on the saving throw.

Beguiling Dance: A cloaked dancer with 10 or more ranks in Perform (dance) can use her enchanting dance to distract her enemies.

Whenever you start or maintain a beguiling dance, all enemies within 30 feet who can see you must succeed on a Will save or be dazed for 1 round.

Creatures that fail this save also have their attitude improved by one step for as long as you maintain the dance (see *Influencing NPC Attitudes*, PH 74).

This attitude adjustment does not prevent any subsequent attitude changes.

For example, an enemy that becomes indifferent toward you as a result of this effect still turns hostile if you then attack it.

Wearying Dance: A 3rd-level cloaked dancer with 12 or more ranks in Perform (dance) can use her enchanting dance to tire her enemies.

Whenever you start or maintain a wearying dance, all enemies within 30 feet who can see you must succeed on a Will save or be fatigued for as long as you maintain the dance.

Creatures failing this save that are already fatigued become exhausted.

Frightful Dance: A 5th-level cloaked dancer with 14 or more ranks in Perform (dance) can use her enchanting dance to scare her enemies.

Whenever you start or maintain a frightful dance, all enemies within 30 feet who can see you must succeed on a Will save or be shaken for as long as you maintain the dance.

Creatures failing this save that are already shaken become frightened, and those that are already frightened become panicked.

Surprise Strike (Ex): Beginning at 2nd level, you can make a particularly effective attack against creatures distracted by your dance.

As a full-round action, you can maintain your enchanting dance and make a melee attack with a light weapon, dealing an extra 1d6 points of damage.

At 4th level, the extra damage you deal increases to 2d6.

The extra damage from the surprise strike ability stacks with the extra damage from sneak attack whenever both would apply to the same target.

A target under the effect of your enchanting dance is considered flat-footed against the attack.

Any creature that is not vulnerable to extra damage from sneak attacks is immune to this effect.

This ability counts as sudden strike for the purpose of meeting prerequisites or using ambush feats (page 71).

PLAYING A CLOAKED DANCER

You are the center of attention, the person everyone wants to talk to, the “face” of the party.

Even if you aren’t the most attractive or charismatic member of your group, your unequaled skill at dance creates an irresistible appeal born of justified confidence and supernatural influence.

You are more than just an eye-catching butterfly, though. Your mark rarely survives the encounter if you don’t want him to.

COMBAT

You have two roles in combat: distracter and killer.

When your group’s plan calls for a diversion, you shine.

You draw the attention of opponents, allowing your allies to position themselves for their most devastating attacks.

You can perform this role near the front lines of battle, but you have a better chance of survival if you stay near the back.

As the killer you move in close, drawing the enemy’s eye, and deliver one debilitating or deadly blow that turns the tide of battle.

None of your enchanting dance effects can influence creatures immune to enchantments or mind-affecting abilities, so against those foes you’ll need to fall back on the abilities of your other class or classes.

ADVANCEMENT

An exquisite physical specimen, you drew the attention of patrons and audiences as often with your unquestionable attractiveness as with your extraordinary artistic talents.

Perhaps you sought to give your art a more practical use, or perhaps you grew disgusted with the unhidden lust of those who watched you, but eventually you brought together your love of dance with your martial abilities. Since the first killing from your enchanting dance—by your own hand or that of a partner—you have grown steadily in both fame and notoriety.

You are beloved for your talents but feared for the death that follows you.

You must walk a fine line, never letting the dread of the latter outweigh the appeal of the former.

Obviously, you must continue to max out your ranks in Perform (dance), but don’t forget other useful skills such as Bluff, Hide, and Diplomacy.

The new ambush feats in Chapter 3 present additional options for your surprising strike ability, particularly if you already have sneak attack or sudden strike from another class.

Weapon Finesse and Weapon Focus greatly enhance a mission’s chance of success.

Interaction skill tricks are an excellent choice as well.

RESOURCES

You rarely work alone, yet your involvement with an organization is transitory at best.

As your needs or whims dictate you flit from town to town, dance troupe to dance troupe, and are sought out by thieves and assassins’ guilds.

For the short time you join such groups, you can rely on whatever resources they provide.

Most of the time, however, you are on your own.

CLOAKED DANCERS IN THE WORLD

“She was a rare beauty: charming, graceful, talented. It’s too bad she killed the king.”

—Tessa Senchan, spellwarp sniper and royal guard officer
In any setting that includes assassins and bards, cloaked dancers slip comfortably into the space between the two. They can act as alternative assassins or as especially influential bards who focus on their love of dance.

ORGANIZATION

Cloaked dancers typically work with trusted partners or small groups, making them well suited to adventuring parties.

In rare circumstances they work alone, but such cloaked dancers often have short careers.

On entering a new town or city, a cloaked dancer who expects to stay for more than a few days usually joins a dance troupe or thieves’ guild (or both).

These alliances are rarely permanent, lasting just long enough to benefit both parties.

A cloaked dancer who travels regularly between a small number of cities might have membership in several organizations but no loyalty to any of them.

NPC REACTIONS

Reactions to a known cloaked dancer vary widely. The nobility both prize and fear cloaked dancers, welcoming them cautiously, since having one perform brings much prestige but also the risk of death. Bodyguards and law enforcers despise them for the murders that inevitably follow their performances. Common folk strain to catch glimpses of cloaked dancers, treating them with the awe and jealousy that accompany celebrity.

CLOAKED DANCER LORE

Characters with ranks in Knowledge (nobility and royalty) or Perform (dance) can research cloaked dancers to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: A cloaked dancer can charm watchers with her dance.

DC 15: A cloaked dancer creates an effective diversion while her comrades rob or murder with ease.

DC 20: A cloaked dancer can slide a dagger between your ribs and still leave you happy.

DC 30: Characters who achieve this level of success can learn important details about specific cloaked dancers in your campaign, including a notable individual, the area in which she operates, and the kinds of performances in which she specializes.

Finding a cloaked dancer is rarely difficult if the PCs have a connection to the criminal underworld.

A thieves' guild can usually set up a meeting.

If the PCs know of a specific cloaked dancer, they can also inquire of a dance troupe operating in that city.

CLOAKED DANCERS IN THE GAME

A cloaked dancer can be attractive to the player who enjoys the role of a specialized killer but does not want to play an evil character.

For players who are interested more in social interaction than in assassination, the prestige class ensures that they are the center of attention in any encounter involving intrigue and diplomacy.

Introducing cloaked dancers into your campaign should not be difficult.

Famous dancers might already exist, perhaps as part of a traveling show or as members of an exclusive school of dance—their extra talents can be revealed at an opportune time.

ADAPTATION

Cloaked dancers are most appropriate for campaigns that focus on urban adventures and social encounters.

In campaigns involving large combats, exploration, or dungeon delving, they are as out of place as songbirds on the battlefield.

Against intelligent humanoid enemies they can hold their own in any campaign, though, with abilities resembling those of enchanters and bards.

If your campaign's main antagonists are creatures immune to enchantments or mind-affecting abilities, such as undead, you might need to adjust the enchanting dance to affect such beings.

Consider changing the entry requirements to include ranks in the Knowledge skill appropriate to that type of creature.

TABLE 2-4: THE CLOAKED DANCER HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+0	Enchanting dance (beguiling dance)	—
2nd	+1	+0	+3	+0	Surprise strike +1d6	+1 level of existing arcane spellcasting class
3rd	+2	+1	+3	+1	Enchanting dance (wearying dance)	—
4th	+3	+1	+4	+1	Surprise strike +2d6	+1 level of existing arcane spellcasting class
5th	+3	+1	+4	+1	Enchanting dance (frightful dance)	—

COMBAT TRAPSMITH

"Go on ahead.

I've got a surprise for those guys."

—Alexan, combat trapsmith

Combat trapsmiths can litter a battlefield or dungeon with devices of their own cunning design.

They can put together a variety of traps, ranging from annoying to deadly, in mere seconds.

With a bit of preparation, a combat trapsmith can turn a difficult battle into an easy exercise or vice versa.

BECOMING A COMBAT TRAPSMITH

Rogues and scouts make up the majority of combat trapsmiths, with ninjas and multiclass rangers forming the bulk of the rest.

These four classes rely most often on traps and (except for the ranger) are also the best able to find and disarm them.

ENTRY REQUIREMENTS

Skills: Craft (trapmaking) 8 ranks, Disable Device 6 ranks, Search 6 ranks.

Special: Trapfinding.

CLASS SKILLS

(6 + Int modifier per level): Appraise, Balance, Climb, Concentration, Craft, Disable Device, Escape Artist, Hide, Jump, Knowledge (architecture and engineering), Listen, Move Silently, Open Lock, Profession, Search, Spot, Tumble, Use Rope.

CLASS FEATURES

The combat trapsmith takes trapmaking to new heights, rapidly installing temporary devices for use on the battlefield.

Combat Trapping (Ex): You know how to create combat traps to aid your allies.

At 1st level, you can learn two traps from the list in Table 2-6: Combat Traps, provided you meet the prerequisites.

TABLE 2–6: COMBAT TRAPS

Trap Name (Craft DC)	Prerequisites	Effect
Befuddler (15)	—	–2 penalty on Concentration, Int-, Wis-, Cha-based checks
Enfeebler (15)	Craft (alchemy) 1 rank	Fatigues target
Entangler (17)	Class level 2nd	Entangles target
Equalizer (17)	Class level 2nd	Target falls prone
Flashbang (19)	Craft (alchemy) 3 ranks, class level 3rd	Blinds and deafens target
Footspiker (15)	—	Halves target's speed
Glitterburst (15)	Craft (alchemy) 1 rank	Makes invisible target visible
Scorcher (15)	Craft (alchemy) 1 rank	Deals 2d6 fire damage
Scorcher, great (23)	Craft (alchemy) 5 ranks, class level 5th	Deals 5d6 fire damage in larger area
Sleeper (21)	Craft (alchemy) 4 ranks, class level 4th	Target falls asleep
Spiderweb (19)	Craft (alchemy) 3 ranks, class level 3rd	Web fills small area
Stinkburst (21)	Craft (alchemy) 4 ranks, class level 4th	Stinking cloud fills trapped square

At each level thereafter, you add one additional trap to your repertoire, to a maximum of six traps known.

Whenever you attain a new level in this class, you can choose to replace any one previously learned trap with a new trap.

A combat trap is triggered by any Tiny or larger creature entering the trapped square.

Flying or incorporeal creatures don't trigger combat traps.

You can build a combat trap only on solid ground—you can't place it on a wall or ceiling, in the air, or floating in the water.

A combat trap functions only once.

Once set, it lasts for 1 hour or until triggered, whichever comes first.

Crafting a combat trap requires a full-round action (which provokes attacks of opportunity) and a Craft (trapmaking) check.

Each trap's entry lists the required Craft check DC.

If the check is successful, you can place the trap in any square adjacent to your space.

A failed check means that the action and materials are wasted to no effect, but you can try to set the same trap again later.

Some combat traps allow a saving throw, as noted in a trap's entry.

The save DC is 10 + your combat trapsmith level + your Int modifier.

Locating or disabling a combat trap requires a successful Search or Disable Device check with a DC equal to 20 + your combat trapsmith level + your Int modifier.

You can automatically find and disable your own combat traps.

Because a combat trap is built quickly and crudely, it is also possible to discern with a successful Spot check (using the same DC as given above), whether or not the observer has the trapfinding class feature.

All combat traps produce extraordinary effects, so *dispel magic* or spell resistance cannot interfere with them.

Unless otherwise noted, an ongoing effect from a combat trap lasts for a number of rounds equal to your combat trapsmith level.

Multiple effects from the same kind of combat trap don't stack; use only the longer duration.

Creating combat traps requires a special kit containing raw materials and tools.

A combat trapsmith's kit costs 100 gp, weighs 10 pounds, and provides components sufficient to create ten traps.

A combat trap can't be cannibalized for raw materials, nor can its materials be retrieved if the trap isn't triggered.

Trap Sense (Ex): Beginning at 1st level, you become more adept at evading the effects of traps.

See the barbarian class feature, PH 26.

If you already have trap sense, this class feature provides no additional benefit.

Skill Focus: At 2nd level, you gain Skill Focus (Craft [trapmaking]) as a bonus feat.

If you already have this feat, you can instead select any other feat for which you meet the prerequisite.

Improvised Materials (Ex): Beginning at 4th level, you can craft combat traps from raw materials at hand instead of relying on your combat trapsmith's kit.

Doing so increases the Craft (trapmaking) check DC by 5 but otherwise has no effect on the trap's potency.

Expert Trapsetter (Ex): At 5th level, you can set a combat trap as a standard action without provoking attacks of opportunity.

COMBAT TRAP DESCRIPTIONS

Entering the trapped square produces the stated effect.

Befuddler: A pungent spray applies a –2 penalty on Concentration checks, as well as ability checks and skill checks based on Intelligence, Wisdom, and Charisma (Will negates).

Enfeebler: A puff of acrid powder renders the target fatigued (Fortitude negates).

Entangler: A hidden cord loops around the target, holding it in place as a tanglefoot bag does.

A successful Reflex save negates the effect; alternatively, a DC 20 Strength or Escape Artist check (made as a full-round action) allows the stuck creature to break free.

Equalizer: The first creature entering the trapped square must succeed on a Reflex save or fall prone.

The trap reputedly gets its name from its gnome inventor, who used it to bring taller foes down to his level.

Flashbang: The trapped square emits a blinding burst of light accompanied by a loud thunderclap.

Any creature in the trapped square or any adjacent square becomes blinded and deafened; a successful Fortitude save lessens the effect to dazzled.

Footspiker: This trap effectively fills the designated square with caltrops, potentially slowing the target's movement (PH 126).

Glitterburst: A fine cloud of silver dust clings to any creature within the trapped square (no save).

Any creature affected by a glitterburst trap takes a –20 penalty on Hide checks and, if invisible, is visibly outlined for the duration of the effect.

Scorcher: The trapped square releases a cloud of fine dust followed by a spark, setting off a small explosion that deals 2d6 points of fire damage to each creature in that square (Reflex half).

Scorcher, Great: This works like a scorcher trap (see above), except that it deals 5d6 points of fire damage to each creature in the trapped square and in all adjacent squares (Reflex half).

Sleeper: A slumber-inducing vapor makes the target fall asleep.

A successful Fortitude save lessens the effect to fatigued.

Spiderweb: The trapped square releases a burst of sticky tendrils that toughen when they contact air.

This trap duplicates the effect of a *web* spell, except that the strands fill only the trapped square and all adjacent squares.

Stinkburst: A cloud of noxious vapors duplicates the effect of a *stinking cloud* spell, except that the effect fills only the trapped square.

A successful Fortitude save negates the effect, but a creature must make a new saving throw each round it remains within the cloud.

PLAYING A COMBAT TRAPSMITH

From an early age you were fascinated by all aspects of traps, from their elegant engineering to their ingenious lethality.

Perhaps you fell victim to a particularly innovative device, or witnessed the effectiveness of one.

You might have had a teacher, but just as likely you learned from studying the mechanisms of sprung or disabled traps. You have dedicated yourself to the ultimate expression of the trapmaker's craft.

Preparation and care are the keys to your survival.

You have great respect for traps and what they can do, so you never rush headlong into anyplace new and unfamiliar. Your role in the party depends on its needs: You might take point, searching for the handiwork of other trapmakers, or follow up the rear, rigging nasty surprises to cover the group's withdrawal.

In either case you take your responsibility, like everything else in life, very seriously.

COMBAT

You can hold your own in combat, thanks to the training you received before becoming a combat trapsmith, but you should stay out of melee as long as you can.

Try not to draw attention to yourself while "enhancing" the battlefield with your special creations.

Only after you've given yourself and your party the edge with your expert skills should you get involved in the fight.

ADVANCEMENT

Even though you have reached a high degree of proficiency, you must continue to hone your craft.

Max out your ranks in Craft (trapmaking), as well as in Disable Device and Search.

If you have the skill points to spare, consider investing in Knowledge (architecture and engineering) or Knowledge (dungeoneering), if your journeys take you into appropriate environments.

Choose feats that help you keep out of enemies' reach, or that let you move easily around the battlefield, such as Dodge (and related feats), Improved Initiative, and Dash (from *Complete Warrior*).

Luck feats (page 72) are useful for those times when even your impressive skills fail you.

Taking a level in a spellcasting class (likely wizard, with your high Intelligence) can be a smart choice.

Having even a few extra magical tricks up your sleeve gives you an edge against foes who think they know all your secrets.

RESOURCES

Popular with thieves' guilds, hunting lodges, and nobles looking for added protection, you never want for work or opportunity.

Whether employed by an organization or an individual, you can name your own price—and only the wealthy can afford you.

You can expect to receive assistance from an employer to help you do what you do best, usually in the form of extra combat trapsmith's kits.

The amount of aid depends on your employer's wealth and needs, as well as the project for which you were hired.

When not employed or when plying your trade on the side, you expect and require no support—you can manage quite well on your own.

COMBAT TRAPSMITHS IN THE WORLD

"We spent the day in town shopping.

By the time we returned, he'd rigged our rooms top to bottom!"

—Elibor Gunter, battle trickster and friend of Alexan
Combat trapsmiths turn traps from elaborate set pieces into tactical battlefield additions, but otherwise don't have much overall impact on the world.

Thus, you can easily incorporate a combat trapsmith into a campaign.

For example, if the party raids the headquarters of a thieves' guild but cannot complete the mission, place a combat trapsmith among the surviving guild members.

Even as the PCs try to make their escape, they might fall victim to devilish traps in previously cleared hallways and rooms.

ORGANIZATION

Each combat trapsmith comes to his trade in his own way. No guild or organization links these staunch individualists, who freely join or leave an employer as their interests and values dictate.

A combat trapsmith joins a larger group only if doing so makes sense to him; another might reject the same organization as offending his ideals or technical sensibilities.

A group honored by the company of such an insidious and deadly specialist treats him with honor and respect.

NPC REACTIONS

The combat trapsmith's trade is of questionable legality in some places, and highly illicit in others.

Those who care about such things and who know a character to be a combat trapsmith treat him with scorn, usually having an initial reaction of indifferent at best.

Dwarves, gnomes, and others who appreciate skilled craftsmanship look upon his abilities with a bit of awe, and are usually at least friendly to a combat trapsmith.

COMBAT TRAPSMITH LORE

Characters with ranks in Knowledge (local) can research combat trapsmiths to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Combat trapsmiths are equally skilled at creating and disabling nasty traps.

DC 15: A skilled combat trapsmith can whip up a trap in a few moments that might take an ordinary person hours or days.

DC 20: Some combat trapsmiths can make traps seemingly out of almost nothing.

DC 30: Characters who achieve this level of success can learn important details about specific combat trapsmiths in your campaign, including a notable individual, the area in which he operates, and the kinds of traps in which he specializes.

Members of a local thieves' guild always know who the combat trapsmiths are within their city, even if none are currently working for the guild.

PCs wishing to meet a specific combat trapsmith should contact his employer (if he has one) or the guildmaster. This information never comes cheap.

COMBAT TRAPSMITHS IN THE GAME

Combat trapsmiths work best in campaigns set within an urban environment, particularly if the PCs have a home base to protect.

Some wilderness-based campaigns might also provide enough opportunities to keep combat trapsmiths busy. Players who enjoy establishing and protecting a home base for their characters, or who are looking for a new direction for their rogues, might enjoy playing combat trapsmiths. Engineering-focused dwarves and gnomes find the class especially appealing.

Even a single combat trapsmith NPC can make an interesting series of encounters, harassing the PCs with infuriating new traps in areas they thought were clear. The party faces a substantial challenge in tracking down and putting a stop to the interference, especially if the combat trapsmith has an influential employer.

ADAPTATION

The combat trapsmith prestige class requires no special rules sets and can fit into any campaign.

Additional trap effects are easy to design, following the trapmaking guidelines in the *Dungeon Master's Guide* and the examples in the above list.

For a stronger magical theme, consider adding a level of spellcaster to the prerequisite and expanding the range of traps to encompass low-level spell-like effects (such as *hypnotism*, *daze monster*, *shatter*, or *cause fear*).

TABLE 2–5: THE COMBAT TRAPSMITH HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Combat Traps Known
1st	+0	+2	+2	+0	Combat trapping, trap sense +1	2
2nd	+1	+3	+3	+0	Skill Focus (Craft [trapmaking])	3
3rd	+2	+3	+3	+1	Trap sense +2	4
4th	+3	+4	+4	+1	Improvised materials	5
5th	+3	+4	+4	+1	Expert trapsetter, trap sense +3	6

FORTUNE'S FRIEND

"Don't worry about it.

I have a feeling our luck is about to change."

—Sar Pios, layabout and fortune's friend

The fortune's friend lives by his luck.

He doesn't worry about much of anything, including where his next meal comes from, and trusts to luck—perhaps more than he should.

BECOMING A FORTUNE'S FRIEND

Clerics of Olidammara, monks, and rogues qualify most easily for this prestige class and make up the largest group within it, though every class finds representation.

To adopt the ways of the fortune's friend, a character need only embrace his luck.

ENTRY REQUIREMENTS

Base Attack Bonus: +3.

Skills: Any skill 8 ranks.

Feats: Any luck feat.

CLASS SKILLS

(6 + Int modifier per level): Balance, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Gather Information, Hide, Jump, Listen, Move Silently, Open Lock, Perform, Profession, Search, Sleight of Hand, Spot, Swim, Tumble, Use Magic Device, Use Rope.

CLASS FEATURES

A fortune's friend survives by and trusts to his luck.

Spellcasting: At each even-numbered level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a fortune's friend, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Easy Luck (Ex): Luck comes to you naturally.

The swift or immediate action to use a luck feat (page 72) does not count against your limit of one swift action per turn.

However, you still can't expend a luck reroll more than once per turn to influence the same result.

Extra Fortune (Ex): At each odd-numbered level, you gain one extra luck reroll per day.

This reroll is in addition to those granted by luck feats.

More Luck than Skill (Ex): Even if you have some talent in a particular area, you still depend on your luck to see you through.

Once per day as a swift action, you can add your class level as a luck bonus on all skill checks you make until the start of your next turn.

Bonus Luck Feat: At 2nd and 4th level, you gain a bonus luck feat for which you meet the prerequisite.

See page 75 for a complete list of luck feats.

Fortune's Favorite (Ex): By 3rd level, you have learned to rely on your luck to stay alive.

Once per day as an immediate action, you can add your class level as a luck bonus on all saving throws you make until the start of your next turn.

Lucky Strike (Ex): Even the greatest warriors, those who train and drill constantly, occasionally win through sheer luck, so why shouldn't you?

Beginning at 5th level, once per day as a swift action, you can add your class level as a luck bonus on all attack rolls you make until the start of your next turn.

PLAYING A FORTUNE'S FRIEND

Who needs skill?

You've got luck on your side!

Even in the heat of battle, when your very life is at stake, you remain calm and cheerful, confident that something will give you and your comrades the upper hand. Your carefree attitude is uplifting to some and grating to others.

To the latter you say, "Sour grapes!" They are envious of your ability to slide through life without a care, easily finding food, gold, lodging, and love.

In your rare contemplative moments, you feel sorry for those who have to work so hard to make ends meet.

COMBAT

As a fortune's friend, you are an unusual combatant, often jumping in over your head and relying on luck to get you out of a jam.

Your talent isn't a license to be stupid, though.

You're lucky, not invulnerable, and your good fortune doesn't necessarily protect your allies.

ADVANCEMENT

You don't become a fortune's friend so much as realize you've always been one.

From your earliest days, good things happened to you, and others would comment on how lucky you were.

As you grew older you trusted more and more to your luck, and it never let you down.

Eventually you forswore practice and discipline, relying entirely on your luck to get by.

On that day you truly became a fortune's friend.

You pick up bits of know-how here and there, which translate into a smattering of skills: some generally useful (such as Spot) and some of narrower utility (such as Use Rope).

Having a varied repertoire of skills comes in handy, even if you don't practice them often.

Of course, you can't go wrong selecting even more luck feats.

Each one not only gives you a new avenue of luck to explore, but another crucial luck reroll.

RESOURCES

As in everything else, you've been fortunate in finding the right people to know.

Many enjoy your company and marvel at your incredible string of luck.

However, since most people secretly envy your good fortune, these contacts are at best helpful acquaintances.

Most such so-called friends are quick to abandon you when the going gets tough.

For the most part, your luck is all you have.

FORTUNE'S FRIENDS IN THE WORLD

"I used to want to be that guy.

Good things always seem to happen to him.

But you know what?

That life is too unpredictable even for me, never knowing where your next meal is going to come from."

—Dram Cicaeda, man on the street

Individualistic and free-wheeling, fortune's friends fit easily into any campaign that uses the luck rules.

ORGANIZATION

Though a fortune's friend belongs to no one but himself, he seeks out companionship wherever he can find it.

He isn't picky about his comrades, as long as they aren't judgmental about him.

This arrangement does not always work out well, however.

Some who recognize his abilities keep a fortune's friend around simply as a good-luck charm.

More unscrupulous groups take advantage of his good fortune, making him the fall guy for their crimes or sending him on suicide missions.

NPC REACTIONS

A fortune's friend doesn't consider himself lazy: He works just hard enough for his luck to carry him the rest of the way.

This apparent tendency toward laziness causes many people to turn against a fortune's friend.

Dwarves in particular despise those who benefit without hard work.

A dwarf who recognizes a fortune's friend has an initial unfriendly attitude toward him, and Diplomacy checks to influence that attitude have a –10 penalty.

Even the luckiest fortune's friend is unlikely to convince a dwarf to be helpful toward him.

Other characters treat a fortune's friend with a mixture of envy and awe.

Most are neutral overall: They appreciate his abilities but resent his easy life.

Two fortune's friends, should they meet, repel one another like similar magnetic poles.

FORTUNE'S FRIEND LORE

Characters with ranks in Knowledge (arcana) or Knowledge (local) can research fortune's friends to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: A fortune's friend is lucky.

Almost *too* lucky.

DC 15: A fortune's friend lives by luck alone.

Nothing ever seems to get him down because—for him at least—everything works out in the end.

DC 20: A fortune's friend can sometimes cheat death.

PCs rarely go looking for a fortune's friend.

A meeting just happens, as long as that would be lucky for him.

FORTUNE'S FRIENDS IN THE GAME

Fortune's friends can be fascinating if frustrating antagonists, but they work better as allies, cohorts, or minions of more powerful foes.

They make great comedic foils, bringing their brash personalities to bear against the PCs in over-the-top, melodramatic ways.

Players who like to have some control over their characters' luck should enjoy this prestige class, which can work easily with any character type.

It might also appeal to those playing clerics or worshipers of a deity of fortune, particularly if they have access to the Luck domain.

One fortune's friend can join a party without endangering the overall scheme of things.

ADAPTATION

A fortune's friend fits easily into almost any campaign world.

You can customize the prestige class by specifying his source of luck as a deity: Olidammara in the core setting, Tymora in Faerûn, the Traveler in the world of Eberron, or an equivalent deity of your campaign.

To strengthen this divine theme, you could adjust the entry requirements to include 4 ranks in Knowledge (religion)

and perhaps being a worshiper of the appropriate deity.

TABLE 2-7: THE FORTUNE'S FRIEND HIT DIE: D6

Level	Base				Special	Spellcasting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+2	+0	Easy luck, extra fortune, more luck than skill	—
2nd	+1	+0	+3	+0	Bonus luck feat	+1 level of existing spellcasting class
3rd	+1	+1	+3	+1	Extra fortune, fortune's favorite	—
4th	+2	+1	+4	+1	Bonus luck feat	+1 level of existing spellcasting class
5th	+2	+1	+4	+1	Extra fortune, lucky strike	—

GRAY GUARD

*"Does your stout armor give you peace of mind?
Does your holy sword help you sleep at night?
Mine do not."*

—Ambros Brasmere, gray guard

The typical image of a paladin is a proud knight of noble bearing, resplendent in armor bright as sunlight and bearing a sword shining with the purity of his cause. This archetype, upheld by both idealistic knights and their enemies, has killed countless honorable warriors. Taking a cue from the enemies of their faith, many good-aligned religions have established secretive orders of the most dedicated and hardened soldiers.

These gray guards are less restrained by their knightly vows, doing what must be done, no matter how unpleasant.

BECOMING A GRAY GUARD

Only the most realistic and battleworn paladins become gray guards.

They know the cruelties of the world cannot be expunged merely by good example and kind words.

Though no less virtuous than other paladins, they join the order's bloodstained ranks out of a sense of necessity.

Those who seek membership merely because they resent the yoke of their code of conduct are unfit to be gray guards or paladins; such weak-willed individuals are swiftly excommunicated from both orders.

Gray guards most commonly follow deities concerned with justice, such as Heironeous, Tyr, or St. Cuthbert.

ENTRY REQUIREMENTS

Alignment: Lawful good.

Skills: Knowledge (religion) 8 ranks, Sense Motive 4 ranks.

Special: Lay on hands class feature.

Special: Must adhere to a code of conduct that prevents the character from performing evil acts.

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Disguise, Forgery, Handle Animal, Heal, Intimidate, Knowledge (local), Knowledge (nobility and royalty), Knowledge (religion), Ride, Sense Motive.

CLASS FEATURES

You do what needs to be done for the betterment of your cause.

Your freedom to act increases as you progress in level, letting you deal with evil as few pure paladins can, yet at the same time attracting the suspicion of those you are sworn to aid and protect.

Spellcasting: At each even-numbered level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a

divine spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one divine spellcasting class before becoming a gray guard, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Sacrament of Trust: Upon entering this prestige class, you take a vow of allegiance to your faith beyond that of any ordinary paladin.

This vow grants you a measure of freedom to act on your cause's behalf without fear of retribution should your duties require you to break your code of conduct.

Dishonorable acts still cause you to lose both gray guard and paladin class features until you atone, but this infraction is considered much less severe than it would be for a paladin.

Thus, whenever you seek to atone for deeds that you willingly commit in the name of your faith but that break your code of conduct, a cleric casting an *atonement* spell on your behalf does not expend 500 XP as is normally required.

This reprieve applies only to acts intended to further the cause of righteousness and the gray guard's faith.

No XP cost applies to a gray guard atoning after beating a confession from a heretic, for example, but the cost would have to be paid for one who started a barroom brawl.

Lay on Hands (Su): This ability is identical to the paladin class feature of the same name (PH 44).

Levels of gray guard stack with other class levels that grant lay on hands to determine the ability's total healing capacity.

Debilitating Touch (Su): At 2nd level, you learn to channel your lay on hands ability into a painful touch attack.

Many gray guards use debilitating touch during interrogation, since it reduces the target's ability to successfully bluff or resist magical effects.

Using debilitating touch does not provoke attacks of opportunity.

An opponent hit by this attack is sickened for 5 rounds.

Using this ability costs 5 points of your daily healing allotment.

A successful Fortitude save (DC 10 + your gray guard level + your Cha modifier) negates the effect.

Smite Evil (Su): Beginning at 3rd level, you can smite evil once per day.

See the paladin class feature (PH 44).

At 8th level, you can smite evil one additional time per day.

Levels of other classes that grant the smite evil class feature stack for the purpose of determining the extra damage dealt.

For example, a 5th-level paladin/5th-level gray guard delivering a smite evil attack adds 10 points of damage to the attack.

Justice Blade (Su): By 4th level, you have learned that suffering and injustice are not the exclusive province of evil.

You can use your smite evil ability to instead punish creatures of chaotic alignment.

Using this ability expends one daily use of your smite evil class feature and works identically in all other ways, but its effect applies only to chaotic targets.

Whenever you choose to smite an opponent, you must declare whether you are using this ability to smite evil or chaos.

If you accidentally smite a creature of an alignment other than that declared, the smite has no effect but the ability is still used up.

Beginning at 9th level, you can use justice blade to smite creatures of any alignment.

You need not declare an alignment before making the smite attack, although if the attack misses, that use of smite is still used up for the day.

Devastating Touch (Su): When you attain 5th level, your deity shows its approval of your grim work.

From this point on, you can use your lay on hands ability to make a touch attack that harms your enemies.

Using devastating touch does not provoke attacks of opportunity.

You decide how many points of your daily healing allotment to expend after successfully touching a creature: Each point expended deals 1 point of damage to the target. A nonevil creature is allowed a Will save (DC 10 + your gray guard level + your Cha modifier) to halve the amount of damage dealt.

Unbound Justice (Ex): At 7th level, unrestricted by your code of honor, you can employ unorthodox methods that are all the more effective because they're unexpected. You add half your gray guard level (round down) as a competence bonus on Bluff, Disguise, and Intimidate skill checks.

Sacrament of the True Faith: At 10th level, you gain your order's full confidence.

You are granted the freedom to act on behalf of your faith as you deem necessary.

Thus, you never risk losing your class abilities in the pursuit of a just cause and never need to atone for violating your code of conduct.

This trust does not grant you the freedom to act as violently or immorally as you wish, however.

Release from your code of conduct depends on your acting as an exemplar of your order's ideals.

If you violate this trust by habitually acting in an immoral or corrupt manner, the leaders or deity of your faith might revoke their blessing and banish you from the ranks of the faithful (see Ex-Gray Guards, below).

Code of Conduct: As a gray guard, you are held to the same code of conduct as a paladin.

You must be of lawful good alignment and must never willingly commit an evil act.

You must also pledge to respect legitimate authority, act with honor (not lying, cheating, using poison, and the like), aid the needy, and punish those who harm the innocent. If you contravene your code of conduct, you must atone for the transgression or lose all class abilities from both gray guard and paladin levels.

As you advance in the prestige class, this code becomes more flexible.

However, its tenets still apply: You can never break your code without good reason.

Gray guards can freely multiclass between paladin and gray guard.

EX-GRAY GUARDS

As a gray guard, you are less at risk of permanently losing your abilities than a paladin is.

You might lose them temporarily for committing dishonorable acts, but you are granted clemency for performing such deeds in the name of your faith and can atone more easily.

Nevertheless, if you commit unforgivably evil acts (such as slaughtering innocents or despoiling a temple of your faith), take action that opposes your faith's tenets, or habitually violate your code of conduct, you risk permanent expulsion from the holy order.

If at any time your deity or a jury of your faith's leaders finds you guilty of grossly abusing the freedom of the order, you permanently lose both gray guard and paladin class abilities (including the service of your special mount, but not weapon, armor, and shield proficiencies) and can never again advance in either class.

Even the *atonement* spell cannot restore a fallen gray guard's abilities after he is exiled.

Before a character enters this prestige class, his player and the DM should discuss and agree on what acts constitute gross abuse.

Levels of gray guard are treated as levels of paladin for the purpose of advancing in the blackguard prestige class.

PLAYING A GRAY GUARD

You have seen the horrible reality of the world: Children dying in the gutter as the rich feast a hedge-wall away; law used to imprison and terrify those it was created to protect; the supposedly devout ignoring and abusing those they deem beneath their interest or contrary to their faith.

The most insidious evil wears a cloak of righteousness and seduces with honeyed words.

Your faith's leadership realizes that many paladins' inflexible interpretation of their code of conduct not only allows such foulness to remain hidden but even aids its spread.

As a gray guard, you have earned the freedom to seek out and destroy corruption through any means necessary.

Although you work toward the same goals as other members of your faith, many within it do not trust you. They believe that you and your fellows at best flirt with corruption and at worst embrace it.

Paladins see freedom from their code of conduct as weakness, an inability to mete out justice through honorable means, and do not consider you to be their equal. You are not proud of your role, but you accept that one must sometimes embrace a lesser evil to combat greater injustice.

Your freedom is not a boon but a loss of innocence, a permanent tarnish on a once-pristine soul.

Solidifying your resolve, you face the world of cruel reality, ready to do battle just as valiantly as any paladin but also just as brutally as the monstrosities you oppose.

COMBAT

In battle you are not just a warrior, but also a judge.

If you can, you engage your opponent in honorable combat to prove the valor of your cause.

However, you are no fool.

If the only sure way to finish the high priest of a cult of Vecna is to stab him as he sleeps or lie in wait and attack from the shadows, you make such sacrifices of character to put a permanent end to the threat.

Thus, your tactics must change to suit the enemy and the conditions of battle.

Your mercy also must conform to the necessities of the moment.

Ideally you would bring defeated enemies before the proper authorities for righteous judgment, but the reality of your situation might prevent you from taking prisoners, especially if they are likely to escape or impede your greater aims.

Some powerful threats simply cannot be permitted to live and potentially rise again.

A momentary prayer and a coup de grace end the lives of many of your foes.

ADVANCEMENT

As a paladin, you were frustrated by members of that noble order who seemed oblivious to the greater good, righting specific wrongs while ignoring others.

You repeatedly came into conflict with your peers, even violating your code of conduct to satisfy your sense of justice.

You were finally approached by leaders of your church or a stern knight in tarnished armor, who asked how much you would sacrifice for your faith and a clean conscience.

As a gray guard, you understand that your enemies' tactics might aid you as well.

Skills that you might have disdained before, such as Bluff, Disguise, Intimidate, or even Move Silently, Hide, and Open Lock can be invaluable in your work.

Feats such as Mobility, Spring Attack, and Stealthy help you get at the greatest threat and bring it down.

In addition, you are ever on the hunt for items that cloak your aura of good and any other ties to your faith that your enemies' magic might reveal.

RESOURCES

Although your order sometimes points you toward suspected evils, you are primarily a knight-errant, doing what you can wherever you are needed.

The grim few who make up your order aid you as much as they can, but their ranks are small.

Primarily you can depend only on your rare allies.

As a member of an organized religion, you might be able to draw upon the resources of your church.

However, you often face prejudice from those within your own order: Instead of being helpful, they treat you indifferently or worse.

Those who understand and recognize your service provide spellcasting and equipment for half the normal cost, but those who distrust you might not offer aid even at standard prices.

GRAY GUARDS IN THE WORLD

"How're we supposed to see the pally comin' when 'e wears armor blacker than ours?"

—Griv "Goblin Father" Chos, unfortunate cultist guard

In any campaign featuring less than black-and-white morality, gray guards might rise from the ranks of the most devout warriors to challenge hidden evils and work toward sweeping change.

Such orders give paladins the opportunity to wage war against injustice without undue worry about getting their hands dirty.

ORGANIZATION

Orders of gray guards might be created as part of any lawful- or good-aligned religion that sponsors paladins.

The organization of such an order might vary dramatically from faith to faith, as well as how others within their church perceive them.

Some gray guards might form covert cells that parallel their church's "legitimate" paladin orders.

A typical order of gray guards works separately from a church's hierarchy of paladins.

Though rarely hidden, the order is not discussed openly by officials of the faith.

Much like inquisitors or witch hunters, gray guards are a feared aspect of the church that few care to acknowledge. Only a few among the faith's paladins have what it takes to become gray guards.

Once chosen, they are free of the paladin's rigid code but are still carefully watched.

Churches monitor their work, knowing that such proximity to the wicked can endanger their faith.

Gray guards often seek out a place of worship to confess the burdens on their souls, which they see as a sacred duty.

Gray guards have no holdings, no halls of triumph, and only the most limited rosters of duty.

Among them only two ranks exist: gray guard and captain (usually a veteran of the order's cause).

The order has an unofficial hierarchy based on experience and seniority, but only a captain has direct authority over members.

In such a small organization, the captain knows every knight and assigns direction as suits the personality and abilities of each.

Other interests within the church (such as concerned priests and rival paladins) frequently try to influence or hinder the work of the gray guards.

In order to shield them from such internal politics, gray guards are often sent far afield, with instructions to report for orders only infrequently.

NPC REACTIONS

Most folk assume gray guards are typical warriors or mercenaries and treat them as such.

The members of a gray guard's own faith treat him with widely differing attitudes.

Many within the church see the very existence of the order as conceding to evil, the first step to becoming no better than those the faith would oppose.

Those whom you would protect abhor your very existence and might even hinder you.

Others understand the need for distasteful action to root out evil and can be helpful toward the order.

Paladins disdain gray guards, rarely having attitudes warmer than indifferent toward them.

GRAY GUARD LORE

Characters with ranks in Knowledge (religion) can research gray guards to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs. DC 10: Gray guards are paladins who aren't bound by a code of conduct.

DC 15: Gray guards seek out injustice in all its forms, often using the tools and methods of their enemies against them.

DC 20: Paladins often distrust them, but gray guards take their code of conduct just as seriously as other holy warriors do and violate its tenets only in the best interest of their faith.

DC 30: Characters who achieve this level of success can learn important details about gray guards in your campaign, including faiths that sponsor such orders, notable members, the areas where they currently operate, and the kinds of activities they undertake.

Servants of religions that support orders of gray guards should have little problem contacting members through church officials.

Characters without such connections might be able to leave messages for gray guards in care of members of the same faith.

GRAY GUARDS IN THE GAME

Gray guards are relatively easy to integrate into any campaign featuring powerful religions.

The notion that such devout organizations have semisecret agents working toward their diverse causes probably doesn't stretch the imagination.

Nor does the concept that such powerful groups—no matter how pure they might appear—might resort to less than ethical means of dealing with their hated opponents. The easiest way to introduce gray guards into your campaign is to have the PCs encounter one working toward a parallel goal.

Presenting a gray guard as a potential ally gives the PCs a chance to ask questions and learn more about the order.

After such an encounter, a devoted but frustrated paladin within the party might pursue membership.

Alternatively, an NPC gray guard might be a rival to a PC paladin, producing interesting tension.

ADAPTATION

If gray guards don't appeal to you as presented, you can readily convert their order to fill other niches.

With their freedom to exact justice on those of any alignment, gray guards make excellent inquisitors.

Such church investigators might openly enforce their faith's beliefs, hunting down heretics, witches, or any others viewed as violating holy law.

Alternatively, they might serve as church police, with the authority to seek out injustices among the devout or monitor paladins' adherence to their code of conduct.

Instead of making the gray guard a prestige class, you can adjust the paladin class to grant its features at advanced levels, representing a higher order free to right wrongs as it sees fit.

TABLE 2–8: THE GRAY GUARD

HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+2	Sacrament of trust, lay on hands	—
2nd	+2	+3	+0	+3	Debilitating touch	+1 level of existing divine spellcasting class
3rd	+3	+3	+1	+3	Smite evil 1/day	—
4th	+4	+4	+1	+4	Justice blade (chaos)	+1 level of existing divine spellcasting class
5th	+5	+4	+1	+4	Devastating touch	—
6th	+6	+5	+2	+5	—	+1 level of existing divine spellcasting class
7th	+7	+5	+2	+5	Unbound justice	—
8th	+8	+6	+2	+6	Smite evil 2/day	+1 level of existing divine spellcasting class
9th	+9	+6	+3	+6	Justice blade (all alignments)	—
10th	+10	+7	+3	+7	Sacrament of the true faith	+1 level of existing divine spellcasting class

MAGICAL TRICKSTER

"Don't make the mistake of assuming that spells are the only trick up my sleeve."

—Sorilae Hartsel, magical trickster

Relying as much on her wits as on her spellcasting prowess, the magical trickster can sacrifice her spellcasting ability to gain even greater access to skill tricks.

BECOMING A MAGICAL TRICKSTER

Although this prestige class supports spellcasting, it appeals mainly to casters with low hit points and few other class features, such as sorcerers and wizards.

Sorcerers excel as magical tricksters, since they have plentiful spell uses with which to power skill tricks.

On the divine side, the prestige class most appeals to favored souls, shugenjas, and spirit shamans (all described in *Complete Divine*), all of whom also have a large number of daily spell uses.

Clerics and druids rarely bother with the class, except for worshippers of trickster deities.

ENTRY REQUIREMENTS

Feats: Any one metamagic feat.

Spellcasting: Ability to cast 3rd-level spells.

Skill Tricks: Any two.

CLASS SKILLS

(4 + Int modifier per level): Bluff, Climb, Concentration, Craft, Diplomacy, Jump, Knowledge (arcana), Knowledge (religion), Profession, Spellcraft, Tumble, Use Rope.

CLASS FEATURES

A magical trickster focuses on skill tricks, even sacrificing spells for greater access to them.

Spellcasting: At each level after 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a magical trickster, you must decide to which

class to add each level for the purpose of determining spells per day, caster level, and spells known.

Bonus Trick: At 1st level, and again at 3rd level, you gain a bonus skill trick for which you meet the prerequisite. These bonus tricks do not cost skill points and do not count against your maximum number of skill tricks available.

Spontaneous Trickster (Su): You can channel magical potential into using skill tricks more often, effectively “recharging” them.

As a swift action, you can “lose” any spell slot or prepared spell of 1st level or higher to perform a trick that you have already used in the encounter.

Bonus Metamagic Feat: At 2nd level, you gain a bonus metamagic feat for which you meet the prerequisite.

Metamagic Trick (Ex): Beginning at 3rd level, you understand how to apply the principle of tricks to your spellcasting.

Once per day you can apply the effect of any one metamagic feat you know to a spell as you cast it without altering the spell’s effective level.

The spell slot adjustment of the metamagic feat can’t exceed four.

Tricky Magic (Ex): At 3rd level, you have mastered incorporating tricks into your spellcasting routines. On any round that you perform a skill trick, the save DC of the next spell you cast that round is increased by 1.

PLAYING A MAGICAL TRICKSTER

You are unpredictable and extremely adaptable.

As long as you still have spells available to cast, your bag of skill tricks is nearly unlimited, giving you an opportunity to overcome most challenges.

You are drawn to others who can perform skill tricks, and from them you learn yet more.

Becoming a trick expert instantly affiliates you with a very loose fellowship of tricksters (battle, uncanny, and magical).

You don’t get along with every trickster you meet, though: Some jealously guard their secrets and view others of their kind as rivals.

COMBAT

Your spells are even more valuable to you than a typical caster’s, and you should use them judiciously.

You walk a narrow line: On the one hand, you can enhance your combat effectiveness with your spontaneous tricks, but on the other, your allies depend on your spellcasting support.

Such decisions depend on the structure of the party and the opponent you face.

In a party with multiple casters, you have more freedom to use your tricks, while a party with several tricky characters needs your spells more.

ADVANCEMENT

Whether you received a divine gift or extended your arcane knowledge, you discovered you had a natural talent for skill tricks and put yourself on the path to learning more.

A mentor might have shown you how to tap into your magical ability to fuel your repertoire, or you might have learned it on your own through hours of meditation.

As a magical trickster, you readily adapt to any situation.

No longer are you bound only by what spells you know or prepare.

Your allies probably appreciate this flexibility—unless they have also focused their careers on learning tricks and resent your freedom and flexibility.

Even though you gain bonus skill tricks from this prestige class, you should continue to invest skill points in learning new tricks.

The more you have, the more potent and unpredictable you become.

Feats that grant bonus skill tricks, such as Freerunner (page 77), are good options, as are metamagic feats, which you can apply more easily to your spells than others can.

RESOURCES

Although you might not have realized it when you became a magical trickster, you are part of a larger (albeit very loosely organized) group.

The benefits and requirements of this group are few, but it does offer the camaraderie of shared experiences as well as the chance to learn new tricks.

Nevertheless, tricksters owe no more to one another than do any other people with similar, nonbinding interests.

MAGICAL TRICKSTERS IN THE WORLD

“She mastered the difficult trick I’d just shown her, then suddenly pulled it off again without a thought.

Why can’t I do that?”

—Ameslan Trag, uncanny trickster

The magical trickster is relatively easy to integrate into a campaign that employs the skill trick rules.

She works much like any other trickster character, except that her talent is powered by magic.

Whether through divine favor or some lost arcane secret, her ability to flawlessly perform tricks again and again can be explained away by the source of her spellcasting ability.

ORGANIZATION

Magical tricksters congregate with uncanny and battle tricksters when possible.

Having come to the prestige class from different backgrounds, they have less in common with one another than they do with other tricksters.

They swap techniques, introduce newly developed tricks and trick-supporting equipment and magic, and share experiences.

Outside observers might assume such a meeting is part of a circus or carnival, with tricksters springing about performing for the enjoyment and education of onlookers. These gatherings, though enjoyable, do not represent a structured organization.

Magical tricksters looking to become part of something more permanent usually join groups that appreciate both their abilities and their moral choices: churches, arcane guilds, or druid circles.

NPC REACTIONS

A magical trickster can make other people frustrated or concerned.

She can perform skill tricks over and over that others cannot easily repeat, even after years of practice.

Other sorts of tricksters treat a known magical trickster with contempt and silence, and are almost always unfriendly.

If she belonged to an organization before entering the prestige class, a magical trickster might be the subject of concern or quiet whispers among her colleagues and superiors.

Although other members of the organization still respect her, their attitudes usually slip a step, such as from helpful to friendly or friendly to indifferent.

Common folk do not understand the difference between magical tricksters and other trickster classes, so their attitudes span the spectrum. However, because some tricksters use their abilities to take advantage of less talented folk, a victim of such exploitation has a negative view of all tricksters, magical or otherwise, and is unfriendly at best.

MAGICAL TRICKSTER LORE

Characters with ranks in Knowledge (arcana) can research magical tricksters to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Magical tricksters combine magical talent with odd stunts relying on trained skill.

DC 15: Magical tricksters learn to pull off surprises with their magic just as they can with their skills.

DC 20: Magical tricksters can give up some of their magical power to perform stunts again and again.

DC 30: Characters who achieve this level of success can learn important details about specific magical tricksters in your campaign, including a notable individual, the area in which she operates, and the kinds of activities she undertakes.

PCs searching for a magical trickster who belongs to an organization can contact her through it.

A magical trickster affiliated with no group is more difficult to track down, although other tricksters in the area probably know of her.

MAGICAL TRICKSTERS IN THE GAME

An NPC magical trickster makes an interesting and unpredictable opponent. She seems to be a typical spellcaster until she suddenly performs a powerful and difficult trick—then repeats it a moment later.

Magical tricksters tend to avoid one another unless of the same faith, guild, or school, so you should probably avoid introducing more than one per encounter.

Players who like flexibility and variety should find the prestige class appealing.

A magical trickster can serve the party with either her spells or her tricks, adapting as needed to a given encounter.

ADAPTATION

You can easily change this prestige class into a psionic trickster by replacing spells with psionic power points as the “currency” for reusing tricks.

Rather than sacrificing a spell slot or prepared spell to recharge a trick, a psionic trickster expends 2 power points.

TABLE 2–9: THE MAGICAL TRICKSTER

HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Bonus trick, spontaneous trickster	—
2nd	+1	+0	+0	+3	Bonus metamagic feat	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Bonus trick, metamagic trick, tricky magic	+1 level of existing spellcasting class

MALCONVOKER

“Take him, my slaves!

Drag his soul back to your dark masters!”

—Argyll Te'Shea, servant of Pelor and malconvoker

The standard concept of the perpetual war between good and evil is clichéd to some: a black-and-white vision of reality, suitable only for religious sermonizing. A few who understand the complexity of the battles that rage throughout the planes have taken up a dangerous path, entering into powerful pacts with the foulest abominations of the Lower Planes to turn evil against evil. These daring summoners are malconvokers, and they bargain with their lives.

BECOMING A MALCONVOKER

The vast majority of malconvokers are sorcerers and wizards (typically conjurers) who focus on summoning creatures.

A few clerics find the class interesting, but most have difficulty accepting the idea of using evil creatures to accomplish good acts.

ENTRY REQUIREMENTS

Alignment: Any non-evil.

Skills: Bluff 4 ranks, Knowledge (the planes) 4 ranks.

Languages: Celestial, Infernal.

Feats: Augment Summoning, Spell Focus (conjunction).

Special: Ability to cast *summon monster* III.

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Craft, Disguise, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Spellcraft.

CLASS FEATURES

As a malconvoker, you turn the powers of your enemies back upon them, deceiving creatures into opposing those they might typically ally with.

Your evil foes are least prepared to deal with the same arsenal of abilities and tactics they employ themselves.

Spellcasting: At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a malconvoker, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Deceptive Summons (Su): At 1st level, you can attempt to trick evil creatures you conjure into serving you for longer than they normally would.

When casting a *summon monster* spell to summon an evil-aligned creature, you can attempt a Bluff check as a free action, opposed by the creature's Sense Motive check.

If your check succeeds, the duration of the effect is doubled (as if by the Extend Spell feat), and the summoned creature might be subject to additional effects as described below.

If it fails, the duration remains as normal and no additional effects can be applied.

If you fail the check by 5 or more, the creature breaks free of your control and is hostile toward you (though it still disappears as normal when the spell's duration ends).

If you use this ability when summoning multiple creatures, you must attempt an opposed skill check separately against each creature you wish to affect.

Beginning at 4th level, you can whip the deceived creatures into an infernal fury.

If your Bluff check to extend the duration of summoning succeeds, the creatures get a +2 bonus on weapon damage rolls and 2 extra hit points per Hit Die (in addition to the bonuses conferred by Augment Summoning).

Beginning at 7th level, you can instill the deceived creatures with exceptional resistance to your enemies' attempts to control or dismiss them.

If your Bluff check to extend the duration of summoning succeeds, the creatures get a +2 bonus on Will saves, and your effective caster level is increased by 2 for the purpose of resisting *dispel magic* and similar effects against those creatures.

Unrestricted Conjunction: For the purpose only of casting conjunction spells, you can ignore any restrictions that forbid you from casting spells of certain alignments. In addition, regular use of conjunction spells with the evil descriptor does not threaten to change your alignment. For example, a good cleric who becomes a malconvoker could cast *summon monster I* to summon a fiendish raven (whose alignment gives the spell the evil descriptor). The cleric could not cast *death knell*, though, which has the evil descriptor but is not of the conjunction school.

Planar Binding: Beginning at 2nd level, you can add the following spells to your class spell list and your list of known spells (or your spellbook) at the indicated levels. If you already have one or more of these spells on your class list at a different level, treat it as being of the lower level.

5th: *lesser planar binding*.

6th: *planar binding*.

8th: *greater planar binding*.

Skill Focus (Bluff): At 3rd level, you gain Skill Focus (Bluff) as a bonus feat.

If you already have this feat, you can select any other feat for which you meet the prerequisite.

Fiendish Legion (Ex): Once you attain 5th level, whenever you use a *summon monster* spell to summon one or more evil-aligned creatures, you summon one extra creature of the same kind.

Deceitful Bargaining (Ex): Starting at 6th level, you become exceptionally adept at convincing evil creatures you call that your intentions parallel their own.

Upon calling an evil outsider using a *planar binding* spell, you can make a Bluff check opposed by the creature's Sense Motive skill check.

If you succeed on this check, the called creature becomes more amenable to your cause, taking a –5 penalty on the opposed Charisma check made to refuse serving you.

If you fail, the creature immediately makes a new Will saving throw against your spell.

On a failure, the spell functions as normal.

If it succeeds on this save, the creature breaks free of your control and can either flee or attack you.

Improved Calling (Su): At 8th level, your understanding of the ways of fiends shows you how to tempt even more powerful beings into your service.

The normal HD limit for your *planar ally* and *planar binding* spells (including lesser and greater versions) increases by 2.

Safe Summoning (Ex): At 9th level, you can dismiss any evil creature that you have summoned as an immediate action rather than as a standard action.

PLAYING A MALCONVOKER

You have always honed your conjuration magic beyond that of your other spells, even flirting with the idea of summoning powerful fiends to do your bidding, but you never actually carried through with such a disreputable act. At least, not until that book appeared.

Many malconvokers—too many for pure coincidence—were set upon their path by a seemingly serendipitous event: the appearance of a thin folio bound in black scales entitled the *Vital Pact*.

This thesis, written in Celestial, discusses the limited ranks and resources of the extraplanar forces of good as opposed to the endless armies of the Lower Planes.

It calls for vague new allies from realms only hinted at but also posits that, for the armies of light to survive, evil must be made to combat itself.

Such a philosophical treatise would normally inspire few, were it not for the last page.

Each copy of the work bears a name—a truename—handwritten in red ink along with notations to aid in summoning a specific fiend.

(See the *Tome of Magic* supplement for more about truename magic).

With the essay's radical ideas fresh in the reader's mind, often echoing similar personal thoughts, the temptation to investigate the darker side of conjuration is usually too strong to resist.

None can say who penned the *Vital Pact*, how the work mysteriously enters the possession of certain spellcasters, and where the unique closing notations come from.

Even the fiends first summoned using the text seem wholly ignorant of its contents or how they became involved.

Although many malconvokers accept the *Vital Pact* as a boon from some hidden patron or celestial power, some scholars fear a more sinister underlying motive.

Whatever the truth, you have been chosen.

Someone or something wanted you to receive a copy of the *Vital Pact* and take up the challenge it proposes, even if you never actually hold the book in your hands.

Whether you willingly accept this mandate or seek to discover its source, you cannot deny the effectiveness of its teachings and the good you could put them to.

As you grow in power, your involvement in the planar battle between good and evil also increases.

You might begin seeking out places where fiendish influence has leaked into the world, seeking to scour such taints from your home plane.

Alternatively, you might travel to other planes, seeking out celestial forces or infiltrating oft-contested infernal battlegrounds such as Acheron, Pazunia on the Abyss's Plain of Infinite Portals, and Hell's first layer, Avernus.

COMBAT

As a malconvoker, you rarely fight alone.

The versatility of the *summon monster* spells allows you to conjure many allies, whether you are a solitary traveler or part of a group.

With enough such spells and your fiendish legion class feature, you can become the general of a small infernal army.

Your other powers, although sometimes risky, also ensure that the creatures you summon stay longer and are more powerful than those summoned by your enemies.

ADVANCEMENT

You come to understand the ways of fiends, honing your words to offer the proper mix of compliments, threats, and promises to whet their infernal desires.

As you grow in power, so do the beings you deal with, increasing the forces you can bring to bear but also the risks in bargaining with such corrupt abominations.

Tricking powerful fiends is much more difficult than manipulating lowly minions.

Thus, you should max out your Bluff skill to get the most out of your deceptive bargaining; increasing your Charisma score is also important for *planar binding* negotiations.

Put ranks into Knowledge (the planes) to learn the strengths and weaknesses of the creatures you summon, so you can choose the best allies for a given situation.

Feats that aid your summoning are also helpful, such as Cloudy Conjuration (*Complete Mage*) or *Complete Divine*'s Rapid Spell (which reduces the casting time of your *summon monster* spells to a standard action).

RESOURCES

While advancing as a malconvoker, you continue to strengthen your spellcasting ability, though if you are a divine caster affiliated with a church, your peers might have reservations about your methods.

Nevertheless, you might be able to discover and contact other malconvokers (by succeeding on a reasonably difficult Knowledge [arcana] check).

These peers welcome the rare fellows they encounter and might be convinced to share their research and even magic items related to summoning.

At the very least, together you can plumb the often cryptic passages of the *Vital Pact* to gain further insights into your art.

MALCONVOKERS IN THE WORLD

"I have dwelt in darkness for eighty thousand years, seen the deaths of gods, and feasted on the souls of worlds.

I would not be tricked by a mortal wizard."

—Cvol Visok, nalfeshnee dupe

The malconvoker prestige class gives non-evil player characters a chance to use some of the most powerful creatures in the game—and the most dangerous.

Malconvokers run terrible risks in attempting to turn pure evil to the service of good.

Moreover, they might alienate righteous allies in exchange for tenuous pacts with fiendish servants.

The *Vital Pact*, that peculiar text that indoctrinates so many malconvokers, also sets up a dark mystery with possible celestial or infernal ties.

ORGANIZATION

Nearly all malconvokers have studied the *Vital Pact*, whether or not they possess a copy of the book.

Some are fanatics devoted to its radical call to arms, others are researchers hoping to reveal its shadowed origins, and still others are conjurers who seek more versatility in their spellcasting.

This shared knowledge puts malconvokers into a strange sort of group, if not an especially organized one.

No obvious thread links those who come across that strange text, beyond their affinity for summoning magic. Malconvokers quietly share their knowledge of extraplanar beings, methods of deceiving those they summon, and, in rare circumstances, the truenames of potent or easily duped fiends.

They secretly correspond with one another through mundane letters or spells to protect their own identities and those of their peers, understanding that people in powerful positions abhor their methods.

A malconvoker or his agent often leaves a letter in a well-used cache, where another can check for correspondence without drawing attention.

Favored spots include statues in crowded public places, especially those with angelic or religious themes.

Every malconvoker risks having his true identity revealed to a fiend he once tricked into his service, which might then track him down and exact horrific retribution.

For most, this dreadful prospect never becomes reality.

But when the unthinkable happens, malconvokers can turn only to their peers for help.

Some see it as their duty to aid a colleague, but many shun such an individual, terrified of being exposed to the same fate.

NPC REACTIONS

Malconvokers elicit strong opinions.

Authorities within lawful- or good-aligned religions see them as self-deluded demonologists.

These critics hold that summoning fundamentally wicked creatures into the world is evil regardless of the end.

True, a malconvoker cheats these beings to serve good aims, but two wrongs still don't make a right.

Thus, malconvokers have been expelled from religious orders and, in extreme cases, executed as heretics.

Followers of other religions, though, welcome malconvokers, primarily those who revere trickster gods and other less lawful deities.

They savor the delicious irony of turning demons loose against a cult of demon-worshippers.

Most ordinary folk cannot distinguish malconvokers from other spellcasters and treat them according to their apparent station.

Summoning fiends in a public area, however, is likely to produce a hostile reaction.

Most people don't care why a spellcaster can so adeptly command demons and devils, only that he does.

MALCONVOKER LORE

Characters with ranks in Knowledge (arcana) can research malconvokers to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Malconvokers are conjurers who summon demons, devils, and other fiends and trick them into aiding the cause of good.

DC 15: Malconvokers are feared by many, despite their good intentions.

The creatures they summon are often more powerful than other summoned monsters of their kind.

DC 20: Many malconvokers begin summoning fiends at the suggestion of a strange book called the *Vital Pact*.

DC 30: Characters who achieve this level of success can learn important details about specific malconvokers in your campaign, including a notable individual, the area in which he operates, and how to contact him.

Contacting a malconvoker depends on his social status and how greatly he fears oppression or pursuit. Correspondence might take place through letters left at prearranged drop points.

MALCONVOKERS IN THE GAME

Malconvokers can fill a number of roles in your campaign. They might be reckless summoners who call on forces they don't fully understand, their judgment clouded by their zeal to combat evil.

Particularly power-hungry individuals might wage personal wars against fiends and their influences.

More thoughtful, conflicted malconvokers believe in the necessity of sacrificing innocence to gain powerful allies. Malconvokers make challenging player characters.

On the one hand, they can aid their colleagues with their command over terrible creatures.

Their research into the truenames of useful or powerful fiends, and their deep knowledge of planar matters, also make them helpful to their comrades.

On the other hand, clerics, druids, and paladins often oppose a malconvoker's methods, fearful of not only the dark creatures he controls but also his intentions.

Such fear might also mean a malconvoker and his associates are pursued by members of demon-hunting religions or fearful locals.

ADAPTATION

The origin and purpose of the *Vital Pact* are deliberately left open so that you can create a background appropriate to your campaign.

Depending on your taste, the mysterious text can be benevolent, subtly corruptive, or even nonexistent.

If your campaign doesn't focus on cultic tomes and monstrosities of the Lower Planes, you can easily adapt the malconvoker to fulfill more obviously benevolent roles. Change the summoned creatures from evil-aligned to good-aligned to have him command a celestial strike force as powerful as fiends.

Doing so also removes the moral and intraparty conflicts members of this class might otherwise face.

Alternatively, a malconvoker can summon a different kind of creature in the fight against evil.

Such powerful beings can still be dangerous to deal with.

TABLE 2–10: THE MALCONVOKER HIT DIE: D4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Deceptive summons, unrestricted conjuration	—
2nd	+1	+0	+0	+3	Planar binding	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Skill Focus (Bluff)	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Deceptive summons (fury)	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Fiendish legion	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Deceitful bargaining	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Deceptive summons (resistance)	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Improved calling	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Safe summoning	+1 level of existing spellcasting class

MASTER OF MASKS

"Every creature is but a role."

—Beriel, Comedian of Calamity and Tragedian of Triumph
Belief and perception shape reality.

In worlds where religions derive might from the faith of believers and where amazing magic sways the mind, those who command the senses hold great power.

In such an environment, the master of masks takes center stage.

Wearer of a thousand faces, with an identity as fluid as that of a crowd of strangers, this thespian of possibilities decides what is real and what can be.

BECOMING A MASTER OF MASKS

A master of masks must be a consummate actor.

Anyone capable of shifting from role to role convincingly might enter the prestige class.

Many are bards, who are the most obviously talented in the performing arts.

Particularly theatrical rogues or those who specialize in disguise also sometimes become masters of masks, as do some multiclass sorcerers or wizards—especially those with a fondness for illusions.

Characters of a more martial bent or serious personality usually see acting as frivolous and do not pursue the class.

ENTRY REQUIREMENTS

Skill: Bluff 8 ranks, Disguise 8 ranks, Perform (act) 8 ranks.

Languages: Any four.

Special: Must have successfully impersonated an individual, fooling even that person's friends and associates.

CLASS SKILLS

(4 + Int modifier per level): Appraise, Bluff, Craft, Disguise, Forgery, Perform, Sleight of Hand, Speak Language.

CLASS FEATURES

You take on roles as befits your situation.

Whether donning the mask of the jester to entertain a crowd or the mask of the gladiator and joining battle, your greatest talent is your versatility.

Spellcasting: At 2nd, 4th, 7th, and 9th level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a master of masks, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Persona Masks (Su): You gain the ability to craft potent magical masks, each of which allows you to take on a different persona and gain some aspect of that creature or archetypal character.

At 1st level, you learn to create and use two masks selected from those described below.

At 2nd level, and at every odd-numbered level thereafter, you can create and use one more mask from the list. Creating a new persona mask requires 8 hours of work and costs 100 gp.

You can use only persona masks that you have crafted. No one else (not even another master of masks) can benefit from a persona mask that you create.

To gain the benefit of a mask, you merely wear it. Putting on a mask is a standard action, and removing one is a move action.

Once it is worn, the mask's benefit immediately applies. Your master of masks level is your caster level for any spell-like abilities produced by a mask.

In addition to its other benefits, a mask conceals your alignment, replacing it (for the purpose of detection spells or abilities) with an alignment appropriate to the mask.

You still retain your normal alignment for all other purposes (such as if a paladin uses smite evil against you). One or more persona masks can be worn at the same time, occupying the eye lenses/goggles body slot.

Angel: The image of an androgynous face with eyes serenely upturned to the heavens forms this mask, carved from flawless alabaster.

Cultic runes adorn the forehead and cheeks, and its edges are ringed by downy feathers.

As an immediate action, you can use *feather fall* as a spell-like ability any number of times per day, but only on yourself.

Once per day as a swift action, you can use *fly* as a spell-like ability; the effect lasts for 5 rounds.

As you advance in the master of masks class, you can use this ability more often: twice per day at 4th level, three times per day at 7th level, and four times per day at 10th level.

Your alignment appears to be lawful good while you wear an angel mask.

Archmage: This mask of deep purple fluorite is sculpted in the image of a heavily wrinkled old man.

A roughly circular tangle of arcane runes appears where the visage's mouth should be.

You can use each of these spell-like abilities once per day: *charm person*, *dancing lights*, *detect magic*, and *magic missile*.

As you advance in the master of masks class, you can use additional spell-like abilities, each once per day: 4th level, *invisibility* and *scorching ray*; 7th level, *lightning bolt* and *slow*; and 10th level, *dimension door* and *ice storm*.

Your caster level is treated as two higher for the purpose of casting arcane spells (up to a maximum of your character level).

If you have no arcane spellcasting ability, this effect grants you no benefit.

Your alignment appears to be chaotic good while you wear an archmage mask.

Assassin: Hardened black leather and metal clasps create the disturbing aspect of the assassin.

A jagged, cruel slit forms the opening for the mouth, and the mask's edges are worn and stained.

You can deliver a sneak attack that deals an extra 1d6 points of damage when you are flanking an opponent or at any time when the target would be denied its Dexterity bonus (see the rogue class feature, PH 50).

As you advance in the master of masks class, your sneak attack becomes more devastating: This extra damage improves to 2d6 points at 4th level, 3d6 at 7th level, and 4d6 at 10th level.

If you get a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

In addition, you gain a +2 competence bonus on Hide and Move Silently checks.

This bonus improves to +4 at 4th level, +6 at 7th level, and +8 at 10th level.

Your alignment appears to be lawful evil while you wear an assassin mask.

Demon: This obsidian mask bears the visage of a darkly handsome fiend.

Small, black horns adorn the demon's forehead, and its black ears rise to points.

Its smiling mouth shows rows of sharp teeth.

Once per day, you can use *summon monster III* as a spell-like ability, only to summon creatures of chaotic evil alignment.

As you advance in the master of masks class, you can summon increasingly powerful creatures: At 4th level, you can instead use *summon monster IV*; at 7th level, *summon monster V*; and at 10th level, *summon monster VI*.

Your alignment appears to be chaotic evil while you wear a demon mask.

Dragon: This multihued mask of precious metals and scintillating gemstones forms the terrible visage of a snarling wyrm.

A sunburst of metallic and bejeweled scales flares out around the reptilian face.

Three times per day you can breathe a cone of fire as a standard action.

The cone is 30 feet long and deals 2d8 points of fire damage.

A successful Reflex save (DC 10 + your master of masks level + your Cha modifier) halves the damage dealt.

Once you use this ability, you can't use it again for 1d4 rounds.

As you advance in the class, you can deal additional damage with this ability: 4d8 points at 4th level, 6d8 at 7th level, and 10d8 at 10th level.

Your alignment appears to be neutral evil while you wear a dragon mask.

Faceless: Only a pair of empty eyeholes break this otherwise featureless oval, porcelain mask.

You gain a +5 competence bonus on saves against mindaffecting spells and abilities.

You are protected from divination effects as if by a *nondetection* spell; the DC of the caster level check is 15 + your master of masks level.

Even if the *nondetection* effect is overcome, your alignment appears to be neutral while you wear a faceless mask.

Gladiator: This wyvern-hide mask is shaped like the face of a grim warrior.

Scars cover its surface, and silver chainmail rings surround its outer edge.

You gain proficiency with all martial and exotic weapons. You also gain a +1 competence bonus on attack rolls and weapon damage rolls.

As you advance in the master of masks class, you become more expert in weapon use: This bonus improves to +2 at 4th level, +3 at 7th level, and +4 at 10th level.

Your alignment appears to be neutral while you wear a gladiator mask.

High Priest: This mask of rose porphyry has a wide mouth open in song, but instead of eyes it has slits twisted into runes (these do not restrict your vision). You can use each of the following spell-like abilities once per day: *bless*, *cure light wounds*, *protection from evil*, and *sanctuary*.

As you advance in the class, you can use additional spell-like abilities, each once per day: At 4th level, you can use *aid* and *lesser restoration*; at 7th level, *cure serious wounds* and *remove curse*; and at 10th level, *death ward* and *neutralize poison*.

Your caster level is treated as two higher for the purpose of casting divine spells (up to a maximum of your character level).

If you have no divine spellcasting ability, this effect grants you no benefit.

Your alignment appears to be neutral good while you wear a high priest mask.

Jester: Gaudy ribbons, tinkling bells, and a bobbing cockscomb adorn this leather mask.

Brightly hued eyeshadow, lipstick, and alternating red, black, and white diamonds flamboyantly paint the form's angular features.

You gain a +2 competence bonus on Balance, Perform, Sleight of Hand, and Tumble checks.

As you advance in the master of masks class, you become more proficient with these skills: This bonus improves to +4 at 4th level, +6 at 7th level, and +8 at 10th level.

Your alignment appears to be chaotic neutral while you wear a jester mask.

Lich: This mask is made of poorly cured, purplish skin stretched over yellowed bone.

Bloodless cuts and old bruises mar its surface, and tufts of long, white hair sprout from its wrinkled brow.

Once per day you can use *cause fear* and *detect undead* as spell-like abilities.

As you advance in the master of masks class, you can use additional spell-like abilities, each once per day: At 4th level, you can use *false life*; at 7th level, *halt undead*; and at 10th level, *fear*.

Additionally, you gain resistance to cold 10.

Your alignment appears to be neutral evil while you wear a lich mask.

Furthermore, you register as an undead creature with Hit Dice equal to your character level to any form of magical divination (such as *detect undead*).

Lord: A swirling mixture of gleaming copper and silver forms the regal countenance of a smiling man.

A gem-studded diadem adorns its brow, and stamped across its surface are layered images of coins.

Once per day, you can use *remove fear* as a spell-like ability.

As you advance in the master of masks class, you can use additional spell-like abilities, each once per day: At 4th level, you can use *eagle's splendor*; at 7th level, *heroism*; and at 10th level, *dispel chaos*.

In addition, you gain a +2 competence bonus on Diplomacy and Gather Information checks.

This bonus improves to +4 at 4th level, +6 at 7th level, and +8 at 10th level.

Your alignment appears to be lawful neutral while you wear a lord mask.

Savage: Bright, flaking warpaint streaks this battered wooden image of a snarling, fang-toothed wild man.

Your hands transform into claws, granting you two primary natural weapon attacks, each dealing 1d4 points of damage (assuming you are Medium), plus your Strength modifier. You are considered to be proficient with your natural weapons.

Your claws overcome damage reduction as if they were magic weapons.

As you advance in the master of masks class, you can deal more damage with your claws: 1d6 points at 4th level, 1d8 at 7th level, and 2d6 at 10th level.

Your alignment appears to be chaotic neutral while you wear a savage mask.

Mask Specialist (Su): Starting at 3rd level, you innately enhance the abilities of any magic mask you wear (such as the *mask of the skull*, DMG 262).

If the mask creates an effect that requires a saving throw, the save DC increases by 2.

If the mask grants a bonus on skill checks, that bonus is increased by 2.

Otherwise, the mask's caster level is treated as two higher. This ability has no effect on the persona masks you create and use.

Many Faces (Ex): At 5th level, you can wear more than one persona mask simultaneously.

You can use the abilities of only one mask at a time, but you can switch between masks more quickly.

While wearing a persona mask, you can don a second without taking off the first.

The appearance and benefit of the second replace those of the first.

As a move action, you can have the first mask appear instead, granting its effect in place of the other's.

At 8th level, you can wear up to three masks simultaneously and can switch masks as a swift action.

At 10th level, you can wear up to four masks simultaneously and can switch masks as an immediate action.

While wearing multiple persona masks in this way, you can remove any worn mask as a move action (regardless of which one is active).

Hidden Mask (Su): Beginning at 6th level, you can make any mask you wear become invisible (or return an invisible mask to visibility).

Activating or deactivating this ability requires a swift action.

The mask's benefit applies regardless of whether it is visible.

PLAYING A MASTER OF MASKS

Your power lies in your talent at manipulating reality through the secret knowledge of those who have come before.

You are secure in the perfection of your artistry; masters of masks often adopt grandiose titles.

When not in character—a rare occasion—your own personality might reflect either inner confidence or the aloofness and lack of direction that come from being without a role.

Few others share your consummate skill in the performing arts.

Some are teachers, others are rivals, and the rest to you are mere hacks, but all participate in an old and little-understood tradition.

This loose guild of like-minded thespians helps you refine your abilities, creating new personas and new powers,

though mastery depends on intense practice and personal epiphanies.

Nonperformers could never understand how your craft submerges you in a role so completely that the role becomes reality.

COMBAT

Your role on the battlefield depends on your character background and the masks you have created and mastered. If you prefer stealth, you likely avoid detection behind the faceless mask and don the mask of the assassin to surprise your opponents.

On the other hand, if you are a front-line combatant, you might wear the mask of the gladiator or the savage. The masks of the high priest and the lord help you bolster allies, while the mask of the demon brings allies to your side.

Those of the archmage and the dragon give you magical offensive power.

Your versatility is your greatest strength.

ADVANCEMENT

You have always been intrigued by the malleability of perceived truth: The most subtle hint, emphasis, or rearrangement of facts can lead others to think and act exactly as you wish.

You grew adept at becoming what you weren't, either onstage or in the employ of those who had uses for such a talent.

Eventually you discovered the fellowship of like artists who had been sculpting truth for seemingly as long as civilization has existed.

You either sought them out yourself or were introduced by another who recognized your talents, and now you perfect the method of the masters of masks.

Since you manipulate belief and perception, you must continue to improve skills related to this expertise, such as Bluff, Disguise, Perform (act), and Sense Motive.

Interaction skill tricks (page 82) give you more options to exploit your talents.

Your abilities range widely, depending on the masks you've constructed, so you might also take ranks in other skills that work with them.

Feat choices likewise should improve your mastery of deception or amplify the benefits of your masks.

RESOURCES

You receive no material aid from others who share your talents, but a measure of professional respect exists among peers dedicated to upholding the secrets of your art.

Rather than a formal organization, fellowship in the acting profession is acknowledged among its members.

A mentor might have trained you, or you are friendly with other masters of masks.

Such allies can help you practice and refine your skills or suggest new masks.

A single rule binds masters of masks: One cannot use his abilities against another.

Violation of this principle results in no physical or material penalty, but the offender is forever cut off from his fellows.

His ill reputation precedes him throughout the acting community, which can result in financial hardship.

Most adhere strictly to this injunction, but in a profession that depends on warping reality, morality is flexible as well, and a few masters of masks pay this warning no heed.

MASTERS OF MASKS IN THE WORLD

"How can both an angel and a demon exist in one body?"

—Apatura Iris, critic at the Free City's Grand Theatre
Thieves, spies, truth-benders, and mysterious figures, masters of masks cloak themselves within their roles and hide behind their elegant personas.

Those who do not belong to their shrouded and ancient tradition have tremendous difficulty learning anything about their ranks or true powers.

Thus, these master impersonators add new layers of intrigue to any campaign, as well as a strange new kind of magic.

ORGANIZATION

Masters of masks rarely form substantial organizations: Disputes over personal expression and technique, as well as clashes between egos, are barriers to cooperation.

Those initiated into the class's secrets acknowledge a loose fellowship defined by their shared abilities.

Still, many masters of masks see others as threats, rivals who could reveal their complex subterfuges to further their own ends.

Maesters of masks usually ingratiate themselves with groups of wandering performers, con artists, or adventuring parties that need their duplicitous abilities.

NPC REACTIONS

Few know that masters of masks even exist, so the average person has no preexisting attitude toward them, even if one declares himself openly.

Those who are aware of these truth-shapers treat them as exceptionally skilled actors, or perhaps as spies or assassins, and react accordingly.

Bards usually know of masters of masks and see them as incredibly talented performers.

Their admiration borders on awe, so their attitude toward members of this class is typically friendly.

Other spellcasters usually treat masters of masks with respect, out of interest in the strange magic these roguish actors possess, and seek interviews and demonstrations at every opportunity.

Their attitudes too tend toward friendly, though out of personal interest and curiosity.

Those who hold positions of political or military authority consider masters of masks to be dangerous spies.

Any member of a lawful organization or of a secretive group fears and distrusts them, with a starting attitude no better than unfriendly.

MASTER OF MASKS LORE

Characters with ranks in Knowledge (local) can research masters of masks to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Masters of masks are actors and disguise artists who use masks in their performances and deceptions.

DC 15: Masters of masks are spies just as often as they are entertainers.

DC 20: A master of masks relies on different personas to use a wide repertoire of abilities, including many potent magical effects.

DC 30: Characters who achieve this level of success can learn important details about specific masters of masks in your campaign, including a notable individual and the title he goes by, the area in which he operates, and what masks he wears.

Masters of masks are difficult to find.

PCs wishing to make contact might inquire through the criminal underworld or at local playhouses. A master of masks follows up if he is interested, or remains elusive otherwise.

MASTERS OF MASKS IN THE GAME

The master of masks is perfect for players who are not satisfied with just one party role.

Since each mask bestows a different ability, the prestige class is as versatile and varied as the player customizes it to be.

As an NPC, a master of masks might be a consummate impersonator who is nearly impossible to pin down, or an expert agent in the employ of rivals.

ADAPTATION

The master of masks is flexible enough to fit a variety of roles in nearly any campaign setting. One interpretation of the class might have a more sinister nature, with each mask drawing its abilities from trapped outsiders bound within.

Masters of masks might be members of an organized group of spies or assassins in the service of an unscrupulous government, arcane organization, or deceptive religion. Alternatively, masters of masks and their signature disguises might be far rarer than suggested above. Perhaps each mask is unique, and a handful of masters compete to find a legendary mask, each hoping to make its powers his alone.

TABLE 2–11: THE MASTER OF MASKS

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting	Masks Known
1st	+0	+0	+2	+2	Persona masks	—	2
2nd	+1	+0	+3	+3	—	+1 level of existing spellcasting class	3
3rd	+1	+1	+3	+3	Mask specialist	—	4
4th	+2	+1	+4	+4	—	+1 level of existing spellcasting class	4
5th	+2	+1	+4	+4	Many faces (2, move)	—	5
6th	+3	+2	+5	+5	Hidden mask	—	5
7th	+3	+2	+5	+5	—	+1 level of existing spellcasting class	6
8th	+4	+2	+6	+6	Many faces (3, swift)	—	6
9th	+4	+3	+6	+6	—	+1 level of existing spellcasting class	7
10th	+5	+3	+7	+7	Many faces (4, immediate)	—	7

MOUNTEBANK

“The best defense is to never let an enemy see your true self.”

—Laughing Cedric, mountebank

Mountebanks are frauds and con artists, capable of slipping into new identities as others change clothing.

While they can fit in just about anywhere they go, they are also adept at getting out of tight situations.

BECOMING A MOUNTEBANK

Bards are the most likely to branch into the mountebank prestige class.

Their versatile skill selection enables them to meet the class's Knowledge and Spellcraft requirements and to develop other skills.

In addition, the bard's spellcasting ability enhances the mountebank's class features.

Rogues, sorcerers, and spellthieves sometimes become mountebanks to improve their battlefield mobility or to enhance existing talents of deception.

Spellthief plus mountebank makes an excellent class combination for characters who fight creatures that use spell-like abilities.

ENTRY REQUIREMENTS

Alignment: Any nonlawful.

Skills: Bluff 8 ranks, Knowledge (arcana), (local), or (psionics) 4 ranks, Spellcraft 4 ranks.

Feats: Deceitful.

CLASS SKILLS

(4 + Int modifier per level): Appraise, Bluff, Concentration, Diplomacy, Disguise, Escape Artist, Forgery, Intimidate, Jump, Knowledge (arcana), Knowledge (local), Knowledge (psionics), Listen, Sense Motive, Sleight of Hand, Spellcraft, Spot, Tumble.

CLASS FEATURES

This prestige class is all about deception in combat.

As you advance, you develop sneak attack in addition to enhancing your Bluff skill, which keeps your opponents flat-footed.

By the time you reach the apex of the class, you can transport yourself about the battlefield as you please, preventing your opponents from effectively fighting you.

Tongue of the Devil (Ex): Your cunning misdirection leaves others at your mercy.

You add your Intelligence bonus (if any) to Bluff checks.

Sneak Attack (Ex): Beginning at 2nd level, you deal an extra 1d6 points of damage when you are flanking an opponent or at any time when the target would be denied its Dexterity bonus.

See the rogue class feature, PH 50.

The extra damage dealt by your sneak attack increases to 2d6 at 5th level and to 3d6 at 8th level.

If you get a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

Alter Ego (Sp): Starting at 3rd level, you establish an alternate identity.

This alter ego has its own distinct physical characteristics, quirks, preferred clothing, and so on.

At will, you can switch your form between that of your normal identity and that of your *alter ego*.

This ability works like the *alter self* spell, except that you can assume only the appearance of your alternate identity.

Your caster level for this ability is equal to your mountebank class level.

As you advance in this prestige class, you develop additional *alter egos*, gaining a new one every three levels beyond 1st (two at 6th and three at 9th).

Sideslip (Su): Beginning at 4th level, you become supernaturally elusive.

Once per day as an immediate action, you can transfer yourself from your current space to another up to 20 feet away.

This ability otherwise works like the *dimension door* spell, except that you cannot transport other creatures with you. At 6th level, and at every two levels thereafter, you gain an additional daily use of sideslip.

Slippery Mind (Ex): Starting at 7th level, whenever you are affected by an enchantment spell or effect and you fail your saving throw, you can attempt it again 1 round later at the same DC.

You get only one extra chance to succeed on your save using this ability.

Sudden Escape (Sp): Beginning at 10th level, you can expend two daily uses of your sideslip ability as a swift action to use *dimension door*, as the spell.

Your caster level is equal to your character level.

PLAYING A MOUNTEBANK

Shrewd and quick-witted, you construct numerous false identities to keep your enemies off balance and do whatever it takes to complete your mission.

With your ability to assume a flawless disguise and to slip away if the situation sours, you are nearly impossible to pin down.

You are confident, irreverent, even insolent.

COMBAT

You're certainly no front-line fighter, but you have the potential to deal considerable damage against enemies who never see it coming.

Your work best with teammates, maneuvering to get flanks and help bring down opponents with your sneak attacks.

Use your sideslip ability to pop around the battlefield, slipping in and out to distract opponents while the real heavy hitters in your group mop them up.

ADVANCEMENT

You were born to become a mountebank.

Prior to entering the prestige class, you were probably a ne'er-do-well, a daring rogue and adventurer.

The mountebank's deceit and elusiveness let you express yourself fully in the only way you know.

Now you have at least one alternate identity to maintain cover and to put distance between who you really are and how you want others to perceive you.

An *alter ego* is especially useful for brokering secret deals with unsavory types, letting you keep "your" hands clean.

As you advance in the class, continue to max out your ranks in Bluff, and invest skill points in Disguise and Sleight of Hand.

Ambush feats (page 71) and many feats in the *Complete Adventurer* supplement make the most of your sneak attacks.

Improved Feint is an excellent choice with your expertise in Bluff, and Combat Reflexes lets you take advantage of your battlefield repositioning to land unexpected attacks. Deft Strike and Expert Tactician, both from *Complete Adventurer*, are good choices.

If you play up the infiltrator aspect of this class, consider magic (or psionic) items that help you cloak your true intentions, such as an *amulet of proof against detection and location*.

RESOURCES

Under your various identities, you could belong to several organizations, taking advantage of the benefits derived from each.

You might even join opposing groups, selling information from one side to the other, whether for noble or selfish ends.

At heart, though, you are a loner.

You exploit an organization only for as long as it offers you some benefit, then abandon it when it ceases to be useful.

MOUNTEBANKS IN THE WORLD

"It's all smiles and pleasantries until a knife ends up in your back."

—Cralbus, high priest of Dispaten

A mountebank's chaotic tendencies and ability to mask his appearance enables him to infiltrate cults and other secretive organizations, to learn more about them and ultimately find their weak points.

Those who serve the cause of good are invaluable in the fight against evil.

On the other hand, wicked mountebanks use their deceptive abilities to spread discord and suffering.

ORGANIZATION

Mountebanks are not attached to any particular organization.

Many operate in several, often contradictory groups, working to bring them down from inside.

Good mountebanks infiltrate cults devoted to devils and demons, while evil ones slip inside good-aligned religious organizations, working to dissolve the clergy from within.

NPC REACTIONS

Since mountebanks develop multiple personalities to move freely within communities, reactions to a given individual depend on the nature of the persona he assumes.

Those within an infiltrated group see him as an ally and colleague, and react positively as long as he maintains his cover.

If the mountebank's true nature is revealed, he finds less than a warm welcome.

People do not like to be deceived, and NPCs who discover they have been fooled by a mountebank are unfriendly or hostile.

Indeed, an evil or overzealous organization might kill the unmasked infiltrator.

MOUNTEBANK LORE

Characters with ranks in Knowledge (local) can research mountebanks to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Mountebanks are con artists and varlets, a thoroughly untrustworthy lot.

DC 15: What separates a mountebank from a common charlatan is his ability to switch personas.

A mountebank can have several alter egos.

DC 20: Mountebanks are hard to capture. Not only do they avoid being connected to anything, they also have a knack for slipping out of impossible situations. Player characters trying to locate a mountebank must succeed on a DC 20 Gather Information check to locate someone who can set up a meeting.

It's entirely possible that the contact is the mountebank himself, though he might never reveal his true identity.

MOUNTEBANKS IN THE GAME

Mountebanks can easily fit into an ongoing campaign, since they can pass for anyone—even established NPCs.

A long-standing ally could secretly be a mountebank who works against his own or another organization, using the PCs as a source of information.

Alternatively, a character whom the PCs regard as a villain might be in fact a double agent who has infiltrated an evil organization.

The mountebank prestige class is a great non-evil alternative to the assassin.

It is particularly attractive to players who like versatility and adaptability.

In game terms, the prestige class offers a mechanical advantage when interacting with NPCs.

In roleplaying terms, the class's toolkit is tailor-made for fighting insidious evil.

In a campaign that centers on foiling a dastardly plot, the mountebank gives rogues specialized abilities to fight hidden masterminds.

If a campaign includes a mountebank PC, the DM should provide opportunities for him to use his *alter ego* ability.

Perhaps someone he crossed in the past has learned of his true identity, forcing him to spend more and more time in his alternate personas.

Challenge the PCs with dangerous plots requiring subterfuge and deception; mountebanks can come up with plans that can get the party in the door without resorting to hack-and-slash combat.

ADAPTATION

The mountebank class has the strongest appeal to rogues and similar characters with social expertise, but it offers little to spellcasting characters.

To make this class appeal to intrigue-loving spellcasters, remove its sneak attack class feature.

Instead, the character gains one level of an existing spellcasting class at each level that ordinarily grants sneak attack damage.

In this way, he can load up on more enchantment, illusion, and transformation magic to enhance the class's misdirection talents.

TABLE 2-12: THE MOUNTEBANK HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Tongue of the devil
2nd	+1	+0	+3	+0	Sneak attack +1d6
3rd	+2	+1	+3	+1	Alter ego
4th	+3	+1	+4	+1	Sideslip 1/day
5th	+3	+1	+4	+1	Sneak attack +2d6
6th	+4	+2	+5	+2	Alter ego, sideslip 2/day
7th	+5	+2	+5	+2	Slippery mind
8th	+6	+2	+6	+2	Sideslip 3/day, sneak attack +3d6
9th	+6	+3	+6	+3	Alter ego
10th	+7	+3	+7	+3	Sideslip 4/day, sudden escape

PSIBOND AGENT

"Now I see you, now I see through you."

—Dieste Karisa, psibond agent

A psibond agent sees through the eyes of others, gently guiding (or in some cases forcefully commanding) her puppet to go places she could never enter herself.

BECOMING A PSIBOND AGENT

Most psibond agents begin as rogues, though a few ninjas and bards also enter the prestige class.

Such individuals commonly draw the needed psionic power from the Wild Talent feat, but some psibond agents belong to naturally psionic races (such as the kalashtar from the Eberron campaign setting), and others take some levels in a psionic class, usually lurk or telepath psion.

ENTRY REQUIREMENTS

Skills: Gather Information 8 ranks, Sense Motive 4 ranks.

Languages: Any three.

Psionics: Power point reserve of at least 1.

Special: Sneak attack +1d6.

CLASS SKILLS

(6 + Int modifier per level): Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Intimidate, Jump, Knowledge (local), Listen, Move Silently, Open Lock, Perform, Profession, Search, Sense Motive, Sleight of Hand, Speak Language, Spot, Swim, Tumble, Use Psionic Device, Use Rope.

CLASS FEATURES

A psibond agent starts as an effective spy but eventually can influence or even control the minds of others through a powerful telepathic link.

Psibond (Su): As a member of this class, you know how to create a mental link between yourself and a subject.

You must be psionically focused to forge the psibond, but afterward you can expend your focus as needed to use other abilities.

Establishing a psibond requires a standard action, and an unwilling subject is allowed a Will save (DC 10 + your psibond agent level + your Cha modifier) to resist.

Once established, a psibond lasts as long as you concentrate, up to a maximum of 1 minute per class level. The maximum range at which a psibond can be established is 100 feet, but once in place it persists even if the subject moves out of this range (the psibond is suppressed, but not broken, while the subject is on a different plane).

A psibond grants you various options for gathering information or controlling the subject, based on your class level.

Forced Sense Link: At 1st level, you can use a swift action to perceive what the subject perceives using its sight, hearing, taste, or smell.

This sense link lasts until you take another swift action to end it, or until the psibond's duration ends.

Only one sense is linked, and you cannot switch between senses with the same psibond.

You make any skill checks involving senses, such as Spot or Listen, as if you were the subject (using that individual's skill modifiers), and as if you were in the subject's location. You lose your Dexterity bonus to AC while directly sensing what the subject senses.

This ability otherwise works like the *forced sense link* power (Expanded Psionics Handbook 131).

Nudge: Beginning at 2nd level, you can subtly influence the subject of your psibond.

As an immediate action, you can implant a subtle suggestion about which course of action the subject takes if presented with a choice.

You cannot communicate any specific action to your subject; you can only nudge it toward a specific choice.

For example, if your subject is offered a choice of shifts for the night watch, you can suggest which one to take. No saving throw applies against this effect, but if the suggested action presents any obvious danger to the subject, your nudge fails; the psibond isn't broken.

You can't implant the same nonverbal suggestion more than once during the same psibond.

Empathy: At 4th level, you can detect the surface emotions of the subject of your psibond as a free action.

You also gain a +2 insight bonus on any Bluff, Diplomacy, Intimidate, or Sense Motive check made against that subject as long as the psibond is in place.

Suggestion: Beginning at 6th level, you can use a swift action to use *suggestion* (as the spell) on the subject of your psibond.

The subject is allowed a Will save (DC 13 + your Cha modifier) to resist the effect.

You can't use this ability more than once during the same psibond.

False Sensory Input: At 8th level, you gain a limited ability to falsify one of the senses of your psibond's subject.

This requires a swift action to activate or maintain each round, and otherwise works like the *false sensory input* power (*Expanded Psionics Handbook* 106), though no save is allowed.

Dominate: At 10th level, you gain the ability to fully control the subject of your psibond.

This works like the *dominate monster* spell (PH 224) and requires a standard action to activate.

The subject is allowed a Will save (DC 19 + your Cha modifier) to resist the effect.

If you successfully dominate the subject, the effect lasts for 1 hour.

Using this ability automatically ends your psibond with the subject, regardless of whether it succeeds on the save.

Sneak Attack (Ex): Beginning at 3rd level, you deal an extra 1d6 points of damage when flanking an opponent or any time the target would be denied its Dexterity bonus.

See the rogue class feature, PH 50.

The extra damage dealt increases to 2d6 at 6th level and to 3d6 at 9th level.

If you get a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

Lingering Psibond (Su): When you attain 5th level, your psibond becomes more powerful.

Your psibond remains in place for 1 round after you cease concentrating.

If you resume concentration in the next round, you retain the psibond's effect as if you had never stopped concentrating.

Double Psibond (Su): At 7th level, you learn the secret of maintaining two psibonds simultaneously.

Each psibond must be established separately against a different subject, but your concentration maintains both links equally well.

Using any special abilities through the links must be done separately (for example, establishing a forced sense link requires a separate swift action for each subject).

PLAYING A PSIBOND AGENT

Others exist to be your pawns.

Strangers (and sometimes acquaintances) serve best as puppets through whom you can observe and manipulate the world.

Even friends—if you have any—might benefit from the occasional nudge.

Take care, however, not to use your abilities on your traveling companions too often, lest they lose their trust and leave you helpless.

Although you work well on your own and make no apologies for your actions, you appreciate the company of psions and rogues and tolerate the presence of others. Indeed, exploiting the skills of your companions keeps you protected in dangerous situations.

COMBAT

You serve two distinct roles in combat.

You gather information before the actual outbreak of conflict, and in the early rounds of battle you try to manipulate your pawn into a position that is advantageous to you and your comrades.

Once you have set up the battle to your liking, you try to deliver your sneak attack, as any rogue would.

ADVANCEMENT

You've needed to take control from an early age.

In your youth, you tried to manipulate friends into giving you gifts or acceding to your wishes.

As you matured, your manipulations grew more deft, and you learned to tap more deeply into your psionic abilities. You excel in subtly taking charge of a situation.

As you advance in this prestige class, focus on enhancing the talents that make you most effective.

Add ranks to Bluff, Hide, and Move Silently to help you get out of trouble should your psibond fail you.

Consider picking up a psionic feat or two, such as Psionic Weapon or Speed of Thought (both from *Expanded Psionics Handbook*), to enhance your combat prowess.

The new ambush feats in Chapter 3 also provide a variety of interesting twists on your normal sneak attack, especially Mind Drain for dealing with other psionic characters.

RESOURCES

Outside of your very small circle of adventuring companions, you belong to no organization.

In times of need, you can acquire resources from your pawns, although you rarely do so.

You are self-sufficient and independent: Receiving aid from someone, even if you know it was not his own idea, gives him power over you.

PSIBOND AGENTS IN THE WORLD

"I don't know how she knew that.

It's almost as if she was listening to my conversation."

—Argus Coopson, bewildered pawn

Consummate loners and master manipulators, psibond agents fit smoothly into any campaign that includes psionics.

You can easily introduce a psibond agent as the power behind the throne: a trusted advisor who actually controls a tribe, city, or nation through her puppet.

Less sinister examples include a mysterious wanderer who always seems to get the best of any situation, a quiet tavern regular who receives every meal on the house, or an obnoxious tagalong who always seems to know what you're up to.

ORGANIZATION

Psibond agents do not form organizations and chafe at the notion of joining them, confident in their own abilities and the exploitation of others'.

A psibond agent whose talents are known, even to only a few, is inundated with requests to join guilds, schools, or conclaves competing to put her talents to use. She acquiesces to such offers only to gain control of an organization through direct manipulation of its leaders, even as they believe she serves them.

NPC REACTIONS

Most people never realize they have met a psibond agent, nor do they know that they have been manipulated by one (even if they take actions that are out of character). Nobody likes to be controlled, so when a psibond agent is revealed she can expect violent hostility, regardless of whether she actually used her abilities on the people who uncover her.

More enlightened and experienced members of society temper their fear with reason, but they are still unfriendly toward a known psibond agent.

Other psionic characters (especially telepaths) treat a psibond agent with indifference, seeing her abilities as no more dangerous than their own.

Only members of the criminal underground and those who wish to exploit her talents extend a friendly greeting—even if it is feigned.

PSIBOND AGENT LORE

Characters with ranks in Knowledge (psionics) can research psibond agents to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs. DC 10: Psibond agents combine psychic powers with stealth and secrecy.

DC 15: Psibond agents can hear what you hear and see what you see.

DC 20: Psibond agents can manipulate you with suggestions and hints.

The most powerful ones can actually control your body.

DC 30: Characters who achieve this level of success can learn important details about specific psibond agents in your campaign, including a notable individual, the area in which she operates, and the kinds of activities she undertakes.

As a rule, psibond agents don't want to be found.

Uncovering one requires following up on rumors of people acting strangely, as well as a successful Gather Information check (DC 20 + target's psibond agent level).

PSIBOND AGENTS IN THE GAME

Since psibond agents are independent operators, introducing them does not require adding a new organization to your campaign or even a new character archetype.

In a campaign featuring psionics, telepaths already manipulate the minds of others; the psibond agent merely adds some of those abilities to a rogue.

Psibond agents could form an extremist faction of mind-controlling telepaths or work to hunt other psionic characters.

Players who enjoy the role of the mysterious loner or who like taking control should enjoy playing psibond agents. Telepaths, obviously, are drawn to the prestige class, as are psionic characters who seek new ways to attacking other psionics-using creatures.

Such independent characters can clash with a party's group goals, however, so be sure to provide opportunities to encourage cooperation.

ADAPTATION

If your campaign doesn't include psionics, you can readily adapt this prestige class to arcane magic.

A group of enchanters can easily take the role of psibond agents, which requires only replacing the power point requirement with the ability to cast 1st-level arcane spells.

TABLE 2-13: THE PSIBOND AGENT HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Psibond (forced sense link)
2nd	+1	+0	+3	+0	Psibond (nudge)
3rd	+2	+1	+3	+1	Sneak attack +1d6
4th	+3	+1	+4	+1	Psibond (empathy)
5th	+3	+1	+4	+1	Lingering psibond
6th	+4	+2	+5	+2	Psibond (suggestion), sneak attack +2d6
7th	+5	+2	+5	+2	Double psibond
8th	+6	+2	+6	+2	Psibond (false sensory input)
9th	+6	+3	+6	+3	Sneak attack +3d6
10th	+7	+3	+7	+3	Psibond (dominate)

SPELLWARP SNIPER

"Oppose me, and I shall show you whole new universes of pain."

—Tessa Senchan, master spellwarp sniper

The spellwarp sniper contorts spells, changing area effects into rays that deliver precise, devastating attacks.

BECOMING A SPELLWARP SNIPER

Every spellwarp sniper has at least one level of rogue, ninja, spellthief, or some other class that grants the sneak attack or sudden strike class feature, which is a prerequisite for the prestige class.

At her heart, however, a spellwarp sniper is a spellcaster of respectable skill, usually of arcane origin.

Occasionally a divine caster (such as a cleric dedicated to a deity of destruction) enters this class.

ENTRY REQUIREMENTS

Skills: Concentration 8 ranks, Spellcraft 8 ranks.

Feat: Point Blank Shot.

Spellcasting: Ability to cast 3rd-level spells.

Special: Sneak attack or sudden strike +1d6.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Craft, Hide, Intimidate, Knowledge (arcana), Move Silently, Profession, Spellcraft, Spot.

CLASS FEATURES

A spellwarp sniper can alter the way certain spells work, turning them into precision weapons that target vital locations.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a spellwarp sniper, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Spellwarp (Ex): You can alter the form of certain area spells into rays as you cast them.

As a free action, you can warp a 1st-level area spell with instantaneous duration and a range greater than touch. The spell's level, components, range, and damage (if any) remain unchanged.

However, the spell's area entry is replaced by an effect entry of "ray".

The spell acts in all ways as a ray, and is considered a ray for the purpose of effects that modify or depend on rays (such as the other abilities of this prestige class).

You must succeed on a ranged touch attack to affect an opponent with the spell.

Even if the original spell allowed a Reflex save to reduce or negate its effect, the ray does not.

However, if the original spell allowed a Fortitude or Will save to reduce or negate the spell's effect, the save still applies.

You must decide to warp the spell as you cast it.

You do not need to prepare it as a warped spell.

You can apply metamagic feats as normal to the spell, as long as they can affect ray spells.

Each time you advance a level in this class, the maximum level of spell that you can affect increases by one.

For example, a 3rd-level spellwarp sniper can warp spells of up to 3rd level.

Sudden Raystrike (Ex): If you can catch an opponent when he is unable to defend himself effectively from your ray attack, you can strike a vital spot for extra damage.

Whenever the target of one of your ray spells is denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), you deal an extra 1d6 points of damage with your ray spell.

(If your ray spell doesn't deal hit point damage, this extra damage doesn't apply).

At 4th level, the extra damage increases to 2d6.

If you get a sneak attack or sudden strike bonus from another source (such as rogue or ninja levels), the bonuses on damage stack whenever both abilities would apply to the same target.

This damage applies only to targets within 30 feet.

Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to your sudden raystrikes.

Precise Shot: At 3rd level, you gain Precise Shot as a bonus feat.

If you already have Precise Shot, you can select any other feat that has Point Blank Shot as a prerequisite, as long as you meet the prerequisite for the chosen feat.

Ray Mastery (Ex): At 5th level, you attain unequalled control over your ray spells.

This control manifests in three ways.

- You can apply the extra damage from the sudden raystrike ability (as well as any additional sneak attack or sudden strike damage from other sources) to ray attacks against a target within 60 feet, instead of 30 feet.

- You can deliver a coup de grace with a ray spell that deals hit point damage.

You must be adjacent to your target to deliver the coup de grace.

- Once per day, you can empower a single ray spell, as though with the Empower Spell feat, without any adjustment to the spell's level or casting time.

This effect applies equally to spells that are already rays and those you warp into rays.

PLAYING A SPELLWARP SNIPER

You value precision and control.

Not comfortable with the flashy and clumsy style of most destructive spells, you have learned to focus them into tight, manageable beams.

This desire for exacting detail colors every aspect of your life, from your dealings with others to your personal work ethic.

You do not speak in generalizations, preferring specific facts.

Until experience teaches you better, you take information, people, and events at face value.

COMBAT

You excel at fighting isolated creatures, focusing your attention and your precise spellcasting on one target at a time.

When faced with a group of foes, though, you are less effective.

Although you can cast area spells, they lack your specialized destructive power when not in ray form.

For this reason you should focus on a single foe in an opposing group, preferably one that seems not particularly agile.

ADVANCEMENT

You likely learned your trade from a mentor, also a spellwarp sniper, whose attention was drawn by your discipline and focus.

You were encouraged by your mentor to join an organization that befits your morals and beliefs.

Some guilds and other magical organizations recruit precise, dedicated individuals who show promise, whether they run in street gangs or walk the grandest halls of wizardry.

The best candidate is someone already devoted to the study of magic who can then learn the ways of trickery and stealth; such individuals are easier to find than pocket-picking street urchins with the potential to wield magic. Once you become a spellwarp sniper, you must maintain your discipline and focus.

Concentration and Spellcraft remain vital skills for you, and Hide, Move Silently, and Spot become increasingly important.

Your feat selection should continue to support your use of ray spells: Good choices include Improved Precise Shot, and Split Ray and Ranged Spell Specialization (both from *Complete Arcane*).

Weapon Focus (ray) is an acceptable choice, though since rays require only ranged touch attacks to hit, the additional accuracy might not be necessary.

Reach Spell (*Complete Divine*) might also be a good choice, depending on your available array of touch spells.

RESOURCES

Most spellwarp snipers belong to some kind of organization.

If you do not already, you are likely to endure continual recruitment offers.

When you are attached to an organization, you can expect to find support both from the leaders of the group and from those with whom you actively serve.

Such support includes training and any needed supplies for your studies.

Snipers are invaluable to a team, and you make one of the best.

In turn, you are expected to aid your colleagues within the organization, typically by joining teams that require fire support.

SPELLWARP SNIPERS IN THE WORLD

"We figured we could take 'em.

We got the jump on those guards in the square, but then the fire started shootin' into us.

Beams o' fire like flaming yellow needles.

I don't know where they were coming from, and I didn't wait around long enough to find out!"

—Stecky "the Clutch" Rockwater, Red Knives Gang

Since spellwarp snipers usually belong to organizations, you can readily introduce one into your campaign through a group affiliated with the PCs.

ORGANIZATION

A spellwarp sniper is particularly effective in the role of ranged support, having greater accuracy than others who rely on traditional weapons.

Assassins' guilds and thieves' guilds openly welcome spellwarp snipers.

City and royal guards also actively recruit them.

In addition, organizations that focus on the study of magic recruit spellwarp snipers for their surgical precision.

The ability to hone devastating evocations into pinpoint attacks greatly reduces the chance of accidental damage to the surroundings, especially in libraries and universities. Sometimes a spellwarp sniper occupies a different role, that of executioner.

A spellwarped *fireball* ray to the back of the head is more deadly than a crossbow bolt and sends a more terrifying message.

NPC REACTIONS

Popular among allies, respected by rivals, and feared by enemies, spellwarp snipers elicit a wide range of reactions from those they meet.

Those fighting on the same side as one are typically friendly, welcoming such a powerful ally.

Spellwarp snipers acknowledge one another as belonging to an elite group of spellcasters, but they tread carefully among their own kind.

Overall, they are indifferent toward one another.

Those who have suffered at the hands of a spellwarp sniper offer no quarter and begin as openly hostile.

SPELLWARP SNIPER LORE

Characters with ranks in the appropriate Knowledge skill (arcana for arcane casters or religion for divine casters) can research spellwarp snipers to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: A spellwarp sniper can hit a vital spot with a spell just as a rogue can with a crossbow bolt, and usually far more accurately.

DC 15: Spellwarp snipers can manipulate area spells to make them into precise beams of destructive magic.

DC 20: If you see someone who looks like a spellcaster watching you intently, take cover.

She's probably looking for just the right time to blast you with a ray.

DC 30: Characters who achieve this level of success can learn important details about specific spellwarp snipers in your campaign, including a notable individual, the area in which she operates, and the kinds of activities she undertakes.

A PC who wishes to enter this prestige class usually seeks out a mentor.

The easiest method is to contact an organization with which the character is friendly: a thieves' guild, the city or royal guard, a temple, or a wizard's university, depending on the PC's affiliations.

SPELLWARP SNIPERS IN THE GAME

Spellwarp snipers can bring great power to bear in a small space.

At lower levels they serve as magical assassins or sharpshooters, particularly as part of an ambush or group raid.

Higher-level spellwarp snipers make effective leaders, particularly if they command a number of other spellwarp snipers.

At any level, they are interesting and surprising spellcasting opponents.

The prestige class appeals to evokers for obvious reasons. Players who like the role of long-ranged support combatant or who prefer characters with precision-based attacks should enjoy the change of pace offered by the spellwarp sniper.

ADAPTATION

As a prestige class, the spellwarp sniper is already fairly generic in the way it interacts with a campaign setting.

It doesn't require new rules or different sources of power. For an interesting take on spellwarp snipers, try changing the types of spells they can warp.

Perhaps they can transform touch spells rather than area spells, or they focus their abilities only on nondamaging area spells.

Depending on the needs of your campaign, you might change the class's role in a group, or create a separate organization of spellwarp snipers that is not affiliated with another group.

TABLE 2-14: THE SPELLWARP SNIPER HIT DIE: D6

	Base					
	Attack	Fort	Ref	Will		
Level	Bonus	Save	Save	Save	Special	Spellcasting
1st	+0	+0	+0	+2	Spellwarp	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Sudden raystrike +1d6	+1 level of existing spellcasting class
3rd	+2	+1	+1	+3	Precise Shot	+1 level of existing spellcasting class
4th	+3	+1	+1	+4	Sudden raystrike +2d6	+1 level of existing spellcasting class
5th	+3	+1	+1	+4	Ray mastery	+1 level of existing spellcasting class

UNCANNY TRICKSTER

"If you liked that, just wait'll you see what's next!"

—Ameslan Trag, uncanny trickster

The uncanny trickster combines the features of his primary class with a wider range of skill tricks than any other character can achieve.

BECOMING AN UNCANNY TRICKSTER

Because of the simple requirements for entry, the uncanny trickster appeals to a wide range of characters.

Rogues, bards, rangers, and other skill-focused characters are the most likely to enter the prestige class, but the entry requirements are well within the reach of intelligent members of any class.

Pure spellcasters prefer the magical trickster prestige class (page 45), while warriors find the battle trickster (page 28) more to their liking.

ENTRY REQUIREMENTS

Skills: Any four skills 8 ranks each.

Skill Tricks: Any four.

CLASS SKILLS

(8 + Int modifier per level): Appraise, Balance, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Intimidate, Jump, Listen, Move Silently, Open Lock, Perform, Profession, Search, Sense Motive, Sleight of Hand, Spot, Swim, Tumble, Use Magic Device, Use Rope.

CLASS FEATURES

The uncanny trickster excels at using skill tricks.

He can use more tricks than any other character.

Class Features: At each level after 1st, you gain class features (including spellcasting ability) and an increase in effective level as if you had also gained a level in a class to which you belonged before adding the prestige class level. You do not, however, gain the benefit of your previous class's Hit Dice, attack progression, skill points, or saving throws.

If you had more than one class before becoming an uncanny trickster, you must decide to which class to add each level for the purpose of determining class features.

Bonus Trick (Ex): At each level, you gain a bonus skill trick for which you meet the prerequisite.

These bonus tricks do not cost skill points and do not count against your maximum number of skill tricks available.

Favorite Trick (Ex): You have a limited repertoire of signature stunts.

At each level, choose one skill trick you know that you can perform only once per encounter.

You can now use that trick one additional time per encounter.

You can't choose the same skill trick more than once.

Tricky Defense (Ex): At 3rd level, you have mastered incorporating tricks into your personal defenses.

In any round when you perform a skill trick, you gain a +1 competence bonus on saving throws until the start of your next turn.

PLAYING AN UNCANNY TRICKSTER

You know more tricks than anyone else, and you can use your tricks more frequently.

Many scoundrels use tricks to augment their other abilities, but you take the opposite outlook: You rely on your tricks and use your other abilities in support of them.

You work well with others, especially those who can perform skill tricks or have abilities that emulate tricks. Becoming a trick expert instantly affiliates you with a very loose fellowship of tricksters (battle, magical, and uncanny).

You don't get along with every trickster you meet, though: Some jealously guard their secrets and view others of their kind as rivals.

COMBAT

"Full of surprises" best describes your fighting style.

You enter combat cautiously, setting the tone of your contribution.

While the fighters slug it out and the casters stay in the back slinging spells, you move around unpredictably, always looking for an opportunity to deliver a sudden finishing blow.

If you prefer fighting from range, use movement tricks to get yourself somewhere safe on the battlefield, as far from the main engagement as possible.

From this more secure vantage point, you can use your ranged attacks (including appropriate skill tricks) to support your allies.

ADVANCEMENT

Becoming an uncanny trickster requires hard work and sacrifice.

While others devote their training to learning only skills, you seek a balance between skills and tricks.

You need to invest in skills, since you need a minimum level of competence in a skill before attempting new and spectacular applications of it, but you devote as many skill points as you can to tricks.

Thus, you know many skills but have mastered few (if any).

Interaction and mental tricks can be very useful in combat, but you should focus on movement tricks to get yourself safely around the battlefield.

The prestige class offers both plentiful skill points and more bonus skill tricks than any other, so buy as many tricks as you can afford.

Maximize your potential by picking up feats that grant bonus skill tricks as well (see Chapter 3).

RESOURCES

Although you might not have realized it when you became an uncanny trickster, you are part of a larger (albeit very loosely organized) group.

The benefits and requirements of this group are few, but it does offer the camaraderie of shared experiences as well as the chance to learn new tricks.

Nevertheless, tricksters owe no more to one another than do any other people with similar, nonbinding interests.

UNCANNY TRICKSTERS IN THE WORLD

"I've seen his kind before.

Just when you think you've seen everything he has to offer, he surprises you."

—Guled Conu, retired adventurer

Depending on their moral fiber, uncanny tricksters can be anything from tumbling entertainers to second-story burglars.

Adventuring characters simply continue their previous careers but use their many tricks to improve their own and their allies' chances of survival.

ORGANIZATION

Uncanny tricksters congregate with magical tricksters and battle tricksters when possible.

Having come to the prestige class from different backgrounds, they have less in common with one another than they do with other tricksters.

They swap techniques, introduce newly developed tricks and trick-supporting equipment and magic, and share experiences.

Outside observers might assume such a meeting is part of a circus or carnival, with tricksters springing about performing for the enjoyment and education of onlookers. These gatherings, though enjoyable, do not represent a structured organization.

Uncanny tricksters looking to become part of something more permanent usually join groups that appreciate both their abilities and their moral choices: thieves' guilds, carnivals, monasteries, ninja clans, adventuring groups, and so on.

Within an organization, an uncanny trickster performs the role of his former adventuring class, enhanced with unusual techniques.

NPC REACTIONS

Most people look on uncanny tricksters with awe. A few conceited individuals view them with contempt and try to belittle their abilities, generally displaying indifferent to unfriendly attitudes.

Adventurers respect uncanny tricksters for their discipline and training, and are generally friendly toward them.

Common folk do not understand the difference between uncanny tricksters and other trickster classes, so their attitudes span the spectrum.

However, because some tricksters use their abilities to take advantage of less talented folk, a victim of such exploitation has a negative view of all tricksters, magical or otherwise, and is unfriendly at best.

UNCANNY TRICKSTER LORE

Characters with ranks in Knowledge (local) can research uncanny tricksters to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Uncanny tricksters know more skill tricks than anyone else.

DC 15: An uncanny trickster continues to practice his other abilities even as he masters tricks, so he's capable of much more than just a few stunts.

DC 20: Uncanny tricksters don't have a formal organization, but they do occasionally gather with others who respect their talents.

DC 30: Characters who achieve this level of success can learn important details about specific uncanny tricksters in your campaign, including a notable individual, the area in which he operates, and the kinds of activities he undertakes.

The easiest way to find an uncanny trickster is at a trickster gathering.

Because such events are rare, however, PCs seeking out an uncanny trickster should contact groups that are likely to seek out their talents, as described above.

UNCANNY TRICKSTERS IN THE GAME

Uncanny tricksters make interesting opponents.

They have such a wide variety of abilities available to them that no two are ever the same.

Their abilities, particularly those that allow for escape and evasion, can make them particularly frustrating opponents and set them up well as recurring villains.

A player who likes to surprise the DM or other players or who wants to bring cinematic action into a campaign would probably enjoy playing an uncanny trickster.

The prestige class offers opportunities to perform actions otherwise not covered in the rules.

An uncanny trickster character can fill any number of roles in a party, depending on his other class or classes.

ADAPTATION

The uncanny trickster is already a very generalized prestige class that can easily fit into any campaign setting.

It does rely on the new rules for skill tricks, however, so it is not suitable for a campaign that does not incorporate them.

Replacing bonus tricks with extra feats that enhance movement and defense can repurpose the character as a sneaky combatant with a more generalized approach to skills.

TABLE 2-15: THE UNCANNY TRICKSTER

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Class Features
1st	+0	+0	+2	+0	Bonus trick, favorite trick	—
2nd	+1	+0	+3	+0	Bonus trick, favorite trick	+1 level of existing class features
3rd	+2	+1	+3	+1	Bonus trick, favorite trick, tricky defense	+1 level of existing class features

COMPLETE WARRIOR (3.5)

BEHIND THE CURTAIN: WORLD-SPECIFIC PRESTIGE CLASSES

Creating prestige classes specific to your campaign setting is an excellent way to give depth to the world and flavor to the prestige class. Virtually all the prestige classes in this book come from world-specific backgrounds but the designers made them more generic to the implicit world of the *DUNGEONS & DRAGONS* game so that you could fit them into your chosen campaign setting with as little difficulty as possible. Prestige classes such as the bear warrior and the tattooed monk, for example, were originally part of the *Oriental Adventures* campaign sourcebook but have been integrated into the core D&D experience.

The Thayan knight, however, is an example of a world-specific prestige class the designers chose not to make generic. It is a prestige class taken from the *FORGOTTEN REALMS Campaign*

BEAR WARRIOR

Many people, particularly those in “uncivilized” regions of the world, revere bears as symbols of the warrior’s strength and battle prowess.

By adopting the bear as a totem anima, warriors of these people hope to tap into some of the bear’s strength. Bear warriors, through a special relationship with bear spirits, literally adopt a bear’s strength in the rage of battle, actually transforming into bears while they fight.

Only characters who can already tap into a spiritual power of rage can heighten that power to become bear warriors.

Most bear warriors are barbarians, but other multiclass characters sometimes become bear warriors.

Characters with another prestige class that grants a rage or frenzy ability occasionally adopt this class.

NPC bear warriors are usually the champions of barbarian tribes, rustic villages, or warlike temples.

They lead other warriors not through discipline and order, but by the inspiring example they present.

Hit Die: d12.

REQUIREMENTS

To qualify to become a bear warrior, a character must fulfill all the following criteria.

Base Attack Bonus: +7.

Feats: Power Attack.

Special: Rage or frenzy ability.

CLASS SKILLS

The bear warrior’s class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the bear warrior prestige class.

Weapon and Armor Proficiency: Bear warriors gain no proficiency with any weapon or armor.

Bear Form (Su): A bear warrior can transform into a bear (similar to the *polymorph* spell) while in a rage or frenzy. His only limit on the number of times per day he can assume a bear form is the number of times per day he enters a rage or frenzy, and the bear warrior returns to his own form once the rage or frenzy ends.

The bear warrior retains the normal +2 bonus on Will saves and –2 penalty to Armor Class while raging, but the ability score bonuses granted by rage or frenzy are replaced by

Setting and shows its roots clearly. The reason the designers chose not to strip out this world flavor is twofold. First, it provides an excellent example of how a prestige class can reflect the world and culture it belongs to; second, the Thayan knight represents a classic fantasy archetype—the warrior-henchman of a powerful wizardly cabal. Most D&D campaign settings have cultures or organizations similar to the Red Wizards of Thay, so even if you do not play in the *FORGOTTEN REALMS* setting, you should have no difficulty customizing the Thayan knight to your own game setting. To do so, look first at the requirements (the Red Wizards are xenophobic, hence the racial requirement) and then work your way down. While the Thayan knight’s special abilities have specific names, you should have no difficulty establishing equivalents in your own campaign world.

Strength, Dexterity, and Constitution bonuses appropriate to the bear form taken (see below).

As normal for *polymorph*, the bear warrior gains the bear form’s physical qualities (including size, movement, natural armor bonus, natural weapons, space, and reach), as well as any extraordinary special attacks possessed by the form (such as improved grab in the brown bear or dire bear form).

The transformation lasts for the duration of the rage or frenzy.

Unlike with the *polymorph* spell, a bear warrior doesn’t gain the bear’s Strength, Dexterity, and Constitution scores when he takes bear form, nor does he regain any hit points when he transforms.

However, his current hit points increase due to his new Constitution, as normal for a rage ability.

Any bear warrior can assume the form of a black bear once per day.

While in black bear form, he gains a +8 bonus to Strength, a +2 bonus to Dexterity, and a +4 bonus to Constitution.

At 5th level, a bear warrior can assume bear form twice per day and can choose between black and brown bear forms.

While in brown bear form, he gains a +16 bonus to Strength, a +2 bonus to Dexterity, and a +8 bonus to Constitution.

At 10th level, a bear warrior can assume bear form three times per day and can choose between black, brown, and dire bear forms.

While in dire bear form, he gains a +20 bonus to Strength, a +2 bonus to Dexterity, and a +8 bonus to Constitution.

Scent (Ex): At 3rd level, a bear warrior gains the scent special ability (see page 314 of the *Monster Manual*) while in bear or nonbear form.

Rage +1/Day (Ex): When a bear warrior attains 7th level, the number of times per day that he can enter a state of rage or frenzy increases by one.

For example, a 7th-level barbarian/7th-level bear warrior can rage three times per day.

If that character were to gain one more barbarian level, he could rage four times per day.

TABLE 2-2: THE BEAR WARRIOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bear form (black)
2nd	+2	+3	+0	+0	—
3rd	+3	+3	+1	+1	Scent
4th	+4	+4	+1	+1	—
5th	+5	+4	+1	+1	Bear form (brown)
6th	+6	+5	+2	+2	—
7th	+7	+5	+2	+2	Rage +1/day
8th	+8	+6	+2	+2	—
9th	+9	+6	+3	+3	—
10th	+10	+7	+3	+3	Bear form (dire)

BLADESINGER

Bladesingers are elves who have blended art, swordplay, and arcane magic into a harmonious whole. In battle, a bladesinger's lithe movements and subtle tactics are beautiful, belying their deadly martial efficiency. Multiclass fighter/wizards are the most obvious candidates for the prestige class, although any elf who can wield a martial weapon and cast arcane spells can become a bladesinger.

Bladesinger ranger/wizards, rogue/wizards, and even bards are not unknown.

Bladesingers command great respect in most elf communities, and NPC bladesingers usually serve as itinerant guardians and champions of the elf community at large.

Hit Die: d8.

REQUIREMENTS

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

Race: Elf or half-elf.

Base Attack Bonus: +5.

Skills: Balance 2 ranks, Concentration 4 ranks, Perform (dance) 2 ranks, Perform (sing) 2 ranks, Tumble 2 ranks.

Feats: Combat Casting, Combat Expertise, Dodge, Weapon Focus (longsword or rapier).

Spells: Able to cast arcane spells of 1st level.

CLASS SKILLS

The bladesinger's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Jump (Str), Knowledge (arcana) (Int), Perform (Cha), Spellcraft (Int), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the bladesinger prestige class.

Weapon and Armor Proficiency: Bladesingers gain no proficiency with any weapon.

They gain proficiency with light armor but not with shields.

Spells per Day: At every odd-numbered level gained in the bladesinger class, the character gains new spells per day as if she had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class.

She does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting.

If a character had more than one arcane spellcasting class before becoming a bladesinger, she must decide to which class she adds the new level for purposes of determining spells per day.

Bladesong Style (Ex): When wielding a longsword or rapier in one hand (and nothing in the other), a bladesinger gains a dodge bonus to Armor Class equal to his class level, up to a maximum of her Intelligence bonus.

If the bladesinger wears medium or heavy armor, she loses all benefits of the bladesong style.

Lesser Spell song (Ex): When wielding a longsword or rapier in one hand (and nothing in the other), a bladesinger of 2nd level or higher can take 10 when making a Concentration check to cast defensively.

Song of Celerity (Ex): Once per day, a bladesinger of 4th level or higher may quicken a single spell of up to 2nd level, as if she had used the Quicken Spell feat, but without any adjustment to the spell's effective level or casting time. She may only use this ability when wielding a longsword or rapier in one hand (and nothing in the other).

At 8th level and higher, she can quicken a single spell of up to 4th level.

Greater Spell song (Ex): A bladesinger of 6th level or higher ignores arcane spell failure chances when wearing light armor.

Song of Fury (Ex): When a 10th-level bladesinger makes a full attack with a longsword or rapier in one hand (and nothing in the other), she can make one extra attack in a round at her highest base attack bonus, but this attack and each other attack made in that round take a –2 penalty. This penalty applies for 1 round, so it also affects attacks of opportunity the bladesinger might make before her next action.

TABLE 2-3: THE BLADESINGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+0	+2	+2	Bladesong style	+1 level of existing arcane spellcasting class
2nd	+2	+0	+3	+3	Lesser spellsong	—
3rd	+3	+1	+3	+3	—	+1 level of existing arcane spellcasting class
4th	+4	+1	+4	+4	Song of celerity (2nd)	—
5th	+5	+1	+4	+4	—	+1 level of existing arcane spellcasting class
6th	+6	+2	+5	+5	Greater spellsong	—
7th	+7	+2	+5	+5	—	+1 level of existing arcane spellcasting class
8th	+8	+2	+6	+6	Song of celerity (4th)	—
9th	+9	+3	+6	+6	—	+1 level of existing arcane spellcasting class
10th	+10	+3	+7	+7	Song of fury	—

CAVALIER

Representing the ultimate in mounted warfare, the cavalier is the quintessential knight in shining armor.

The charge of the cavalier is among the most devastating offensive weapons any culture can hope to field.

Most cavaliers belong to the upper social class or nobility of a society.

The cavalier dedicates his life to the service of a higher authority, such as a noble or sovereign, deity, military or religious order, or a special cause.

His is a hereditary honor that comes with the price of lifelong service to his monarch, country, or other object or entity.

The cavalier is expected to participate in any wars or other armed conflict in which his lord or cause is engaged.

Cavaliers in service to other nobles often serve their master beyond the battlefield as well, performing such duties as their skills, and their noble lord, see fit.

The cavalier often pursues such selfless goals as the eradication of evil and chaos from the world, and justice for all the subjects of his land.

He can also be a bully and a braggart who uses his status and privileges to pursue only his own self-aggrandizement.

Hit Die: d10.

REQUIREMENTS

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

Alignment: Any lawful.

Base Attack Bonus: +8.

Skills: Handle Animal 4 ranks, Knowledge (nobility and royalty) 4 ranks, Ride 6 ranks.

Feats: Spirited Charge, Weapon Focus (lance), Mounted Combat, Ride-By Attack.

CLASS SKILLS

The cavalier's class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Profession (Int), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the cavalier prestige class.

Weapon and Armor Proficiency: Cavaliers are proficient with all simple and martial weapons, all types of armor, and shields.

Special Mount (Sp): A cavalier's class levels stack with any paladin levels the character may have for determining the characteristics of a paladin's mount.

Mounted Weapon Bonus (Ex): A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted.

For the lance, this bonus starts out at +1 at 1st level and increases by +1 every four levels thereafter.

For the sword, this bonus starts out at +1 at 2nd level and increases by +1 every four levels thereafter.

Ride Bonus (Ex): A cavalier gains a competence bonus on Ride checks.

This bonus starts out at +2 and improves to +4 at 4th level, +6 at 7th level, and +8 at 9th level.

Courtly Knowledge (Ex): A cavalier adds his class level to his Knowledge (nobility and royalty) checks as a competence bonus.

Deadly Charge (Ex): When mounted and using the charge action, a cavalier of 2nd level or higher may declare a "deadly charge" before making his attack roll (thus, a failed attack ruins the attempt).

If he hits, he deals triple damage with a melee weapon (or quadruple damage with a lance).

This ability does not stack with the benefit of the Spirited Charge feat.

Burst of Speed (Ex): At 3rd level and higher, a cavalier can urge his mount to greater than normal speed when charging.

This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed.

This ability can be used once per day without penalty to the mount.

Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Full Mounted Attack (Ex): At 6th level and higher, a mounted cavalier can make a full attack when his mount moves more than 5 feet but no farther than a single move action would carry it.

The cavalier cannot combine this full attack with a charge. **Unstoppable Charge (Ex):** When making a deadly charge, a 10th-level cavalier deals quadruple damage with a melee weapon (or quintuple damage with a lance).

Multiclass Note: A paladin who becomes a cavalier may continue advancing as a paladin.

TABLE 2-4: THE CAVALIER

Level*	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Special mount, mounted weapon bonus (lance) +1, Ride bonus +2, courtly knowledge
2nd	+2	+3	+0	+3	Deadly charge 1/day, mounted weapon bonus (sword) +1
3rd	+3	+3	+1	+3	Burst of speed
4th	+4	+4	+1	+4	Deadly charge 2/day, Ride bonus +4
5th	+5	+4	+1	+4	Mounted weapon bonus (lance) +2
6th	+6	+5	+2	+5	Deadly charge 3/day, full mounted attack, mounted weapon bonus (sword) +2
7th	+7	+5	+2	+5	Ride bonus +6
8th	+8	+6	+2	+6	Deadly charge 4/day
9th	+9	+6	+3	+6	Mounted weapon bonus (lance) +3, Ride bonus +8
10th	+10	+7	+3	+7	Unstoppable charge 5/day, mounted weapon bonus (sword) +3

*Special: Cavalier class levels stack with paladin levels for determining the characteristics of a paladin's mount.

DARK HUNTER

Dark hunters specialize in hunting down and eliminating creatures in the dark, twisting caves of the Underdark, often protecting underground communities or those people who make their living under the earth (such as miners or hunters).

They use stealth, ambush, and deception to single out foes and remove them one by one.

A typical strategy is to locate the enemy, then hide against a nearby wall of earth or stone.

The dark hunter then waits for her enemy to pass by, leaping out to attack when the target least expects it.

A dark hunter uses her knowledge of underground terrain to find the best areas to create pits, cave-ins, and rockslides, often enabling her to eliminate the enemy without drawing her axe.

If a dark hunter is outnumbered, she retreats into the darkness, hiding until she can pick off individual targets.

Because they spend so much time in the stark wilderness of caves and caverns, dark hunters are slightly ostracized by other members of society.

Most individuals live among others of their own kind, so the rootless existence of the dark hunter seems like a social aberration.

Still, great honor is to be found in protecting the clan from attack, so dark hunters are given respect.

None of this concerns the individual, who cares little for what others think; she finds purpose in what she does every time she brings down another one of her enemies.

She prefers to work alone, but also knows that cooperation with others has its advantages.

Rangers are the most likely characters to become dark hunters.

Druids, rogues, and fighters are also common.

Feral tribes of barbaric dwarves sometimes produce dark hunters, who track down their foes in silence and then explode into action once they ambush their prey.

Half-ores make excellent dark hunters, since they are often found on the fringes of society anyway.

Elves, with their abiding hatred of the drow, sometimes follow this path.

Hit Die: d8.

REQUIREMENTS

To qualify to become a dark hunter, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Craft (trapmaking) 5 ranks, Knowledge (dungeoneering) 2 ranks, Move Silently 2 ranks, Survival 2 ranks.

Feats: Blind-Fight, Track.

CLASS SKILLS

The dark hunter's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Hide (Dex), Knowledge (dungeoneering) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the dark hunter prestige class.

Weapon and Armor Proficiency: Dark hunters gain no proficiency with any weapon or armor.

Improved Stonecunning (Ex): A dark hunter gains the stonecunning ability possessed by dwarves (see page 15 of the *Player's Handbook*), or, if the character already has the ability, she increases her bonus from +2 to +4 on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings, and the like.

This bonus also applies on Search checks made to detect stonework traps.

Enhanced Darkvision (Ex): Dark hunters spend most of their lives in the darkest caverns they can find.

As a dark hunter's skills improve, her almost mystical understanding of the deep caverns sharpens her inborn visual acuity.

If a dark hunter does not already have darkvision when she attains 2nd level, she gains it at a range of 30 feet.

If she already had darkvision, she adds 30 feet to the range.

Once a dark hunter attains 4th level, her darkvision range increases by an extra 30 feet.

This bonus stacks with other natural or extraordinary abilities that improve darkvision, but it does nothing to improve magically granted darkvision.

Any condition that causes the character to lose her normal darkvision also causes the enhanced darkvision to fail.

Sneak Attack (Ex): If a dark hunter can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Any time the dark hunter's target would be denied his Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), the dark hunter's attack deals an extra 1d6 points of damage.

Should a dark hunter score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is within 30 feet.

With a sap or an unarmed strike, a dark hunter can make a sneak attack that deals nonlethal damage instead of lethal damage.

She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because she must make optimal use of her weapon in order to execute the sneak attack.

A dark hunter can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack.

Any creature that is immune to critical hits is not vulnerable to sneak attacks.

The dark hunter must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot.

A dark hunter cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

If a dark hunter gets a sneak attack bonus from another source (such as rogue levels), the extra damage stacks.

Stone's Hue (Su): When within 5 feet of a stone or earth wall, a dark hunter can take on the coloration of the stone and may seem to blend into the surface of the wall.

As long as the dark hunter is within 5 feet of the wall, she gains a +10 circumstance bonus on Hide checks and can

successfully hide herself from view in the open without having anything to actually hide behind.

Death Attack (Ex): If a dark hunter studies her victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (dark hunter's choice).

While studying the target, the dark hunter can undertake other actions as long as her attention stays focused on the target and the target does not detect the dark hunter or recognize the dark hunter as an enemy.

If the victim of such an attack fails a Fortitude save (DC 10 + the dark hunter's class level + the dark hunter's Int modifier) against the kill effect, he dies.

If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering him helpless and unable to act for 1d6 rounds plus 1 round per level of the dark hunter.

If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Once the dark hunter has completed the 3 rounds of study, she must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes his save) or if the dark hunter does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before she can attempt another death attack.

TABLE 2-5: THE DARK HUNTER

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+0	+2	+0	Improved stonecunning
2nd	+2	+0	+3	+0	Enhanced darkvision
3rd	+3	+1	+3	+1	Sneak attack +1d6
4th	+4	+1	+4	+1	Stone's hue
5th	+5	+1	+4	+1	Death attack

DARKWOOD STALKER

Elves and orcs are ancient foes, their enmity dating back to times before humans walked the land.

Some elves train as elite hunters of the hated orcs.

These hunters, called darkwood stalkers among the elves, pursue their age-old enemies with grim determination. Darkwood stalkers usually come from the ranks of elf (or half-elf) rangers or rogues, although the rare elf barbarian can follow this path as well.

Fighters and paladins make poor darkwood stalkers without gaining at least one level in ranger or rogue. Spellcasters rarely take up the mantle of the darkwood stalker, although druids willing to forego spellcasting can fit well into the order.

Most darkwood stalkers are affiliated with elven military units, although some are lone scouts or field agents.

Hit Die: d8.

REQUIREMENTS

To qualify to become a darkwood stalker, a character must fulfill all the following criteria.

Race: Elf or half-elf.

Base Attack Bonus: +5.

Skills: Hide 5 ranks, Listen 5 ranks, Move Silently 5 ranks, Speak Language (Orc), Spot 5 ranks, Survival 5 ranks.

Feats: Dodge, Track.

CLASS SKILLS

The darkwood stalker's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the darkwood stalker prestige class.

Weapon and Armor Proficiency: Darkwood stalkers gain no proficiency with any weapon or armor.

Ancient Foe (Ex): Due to his extensive study of orcs and training in the proper techniques for combating them, a darkwood stalker gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against orcs.

He gets the same bonus on weapon damage rolls against these creatures.

A darkwood stalker also gets the bonus on damage with ranged weapons, but only against targets within 30 feet (the darkwood stalker cannot strike with deadly accuracy beyond that range).

The bonus on damage does not apply against creatures that are immune to critical hits.

At 4th, 7th, and 10th level, the darkwood stalker's bonus goes up by +2.

This bonus stacks with a favored enemy bonus (if any) acquired through ranger levels.

Uncanny Dodge (Ex): Starting at 2nd level, a darkwood stalker gains the ability to react to danger before his senses would normally allow him to do so.

He retains his Dexterity bonus to Armor Class (if any) regardless of being caught flat-footed or struck by an invisible attacker.

He still loses his Dexterity bonus to AC if immobilized.

If a darkwood stalker already had the uncanny dodge ability from another class, the character automatically gains improved uncanny dodge instead.

Sneak Attack (Ex): If a darkwood stalker can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for an extra 1d6 points of damage.

For complete details on the sneak attack ability, see the description of the dark hunter earlier in this chapter.

Darkvision (Ex): Although stealthy and keen-eyed, the darkwood stalker is often at a disadvantage against orcs when fighting in the darkness.

Long ago, elven sages developed a ritual to allow the most dedicated stalkers to overcome this disadvantage.

Now, as they grow in experience, their night vision continually improves, eventually matching the darkvision of their hated foes.

At 4th level, a darkwood stalker gains darkvision out to 30 feet, and at 7th level, the range increases to 60 feet.

If the darkwood stalker already has darkvision as a racial ability, this ability does not increase it.

Improved Uncanny Dodge (Ex): At 5th level and higher, a darkwood stalker can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker.

This defense denies other characters the ability to use flank attacks to sneak attack him.

The exception to this defense is that a rogue of at least four levels higher than the character can flank him (and thus sneak attack him).

If a darkwood stalker gains the uncanny dodge ability from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Dodge Critical (Ex): Although often more skilled than their orc foes, darkwood stalkers have seen too many battles won by one lucky blow from a falchion.

At 8th level, a darkwood stalker becomes able to turn even the luckiest blow into a grazing strike.

Once per day, a darkwood stalker can make a Reflex saving throw (DC 20 + the enhancement bonus, if any, possessed by the weapon) to turn a critical hit dealt upon him into a normal hit.

The darkwood stalker must be aware of the attack and not flat-footed, and he must declare his attempt to reduce the effect of the critical hit before the damage from the hit is rolled.

Death Attack (Ex): If a 10th-level darkwood stalker studies a particular orc for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly killing the target.

While studying the orc, the darkwood hunter can undertake other actions as long as his attention stays focused on the target and the target does not detect the darkwood stalker or recognize the darkwood stalker as an enemy.

If the victim of such an attack fails a Fortitude save (DC 10 + the darkwood stalker's class level + the darkwood stalker's Wis modifier), he dies.

If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Once the darkwood stalker has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes his save) or if the darkwood stalker does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

TABLE 2-6: THE DARKWOOD STALKER

	Base				
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Ancient foe +2
2nd	+2	+3	+3	+0	Uncanny dodge
3rd	+3	+3	+3	+1	Sneak attack +1d6
4th	+4	+4	+4	+1	Ancient foe +4, darkvision 30 ft.
5th	+5	+4	+4	+1	Improved uncanny dodge
6th	+6	+5	+5	+2	Sneak attack +2d6
7th	+7	+5	+5	+2	Ancient foe +6, darkvision 60 ft.
8th	+8	+6	+6	+2	Dodge critical
9th	+9	+6	+6	+3	Sneak attack +3d6
10th	+10	+7	+7	+3	Ancient foe +8, death attack

DERVISH

Wild, exotic, and as dangerous as her whirling blades, the dervish epitomizes speed, quickness, and abandon.

Her motions appear to be as random as they are graceful, but the steps of her lethal dance play out according to their own rhythm.

Nearly all dervishes belong to nomadic cultures.

These nomads are not simple wanderers with no roots to call their own—they have their ancient traditions, and their societies simply do not consider permanent settlements an important part of their nature.

They are gypsies, keeping their own traditions and forging their own familial and societal bonds while they move throughout the world.

Often, these tribes adopt the attitudes and even some of the laws of the lands they live in—for the sake of expedience, if nothing else.

The dervish treats fighting styles the same way.

A dervish learns the dance of war as she grows up among her family and her tribe.

She watches others as she travels, however, and brings new steps to the dance as she goes.

Fighters, rangers, and monks often take up the role of the dervish.

Many paladins look at the wildness of the dance and assume it has some roots in chaos, but those who look past the seeming randomness can find things to learn.

Barbarians seldom choose to learn the ways of the dance—the dervish depends on subtlety more than brute force.

The way of the dervish has been known to appeal to some druids, bards, and even sorcerers—those who wish to learn a type of fighting that does not rely on heavy arms or armor find the class interesting.

Halflings and elves make good dervishes, and many nomadic halfling tribes have dervishes as their primary protectors.

NPC dervishes seldom wander without their tribes.

They can be sent on missions, or serve as scouts in new lands, but the dervish is too important to the tribal unit to go off on her own for extended periods of time.

Some dervishes balk at this responsibility, however, so exceptions to this rule do show up occasionally.

A dervish found wandering alone is usually seeking new challenges and new knowledge.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +5.

Skills: Perform (dance) 3 ranks, Tumble 3 ranks.

Feats: Combat Expertise, Dodge, Mobility, Weapon Focus (any slashing melee weapon).

CLASS SKILLS

The dervish's class skills (and the key ability for each skill) are Balance (Dex), Craft (Int), Escape Artist (Dex), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the dervish prestige class.

Weapon and Armor Proficiency: Dervishes gain no proficiency with any weapon or armor.

AC Bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield.

This bonus to AC applies even against touch attacks or when the dervish is flat-footed.

She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack).

The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move.

A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level, and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type).

She cannot perform a dervish dance in any armor heavier than light or if she is using a shield.

While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide, or Search.

A dervish with the bardic music ability can, however, sing while she dances, and a dervish can also use the Combat Expertise feat while in a dance.

A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter.

A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has.

At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a

9th-level dervish, at which point this limitation no longer applies).

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

Fast Movement (Ex): At 2nd level and higher, a dervish gains an enhancement bonus to her speed.

A dervish in any armor heavier than light or carrying a medium or heavy load loses this bonus.

Spring Attack: At 3rd level, a dervish gains the Spring Attack feat, even if she does not meet the prerequisites.

Dance of Death: At 4th level, a dervish gains the benefit of the Cleave feat while performing a dervish dance, even if she does not meet the prerequisites for the feat.

She does not have to move 5 feet before making the extra attack granted by this ability.

Improved Reaction (Ex): When she attains 6th level, a dervish gains a +2 bonus on initiative rolls.

Elaborate Parry (Ex): When she attains 7th level, a dervish gains an extra +4 bonus to Armor Class when she chooses to fight defensively or use all-out defense in melee combat.

Tireless Dance: When a dervish reaches 9th level, the character no longer becomes fatigued for the duration of the encounter at the end of a dervish dance.

A Thousand Cuts (Ex): When a dervish reaches 10th level, once per day she may double the number of melee attacks she makes while performing a full attack action (whether in a dervish dance or not).

If a dervish uses this ability in conjunction with her dervish dance, she can make up to two attacks between moves.

The dervish also gains the benefit of the Great Cleave feat with slashing weapons while performing a thousand cuts, even if she does not meet the prerequisites.

She does not have to move 5 feet before making any extra attacks granted by this ability.

A dervish using this ability can receive an extra attack from the *haste* spell, but the bonuses provided by the spell do not stack with the bonuses granted by the class.

TABLE 2-7: THE DERVISH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+1	+0	+2	+2	+1	Dervish dance 1/day, movement mastery, slashing blades
2nd	+2	+0	+3	+3	+1	Fast movement +5 ft.
3rd	+3	+1	+3	+3	+1	Spring Attack, dervish dance 2/day
4th	+4	+1	+4	+4	+1	Dance of death
5th	+5	+1	+4	+4	+2	Fast movement +10 ft., dervish dance 3/day
6th	+6	+2	+5	+5	+2	Improved reaction
7th	+7	+2	+5	+5	+2	Elaborate parry, dervish dance 4/day
8th	+8	+2	+6	+6	+2	Fast movement +15 ft.
9th	+9	+3	+6	+6	+3	Tireless dance, dervish dance 5/day
10th	+10	+3	+7	+7	+3	A thousand cuts

DRUNKEN MASTER

Martial arts students face a bewildering array of martial arts schools, each with its own adherents and detractors.

However, few schools are as unusual—or as controversial—as drunken boxing.

By weaving and staggering about as if inebriated, drunken boxers avoid many blows.

Likewise, their stumbling, lurching attacks catch their opponents off guard. Moreover, when they actually imbibe alcohol, drunken masters can perform truly prodigious feats of strength and bravery.

This ability garners a drunken master little respect among adherents of other martial arts schools, because drunken boxing exacts a toll on its users.

Drunken masters may remain intoxicated for hours after a fight, and they are often found half-asleep in taverns, mumbling incoherently.

This flies in the face of other schools' ascetic principles.

Members of rival schools must be wary—they never know when the tipsy lout at the bar is just a harmless thug, and when he is a high-unstoppable drunken master.

Monks form the backbone of the drunken boxing school. A monk loses some face with his original school or monastery for becoming a drunken master, but a brilliant display of drunken fighting can sometimes silence critics in one's former school.

Members of other classes become drunken masters only rarely, although students often tell the tale of a barbarian from the north who became a phenomenal drunken master.

Prospective students are studied at a distance by other drunken masters, then treated to a display of the power of drunken boxing.

If the student expresses enthusiasm for learning the new techniques, a group of drunken masters takes him or her from tavern to tavern, getting rip-roaring drunk, causing trouble, and passing along the first secrets of the technique. Those who survive the revelry are welcomed as new drunken masters.

NPC drunken masters are often found in taverns and bars. They rarely pick fights there, but are quick to come to the aid of someone overmatched in a tavern brawl.

Most keep a low profile, although some are famous—or infamous—for the deeds they have performed while under the influence.

Hit Die: d8.

REQUIREMENTS

To qualify to become a drunken master, a character must fulfill all the following criteria.

Skills: Tumble 8 ranks.

Feats: Dodge, Great Fortitude, Improved Unarmed Strike (or the monk's unarmed strike ability).

Special: Flurry of blows ability; evasion ability; must be chosen by existing drunken masters and survive a night of revelry among them without being incarcerated, poisoned, or extraordinarily embarrassed.

CLASS SKILLS

The drunken master's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the drunken master prestige class.

Weapon and Armor Proficiency: Drunken masters gain no proficiency with any weapon or armor.

Drink Like a Demon (Ex): A drunken master's body handles alcohol differently from other people's.

He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard of alcohol he consumes during combat reduces his Wisdom and Intelligence by 2 points each, but increases his Strength or Constitution (character's choice) by 2 points.

A drunken master may benefit from a number of drinks equal to his class level.

The duration of both the penalty and the bonus is a number of rounds equal to the character's drunken master level + 3. Improvised Weapons (Ex): While bottles and tankards are a drunken master's preferred improvised weapons, he can use furniture, farm implements, or nearly anything else at hand to attack his foes.

A drunken master's improvised weapon deals as much damage as his unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although some (a broken glass bottle, for example) would deal piercing or slashing damage.

When a drunken master rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless.

Stagger (Ex): By tripping, stumbling, and staggering, a drunken master of 2nd level or higher can make a charge attack that surprises his opponents.

This ability has two beneficial aspects: First, the charge need not be in a straight line, even though the character can still move up to twice his speed.

Second, if a drunken master makes a DC 15 Tumble check before beginning a charge, his movement through threatened squares provokes no attacks of opportunity.

Swaying Waist (Ex): At 3rd level, a drunken master knows how to weave and bob during an attack, making him more difficult to hit.

The character gains a +2 dodge bonus to Armor Class against any one opponent he chooses during his turn.

AC Bonus (Ex): At 4th level, a drunken master gains a +1 bonus to Armor Class.

This bonus improves to +2 at 9th level.

Improved Improvised Weapons (Ex): A drunken master of 4th level or higher can use long improvised weapons (such as ladders) as reach weapons according to their length, and improvised weapons with many protrusions (such as chairs) provide a +2 bonus on opponents' disarm attempts. Finally, large objects with broad, flat surfaces (such as tables) can be upended to become improvised tower shields.

Greater Improvised Weapons (Ex): At 5th level and higher, a drunken master wielding an improvised weapon deals an extra 1d8 points of damage instead of 1d4.

Improved Feint (Ex): A drunken master who attains 6th level gains Improved Feint as a bonus feat even if he does not meet the prerequisites.

Improved Grapple (Ex): A drunken master who attains 7th level gains Improved Grapple as a bonus feat even if he does not meet the prerequisites.

For Medicinal Purposes (Sp): At 8th level, a drunken master gains the ability to convert a single alcoholic drink he has ingested into a single *potion of cure moderate wounds*, as if he had just drunk a dose of the potion.

To use this ability, the character must be under the effect of an alcoholic drink (see *Drink Like a Demon*, above).

When he converts one drink of alcohol into one dose of the potion, his ability scores change (+2 to Intelligence and

Wisdom, –2 to Strength or Constitution) as if the duration of the alcohol's effect had expired.

This ability can be used up to three times per day.

It is a standard action that does not provoke an attack of opportunity.

Corkscrew Rush (Ex): A drunken master of 9th level or higher can perform this maneuver, leaping forward and twisting his body in midair as he attempts to head-butt an opponent.

When making a charge attack he can, in addition to dealing normal damage, initiate a bull rush (without provoking an attack of opportunity).

If the bull rush attempt succeeds, the opponent is stunned unless she makes a Will save (DC 10 + the drunken master's class level + the drunken master's Wis modifier).

However, if the bull rush attempt fails, the drunken master lands prone in front of the opponent.

Superior Improvised Weapons (Ex): At 9th level and higher, a drunken master wielding an improvised weapon deals an extra 1d12 points of damage instead of 1d8.

Breath of Flame (Sp): A 10th-level drunken master can ignite some of the alcohol within his body and spew it forth from his mouth as a free action.

This *breath of flame* deals 3d12 points of fire damage to all within the 20-foot cone, or half damage to those who make a Reflex save (DC 10 + the drunken master's class level + the drunken master's Con modifier).

Each time a drunken master uses *breath of flame*, it consumes one drink's worth of alcohol from within his body, lessening the penalty to his Wisdom and Intelligence scores and reducing the bonus to his Strength or Constitution score (character's choice).

Multiclass Note: A monk who becomes a drunken master may continue advancing as a monk.

TABLE 2–8: THE DRUNKEN MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Drink like a demon, improvised weapons
2nd	+1	+3	+3	+0	Stagger
3rd	+2	+3	+3	+1	Swaying waist
4th	+3	+4	+4	+1	AC bonus +1, improved improvised weapons
5th	+3	+4	+4	+1	greater improvised weapons
6th	+4	+5	+5	+2	Improved Feint
7th	+5	+5	+5	+2	Improved Grapple
8th	+6	+6	+6	+2	For medicinal purposes
9th	+6	+6	+6	+3	AC bonus +2, corkscrew rush, superior improvised weapons
10th	+7	+7	+7	+3	<i>Breath of flame</i>

EXOTIC WEAPON MASTER

Characters of any race or background can become exotic weapon masters; the only real requirement is commitment and perseverance.

Nevertheless, most exotic weapon masters are human, because members of that race have the most exposure to new cultures and thus the most opportunity to take up exotic weapons.

NPC exotic weapon masters often open training arenas or schools for those interested in learning to fight with unusual weapons or tactics.

They often take levels in other prestige classes and can be found as champions or leaders among bands of warriors.

Hit Die: d10.

REQUIREMENTS

To become an exotic weapon master, a character must fulfill the following criteria.

Base Attack Bonus: +6.

Skills: Craft (weaponsmithing) 3 ranks.

Feats: Exotic Weapon Proficiency (any exotic weapon), Weapon Focus (any exotic weapon).

Special: Races that have familiarity with an exotic weapon (such as the dwarf's familiarity with the dwarven waraxe and the dwarven urgrosh) are considered to have the Exotic Weapon Proficiency feat for the purpose of meeting the requirements for this class.

CLASS SKILLS

The exotic weapon master's class skills (and the key ability for each skill) are Craft (Int), Intimidate (Cha), and Profession (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the exotic weapon master prestige class.

Weapon and Armor Proficiency: Exotic weapon masters gain no proficiency with any weapon or armor.

Exotic Weapon Stunt (Ex): At each level, an exotic weapon master learns a special trick that he can use with any exotic weapon for which he has the Weapon Focus feat.

He must select the trick learned when he gains the level, and once selected, the choice cannot later be changed.

He can't select the same stunt more than once.

Close-Quarters Ranged Combat: A character who knows this stunt doesn't provoke an attack of opportunity when using an exotic ranged weapon.

Double Weapon Defense: When wielding an exotic double weapon with both hands, the character gains a +1 shield bonus to AC.

Exotic Reach: When wielding an exotic weapon with reach, the character may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

Exotic Sunder: When wielding a one-handed or two-handed exotic weapon, the character deals an extra 1d6 points of damage on any successful sunder attempt.

Flurry of Strikes: When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes.

When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a –2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn.

The extra attack may be with either end of the double weapon.

Ranged Disarm: The character can make a disarm attempt even on a ranged attack.

Such an attack provokes no attack of opportunity (except as normal for using a ranged weapon).

For the purpose of this disarm attempt, treat the character's ranged weapon as a light weapon.

If the character fails this disarm attempt, the defender can't attempt to disarm him.

Show Off: As a standard action, the character can display his mastery with an exotic weapon and confound his opponent.

The character may make an Intimidate check against a single opponent within 30 feet that can see him, adding his base attack bonus to the result.

If the result exceeds the opponent's modified level check (see the skill description on page 76 of the *Player's Handbook*), the opponent becomes shaken (–2 penalty on attack rolls, ability checks, and saving throws) for 1 round per class level of the exotic weapon master.

Stunning Blow: If the character has the Stunning Fist feat, he can utilize the feat while wielding an exotic melee weapon.

Throw Exotic Weapon: The character can throw an exotic weapon with no penalty on the attack roll, even if it isn't designed to be thrown (such as an orc double axe or a spiked chain).

When he throws a double weapon, only one end of the weapon (character's choice) can strike the target.

Exotic weapons thrown in this way have a range increment of 10 feet.

Twin Exotic Weapon Fighting: When wielding the same light exotic weapon in each hand, the character is treated as having the Two-Weapon Fighting feat.

If he already has the feat, the penalties on attack rolls are lessened to –1 for both the primary hand and the off hand when fighting in this manner.

Trip Attack: The character can use a one-handed or two-handed exotic weapon to make a trip attack.

If he is tripped during his own trip attempt, he can drop the weapon to avoid being tripped.

If the exotic weapon already allows its wielder to make trip attacks, the character instead adds a +2 bonus on any trip attempt.

Uncanny Blow: When wielding a one-handed exotic melee weapon in two hands, the character can focus the power of his attack so that he deals extra damage equal to his Strength bonus $\times 2$ instead of his Strength bonus $\times 1\frac{1}{2}$.

If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus on damage rolls.

TABLE 2–9: THE EXOTIC WEAPON MASTER

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Exotic weapon stunt
2nd	+2	+3	+0	+0	Exotic weapon stunt
3rd	+3	+3	+1	+1	Exotic weapon stunt

EYE OF GRUUMSH

Most people think they have seen the worst that orcs can breed when an orc barbarian comes raging over a hilltop—until they see a one-eyed orc barbarian come raging over a hilltop.

This creature may well be an eye of Gruumsh, an orc so devoted to his evil deity that he has disfigured himself in Gruumsh's name.

In an epic battle at the dawn of time, the elven deity Corellon Larethian stabbed out Gruumsh's left eye. Filled with rage and hatred, the orc deity called for followers loyal enough to serve in his image.

Those who heed this call are known as the eyes of Gruumsh.

They sacrifice their right eyes instead of their left ones so that their impaired vision complements that of their deity. Thus, symbolically at least, eyes of Gruumsh can see what Gruumsh cannot.

These living martyrs are some of the toughest orcs and half-orcs in the world.

The eye of Gruumsh is a true prestige class in the sense that all orcs respect those who achieve it.

If a candidate proves capable with the orc double axe and has no moral code to stand in the way of his service, only the test remains—to put out his own right eye in a special ceremony.

This is a bloody and painful ritual, the details of which are best left undescribed.

If the candidate makes a sound during the process, he fails the test.

No consequences for failure exist, except that the candidate can never thereafter become an eye of Gruumsh—and he has lost an eye.

Barbarians gain the most value from this prestige class, since it encourages raging as a fighting style.

Fighters, clerics, rangers, and even rogues also heed this calling.

Some orc tribes whisper of barbarians from other races who have adopted this mantle.

Of course, these may just be legends meant to inspire young orcs to jealous rage.

Hit Die: d12.

REQUIREMENTS

To qualify to become an eye of Gruumsh, a character must fulfill all the following criteria.

Race: Orc or half-orc.

Alignment: Chaotic evil, chaotic neutral, or neutral evil.

Base Attack Bonus: +6.

Feats: Exotic Weapon Proficiency (orc double axe), Weapon Focus (orc double axe).

Special: The character must be a worshiper of Gruumsh and must put out his own right eye in a special ritual.

None of the eye of Gruumsh's special abilities function if the character regains sight in both eyes.

CLASS SKILLS

The eye of Gruumsh's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the eye of Gruumsh prestige class.

Weapon and Armor Proficiency: Eyes of Gruumsh gain no proficiency with any weapon or armor.

Blind-Fight: An eye of Gruumsh gains Blind-Fight as a bonus feat.

In addition, he suffers no adverse effects from the loss of one of his eyes.

Command the Horde (Ex): An eye of Gruumsh can direct the actions of any nongood orcs or half-orcs that are within 30 feet of him and whose Hit Dice are lower than his character level.

Those who follow the character's orders gain a +2 morale bonus on Will saves.

Any eligible orc or half-orc who willingly goes against the eye of Gruumsh's directions loses this bonus immediately.

Rage (Ex): An eye of Gruumsh can fly into a rage just as a barbarian can, with all the same benefits and drawbacks (see page 25 of the *Player's Handbook*).

An eye of Gruumsh's class levels stack with his barbarian levels (if any) for determining the number of times per day he can use his rage ability.

Add together the character's levels in the eye of Gruumsh and barbarian classes and refer to Table 3–3: The Barbarian on page 25 of the *Player's Handbook* to determine the number of rages per day.

For example, a 6th-level barbarian/2nd-level eye of Gruumsh could rage three times per day (the same as an 8th-level barbarian), while a 4th-level eye of Gruumsh with no levels in barbarian could rage twice per day (the same as a 4th-level barbarian).

Swing Blindly (Ex): An eye of Gruumsh's rage becomes more powerful when he reaches 2nd level, but at the cost of lowered defenses.

The character adds an extra +4 to Strength while in a rage, but his Armor Class penalty goes from –2 to –4.

Ritual Scarring (Ex): Through frequent disfigurement of his own skin, an eye of Gruumsh's natural armor bonus improves by +1 at 3rd level (or to +1 if he didn't already have a natural armor bonus).

This bonus increases by another +1 for every three eye of Gruumsh levels gained thereafter.

Blinding Spittle (Ex): An eye of Gruumsh of 4th level or higher can launch blinding spittle at any opponent within 20 feet.

With a successful ranged touch attack (at a –4 penalty), he spits his stomach acid into the target's eyes.

An opponent who fails a Reflex save (DC 10 + eye of Gruumsh's class level + eye of Gruumsh's Con modifier) is blinded until he or she can rinse away the spittle.

ORGANIZATION: THE EYES OF GRUUMSH

"The cycle of my father's people is a simple one. You kill, you get better at killing, and you kill again. Break the cycle, and you die."

—Krusk

Though orcs revere eyes of Gruumsh for their unique clarity of vision, the average eye of Gruumsh isn't particularly well qualified to think for an entire tribe—even though he often assumes leadership of a tribe early in his career. Thus, he relies on a cleric of Gruumsh for wise counsel. To discourage any unhealthy confusion among their followers about who is in charge, both the eye of Gruumsh and the cleric encourage war against other races at every opportunity.

Since eyes of Gruumsh seek to avenge Corellon Larethian's insult to their deity, most are so obsessed with the destruction of

This attack has no effect on creatures that don't have eyes or don't depend on vision.

Blinding spittle is usable twice per day at 4th level and four times per day at 7th level.

Blindsight (Ex): At 5th level, an eye of Gruumsh gains blindsight (see page 306 of the *Monster Manual*) out to 5 feet.

The range increases to 10 feet at 8th level.

Sight of Gruumsh (Ex): At 10th level, an eye of Gruumsh gains the ability to see the moment of his own death through his missing eye.

This foreknowledge gives him a +2 morale bonus on all saving throws and Armor Class from then on.

He also does not go unconscious when reduced to negative hit points; however, the character still dies at –10 hit points. (Whether or not the vision is accurate is irrelevant—the character believes it to be true).

TABLE 2–10: THE EYE OF GRUUMSH

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Blind-Fight, command the horde, rage
2nd	+2	+3	+0	+0	Swing blindly
3rd	+3	+3	+1	+1	Ritual scarring +1
4th	+4	+4	+1	+1	Blinding spittle 2/day
5th	+5	+4	+1	+1	Blindsight 5 ft.
6th	+6	+5	+2	+2	Ritual scarring +2
7th	+7	+5	+2	+2	Blinding spittle 4/day
8th	+8	+6	+2	+2	Blindsight 10 ft.
9th	+9	+6	+3	+3	Ritual scarring +3
10th	+10	+7	+3	+3	Sight of Gruumsh

elves that they attack any elven community on sight. Inspired by their leaders' rage, other orcs often throw themselves heedlessly at elven hordes.

Multiple eyes of Gruumsh usually don't work well together because they commonly have competing ideas about which course of action serves their deity best. Every few decades or so, however, several eyes of Gruumsh get the same idea in their heads—a crusade! (After all, a holy crusade involving hundreds of tribes under the command of dozens of eyes of Gruumsh is just the thing to inspire the younger generation to the deity's service.) When this occurs, the eyes of Gruumsh meet and declare truces between competing tribes by closing their functional left eyes all at once—thus blinding them to their own bickering. Then they go out and try to eradicate some other kind of creature.

Along the wild borderlands and in the evil kingdoms of the world, frenzied berserkers often lead warbands that include a variety of character types—and even other frenzied berserkers.

Some such groups turn to banditry and brigandage; others serve as specialized mercenaries.

Whatever their origin, such warbands naturally gravitate toward situations of instability and conflict, because wars and civil strife are their bread and butter.

Indeed, the coming of a frenzied berserker is the most obvious herald of troubled times.

The frenzied berserker's path is unsuited for most adventurers—a fact for which the peace-lovers of the world can be thankful.

FRENZIED BERSERKER

The random madness of the thunderstorm and the unpredictability of the slaadi come together in the soul of the frenzied berserker.

Unlike most other characters, she does not fight to achieve some heroic goal or defeat a loathsome villain.

Those are mere excuses—it is the thrill of combat that draws her.

For the frenzied barbarian, the insanity of battle is much like an addictive drug—she must constantly seek out more conflict to feed her craving for battle.

Because of their traditional love for battle, orc and half-orc barbarians are the ones who most frequently adopt this prestige class, though human and dwarf barbarians also find it appealing.

It might seem that elves would be good candidates because of their chaotic nature, but the elven aesthetic and love of grace are at odds with the frenzied berserker's devaluation of the self.

Spellcasting characters and monks almost never become frenzied berserkers.

NPC frenzied berserkers often lead tribal warbands or raiders made up of fighters, barbarians, or other martial characters.

Some fall in with humanoids and even giantish tribes, but not all frenzied berserkers turn their chaotic strength to evil.

A few have found homes in small villages or in rural areas, acting as members of the settlement's defenses.

Most people give even such well-intentioned frenzied berserkers a wide berth, however, and they often find themselves wandering as loners in the wilderness.

Hit Die: d12.

REQUIREMENTS

To qualify to become a frenzied berserker, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +6.

Feats: Cleave, Destructive Rage*, Intimidating Rage*, Power Attack.

* New feats found in Chapter 3 of this book.

CLASS SKILLS

The frenzied berserker's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the frenzied berserker prestige class.

Weapon and Armor Proficiency: Frenzied berserkers gain no proficiency with any weapon or armor.

Frenzy (Ex): A frenzied berserker can enter a frenzy during combat.

While frenzied, she gains a +6 bonus to Strength and, if she makes a full attack action, gains a single extra attack each round at her highest bonus.

(This latter effect is not cumulative with *haste* or other effects that grant additional attacks).

However, she also takes a -4 penalty to Armor Class and takes 2 points of nonlethal damage per round.

A frenzy lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier.

To end the frenzy before its duration expires, the character may attempt a DC 20 Will save once per round as a free action.

Success ends the frenzy immediately; failure means it continues.

The effects of frenzy stack with those from any rage ability the character may have.

At 1st level, the character can enter a frenzy once per day.

Thereafter, she gains one additional use per day of this ability for every two frenzied berserker levels she acquires (but she can't use the ability more than once in any encounter).

The character can enter a frenzy as a free action.

Even though this takes no time, she can do it only during her turn, not in response to another's action.

In addition, if she takes damage from an attack, spell, trap, or any other source, she automatically enters a frenzy at the start of her next action, as long as she still has at least one daily usage of the ability left.

To avoid entering a frenzy in response to a provoking effect, the character must make a successful Will save (DC 10 + points of damage taken since her last action) at the start of her next turn.

While frenzied, the character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Intimidate), the Concentration skill, or any abilities that require patience or concentration, nor can she cast spells, drink potions, activate magic items, or read scrolls.

She can use any feat she has except Combat Expertise, item creation feats, or metamagic feats.

She can use her special ability to inspire frenzy (see below) normally.

During a frenzy, the frenzied berserker must attack those she perceives as foes to the best of her ability.

Should she run out of enemies before her frenzy expires, her rampage continues.

She must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship, innocence, or health (the target's or her own).

When a frenzy ends, the frenzied berserker is fatigued (-2 penalty to Strength and Dexterity, unable to charge or run) for the duration of the encounter.

If the character is still under the effect of a rage ability, the fatigued condition does not apply until the rage ends—at which point the character is exhausted, not merely fatigued.

Diehard: A frenzied berserker gains Diehard as a bonus feat even if she does not meet the prerequisites.

Supreme Cleave: At 2nd level and higher, a frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat.

She is still limited to one such adjustment per round, so she cannot use this ability during a round in which she has already taken a 5-foot step.

Deathless Frenzy (Ex): At 4th level and higher, a frenzied berserker can scorn death and unconsciousness while in a frenzy.

As long as her frenzy continues, she is not treated as disabled at 0 hit points, nor is she treated as dying at -1 to -9 hit points.

Even if reduced to -10 hit points or less, she continues to fight normally until her frenzy ends.

At that point, the effects of her wounds apply normally if they have not been healed.

This ability does not prevent death from massive damage or from spell effects such as *slay living* or *disintegrate*.

Improved Power Attack: Beginning at 5th level, a frenzied berserker gains a +3 bonus on her melee damage rolls for every -2 penalty she takes on her melee attack rolls when using the Power Attack feat (or +3 for every -1 penalty if wielding a two-handed weapon other than a double weapon).

This benefit does not stack with the normal effects of Power Attack.

Inspire Frenzy (Su): Beginning at 6th level, a frenzied berserker can inspire frenzy in her allies while she herself is frenzied.

When she uses this ability, all willing allies within 10 feet of her gain the benefits and the disadvantages of frenzy as if they had that ability themselves.

The frenzy of affected allies lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier, regardless of whether they remain within 10 feet of her.

A frenzied berserker gains one additional use of this ability per day for every two additional frenzied berserker levels she acquires, though the ability is still usable only once per encounter.

Greater Frenzy (Ex): Starting at 8th level, the character's bonus to Strength during a frenzy becomes +10 instead of +6.

Supreme Power Attack: A 10th-level frenzied berserker gains a +2 bonus on her melee damage rolls for every -1 penalty she takes on her melee attack rolls when using the Power Attack feat (or +4 for every -1 penalty if wielding a two-handed weapon other than a double weapon).

This benefit does not stack with the effects of Power Attack or Improved Power Attack.

Tireless Frenzy: A 10th-level frenzied berserker no longer becomes fatigued after a frenzy, though she still takes the nonlethal damage for each round it lasts.

TABLE 2-11: THE FRENZIED BERSERKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Frenzy 1/day, Diehard
2nd	+2	+3	+0	+0	Supreme cleave
3rd	+3	+3	+1	+1	Frenzy 2/day
4th	+4	+4	+1	+1	Deathless frenzy
5th	+5	+4	+1	+1	Frenzy 3/day, improved power attack
6th	+6	+5	+2	+2	Inspire frenzy 1/day
7th	+7	+5	+2	+2	Frenzy 4/day
8th	+8	+6	+2	+2	Greater frenzy, inspire frenzy 2/day
9th	+9	+6	+3	+3	Frenzy 5/day
10th	+10	+7	+3	+3	Inspire frenzy 3/day, tireless frenzy, supreme power attack

GNOME GIANT-SLAYER

In every gnome community, only a select few individuals of extraordinary courage take up the mantle of giant-slayer. Relying on a combination of agility, combat prowess, and pure craftiness, the gnome giant-slayer is the bane of all creatures who use their size to terrorize the small or weak. The champion of those far-too-often trampled underfoot, the gnome giant-slayer stands far taller than his stature would suggest.

As the ultimate believers that "The bigger they are, the harder they fall", these doughty battlers actively seek out ogres, trolls, giants, and the like to slay.

Some also utilize their training to take on other immense opponents, such as umber hulks, monstrous vermin, and even dragons.

Most gnome giant-slayers are fighters or rangers, although some paladins and clerics also take up the path of giant slaying.

Rogues who favor looting the dens of ogres and the like also become giant-slayers.

Monks make excellent giant-slayers.

Arcane spellcasters rarely take up this class, since it largely depends on toe-to-toe interaction with immensely powerful creatures.

Gnome giant-slayer NPCs are often lauded as heroes or celebrities within gnome communities.

They might serve as captains of the guard, trainers, or in other positions of authority.

Some pass down their mantle from generation to generation, granting the bravest son or daughter a treasured nickname such as "Trollbane" or "Giant-Crasher".

Those who work for their own purposes might still enjoy some measure of popularity but prefer to remain aloof from political venues in favor of pursuing personal gain.

Of course, many look to adventure to prove their mettle; rare indeed is the gnome giant-slayer who hasn't bearded his share of trolls or fire giants in their very lairs.

Hit Die: d10.

REQUIREMENTS

To qualify to become a gnome giant-slayer, a character must fulfill all the following criteria.

Race: Gnome.

Base Attack Bonus: +5.

Skills: Escape Artist 3 ranks, Speak Language (Giant),

Tumble 3 ranks.

Feats: Dodge, Mobility, Spring Attack.

CLASS SKILLS

The gnome giant-slayer's class skills (and the key abilities for each) are Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Move Silently (Dex), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the gnome giant-slayer prestige class.

Weapon and Armor Proficiency: Gnome giant-slayers have proficiency with all simple and martial weapons, with light and medium armor, and with shields.

Favored Enemy (Giant) (Ex): A gnome giant-slayer gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against giants.

He gets the same bonus on weapon damage rolls against giants.

This benefit stacks with the ranger favored enemy class feature if giant is the ranger's favored enemy.

This bonus increases by an extra +2 for every three gnome giant-slayer levels beyond 1st.

Crafty Fighter (Ex): At 2nd level, a gnome giant-slayer gains a +4 dodge bonus to his Armor Class against giants, or a +2 dodge bonus against any other (nongiant) creature at least two size categories larger than himself.

This benefit is lost in any situation in which the gnome giant-slayer would lose his Dexterity bonus to Armor Class. He also loses this bonus in heavy armor.

Slippery (Ex): If a gnome giant-slayer of 3rd level or higher is grappled by a creature at least two size categories larger than himself, he can add his gnome giant-slayer level as a bonus on any checks (whether grapple checks or Escape Artist checks) made to escape grappling.

In addition, a gnome giant-slayer can move through an area occupied by a creature two size categories larger than he is.

This doesn't apply against creatures that completely fill their area, such as a gelatinous cube.

(Normally, a character can only move through an area occupied by another creature if it is at least three size categories larger than the character).

Close Shot (Ex): At 5th level and higher, a gnome giant-slayer does not provoke attacks of opportunity from giants for using a ranged weapon while threatened by them.

Fast Movement (Ex): At 6th level, a gnome giant-slayer's base land speed increases by 10 feet.

This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load.

Apply this bonus before modifying the giant-slayer's speed because of any load carried or armor worn.

Improved Mobility (Ex): At 8th level and higher, a gnome giant-slayer gains a +4 dodge bonus to his Armor Class when moving out of or within a giant's threatened area.

As with all dodge bonuses, this benefit stacks with the bonus granted by the Mobility feat.

Annoying Strike (Ex): Whenever a gnome giant-slayer of 9th level or higher damages a giant in melee, that giant is shaken for 1 round.

Defensive Roll (Ex): A 10th-level gnome giant-slayer can roll with a potentially lethal blow to take less damage from it than he otherwise would.

Once per day, when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow struck by a giant, not a spell or special ability), he can attempt to roll with the damage.

To use this ability, he makes a Reflex saving throw (DC = damage dealt; the gnome giant-slayer adds his class level as a bonus on this saving throw).

If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage.

He must be aware of the attack and able to react to it in order to execute his defensive roll—if he is denied his Dexterity bonus to AC, he can't use this ability.

Since this effect would not normally allow a character to make a Reflex save for half damage, the character's evasion or improved evasion ability (if applicable) does not apply to the defensive roll.

TABLE 2-12: THE GNOME GIANT-SLAYER

Base	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Favored enemy (giant) +2
2nd	+2	+3	+0	+0	Crafty fighter
3rd	+3	+3	+1	+1	Slippery
4th	+4	+4	+1	+1	Favored enemy (giant) +4
5th	+5	+4	+1	+1	Close shot
6th	+6	+5	+2	+2	Fast movement
7th	+7	+5	+2	+2	Favored enemy (giant) +6
8th	+8	+6	+2	+2	Improved mobility
9th	+9	+6	+3	+3	Annoying strike
10th	+10	+7	+3	+3	Favored enemy (giant) +8, defensive roll

HALFLING OUTRIDER

The seminomadic culture of the halfling race often results in sudden encounters with peril.

To safeguard themselves, many halfling communities turn to their outriders, elite champions whose task it is to warn their fellows of, and protect them from, danger.

The halfling outrider is naturally skilled in the arts of riding and scouting.

Most halfling outriders are fighters, rangers, druids, or rogues.

All classes, however, can benefit from the Armor Class bonus and defensive riding capabilities of the class.

NPC halfling outriders are usually found performing their duties in the field, or relaxing in their off-duty hours.

The presence of an outrider whether afield or at rest usually indicates that a halfling community cannot be far away.

However, some outriders feel the pull of adventure more strongly.

These individuals leave behind their hearths and homes for a life of excitement on the road.

Hit Die: d8.

REQUIREMENTS

To qualify to become a halfling outrider, a character must fulfill all the following criteria.

Race: Halfling.

Base Attack Bonus: +5.

Skills: Listen: 3 ranks, Ride 6 ranks, Spot 3 ranks.

Feats: Mounted Combat, Mounted Archery.

CLASS SKILLS

The halfling outrider's class skills (and the key ability for each skill) are Handle Animal (Cha), Listen (Wis), Ride (Dex), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the halfling outrider prestige class.

Weapon and Armor Proficiency: Halfling outriders gain no proficiency with any weapon or armor.

AC Bonus: A halfling outrider gains a dodge bonus to the character's Armor Class when she is mounted.

This benefit is lost in any situation in which the character would lose her Dexterity bonus to Armor Class.

Mount: A halfling outrider gains a mount appropriate to the resources of her halfling community.

Most halfling communities attempt to provide an outrider with a riding dog or a warpony.

A halfling outrider may, of course, choose to find and train or purchase a more exotic mount.

Standard tack and harness is also provided, though, again, the character may wish to purchase masterwork or magic gear.

Halfling outrider class levels stack with paladin, druid, and ranger levels for determining the characteristics of a paladin's mount or an animal companion.

Alertness: A halfling outrider gains Alertness as a bonus feat.

Ride Bonus: A halfling outrider gains a competence bonus equal to her class level on all Ride checks.

Defensive Riding (Ex): A halfling outrider of 2nd level or higher knows the tricks of defensive riding.

If she does nothing else while mounted (she cannot attack when riding defensively), she gains a +2 bonus on Reflex saves and a +4 dodge bonus to Armor Class.

In addition, her mount gains a +20 ft. bonus to its speed, a +2 bonus on all Will saves, and a +4 dodge bonus to its Armor Class.

Unbroken Charge (Ex): At 3rd level and higher, a mounted halfling outrider can charge through difficult terrain or squares occupied by friendly creatures by making a DC 15 Ride check.

Stand on Mount (Ex): At 4th level, a mounted halfling outrider becomes able to stand on her mount's back even during movement or combat, taking no penalties to actions while doing so, by making a DC 20 Ride check.

While standing on her mount's back, a halfling outrider does not take any penalty for using a ranged weapon while her mount is taking a double move or running (see the Mounted Archery feat description, page 98 of the *Player's Handbook*).

Leap from the Saddle (Ex): A halfling outrider of 5th level or higher can dismount and land adjacent to her mount as a free action by making a DC 20 Ride check.

If an opponent is in a square she threatens (after dismounting), she can make a melee attack against that opponent, taking a +2 bonus on the attack roll and a -2 penalty to Armor Class (just as if the character were making a charge).

This ability is usable only if the mount is moving no faster than twice its speed.

Evasion (Ex): At 7th level, a halfling outrider gains the evasion ability.

If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Evasion can be used only if the halfling outrider is wearing light armor or no armor.

A helpless halfling outrider (such as one who is unconscious or paralyzed) does not gain the benefit of the ability.

While the halfling outrider is mounted, she confers this ability to her mount as well, and the mount is able to use the halfling outrider's Reflex save bonus or its own, whichever is higher.

If the character already has the evasion ability, she gains improved evasion instead, and her mount still receives the benefit of evasion as described above.

Improved evasion works like evasion, except that while the character still takes no damage on a successful Reflex saving throw, she takes only half damage on a failed save.

Full Mounted Attack (Ex): At 8th level and higher, a halfling outrider may make a full attack when her mount moves more than 5 feet but no more than a single move action.

The character cannot combine this full attack with a charge action.

Quick Turn (Ex): A 10th-level halfling outrider can make a DC 25 Ride check as a free action to force her mount to execute one change of direction during while running or charging (though the mount must still move at least 10 feet in a straight line after the turn to execute a charge).

The turn may be up to 90 degrees, and the mount may make only one such turn per round.

If the Ride check fails, the mount moves an extra 10 feet in a straight line and then loses the rest of its actions on this turn.

TABLE 2-13: THE HALFLING OUTRIDER

Level	Base Attack Bonus	AC Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+2	+0	Mount, Alertness, Ride bonus
2nd	+2	+1	+0	+3	+0	Defensive riding
3rd	+3	+2	+1	+3	+1	Unbroken charge
4th	+4	+2	+1	+4	+1	Stand on mount
5th	+5	+3	+1	+4	+1	Leap from the saddle
6th	+6	+3	+2	+5	+2	—
7th	+7	+4	+2	+5	+2	Evasion
8th	+8	+4	+2	+6	+2	Full mounted attack
9th	+9	+5	+3	+6	+3	—
10th	+10	+5	+3	+7	+3	Quick turn

HULKING HURLER

Usually brutish and always incredibly strong, hulking hurlers belong to those races of generously proportioned creatures who enjoy nothing more than wrenching boulders, trees, or even buildings free of their earthly bonds and throwing them at their foes.

No one knows how this loose organization came into being, but there is no doubt that hulking hurlers make fearsome enemies.

Hulking hurlers usually come from the giant races, though a few members of other species learn the unusually focused skills of the organization.

Those few hulking hurlers who advance in other classes first almost always come from fighter or barbarian backgrounds.

NPC hulking hurlers sometimes serve as specialists in giant warbands, but they can also be found among smaller humanoids, serving the function of a sort of artillery unit.

Hit Die: d10.

REQUIREMENTS

To qualify to become a hulking hurler, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Feats: Point Blank Shot, Power Attack, Weapon Focus (any thrown weapon).

Special: Large size or larger.

CLASS SKILLS

The hulking hurler's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the hulking hurler.

Weapon and Armor Proficiency: Hulking hurlers gain no proficiency with any weapon or armor.

Catch Weapon (Ex): A hulking hurler gains the Snatch Arrows feat even if he does not meet the prerequisites. He may catch weapons of his size or smaller (and hurl them back at the attacker immediately if he chooses).

Really Throw Anything (Ex): A hulking hurler gains the Throw Anything feat (described in Chapter 3 of this book) as a bonus feat.

However, since a hulking hurler depends on brute strength more than skill, he can throw anything (not just weapons) he can lift as a light load.

If the item is an improvised weapon, he takes a –2 penalty on his attack roll instead of the normal –4.

Use the rules in Chapter 4 of this book to determine the amount of damage the thrown weapon does.

The range increment of a thrown weapon or improvised weapon wielded by a hulking hurler is 10 feet + 5 feet per size category the hulking hurler is beyond Large (this is a modification of the Throw Anything feat).

Two-Handed Hurl Trick (Ex): At 2nd level and again at 3rd level, a hulking hurler chooses one of the following tricks. In order to use any of these abilities, the hulking hurler must grip the weapon or improvised weapon in two hands and throw it as a full-round action.

Area Attack: The character makes an attack roll against a square the target creature occupies (AC 10) rather than the creature itself.

Any creature in the square must succeed on a Reflex save (DC 10 + the hulking hurler's ranged attack bonus) or take full damage.

This ability may only be used with a Huge or larger weapon.

Knockdown Blow: If the hulking hurler's attack hits and does damage to any creature of Medium or smaller size, the target is rendered prone.

Meteor Strike: As a full-round action, a hulking hurler deals extra damage equal to twice his Strength bonus on a successful hit with a thrown weapon.

Overburdened Heave: The hulking hurler can throw a weapon up to two sizes larger than his size category, or an item that weighs as much as his medium load (so a Large hulking hurler with a Strength score of 25 could heave a Gargantuan javelin or a rock weighing up to 533 pounds).

Ranged Power Attack: If the target is within 30 feet, the hulking hurler can use Power Attack with his thrown weapon.

TABLE 2–14: THE HULKING HURLER

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+0	+2	+0	Catch weapon, really throw anything
2nd	+2	+0	+3	+0	Two-handed hurl trick
3rd	+3	+1	+3	+1	Two-handed hurl trick

HUNTER OF THE DEAD

The hunter of the dead is the hated enemy of all undead. She spends each restless night tracking undead to their lairs and cleansing the land of their foul presence.

The hunter of the dead has many tools with which to fight such creatures.

Her skill with arms is the match of any fighter's, but, to aid her in the hunt, she also possesses spells and special abilities that draw upon her connection with positive energy.

Most hunters of the dead are clerics or paladins.

Fighters, rangers, monks, druids, and barbarians also make excellent hunters of the dead, while rogues and bards add their subterfuge skills to create a foe that the undead never see coming.

Sorcerers and wizards—especially those with a few levels of cleric or paladin—have many advantages when fighting

undead, so they should never be discounted as potential hunters of the dead.

As NPCs, hunters of the dead are quiet loners, driven to think of little but their cause.

They usually have some traumatic tale about what brought them to hate the undead, but few are willing to share it with those they meet as they wander from town to town. In places where spirits are particularly restless and the dead walk in numbers, hunters of the dead gather in secretive orders such as the House of Death to pool their strength and attack their foes together.

Hit Die: d8.

REQUIREMENTS

To qualify to become a hunter of the dead, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Base Attack Bonus: +5.

Skills: Knowledge (religion) 5 ranks.

Special: Able to turn undead.

Special: *Scar of Unlife:* The character must have lost one level or had an ability score point drained by an undead creature.

Even if the loss is later offset by magic, this is the scar of unlife that all hunters of the dead carry.

CLASS SKILLS

The hunter of the dead's class skills (and the key ability for each skill) are Concentration (Con), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Search (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the hunter of the dead prestige class.

Weapon and Armor Proficiency: Hunters of the dead gain no proficiency with any weapon or armor.

Spells: Beginning at 1st level, a hunter of the dead gains the ability to cast a number of divine spells.

To cast a spell, a hunter of the dead must have a Wisdom score of at least 10 + the spell's level, so a hunter of the dead with a Wisdom of 10 or lower cannot cast these spells.

Hunter of the dead bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the hunter of the dead's Wisdom bonus (if any).

When the hunter of the dead gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 1st-level hunter of the dead), she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

The hunter of the dead's spell list appears below; she has access to any spell on the list and can freely choose which to prepare.

A hunter of the dead prepares and casts spells just as a cleric does (though a hunter of the dead cannot lose a spell to cast a *cure* spell in its place).

Detect Undead (Sp): At will, a hunter of the dead can use *detect undead* as if casting the spell of the same name.

Smite Undead (Su): Once per day, a hunter of the dead of 2nd level or higher can attempt to smite undead with one normal melee attack.

She adds her Wisdom modifier (if positive) to her attack roll and deals 1 extra point of damage per level.

For example, an 8th-level hunter of the dead armed with a longsword would deal 1d8+8 points of damage, plus any

additional bonuses for Strength and magical effects that normally apply.

If a hunter of the dead accidentally smites a creature that is not undead, the smite has no effect but it is still used up for that day.

Note: A paladin/hunter of the dead can both smite evil and smite undead in the same day, potentially against the same target (if it's an evil undead).

Spurn Death's Touch (Ex): A hunter of the dead of 3rd level or higher applies her Wisdom modifier (if positive) as an additional bonus on all saving throws against effects and spells used by undead.

This bonus stacks with the Wisdom modifier already applied to Will saves.

True Death (Su): Undead slain by a hunter of the dead of 5th level or higher, either by melee attacks or spells, can never rise again as undead.

They are forever destroyed.

Extra Turning: At 6th level, a hunter of the dead receives Extra Turning as a bonus feat.

This benefit allows the hunter to turn undead four more times per day than normal.

It stacks with any turning ability the character has from another class.

Positive Energy Burst (Su): At the cost of two normal turning attempts, a hunter of the dead of at least 8th level can use a standard action to create a positive energy burst that deals 1d6 points of damage per class level to all undead creatures within 20 feet.

Undead are allowed a Reflex save (DC 10 + the hunter's class level + the hunter's Cha modifier) for half damage.

Sealed Life (Su): A 10th-level hunter of the dead cannot lose levels due to energy drain effects (although death still results in level loss, as do other level- or experience-draining effects).

HUNTER OF THE DEAD SPELL LIST

Hunters of the dead choose their spells from the following list:

1st Level: *magic stone, magic weapon, cure light wounds, hide from undead, remove fear.*

2nd Level: *bull's strength, cure moderate wounds, continual flame, darkvision, lesser restoration, remove paralysis.*

3rd Level: *cure serious wounds, daylight, halt undead, protection from elements, searing light, speak with dead.*

4th Level: *cure critical wounds, death ward, disrupting weapon, freedom of movement, restoration.*

TABLE 2-15: THE HUNTER OF THE DEAD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	— Spells per Day —			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	<i>Detect undead</i>	0	—	—	—
2nd	+2	+3	+0	+0	<i>Smite undead 1/day</i>	1	—	—	—
3rd	+3	+3	+1	+1	<i>Spurn death's touch</i>	1	0	—	—
4th	+4	+4	+1	+1	—	1	1	—	—
5th	+5	+4	+1	+1	<i>True death</i>	1	1	0	—
6th	+6	+5	+2	+2	<i>Extra Turning, Smite undead 2/day</i>	1	1	1	—
7th	+7	+5	+2	+2	—	2	1	1	0
8th	+8	+6	+2	+2	<i>Positive energy burst</i>	2	1	1	1
9th	+9	+6	+3	+3	—	2	2	1	1
10th	+10	+7	+3	+3	<i>Sealed life, Smite undead 3/day</i>	2	2	2	1

INVISIBLE BLADE

Who is this fool who dares to challenge you in the arena?

You brandish a greatsword, and he whips out a dagger.

You unsheathe your longsword, and he throws off his armor.

You advance menacingly, and he only smiles at you—a big, maniacal grin.

Is he mad?

Does he have a death wish?

No, he is an invisible blade, and you have made the classic mistake of underestimating his prowess.

As you fight, he seems almost relaxed, stepping lightly to the side, dodging your blows easily.

His eyes note your every move, as though taking mental notes about your style.

Then, in the split second when you lower your guard, he exploits your error, plunging his weapon into your heart.

Invisible blades are deadly fighters who prefer to use daggers and related weapons in combat.

Their training and techniques with these weapons make them just as lethal as any well-armed fighter.

Invisible blades enjoy cultivating misconceptions about the level of danger they present, and they relish any chance to

demonstrate that the most unimposing weapons can be the most lethal.

Thus, invisible blades are rarely impressed by how mighty their opponents appear.

An invisible blade specializes in fighting with the dagger, kukri, or punching dagger.

He is not penalized for using other weapons with which he is proficient, but every class ability he possesses is tied into using one of these three weapons.

The typical invisible blade was once a rogue, who chose this path because his sneak attack ability dovetailed nicely with the abilities of this prestige class.

Bards and monks are also good candidates, as are barbarians, fighters, and rangers who are willing to exchange their arsenals of weapons for a less cumbersome approach.

Clerics and druids seldom choose this class, perceiving its members as faithless, while paladins ironically view invisible blades as too self-absorbed.

Sorcerers and wizards rarely become invisible blades because they don't appreciate the class's lack of offensive options and tight focus on weapon use.

NPC invisible blades are silently egotistical gladiators who regard their fighting style as superior to all other martial philosophies.

They place enormous emphasis on making a single decisive strike, thereby hoping to end a bout in a single round. Most invisible blades pick up their skills in a guild. A few, however, learn from seasoned professionals who expect a potential gladiator to practice fanatically with the dagger until he can pass the required rite-of-passage combat (see Requirements, below).

Hit Die: d6.

REQUIREMENTS

To qualify to become an invisible blade, a character must fulfill all the following criteria.

Skills: Bluff 8 ranks, Sense Motive 6 ranks.

Feats: Far Shot, Point Blank Shot, Weapon Focus (dagger, kukri, or punching dagger).

Special: The candidate must defeat a worthy opponent in single combat using one or more daggers, kukris, or punching daggers in any combination as his only weapons.

CLASS SKILLS

The invisible blade's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Jump (Str), Hide (Dex), Innuendo (Cha), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the invisible blade prestige class.

Weapon and Armor Proficiency: Invisible blades gain no proficiency with any weapon or armor.

Dagger Sneak Attack (Ex): An invisible blade gains the sneak attack ability (see the description of the dark hunter, earlier in this chapter) if he does not already have it, but the extra damage applies only to sneak attacks made with a dagger, kukri, or punching dagger (the DM may allow other similar weapons).

When making a sneak attack with one of these weapons, he deals an extra 1d6 points of damage at 1st level, and this increases to 2d6 at 3rd level and to 3d6 at 5th level.

If he already has the sneak attack ability from a previous class, the applicable bonuses on damage rolls stack.

Unfettered Defense (Ex): An invisible blade benefits from an increased survival instinct during combat.

Because of this sixth sense, he adds 1 point of Intelligence bonus (if any) per invisible blade class level to his Armor Class in addition to any other modifiers he would normally receive.

If the invisible blade is caught flat-footed or is otherwise denied his Dexterity modifier to Armor Class, he also loses this bonus.

Unfettered defense functions only when an invisible blade is not wearing armor and is armed with one or more daggers, kukris, or punching daggers as his only weapons.

Bleeding Wound (Ex): An invisible blade of 2nd level or higher who makes a successful dagger sneak attack can choose to deal a bleeding wound, sacrificing 1d6 points of the extra damage from the dagger sneak attack.

Such an attack deals damage as normal in the round when the attack hits.

Thereafter, the wound caused by the invisible blade's dagger bleeds for 1 point of damage per round.

Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on).

The bleeding can only be stopped by a DC 15 Heal check or the application of any cure spell or other healing spell (*heal*, *healing circle*, and so on).

Creatures immune to sneak attack damage are immune to bleeding wounds as well.

Uncanny Feint (Ex): At 3rd level, an invisible blade gains the ability to feint in combat (see page 68 of the *Player's Handbook*) as a move action rather than a standard action. At 5th level, the character can feint in combat as a free action.

An invisible blade can use uncanny feint only when armed with a dagger, kukri, or punching dagger.

Feint Mastery (Ex): At 4th level, an invisible blade armed with a dagger, kukri, or punching dagger becomes so sure of his ability to mislead opponents that he can take 10 on all Bluff checks when feinting in combat (see page 68 of the *Player's Handbook*), even if stress and distractions would normally prevent him from doing so.

TABLE 2-16: THE INVISIBLE BLADE

	Base Attack	Fort	Ref	Will	Special
Level	Bonus	Save	Save	Save	
1st	+1	+0	+2	+0	Dagger sneak attack +1d6, unfettered defense
2nd	+2	+0	+3	+0	Bleeding wound
3rd	+3	+1	+3	+1	Dagger sneak attack +2d6, uncanny feint (move action)
4th	+4	+1	+4	+1	Feint mastery
5th	+5	+1	+4	+1	Dagger sneak attack +3d6, uncanny feint (free action)

JUSTICIAR

Where there are laws, there are those who defy them, and where citizens live in fear of these lawbreakers, brave souls hunt them down.

These are the justiciars.

They don't do it for money; they don't do it for glory.

They do it because it's a thankless job that needs to be done. It also happens to be a satisfying vocation to make a living by kicking the daylights out of a criminal who desperately deserves it.

Justiciars are generally solitary, relying on their own wits and skills.

They are fearless and single-minded in pursuit of their prey and ruthlessly effective in combat.

Innocence and alibi can be argued in front of a court, but pretty words don't change the facts of the case or absolve a criminal of guilt.

A justiciar is not necessarily judge, jury, or executioner; often he simply sees to it that those people get the chance to do their jobs.

When it is impractical to bring a miscreant to the hands of the law, or if the criminal resists, a justiciar doesn't hesitate to bring final justice to someone who deserves it.

Some evil justiciars prefer torturing their prisoners into confessing before turning them in.

When faced with a difficult challenge, justiciars may team up with each other or with a posse of other characters to hunt those wanted by the law.

The presence of one or more justiciars in a posse might come as a rude surprise to a group of individuals that have been robbing from the rich to give to the poor... Most justiciars begin as rangers. Some paladins also find being a justiciar in line with their ideology.

Fighters often find enough reward in killing; bringing people back alive is typically more effort than they consider worthwhile.

Conversely, many clerics are too forgiving to be justiciars; obvious exceptions include clerics of St. Cuthbert, as well as those of Hextor and certain other lawful evil deities. Rogues and bards, with their stealth-oriented skills, can be very effective in this class.

Even the occasional druid, sorcerer, or wizard (especially diviners) enters the field, wielding spells as their weapons instead of steel.

Hit Die: d10.

REQUIREMENTS

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

Alignment: Any lawful.

Base Attack Bonus: +6.

Skills: Gather Information 5 ranks, Search 5 ranks, Survival 5 ranks.

Feats: Skill Focus (Gather Information), Track.

CLASS SKILLS

The justiciar's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the justiciar prestige class.

Weapon and Armor Proficiency: Justiciars gain no proficiency with any weapon or armor.

Bring 'em Back Alive (Ex): Whenever a justiciar attacks with a melee weapon, he can deal nonlethal damage with the weapon instead of lethal damage with no penalty on the attack roll.

Normally, attempting to deal nonlethal damage with a weapon in this way incurs a -4 penalty on the attack roll.

Nonlethal Strike (Ex): A justiciar can make nonlethal strikes.

Any time the character uses the bring 'em back alive ability and his target would be denied her Dexterity bonus to Armor Class (whether she actually has a Dexterity bonus or not) or when the justiciar flanks the target, the justiciar's attack deals an extra 1d6 points of nonlethal damage. This extra damage increases to 2d6 at 4th level, 3d6 at 7th level, and 4d6 at 10th level.

Should the justiciar score a critical hit with a nonlethal strike, this extra damage is not multiplied.

A justiciar can use nonlethal strike only on a living creature with discernible anatomy—undead, constructs, oozes, plants, and incorporeal creatures are not subject to this extra damage.

Also, creatures immune to nonlethal damage are immune to nonlethal strike damage.

The justiciar cannot make a nonlethal strike against a creature with concealment.

Improved Grapple (Ex): At 2nd level, a justiciar receives Improved Grapple as a bonus feat even if he does not meet the prerequisites.

Crippling Strike (Ex): A justiciar of 2nd level or higher can make a nonlethal strike against an opponent with such precision that his blow weakens and hampers the opponent.

When a justiciar damages an opponent with a nonlethal strike, that character also takes 1 point of Strength damage.

Exotic Weapon Proficiency (Manacles): Intimately familiar with the capture of criminals, justiciars have learned to do more with a pair of manacles than restrain a lawbreaker.

A justiciar of 3rd level or higher can swing a pair of metal manacles in one hand as if they were a club without taking a penalty for using an improvised weapon.

Masterwork manacles can be wielded as if they were a masterwork light flail.

Street Savvy (Ex): A justiciar of 3rd level or higher gains a circumstance bonus on Gather Information checks he attempts while in pursuit of a criminal.

This bonus is initially +2 at 3rd level, and increases by an extra +2 every third level thereafter.

Hog-Tie (Ex): When a justiciar of 5th level or higher successfully pins an opponent while grappling, he can attempt to hog-tie the opponent (in addition to his other options; see If You're Pinning an Opponent on page 156 of the *Player's Handbook*).

A justiciar must have a rope, chain, or manacles in one hand to use this ability.

A justiciar can use this ability on an opponent of up to one size category larger than he is (for example, a halfling justiciar can attempt to hog-tie a Medium or smaller opponent).

He can use the ability only against humanoid-shaped creatures (thus, most humanoids, monstrous humanoids, outsiders, and giants would qualify).

An attempt to hog-tie is resolved with an opposed check.

The justiciar can make a Use Rope check instead of a normal grapple check, while the opponent makes either a grapple check or an Escape Artist check.

If the justiciar succeeds, the opponent is hog-tied.

If the opponent succeeds, the hogtie attempt fails and the grapple continues.

If a justiciar successfully hog-ties an opponent, that person is considered bound and helpless.

A bound opponent can attempt to escape by making an Escape Artist check opposed by the justiciar's Use Rope check (including his +10 bonus; see Bind a Character on page 86 of the *Player's Handbook*) or a Strength check (DC 23 for rope, DC 26 for chain or manacles, DC 28 for masterwork manacles) to break free.

Improved Hog-tie (Ex): A justiciar of 8th level or higher can make a hog-tie attempt without first pinning his opponent.

Whenever a grapple is established, the justiciar can use an attack action to make a hog-tie attempt.

Also, if the justiciar has the Quick Draw feat, he does not need to be holding the rope, chain, or manacles in his hand before making the attempt.

Intuition (Su): When hunting a specific person, a 10th-level justiciar can use a Survival check to determine in which

direction the culprit might be found if the criminal is within 1 mile of the justiciar (DC 15 + target's HD). A justiciar can use this ability to determine the direction of anyone he has previously faced in combat if he or she is within range.

The DM should make this check secretly for the justiciar, since the character should not know if he failed the check because of the die roll or because the target is too far away. A justiciar can make this check once per day for any single target.

Multiclass Note: A paladin who becomes a justiciar may continue advancing as a paladin.

TABLE 2-17: THE JUSTICIAR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Bring 'em back alive, nonlethal strike +1d6
2nd	+2	+0	+0	+3	Improved grapple, crippling strike
3rd	+3	+1	+1	+3	Exotic Weapon Proficiency (manacles), street savvy +2
4th	+4	+1	+1	+4	Nonlethal strike +2d6
5th	+5	+1	+1	+4	Hog-tie
6th	+6	+2	+2	+5	Street savvy +4
7th	+7	+2	+2	+5	Nonlethal strike +3d6
8th	+8	+2	+2	+6	Improved hog-tie
9th	+9	+3	+3	+6	Street savvy +6
10th	+10	+3	+3	+7	Intuition, nonlethal strike +4d6

KENSAI

The kensai masters body, mind, weapon, and will. He devotes his strength and his life to the service of a master or an ideal he accepts as greater than himself. Some kensai become masters in their own right, but even one who becomes an emperor sees himself as a servant of some higher power.

Most characters who become kensai aspire to the class from the beginning of their careers.

Often, other kensai or elite military organizations train likely young men and women in the principles of service, the arts of war, and the purity of mind and body necessary to become a kensai.

Even those who do not qualify at the end often become powerful adventurers.

A kensai can be a lone adventurer, serving an ideal or attempting to fulfill a lifetime goal.

Some kensai swear fealty to great lords and rise to become trusted bodyguards, warlords, or leaders in the lord's service.

Monks and paladins know the strenuous road a kensai must travel, and some tread that path.

Fighters value the might of the kensai, and some clerics have been known to join their ranks.

Few wizards or sorcerers achieve kensai status, and bards and barbarians find themselves particularly unsuited to service as a kensai.

While it might be thought that a rogue would make a poor kensai, such characters are not unheard of and can be deadly adversaries.

Hit Die: d10.

REQUIREMENTS

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

Alignment: Any lawful.

Base Attack Bonus: +5.

Skills: Concentration 5 ranks, Diplomacy 5 ranks, Ride 5 ranks.

Feats: Combat Expertise, Weapon Focus (any weapon).

Special: Must complete an oath of service (see sidebar) to either an overlord or an ideal.

CLASS SKILLS

The kensai's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (local and nobility) (Int), Ride (Dex), and Sense Motive (Wis).

CLASS FEATURES

All of the following are class features of the kensai prestige class.

Weapon and Armor Proficiency: Kensai gain no proficiency with any weapon or armor.

Signature Weapon (Su): The kensai chooses one of his weapons (it must be one for which he has the Weapon Focus feat) to become a signature weapon.

Most kensai choose either a sword or bow for this weapon, but even a kensai's natural weapons can be chosen.

If the weapon is a manufactured one, it must be of at least masterwork quality.

Upon qualifying for the class, a kensai gains the ability to establish a link with his signature weapon.

The character focuses part of his life energy on the weapon, making it more effective in his hands and his hands alone.

The process for imbuing a signature weapon with power is a simple one.

The character must find a quiet, safe spot to meditate (and pray, for those kensai who serve deities) for 24 hours.

At the end of this meditation, the kensai sacrifices a number of experience points, essentially shifting some of his life force into his signature weapon.

The signature weapon then becomes a magic weapon (if it wasn't already) and gains an enhancement bonus and/or special abilities.

His current class level limits the amount of enhancement a kensai can place into his signature weapon.

A kensai cannot create a signature weapon if doing so would cost enough experience points to reduce his character level.

SIGNATURE WEAPONS

Class Level	Weapon Bonus	Minimum XP Cost**
1st	+1	40
2nd	+2	160
3rd	+3	360
4th	+4	640
5th	+5	1,000
6th	+6*	1,440
7th	+7*	1,960
8th	+8*	2,560
9th	+9*	3,240
10th	+10*	4,000

* A weapon can't actually have an enhancement bonus higher than +5, but it can have special abilities that are the equivalent of additional bonuses. Use these lines on the table to determine the XP cost when special abilities are added to a signature weapon. *Example:* A 6th-level kensai who has a masterwork longsword can imbue it with the power to be a +5 keen longsword at a cost of 1,440 XP, since the keen special ability is equivalent to a +1 bonus.

** The XP cost presented here assumes that the weapon being imbued does not already have an enhancement bonus. If it does, the cost to imbue it with additional power is reduced. For instance, if a kensai has a +1 longsword and wants to imbue it with the power to be a +3 longsword, he may do so by paying the difference in XP cost between creating a +1 weapon and a +3 weapon (360 minus 40, or 320 XP).

Use the table on the previous page to determine XP costs and class level limits.

If the ritual is interrupted, it can be begun again at any time, but it must run for a full 24 hours for the signature weapon to be imbued.

The kensai pays the XP cost as soon as the ritual has been completed.

A kensai's signature weapon has a caster level equal to the character's class level + 10.

Imbuing Double Weapons: A double weapon may be imbued, but both ends of the weapon must be paid for and imbued separately.

Imbuing Natural Weapons: The process for imbuing a kensai's natural weapons (such as his fists) is the same as for a manufactured weapon, except all of the kensai's natural weapons of one type are imbued at 100% of the cost + 10% per natural weapon.

For example, a human kensai who has Weapon Focus (unarmed strike) may turn his fists into signature weapons for 120% of the XP cost.

A six-armed kensai with a bite and tail attack would have to choose between fists, bite, and tail and pay either 160% of the cost (for six fists) or 110% of the cost (for the single bite or tail).

A kensai who imbues a particular type of natural weapon must imbue all his natural weapons of that type (so a human kensai with two fists must imbue both fists).

It takes 24 hours for a kensai to imbue one type of natural weapon, regardless of how many actual weapons of that type he possesses.

Losing a Signature Weapon: If a kensai's signature weapon is lost or stolen, the character must strive to recover it by any means that do not violate his oath or alignment.

A kensai who knowingly abandons a signature weapon is treated as if he broke his oath of service (see the sidebar).

A kensai who abandons a signature weapon and atones for the deed can begin to create a new signature weapon.

If someone destroys a kensai's signature weapon, only the kensai can repair it.

If enough is left of the weapon to salvage (the shattered shards of a sword, for example), the kensai can reforge the weapon as if he were using the Craft (weaponsmithing) skill to make a masterwork weapon.

If he takes the reformed weapon and then meditates for 24 hours, he may pay the appropriate XP cost to restore his weapon to full strength.

Should nothing remain of the weapon, the kensai must begin anew with a weapon that has never before been imbued.

The character, however, has not failed in his oath—the destruction of a kensai's weapon in service of his oath is not shameful, and other kensai are likely to show even more respect to a comrade whose weapon is destroyed in oath-bound service.

Losing Natural Weapons: If a kensai loses his natural weapons (such as his fists), he may have them regrown by using *regeneration* or a similar spell.

In this singular case, the kensai does not need to spend any more XP or time to reimbue his signature weapon with power.

The link is direct enough that no extra effort is necessary.

Power Surge (Ex): At 2nd level, a kensai gains the ability to make a DC 15 Concentration check as a move action to focus his energy and spirit.

If he succeeds, he gains +8 to his Strength for a number of rounds equal to one-half his class level.

Each time after the first that a kensai successfully uses this ability in a single 24-hour period, the check DC increases by 5.

Ki Projection: At 4th level and higher, a kensai adds one-half his class level (round down) to any Bluff, Diplomacy, Gather Information, or Intimidate checks he makes.

At 8th level and higher, the kensai adds his full class level to such checks.

A target that realizes it has been fooled by a kensai's successful Bluff check gains a +10 bonus on any check or saving throw involving the kensai's use of Bluff, Diplomacy, Gather Information, or Intimidate against that target in the future.

The kensai can regain the creature's trust by changing its attitude from unfriendly to friendly (see *Influencing NPC Attitudes*, page 72 of the *Player's Handbook*).

Withstand (Ex): When a kensai of 5th level or higher is forced to make a Reflex save to avoid damage from an area effect spell (such as a *fireball*), he can make a Concentration check instead of a Reflex save to resist taking full damage.

If a kensai has the evasion or improved evasion ability, those benefits apply on this Concentration check as well.

Instill (Ex): Once per day, a kensai of 8th level or higher may take a full-round action to make a Concentration check (DC 10 + target's HD or character level) to impart some of his own ability into a willing ally he can touch.

The kensai then transfers some of his power to the ally: He subtracts up to 1 point per class level from his base attack bonus and/or any or all of his base save bonuses and transfers the same amount to the recipient.

The kensai regains the instilled power 1 hour later, when it transfers back out of the ally.

If the ally dies before the instilled power is transferred back, the kensai must make a Fortitude save (DC 5 + target's HD or character level) or die as well.

If he succeeds, he immediately gets his instilled powers back.

Ki Warlord: When a kensai attains 10th level, he gains great notoriety and becomes known as a ki warlord.

Other kensai of the same alignment revere the ki warlord, and even those of differing alignments treat him with some measure of respect.

If the ki warlord has an NPC master, this master likely assigns the ki warlord more responsibility and authority within his domain (perhaps giving him a castle, monastery, or military school).

If the ki warlord serves a deity, that deity may take a personal interest in giving the ki warlord more responsibility, perhaps actually contacting the ki warlord directly or through intermediaries and making the deity's wishes known.

In addition to this added responsibility, a ki warlord gains some tangible benefits.

He has the right to petition other (lower-level) members of the prestige class for assistance on adventures or in the fulfillment of his oath.

As long as a ki warlord's requests do not violate the other members' own oaths of service or alignment, lower-level kensai have a responsibility to assist a ki warlord in any

reasonable manner—such as providing food and shelter, access to minor resources, and other things another character might have to barter for.

Ki warlords inspire those around them.

When fighting within 30 feet of a ki warlord, allies gain a +1 morale bonus on Will saves, Concentration checks, and attack rolls.

Lawful allies gain a +2 morale bonus on these checks.

Multiclass Note: A samurai, paladin, or monk who becomes a kensai may continue advancing in his original class.

TABLE 2–18: THE KENSAI

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+0	+2	Signature weapon
2nd	+1	+0	+0	+3	Power surge
3rd	+2	+1	+1	+3	—
4th	+3	+1	+1	+4	Ki projection
5th	+3	+1	+1	+4	Withstand
6th	+4	+2	+2	+5	—
7th	+5	+2	+2	+5	Ki projection
8th	+6	+2	+2	+6	Instill
9th	+6	+3	+3	+6	—
10th	+7	+3	+3	+7	Ki warlord

OATH OF SERVICE

A kensai's oath of service must be sworn in front of witnesses and must be upheld for the kensai to continue advancing in levels. Typical oaths include swearing service to a powerful lord of the kensai's alignment, to an organization with the same alignment and goals of the kensai, to the kensai's deity, or even to an ideal or principle the kensai upholds.

These oaths are not trivial, and prospective kensai who attempt to enter the prestige class with broad oaths or ones deliberately easy to fulfill find themselves spurned and cannot join the class at all, even if they meet the other requirements.

A kensai who breaks his oath, for whatever reason, loses access to his kensai special abilities and must receive an *atonement* spell from a cleric or druid of his alignment to get them back and to continue advancing in the kensai class. A kensai must also strictly adhere to his alignment. A kensai who intentionally and seriously violates his alignment also breaks faith and endures the same negative effects.

This dual requirement can pose a serious conundrum at times. If a lawful good kensai swears service to a lord who then orders the kensai to perform an evil act, the kensai is caught between his oath and his alignment. He must violate one to fulfill the other, and either way he needs to atone. If the kensai chooses his alignment, he can break his oath, gain *atonement*, and swear

a new oath (often one relating to "correcting" his former lord). He can then advance as a kensai again. If the kensai chooses his lord, he changes alignment and must gain *atonement* from, in this case, an evil cleric.

A kensai who changes his alignment from lawful loses his kensai abilities and cannot advance further in this class until he gains *atonement* and switches his alignment back to lawful.

Fulfillment of the Oath of Service: If a kensai fulfills an oath of service, or if the terms of the oath no longer apply (for example, if a kensai swears service to a king who then dies of old age, or if a kensai swears to defeat an enemy power and then in the course of adventuring defeats it), the kensai must reflect and then swear a new oath. In general, a kensai can be "between oaths" for no more than one week per class level. A kensai who does not swear a new oath before the grace period expires is treated as if he broke his oath of service.

DM Note: The idea of the oath of service does not exist to punish a player who chooses to roleplay a kensai, but to challenge that player. The kensai is a powerful prestige class, and the oath of service is one of the costs that goes along with it. You should work with the player to come up with an oath that fits into your campaign—one that provides the player with roleplaying opportunities and you with a hook you can use to motivate the entire party.

KNIGHT OF THE CHALICE

A knight of the Chalice is a member of an elite knightly organization devoted to fighting demons and other evil outsiders.

Motivated by a pious hatred of these creatures that embody the principles of evil and routinely invade the Material Plane, knights of the Chalice learn tactics and gain special abilities to help them in their crusade.

A character who qualifies for entrance into the Order of the Chalice is typically a paladin/ranger or a cleric/ranger.

Characters with minimal levels as a ranger/cleric or ranger/paladin can qualify even if they have more levels in other classes—rogue, fighter, and even wizard or sorcerer.

Wizards and sorcerers are rarely drawn to the order's crusade, and cannot qualify as knights until reaching high levels.

Few monks or bards have enough dedication to exterminating demons to take up this class.

Knights of the Chalice are often lone crusaders, maintaining only loose connections to their order.

NPC knights sometimes gather adventuring bands around themselves for combat support.

A knight of the Chalice could become a temporary ally of a group of adventurers while the party is engaged in a campaign against a demon.

Hit Die: d10.

REQUIREMENTS

To qualify to become a knight of the Chalice, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Attack Bonus: +8.

Skills: Knowledge (the planes) 5 ranks, Knowledge (religion) 10 ranks.

Spells: Able to cast divine spells, including protection from evil.

CLASS SKILLS

The knight of the Chalice's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the knight of the Chalice prestige class.

Weapon and Armor Proficiency: Knights of the Chalice gain no proficiency with any weapon or armor.

Spells: Beginning at 1st level, a knight of the Chalice gains the ability to cast a number of divine spells.

To cast a spell, a knight of the Chalice must have a Wisdom score of at least 10 + the spell's level, so a knight with a Wisdom of 10 or lower can not cast these spells.

Knight of the Chalice bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the knight's Wisdom modifier.

When the knight gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 1st-level knight), she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

The knight of the Chalice's spell list appears below; he has access to any spell on the list and can freely choose which to prepare.

A knight of the Chalice prepares and casts spells just as a cleric does (though a knight cannot lose a spell to cast a cure spell in its place).

Fiendslaying (Ex): Knights of the Chalice gain a number of special benefits in combat with evil outsiders.

A 1st-level knight of the Chalice gets a +1 competence bonus on attack rolls against evil outsiders.

On a successful attack, she deals an extra 1d6 points of damage due to her expertise in combating these creatures. These bonuses increase as the knight advances in level, as shown on Table 2–19.

A 1st-level knight of the Chalice's +1 competence bonus also applies to Intimidate, Listen, Sense Motive, and Spot checks when she uses these skills against evil outsiders. She gets the same bonus on Will saving throws against attacks from evil outsiders, and on opposed ability checks she makes against evil outsiders.

These bonuses all stack with the knight's favored enemy bonus (if any).

Censure Demons (Su): Knights of the Chalice can censure demons, much as clerics turn undead.

Rather than channeling positive energy, a knight of the Chalice channels energy from the celestial planes of lawful good.

When a knight of the Chalice uses this ability, any demon within 30 feet must succeed on a Will save (DC 10 + the knight of the Chalice's class level + the knight of the Chalice's Cha modifier) or be censured.

A censured demon whose Hit Dice are equal to or greater than twice the knight's class level is stunned by the knight's holy power for 1 round.

If a censured demon has fewer Hit Dice than twice the knight's class level, it is stunned and must succeed on a second Will save (same DC) or be sent back to its home plane as if it had been the subject of a *dismissal* spell. Only one demon may be dismissed in this way by any single censure; demons attempt; if more than one demon is required to make this second Will save, check for the demon with the lowest HD first.

A knight may attempt to censure demons once per day for every two class levels she possesses.

Courage of Heaven (Su): A knight of the Chalice of 2nd level or higher is immune to fear effects cast or created by evil outsiders.

At 5th level and higher, a knight of the Chalice is also immune to enchantment spells and effects cast or created by evil outsiders, including charms and suggestions.

At 8th level and higher, these immunities extend to all allies within 20 feet of the knight of the Chalice.

Consecrated Casting (Ex): When a knight reaches 4th level, spells cast by the character on evil outsiders become more difficult to resist.

When the knight casts a spell that targets an evil outsider, add +2 to the knight's caster level check to overcome the target's spell resistance and +2 to the DC of any saving throw the spell allows.

Holy Aura (Su): A 10th-level knight of the Chalice has the ability to create a *holy aura* once per day that affects herself only.

The aura's effect is as the spell cast by a 10th-level cleric, but it wards the knight against the attacks, spells, and mental influence of evil outsiders only, and only evil outsiders can be blinded if they strike the knight.

Multiclass Note: A paladin who becomes a knight of the Chalice may continue advancing as a paladin.

KNIGHT OF THE CHALICE SPELL LIST

Knights of the Chalice choose their spells from the following list.

1st Level: *bless water*, *bless weapon*, *detect chaos*, *detect evil*, *divine favor*, *doom*, *endure elements*, *magic weapon*, *protection from evil*, *remove fear*, *summon monster I*.

2nd Level: *aid*, *align weapon*, *bull's strength*, *consecrate*, *endurance*, *resist elements*, *sound burst*, *spiritual weapon*, *summon monster II*, *undetectable alignment*.

3rd Level: *dispel magic*, *invisibility purge*, *magic circle against evil*, *magic vestment*, *prayer*, *protection from elements*, *searing light*, *shout*, *summon monster III*.

4th Level: *dimensional anchor*, *discern lies*, *dismissal*, *dispel evil*, *holy smite*, *greater magic weapon*, *lesser aspect of the deity*, *lesser planar ally*.

TABLE 2-19: THE KNIGHT OF THE CHALICE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	— Spells per Day —			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Fiendslaying +1/+1d6	0	—	—	—
2nd	+2	+3	+0	+0	Censure demons, courage of heaven (fear)	1	—	—	—
3rd	+3	+3	+1	+1	Fiendslaying +2/+2d6	1	0	—	—
4th	+4	+4	+1	+1	Consecrated casting	1	1	—	—
5th	+5	+4	+1	+1	Courage of heaven (enchantment)	1	1	0	—
6th	+6	+5	+2	+2	Fiendslaying +3/+3d6	1	1	1	—
7th	+7	+5	+2	+2	—	2	1	1	0
8th	+8	+6	+2	+2	Courage of heaven (radius)	2	1	1	1
9th	+9	+6	+3	+3	Fiendslaying +4/+4d6	2	2	1	1
10th	+10	+7	+3	+3	Holy aura 1/day	2	2	2	1

KNIGHT PROTECTOR

The few, the proud, the knight protectors are martial characters dedicated to restoring the ideals of knightly chivalry before they fade forever.

The protectors see moral decay everywhere they look in the world around them, brought on by a lapse in ethical behavior.

Like paladins, knight protectors adhere to a rigid code of behavior that embraces such values as honor, honesty, chivalry, and courage.

Unlike paladins, the first duty of knight protectors is to this code and the ideals for which it stands, rather than to a deity or a holy order.

A protector is expected to display these ideals in all aspects of his behavior and throughout all his actions and deeds, however arduous they may be.

Many knight protectors come from backgrounds of honor and loyalty, such as other orders of chivalry or the service of a powerful master.

Paladins and ex-paladins are the most common knight protectors, and clerics of lawful deities (such as St. Cuthbert or Heironeous) as well as fighters seeking a higher ideal often find much to appreciate in the knight protector's code of conduct.

Members of most other classes, particularly spellcasters, lack either the interest or the dedication to pursue this path.

NPC knight protectors are often found wandering alone, looking for worthy people to protect or idealistic lords to serve.

What little bond or organization exists between knight protectors is extremely strong—whether a knight protector was once a baron, a lowly liegeman, or a samurai, each feels a kinship to his compatriots and a longing for better days.

Hit Die: d10.

REQUIREMENTS

To qualify to become a knight protector, a character must fulfill all the following criteria.

Alignment: Lawful neutral or lawful good.

Base Attack Bonus: +5.

Skills: Diplomacy 6 ranks, Knowledge (nobility and royalty) 4 ranks, Ride 6 ranks.

Feats: Armor Proficiency (heavy), Cleave, Great Cleave, Mounted Combat, Power Attack.

CLASS SKILLS

The knight protector's class skills (and the key ability for each skill) are Diplomacy (Cha), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Ride (Dex), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the knight protector prestige class.

Weapon and Armor Proficiency: Knight protectors gain proficiency with tower shields.

Defensive Stance (Ex): At the start of any turn when a knight protector is within 5 feet of an ally who has fewer Hit Dice than he does, the knight protector can transfer up to 2 points of Armor Class to the ally (making his own Armor Class worse by the same number).

The maximum number of points he can transfer increases by 1 for every three levels beyond 1st.

Shining Beacon (Su): A knight protector is the physical and spiritual embodiment of high ideals.

All his allies gain a +4 morale bonus on saves against fear effects when they stand within 10 feet of the character.

If the knight protector is paralyzed, unconscious, or otherwise rendered helpless, his allies lose this bonus.

Best Effort (Ex): The daunting nature of the knight protector's goals often requires special focus of effort.

Beginning at 2nd level, a knight protector gains a bonus on any one skill check he makes, once per day.

The character must declare that he is using this ability before he makes the skill check.

This bonus increases by 1 for every three levels beyond 2nd.

Iron Will (Ex): At 2nd level, a knight protector gains Iron Will as a bonus feat.

Supreme Cleave (Ex): Beginning at 3rd level, a knight protector can take a 5-foot step between attacks when using the Cleave or Great Cleave feat.

No Mercy (Ex): At 6th level, a knight protector gains the ability to make one extra attack of opportunity per round (as if he had the Combat Reflexes feat and a Dexterity modifier of +1).

At 9th level and higher, the character can make as many as two extra attacks of opportunity per round.

This benefit stacks with the benefit of the Combat Reflexes feat.

Retributive Attack (Su): If an ally of a 10th-level knight protector is rendered helpless or unconscious, the character can make a retributive attack against the creature that felled his ally.

When making a retributive attack, the knight protector adds his Charisma bonus (if any) to his attack roll and deals an extra 10 points of damage on a successful hit.

A knight protector can make a number of retributive attacks per day equal to his Charisma bonus (minimum one), but never more than one per round.

He may make more than one retributive attack against the same foe.

Multiclass Note: A paladin or samurai who becomes a knight protector may continue advancing in his original class.

EX-KNIGHT PROTECTORS

A knight protector who willingly and knowingly violates the code for no adequate reason loses all supernatural class features of the prestige class and may no longer advance in levels as a knight protector.

THE CODE OF THE KNIGHT PROTECTOR

A knight protector must be of lawful neutral or lawful good alignment, and must adhere to the order's code of conduct.

Support: The order supports its own. A knight protector can expect to receive room and board, as well as a mount with appropriate gear, from the order for as long as he remains in its ranks and adheres to the Code.

MASTER OF THE UNSEEN HAND

Masters of the unseen hand delight in crushing their foes with invisible force, flinging massive objects into the sky, and disarming enemies with a single thought. Their mastery of the craft of telekinesis makes masters of the unseen hand potent and versatile combatants. Originally a cabal of sorcerers who learned to push the limits of their telekinesis, the masters of the unseen hand are now a loose-knit group that includes outsiders and other creatures with the ability to use telekinesis. Sorcerers are the most likely characters to become masters of the unseen hand, and some wizards take a level or two in the class as well.

A significant minority of the order are creatures with the innate ability to use telekinesis, such as githyanki, ghosts, beholders, and even the occasional demon.

Because their abilities are suited to warfare, masters of the unseen hand are often found in the thick of the fighting, disarming opponents with telekinesis and using it to hurl them to the ground—or even high into the sky.

Some hire themselves out as mercenaries, attaching themselves to a group of mid-level fighters who want to catch their foes by surprise.

Hit Die: d4.

REQUIREMENTS

To qualify to become a master of the unseen hand, a character must fulfill all the following criteria.

Skills: Concentration 8 ranks.

Spells: Able to cast the *telekinesis* spell, or access to telekinesis as a spell-like or supernatural ability.

CLASS SKILLS

The master of the unseen hand's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

TABLE 2-20: THE KNIGHT PROTECTOR

	Base Attack	Fort	Ref	Will	Special
Level	Bonus	Save	Save	Save	
1st	+1	+0	+0	+2	Defensive stance +2, shining beacon
2nd	+2	+0	+0	+3	Best effort +2, Iron Will
3rd	+3	+1	+1	+3	Supreme cleave
4th	+4	+1	+1	+4	Defensive stance +3
5th	+5	+1	+1	+4	Best effort +3
6th	+6	+2	+2	+5	No mercy 1
7th	+7	+2	+2	+5	Defensive stance +4
8th	+8	+2	+2	+6	Best effort +4
9th	+9	+3	+3	+6	No mercy 2
10th	+10	+3	+3	+7	Defensive stance +5, retributive attack

The Code:

Courage and enterprise in obedience to the order.

Defense of any mission unto death.

Respect for all peers and equals; courtesy to all lessers.

Combat is glory; battle is the true test of self-worth; war is the flowering of the chivalric ideal.

Personal glory above all in battle.

Death before dishonor.

All of the following are class features of the master of the unseen hand prestige class.

Weapon and Armor Proficiency: Masters of the unseen hand gain no proficiency with any weapon or armor.

Improved Caster Level (Ex): At 1st level, a master of the unseen hand begins his relentless focus on the power of telekinesis.

He adds his levels in master of the unseen hand to his caster level (whether from actual spellcasting levels or determined by the spell-like ability) when using his telekinesis ability.

For example, a 10th-level sorcerer/3rd-level master of the unseen hand casts *telekinesis* as a 13th-level caster, and a blue slaad who is a 2nd-level master of the unseen hand would use its *telekinesis* spell-like ability as a 10th-level caster.

Versatile Telekinesis (Ex): A master of the unseen hand learns to combine the three versions of the *telekinesis* spell or ability, switching from one to another as he likes.

For instance, he can use sustained force for 2 rounds, then switch to combat maneuver, then return to using sustained force.

The spell or spell-like ability ends after the first use of the violent thrust version, however, or if the master of the unseen hand is unable to maintain concentration.

Telekinetic Wielder (Ex): A master of the unseen hand develops the ability to wield weapons with his telekinetic power.

By maintaining concentration on the combat maneuver version of *telekinesis*, a master of the unseen hand of 2nd level or higher can make a single attack with an unattended weapon or one he is holding, moving the weapon up to 20 feet before the attack.

Resolve the attack as normal, except that the weapon's movement doesn't provoke attacks of opportunity.

The master of the unseen hand's base attack bonus on this attempt is equal to his caster level plus his Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer or a creature with the *telekinesis* supernatural or spell-like ability).

Any weapon-related feats the master of the unseen hand has (such as Weapon Focus and Power Attack) do not apply when he's telekinetically wielding a weapon.

The weapon wielded can be one the master of the unseen hand took from a foe on a successful disarm attempt.

Sustained Concentration (Ex): At 2nd level, a master of the unseen hand becomes adept at moving and fighting while maintaining his telekinesis ability.

It only takes a move action, not a standard action, to use the sustained force version of *telekinesis* (or simply to maintain concentration so the ability doesn't end).

The master of the unseen hand can even cast another spell while maintaining concentration on telekinesis, but doing so requires a successful Concentration check as if the caster were distracted by a nondamaging spell (Concentration check DC equal to the save DC of telekinesis).

It still takes a standard action to use the combat maneuver or violent thrust versions of the ability, however.

Full Attack Telekinesis (Ex): At 3rd level, a master of the unseen hand is as skilled in telekinetic combat as a fighter is with melee combat.

When using the combat maneuver version of *telekinesis* or wielding a weapon telekinetically, the master of the unseen hand can make a full attack, potentially attacking, bull rushing, disarming, grappling, or tripping more than once per round.

Just as with nontelekinetic attacks, the master of the unseen hand gains an additional attack for every 5 points of base attack bonus above +1 (using caster level for base attack bonus as described in the *telekinesis* spell description).

Improved Violent Thrust (Ex): At 4th level, a master of the unseen hand's violent thrust version of *telekinesis* becomes more effective.

He uses his caster level in place of his base attack bonus when making the attack roll, and he uses his Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer or a creature with the *telekinesis* supernatural or spell-like ability) as a bonus on damage rolls if he hurls weapons at the target.

Finally, using a violent thrust no longer ends the telekinesis effect, but the master of the unseen hand can't make another violent thrust for 1d4 rounds.

Telekinetic Flight (Ex): A master of the unseen hand of 4th level or higher can use the sustained force version of *telekinesis* to lift himself and willing creatures into the air. With a move action, the master of the unseen hand can move 20 feet with perfect maneuverability and can move willing creatures as well.

The master of the unseen hand doesn't have to move all the creatures he's lifting in the same direction, but any lifted creatures plummet to the ground if they move more than 40 feet from the master of the unseen hand.

The master of the unseen hand can lift one Medium or smaller creature (carrying up to its maximum load) per three caster levels.

A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth.

Unlike the form of flight granted by the *fly* spell, telekinetic flight ends immediately and abruptly if disrupted by dispel magic or a lapse in the master of the unseen hand's concentration.

Without *telekinesis* to support them, creatures fall to the ground immediately, taking 1d6 points of damage per 10 feet fallen (maximum 20d6).

Fling Skyward (Ex): Rather than hurling a creature toward another target, a 5th-level master of the unseen hand can use the violent thrust version of *telekinesis* to hurl a creature straight up.

A target is allowed a Will save (and spell resistance) to negate the effect.

The master of the unseen hand can lift a creature into the air a maximum distance of 10 feet per caster level.

At the beginning of the character's next action, the creature falls to the ground, taking 1d6 points of damage per 10 feet fallen.

Unlike other times when a master of the unseen hand uses the violent thrust version of *telekinesis*, flinging a foe skyward immediately ends the telekinesis effect.

TABLE 2-22: THE MASTER OF THE UNSEEN HAND

	Base Attack	Fort	Ref	Will	Special
Level	Bonus	Save	Save	Save	
1st	+1	+0	+0	+2	Improved caster level, versatile telekinesis
2nd	+2	+0	+0	+3	Telekinetic wielder, sustained concentration
3rd	+3	+1	+1	+3	Full attack telekinesis
4th	+4	+1	+1	+4	Improved violent thrust, telekinetic flight
5th	+5	+1	+1	+4	Fling skyward

MASTER THROWER

"Only a master thrower would invent a new style of fighting that involves cleverly disarming herself".

That's how many more traditional weapon masters think of master throwers.

Indeed, many master throwers see those who dabble in thrown weapons the same way.

If a character tosses away a hand axe, javelin, or dagger, he may end up facing his foe with bare hands.

Unless one is a monk, one should avoid that situation at all reasonable costs.

Master throwers depend on quick reflexes, good planning, and, of course, deadly aim to survive in a world that values brute strength over clever tactics.

Members of this prestige class establish a camaraderie that often overshadows alignment or cultural differences.

This camaraderie won't prevent two master throwers from fighting each other if the need arises, but it does give those individuals an incentive to find peaceful—or at least nonlethal—ways of settling their differences.

Some orders have developed sigils or small signs they can use to identify their members.

Common sigils include a hand gripping a dagger by its point, or a whirling handaxe on a field of blue.

Many master throwers make phantom throwing motions with their hands as they enter combat, watching their opponents to see if they return the sign.

NPC master throwers like to frequent cities and towns where they can demonstrate their abilities for others and pick up new tricks or pointers from specialists with different weapons.

Since such demonstrations can be made against nonliving targets or in sport hunting, master throwers are often welcomed at fairs and celebrations, where they use their abilities to entertain.

Some master throwers find service in the city guard or as personal protectors of the very rich.

Hit Die: d8.

REQUIREMENTS

To qualify to become a master thrower, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Sleight of Hand 4 ranks.

Feats: Point Blank Shot, Precise Shot, Weapon Focus (any thrown weapon).

CLASS SKILLS

The master thrower's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Jump (Str), Perform (Cha), Profession (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the master thrower prestige class.

Weapon and Armor Proficiency: Master throwers gain no proficiency with any weapon or armor.

Quick Draw: At 1st level, a master thrower gains the Quick Draw feat.

Thrown Weapon Trick (Ex): At 1st level and every two levels thereafter, a master thrower chooses one of the following thrown weapon tricks.

Once chosen, the trick is a permanent part of the master thrower's repertoire and may not be exchanged.

A master thrower cannot choose the same trick more than once.

Each trick may only be used with a thrown weapon for which the character has taken Weapon Focus.

Deadeye Shot: The critical multiplier for any specific type of thrown weapon increases by one (for example, a hand axe has a critical multiplier of $\times 4$ instead of $\times 3$) when this ability is used.

The benefit of this ability does not stack with any other effect that increases critical multipliers.

Defensive Throw: If a master thrower with this ability succeeds on a Concentration check (DC 10 + number of threatening foes) before attempting to attack with a thrown weapon while in a threatened square, her thrown weapon attacks don't provoke attacks of opportunity for 1 round. If the check fails, her opponents get attacks of opportunity as normal when she makes her attacks.

Doubletoss: A master thrower with this ability may, as a standard action, throw two weapons at one or two targets within 30 feet.

The character may apply her full Strength bonus to each weapon (instead of one-half her Strength bonus for the off-hand weapon).

The normal penalties for fighting with two weapons apply (see page 160 of the *Player's Handbook*).

Palm Throw: When using little thrown weapons (darts, shuriken, and daggers; the DM may allow other weapons), a master thrower with this ability may throw two of each weapon with a single attack roll.

Damage for each weapon is resolved separately, but the master thrower does not apply her Strength bonus to either damage roll.

Sneaky Shot: Just before making a ranged attack, a master thrower with this ability can use a move action to make a Sleight of Hand check opposed by her target's Spot check. If she wins the opposed check, her opponent is denied his Dexterity bonus to Armor Class against the attack.

Trip Shot: A master thrower with this ability may use a thrown weapon to make a trip attempt against an opponent farther than 5 feet away.

The character makes a normal attack against the opponent with a thrown weapon.

If the attack succeeds, in addition to doing damage as normal, the master thrower makes a Dexterity check with a +4 bonus opposed by the opponent's Dexterity check or Strength check (whichever ability score has the higher modifier).

Other modifiers may apply on this opposed check (see page 158 of the *Player's Handbook*).

If the master thrower wins the opposed check, the opponent is tripped.

The benefit of this ability does not stack with the benefit of the Improved Trip feat.

Tumbling Toss: When wearing light, medium, or no armor, a master thrower with this ability can hurl a single thrown weapon at any point during a tumbling attempt as a standard action.

If the result of her Tumble check is 25 or higher, the master thrower does not provoke an attack of opportunity for making this attack regardless of how many opponents threaten her.

Two with One Blow: If a master thrower with this ability uses a thrown weapon to attack two opponents adjacent to each other, she may take a -4 penalty on the attack roll and attempt to hit both opponents at once.

The attack may hit either, both, or neither opponent depending on the roll and the Armor Class of each opponent.

Damage for each opponent is resolved separately.

If the attack roll results in the threat of a critical hit, roll to confirm each critical hit separately.

Weak Spot: A master thrower can gain this ability only after reaching 5th level.

When using a thrown weapon against a target of her size or larger, the character can make a ranged touch attack instead of a normal attack.

If the attack hits, the master thrower does not apply her Strength bonus to the damage.

Evasion (Ex): At 2nd level, a master thrower gains the evasion ability.

If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Evasion can be used only if the master thrower is wearing light armor or no armor.

A helpless master thrower (such as one who is unconscious or paralyzed) does not gain the benefit of the ability.

If the character already has the evasion ability, he gains improved evasion instead.

Improved evasion works like evasion, except that while the character still takes no damage on a successful Reflex saving throw, she takes only half damage on a failed save.

Snatch Arrows: A master thrower gains the benefit of the Snatch Arrows feat at 4th level, even if she does not meet the prerequisites.

Critical Throw (Ex): At 5th level, a master thrower gains the Improved Critical feat for any thrown weapon with which she has Weapon Focus.

TABLE 2-21: THE MASTER THROWER

	Base				
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Quick Draw, thrown weapon trick
2nd	+2	+0	+3	+0	Evasion
3rd	+3	+1	+3	+1	Thrown weapon trick
4th	+4	+1	+4	+1	Snatch Arrows
5th	+5	+1	+4	+1	Critical throw, thrown weapon trick

MINDSPY

Success in combat relies on anticipating your enemy's every move.

A mindspy knows how easy that can be if you're privy to your foe's every thought.

By reading the minds of her enemies, a mindspy knows exactly what they're going to do a fraction of a second before they do it.

Eventually she learns to probe deeper, finding weak spots in her enemy's training.

Because the class relies utterly on *detect thoughts*, most mindspies are creatures who have it as a spell-like or supernatural ability usable at will, such as couatls, succubi, doppelgangers, ghaeles, myrmarchs, leonals, mind flayers, dark nagas, rakshasas, and green slaadi.

Spellcasters sometimes take levels in the prestige class if they can cast *detect thoughts* frequently, or if they have a *helm of telepathy* to enable the mindspy's class features.

The most often encountered mindspies are elite mind flayer or doppelgangers.

There is rumored to be a secretive order of couatl mindspies that roams the planes, hunting down evildoers.

Hit Die: d8.

REQUIREMENTS

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

Base Attack Bonus: +3.

Skills: Concentration 8 ranks.

Spells: Able to cast the *detect thoughts* spell or to use *detect thoughts* as a spell-like ability.

CLASS SKILLS

The mindspy's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Intimidate (Cha), Profession (Wis), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the mindspy prestige class.

Weapon and Armor Proficiency: Mindspies gain no proficiency with any weapon or armor.

Anticipate (Su): Because she is reading her foe's thoughts, a mindspy knows where she needs to block and how she needs to dodge before an attack from the foe arrives.

In addition, a mindspy can detect weak points in a foe's defense by observing her enemy's thoughts.

At 1st level, a mindspy can add 1 point of Charisma bonus (if any) per mindspy class level as a bonus to her Armor Class against attacks from a foe whose surface thoughts she is detecting (if the normal 3 rounds passes and the target fails its Will save) as well as an insight bonus on attack rolls against any foe whose surface thoughts she is detecting. If a mindspy is caught flat-footed or is otherwise denied her Dexterity bonus, she also loses this insight bonus to her Armor Class.

Combat Telepathy (Su): By reading her opponents' surface thoughts, a mindspy can anticipate their every move.

She can make a Concentration check (DC 10 + damage taken during the previous round) at the beginning of her turn.

If the mindspy succeeds, she can maintain concentration on *detect thoughts* as a free action.

If the mindspy casts a spell or uses another spell-like ability, *detect thoughts* ends.

Spherical Detect Thoughts (Su): A mindspy can widen the area of her *detect thoughts* spell or ability into a sphere centered on her, rather than a cone.

The radius of the sphere is equal to the length of the cone.

Faster Mindscan (Su): By 2nd level, a mindspy has become adept at tuning into others' thoughts quickly.

In the round when she activates *detect thoughts*, she detects the presence or absence of thoughts and the Intelligence score of each thinking mind in the area.

In the next round, she detects the surface thoughts of any one mind in the area.

Multiple Surface Thoughts (Su): A mindspy of 3rd level or higher can simultaneously detect the surface thoughts of any two creatures who fail their Will saves.

This means that she gains anticipate bonuses against both of them.

Once per round as a free action, she can choose new minds to listen in on.

At 5th level, a mindspy can simultaneously detect the surface thoughts of four creatures.

Instant Mindscan (Su): At 4th level and higher, a mindspy can enter her enemies' minds at the speed of thought.

She gains all the information from *detect thoughts* (presence or absence of minds, Intelligence scores, and surface thoughts) in the same round when she activates the spell or ability.

The mindspy's enemies still get Will saves to keep their surface thoughts secret.

TABLE 2-23: THE MINDSPY

	Base				
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Anticipate, combat telepathy, spherical detect thoughts
2nd	+2	+0	+0	+3	Faster mindscan
3rd	+3	+1	+1	+3	Multiple surface thoughts (two)
4th	+4	+1	+1	+4	Instant mindscan
5th	+5	+1	+1	+4	Multiple surface thoughts (four)

NATURE'S WARRIOR

Nature's warriors are defenders of the wild, protectors of the natural world...and often druids who have spent "too much time" in wild shape form.

Members of this prestige class share a bond that transcends race and outside appearance.

When a character gains the ability to naturally shift into the form of a "lower animal", she sometimes gains a perspective on life that makes her envy this adopted form over her own.

She may simply feel a stronger tie to nature while in animal (or elemental) form, or perhaps she longs for the power such forms give her.

Certainly she begins to develop her abilities while in wild forms at the expense of the shape she was born in.

Many people consider nature's warriors to be loners or fanatics, even less a part of the world than the most solitary druid or ranger.

Nature's warriors, however, tend to be very communal. They often communicate with each other—sometimes through animal messengers, or even face to face, when they can bring themselves to leave their territories—and they keep a careful watch on "civilization".

Nature's warriors develop their animalistic instincts more strongly than the behavior associated with societal learning, and do have a tendency to come off as gruff or impatient with those who are not as "in tune" with nature as themselves.

It is not uncommon for a nature's warrior to spend days or even weeks in a single animal or elemental form, or to shift from form to form regularly, without returning to whatever humanoid form she started with.

Virtually all nature's warriors begin as members of the druid class, but some members of other prestige classes or creatures with the wild shape ability have adopted this class.

Many more militant druids—those with levels in fighter, barbarian, or ranger—find this class ideal for their purposes.

Hit Die: d10.

REQUIREMENTS

To qualify to become a nature's warrior, a character must fulfill all the following criteria.

Alignment: Any neutral.

Base Attack Bonus: +4.

Skills: Knowledge (nature) 8 ranks, Knowledge (the planes) 2 ranks, Survival 8 ranks.

Feats: Track.

Special: Wild shape ability.

CLASS SKILLS

The nature's warrior class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the nature's warrior prestige class.

Weapon and Armor Proficiency: Nature's warriors gain no proficiency with any weapon or armor.

Spells per Day: At every even-numbered level gained in the nature's warrior class, the character gains new spells per day

as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class.

If the character did not belong to a divine spellcasting class before attaining 2nd level in the prestige class, she gains a druid spellcasting level.

In no case, however, does she gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting.

If a character had more than one divine spellcasting class before becoming a nature's warrior, she must decide to which class she adds the new level for purposes of determining spells per day.

Nature's Armament (Su): Upon attaining an odd-numbered level in this prestige class, a nature's warrior may choose one of the following abilities.

These abilities, unless otherwise noted, are only applicable while the nature's warrior is in wild shape form.

Armor of the Crocodile: The nature's warrior's natural armor bonus is improved by +1 per class level.

This is an actual improvement, not an enhancement bonus.

Blaze of Power: While in fire elemental form, the nature's warrior is covered in a blaze of power, which functions as a warm fire shield at a caster level equal to her druid level (if any) plus her nature's warrior level.

Claws of the Grizzly: The nature's warrior gains a +3 bonus on damage when using her natural weapons.

Earth's Resilience: The nature's warrior gains damage reduction 3/—.

Nature's Weapon: The nature's warrior gains a +1 enhancement bonus on attack rolls when using her natural weapons, and her attacks are treated as magic weapons for the purpose of overcoming damage reduction.

Robe of Clouds: While in air elemental form, the nature's warrior may as a free action wreath her body in mist and clouds for 1 minute per class level (or until she dismisses the effect).

This gives her concealment, though it does not affect her ability to see or act at all.

Serpent's Coils: When in the form of a creature that normally has the improved grab ability, the nature's warrior gains a +4 bonus on all grapple checks and does damage equal to 1d8 + her Strength bonus after winning an opposed grapple check.

Water's Flow: To use this ability, the nature's warrior must be able to use wild shape to take the form of an elemental.

Three times per day as part of a move action, the character may transform her body into a flowing rush of water.

She may move at her base land speed while in this form but does not provoke attacks of opportunity while doing so.

She may do nothing but move while in this form.

At the end of her move, she immediately changes back into whatever form she was in prior to activating this ability.

She may use this ability while not in wild shape form.

Wild Growth: The nature's warrior gains fast healing 1.

Wings of the Hurricane: If the nature's warrior is in an avian form or air elemental form, she increases her base fly speed by 30 feet and improves her maneuverability by one category (thus good maneuverability becomes perfect).

Wilding (Su): Nature's warrior class levels stack with druid levels (as well as levels in other prestige classes that allow these abilities to stack) to determine wild shape abilities and for wild empathy checks.

For example, a druid 8/nature's warrior 3 would be considered an 11th-level druid for purposes of wild shape

size, type, and frequency (she could assume wild shape form 4/day and could become a Tiny creature). She would add +11 for her class levels (instead of +8) to her wild empathy checks against animals and certain magical beasts.

TABLE 2–24: THE NATURE'S WARRIOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Nature's armament, wilding
2nd	+2	+3	+0	+0	+1 level of existing divine spellcasting class
3rd	+3	+3	+1	+1	Nature's armament
4th	+4	+4	+1	+1	+1 level of existing divine spellcasting class
5th	+5	+4	+1	+1	Nature's armament

OCCULT SLAYER

The occult slayer is driven to confront any arcane or divine spellcaster who crosses her path.

Occult slayers believe that mortals are too irresponsible to wield magic, and that those who dare to do so must be slain. Spellcasters who become occult slayers are considered to have seen the error of their ways—although they may still cast spells, they rely primarily on their battle prowess and their ability to resist magical effects to defeat their enemies. The occult slayer comes into her own through exhaustive training.

Every regimen she performs is an exercise that refines her anger against spellcasters into martial skill.

Each occult slayer forms a preternatural bond with her masterwork weapon of choice, which serves as the instrument of her vengeance.

This prestige class is ideal for individuals who have been victimized by spellcasters and seek acceptable ways to oppose them.

Most occult slayers begin their careers as fighters, although barbarians and rangers often take this path as well.

Monks and rogues have also been known to embrace this calling, but bards and paladins find the occult slayer's preoccupation with spellcasters stifling.

Clerics, druids, sorcerers, and wizards—the primary targets of occult slayers—tend not to adopt this prestige class, although such turnarounds are not without precedent.

NPC occult slayers seldom form organizations, because they have discovered that congregating in one place attracts spellcasters intent on making preemptive strikes against them.

Instead, occult slayers discreetly meet from time to time to exchange information about spellcasting opponents they have targeted for matches.

Otherwise, the occult slayer operates alone, traveling between venues in search of matches that involve spellcasters.

Because of the inherent discretion that occult slayers display, a candidate for this prestige class must be chosen and trained by another occult slayer who is willing to share her secrets.

Hit Die: d8.

REQUIREMENTS

To qualify to become an occult slayer, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Knowledge (arcana) 4 ranks, Spellcraft 3 ranks.

Feats: Improved Initiative, Weapon Focus (any weapon).

CLASS SKILLS

The occult slayer's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Gather Information (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the occult slayer prestige class.

Weapon and Armor Proficiency: Occult slayers are proficient with all simple and martial weapons and all armor and shields.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities.

This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power.

Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters.

Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage.

If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality.

The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else—no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action.

This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5).

An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action.

This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells.

The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

TABLE 2–25: THE OCCULT SLAYER

	Base				
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Magical defense +1, weapon bond
2nd	+2	+0	+0	+3	Vicious strike, mind over magic 1/day
3rd	+3	+1	+1	+3	Auravision, magical defense +2
4th	+4	+1	+1	+4	Mind over magic 2/day, nondetection cloak
5th	+5	+1	+1	+4	Blank thoughts, magical defense +3

ORDER OF THE BOW INITIATE

When asked, “What is Truth?”, an initiate of the Order of the Bow picks up his bow, fires an arrow and, without saying a word, lets his mastery of the weapon serve as the gauge of the archer’s progress along the way.

By learning the meditative art of the Way of the Bow, the archer improves his discipline, precision, and spirituality. Order of the Bow initiates see their weapons as extensions of their being, and the use of a bow as a spiritual experience.

Fighters are the most common initiates of the Order of the Bow.

Rangers, paladins, and even barbarians utilize these skills and philosophies as well.

Some rogues and bards have been known to enter the order, but they are rare indeed.

NPC initiates are most often encountered teaching others the ways of archery or wandering the lands looking for true challenges for their skill.

Hit Die: d8.

REQUIREMENTS

To qualify to become an Order of the Bow initiate, a character must fulfill all the following criteria:

Base Attack Bonus: +5.

Skills: Craft (bowmaking) 5 ranks, Knowledge (religion) 2 ranks.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow, shortbow, or the composite version of either).

CLASS SKILLS

The Order of the Bow initiate’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Order of the Bow initiate prestige class.

Weapon and Armor Proficiency: Order of the Bow initiates gain no proficiency with any weapon or armor.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target.

An initiate’s ranged precision attack only works against living creatures with discernible anatomies.

Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue’s sneak attack, the initiate’s target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate’s extra precision damage stacks with sneak attack damage.

Treat the initiate’s ranged precision attack as a sneak attack in all other ways.

The initiate’s bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Greater Weapon Focus (Ex): At 4th level, an Order of the Bow initiate gains the Greater Weapon Focus feat with a single ranged weapon for which he has taken the Weapon Focus feat even if he has not attained 8th level as a fighter.

Sharp-Shooting: At 6th level, an initiate gains the Sharp-Shooting feat (see Chapter 3 of this book) even if he does not meet the prerequisites.

Extended Precision (Su): A 10th-level Order of the Bow initiate’s senses and feel for “the shot” become so attuned that he may make ranged precision attacks (and sneak attacks, if he has the ability) at a range of up to 60 feet.

TABLE 2–26: THE ORDER OF THE BOW INITIATE

	Base				
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Ranged precision +1d8
2nd	+2	+0	+3	+3	Close combat shot
3rd	+3	+1	+3	+3	Ranged precision +2d8
4th	+4	+1	+4	+4	Greater Weapon Focus
5th	+5	+1	+4	+4	Ranged precision +3d8
6th	+6	+2	+5	+5	Sharp-Shooting
7th	+7	+2	+5	+5	Ranged precision +4d8
8th	+8	+2	+6	+6	—
9th	+9	+3	+6	+6	Ranged precision +5d8
10th	+10	+3	+7	+7	Extended precision

PURPLE DRAGON KNIGHT

The famous Purple Dragons are regarded across the land as exemplars of disciplined, skilled, loyal soldiers.

Their reputation is deserved partly because of the heroic actions of their leaders, the Purple Dragon knights.

Purple Dragon knights develop uncanny skills related to coordinating and leading soldiers.

Most are fighters, rangers, or paladins, but a few bards, clerics, and rogues have been known to become Purple Dragon knights.

Sorcerers and wizards tend to join the War Wizards, an elite brigade of fighting spellcasters allied with the Purple Dragons, while barbarians are too undisciplined, and druids and monks “lack the commitment” to measure up to the Purple Dragons’ exacting standards.

In general, NPC Purple Dragon knights are responsible for leading the Purple Dragons on and off the battlefield.

Player character knights either are retirees, special liaisons to the army, or recipients of honorary titles.

A character’s level in this prestige class is irrelevant to his rank in the military, although higher-ranked knights tend to be of higher level.

It is not necessary to have this prestige class to serve in the Purple Dragons at large, or even to be an officer in their ranks.

Likewise, a Purple Dragon knight might serve her entire career on “detached duty”, away from the unit as a whole.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Purple Dragon knight, a character must fulfill all the following criteria.

Alignment: Lawful good, neutral good, lawful neutral, or neutral.

Base Attack Bonus: +5.

Skills: Diplomacy 1 rank or Intimidate 1 rank, Listen 2 ranks, Ride 2 ranks, Spot 2 ranks.

Feats: Mounted Combat, Negotiator.

Special: Membership in the Purple Dragons.

CLASS SKILLS

The Purple Dragon knight’s class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Purple Dragon knight prestige class.

Weapon and Armor Proficiency: Purple Dragon knights gain proficiency with tower shields.

Heroic Shield (Ex): A Purple Dragon knight can use the aid another action to give an ally a +4 circumstance bonus to Armor Class instead of the normal +2.

Rallying Cry (Su): Up to three times per day as a free action, a knight can utter a powerful shout that causes all allies within 60 feet to gain a +1 morale bonus on their next attack roll and increases their speed by 5 feet until the knight’s next turn.

Traditionally, this mind-affecting ability is used when a formation of soldiers is about to charge.

Inspire Courage (Su): This ability, gained at 2nd level, has the same effect as the bard ability of the same name.

The knight makes an inspirational speech, bolstering her allies against fear and improving their combat abilities. To be affected, an ally must be able to hear the knight speak.

The effect lasts for as long as the ally hears the knight speak and for 5 rounds thereafter.

While speaking, the knight can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands).

Affected allies receive a +2 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls.

At 2nd level, a knight may use this ability once per day; at 4th level, she may use it twice per day.

Fear (Su): Once per day as a standard action, a knight of 3rd level or higher can evoke a fear effect (DC 10 + the knight’s class level + the knight’s Cha modifier) as the spell *fear*, using her class level as the caster level.

Her allies are immune to the effect.

Oath of Wrath (Su): Once per day as a free action, a knight of 4th level or higher can select a single opponent within 60 feet and swear an oath to defeat him.

For the duration of the encounter, the knight has a +2 morale bonus on melee attack rolls, weapon damage rolls, saving throws, and skill checks made against the challenged target.

The effect is negated immediately if the knight uses a full-round action to move away from the challenged opponent.

Final Stand (Su): Once per day, a 5th-level Purple Dragon knight can inspire his troops to a heroic effort, temporarily increasing their vitality.

All allies within 10 feet of the knight gain 2d10 temporary hit points.

This ability affects a number of creatures equal to the knight’s class level + her Charisma modifier and lasts an equal number of rounds.

Multiclass Note: A paladin who becomes a Purple Dragon knight may continue advancing as a paladin.

TABLE 2–27: THE PURPLE DRAGON KNIGHT

	Base				
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Heroic shield, rallying cry
2nd	+2	+3	+0	+0	Inspire courage 1/day
3rd	+3	+3	+1	+1	Fear
4th	+4	+4	+1	+1	Inspire courage 2/day, oath of wrath
5th	+5	+4	+1	+1	Final stand

RAGE MAGE

At first, it seems like a contradiction—an arcane spellcaster that “loses herself” in a blind fury.

Yet, the rage mage makes for an interesting case, since her approach to magic is based on the primal passion of magic more than the studious quasi-scientific approach.

The rage mage prestige class is sure to enliven any campaign, because it raises fascinating questions on the true nature of magic and magic use.

But don’t ask the rage mage to answer those questions herself—she’s not interested in the “why”, only the results.

A rage mage taps into the primal essence of magic, using her own natural anger and frenzy to channel the arcane power in flashy, flamboyant ways.

Like the barbarian, the rage mage is often the product of a less civilized society.

All rage mages must have at least some background as a barbarian (or some other class that grants a rage or frenzy ability), as well as training as a wizard, sorcerer, or—very rarely—a bard.

Rage mage NPCs are usually found working with barbarians.

They tend to shy away from traditional spellcasters and avoid the colleges and guilds where such individuals usually gather.

Hit Die: d8.

REQUIREMENTS

To qualify to become a rage mage, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +4.

Feat: Combat Casting.

Spells: Able to cast 2nd-level arcane spells.

Special: Rage or frenzy ability.

CLASS SKILLS

The rage mage's class skills (and the key ability for each skill) are Concentration (Con), Profession (Wis), Spellcraft (Int), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the rage mage prestige class.

Weapon and Armor Proficiency: Rage mages gain no proficiency with any weapon or armor.

Spells per Day: At every even-numbered level gained in the rage mage class, the character gains new spells per day as if she had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class.

In no case, however, does she gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting (but see spell rage, below).

If a character had more than one arcane spellcasting class before becoming a rage mage, she must decide to which class she adds the new level for purposes of determining spells per day.

Spell Rage (Ex): A rage mage can cast spells while in a rage, as long as the spell's casting time is no more than 1 full round.

When she casts a spell of the abjuration, conjuration, evocation, necromancy, or transmutation school while in a rage, the rage mage uses her character level as her caster level.

This ability only works when the rage mage is in a spell rage.

While in a spell rage, a rage mage becomes reckless and loses her some of her ability to defend herself.

She temporarily takes a –2 penalty to Armor Class.

She can attempt Concentration checks to avoid having a spell disrupted, but can't use any other Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride) while in a spell rage. A fit of rage lasts for a number of rounds equal to 3 + the character's Constitution modifier.

A rage mage can end her rage voluntarily.

At the end of the rage, the character is fatigued (–2 Strength, –2 Dexterity, can't charge or run) for the duration of the current encounter (unless the rage mage is 10th level, when this limitation no longer applies).

A rage mage can only fly into a rage once per encounter, and only a certain number of times per day (determined by level).

Entering a rage takes no time itself, but a rage mage can only do it during her action, not in response to somebody else's action.

Overcome Spell Failure (Ex): At 2nd level, a rage mage learns to ignore some of the restrictive nature of armor.

Her arcane spell failure chance when wearing light or medium armor decreases by 10%.

Rage (Ex): A rage mage can enter a rage one additional time per day at 3rd level and another time per day at 8th level.

Angry Spell (Ex): Beginning at 5th level, when a rage mage casts a spell of the abjuration, conjuration, evocation, necromancy, or transmutation school while raging, the save DC for the spell increases by +2.

At 10th level, this increase becomes +4.

Spell Fury (Sp): Upon reaching 7th level, a rage mage can quicken one spell of 4th level or lower (as if she had used the Quicken Spell feat), but without adjusting the spell's level or casting time.

She may use this ability once during each rage.

Tireless Rage (Ex): At 9th level and higher, a rage mage no longer becomes fatigued at the end of her rage.

Warrior Cry (Sp): A 10th-level rage mage may scream out a cry once per day as a free action on her turn and gain the benefit of the *Tenser's transformation* spell, with one exception: She does not lose her spellcasting ability for the duration of this effect.

The rage mage's caster level for the purpose of this effect is equal to her character level.

TABLE 2–28: THE RAGE MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+0	Spell rage 1/day	—
2nd	+1	+3	+0	+0	Overcome spell failure	+1 level of existing arcane spellcasting class
3rd	+2	+3	+1	+1	Rage +1 use/day	—
4th	+3	+4	+1	+1	—	+1 level of existing arcane spellcasting class
5th	+3	+4	+1	+1	Spell rage 2/day	—
6th	+4	+5	+2	+2	—	+1 level of existing arcane spellcasting class
7th	+5	+5	+2	+2	Spell fury	—
8th	+6	+6	+2	+2	Rage +1 use/day	+1 level of existing arcane spellcasting class
9th	+6	+6	+3	+3	Tireless rage	—
10th	+7	+7	+3	+3	Warrior cry, spell rage 3/day	+1 level of existing arcane spellcasting class

RAVAGER

Feared by many and understood by few, the infamous ravager is an individual who has dedicated himself to the service of Erythnul, deity of slaughter.

Living a life of violence and savagery, the ravager seeks to spread this deity's malignant influence wherever he goes, never resting long in one place, lest the forces of good and law pursue him.

Ravagers who come from the ranks of fighters and barbarians find that the ravager's offensive capabilities enhance their combat skills, while wizard, sorcerer, cleric,

and druid ravagers find that their ability to cause terror in their foes is a very useful defensive measure. Ravagers spend much of their time with others of their kind, roaming the land in small, close-knit warbands, striking unsuspecting communities without warning, and retiring back into the wilderness to plan their next terrible raid.

Sometimes the clergy of Erythnul commands a lone ravager to undertake some mission or project that obliges the ravager to join up with other individuals, but such alliances are usually temporary and must be managed carefully, lest they lead to quarrels or worse. NPC ravagers are usually encountered in small warbands of from two to six individuals, but sometimes a lone ravager may be encountered when undertaking a special mission. All ravagers are readily identified by the bizarre and fearsome facial tattoos they wear to mark themselves as Erythnul's instruments.

Hit Die: d10.

REQUIREMENTS

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

Alignment: Chaotic evil or neutral evil.

Base Attack Bonus: +5.

Skills: Intimidate 3 ranks, Knowledge (religion) 3 ranks, Survival 4 ranks.

Feats: Improved Sunder, Power Attack.

Special: Must survive the ravager initiation rites (see the sidebar).

CLASS SKILLS

The ravager's class skills (and the key ability for each skill) are Intimidate (Cha), Knowledge (religion) (Int), Move Silently (Dex), Profession (Int), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the ravager prestige class.

Weapon and Armor Proficiency: Ravagers gain no proficiency with any weapon or armor.

Pain Touch (Su): Erythnul teaches that life is pain, and so is the touch of a ravager.

A ravager can make an unarmed touch attack that deals 1d8 points of damage + 1 point per ravager level.

Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage + 1 point per ravager level.

RAVAGER RITES

Individual ravagers are often perceived as dangerous loners but, in actuality, each belongs to a tight-knit warband. The initiation of a potential ravager into a warband (and into the prestige class) is brutally violent.

When a prospective member approaches a warband and makes his intention to join known, the ravagers' standard tactic involves attacking him en masse. The warband's lowest-ranked members (usually anywhere between six to sixteen warriors, rogues, or fighters with individual levels between 2nd and 6th) come out first and try their best to kill the newcomer. Should the newcomer survive an arbitrary period of time (usually between 3 and 10 rounds, depending on how well the newcomer appears to be fighting and the cruelty or interest of the

The ravager can make one additional pain touch attack for every three levels beyond 1st.

Aura of Fear (Su): Enemies within 10 feet of a ravager of 2nd level or higher take a -2 morale penalty on all saving throws for as long as they remain within range.

This ability is usable a number of times per day as given on the table.

Each use lasts for a number of rounds equal to 3 + the ravager's Charisma modifier.

The range of this aura increases at 5th level to 20 feet, and then again at 8th level to 30 feet.

Crudest Cut (Ex): When a ravager reaches 3rd level, his familiarity with pain and fear grant him a cruel precision with his melee attacks.

The character must declare he is making a crudest cut attempt before he makes a melee attack (thus, a failed attack roll ruins the attempt).

If he strikes successfully, he deals 1d4 points of Constitution damage to the target, in addition to any other damage the attack may cause.

A ravager can use crudest cut once per day for every three levels he has attained, but may only make one crudest cut attempt per round.

Visage of Terror (Sp): A 10th-level ravager has plumbed the true depths of horror and hopelessness.

Once per day, he can trigger a spell-like ability similar to the arcane spell *phantasmal killer* (save DC 10 + the ravager's class level + the ravager's Cha bonus) as a standard action.

To the foe the ravager selects, he seems to take on the visage of what the target fears most.

In all other respects, this ability functions as the spell described in the *Player's Handbook*.

TABLE 2-29: THE RAVAGER

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Pain touch 1/day
2nd	+2	+3	+0	+0	Aura of fear 10 ft. 1/day
3rd	+3	+3	+1	+1	Cruelest cut 1/day
4th	+4	+4	+1	+1	Pain touch 2/day
5th	+5	+4	+1	+1	Aura of fear 20 ft. 2/day
6th	+6	+5	+2	+2	Cruelest cut 2/day
7th	+7	+5	+2	+2	Pain touch 3/day
8th	+8	+6	+2	+2	Aura of fear 30 ft. 3/day
9th	+9	+6	+3	+3	Cruelest cut 3/day
10th	+10	+7	+3	+3	Visage of terror

warband's leader), he is allowed to join the warband.

Should the newcomer actually want to progress in the ravager prestige class, he must undergo a second rite: the fire sacrifice. The candidate waits on his knees, praying to Erythnul (or a similar deity) to fill his heart with hate and malice. Other members of the warband acquire a suitable sacrificial victim (preferably human, but in a pinch any humanoid will do). The would-be ravager must sacrifice the victim in accordance with the unholy rites of the deity, which always involve bloodletting followed by burning the sacrifice alive. Following this cruel and horrific act, the warband applies a distinctively repulsive set of tattoos to the applicant's face that forever marks him as a true ravager. Once the ceremony is complete, the only way to leave the warband is to die.

REAPING MAULER

Truly wise adventurers are always wary of unarmed opponents, for such adversaries are usually more than they seem.

Such an opponent might even be a reaping mauler—the worst nightmare of a character who depends on weapon skills to win.

Anyone who dares to wield a weapon against a reaping mauler had better make use of it quickly, because the opportunity won't last long.

Reaping maulers are the back-breakers, the limb-twisters, and the neck-snappers among pit fighters.

Grapplers of the highest order, they wear nothing heavier than light armor in combat to maximize their flexibility, and they use no weapons to achieve their gruesome victories, for they prefer the intimacy of a barehanded kill. A reaping mauler wants to be close enough to taunt his opponent with whispers while crushing the life out of it, to smell its fear, and to watch the despair creep over its face when the opponent realizes just how useless its weapons are during a grapple.

Most of those attracted to the reaping mauler prestige class are fighters, but it is not uncommon for barbarians or rangers to embrace this path.

Monks have natural ability in this direction, but the class sometimes feels too chaotic for such a character.

Paladins and clerics have also been known to dabble in this prestige class, treating the combat style as both good, hearty sport and a means to render opponents unconscious without killing them.

Druids sometimes become reaping maulers to enhance their ability to tame animals by hand, and even rogues occasionally adopt the class.

Bards, sorcerers, and wizards usually lack the physical strength to be good candidates for the class, but they respect reaping maulers for their obvious spell-disrupting abilities.

NPC reaping maulers are burly, rowdy individuals who carry themselves with an air of invulnerability.

When it comes to the simple pleasures of life—drink and food—they believe the world exists for their convenience. In a reaping mauler's mind, there is no problem that can't be solved with brawn.

If something can be taken by force, he feels that it must naturally belong to him, and rarely does anyone openly oppose this concept.

Hit Die: d10.

REQUIREMENTS

To qualify to become a reaping mauler, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Escape Artist 5 ranks, Tumble 5 ranks.

Feats: Clever Wrestling*, Improved Unarmed Strike.

Special: The candidate must have defeated at least three opponents one size category larger than himself with his bare hands.

* New feat found in Chapter 3 of this book.

CLASS SKILLS

The reaping mauler's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the reaping mauler prestige class.

Weapon and Armor Proficiency: Reaping maulers gain no proficiency with any weapon or armor.

Improved Grapple (Ex): When wearing light armor or no armor, a reaping mauler gains the benefit of the Improved Grapple feat, even if he does not meet the prerequisites.

Mobility (Ex): When wearing light armor or no armor, a reaping mauler gains the benefits of the Mobility feat, even if he does not meet the prerequisites.

Adept Wrestling (Ex): Beginning at 2nd level, a reaping mauler who is wearing light armor or no armor gains a +1 bonus on all grapple checks and opposed Dexterity or Strength checks.

This bonus increases to +2 at 4th level.

Counter Grapple (Ex): When grappling or pinned, a reaping mauler of 3rd level or higher wearing light armor or no armor can attempt either a grapple check or an Escape Artist check opposed by his opponent's grapple check to free himself as normal.

If he fails the check he has chosen, he can immediately attempt the other check as a free action.

Sleeper Lock (Ex): At 3rd level, a reaping mauler learns how to render an opponent unconscious with pressure.

If the character pins his opponent while grappling and maintains the pin for 1 full round, the opponent must make a Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wis modifier) at the end of the round or fall unconscious for 1d3 rounds.

A creature with no discernible anatomy has immunity to this effect.

Devastating Grapple (Ex): If a 5th-level reaping mauler pins his opponent while grappling and maintains the pin for 3 consecutive rounds, the opponent must make a Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wis modifier) at the end of the third round or die. A creature with no discernible anatomy is immune to the effect of this ability.

TABLE 2-30: THE REAPING MAULER

	Base Attack Level	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Improved Grapple, Mobility
2nd	+2	+3	+3	+0	Adept wrestling +1
3rd	+3	+3	+3	+1	Counter grapple, sleeper lock
4th	+4	+4	+4	+1	Adept wrestling +2
5th	+5	+4	+4	+1	Devastating grapple

RONIN

When a samurai or other noble warrior is exiled from the service of his feudal lord, he may become a ronin—a masterless warrior cast adrift in the world, but still clinging to the remnants of his former life.

Blade in hand, a ronin wanders from job to job, trying to stay one step ahead of his enemies—and the shame of his past.

The vast majority of ronin were once samurai; both game rules and theme tie the two classes together.

As with the samurai class presented in Chapter 1 of this book, the ronin prestige class has its roots in feudal Japan, but it's an appropriate choice in any campaign world that includes an Asian-themed culture.

"Ronin" is Japanese for "wave-man", and ronin tend to be inveterate wanderers.

Even if an Asian setting isn't an important part of your campaign, a ronin character may be a traveler from a distant land, eager to put his dishonor behind him and live out his days in a land where no one knows the code of bushido. Ronin are often found in the pay of less scrupulous feudal lords.

Because they are trained in the art of war, they are prized as mercenaries.

Those who hire a ronin should watch their employee closely.

Almost every ronin has a failure of honor in his past; most involve a conflict with their former masters.

Hit Die: d10.

REQUIREMENTS

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

Alignment: Any nonlawful.

Base Attack Bonus: +6.

Feats: Exotic Weapon Proficiency (bastard sword).

Special: Must have fled or been exiled from the service of a feudal lord, commonly for disobeying orders, displaying rudeness or cowardice at a crucial juncture, or failing in a crucial task.

CLASS SKILLS

The ronin's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the ronin prestige class.

Weapon and Armor Proficiency: Ronins gain no proficiency with any weapon or armor.

Infamy: The ronin's reputation for dishonor—deserved or not—follows him everywhere.

Whenever someone in a position of authority has heard of the ronin's past (usually through a DC 10 Gather Information or Knowledge [nobility and royalty] check), that person's attitude starts one category worse than usual, and the ronin takes a -4 circumstance penalty on all Charisma-based checks involving that person.

The infamy penalty applies only if the authority figure knows the ronin's identity, so some ronin adopt pseudonyms or secret identities.

Sneak Attack (Ex): If a ronin can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for an extra 1d6 points of damage. This extra damage increases by 1d6 points every third level (+2d6 at 4th level, +3d6 at 7th level, +4d6 at 10th level).

For complete details on the sneak attack ability, see the description of the dark hunter earlier in this chapter.

Banzai Charge (Ex): The ronin has cast away the code of bushido and at least a measure of his own honor, but his heart still remembers the thrill of bravery.

When a ronin of 2nd level or higher charges into battle, he can accept a variable penalty to his Armor Class and take an equivalent bonus on the damage roll.

The normal -2 AC penalty for charging still applies and counts toward the bonus, but the ronin cannot accept a penalty smaller than -2 or larger than his base attack bonus. For example, a 2nd-level ronin making a banzai charge could take a -8 penalty to AC in exchange for a +8 bonus on the damage roll.

Bonus Feat: The ronin's experience in battle has taught him many tricks and techniques.

At 5th and 9th level, a ronin may choose one feat from the following list: Far Shot, Improved Precise Shot, Manyshot, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Ride-By Attack, Shot on the Run, Spirited Charge, Trample.

The ronin must still meet all the prerequisites for the bonus feat.

FORMER SAMURAI

Ronins who possess levels of samurai (that is to say, are now ex-samurai) regain some of their lost class features the more levels of samurai they possess; refer to the accompanying table for details.

High-level ronins retain much of their bushido training, even if fate has dealt them a treacherous blow.

TABLE 2-31: THE RONIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Infamy, sneak attack +1d6
2nd	+2	+3	+0	+0	Banzai charge
3rd	+3	+3	+1	+1	—
4th	+4	+4	+1	+1	Sneak attack +2d6
5th	+5	+4	+1	+1	Bonus feat
6th	+6	+5	+2	+2	—
7th	+7	+5	+2	+2	Sneak attack +3d6
8th	+8	+6	+2	+2	—
9th	+9	+6	+3	+3	Bonus feat
10th	+10	+7	+3	+3	Sneak attack +4d6

EX-SAMURAI RONIN ABILITIES

Samurai

Level Regained Abilities

1st–5th	The ronin regains any kiai smite class feature he once possessed as a samurai, and can use it just as any samurai can.
6th–10th	As above, plus the ronin regains any staredown class feature (staredown, mass staredown, improved staredown) he once possessed as a samurai, using it just as he did before he became an ex-samurai.
11th+	As above, plus an ex-samurai of this stature immediately gains a ronin level for each level of samurai he trades in. For example, a character who has thirteen levels of samurai can immediately become a 10th-level ronin with all abilities if he chooses to lose ten levels of samurai. The character level of the character does not change. However, with the loss of samurai levels, the character might lose some of the class features granted by the samurai class. Thus, an ex-samurai of 14th level could become a 4th-level ronin/10th-level samurai, but would lose the improved two swords as one, kiai smite 3/day, and improved staredown class features.

SPELLSWORD

The dream of melding magic and weaponplay is fulfilled in the person of the spellsword.

A student of both arcane rituals and martial techniques, the spellsword gradually learns to cast spells in armor with less chance of failure.

Moreover, he can cast spells through his weapon, bypassing his opponent's defenses.

Despite the class's name, a spellsword can use any weapon or even switch weapons.

"Spellaxe", "spellspear", and other appellations for this prestige class are certainly possible but not commonly used. The requirements for this prestige class make it most attractive to multiclass wizard/fighters or sorcerer/fighters, although bard/fighters can meet the requirements just as easily.

Feared by other martial characters because of his ability to use spells, and feared by spellcasters because of his ability to cast those spells while wearing armor, a spellsword often walks the world alone.

Hit Die: d8.

REQUIREMENTS

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

Base Attack Bonus: +4.

Skills: Knowledge (arcana) 6 ranks.

Feats: Proficiency with all simple and martial weapons and with all armor (heavy, medium, and light).

Spells: Able to cast 2nd-level arcane spells.

Special: Must have defeated a foe through force of arms alone, without recourse to spellcasting.

CLASS SKILLS

The spellsword's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Knowledge (Int), Jump (Str), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the spellsword prestige class.

Spells per Day: At every odd-numbered level, a spell sword gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item

creation feats, and so on), save for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming a spellsword, he must decide to which class he adds the new level for purposes of determining spells per day.

Ignore Spell Failure (Ex): Beginning at 1st level, a spell sword's hard work and practice at merging spellcraft with weaponplay starts to pay off.

As an extraordinary ability, he ignores a portion of the arcane spell failure chance associated with using armor.

This reduction starts at 10% and gradually increases to 30%, as shown on the class table.

A spellsword subtracts the given percentage value from his total spell failure chance, if any.

For instance, a character wearing scale mail and carrying a small shield normally has a spell failure chance of 30%, but this drops to only 20% for a 1st-level spellsword.

Bonus Feat: At 2nd level, a spellsword advances his art, gaining a bonus feat.

This bonus feat must be either a metamagic feat or one drawn from the list of bonus feats allowed to a fighter (see Table 5–1 on page 90 of the *Player's Handbook*).

Channel Spell (Sp): At 4th level, a spellsword can channel any spell he can cast into his melee weapon.

Using this ability requires a move action, and the spellsword uses up the prepared spell or spell slot just as if he had cast the spell.

The channeled spell affects the next target that the spell sword successfully attacks with his weapon (saving throws and spell resistance still apply).

Even if the spell normally affects an area or is a ray, it affects only the target.

The spell is discharged from the weapon, which can then hold an other spell.

A spellsword can channel his spells into only one weapon at a time.

Spells channeled into a weapon are lost if not used in 8 hours.

Multiple Channel Spell (Sp): A 10th-level spellsword can channel two spells into his melee weapon, using a move action to channel each one.

Both channeled spells affect the next target the spellsword successfully attacks with his weapon, in the order the spells were placed into the weapon.

As with the *channel spell* class feature, saving throws and spell resistance apply normally.

Each time a spellsword uses *multiple channel spell*, two of his five *channel spell* uses per day are expended.

TABLE 2–32: THE SPELLSWORD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+2	Ignore spell failure 10%	+1 level of existing arcane spellcasting class
2nd	+2	+3	+0	+3	Bonus feat	—
3rd	+3	+3	+1	+3	Ignore spell failure 15%	+1 level of existing arcane spellcasting class
4th	+4	+4	+1	+4	Channel spell 3/day	—
5th	+5	+4	+1	+4	Ignore spell failure 20%	+1 level of existing arcane spellcasting class
6th	+6	+5	+2	+5	Channel spell 4/day	—
7th	+7	+5	+2	+5	Ignore spell failure 25%	+1 level of existing arcane spellcasting class
8th	+8	+6	+2	+6	Channel spell 5/day	—
9th	+9	+6	+3	+6	Ignore spell failure 30%	+1 level of existing arcane spellcasting class
10th	+10	+7	+3	+7	Multiple channel spell	—

STONELORD

Dwarves know more secrets about stone than anyone. They live and die among the stones, and the earth whispers to them—or at least to select individuals.

These special dwarves are known as stonelords.

They use their connection with the earth to draw from the infinite reserves of power within it to help them perform amazing feats.

Fighters are the most common stonelords, although dwarf paladins and rangers adopt the mantle as well.

Though uncommon, dwarf rogues, clerics, and even the occasional wizard or sorcerer become stonelords.

NPC stonelords work in dwarven communities as protectors and leaders.

Occasionally they work in groups, but even then, their varied backgrounds and chosen powers make them all very different.

Hit Die: d8.

REQUIREMENTS

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

Race: Dwarf.

Base Attack Bonus: +5.

Skills: Craft (stoneworking) 6 ranks, Speak Language (Terran).

Feats: Endurance.

Special: The character must undergo an arduous ritual involving immersion in sacred loam, long fasting periods deep underground, and the ingestion of 1,000 gp worth of powdered gemstones.

The gem type chosen is then the stonelord's totem gem, and she must carry that type of stone with her at all times to access the spell-like abilities she gains as a stonelord.

CLASS SKILLS

The stonelord's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the stonelord prestige class.

Weapon and Armor Proficiency: Stonelords gain no proficiency with any weapon or armor.

Earth's Blood (Sp): Once per day, a stonelord can take a standard action to heal her own wounds using a clump of mud.

This ability heals a number of hit points equal to 1d8 + her stonelord class level.

Stone Power: At every even-numbered level, a stonelord can choose one ability from the following list of stone powers.

No stone power can be chosen more than once.

Unless otherwise noted, the stonelord uses her class level as the caster level for these effects (the save DCs are Constitution-based).

Using one of these abilities is a standard action unless otherwise noted.

Earthgrip (Sp): Once per day, a stonelord with this ability can use *hold monster* on any target touching the ground. If the opponent is airborne or waterborne, the stonelord cannot affect the creature with the spell.

Earth Magic (Su): Once per day, a spell cast by a stonelord with this ability (assuming she can cast spells) is considered maximized as if prepared with the Maximize Spell feat, although the spell's level is unaffected.

The spell's level cannot be higher than the class level of the stonelord.

Using this ability is a free action.

Earth's Endurance (Sp): Once per day, a stonelord with this ability grants herself a boost to her Constitution score as if she were affected by a *bear's endurance* spell for 1 hour.

Earth's Strength (Sp): Once per day, a stonelord with this ability grants herself a boost to her Strength score as if she were affected by a *bull's strength* spell for 1 hour.

Earth Power (Su): Once per day, all melee attacks made in a single round by a stonelord with this ability gain a +2 bonus on the attack roll and deal an extra 2d6 points of damage on a successful hit.

Using this ability is a free action.

Earth Shadows (Su): Once per day per class level, a stonelord with this ability can create a figment of a Medium earth elemental that appears in a flanking position adjacent to the stonelord's opponent for 1 round.

This ability allows the stonelord to make flanking attacks (+2 to hit, can make a sneak attack if such ability is available) against that opponent during that round.

Using this ability is a free action.

Gravity (Sp): Once per day, a stonelord with this ability can use a *slow* effect (as the spell).

Stoneskin (Sp): Once per day, a stonelord with this ability can give herself the benefit of a *stoneskin* spell (caster level equal to the stonelord's class level).

The character must provide the material component as if she were actually casting the spell.

Summon Earth Elemental (Sp): Once per day, a stone lord with this ability can summon an earth elemental as if she had cast a *summon monster* spell.

The size of the summoned earth elemental depends on the stonelord's class level, as follows: 1st–3rd, Small; 4th–6th, Medium; 7th–9th, Large; 10th, Huge.

Stone Shape (Sp): Once per day, a stonelord of 3rd level or higher can use a *stone shape* effect (caster level equal to the stonelord's class level).

Meld into Stone (Sp): Once per day per class level, a stonelord of 5th level or higher can use a *meld into stone* effect (caster level equal to the stonelord's class level).

Stone Tell (Sp): Once per day, a stonelord of 7th level or higher can speak with stone as if she had cast *stone tell* (caster level equal to the stonelord's class level).

Earthquake (Sp): Once per day, a stonelord of 9th level or higher can use an *earthquake* effect (caster level equal to the stonelord's class level).

TABLE 2–33: THE STONELORD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	<i>Earth's blood</i>
2nd	+2	+3	+0	+0	<i>Stone power</i>
3rd	+3	+3	+1	+1	<i>Stone shape</i>
4th	+4	+4	+1	+1	<i>Stone power</i>
5th	+5	+4	+1	+1	<i>Meld into stone</i>
6th	+6	+5	+2	+2	<i>Stone power</i>
7th	+7	+5	+2	+2	<i>Stone tell</i>
8th	+8	+6	+2	+2	<i>Stone power</i>
9th	+9	+6	+3	+3	<i>Earthquake</i>
10th	+10	+7	+3	+3	<i>Stone power</i>

TATTOOED MONK

Certain monastic orders bestow supernatural or spell-like powers on their members by inscribing magic tattoos on their skin.

These tattooed monks shave their heads, speak in cryptic riddles and maxims, and—in many cases—travel the countryside furthering their quest for enlightenment by facing and conquering temptation.

The great majority of tattooed monks begin their careers as monks.

A small number of fighters, druids, and even a few clerics adopt the tattooed monk prestige class.

In general, tattooed monks are drawn almost exclusively from rural or wild regions, though more “civilized” individuals who gain the favor of the order are sometimes allowed to join.

The ranks of the tattooed monks are divided between worldly monks—those who believe that temptation can only be overcome if it is squarely faced—and ascetic monks, who rarely leave their mountaintop retreats. Player character tattooed monks are assumed to fall into the former category, but NPCs can be found in both roles.

NPC tattooed monk often fulfill roles as philosophers and mystics, helping others find answers to esoteric questions and solutions to unusual problems.

Hit Die: d8.

REQUIREMENTS

To qualify to become a tattooed monk, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +3.

Skills: Knowledge (religion) 8 ranks.

Feats: Endurance, Improved Grapple, Improved Unarmed Strike.

CLASS SKILLS

The tattooed monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the tattooed monk prestige class.

Weapon and Armor Proficiency: Tattooed monks gain no proficiency with any weapon or armor.

Monk Abilities: A tattooed monk's class levels stack with his monk levels for determining his unarmed damage, AC bonus, and unarmored speed bonus.

Tattoo (Su or Sp): Tattooed monks gain their powers from the magic tattoos that eventually cover their bodies.

A 1st-level tattooed monk has one tattoo and gains another tattoo at every odd-numbered level.

A tattooed monk can choose his tattoos from among those described below.

Note that three of the tattoos (centipede, crescent moon, and phoenix) have minimum class level requirements.

All tattoos are magical, and the abilities they bestow are supernatural (except for the crescent moon).

A tattooed monk in an *antimagic field* loses all benefits of his tattoos.

Unless the effect of a tattoo is continuous, activating a tattoo is a move action that does not provoke an attack of opportunity.

Arrowroot: A character with this tattoo can heal wounds in another character by touch.

Each day he can cure a total number of hit points equal to his Wisdom bonus × his class level.

A tattooed monk cannot heal himself, but he may divide the curing among multiple recipients, and he doesn't have to use it all at once.

Bamboo: Once per day per tattoo he possesses, a character with this tattoo can add the number of tattoos he possesses as an enhancement bonus to his Constitution score. This benefit lasts for 1 round per class level.

Bat: Once per day per tattoo he possesses, a character with this tattoo can add the number of tattoos he possesses as an enhancement bonus to his Dexterity score. This benefit lasts for 1 round per class level.

Bellflower: Once per day per tattoo he possesses, a character with this tattoo can add his Charisma modifier as an enhancement bonus to any of his ability scores (including Charisma).

This benefit lasts for 1 round per class level.

Butterfly: Once per day per tattoo he possesses, a character with this tattoo can add the number of tattoos he possesses as an enhancement bonus to his Wisdom score.

This benefit lasts for 1 round per class level.

Centipede: Once per week, a character with this tattoo can use a shadow walk effect.

This ability allows the tattooed monk to cross great distances, but he must end his journey on the Material Plane.

A tattooed monk must be at least 5th level to gain this tattoo.

Chameleon: A character with this tattoo can use an alter self effect once per day per tattoo he possesses. This benefit lasts for 1 hour per class level.

Crab: A character with this tattoo gains damage reduction 2/magic. This damage reduction improves by 2 for each additional tattoo he possesses.

Crane: A character with this tattoo gains a gradual immunity to bodily decay. When a tattooed monk first gains this tattoo, he gains immunity to nonmagical diseases. When he gains his next tattoo (whatever it may be), he acquires immunity to poison as well. When he gains his next tattoo, he no longer takes ability score penalties for aging, and he cannot be magically aged. (Any aging penalties he may already have incurred remain in place). Bonuses still accrue, and the tattooed monk still dies of old age when his time is up.

Chrysanthemum: Every hour that a character with this tattoo is in direct sunlight, he heals a number of hit points equal to his level. A daylight spell does not provoke this fast healing; the character must be exposed to real sunlight.

Dragon: Once per day per tattoo he possesses, a character with this tattoo can use fire breath as if he had drunk an elixir of fire breath (see page 255 of the *Dungeon Master's Guide*).

Dragonfly: Once per day, a character with this tattoo gains a dodge bonus to his AC equal to the number of tattoos he possesses. This benefit lasts for 1 round per class level.

Falcon: A character with this tattoo is immune to fear (magical or otherwise). Allies within 10 feet of his gain a morale bonus on their saving throws against fear effects equal to the tattooed monk's Charisma bonus (if any) plus the number of tattoos he possesses.

Lion: Once per day per tattoo he possesses, a character with this tattoo can smite a foe, gaining a +4 bonus on the attack roll and a bonus on the damage roll equal to his class level on a single melee attack. The tattooed monk must declare the smite before making the attack. A missed attack uses up the attempt.

Monkey: A character with this tattoo gains a +1 competence bonus per tattoo he possesses on all Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Open Lock, Sleight of Hand, and Tumble checks.

Moon, Crescent: Once per day, a character with this tattoo can use ethereal jaunt as a spell-like ability. A tattooed monk must be at least 9th level to gain this tattoo.

Moon, Full: Once per day per tattoo he possesses, a character with this tattoo can gain a +2 luck bonus on a single attack roll, skill check, or ability check, as he calls on the power of the full moon. This ability cannot be used during daylight hours.

Mountain: A character with this tattoo can activate it to take on the immovability of a mountain for as much as 1 round per class level, gaining phenomenal durability though he cannot move from the spot where he stands. He gains a +4 bonus to his Constitution and Wisdom scores.

The increase in Constitution increases the tattooed monk's hit points by 2 points per level, but these hit points go away when the ability's duration expires or when the character chooses to end it (a free action). These extra hit points are not lost first the way temporary hit points are. While using this ability, the tattooed monk takes a -20 penalty on any Dexterity-based skill checks. He is immune to bull rush and trip attacks. The tattooed monk may use this ability once per day per tattoo he possesses.

Nightingale: A character with this tattoo can heal wounds, either his own or others'. He can heal a number of hit points of damage equal to twice his current class level each day, and he can spread this healing out among several uses.

Ocean: A character with this tattoo never needs to eat, sleep, or drink.

Phoenix: A character with this tattoo gains spell resistance equal to his class level + 15. A tattooed monk must be at least 7th level to gain this tattoo.

Pine: A character with this tattoo gains the Remain Conscious feat.

Scorpion: Once per day per tattoo he possesses, a character with this tattoo can force an opponent attacking him to use his lowest ability score modifier instead of his Strength or Dexterity score modifier when making his attack roll. The character can activate this tattoo on his opponent's turn, but he must declare it before the success or failure of the attack is determined. The tattooed monk must be aware of the attack and not flat-footed in order to use this ability.

Spider: To use this tattoo, a character must have the Stunning Fist feat. Instead of a stunning fist attack, a character with this tattoo can make an attack that delivers a contact poison. The poison's save DC is equal to 10 + the tattooed monk's class level + his Con modifier. The poison's initial and secondary damage is 2 points of Constitution damage. Using this tattoo counts as one of the character's stunning fist attacks for that day.

Sun: Once per day per tattoo he possesses, a character with this tattoo can gain a +2 luck bonus on a single attack roll, skill check, or ability check, as he calls on the full power of the sun. This ability can only be used during daylight hours.

Tiger: Once per day per tattoo he possesses, a character with this tattoo can fight unarmed with a +1 bonus on all attack rolls and deal an extra 1d6 points of damage with a successful attack. This burst of martial arts ferocity lasts for 1 round per class level.

Tortoise: Once per day per tattoo he possesses, a character with this tattoo can use his class level as the number of ranks in a skill he does not possess for the purpose of one skill check. For example, a 4th-level tattooed monk with two tattoos can make up to two Use Magic Device checks as if he had 4 ranks in that skill. He adds his Charisma modifier to the skill check as usual.

Unicorn: A character with this tattoo gains the power of good fortune, usable once per day.

This ability allows the tattooed monk to reroll one d20 roll that he has just made.

The character must take the result of the reroll, even if it's worse than the original roll.

The character must declare the reroll before the result of the original roll has been determined.

Wasp: Once per day per tattoo he possesses, a character with this tattoo can use *haste* on herself.

The benefit lasts for 1 round per class level.

White Mask: A character with this tattoo is immune to *detect thoughts*, *detect lies*, and any attempt to magically discern his alignment.

He gains a +10 bonus on all Bluff checks.

Multiclass Note: A monk who becomes a tattooed monk may continue advancing as a monk.

TABLE 2-34: THE TATTOOED MONK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Monk abilities, tattoo
2nd	+1	+3	+3	+3	—
3rd	+2	+3	+3	+3	Tattoo
4th	+3	+4	+4	+4	—
5th	+3	+4	+4	+4	Tattoo
6th	+4	+5	+5	+5	—
7th	+5	+5	+5	+5	Tattoo
8th	+6	+6	+6	+6	—
9th	+6	+6	+6	+6	Tattoo
10th	+7	+7	+7	+7	—

THAYAN KNIGHT

While the Red Wizards of Thay are not opposed to blasting their opponents with deadly spells or shredding the minds of their enemies with dark magic, there are times when they need protectors who have mastered the art of swordplay.

These protectors are the Thayan knights, familiar with magic and loyal to none but the tattooed mages.

The Thayan knights act as bodyguards and enforcers for the Red Wizards (see page 193 of the *Dungeon Master's Guide*).

They lead common Thayan troops into battle and help guard the wizard enclaves.

Although they are referred to as knights, they have no code of conduct, and the only rule that binds them is that their lives are worth nothing compared to the safety of the Red Wizards.

Almost all Thayan knights are fighters, although monks and rangers have been known to pursue this career.

Barbarians are typically too reckless to concentrate on defense, and the Red Wizards consider other individuals too weak to perform the duties of a Thayan knight.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Thayan knight, a character must fulfill all the following criteria.

Race: Human.

Alignment: Any nongood.

Base Attack Bonus: +5.

Skills: Intimidate 2 ranks, Knowledge (arcana) 2 ranks,

Knowledge (local Thay) 2 ranks.

Feats: Iron Will, Weapon Focus (longsword).

Special: Sworn allegiance to the Red Wizards of Thay.

CLASS SKILLS

The Thayan knight's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (Thay local) (Int), Profession (Wis), Ride (Dex), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Thayan knight prestige class.

Weapon and Armor Proficiency: Thayan knights gain proficiency with tower shields.

Horrors of Thay (Ex): Because of long exposure to the cruelty of her homeland, a Thayan knight gains a +2 morale bonus on saving throws against fear effects and a +1 morale bonus on saving throws against charm effects.

At 4th level, these bonuses increase to +4 and +2, respectively.

None of these bonuses apply against attacks from Red Wizards.

Zulkir's Favor (Su): At 1st level, a Thayan knight undergoes a long and painful tattooing ritual.

A magic tattoo, placed either on the back or the forehead, provides a +2 resistance bonus on Reflex saves.

The tattoo also marks the knight as someone loyal to the Red Wizards.

The knight automatically fails any saving throw against a mind-affecting spell cast by a Red Wizard.

When the tattoo is visible, the knight gains a +2 morale bonus on Intimidate checks as an extraordinary ability.

Zulkir's Defender (Ex): A Thayan knight of 2nd level or higher gains a +2 morale bonus on attack rolls and damage rolls against any creature that attacks her or that she has previously seen attack a Red Wizard.

Fighter Feat: At 3rd level, a Thayan knight may choose any one feat except Weapon Specialization from the fighter bonus feat list (see Table 5-1, page 90 of the *Player's Handbook*).

Final Stand (Su): Once per day as a standard action, a Thayan knight of 4th level or higher can inspire her troops. Allies within 10 feet of the knight gain 2d10 temporary hit points.

This ability affects a number of creatures equal to the knight's class level + the knight's Charisma modifier and lasts the same number of rounds.

Zulkir's Champion (Su): A 5th-level Thayan knight receives a large magic tattoo across her face, signifying her devotion to the protection of the Red Wizards.

Once per day, she can add a +2 luck bonus on a single saving throw.

This bonus can be taken after the die is rolled and after other modifiers have been applied to the roll.

When the tattoo is visible, the knight gains a +4 morale bonus on Intimidate checks as an extraordinary ability.

TABLE 2-35: THE THAYAN KNIGHT

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Horrors of Thay (+2 fear, +1 charm), zulkir's favor
2nd	+2	+3	+0	+0	Zulkir's defender
3rd	+3	+3	+1	+1	Fighter feat
4th	+4	+4	+1	+1	Horrors of Thay (+4 fear, +2 charm), final stand
5th	+5	+4	+1	+1	Zulkir's champion

WAR CHANTER

The roar of battle, the screams of the dying, the howl of the warrior's cry...these are all notes in the music composed by the war chanter.

His music flows across the battlefield like a raging torrent, catching friends and foes alike in its wake.

Bards of particularly militant mindsets become war chanters (giving up their spellcasting ability in the process), and among barbarians, war chanters are often the leaders or elite warriors of a tribe.

The music of a war chanter inspires those around him and pushes them to greater heights of strength and deeds of valor.

Fighters and barbarians sometimes gain a few levels of bard in qualifying for this prestige class.

Paladins and monks cannot join because of the alignment requirement, but members of both those classes respect the leadership and military qualities of the war chanter class. NPC war chanters are usually leaders of small warbands.

It is not unusual to see them as chief lieutenants in larger groups.

They function best when surrounded by lesser allies, but can be encountered on their own as well.

Hit Die: d8.

REQUIREMENTS

To qualify to become a war chanter, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +4.

Skills: Perform (sing) or Perform (oratory) 6 ranks.

Feats: Combat Expertise, Weapon Focus.

Special: Able to use the inspire courage bardic music ability.

CLASS SKILLS

The war chanter's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the war chanter prestige class.

Weapon and Armor Proficiency: War chanters gain no proficiency with any weapon or armor.

Inspire Toughness (Su): A war chanter with 9 or more ranks in Perform (sing) or Perform (oratory) can use her song or poetics to impart a kind of berserk resiliency on her allies (including himself).

To be affected, an ally must be able to hear the war chanter sing (or speak).

The effect lasts for as long as the ally hears the war chanter sing and for 5 rounds thereafter.

An affected ally receives +2 temporary hit points for every class level of the war chanter.

At 6th level and higher, a war chanter also grants affected allies the benefit of the Diehard feat when using this ability.

War Chanter Music: War chanter music follows the same rules as bardic music (see page 29 of the *Player's Handbook*). War chanter levels stack with bard levels for the purpose of determining how often a character can use war chanter music or bardic music.

War chanter levels do not stack with bard levels for determining which songs a bard has access to.

Inspire Recklessness (Su): A War chanter of 3rd level or higher with 12 or more ranks in any Perform skill can use her song or poetics to inspire an often dangerous, but very effective, ferocity in one of her allies within 60 feet (or in himself).

The effect lasts for as long as the ally hears the war chanter sing and for 5 rounds thereafter.

An affected ally (or the war chanter herself) is inspired to recklessness, gaining the ability to decrease her Armor Class by a number less than or equal to her base attack bonus and add the same number to her melee attack rolls as a morale bonus.

On her action, before making any attack rolls in a round, the affected character must choose to subtract a number from her Armor Class and add the same number to all melee attack rolls (this number may be 0).

The penalty to Armor Class and the bonus on attack rolls apply until the character's next action.

Combine Songs (Su): A war chanter of 5th level or higher with 12 or more ranks in any Perform skill can combine two types of bardic music or war chanter music to provide the benefits of both (normal stacking rules for bonus types apply).

Inspire Awe (Su): A war chanter of 7th level or higher with 15 or more ranks in any Perform skill can inspire uneasiness, fear, or even terror in her foes.

To be affected, a foe must be within 60 feet of the war chanter and must be able to hear the war chanter.

Foes get a Will save (DC 10 + war chanter's class level + war chanter's Cha modifier) to resist the effect.

The severity of the effect depends on the difference between the foe's Hit Dice and the war chanter's Hit Dice (character level).

Subtract the foe's HD from the war chanter's HD and consult the following table.

HD Difference	Effect
+10 or more	Foe is paralyzed with fear
+1 to +9	Foe is panicked
0 to -5	Foe is frightened
-6 or less	Foe is shaken

The effect lasts for as long as the foe can hear the war chanter and 1 round thereafter.

If a foe's hearing of the war chanter's song is interrupted, the foe needs to make another saving throw when he hears the war chanter's song again.

Singing Shout (Su): When a war chanter of 8th level or higher engages in battle, he often lets out a singing shout as a standard action.

All allies (including herself) within a 60-foot radius who can hear the war chanter gain a +4 enhancement bonus to Strength for a number of rounds equal to one-half the class level of the war chanter.

Inspire Legion (Su): A 10th-level war chanter with 18 or more ranks in any Perform skill can unite her allies and make them fight better together.

To be affected, an ally must be within 60 feet of the war chanter and must be able to hear the war chanter.

Only allies who meet these requirements at the beginning of the song are affected, and an ally whose hearing is interrupted or who moves more than 60 feet away from the war chanter cannot rejoin the same song.

The effect lasts as long as the affected characters can hear the war chanter and stay within range.

When the war chanter begins singing, determine the best base attack bonus among all the affected characters.

All affected characters use this base attack bonus or the war chanter's character level as their base attack bonus for the duration of the effect.

All affected characters gain a +2 competence bonus on damage rolls as well.

TABLE 2-36: THE WAR CHANTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Inspire toughness, war chanter music
2nd	+2	+3	+0	+0	—
3rd	+3	+3	+1	+1	Inspire recklessness
4th	+4	+4	+1	+1	—
5th	+5	+4	+1	+1	Combine songs
6th	+6	+5	+2	+2	—
7th	+7	+5	+2	+2	Inspire awe
8th	+8	+6	+2	+2	Singing shout
9th	+9	+6	+3	+3	—
10th	+10	+7	+3	+3	Inspire legion

WARSHAPER

Most martial characters rely on manufactured gear such as a sword and a shield or natural endowments such as teeth and claws to survive on the battlefield.

The warshaper finds those options sadly limiting, instead growing and evolving her own weapons and armor to suit the threat at hand.

Blessed with the ability to change form at a moment's notice, warshapers delight in surprising their foes by growing massive claws, armored skin, or other unpleasant surprises.

Warshapers must have some ability to change their form, and many are shapechangers such as doppelgangers and lycanthropes.

Wizards and sorcerers who know the *polymorph* spell can take levels in the prestige class, as can druids who have mastered the wild shape class feature.

Most warshapers can change their outward appearance in the blink of an eye, so they don't stand out among the ranks of their allies.

It's not until the soldier you're fighting grows a tentacle and fangs that you know you have met a warshaper.

Hit Die: d8.

REQUIREMENTS

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

Race: Any (but see below).

Base Attack Bonus: +4.

Special: Must be able to change shape in one of the following five ways:

- Change shape supernatural ability (aranea, hound archon, barghest, doppelganger, rakshasa, slaad).
- Shapechanger subtype (lycanthropes, phasm).
- *Polymorph* as a spell-like ability (astral deva, planetary, solar, couatl, marilith, bronze dragon, gold dragon, silver dragon, efreeti, leonal guardinal, night hag, ogre mage, pixie).
- Able to cast the *polymorph* spell.
- Wild shape or similar class feature (bear warrior*, druid).

The alternate form ability (possessed by quasits, vampires, and others) is insufficient to become a warshaper.

* Prestige class from this book.

CLASS SKILLS

The warshaper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Jump (Str), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the warshaper prestige class.

The class features function only when the warshaper is in a form other than her own (which for doppelganger and phasm warshapers is most of the time).

Weapon and Armor Proficiency: Warshapers gain no proficiency with any weapon or armor.

Morphic Immunities (Ex): A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm.

Warshapers are immune to stunning and critical hits.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see Table 5-1 on page 296 of the *Monster Manual*).

These morphic weapons need not be natural weapons that the creature already possesses.

For example, a warshaper *polymorphed* into an ettin (Large giant) could grow a claw that deals 1d6 points of damage, or horns for a gore attack that deals 1d8 points of damage.

If the warshaper's form already has a natural weapon of that type, the weapon deals damage as if it were one category larger.

For example, a warshaper who used wild shape to become a dire wolf (Large animal) could grow its jaw and snout, enabling a bite attack that deals 2d6 points of damage (as a for Huge animal), not the normal 1d8.

A warshaper can change morphic weapons as often as it likes, even if it is using a shapechanging technique such as the *polymorph* spell or the wild shape class feature that doesn't allow subsequent changes after the initial transformation.

Morphic Body (Su): At 2nd level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier.

It gains +4 to Strength and +4 to Constitution. Morphic Reach (Su): A warshaper of 3rd level or higher can suddenly stretch its limbs, neck, or other appendages outward, giving it 5 more feet of reach than the creature it's emulating.

Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

Morphic Healing (Su): At 4th level, a warshaper becomes able to change its form where wounds appear, creating smooth skin where once were wounds.

The warshaper gains fast healing 2, and if it spends a full-round action and succeeds on a Concentration check (DC equal to the total damage it has sustained), it heals 10 points of damage.

Flashmorph/Multimorph (Su): A 5th-level warshaper gains one of two class features.

If the warshaper has the ability to change form at will, such as from the change shape ability, the shapechanger subtype, or a *polymorph* spell-like ability, it gains the flashmorph class feature, allowing it to change form as a move action.

If it casts the *polymorph* spell, has *polymorph* as a spell-like ability usable less often than at will, or has the wild shape class feature, it instead gains the multimorph class feature. Multimorph allows a warshaper to change forms multiple times during the duration of the spell, spell-like ability, or class feature that enables her to change form.

For example, a wizard/warshaper could *polymorph* into a troll for 2 minutes, then change into a red dragon for 4 minutes, and then spend the rest of the spell's duration in the form of a hill giant.

Each change requires a standard action, and only the first transformation heals the warshaper.

If the warshaper changes into its natural form, the spell, spell-like ability, or use of wild shape ends.

TABLE 2-37: THE WARSHAPER

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+2	+0	+0	Morphic immunities, morphic weapons
2nd	+1	+3	+1	+1	Morphic body
3rd	+2	+3	+1	+1	Morphic reach
4th	+3	+4	+1	+1	Morphic healing
5th	+3	+4	+1	+1	Flashmorph/multimorph

DEFENDERS OF THE FAITH (3.0)

CHURCH INQUISITOR

While many champions of good are dedicated to fighting forces of evil that are external to them and their church—as clerics and paladins of Heironeous are devoted to destroying followers of Hextor—the church inquisitor is at least as concerned about evil and corruption within.

When greed eats away at a church hierarchy, when devils infiltrate a knightly order and seduce its leaders to evil, when high clerics succumb to evil enchantments and fall from the path of their deities, it is usually a church inquisitor who uncovers the evil and cuts it away.

Church inquisitors specialize in divination, to detect evil and corruption, and abjuration, to protect themselves and others from evil magic.

They are most often drawn from the clerics or paladins of a lawful church or order.

Members of other classes usually find it difficult to meet the requirements of the prestige class, and rarely have the incentive to do so.

Player characters might encounter NPC church inquisitors if they are involved in a lawful church or order—perhaps even as subjects of the inquisitor's investigations.

Church inquisitors are particularly likely to appear after incidents involving demons or devils, since they combat the widespread corruption these creatures tend to leave in their wake.

Hit Die: d8.

REQUIREMENTS

To qualify to become a church inquisitor, a character must fulfill all the following criteria.

Alignment: Lawful good or lawful neutral.

Base Will Save: +3.

Knowledge (arcana): 8 ranks.

Spellcraft: 8 ranks.

Spells: Ability to cast *dispel magic* as a divine spell.

Special: Must be a member of a lawful good church or religious order, and must have already uncovered some corruption within that organization.

CLASS SKILLS

The church inquisitor's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Scry (Int), Search (Int), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the church inquisitor prestige class.

Weapon and Armor Proficiency: Church inquisitors are proficient with all simple weapons, with all types of armor, and with shields.

Detect Evil (Sp): A church inquisitor can detect evil at will as a spell-like ability.

This ability duplicates the effect of the spell *detect evil*.

Prestige Domain: Upon adopting the church inquisitor class, a character gains access to the Inquisition domain, described in Chapter 4: Divine Magic.

The character gains the granted power associated with the domain (a +4 bonus on dispel checks) and can choose the spells in that domain as his daily domain spells.

Spells per Day: A church inquisitor continues advancing in divine spellcasting ability as well as learning the skills of inquisition.

Thus, when a new church inquisitor level is gained, the character gains new divine spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on).

This means that he adds the level of church inquisitor to the level of another divine spellcasting class the character has, then determines spells per day accordingly.

For example, if Garjin, an 8th-level cleric, gains a level as a church inquisitor, he gains new divine spells as if he had risen to 9th level as a cleric, but uses the other church inquisitor aspects of level progression such as base attack bonus and save bonuses.

If he next gains a level as a cleric, making him a 9th-level cleric/1st-level church inquisitor, he gains divine spells as if he had risen to 10th level as a cleric.

If a character had more than one divine spellcasting class before he became a church inquisitor, the player must decide which class to assign each level of church inquisitor for the purpose of determining divine spells per day.

Immune to Charms (Ex): A church inquisitor of 2nd level or higher is immune to all *charm* spells and effects.

Pierce Illusion (Su): At 3rd level, the church inquisitor gains the supernatural ability to penetrate illusions and disguises at will.

The inquisitor must touch an illusion or a creature shrouded in illusion (such as a *change self* spell).

The inquisitor then makes a caster level check as if casting *dispel magic* against the illusion effect.

If he succeeds at this check, the illusion is immediately dispelled.

The church inquisitor's +4 bonus on dispel checks (the Inquisition domain granted power) applies to this check as well.

In addition, the inquisitor has a +4 competence bonus on Spot checks against the Disguise skill.

Immune to Compulsions (Ex): A church inquisitor of 5th level or higher is immune to all compulsion spells and effects.

Force Shapechange (Su): A church inquisitor of 6th level or higher can force a creature into its natural form.

The church inquisitor must make a successful melee touch attack against the creature.

If the attack is successful, the church inquisitor makes a caster level check as if casting *dispel magic* against the shapechanging effect.

The church inquisitor's +4 bonus on dispel checks (the Inquisition domain granted power) applies to this check.

This ability undoes the effect of *alter self*, *polymorph self*, *shapechange*, and alternate form abilities, whether exceptional, spell-like, or supernatural in nature.

The affected creature cannot change its shape again for 1d6 rounds.

The church inquisitor can use this ability at will.

Immune to Possession (Ex): A church inquisitor of 8th level or higher is immune to *magic jar*, *soul bind*, *trap the soul*, a ghost's Malevolence ability, and all other spells or effects that displace or replace a character's life force.

The character can still travel to the planes via *astral projection*, if so desired.

Discern Lies (Sp): A church inquisitor of 9th level or higher can use *discern lies* as a spell-like ability three times per day.

Learn the Truth (Su): By touching a creature that has lied to him, a church inquisitor of 9th level or higher can force the creature to tell the truth.

The creature can make a Will save (DC 10 + the church inquisitor's level + the church inquisitor's Charisma modifier) to resist this mind-affecting compulsion effect.

If the saving throw fails, the creature must speak the true version of the lie it uttered.

The church inquisitor can use this ability at will, but only immediately after using his *discern lies* spell-like ability on the creature in question.

TABLE 3-1: THE CHURCH INQUISITOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	0	+2	<i>Detect evil</i> , prestige domain: Inquisition	+1 level of existing class
2nd	+1	+3	0	+3	Immune to charms	+1 level of existing class
3rd	+2	+3	+1	+3	Pierce illusion	+1 level of existing class
4th	+3	+4	+1	+4		+1 level of existing class
5th	+3	+4	+1	+4	Immune to compulsions	+1 level of existing class
6th	+4	+5	+2	+5	Force shapechange	+1 level of existing class
7th	+5	+5	+2	+5		+1 level of existing class
8th	+6	+6	+2	+6	Immune to possession	+1 level of existing class
9th	+6	+6	+3	+6	<i>Discern lies</i> , learn the truth	+1 level of existing class
10th	+7	+7	+3	+7		+1 level of existing class

CONSECRATED HARRIER

The consecrated harrier acts as a bounty hunter for her religion or organization.

Where church inquisitors hunt evil and corruption within a church and other champions of good fight external forces of evil in general, a consecrated harrier hunts blasphemers, heretics, and those who betray or attack the church directly.

For instance, a consecrated harrier might accept a mission to track down and kill an ogre that defiled a shrine, or to bring a heretic before the heads of her church.

The mission is always related to either a single, specific offense of blasphemy or defilement, or to the source of a heresy.

The church assigns missions or targets as needed.

Hunting specific enemies of a church requires many of the skills possessed by bounty hunters.

While the consecrated harrier deals with her targets capably once she finds them, she must find them first.

The consecrated harrier must be subtle and clever, as well as strong in her faith.

Because her foes may have spells and magical abilities of their own, she must be strong-willed and prepared to properly deal with such.

Paladins and clerics often make good consecrated harriers because of their high Charisma scores. Rangers are equally desirable because of their superior tracking abilities.

Rogues often possess the subtlety and conversational skills to locate their targets.

A consecrated harrier can be difficult for others to spot. She uses her skills, spells, and abilities to mask her nature until she can confront her target.

Most consecrated harriers appear to be genial, pleasant people who always have a joke or a story to tell. This facade masks their true, implacable nature, allowing them to gather clues without arousing interest or suspicion. Particularly powerful or well-protected foes attract small groups of consecrated harriers who work with other classes to reach and confront their targets.

Hit Die: d10.

REQUIREMENTS

To qualify to become a consecrated harrier, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +5.

Disguise: 5 ranks.

Gather Information: 5 ranks.

Profession (lawyer): 5 ranks.

Feats: Track.

Special: The candidate must accept an assignment from her church to locate and destroy some specific, individual enemy of the church.

A character who fails must wait a year and a day before applying again.

If she succeeds, the church accepts her as a consecrated harrier and she may gain levels in the class.

CLASS SKILLS

The consecrated harrier's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Profession (Wis), and Search (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the consecrated harrier prestige class.

Weapon and Armor Proficiency: Consecrated harriers are proficient with all simple and martial weapons, with all types of armor, and with shields.

Spells per Day: Beginning at 1st level, a consecrated harrier gains the ability to cast a small number of divine spells.

To cast a spell, the consecrated harrier must have a Wisdom score of at least 10 + the spell's level, so a consecrated harrier with a Wisdom of 10 or lower cannot cast spells.

Consecrated harrier bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier.

When the consecrated harrier gets "—" spells of a given level, the character cannot cast any spells of that level.

When the consecrated harrier gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the harrier gets only bonus spells.

A consecrated harrier without a bonus spell for that level cannot yet cast a spell of that level.

The consecrated harrier's spell list appears below; she has access to any spell on the list and can freely choose which to prepare.

A consecrated harrier prepares and casts spells just as a cleric does (though the consecrated harrier cannot lose a spell to cast a *cure* spell in its place).

Blessing of Scripture (Su): All consecrated harriers receive a +2 sacred bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when tracking their church-assigned target.

If the assigned target is a group, this bonus applies to the group's leader.

They receive the same bonus on melee attack rolls and melee weapon damage rolls against their targets.

A consecrated harrier does not receive this bonus with ranged weapons.

This bonus increases to +4 at 3rd level, +6 at 5th level, +8 at 7th level and +10 at 9th level.

Detect Chaos (Sp): The consecrated harrier can *detect chaos* at will as a cleric of equal level.

Sanctified Sight (Su): Beginning at 2nd level, a consecrated harrier receives a +4 bonus on all saves against illusions.

Dispel Magic (Sp): A consecrated harrier can use *dispel magic* as a cleric of the same level.

Starting at 3rd level, the consecrated harrier can use this spell-like ability once per day, plus one additional time per point of Wisdom bonus.

Emotion (Sp): Starting at 4th level, a consecrated harrier can arouse an emotion in all living creatures in a 15-foot radius, as the spell *emotion*.

She uses this spell-like ability as a wizard of one level lower, so a 4th-level consecrated harrier uses it like a 3rd-level wizard.

She can do this a number of times each day equal to her Wisdom bonus, minimum one.

False Vision (Su): Starting at 6th level, a consecrated harrier can hide herself from the scrying attempts of her target, her target's allies, or anyone in the target's employ, as the spell *false vision*.

She uses this supernatural ability as a wizard of one level lower, so a 6th-level consecrated harrier uses it like a 5th-level wizard.

She can do this a number of times each day equal to her Wisdom bonus, minimum one.

Implacable Hunt (Su): Beginning at 8th level, if the consecrated harrier wounds a target and the target escapes, the consecrated harrier always knows the direction in which her target lies and the approximate distance between her and her target.

This ability only works if the consecrated harrier and her target are on the same plane of existence.

Implacable hunt can be used simultaneously against different targets, as long as each of those individual targets is part of a group that is, in total, the harrier's target for her current mission.

Faultless Hunt (Su): At 10th level, a consecrated harrier who establishes an implacable hunt can intensify this to a faultless hunt, enabling her to locate her quarry even across planar boundaries.

Unlike an implacable hunt, which can affect several individuals at the same time, only one faultless hunt against a single individual can be pursued at one time.

For the consecrated harrier to begin a faultless hunt, she must abandon any faultless hunt that she is already conducting.

Code of Conduct: A consecrated harrier must make it known to her target who she is and why she is there at the time of the confrontation.

She cannot sneak attack her target.

She cannot slay her target on a battlefield without the target knowing who she is and why she is there.

Consecrated harriers purposely word the requirements for conducting themselves vaguely, so that an individual consecrated harrier in the field has some flexibility.

Harriers who fail to act according to their code of conduct must undertake an act of atonement before they can add

any further levels of this class (see the *atonement* spell description, page 176 of the *Player's Handbook*).

Multiclass Note: A paladin who becomes a consecrated harrier may continue advancing as a paladin.

CONSECRATED HARRIER SPELL LIST

Consecrated harriers choose their spells from the following list:

1st—*alter self*, *animate rope*, *calm emotions*, *command*, *doom*.

2nd—*charm person*, *daylight*, *detect thoughts*, *hold person*.

3rd—*death ward*, *discern lies*, *dismissal*, *legend lore*.

4th—*dominate person*, *mark of justice*.

5th—*antimagic field*, *banishment*.

TABLE 3-2: THE CONSECRATED HARRIER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						1st	2nd	3rd	4th	5th
1st	+1	+0	+0	+2	Blessing of scripture +2, <i>detect chaos</i>	0	—	—	—	—
2nd	+2	+0	+0	+3	Sanctified sight	1	—	—	—	—
3rd	+3	+1	+1	+3	Blessing of scripture +4, <i>dispel magic</i>	1	0	—	—	—
4th	+4	+1	+1	+4	<i>Emotion</i>	1	1	—	—	—
5th	+5	+1	+1	+4	Blessing of scripture +6	1	1	0	—	—
6th	+6	+2	+2	+5	False vision	1	1	1	—	—
7th	+7	+2	+2	+5	Blessing of scripture +8	2	1	1	0	—
8th	+8	+2	+2	+6	Implacable hunt	2	1	1	1	0
9th	+9	+3	+3	+6	Blessing of scripture +10	2	2	1	1	1
10th	+10	+3	+3	+7	Faultless hunt	2	2	2	1	1

CONTEMPLATIVE

For any servant of a deity, no joy is greater than at those rare moments when the presence of her patron deity is a real, tangible force, sending shivers of power through her body and sending her soul soaring.

For some, the taste for this experience is such a powerful attraction that they begin devoting their lives to cultivating it, hoping to attain greater closeness to their deity through a life of contemplation.

Spending hours in prayer and meditation, these devoted followers purify their souls, fitting them for closer contact with the divine.

While some contemplatives withdraw from the world into private retreats, others remain active, even adventuring, finding that true nearness to their deity comes from living out the deity's will in the world.

In return, they find their minds, bodies, and souls purified, perfected, and finally brought close to union with their deity.

Some contemplatives, rather than devoting their lives to a deity, strive to conform themselves to an some other abstract principle such as an alignment.

Their mission is no less divine than that of contemplatives devoted to a deity, and their methods substantially the same.

Many such contemplatives live as itinerant philosophers, teaching their doctrines in schools or in the marketplace as they travel from city to city, hoping to enlighten the masses.

Most contemplatives are clerics, though paladins are also often drawn to the mystic's journey. Members of other

classes rarely have sufficient devotion to a deity or philosophy to choose this course.

An NPC contemplative might be a reclusive hermit, a church leader, or a passionate champion of her deity. Such a character might have something a group of player characters needs—a holy relic, a bit of sacred lore, or simply a higher-level spell than the clerics in town can cast. Hit Die: d6.

REQUIREMENTS

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

Knowledge (religion): 13 ranks.

Special: Must have had direct contact with one's patron deity or a direct servant of that deity, or with an enlightened being embodying the highest principles of an alignment (a solar, for example).

CLASS SKILLS

The contemplative's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the contemplative prestige class.

Weapon and Armor Proficiency: Contemplatives are proficient with all simple weapons.

They are not proficient with any armor or with shields, but sometimes carry these proficiencies from their previous class.

Prestige Domain (Ex): Upon adopting the contemplative class, and again at 6th level, a character gains access to a prestige domain of her choice, as described in Chapter 4: Divine Magic.

The character can choose any domain made available by her deity or alignment—either a new prestige domain or a standard domain listed in the *Player's Handbook*.

The character gains the granted power associated with the domain she chooses, and can select the spells in that domain as her daily domain spells.

Divine Health (Ex): A contemplative is immune to all diseases, including magical diseases such as mummy rot and lycanthropy. **Spells per Day:** A contemplative who was previously a divine spellcaster continues to gain access to more powerful divine magic while following the contemplative path.

Thus, when a new contemplative level is gained, the character gains new spells per day as if she had also gained a level in the divine spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on).

This essentially means that she adds the level of contemplative to the level of whatever other spellcasting class the character has, then determines spells per day accordingly. For example, if Theresa, an 11th-level cleric, gains a level as a contemplative, she gains new spells as if she had risen to 12th level as a cleric, but uses the other contemplative aspects of level progression such as base attack bonus and save bonus.

If she next gains a level as a cleric, making her a 12th-level cleric/1st-level contemplative, she gains spells as if she had risen to 13th level as a cleric.

If a character had more than one divine spellcasting class before she became a contemplative, the player must decide which class to assign each level of contemplative for the purpose of determining divine spells per day.

If the contemplative did not previously belong to a divine spellcasting class, she gains the ability to cast divine spells exactly as a cleric of her patron deity.

Her spell progression is the same as that of a cleric.

Slippery Mind (Ex): At 2nd level, a contemplative gains the ability to shrug off magical effects that would otherwise control or compel her.

If a contemplative with resistant mind is affected by an enchantment and fails her saving throw, one round later she can attempt her saving throw again.

She only gets this one extra chance to succeed at her saving throw.

Divine Wholeness (Su): At 3rd level, a contemplative can cure her own wounds, in addition to any other healing ability she may have.

She can cure up to twice her current level in hit points each day, and she can spread this healing out among several uses.

Divine Body (Su): At 5th level, a contemplative becomes immune to poisons of all kinds.

Divine Soul (Su): At 7th level, a contemplative gains spell resistance.

Her spell resistance equals her class level + 10.

In order to affect the contemplative with a spell, a spellcaster must roll the contemplative's spell resistance or higher on 1d20 + the spellcaster's level.

Eternal Body (Ex): After achieving 9th level, a contemplative no longer suffers ability penalties for aging and cannot be magically aged.

(Penalties she has already suffered remain in place).

Bonuses still accrue, and the contemplative still dies of old age when her time is up.

Mystic Union (Su): At 10th level, a contemplative becomes a magical creature.

She is forevermore treated as an outsider rather than as a humanoid.

For instance, *charm person* does not affect her.

Additionally, the contemplative gains damage resistance 20/+1.

This means that the contemplative ignores (instantly regenerates) the first 20 points of damage from any attack unless the damage is dealt by a weapon with a +1 or higher enhancement bonus, by a spell, or by a form of energy (fire, cold, electricity, and so forth).

As an outsider, a 10th-level contemplative is subject to spells that repel enchanted creatures, such as *protection from good*.

TABLE 3-3: THE CONTEMPLATIVE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	0	+2	First prestige domain, divine health	+1 level of existing class
2nd	+1	+0	0	+3	Slippery mind	+1 level of existing class
3rd	+1	+1	+1	+3	Divine wholeness	+1 level of existing class
4th	+2	+1	+1	+4		+1 level of existing class
5th	+2	+1	+1	+4	Divine body	+1 level of existing class
6th	+3	+2	+2	+5	Second prestige domain	+1 level of existing class
7th	+3	+2	+2	+5	Divine soul	+1 level of existing class
8th	+4	+2	+2	+6		+1 level of existing class
9th	+4	+3	+3	+6	Eternal body	+1 level of existing class
10th	+5	+3	+3	+7	Mystic union	+1 level of existing class

DIVINE ORACLE

Some people call them mad, and certainly some divine oracles are driven mad by the visions they see.

Some people doubt their words; indeed, some divine oracles are cursed never to be believed.

Wherever the deities are known to speak to mortals, some mortals hear their voices with a unique clarity and gain insight into the past, the present, and the future by virtue of their unusual status.

Divine oracles are such mortals, blessed—or cursed—by visions from their deities.

All divine oracles are spellcasters, and most were clerics or druids before adopting the divine oracle prestige class. Whatever their other classes, all divine oracles share a particular devotion to the Divination school of magic, having mastered all available means to catch glimpses of the future.

NPC divine oracles often live in out-of-the-way places, though usually close enough to civilization that people with pressing questions about the future can seek them out to have their questions answered.

They frequently inhabit sacred shrines or ancient temples and rarely take an active part in world affairs.

Hit Die: d6.

REQUIREMENTS

To qualify to become a divine oracle, a character must fulfill the following criteria.

Scry: 10 ranks.

Feat: Skill Focus (Scry).

CLASS SKILLS

The divine oracle's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

See Chapter 4: Skills in the *Players Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the divine oracle prestige class.

Weapon and Armor Proficiency: Divine oracles are proficient with all simple weapons.

They are not proficient with any type of armor or with shields, but usually carry these proficiencies from their previous class.

Spells per Day: A divine oracle continues advancing in spellcasting ability as well as gaining the abilities of her new class.

Thus, when a new divine oracle level is gained, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, *wild shape* ability, and so on).

This essentially means that she adds the level of divine oracle to the level of whatever other spellcasting class the character has, then determines spells per day accordingly. For example, if Cassandra, a 10th-level cleric, gains a level as a divine oracle, she gains new spells as if she had risen to 11th level as a cleric, but uses the other divine oracle aspects of level progression such as base attack bonus and save bonuses.

If she next gains a level as a cleric, making her an 11th-level cleric/1st-level divine oracle, she gains spells as if she had risen to 12th level as a cleric.

If a character had more than one spellcasting class before she became a divine oracle, the player must decide which class to assign each level of divine oracle for the purpose of determining spells per day.

Prestige Domain: Upon adopting the divine oracle class, the character gains access to the Divination domain, described in Chapter 4: Divine Magic.

The character gains the granted power associated with the domain (+2 caster level for divination spells), and can choose the spells in that domain as her daily domain spells.

Scry Bonus (Su): A divine oracle has a +2 sacred bonus on all Scry checks.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a *fireball* spell), she instead suffers no damage, since her prescience allowed her to get out of the way faster.

This form of evasion works no matter what armor the divine oracle wears, unlike the monk's and rogue's evasion ability.

Divination Enhancement (Ex): Beginning at 3rd level, a divine oracle adds her divine oracle level to her percentage chance of success when using divination spells such as *augury* or *divination*.

If an 11th-level cleric/4th-level divine oracle casts *divination*, her chance of success would be 70% (base) + 15% (1% per caster level) + 4% (her divine oracle level), or 89%.

Uncanny Dodge (Ex): Starting at 4th level, a divine oracle gains the ability to react to danger before her senses would normally allow her to do so.

The divine oracle retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

(She still loses her Dexterity bonus to AC if immobilized).

At 6th level, the divine oracle can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker.

This defense denies rogues the ability to use flank attacks to sneak attack the divine oracle.

The exception to this defense is that a rogue at least four levels higher than the divine oracle can flank her (and thus sneak attack her).

At 8th level, the divine oracle gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

Immune to Surprise (Ex): At 10th level, the divine oracle's sensitivity to danger is so great that she is never surprised. She can always take a partial action during a surprise round, unless she is physically restrained from doing so.

TABLE 3-4: THE DIVINE ORACLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Prestige domain: Divination, scry bonus	+1 level of existing class
2nd	+1	+0	+0	+3	Prescient sense	+1 level of existing class
3rd	+1	+1	+1	+3	Divination enhancement	+1 level of existing class
4th	+2	+1	+1	+4	Uncanny dodge (Dex bonus to AC)	+1 level of existing class
5th	+2	+1	+1	+4		+1 level of existing class
6th	+3	+2	+2	+5	Uncanny dodge (can't be flanked)	+1 level of existing class
7th	+3	+2	+2	+5		+1 level of existing class
8th	+4	+2	+2	+6	Uncanny dodge (+1 against traps)	+1 level of existing class
9th	+4	+3	+3	+6		+1 level of existing class
10th	+5	+3	+3	+7	Immune to surprise	+1 level of existing class

HOLY LIBERATOR

The holy liberator is a holy warrior, a distant cousin of the paladin, who is dedicated to overthrowing tyranny wherever it may be found.

These champions of freedom and equality are strong-willed, independent-minded, and virtuous.

They particularly direct their efforts against lawful evil societies (dictatorships or plutocracies), slaveholders and slave traders, and powerful, corrupt governments, but they also recognize the possibility for tyranny even in a state of anarchy (where strong individuals may impose their will on people weaker than they).

Members of all classes—with the prominent exception of monks—are often drawn to the holy liberator prestige class.

Chaotic good fighters and rangers are natural holy liberators, augmenting their already significant combat abilities with the holy powers of the prestige class.

Many clerics are also drawn to become holy liberators—particularly chaotic clerics of Pelor and certain clerics of Kord.

Many rogues also adopt the holy liberator class, working with stealth and steel for the cause of freedom.

NPC holy liberators are usually loners, though they may organize rebellious forces in a tyrannical nation.

They often have powerful celestial allies, from celestial animals to ghaele eladrins, assisting their cause, but tend to work in a loose network rather than a structured or close association.

Just as holy liberators rarely accept orders from anyone, they are loath to give them, choosing to form alliances and friendships rather than manipulate minions or servants.

Hit Die: d10.

REQUIREMENTS

To qualify to become a holy liberator, a character must fulfill all the following criteria.

Alignment: Chaotic good.

Base Attack Bonus: +5.

Diplomacy: 5 ranks.

Feat: Iron Will.

CLASS SKILLS

The holy liberator's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the holy liberator prestige class.

Weapon and Armor Proficiency: Holy liberators are proficient with all simple and martial weapons, with all types of armor, and with shields.

Spells per Day: A holy liberator has the ability to cast a small number of divine spells.

To cast a spell, the holy liberator must have a Wisdom score of at least 10 + the spell's level, so a holy liberator with a Wisdom of 10 or lower cannot cast these spells.

Holy liberator bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the holy liberator's Wisdom modifier.

When the holy liberator gets 0 spells of a given level, such as 0 1st-level spells at 1st level, he gets only bonus spells. (A holy liberator without a bonus spell for that level cannot yet cast a spell of that level).

The holy liberator's spell list appears below.

A holy liberator has access to any spell on the list and can freely choose which to prepare, just like a cleric.

A holy liberator prepares and casts spells just as a cleric does (though the liberator cannot spontaneously cast *cure* or *inflict* spells).

Detect Evil (Sp): The holy liberator can detect evil as a spell-like ability at will.

This ability duplicates the effects of the spell *detect evil*.

Resist Enchantment (Su): Holy liberators gain a +2 morale bonus on all saving throws against enchantment spells or effects.

Divine Grace (Su): A holy liberator of 2nd level or higher applies his Charisma modifier (if positive) as a bonus on all saving throws.

Smite Evil (Su): Once per day, a holy liberator of 2nd level or higher may attempt to smite evil with one normal melee attack.

He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level.

For example, a 9th-level holy liberator armed with a longsword would deal 1d8+9 points of damage, plus any additional bonuses for high Strength or magical effects that normally apply.

If the holy liberator accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

Smite evil is a supernatural ability.

Turn Undead (Su): When a holy liberator reaches 3rd level, he gains the ability to turn undead.

He turns undead as would a cleric of two levels lower.

Immune to Charm and Compulsion (Ex): Beginning at 3rd level, the holy liberator gains immunity to all charm and compulsion effects.

His mind is his own, and no other creature can control his thoughts or actions.

Subversion (Su): By spending 5 minutes in conversation with a character who is under the influence of a charm or compulsion effect, a holy liberator of at least 7th level can help that character break free of the enchantment.

As a full-round action, the holy liberator touches the enchanted character (making a melee touch attack roll, if necessary) and invokes the divine power within himself. The enchanted character immediately makes a new saving throw, using his own saving throw bonus plus the holy liberator's Charisma bonus.

If the result equals or exceeds the DC of the original saving throw, the character is freed from the charm or compulsion effect.

Code of Conduct: Holy liberators must be of chaotic good alignment and lose all special class abilities if they ever willingly commit an act of evil.

True to their alignment, holy liberators have no more formalized code of conduct than that.

HOLY LIBERATOR SPELL LIST

Holy liberators choose their spells from the following list:

1st—*bless, bless weapon, cure light wounds, detect poison, detect undead, divine favor, endure elements, magic weapon, remove fear, resistance, virtue.*

2nd—*aid, bull's strength, calm emotions, cure moderate wounds, delay poison, remove paralysis, resist elements, shield other.*

3rd—*cure serious wounds, discern lies, dispel magic, greater magic weapon, magic circle against evil, prayer, remove curse.*

4th—*cure critical wounds, death ward, dispel evil, freedom of movement, holy sword, neutralize poison.*

EX-PALADIN LIBERATORS

It is not altogether uncommon for paladins to slip away from the unswerving path of law in their overriding quest for good and become holy liberators.

For the most part, the ex-paladin who adopts the holy liberator class does not regain any of his lost paladin abilities.

However, in the case of smiting evil and turning undead, the former paladin's levels contribute to his ability in his new class.

Both of these abilities function at a level equal to the character's paladin levels plus his holy liberator levels.

Thus, the ex-paladin's smite evil ability deals extra damage equal to his combined levels, and he turns undead using this combined level as a base.

CELESTIAL COMPANION

Upon or after reaching 5th level, a holy liberator can call a celestial cat, dog, eagle, hawk, horse, owl, pony, or wolf as a companion.

(See Appendix 1 of the *Monster Manual* for these creatures' basic statistics and Appendix 3 for the celestial template).

This creature may willingly act as a guardian (such as a hawk), a helper (such as a cat), or a mount (such as a horse).

The holy liberator's companion further gains HD and special abilities based on the holy liberator's character level.

The holy liberator may have only one celestial companion at a time.

Should the holy liberator's companion die, he may call for another one after one day.

The new celestial companion has all the accumulated abilities due a companion of the holy liberator's current level.

Character Level: The character level of the holy liberator (the total levels achieved in all his classes).

Bonus HD: These are extra d8 Hit Dice, each of which gains a Constitution modifier, as normal.

Extra Hit Dice improve the companion's base attack bonus and base save bonuses, as normal.

Natural Armor: This is a bonus to the companion's natural armor rating.

Str Adj.: Add this figure to the companion's Strength score.

Int: The companion's Intelligence score (the celestial companion is smarter than normal animals of its kind).

Improved Evasion (Ex): If the companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw.

Share Spells: At the holy liberator's option, he may have any spell he casts on himself also affect his companion.

The companion must be within 5 feet.

If the spell has a duration other than instantaneous, the spell stops affecting the companion if it moves farther than 5 feet away and will not affect the companion again even if the companion returns to the holy liberator before the duration expires.

Additionally, the holy liberator may cast a spell with a target of "You" on his companion (as a touch range spell) instead of on himself.

The holy liberator and the companion can share spells even if the spells normally do not affect creatures of the companion's type (magical beast).

Empathic Link (Su): The holy liberator has an empathic link with the companion out to a distance of up to one mile.

The holy liberator cannot see through the companion's eyes, but they can communicate telepathically.

Even intelligent companions see the world differently from humans, so misunderstandings are always possible.

Because of the empathic link between the companion and the holy liberator, the holy liberator has the same connection to a place or an item that the companion does.

Share Saving Throws: The companion uses its own base save or the holy liberator's, whichever is higher.

Speak with Holy Liberator: The holy liberator and companion can communicate verbally as if they were using a common language.

Other creatures do not understand the communication without magical help.

Blood Bond: The companion gains a +2 bonus on all attacks, checks, and saves if it witnesses the holy liberator being threatened or harmed.

This bonus lasts as long as the threat is immediate and apparent.

Spell Resistance: The companion's spell resistance equals the holy liberator's level + 5.

To affect the companion with a spell, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the companion's spell resistance.

TABLE 3-6: CELESTIAL COMPANION

Character Level	Bonus HD	Natural Armor	Str Adj.	Int	Special
12 or less	+2	+1	+1	6	Improved evasion, share spells, empathic link, share saving throws
13-15	+4	+3	+2	7	Speak with holy liberator
16-18	+6	+5	+3	8	Blood bond
19-20	+8	+7	+4	9	Spell resistance

TABLE 3-5: THE HOLY LIBERATOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	0	+2	<i>Detect evil</i> , resist enchantment	0	—	—	—
2nd	+2	+3	0	+3	Divine grace, smite evil	1	—	—	—
3rd	+3	+3	+1	+3	Turn undead, immune to charm and compulsion	1	0	—	—
4th	+4	+4	+1	+4		1	1	—	—
5th	+5	+4	+1	+4	Celestial companion	1	1	0	—
6th	+6	+5	+2	+5		1	1	1	—
7th	+7	+5	+2	+5	Subversion	2	1	1	0
8th	+8	+6	+2	+6		2	1	1	1
9th	+9	+6	+3	+6		2	2	1	1
10th	+10	+7	+3	+7		2	2	2	1

HOSPITALER

It is the duty of knights hospitaler to protect people traveling on religious pilgrimages.

Over the years, this single duty has expanded to include the construction and administration of hospitals and refugee facilities.

Hospitalers are a fighting force of necessity, sworn to poverty, obedience, and the defense of those in their care. NPC hospitalers often travel in groups, usually with pilgrims on their way to or from a site of particular importance to their faith.

Hospitalers may be found running pilgrim hostels, defending temple hospitals, or standing vigil over religious relics and sites.

They seldom go on quests or adventures except to rescue endangered pilgrims or to recover relics or sites from heretics and unbelievers.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Any nonchaotic.

Base Attack Bonus: +4.

Handle Animal: 5 ranks.

Ride: 5 ranks.

Feats: Mounted Combat, Ride-By Attack.

CLASS SKILLS

The hospitaler's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the hospitaler prestige class.

Weapon and Armor Proficiency: Hospitalers are proficient with all simple and martial weapons, with all types of armor, and with shields.

Turn Undead: A hospitaler gains the ability to turn undead at 3rd level.

She turns undead as a cleric two levels lower.

This stacks with undead turning from other classes.

Add the hospitaler level -2 to the class level for any other classes that have the turning ability.

For example, a 6th-level cleric/4th-level hospitaler turns undead as an 8th-level cleric.

Note that paladins also use their class level -2 to determine their effective turning level, so a 6th-level paladin/4th-level hospitaler turns undead as a 6th-level cleric.

Spells per Day: A hospitaler continues advancing in divine spellcasting ability as well as learning the skills of the hospitalers.

Thus, when a new hospitaler level is gained, the character gains new divine spells per day as if she had gained a level in the cleric class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, greater damage with the smite evil ability, and so on).

This essentially means that she adds the level of hospitaler to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly. For example, if Alhandra, an 8th-level paladin, gains a level as a hospitaler, she gains new spells as if she had risen to 9th level as a paladin, but uses the other hospitaler aspects of level progression such as attack bonus and save bonuses. If she next gains a level of paladin, making her a 9th-level paladin/1st-level hospitaler, she gains spells as if she had risen to 10th level as a paladin.

Lay on Hands (Sp): A hospitaler can heal wounds by touch, as the paladin ability.

Any paladin levels add to the hospitaler's level for this purpose.

Remove Disease (Sp): A hospitaler can use *remove disease* as the paladin ability.

Any paladin levels add to the hospitaler's level for this purpose.

Bonus Feats: At the indicated levels, a hospitaler may take a bonus feat.

These feats are drawn from the following list:

Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*.

Feats dependent on other feats are listed parenthetically after the prerequisite feat.

The hospitaler can select feats marked with an asterisk (*) more than once, but for a different weapon each time.

The hospitaler must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Important: These feats are in addition to the feat that a character of any class gets every three levels.

The hospitaler is not limited to the list given here when choosing those feats.

Code of Conduct: Hospitalers take an oath of poverty, obedience, and defense of those in their care.

This does not mean that hospitalers live mean, penny-pinching lives.

They share their wealth among themselves and give any excess to their order.

Obedience is not related to character or social rank, but rather to position assigned within the order, and often changes with the situation.

Regardless of their relative ranks, all hospitalers defer to the head of a facility while on the grounds.

Hospitalers must be willing to lay down their lives to protect the pilgrims or hospitaler facilities under their care, but should not do so recklessly.

Multiclass Note: A paladin who becomes a hospitaler may continue advancing as a paladin.

EX-HOSPITALERS

A hospitaler who becomes chaotic, who willfully commits an evil act, or who grossly violates the hospitaler code of conduct loses all class features and spells and may not progress in levels as a hospitaler.

She regains her abilities if she atones for her violations (see the *atonement* spell description, page 176 of the *Player's Handbook*).

A hospitaler may be a multiclass character, but faces a special restriction.

A hospitaler who gains a new class or, if already a multiclass character, gains a level in a class other than paladin may never again raise her hospitaler level, though she retains all her hospitaler abilities.

The path of the hospitaler, like that of the paladin, requires a constant heart.

Once you have turned off the path, you may never return.

TABLE 3-7: THE HOSPITALER

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	<i>Lay on hands</i>	+1 level of existing class
2nd	+2	+3	+0	+0		+1 level of existing class
3rd	+3	+3	+1	+1	Turn undead, remove disease, bonus feat	+1 level of existing class
4th	+4	+4	+1	+1		+1 level of existing class
5th	+5	+4	+1	+1	Bonus feat	+1 level of existing class
6th	+6	+5	+2	+2		+1 level of existing class
7th	+7	+5	+2	+2	Bonus feat	+1 level of existing class
8th	+8	+6	+2	+2		+1 level of existing class
9th	+9	+6	+3	+3	Bonus feat	+1 level of existing class
10th	+10	+7	+3	+3		+1 level of existing class

HUNTER OF THE DEAD

The hunter of the dead is the hated enemy of all undead.

She spends each restless night tracking undead to their lairs and cleansing the land of their foul presence forever.

The hunter of the dead possesses many tools with which to fight against such creatures.

Her skills with arms are the match of any fighter, but, to aid her in the hunt, she also possesses spells and special abilities that draw upon her connection with positive energy.

Most hunters of the dead are clerics or paladins.

Fighters, rangers, monks, druids, and barbarians also make excellent hunters of the dead, while rogues and bards add their subterfuge skills to create a foe that the undead never see coming.

Sorcerers and wizards—especially those with a few levels as a cleric or a paladin—have many advantages when fighting

undead, so they should never be discounted as potential hunters of the dead.

As NPCs, hunters of the dead are quiet loners, driven to think of little but their cause.

They usually have some traumatic tale of what brought them to hate the undead, but few are willing to share it with those they meet as they wander from town to town.

In places where spirits are particularly restless and the dead walk in numbers, hunters of the dead gather in secretive orders such as the House of Death to pool their strength and attack their foes together.

Hit Die: d8.

REQUIREMENTS

To qualify to become a hunter of the dead, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Base Attack Bonus: +5.

Knowledge (undead): 5 ranks.

Special: Ability to turn undead.

Scar of Unlife: The character must have lost one level or had an ability score point permanently drained by an undead creature.

This is the scar of unlife that all hunters of the dead carry.

CLASS SKILLS

The hunter of the dead's class skills (and the key ability for each skill) are Concentration (Con), Heal (Wis), Knowledge (religion) (Int), Knowledge (undead) (Int), Profession (Wis), Ride (Dex), and Search (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the hunter of the dead prestige class.

Weapon and Armor Proficiency: Hunters of the dead are proficient with all simple and martial weapons, with all types of armor, and with shields.

Spells per Day: A hunter of the dead has the ability to cast a small number of divine spells.

To cast a spell, the hunter of the dead must have a Wisdom score of at least 10 + the spell's level, so a hunter of the dead with a Wisdom of 10 or lower cannot cast spells.

Hunter of the dead bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier.

When the hunter of the dead gets "—" spells of a given level, the character cannot cast any spells of that level.

When the hunter of the dead gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the hunter of the dead gets only bonus spells.

A hunter of the dead without a bonus spell for that level cannot yet cast a spell of that level.

The hunter of the dead's spell list appears below; she has access to any spell on the list and can freely choose which to prepare.

A hunter of the dead prepares and casts spells just as a cleric does (though the hunter of the dead cannot lose a spell to cast a *cure* spell in its place).

Detect Undead (Sp): At will, the hunter of the dead can *detect undead* as a spell-like ability.

This ability duplicates the effect of the spell *detect undead*.

Smite Undead (Su): Once per day, a hunter of the dead of 2nd level or higher can attempt to smite undead with one normal melee attack.

She adds her Wisdom modifier (if positive) to her attack roll and inflicts 1 extra point of damage per level; for example, an 8th-level hunter of the dead armed with a longsword would inflict 1d8+8 points of damage, plus any additional bonuses for high Strength and magical effects that normally apply. If the hunter of the dead accidentally smites a creature that is not undead, the smite has no effect but it is still used up for that day.

Note: A paladin/hunter of the dead can both smite evil and smite undead in the same day, potentially against the same target (if it's an evil undead).

Spurn Death's Touch (Ex): A 3rd-level hunter of the dead applies her Wisdom modifier (if positive) as an additional bonus on all saving throws against effects and spells used by undead.

Will saves thus add double the normal Wisdom modifier.

True Death (Su): Undead slain by a hunter of the dead, either by melee attacks or spells, can never rise again as undead.

They are forever destroyed.

Extra Turning: At 6th level, a hunter of the dead receives Extra Turning as a bonus feat.

This feat allows the hunter to turn undead four more times per day than normal.

Positive Energy Burst (Su): In lieu of two normal turning attempts, a hunter of the dead of at least 8th level can create a positive energy burst that deals 1d6 points of damage to all undead creatures within 100 feet of the character for every class level of hunter of the dead the character has attained.

Undead are allowed a Reflex save (DC 10 + the class level of the hunter) for half damage.

Sealed Life (Su): Upon reaching 10th level, a hunter of the dead cannot lose levels due to energy draining effects (although death still results in level loss, as do other level- or experience-draining penalties).

HUNTER OF THE DEAD SPELL LIST

Hunters of the dead choose their spells from the following list:

- 1st—*magic weapon*, *cure light wounds*, *invisibility to undead*, *remove fear*.
- 2nd—*cure moderate wounds*, *continual flame*, *darkvision*, *bull's strength*.
- 3rd—*cure serious wounds*, *protection from elements*, *searing light*, *halt undead*.
- 4th—*cure critical wounds*, *death ward*, *freedom of movement*.

TABLE 3-8: THE HUNTER OF THE DEAD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	<i>Detect undead</i>	0	—	—	—
2nd	+2	+3	+0	+0	<i>Smite undead</i>	1	—	—	—
3rd	+3	+3	+1	+1	<i>Spurn death's touch</i>	1	0	—	—
4th	+4	+4	+1	+1		1	1	—	—
5th	+5	+4	+1	+1	<i>True death</i>	1	1	0	—
6th	+6	+5	+2	+2	<i>Extra turning</i>	1	1	1	—
7th	+7	+5	+2	+2		2	1	1	0
8th	+8	+6	+2	+2	<i>Positive energy burst</i>	2	1	1	1
9th	+9	+6	+3	+3		2	2	1	1
10th	+10	+7	+3	+3	<i>Sealed life</i>	2	2	2	1

KNIGHT OF THE CHALICE

A knight of the Chalice is a member of an elite knightly organization devoted to fighting demons. Motivated by a pious hatred of these creatures that embody the principles of chaos and evil, knights of the Chalice learn tactics and gain special abilities to help them in their crusade.

A character who qualifies for entrance into the order of the Chalice is typically a paladin/ranger or a cleric/ranger. Characters with minimal levels as a ranger/cleric or ranger/paladin can qualify even if they have more levels in other classes—rogue, fighter, and even wizard or sorcerer. Wizards and sorcerers are rarely drawn to the order's crusade, and cannot qualify as knights until very high levels.

Few monks or bards have enough dedication to exterminating demons to take up this class.

Knights of the Chalice are often lone crusaders, maintaining only loose connections to their order.

NPC knights sometimes gather adventuring bands around themselves for combat support.

A knight of the Chalice could become a temporary ally of a player character party while the party is engaged in a campaign against a demon.

Hit Die: d12.

REQUIREMENTS

To qualify to become a knight of the Chalice, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Attack Bonus: +8.

Knowledge (religion): 10 ranks.

Knowledge (the planes): 5 ranks.

Spells: Ability to cast divine spells, including *protection from evil*.

Equipment: Magic (+1 or better) full plate armor.

Special: Has demons as a favored enemy, and has defeated a demon or driven it back to its home plane.

CLASS SKILLS

The knight of the Chalice's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Sense Motive (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the knight of the Chalice prestige class.

Weapon and Armor Proficiency: Knights of the Chalice are proficient with all simple and martial weapons, with all types of armor, and with shields.

Demonslaying: Knights of the Chalice gain a number of special benefits in combat with demons.

A 1st-level knight of the Chalice gets a +1 competence bonus on attack rolls against demons.

On a successful attack, he deals an additional 1d6 points of damage due to his expertise in combating these creatures. These bonuses increase as the knight advances in level, as shown on Table 3–9.

A 1st-level knight of the Chalice's +1 competence bonus also applies to Intimidate, Listen, Sense Motive, and Spot checks when he uses these skills against demons.

He gets the same bonus on Will saving throws against attacks from demons, and to opposed ability checks he makes against demons.

These bonuses all stack with the knight's favored enemy bonus.

Censure Demons (Su): Knights of the Chalice can censure demons, much as clerics turn undead.

Rather than channeling positive energy, the knight of the Chalice channels energy from the celestial planes of lawful good.

Like a cleric, the knight makes a Charisma check and consults Table 8–16, page 140 of the *Player's Handbook*.

Instead of using his class level, however, he uses his character level to determine the most powerful demon he can censure.

He then rolls 2d6 + his knight of the Chalice level + his Charisma modifier for censuring damage.

Using both his character level and his knight of the Chalice class level in this manner means that he is more likely to affect a single powerful demon, but unlikely to turn more than one of them.

A censured demon is stunned by the knight's holy power. Stunned creatures lose their Dexterity bonus to AC (if any) and can take no actions.

Foes gain a +2 circumstance bonus to hit stunned creatures.

If a knight of the Chalice attacks a censured demon, the demon can act normally on its next turn.

If the knight of the Chalice's character level is at least twice the demons' Hit Dice, he banishes the demons back to their home plane.

Like a cleric, a knight of the Chalice can make a number of censuring attempts per day equal to 3 + his Charisma modifier.

These attempts are separate from any attempts to turn undead.

Spells per Day: A knight of the Chalice has the ability to cast a small number of divine spells.

To cast a spell, the knight must have a Wisdom score of at least 10 + the spell's level, so a knight with a Wisdom of 10 or lower cannot cast these spells.

Knight of the Chalice bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the knight's Wisdom modifier.

When the knight gets 0 spells of a given level, such as 0 1st-level spells at 1st level, he gets only bonus spells.

(A knight without a bonus spell for that level cannot yet cast a spell of that level).

The knight of the Chalice's spell list appears below.

A knight has access to any spell on the list and can freely choose which to prepare, just like a cleric.

A knight of the Chalice prepares and casts spells just as a cleric does (though he cannot spontaneously cast *cure* or *inflict* spells).

Spell Focus and Spell Penetration Feats: Knights of the Chalice automatically gain the benefits of the Spell Focus and Spell Penetration feats when casting a targeted spell against a demon.

The saving throw DC for such spells is increased by +2, and the knight gets a +2 bonus on caster level checks to beat the demon's spell resistance.

Courage of Heaven (Su): A knight of the Chalice of 2nd level or higher is immune to fear effects cast or created by demons.

Allies within 10 feet of the knight of the Chalice gain a +4 morale bonus on saving throws against these effects as well.

Heavenly Devotion (Su): At 5th level and above, a knight of the Chalice is immune to enchantment spells and effects cast or created by demons, including *charms* and *suggestions*.

Allies within 10 feet of the knight of the Chalice gain a +4 morale bonus on saving throws against these effects as well.

Consecrated Aura (Su): At 8th level and above, a knight of the Chalice exudes a permanent *consecrate* effect to a radius of 20 feet.

If the knight is within the area of a *desecrate* spell, both effects are negated until the knight leaves the area or the *desecrate* spell expires.

If the *desecrate* spell is enhanced by an altar or other permanent fixture dedicated to an evil deity, the knight's *consecrate* effect negates the enhancement while the knight remains in the area: Turning penalties are reduced to -3 and undead gain only a +1 profane bonus on their rolls.

Holy Aura (Su): At 10th level, a knight of the Chalice gains the ability to create a *holy aura* around himself (only) when he is engaged in combat with one or more demons.

The aura's effect is as the spell cast by a 10th-level cleric, but it wards the knight against the attacks, spells, and mental influence of demons only, and only demons can be blinded if they strike the knight.

KNIGHT OF THE CHALICE SPELL LIST

Knights of the Chalice choose their spells from the following list:

1st—*bless water*, *bless weapon*, *detect chaos*, *detect evil*, *divine favor*, *doom*, *endure elements*, *magic weapon*, *protection from evil*, *remove fear*, *summon monster I*.

2nd—*aid*, *bull's strength*, *consecrate*, *endurance*, *resist elements*, *sound burst*, *spiritual weapon*, *summon monster II*, *undetectable alignment*, *zeal*†.

3rd—*dispel magic*, *invisibility purge*, *magic circle against evil*, *magic vestment*, *prayer*, *protection from elements*, *searing light*, *shout*, *summon monster III*.

4th—*dimensional anchor*, *discern lies*, *dismissal*, *dispel evil*, *holy smite*, *greater magic weapon*, *lesser aspect of the deity*†, *lesser planar ally*, *weapon of the deity*†.

† New spell described in Chapter 4 of this book.

TABLE 3-9: THE KNIGHT OF THE CHALICE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Demonslaying +1/1d6, censure demons	0	—	—	—
2nd	+2	+3	+0	+3	Courage of heaven	1	—	—	—
3rd	+3	+3	+1	+3	Demonslaying +2/+2d6	1	0	—	—
4th	+4	+4	+1	+4		1	1	—	—
5th	+5	+4	+1	+4	Heavenly devotion	1	1	0	—
6th	+6	+5	+2	+5	Demonslaying +3/+3d6	1	1	1	—
7th	+7	+5	+2	+5		2	1	1	0
8th	+8	+6	+2	+6	Consecrated aura	2	1	1	1
9th	+9	+6	+3	+6	Demonslaying +4/+4d6	2	2	1	1
10th	+10	+7	+3	+7	Holy aura	2	2	2	1

KNIGHT OF THE MIDDLE CIRCLE

These knights are members of the Stargazers organization (see Chapter 2 of this book).

Once ordained, knights of the Middle Circle accept strict demands for their allegiance and obedience and undertake many important duties.

They provide security for Stargazer chapterhouses and may be called upon for similar service for allies of the Stargazers. Since the Stargazers welcome members of any class to their ranks, the knights of the Middle Circle often deliver membership invitations to honorable, good adventurers or expert astronomers who have served the Outer Circle for several years.

The knights often offer missions and quests to Outer Circle adventurers, and occasionally lead such adventures.

If a mission is too important for those not sworn to the Stargazers to know of, knights of the Middle Circle may be assigned to work on it secretly under the cover of some more obvious activity.

Knights of the Middle Circle receive messages and instructions from the Inner Circle via secret communications and carrier pigeons.

Thus, they're comfortable working either with animals or with messages that carry hidden meaning.

Because of their exposure to prophecy and various ways of divining the future, knights of the Middle Circle develop extraordinary powers of intuition and prediction.

NPC knights of the Middle Circle may deliver invitations to undertake quests.

They're generally friendly and warm, but evasive when questioned closely about their order.

When asked how the Stargazers decided to undertake a quest, they say that they observe the movements of the stars in the night sky and interpret those movements. When knights undertake a quest without members of the Outer Circle, they never discuss it openly.

Hit Die: d10.

REQUIREMENTS

To qualify to become a knight of the Middle Circle, a character must fulfill all the following criteria.

Alignment: Good, nonchaotic.

Base Attack Bonus: +6.

Handle Animal: 7 ranks.

Gather Information: 4 ranks.

Innuendo: 4 ranks.

CLASS SKILLS

The knight of the Middle Circle class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Innuendo (Wis), Knowledge (arcana) (Int), Profession (Wis), Ride (Dex) and Sense Motive (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the knight of the Middle Circle prestige class.

Weapon and Armor Proficiency: Knights of the Middle Circle are proficient with simple and martial weapons, with all types of armor, and with shields.

Spells per Day: To cast a spell, a knight of the Middle Circle must have a Wisdom score of at least 10 + the spell's level, so a knight with a Wisdom score of 10 or lower cannot cast spells.

Knight bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wisdom modifier.

When the knight gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the knight gets only bonus spells.

A paladin without a bonus spell for that level cannot yet cast a spell of the level.

A knight has access to any spell on the list below and can freely choose which to prepare, just as a cleric can.

A knight of the Middle Circle prepares and casts spells just as a cleric does (though the knight cannot use spontaneous casting to substitute a *cure* spell in place of a prepared spell).

A knight of the Middle Circle's caster level is one-half his knight class level.

Blind-Fight: A knight of the Middle Circle gains this bonus feat at 1st level.

Combat Sense (Ex): A knight of the Middle Circle may designate a single opponent in combat.

Against that opponent, the knight gains a +2 insight bonus to AC and a +2 insight bonus on attacks.

At 5th level, these bonuses increase to +4.

At 10th level, the bonuses increase to +6.

Tongues (Sp): A knight of the Middle Circle must be able to communicate with those he meets, acting as the eyes and ears of the Stargazers.

Beginning at 2nd level, he can invoke *tongues* (as the spell) a number of times per day equal to his knight class level plus his Charisma bonus.

True Strike (Sp): At 3rd level, a knight of the Middle Circle can use *true strike* (as the spell) once per day.

He can use this ability once more per three levels advanced (twice per day at 6th level, and three times per day at 9th level).

Multiclass Note: A paladin who becomes a knight of the Middle Circle may continue advancing as a paladin.

KNIGHT OF THE MIDDLE CIRCLE SPELL LIST

Knights of the Middle Circle choose their spells from the following list:

1st—*bless*, *bless weapon*, *cure light wounds*, *detect poison*, *detect undead*, *divine favor*, *magic weapon*, *protection from evil*, *read magic*.

2nd—*augury*, *shield other*, *undetected alignment*.

3rd—*cure moderate wounds*, *discern lies*, *dispel magic*, *greater magic weapon*, *prayer*.

TABLE 3-10: KNIGHT OF THE MIDDLE CIRCLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day		
						1st	2nd	3rd
1st	+1	+0	+0	+2	Combat sense +2, Blind-fight	0	—	—
2nd	+2	+0	+0	+3	<i>Tongues</i>	0	—	—
3rd	+3	+1	+1	+3	<i>True strike</i> 1/day	1	—	—
4th	+4	+1	+1	+4		1	—	—
5th	+5	+1	+1	+4	Combat sense +4	1	0	—
6th	+6	+2	+2	+5	<i>True strike</i> 2/day	1	0	—
7th	+7	+2	+2	+5		1	1	—
8th	+8	+2	+2	+6		1	1	0
9th	+9	+3	+3	+6	<i>True strike</i> 3 /day	1	1	1
10th	+10	+3	+3	+7	Combat sense +6	1	1	1

The Inner Circle

Those who wish to advance to the Inner Circle must have at least one level as a paladin and must be able to gain more (they must be lawful good, have atoned for any violations, and must not have added levels of a class that forbids further advancement as a paladin).

The Stargazers

The Stargazers charge minimal dues of all Middle and Inner Circle members, but primarily funds itself through private donations made by wealthy knights in addition to their dues. In return, the Stargazers provide housing, food, training, and assistance (for instance, they might help a paladin discover where to find a special mounts). The Stargazers sometimes provide special equipment of magic items for truly important quests.

MASTER OF SHROUDS

The master of shrouds is an evil spellcaster who magically seizes incorporeal undead and sets them to do her bidding. The wrathful undead spread fear and death as they vent their anger at being disturbed.

While a master of shrouds has some divine spells, her primary tool is the ability to summon incorporeal undead creatures to serve her.

Paladins never become masters of shrouds, though ex-paladins may do so if they turn far enough from their lawful good roots.

Evil clerics most often become masters of shrouds.

Druids and rangers may also join the ranks of this prestige class provided they acquire enough levels and have the proper attitude.

NPC masters of shrouds generally operate in secret, pursuing their evil plans most often under cover of darkness.

They may work individually or in groups, depending on their alignment.

They rarely stay in one place for long, and rarely work in groups larger than four, to avoid attracting too much attention from paladins and good clerics, not to mention hunters of the dead.

Hit Die: d8.

REQUIREMENTS

To qualify to become a master of shrouds, a character must fulfill all the following criteria.

Alignment: Any nongood.

Base Save Bonus: Will +5.

Concentration: 10 ranks.

Spellcraft: 10 ranks.

Spells: Ability to cast divine spells, and access to at least one of these domains: Death, Evil, Protection.

A character who can cast at least one spell from a domain counts as having access for this purpose.

Special: Ability to channel negative energy.

CLASS SKILLS

The master of shrouds class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the master of shrouds prestige class.

Weapon and Armor Proficiency: Masters of shrouds are proficient with all simple weapons, with all types of armor, and with shields.

Spells: A master of shrouds casts spells as a cleric (see Table 3–6: The Cleric, page 30 of the *Player's Handbook*) and has full access to the general cleric spell list.

Master of shrouds levels are added to cleric levels to determine spells per day and spell effects.

In addition, a master of shrouds gains access to the domains of Death, Evil, and Protection.

Spells per Day: A master of shrouds continues advancing in divine spellcasting ability as well as learning the skills of the masters of shrouds.

Thus, when a new master of shrouds level is gained, the character gains new divine spells per day as if she had gained a level in the cleric class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, *wild shape* ability, and so on).

This means that she adds the level of master of shrouds to the level of another divine spellcasting class the character has, then determines spells per day accordingly.

Extra Turning Feat: A master of shrouds gains Extra Turning as a bonus feat.

This adds four to the number of turning attempts she can make in a day.

Summon Undead I (Sp): This spell-like ability works like the *summon monster I* spell, with the following exceptions: A master of shrouds may summon any combination of shadows and allips totaling no more than two creatures. At the instant the ability is used, the master of shrouds may set a shorter duration than the usual 1 round per master level.

A master who can communicate with the summoned undead can direct them as per the *summon monster* spell. If the summoned creatures remain after the last enemy is gone, they will attack the master of shrouds unless she succeeds at a turning check for each creature every round until they disappear.

The *summon undead I* ability can be used a number of times each day equal to three plus the master of shrouds' Charisma bonus (minimum once).

Summoning Undead

Once a master of shrouds summons undead creatures, only three outcomes are possible. The undead may be slain or driven off in combat. The undead may depart when the spell duration ends. The undead attack the master of shrouds when their no other enemies remain to be dealt with. In the last case, the master of shrouds must rely on other powers or allies to save her from the wrath of the summoned undead.

Summon Undead II (Sp): As *summon undead I*, but the master of shrouds may summon two wraiths, or any combination of shadows and allips totaling no more than four creatures.

Summon Undead III (Sp): As *summon undead I*, but the master of shrouds may summon two spectres, or any combination of wraiths, shadows, and allips totaling no more than four creatures.

Summon Undead IV (Sp): As *summon undead I*, but the master of shrouds may summon any combination of spectres, wraiths, shadows, and allips totaling no more than eight creatures.

MASTER OF SHROUDS SPELL LIST

Masters of shrouds choose their divine spells from the following list:

- 1st—*disrupt undead*, *chill touch*, *ray of enfeeblement*.
- 2nd—*ghoul touch*, *scare*, *spectral hand*.
- 3rd—*contagion*, *gentle repose*, *halt undead*, *vampiric touch*.
- 4th—*enervation*, *fear*.
- 5th—*magic jar*.

Access to these spells does not increase the number of spells a master of shrouds can cast each day.

TABLE 3-11: THE MASTER OF SHROUDS

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+0	+0	+2	
2nd	+2	+0	+0	+3	
3rd	+3	+1	+1	+3	<i>Summon undead I</i>
4th	+4	+1	+1	+4	
5th	+5	+1	+1	+4	<i>Summon undead II</i>
6th	+6	+2	+2	+5	
7th	+7	+2	+2	+5	<i>Summon undead III</i>
8th	+8	+2	+2	+6	
9th	+9	+3	+3	+6	<i>Summon undead IV</i>
10th	+10	+3	+3	+7	

SACRED EXORCIST

Through elaborate rites that may include dancing, drumming, beating a possessed person on the soles of the feet, liberal use of holy water, or many other means, sacred exorcists hope to drive away the spiritual forces of evil, preventing them from causing harm to the bodies and souls of humanity.

Sacred exorcists are serious about their work and very devoted to their religion.

Not all of them are dour and grim, but most are.

Their determination to combat the forces of evil in the world—along with their special ability to do so—more than makes up for their lack of humor.

Most sacred exorcists are clerics or paladins who are specifically trained by their church for the work they are called to do.

Most churches select only those who have shown a clear dedication to the work of opposing evil outsiders, as well as exemplary faith and devotion.

Occasionally, a wizard qualifies to fill this role in a church that is tolerant toward arcane magic, but members of other classes rarely become sacred exorcists.

NPC sacred exorcists are usually loners who travel from city to city in the service of their church.

As highly specialized professionals, their services are frequently in demand, though few cities would have need for a full-time sacred exorcist.

Hit Die: d8.

REQUIREMENTS

To qualify to become a sacred exorcist, a character must fulfill all the following criteria.

Alignment: Any good.

Knowledge (the planes): 7 ranks.

Knowledge (religion): 10 ranks.

Spells: Ability to cast *dismissal* or *dispel evil* Special:

Adopting this prestige class requires the sanction of a church or order that ordains sacred exorcists.

Only characters judged by their church to be exemplary in faith and devotion, strong of will and upright in morality, are made sacred exorcists.

CLASS SKILLS

The sacred exorcist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the sacred exorcist prestige class.

Weapon and Armor Proficiency: Sacred exorcists are proficient with all simple weapons.

They are not proficient with any type of armor or with shields, but usually carry these proficiencies from their previous class.

Spells per Day: A sacred exorcist advances in spellcasting ability as well as learning the skills of exorcism.

Thus, when a new sacred exorcist level is gained, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on).

This means that she adds the level of sacred exorcist to the level of another spellcasting class the character has, then determines spells per day accordingly.

For example, if Delliva, an 8th-level cleric, gains a level as a sacred exorcist, she gains new spells as if she had risen to 9th level as a cleric, but uses the other sacred exorcist aspects of level progression such as base attack bonus and save bonuses.

If she next gains a level as a cleric, making her a 9th-level cleric/1st-level sacred exorcist, she gains spells as if she had risen to 10th level as a cleric.

If a character had more than one divine spellcasting class before she became a sacred exorcist, the player must decide which class to assign each level of sacred exorcist for the purpose of determining spells per day.

Prestige Domain: Upon adopting the sacred exorcist class, the character gains access to the Exorcism domain (see Chapter 4: Divine Magic), including its granted power (the ability to force possessing spirits out of the bodies they inhabit).

The Exorcism domain spells can be chosen as daily domain spells.

Chosen Foe (Ex): A sacred exorcist designates either undead or outsiders as her chosen foe.

Extensive study and special training in the proper techniques for combating this foe gives the sacred exorcist a +1 competence bonus on Bluff, Intimidate, Listen, Sense Motive, and Spot skill checks and caster level checks to overcome any spell resistance of the chosen foe.

At 4th level the bonus increases to +2, and at 8th level it increases to +3.

Turn Undead (Su): Sacred exorcists can turn undead as clerics do.

A sacred exorcist who also has levels as a cleric or paladin adds her sacred exorcist level to her cleric level (or her paladin level –2) to determine her effective level with respect to turning attempts.

Resist Possession (Ex): Sacred exorcists of at least 2nd level receive a +4 sacred bonus on their saving throws against *magic jar* spells or similar abilities (including a ghost's malevolence ability), and a +2 sacred bonus on dispel checks made to dispel such effects.

They also get a +2 sacred bonus on their saving throws against all charm and compulsion spells and effects cast by evil outsiders or undead.

Detect Evil (Sp): At will, a sacred exorcist of at least 2nd level can detect evil as a spell-like ability.

This ability duplicates the effects of the spell *detect evil*.

Extra Turning: At 3rd, 6th, and 9th level, a sacred exorcist gains Extra Turning as a bonus feat.

Each time a sacred exorcist gains this feat, she adds four to the number of turning attempts she can make in a day.

Dispel Evil (Sp): At 4th level, the sacred exorcist gains the ability to use *dispel evil* as a spell-like ability once per week.

At 7th level, she can use this ability twice per week.

At 10th level, she can use it three times per week.

Consecrated Presence (Su): At 5th level and higher, a sacred exorcist is surrounded by an aura of positive energy that extends 20 feet from her presence.

This aura duplicates the effects of a *consecrate* spell, but it moves with the sacred exorcist.

If the sacred exorcist enters an area affected by a *desecrate* spell, both effects are negated while the sacred exorcist remains in the area.

If the sacred exorcist is the target of a *desecrate* spell, her aura is suppressed for the duration of the *desecrate* spell.

TABLE 3-12: THE SACRED EXORCIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	0	+2	Prestige domain: Exorcism, chosen foe +1, turn undead	+1 level of existing class
2nd	+1	+0	0	+3	Resist possession, <i>detect evil</i>	+1 level of existing class
3rd	+2	+1	+1	+3	Extra Turning	+1 level of existing class
4th	+3	+1	+1	+4	<i>Dispel evil</i> 1/week, chosen foe +2	+1 level of existing class
5th	+3	+1	+1	+4	Consecrated presence	+1 level of existing class
6th	+4	+2	+2	+5	Extra Turning	+1 level of existing class
7th	+5	+2	+2	+5	<i>Dispel evil</i> 2/week	+1 level of existing class
8th	+6	+2	+2	+6	Chosen foe +3	+1 level of existing class
9th	+6	+3	+3	+6	Extra Turning	+1 level of existing class
10th	+7	+3	+3	+7	<i>Dispel evil</i> 3/week	+1 level of existing class

SACRED FIST

Sacred fists are independent organizations found within many temples.

Their ascetic members have turned their divine magic inward, bringing their bodies and wills into harmony. Sacred fists have forsworn the use of weapons and heavy armor.

They consider their bodies and minds gifts from their deity, and they believe that not developing those gifts to their fullest potential is a sin.

Spellcasting does not dishonor them nor their deity.

Sacred fists are strong in faith, will, and body.

Clerics are excellent candidates for sacred fists orders.

Paladins may also choose to join them, but are seldom comfortable surrendering the trappings of their calling.

Fighters, rogues, bards, and even ex-monks may make good candidates, provided they have enough levels in a class that grants divine spells.

Druids often find the class's combat skills useful, as do sorcerers and wizards who have some levels as a cleric or other source of divine spells.

NPC sacred fists are as varied as their faiths.

In general, they travel the land individually, lending their skills to those who need protection or assistance.

While a sacred fist from a temple of Pelor might humbly assist almost anyone who asked, one from Erythnul's faith might help only when it gains him something.

Sacred fists from the temple of Kord tend to be genial brawlers, humble in victory and gracious in defeat.

All sacred fists seek challenges that allow them to further develop their fighting skills.

Hit Die: d8.

REQUIREMENTS

To qualify to become a sacred fist, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Feats: Alertness, Combat Reflexes, Improved Unarmed Strike.

Spells: Ability to cast divine spells.

CLASS SKILLS

The sacred fist class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Escape Artist (Dex), Heal (Wis), Jump (Str), Profession (Wis), and Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the sacred fist prestige class.

Weapon and Armor Proficiency: Sacred fists surrender the use of weapons and shields.

They may use only light armor without breaking their religious discipline.

Code of Conduct: A member of a sacred fist order refuses to use any weapon.

A sacred fist who knowingly carries or uses a weapon loses all class spells and features and advances no farther as a sacred fist until he atones for his action (see the *atonement* spell description, page 176 of the *Players Handbook*).

Spells per Day: A sacred fist has the ability to cast a small number of divine spells.

To cast a spell, the sacred fist must have a Wisdom score of at least 10 + the spell's level, so a sacred fist with a Wisdom of 10 or lower cannot cast spells.

Sacred fist bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier.

When the sacred fist gets "—" spells for a given level, the character cannot cast any spells of that level.

When the sacred fist gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the sacred fist gets only bonus spells.

A sacred fist without a bonus spell for that level cannot yet cast a spell of that level.

The sacred fist's spell list appears below; he has access to any spell on the list and can freely choose which to prepare.

A sacred fist prepares and casts spells just as a cleric does (though he cannot lose a spell to cast a *cure* spell in its place).

Free Domain: Upon adopting the sacred fist class, the character chooses one domain from his deity's list.

Unarmed Fighting (Ex): A sacred fist is highly trained in fighting unarmed, giving him considerable advantages when doing so.

A sacred fist's attacks may be with either fist interchangeably or even with elbows, knees, and feet.

There is no such thing as an off-hand attack for a sacred fist striking unarmed.

He may choose to deal either subdual or normal damage with his attack.

He deals more damage than normal, as summarized on the table below.

Level	Size of Sacred Fist	
	Small	Medium-size or larger
1st	1d4	1d6
5th	1d6	1d8
8th	1d8	1d10
10th	1d10	1d12

Flurry Attack (Ex): The sacred fist may strike with a flurry of blows at the expense of accuracy.

When doing so, he may make one extra attack in a round at his highest base attack, but this attack and each other attack made that round suffer a -2 penalty apiece.

This penalty applies for 1 round, so it affects attacks of opportunity the sacred fist might make before his next action.

The sacred fist must use the full attack action (see page 124 of the *Player's Handbook*) to strike with a flurry of blows.

Puissant Fists (Su): A sacred fist ignores some damage resistance.

At 1st level, treat his strikes as +1 weapons for the purposes of damage resistance.

Starting at 3rd level, treat his strikes as +2 weapons for that purpose.

Starting at 6th level, treat them as +3 weapons, and at 9th level, treat them as +4 weapons.

This ability does not change the sacred fist's chance to hit or the damage dealt.

Evasion (Ex): A sacred fist can dodge and avoid even magical and unusual attacks with great agility.

If a sacred fist makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a *fireball* spell), the sacred fist instead suffers no damage.

Evasion can only be used if the sacred fist is wearing light armor or no armor.

Combat Casting (Ex): At 2nd level, a sacred fist gains this feat as a bonus feat.

Uncanny Dodge (Ex): Starting at 3rd level, a sacred fist gains the ability to react to danger before his senses would normally allow him to do so.

He retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to AC if immobilized).

At 5th level, the sacred fist can no longer be flanked, since he can react to opponents on opposite sides of his as easily as he can react to a single attacker.

This defense denies other characters the ability to use flank attacks to sneak attack him.

The exception to this defense is that another character at least four levels higher than the character can flank him (and thus sneak attack him, if a rogue).

Uncanny dodge can only be used if the sacred fist is wearing light armor or no armor.

Blindsight (Ex): This ability, gained at 6th level, grants sensitivity to vibrations, scent, and acute hearing so that the sacred fist maneuvers and fights as well as a sighted creature.

His senses extend in a 30-foot radius.

Invisibility and darkness are irrelevant, though he still can't discern ethereal beings.

Sacred fists do not need to make Spot or Listen checks to notice creatures within range.

Sacred Flame (Sp): At 7th level, a sacred fist may use a standard action to invoke sacred flames around his hands and feet.

Instead of normal damage, a successful attack with these sacred flames deals damage as follows: 1d6 + Wisdom modifier if positive + sacred fist class level.

The attack has a maximum possible damage of 1d6+15 points.

At least half the damage is fire damage, and the rest is sacred energy (and thus not subject to effects that reduce fire damage).

A *sacred flame* attack may be combined with a flurry attack.

No Shadow Blows (Ex): Starting at 8th level, a sacred fist may add a positive Wisdom modifier to both attack and damage rolls.

Also, for purposes of countering damage reduction, his unarmed blows are considered magic weapons with an enhancement bonus equal to his Wisdom bonus, and this bonus is cumulative with that of puissant fists.

The sacred fist's mind, body, and will are forged into one instrument.

Inner Armor (Ex): At 10th level, a sacred fist's inner tranquility protects him from external threats.

He may invoke a +4 concentration bonus to AC, a +4 resistance bonus on all saves, and spell resistance equal to his class level for a number of rounds equal to his Wisdom modifier.

If his Wisdom modifier is +0 or negative, he cannot use this ability.

He may use inner armor a number of times per day equal to his class level.

SACRED FIST SPELL LIST

Sacred fists have access to spells appropriate for their alignment, provided those spells have a range of touch or personal.

This list excludes spells available only as domain spells.

Such spells would be available to a sacred fist with access to the domain.

1st—*bless water**, *burial blessing*†, *comprehend language*, *cure light wounds**, *curse water**, *divine favor*, *endure elements*, *entropic shield*, *inflict light wounds**, *invisibility to undead*, *magic stone***, *magic weapon***, *protection from chaos/evil/good/law**, *sanctuary*, *shield of faith*.

2nd—*aid*, *augury*, *brambles***†, *bull's strength*, *cure moderate wounds**, *death knell*, *delay poison*, *endurance*, *gentle repose*, *inflict moderate wounds**, *lesser restoration*, *resist elements*, *speak with animals*, *undetectable alignment*.

3rd—*bestow curse**, *chain of eyes*†, *contagion**, *continual flame*, *cure serious wounds**, *curse of the brute*†, *daylight*, *deeper darkness*, *flame of faith*†, *glyph of warding*, *inflict serious wounds**, *invisibility purge*, *magic circle against chaos/evil/good/law**, *magic vestment*, *meld into stone*, *negative energy protection*, *obscure object*, *protection from elements*, *remove curse**, *remove disease**, *speak with plants*, *spikes***†, *stone shape*, *water breathing*, *water walk*.

4th—*air walk*, *beast claws*†, *cure critical wounds**, *death ward*, *divination*, *divine power*, *freedom of movement*, *imbue with spell ability*, *inflict critical wounds**, *neutralize poison**, *poison**, *restoration*, *status*, *tongues*, *unfailing endurance*†.

* DM decides which of these spells are appropriate for PC's organization.

** While these spells technically can be cast, a careless sacred fist might break his discipline, depending on his subsequent actions.

† New spell described in Chapter 4 of this book.

TABLE 3-13: THE SACRED FIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+2	+0	Flurry attack, free domain, puissant fists	0	—	—	—
2nd	+2	+3	+3	+0	Evasion, Combat Casting	1	—	—	—
3rd	+3	+3	+3	+1	Uncanny dodge (Dex bonus to AC)	0	0	—	—
4th	+4	+4	+4	+1		1	1	—	—
5th	+5	+4	+4	+1	Uncanny dodge (can't be flanked)	1	1	0	—
6th	+6	+5	+5	+2	Blindsight	1	1	1	—
7th	+7	+5	+5	+2	Sacred flame	2	1	1	0
8th	+8	+6	+6	+2	No shadow blows	2	1	1	1
9th	+9	+6	+6	+3		2	2	1	1
10th	+10	+7	+7	+3	Inner armor	2	2	2	1

TEMPLAR

Sworn to the defense of a temple site, the templar is a holy warrior blessed by her deity with combat prowess and great endurance.

She bears her deity's favored weapon into battle and fights her deity's enemies without question or hesitation.

In addition to defending the temple itself, a templar may be charged with additional duties, including a campaign to attack foes on their own home ground.

Faithful people of all professions can enter the ranks of the templars; clerics and paladins are especially likely to do so.

Some temples (such as those of Boccob or Wee Jas) welcome wizards and sorcerers to become templars, valuing those characters' ability to use arcane magic combined with the martial training of the templar.

Likewise, Olidammara's temples are often guarded by rogue/templars, who combine combat training with sneak attack tactics.

Ranger/templars serve in temples of Ehlonna and Obad-Hai, while barbarian/templars are not unknown in temples of Kord or Erythnul.

Only monks, with their own specialized combat training, are unlikely to adopt the templar class.

NPC templars usually live cloistered in temple buildings or attached quarters.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +5.

Knowledge (religion): 8 ranks.

Feats: Endurance, Weapon Focus (with her deity's favored weapon).

CLASS SKILLS

The templar's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Swim (Str).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the templar prestige class.

Weapon and Armor Proficiency: Templars are proficient with all simple and martial weapons, with all types of armor, and with shields.

Mettle (Su): A templar's special blessing allows her to shrug off magical effects that would otherwise harm her.

If a templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Weapon Specialization: A templar gains the Weapon Specialization feat with her deity's favored weapon.

Spells per Day: A templar has the ability to cast a small number of divine spells.

To cast a spell, the templar must have a Wisdom score of at least 10 + the spell's level, so a templar with a Wisdom of 10 or lower cannot cast these spells.

Templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the templar's Wisdom modifier.

When the templar gets 0 spells of a given level, such as 0 1st-level spells at 1st level, she gets only bonus spells.

(A templar without a bonus spell for that level cannot yet cast a spell of that level).

The templar's spell list appears below.

A templar has access to any spell on the list and can freely choose which to prepare, just like a cleric.

A templar prepares and casts spells just as a cleric does (though the templar cannot spontaneously cast *cure* or *inflict* spells).

Smite (Su): Once per day, a templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her templar level (if she hits).

The templar must declare the smite before making the attack.

At 7th level, the templar can smite twice per day.

If the templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 7th level).

The attack bonus does not increase, but the damage bonus is based on the character's combined level (templar level plus cleric or paladin level).

Damage Reduction (Ex): Starting at 3rd level, templars have the ability to shrug off some amount of injury from each blow or attack.

Subtract 1 from the damage the templar takes each time she is dealt damage.

At 6th level, this damage reduction rises to 2, and at 9th level, it rises to 3.

Bonus Feat: At 4th level and again at 8th level, the templar gets a bonus feat.

These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*.

Feats dependent on other feats are listed parenthetically after the prerequisite feat.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time.

Characters must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

TEMPLAR SPELL LIST

Templars choose their spells from the following list:

1st—*bless, cause fear, command, divine favor, entropic shield, magic weapon, mount, shield of faith.*

2nd—*aid, bull's strength, calm emotions, endurance, enthrall, hold person, shield other, spiritual weapon.*

3rd—*blindness/deafness, daylight, dispel magic, invisibility purge, magic vestment, negative energy protection, prayer, searing light.*

4th—*divine power, freedom of movement, greater magic weapon, status.*

TABLE 3-14: THE TEMPLAR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	0	+2	Mettle, Weapon Specialization	0	—	—	—
2nd	+2	+3	0	+3	Smite 1/day	1	—	—	—
3rd	+3	+3	+1	+3	Damage reduction 1/—	1	0	—	—
4th	+4	+4	+1	+4	Bonus feat	1	1	—	—
5th	+5	+4	+1	+4		1	1	0	—
6th	+6	+5	+2	+5	Damage reduction 2/—	1	1	1	—
7th	+7	+5	+2	+5	Smite 2/day	2	1	1	0
8th	+8	+6	+2	+6	Bonus feat	2	1	1	1
9th	+9	+6	+3	+6	Damage reduction 3/—	2	2	1	1
10th	+10	+7	+3	+7		2	2	2	1

WARPRIEST

Warpriests are fierce, earthy clerics who pray for peace but prepare for war.

Their strong wills, powerful personalities, and devotion to their deities make them fearsome combatants.

Clerics make good warpriests; members of other classes need levels as a cleric before they can qualify as warpriests because of the domain requirements.

Most NPC warpriests spend their time preparing for war. This effort includes personal training for combat, prayer, training with the local ruler's army, and studying history. Warpriests tend to have the more extroverted characteristics associated with their deities.

Occasionally they can be found scouting terrain in peacetime, and some have been known to hide their identities to spy on enemy nations.

They rarely go on adventures, and when they do it's to obtain some artifact or wondrous weapon to increase their prowess.

Hit Die: d8.

REQUIREMENTS

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

Base Attack Bonus: +5.

Diplomacy: 5 ranks.

Sense Motive: 5 ranks.

Feats: Combat Casting, Leadership.

Spells: Access to at least one of these domains: Destruction, Protection, Strength, War.

A character who can cast at least one spell from a domain counts as having access for this purpose.

Special: Ability to channel positive or negative energy.

CLASS SKILLS

The warpriest class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (War) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the warpriest prestige class.

Weapon and Armor Proficiency: Warpriests have proficiency with all simple and martial weapons, with all types of armor, and all shields.

Spells per Day: A warpriest continues advancing in divine spellcasting ability.

When a warpriest gains a new even-numbered level, the character gains new divine spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on).

For example, an 8th-level cleric/2nd-level warpriest gains divine spells per day as if he had risen to 9th level as a cleric.

When he next gains a level as a warpriest, making him an 8th-level cleric/3rd-level warpriest, his number of divine spells per day does not change; but when he improves his warpriest level to 4th, he gains divine spells per day as if he had risen to 10th level as a cleric.

If a character had more than one divine spellcasting class before he became a warpriest, the player must decide which class to assign each even-numbered level of warpriest for the purpose of determining divine spells per day.

Prestige Domain: Upon adopting the warpriest class, the character gains access to the prestige domain of Glory (if he

channels positive energy) or Domination (if he channels negative energy).

At fourth level, the warpriest gains access to the prestige domain of Divination.

Turn or Rebuke Undead (Su): Levels of warpriest count toward cleric or paladin levels when turning or rebuking undead.

Rally (Ex): A warpriest who currently is not suffering from a fear effect can use this ability as a standard action.

Allies within 60 feet who are suffering from any fear effect and who can hear the warpriest are allowed an immediate Will saving throw at the DC of the fear effect, with a +1 morale bonus per warpriest level.

Inflame (Ex): By giving a stirring speech for at least 5 minutes prior to battle, the warpriest provides those who listen a morale bonus on saving throws against any charm or fear effect.

The bonus begins at +2 for a 2nd-level warpriest and increases by +2 at each even-numbered level thereafter (+4 at 4th level, +6 at 6th level, and so on).

This effect lasts for 5 minutes after the speech ends, plus 1 minute per level of the warpriest.

The warpriest also gains the bonus.

Healing Circle (Sp): Once per day, the warpriest may use *healing circle* (as the spell).

Heroes' Feast (Sp): Once per day, the warpriest may use *heroes' feast* (as the spell).

Fear Aura (Su): Once per day the warpriest can project a fear aura to a radius of 20 feet for 1 round per warpriest level.

Foes must make a Will save (DC 10 + warpriest level + Cha bonus) or be affected as if by a *fear* spell.

Mass Haste (Sp): Once per day, the warpriest can use *mass haste* (as the spell).

Mass Healing (Sp): Once per day, the warpriest can use *mass healing* (as the spell).

Implacable Foe (Sp): At 10th level, the warpriest can channel enough positive energy to allies within a 100-foot radius that they will continue to fight even after suffering mortal wounds.

Using this ability is a move-equivalent action and requires concentration.

While in use, allies within the radius who take enough damage to become disabled or dying ignore the effects of that damage and continue fighting.

Death occurs instantly at -20 hit points.

When the ability ends, either because the warpriest stops concentrating, fails a Concentration check, or becomes disabled or worse, then the full effects of all damage take effect immediately.

Multiclass Note: Warpriest characters who gain levels outside the warpriest class must make an act of atonement (see the *atonement* spell description, page 176 of the *Player's Handbook*) before they can gain further levels as a warpriest.

TABLE 3-15: THE WARPRIEST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Prestige domain: Glory/Domination, rally	—
2nd	+2	+3	+0	+0	Inflame	+1 level of existing class
3rd	+3	+3	+1	+1	Healing circle	—
4th	+4	+4	+1	+1	Prestige domain: Divination	+1 level of existing class
5th	+5	+4	+1	+1	Heroes' feast	—
6th	+6	+5	+2	+2	Fear aura	+1 level of existing class
7th	+7	+5	+2	+2	Mass haste	—
8th	+8	+6	+2	+2	Mass healing	+1 level of existing class
9th	+9	+6	+3	+3	Fear aura (x2)	—
10th	+10	+7	+3	+3	Implacable foe	+1 level of existing class

DEITIES AND DEMIGODS (3.0)

BERSERK

Berserks are warriors who dress themselves in bearskins ("berserk" comes from "bear sark", or "bear shirt"), taking advantage of the fear most people have for wild animals and simultaneously inviting the wild rage of the animal into the warrior's body.

Berserks whip themselves into a battle frenzy, biting their shields and howling like animals.

They are ferocious fighters and seemingly insensitive to pain while this madness lasts.

Berserks make formidable enemies.

In their rage they have even been known to attack the boulders and trees of the forest, and it is not uncommon for them to kill their own people.

Barbarians generally disdain berserks, whose lack of control in battle goes beyond even barbarians' legendary rages.

The Asgardian gods are often arcane spellcasters themselves, so even wizards and sorcerers may find themselves "blessed" with battle fury.

As nonplayer characters, berserks are indistinguishable from other fighters and warriors until their madness overtakes them.

They rarely travel together, knowing firsthand how dangerous they can be to their own allies.

Hit Die: d12.

REQUIREMENTS

To become a berserk, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +5.

Feats: Armor Proficiency (medium), Martial Weapon Proficiency (battleaxe, longsword, or warhammer), Shield Proficiency.

CLASS SKILLS

The berserk's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the berserk prestige class.

Weapon and Armor Proficiency: Berserks gain proficiency with light armor as well as all simple and martial melee weapons, if they did not have these proficiencies from a previous class.

Battle Fury (Ex): Starting at 1st level, berserks can enter battle fury as a standard action.

They gain +6 to Strength, +6 to Constitution, and a +3 morale bonus on Will saves, but suffer a –2 penalty to AC while in battle fury.

The increase in Constitution increases the berserk's hit points by 3 points per level, but these hit points go away at the end of the fury when the Constitution score drops back to normal.

(These extra hit points are not lost first the way temporary hit points are; see Temporary Hit Points in Chapter 8 of the *Player's Handbook*).

While in his fury, a berserk cannot use skills or abilities that require patience and concentration, such as moving silently or casting spells (the only class skills he can't use are Animal Empathy and Wilderness Lore).

He cannot use ranged weapons.

He can use any feat he might have except for Expertise, item creation feats, metamagic feats, and Skill Focus (if it's tied to a skill that requires patience or concentration).

While in a fury, berserks attack every being they can see. When a berserk begins attacking a foe, she continues until that foe dies, the berserk dies or becomes incapacitated, or the fury ends.

In order to avoid attacking a friend or innocent bystander, the berserk must make a Will save (DC 15 + the number of rounds already spent in a fury).

A fit of battle fury lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier.

The berserk may not prematurely end the battle fury voluntarily.

If there are no longer any beings in sight, the berserk randomly attacks walls, rocks, trees, doors, or anything else she can see.

At the end of a fury, the berserk is fatigued (–2 to Strength, –2 to Dexterity, can't charge or run) for the duration of that encounter.

The berserk can only fly into a fury once per encounter and only a certain number of times per day (determined by level).

Movement Bonus (Ex): At 1st level, berserks increase their movement rate by 10 feet.

This bonus only applies to the berserk's human and hybrid forms.

Beast Shape (Su): At 3rd level, the berserk selects a totem animal from the following list: bear (brown), boar, eagle, raven, whale (cachalot), or wolf.

A number of times per day determined by level, the berserk may change shape into a hybrid creature with features that combine human and animal, or into the animal itself.

A hybrid retains the use of human arms, hands, and intelligence, but loses the power of speech.

A hybrid cannot use skills or abilities that require patience and concentration, such as moving silently or casting spells (the only class skills he can't use are Animal Empathy and Wilderness Lore).

He can use any feat he might have except for Expertise, item creation feats, metamagic feats, and Skill Focus (if it's tied to a skill that requires patience or concentration).

Hybrids also gain +2 Strength and +2 Constitution.

The increase in Constitution increases the berserk's hit points by 1 point per level, but these hit points go away at the end of the fury when the Constitution score drops back to normal.

(These extra hit points are not lost first the way temporary hit points are; see Temporary Hit Points in Chapter 8 of the *Player's Handbook*).

While in animal form, the berserk gains the abilities and movement speeds of the animal and retains her human intelligence.

A berserk cannot use battle fury while in either hybrid or animal form, nor can she use beast shape while in battle fury.

A berserk can always change back to human form.

No equipment or clothing transforms with the berserk.

Damage Reduction (Ex): Beginning at 2nd level, the berserk gains the ability to shrug off some amount of injury from each blow or attack.

Subtract 1 from the damage the berserk takes each time she is dealt damage.

At 4th level, this damage reduction rises to 2.

At 6th level it rises to 3.

At 8th level it rises to 4.

Damage reduction can reduce damage to 0 but not below 0.

TABLE 6-4: THE BERSERK

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Battle fury 1/day, +10 ft. movement
2nd	+1	+3	+0	+0	Damage reduction 1/-
3rd	+2	+3	+1	+1	Beast shape 1/day
4th	+3	+4	+1	+1	Battle fury 2/day, damage reduction 2/-
5th	+3	+4	+1	+1	
6th	+4	+5	+2	+2	Beast shape 2/day, damage reduction 3/-
7th	+5	+5	+2	+2	
8th	+6	+6	+2	+2	Battle fury 3/day, damage reduction 4/-
9th	+6	+6	+3	+3	Beast shape 3/day
10th	+7	+7	+3	+3	

JUSTICIAR OF TAIIA

Justiciars of Taiia are the members of the Purifying Flame sect whose oracular ability is limited, but who fulfill the role of carrying out Taiia's sentence against wrongdoers. They are devoted to Taiia's Destroyer aspect, revering the consuming power of the sun's flames, and emulating their righteous wrath.

Justiciars of Taiia bring a range of experience to their unusual calling.

Some are devout clerics, while others are scurrilous rogues. Fighters, monks, and, especially, rangers are often drawn to the class, while paladins and druids rarely qualify.

Wizards and sorcerers have been known to adopt the class as well, though it is rare.

Some justiciars also have levels in the assassin prestige class.

NPC justiciars of Taiia are respected but feared.

In areas where this sect is politically powerful, justiciars have the means and the freedom to bring their enemies to an unpleasant end.

Even where their power suffers legal curtailment, they employ any means available to them to bring their foes to "justice".

Hit Die: d6.

REQUIREMENTS

To qualify to become a justiciar of Taiia, a character must fulfill all the following criteria.

Alignment: Any nongood.

Patron Deity: Taiia.

Base Attack Bonus: +4.

Skills: Knowledge (religion) 6 ranks.

CLASS SKILLS

The justiciar of Taiia's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the justiciar of Taiia prestige class.

Weapon and Armor Proficiency: At 1st level, a justiciar of Taiia gains any one weapon proficiency feat (Simple Weapon Proficiency, Martial Weapon Proficiency with a certain weapon, or Exotic Weapon Proficiency with a certain weapon) as a bonus feat.

Otherwise, justiciars do not gain any additional weapon or armor proficiency.

Spells: Beginning at 1st level, a justiciar of Taiia gains the ability to cast a small number of divine spells.

To cast a spell, the justiciar must have a Wisdom score of at least 10 + spell level, so a justiciar with a Wisdom of 10 or lower cannot cast these spells.

Justiciar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the justiciar's Wisdom modifier (if any).

When the justiciar gets 0 spells of a given level, such as 1st-level spells at 1st level, the justiciar gets only bonus spells.

A justiciar without a bonus spell for that level cannot yet cast a spell of that level.

The justiciar's spell list appears below.

A justiciar prepares and casts spells just as a cleric does (though the justiciar cannot spontaneously cast *cure* or *inflict* spells).

Sneak Attack (Ex): If a justiciar of Taiia can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage.

Any time the justiciar's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), or when the justiciar flanks the target, the justiciar's attack deals extra damage.

The extra damage is +1d6 at 1st level and an additional 1d6 every three levels thereafter.

Should the justiciar score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 feet.

A justiciar of Taiia cannot make a sneak attack to deal subdual damage.

The justiciar must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot.

The justiciar cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

A justiciar of Taiia can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature that is immune to critical hits is not vulnerable to sneak attacks.

If a justiciar gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Combat Sense (Ex): A justiciar of at least 2nd level may designate a single opponent in combat.

Against that opponent, the justiciar gains a +2 insight bonus to AC and a +2 insight bonus on attack rolls.

At 5th level, these bonuses increase to +4.

At 8th level, they increase to +6.

Augury (Sp): At 3rd level, a justiciar of Taiia gains the ability to use *augury* as a spell-like ability once per day as a cleric of the justiciar's level.

At 6th level, he can use this ability twice per day, and at 9th level he can use it three times per day.

Divination (Sp): A 5th-level justiciar can use *divination* as a spell-like ability once per day as a cleric of the justiciar's level.

At 10th level, he gains the ability to use *divination* twice per day.

EX-JUSTICIARS

A justiciar of Taiia who falls from the favor of the Purifying Flame—by refusing to carry out his assignments or joining another sect—cannot gain additional levels as a justiciar but retains all justiciar abilities.

If a justiciar ever leaves the church of Taiia, he loses his spells and spell-like abilities but retains his other powers.

JUSTICIAR OF TAIIA SPELL LIST

Justiciars of Taiia choose their spells from the following list.

1st Level: *bane, cause fear, command, deathwatch, divine favor, doom, magic weapon.*

2nd Level: *aid, bull's strength, enthrall, hold person, spiritual weapon, zone of truth.*

3rd Level: *bestow curse, blindness/deafness, contagion, magic vestment, prayer, searing light.*

4th Level: *commune, discern lies, divine power, greater magic weapon.*

TABLE 7-1: THE JUSTICIAR OF TAIIA

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th
1st	+0	+0	+2	+2	Bonus feat, sneak attack +1d6	0	—	—	—
2nd	+1	+0	+3	+3	Combat sense +2	1	—	—	—
3rd	+2	+1	+3	+3	Augury 1/day	1	0	—	—
4th	+3	+1	+4	+4	Sneak attack +2d6	1	1	—	—
5th	+3	+1	+4	+4	Divination 1/day, combat sense +4	1	1	0	—
6th	+4	+2	+5	+5	Augury 2/day	1	1	1	—
7th	+5	+2	+5	+5	Sneak attack +3d6	2	1	1	0
8th	+6	+2	+6	+6	Combat sense +6	2	1	1	1
9th	+6	+3	+6	+6	Augury 3/day	2	2	1	1
10th	+7	+7	+3	+7	Divination 2/day, sneak attack +4d6	2	2	2	1

SOLDIER OF LIGHT

The Soldiers of Light are a military order of the church of Elishar, dedicated to open warfare against the minions of Toldoth in anticipation of the final conflict between Toldoth's forces and the hosts of Elishar.

Every soldier's dream is to fight alongside Elishar in the great battle and help achieve the ultimate victory of the light.

To that end, the Soldiers of Light practice a rigorous discipline of military training, prayer, and asceticism to ensure that they are prepared for the final battle, whenever it should occur.

The soldier of light prestige class bears a certain resemblance to the paladin and the blackguard, military champions devoted to a particular alignment.

It attracts followers of Elishar from a variety of different classes.

Clerics, fighters, and rangers are the most common, but martial-minded rogues and bards, and even some wizards and sorcerers join the order and adopt the prestige class. Barbarians and monks are barred by virtue of their alignment, but former members of both classes have been known to join the order after abandoning their past classes. NPC soldiers of the light are found wherever there is evil to combat.

They often cooperate with paladins and other allies of good alignment.

The order itself is structured fairly loosely, with some close-knit cells and a number of "members at large" who travel widely and adventure extensively.

Hit Die: d10.

REQUIREMENTS

To qualify to become a soldier of light, a character must fulfill all the following criteria:

Alignment: Neutral good.

Patron Deity: Elishar.

Base Attack Bonus: +5.

Skills: Knowledge (religion) 4 ranks.

CLASS SKILLS

The soldier of light's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the soldier of light prestige class.

Weapon and Armor Proficiency: Soldiers of light are proficient with all simple and martial weapons and with all armor and shields.

Spells: Beginning at 1st level, a soldier of light gains the ability to cast a small number of divine spells.

To cast a spell, the soldier must have a Wisdom score of at least 10 + spell level, so a soldier with a Wisdom of 10 or lower cannot cast these spells.

Soldier bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the soldier's Wisdom modifier (if any).

When the soldier gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the soldier gets only bonus spells.

A soldier without a bonus spell for that level cannot yet cast a spell of that level.

The soldier's spell list appears below.

A soldier of light prepares and casts spells just as a cleric does.

Spontaneous Casting: Since soldiers of light are so attuned to positive energy, they can spontaneously cast *cure* spells just as a good cleric can.

The soldier can convert any prepared divine spell—including soldier of light spells, cleric spells, ranger spells, or even druid spells—into a *cure* spell of the same level.

Detect Undead (Sp): At will, the soldier of light can *detect undead* as a spell-like ability.

This ability duplicates the effects of the spell *detect undead*.

Turn Undead (Su): A soldier of light can turn undead.

He may use this ability a number of times per day equal to 3 + his Charisma modifier.

He turns undead as a cleric of his soldier of light level.

If the soldier can already turn undead, his effective turning level is his previous effective level plus his soldier of light level.

He does not gain extra turning attempts in a day.

Extra Turning: As a feat, a soldier of light may take Extra Turning.

This feat allows the soldier to turn undead four more times per day than normal.

A soldier can take this feat multiple times, gaining four extra daily turning attempts each time.

Divine Grace (Su): A soldier of light of 2nd level or higher applies his Charisma modifier (if positive) as a bonus on all saving throws.

Smite Undead (Su): Once per day, a soldier of light of 2nd level or higher may attempt to smite undead with one normal melee attack.

He adds his Wisdom modifier (if positive) to his attack roll and deals 1 extra point of damage per class level.

If the soldier of light accidentally smites a creature that is not undead, the smite has no effect but it is still used up for that day.

Positive Fortitude (Su): A soldier of light of at least 3rd level gains a +2 sacred bonus on all saving throws against necromantic spells or effects, as well as energy drain attacks.

Energon Companion: At 4th level, a soldier of the light can summon a xag-ya, an outsider formed of positive energy.

This xag-ya serves as a companion to the soldier and can communicate telepathically with him when it is within range and line of sight (though its thoughts are sometimes alien and cryptic).

When the soldier reaches 8th level, he can summon an additional energon and add +2 HD (with all attendant benefits, including base attack bonus and saving throw bonus increases) to both xag-ya companions.

The xag-ya's statistics are included in abbreviated format below; the creature is fully described in *Manual of the Planes*. They and the negative-energy xeg-yi are collectively called energons.

If an energon companion is killed, or the soldier of light chooses to dismiss it, the soldier of light must attempt a Fortitude saving throw (DC 15).

If the saving throw fails, the soldier of light loses 200 experience points per soldier level.

A successful saving throw reduces the loss by half, to 100 XP per class level.

The soldier's level can never go below 0 as the result of an energon's dismissal or death.

A killed or dismissed energon companion cannot be replaced for a year and a day.

Divine Vengeance (Su): At 5th level, a soldier of light gains the ability to channel positive energy in a melee attack to deal additional damage against undead.

The soldier spends one of his turn attempts to add 2d6 points of sacred damage to all his successful melee attacks against undead until the end of his next action.

(Note: This ability is identical with the Divine Vengeance feat described in *Defenders of the Faith*.)

If you are using that book, soldiers of light gain that feat as a bonus feat at 5th level, even if they do not have the prerequisite Extra Turning feat.

Fast Healing (Su): At 7th level, the positive energy infusing the soldier of light's body allows him to heal his wounds quickly.

At the beginning of each of his turns, he heals 1 hit point. If he has taken both subdual and normal damage, he heals subdual damage first.

Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

At 10th level, the soldier of light heals 2 hit points per round.

Positive Energy Burst (Su): In lieu of two normal turning attempts, a soldier of light of at least 8th level can create a positive energy burst that deals 1d6 points of damage per

class level to all undead creatures within 100 feet of the character.

Undead are allowed a Reflex save (DC 10 + the soldier's class level) for half damage.

EX-SOLDIERS OF THE LIGHT

A soldier of the light who ceases to be good or who violates the tenets of his faith loses all special abilities and spells, and may not progress in levels as a soldier.

He regains his abilities if he atones for his violations (see the *atonement* spell description in the *Player's Handbook*).

SOLDIER OF THE LIGHT SPELL LIST

Soldiers of the light choose their spells from the following list.

1st Level: *bless*, *bless water*, *bless weapon*, *cure light wounds*, *detect evil*, *invisibility to undead*, *light*, *magic weapon*, *protection from evil*, *shield of faith*.

2nd Level: *aid*, *consecrate*, *cure moderate wounds*, *daylight*, *lesser restoration*, *make whole*, *shield other*.

3rd Level: *cure serious wounds*, *greater magic weapon*, *magic circle against evil*, *negative energy protection*, *prayer*, *remove disease*, *searing light*.

4th Level: *cure critical wounds*, *death ward*, *holy smite*, *holy sword*, *lesser planar ally*, *restoration*.

TABLE 7-2: THE SOLDIER OF LIGHT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	<i>Detect undead</i> , <i>turn undead</i>	0	—	—	—
2nd	+2	+3	+0	+0	<i>Divine grace</i> , <i>smite undead</i>	1	—	—	—
3rd	+3	+3	+1	+1	<i>Positive fortitude</i>	1	0	—	—
4th	+4	+4	+1	+1	<i>Energon companion</i>	1	1	—	—
5th	+5	+4	+1	+1	<i>Divine vengeance</i>	1	1	0	—
6th	+6	+5	+2	+2		1	1	1	—
7th	+7	+5	+2	+2	<i>Fast healing 1</i>	2	1	1	0
8th	+8	+6	+2	+2	<i>Positive energy burst</i> , <i>energon companion</i>	2	1	1	1
9th	+9	+6	+3	+3		2	2	1	1
10th	+10	+3	+7	+7	<i>Fast healing 2</i>	2	2	2	1

DRACONOMICON (3.5)

BLOODSCALED FURY

An angry dragon is fearsome indeed.

A dragon in a frothing rage, with its eyes shot red, great gobbets of spittle foaming from its mouth, and a sheen of blood coating its scales, is a terror few can withstand.

A bloodscaled fury is a dragon whose rage surpasses that of a human barbarian as the barbarian's rage surpasses a child's tantrum.

Most bloodscaled furies are dragons of at least juvenile age with several levels of barbarian.

A very few dragons come to the prestige class along a more unusual path, such as the *sohei* class or *Singh rager* prestige class from *Oriental Adventures*.

Few bloodscaled furies have levels in classes that do not feature a rage ability.

Bloodscaled furies are solitary dragons and rather akin to destructive forces of nature.

Their tendency toward chaos means that no one can predict when a bloodscaled fury might descend upon a human settlement or wilderness outpost and level the place, leaving a blasted crater in its wake.

Hit Die: d12.

REQUIREMENTS

To qualify to become a bloodscaled fury, a dragon must fulfill all the following criteria.

Race: Any dragon.

Alignment: Any chaotic.

Base Attack Bonus: +22.

Skills: Intimidate 14 ranks.

Feats: Power Attack, Shock Wave, Windstorm.

Special: *Rage*: The dragon must have some sort of rage ability, most commonly derived from levels in the

barbarian class, and must be able to enter this rage at least three times per day.

Frightful Presence: The dragon must have the frightful presence ability.

CLASS SKILLS

The bloodscaled fury's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Swim (Str), Spot (Wis), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the bloodscaled fury prestige class.

Weapon and Armor Proficiency: A bloodscaled fury gains no proficiency with any weapons, armor, or shields.

Fearsome Presence (Ex): A bloodscaled fury is a terror to behold, and the seething fury that churns in its heart inspires terror in all who lay eyes on it.

The dragon's frightful presence becomes more powerful: The saving throw DC to resist the ability is increased by the dragon's class level.

Creatures with Hit Dice equal to or less than 1/2 the dragon's class level + 4 are panicked if they fail their saving throws, while creatures with more Hit Dice are shaken. Both fear effects last for 6d6 rounds (rather than the usual 4d6).

Draconic Fury (Ex): At 2nd level, a bloodscaled fury's rage becomes more fearsome.

While raging, its Strength and Constitution scores increase by an additional 2 points and it gains an additional +1 morale bonus on its Will saves.

Thus, an 11th-level barbarian/2nd-level bloodscaled fury gains +8 to its Strength and Constitution scores and +4 on its Will saves.

(Its Armor Class penalty remains at -2).

At 6th level, and again at 10th, these bonuses increase by a similar amount.

An 11th-level barbarian/10th-level bloodscaled fury gains +12 to its Strength and Constitution scores and +6 on its Will saves.

Scales of Blood (Su): Beginning at 3rd level, a bloodscaled fury earns its name.

When it enters a rage, small quantities of blood ooze out around its scales, lining their edges and adding to the dragon's fearsome appearance.

More important, the blood supernaturally wards the dragon from spells and weapon damage.

For the duration of the dragon's rage, its spell resistance increases by its class level, and its damage reduction improves as well.

The number before the slash in the dragon's damage reduction increases by 5 at 3rd level.

In addition, at 7th level a bloodscaled fury's damage reduction can be overcome only by magic cold iron weapons, and at 11th level only by epic cold iron weapons. For example, an old white dragon with damage reduction 10/magic who reaches 3rd level as a bloodscaled fury gains damage reduction 15/magic while raging.

At 7th level, it gains damage reduction 15/magic and cold iron while raging, and at 11th level it gains damage reduction 15/epic and cold iron while raging.

Rend: At 4th level, a bloodscaled fury gains Rend (see page 73) as a bonus feat, even if it doesn't have the prerequisites.

Extended Fury (Ex): At 5th level, a bloodscaled fury can remain in a rage for a number of rounds equal to 6 + its Con modifier.

Incite Rage (Ex): At 8th level, a bloodscaled fury gains the ability to incite rage in its allies whenever it enters a rage.

The dragon can affect all willing allies within 60 feet, granting them a +4 morale bonus to Strength, a +4 morale bonus to Constitution, a +2 morale bonus on Will saves, and a -2 penalty to Armor Class for as long as the dragon remains raging.

This ability is otherwise identical to normal barbarian rage, including the fatigue at the end of the rage.

Tireless Fury (Ex): At 9th level, a bloodscaled fury no longer becomes fatigued at the end of its rage.

Blinding Speed (Ex): A 12th-level bloodscaled fury can act as if under the effects of a *haste* spell for a total of 12 rounds each day.

The duration of the effect need not be consecutive rounds.

Activating this power is a free action.

EX-BLOODSCALED FURIES

A bloodscaled fury that becomes lawful loses all class features and cannot gain more levels as a bloodscaled fury.

TABLE 2-4: THE BLOODSCALED FURY

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fearsome presence
2nd	+2	+3	+0	+0	Draconic fury +2/+1
3rd	+3	+3	+1	+1	Scales of blood (spell resistance, damage reduction +5)
4th	+4	+4	+1	+1	Rend
5th	+5	+4	+1	+1	Extended fury
6th	+6	+5	+2	+2	Draconic fury +4/+2
7th	+7	+5	+2	+2	Scales of blood (damage reduction +0/magic and cold iron)
8th	+8	+6	+2	+2	Incite rage
9th	+9	+6	+3	+3	Tireless fury
10th	+10	+7	+3	+3	Draconic fury +6/+3
11th	+11	+7	+3	+3	Scales of blood (damage reduction +0/epic and cold iron)
12th	+12	+8	+4	+4	Blinding speed

DISCIPLE OF ASHARDALON

The ancient red dragon Ashardalon, when struck a mortal blow by a human druid, replaced his wounded heart with a living demon: a balor of enormous power named Ammet, the Eater of Souls.

Inspired by this example, disciples of Ashardalon bind fiendish spirits to their own hearts, eventually taking on the characteristics of demonic spawn themselves.

Disciples of Ashardalon do not really worship the ancient dragon, nor do they literally learn directly from him as the word "disciple" implies, but they regard Ashardalon as the great exemplar of their path and seek to emulate him in every way possible.

Dragons of any class or none can qualify for the disciple of Ashardalon prestige class.

Those with a religious or arcane leaning who have pursued specialized knowledge are most likely to follow this course.

Even the most martially minded evil dragons, though, often find enough to inspire them in Ashardalon's example that they adopt this class.

Disciples of Ashardalon are members of an organization, loose-knit and secretive though it may be.

Of necessity, they have some contact with other members of the order, but their overwhelming personal ambition means they rarely cooperate with one another in pursuit of their various evil schemes.

They are likely to make use of various minions, particularly those of a fiendish character, in pursuit of their plans, rather than rely on the cooperation of equals.

Like their evil exemplar, they are often served by deluded cults made up of evil humanoids or even undead.

Both they and their cultists contemplate plans of sweeping evil grandeur—seizing power, leveling kingdoms, reclaiming or destroying ancient artifacts, and the like.

They are thus particularly well suited for use in campaigns of epic scope and, quite likely, epic level.

Hit Die: d8.

REQUIREMENTS

To qualify to become a disciple of Ashardalon, a dragon must fulfill all the following criteria.

Race: Any dragon.

Alignment: Any evil.

Base Attack Bonus: +18.

Skills: Knowledge (religion) 18 ranks, Knowledge (the planes) 18 ranks.

Feats: Iron Will, Quicken Spell-Like Ability.

Special: *Initiation*: Before adopting the prestige class, a dragon must join the loose-knit cult of other disciples and undergo its initiation rites.

This process includes the ritual scarring of the dragon's heart—an extremely dangerous practice that would claim the life of a dragon too weak to qualify for the class, and leaves even those that do robbed of 1 point of Constitution. (Dragons that progress to at least 6th level in this class regain the lost Constitution point eventually).

CLASS SKILLS

The disciple of Ashardalon's class skills (and the key ability for each skill) are Concentration (Con), Hide (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the disciple of Ashardalon prestige class.

Weapon and Armor Proficiency: A disciple of Ashardalon gains no proficiency with any weapons, armor, or shields.

Fiendbond (Su): As part of its initiation, a disciple of Ashardalon binds a demonic spirit to its own heart, emulating the manner in which Ashardalon himself took a balor as his heart.

The dragon's alignment changes to chaotic evil if it was not already of that alignment.

The dragon gains bonus sorcerer spells as if its Charisma score were 2 points higher than actual.

Resistance (Ex): A disciple of Ashardalon gains resistance to acid, cold, electricity, and fire.

This resistance is 5 at 1st level, and increases by 5 at 4th level and every four levels thereafter (10 at 4th level, 15 at 8th level, and 20 at 12th level).

Spell-Like Abilities: A disciple of Ashardalon gains spell-like abilities as it increases in level.

Its caster level is equal to its class level, and its saving throw DCs are 10 + its Cha modifier + spell level.

Once an ability is gained, the disciple can use it a certain number of times per day, as follows: 3/day—*darkness*, *poison*, *unholy aura*; 1/day—*blasphemy*, *contagion*, *desecrate*, *destruction*, *horrid wilting*, *unhallow*, *unholy aura*, *unholy blight*.

Skill Point Increase: At 2nd level, and again at 10th level, a disciple of Ashardalon gains a pool of bonus skill points equal to the number of dragon Hit Dice it possesses.

This pool represents a gradual transition from being a creature of the dragon type (with 6 skill points per HD) to being an outsider (with 8 skill points per HD).

These bonus skill points are in addition to the skill points gained at every level, and are not modified by the dragon's Intelligence score.

Ability Increase: Every three levels, a disciple of Ashardalon's ability scores increase automatically.

At 3rd, 6th, 9th, and 12th level, its Strength, Dexterity, and Intelligence all increase by 1 point.

At 6th and 12th level, its Constitution and Charisma also increase by 1 point.

By 12th level, a disciple of Ashardalon has the ability score adjustments of the half-fiend template.

Poison Immunity (Ex): A disciple of Ashardalon of 6th level or higher is immune to all forms of poison.

Natural Armor Increase (Ex): At 7th level, a disciple of Ashardalon's natural armor bonus improves by 1.

Fiendish Perfection (Ex): At 12th level, a disciple of Ashardalon's bond with its demonic spirit is complete and perfect.

The dragon now has the half-fiend template and becomes an outsider rather than a dragon.

TABLE 2-5: THE DISCIPLE OF ASHARDALON

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Fiendbond, resistance 5, <i>darkness</i>
2nd	+2	+3	+0	+3	<i>Desecrate</i> , skill point increase
3rd	+3	+3	+1	+3	<i>Unholy blight</i> , ability increase (Str, Dex, Int)
4th	+4	+4	+1	+4	Resistance 10, <i>poison</i>
5th	+5	+4	+1	+4	<i>Contagion</i>
6th	+6	+5	+2	+5	Poison immunity, <i>blasphemy</i> , ability increase (Str, Dex, Con, Int, Cha)
7th	+7	+5	+2	+5	<i>Unhallow</i> , natural armor increase
8th	+8	+6	+2	+6	Resistance 15, <i>unholy aura</i>
9th	+9	+6	+3	+6	<i>Horrid wilting</i> , ability increase (Str, Dex, Int)
10th	+10	+7	+3	+7	Skill point increase
11th	+11	+7	+3	+7	<i>Destruction</i>
12th	+12	+8	+4	+8	Resistance 20, ability increase (Str, Dex, Con, Int, Cha), fiendish perfection

DISPASSIONATE WATCHER OF CHRONEPSIS

The draconic deity of fate, death, and judgment, Chronopsis is silent, unconcerned, and dispassionate.

Most dragons respect him, but few revere him or serve him as clerics because of his neutral alignment.

Chromatic and metallic dragons are almost always too committed to philosophical extremes to become clerics of Chronopsis, and their passionate adherence to their alignment means they have little interest in the detached attitude of the watchers.

Most dispassionate watchers are gem dragons, brown dragons, fang dragons, song dragons, dragon turtles, or wyverns.

True to their name, dispassionate watchers of Chronopsis remain aloof from the events of the world around them, taking the role of observers rather than active participants. They are excellent sources of information and advice, and dragons often appeal to them to judge disputes and complaints.

They typically make their lairs in areas that other dragons use as graveyards, embodying their deity's aspect as a god of death and keeping the graves safe from robbers and defilers.

Hit Die: d8.

REQUIREMENTS

To qualify to become a dispassionate watcher, a dragon must fulfill all the following criteria.

Race: Any dragon.

Alignment: Any neutral.

Skills: Knowledge (any two) 20 ranks.

Spells: Able to cast divine spells.

Domain: Knowledge (or able to cast at least three Knowledge domain spells as arcane spells).

CLASS SKILLS

The dispassionate watcher's class skills (and the key ability for each skill) are Concentration (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the dispassionate watcher of Chronopsis prestige class.

Weapon and Armor Proficiency: A dispassionate watcher gains no proficiency with any weapons, armor, or shields.

Divine Conversion: At 1st level, a dispassionate watcher loses any effective sorcerer level it had previously gained by virtue of its age and draconic variety.

Its effective divine spellcasting level increases by the number of sorcerer levels it sacrificed.

These effective levels apply only to the dragon's spellcasting, not to other class abilities (such as turning undead).

For example, a very old amethyst dragon/1st-level cleric adopts the dispassionate watcher of Chronopsis prestige class.

Its sorcerer caster level of 11th converts into eleven effective cleric levels, giving the dragon the spellcasting ability of a 12th-level cleric.

Calming Aura (Su): At 1st level, a dispassionate watcher loses its frightful presence ability (if it had one), gaining instead an infectious aura of calm detachment.

This aura has the same radius and Will save DC as the dragon's frightful presence ability, if it had one.

If it did not possess frightful presence, the radius is equal to 5 feet per 2 HD the dragon possesses (counting only its base dragon Hit Dice, not any class levels).

The Will saving throw to resist the effect has a DC of 10 + 1/2 dragon's base HD + its Cha modifier.

The effect of the aura is the same as that of a *calm emotions* spell, but it lasts as long as the dispassionate watcher does not attack.

Draconic Knowledge: A dispassionate watcher gains Draconic Knowledge (see page 69) as a bonus feat.

It uses its dispassionate watcher level as an additional modifier on its draconic knowledge checks.

Spellcasting: From 2nd level on, when a new dispassionate watcher level is gained, the dragon gains new spells per day as if it had also gained a level in a divine spellcasting class it belonged to before it added the prestige class.

It does not, however, gain any other benefit a character of that class would have gained (an improved chance of turning or rebuking undead, wild shape, and so on).

This essentially means that the dragon adds the level of dispassionate watcher to the level of whatever divine spellcasting class the dragon has, then determines spells per day and caster level accordingly.

If the dragon had more than one divine spellcasting class before becoming a dispassionate watcher, the dragon must decide to which class it adds each level of dispassionate watcher for the purpose of determining spells per day.

A very old amethyst dragon/1st-level cleric/2nd-level dispassionate watcher has the spellcasting ability of a 13th-level cleric: 11 from divine conversion of its sorcerer spellcasting levels, 1 from its single cleric level, and 1 from its two levels in the prestige class.

If a dragon advances an age category after taking levels in this class, the added levels of spellcasting ability are added to its effective divine spellcasting level.

If the very old amethyst dragon in the example above lives to be ancient, its spellcasting level would increase by 2, so it would cast spells as a 15th-level cleric.

Comprehend Languages (Sp): At 2nd level, a dispassionate watcher gains the ability to use *comprehend languages* at will.

Stunning Rebuke (Su): A 4th-level dispassionate watcher can deliver a thunderous rebuke that stuns one creature of its choice within 100 feet.

If the target creature fails a Will saving throw (DC 10 + dispassionate watcher's class level + 1/2 its Cha modifier), it is stunned for 1d4+1 rounds.

This is a sonic effect, but is not language-dependent.

Tongues (Sp): A 5th-level dispassionate watcher can use *tongues* at will.

Discern Lies (Su): At 6th level, a dispassionate watcher knows when anyone (other than a deity) is deliberately lying.

This ability is like the *discern lies* spell, except that it works continuously and applies to any creature the dragon can perceive.

Clearsight (Ex): A 9th-level dispassionate watcher can see illusions, transmuted creatures and objects, and disguised creatures and objects for what they really are, provided they are within 30 feet of the dragon.

This ability is similar to the *true seeing* spell, except that it also foils mundane disguises.

Vision (Sp): At 10th level, a dispassionate watcher gains the ability to use *vision* three times per day.

Using this ability is only a standard action for the dragon.

Analyze Dweomer (Sp): A 12th-level dispassionate watcher can use *analyze dweomer* at will.

TABLE 2-6: THE DISPASSIONATE WATCHER OF CHRONEPSIS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Divine conversion, calming aura, Draconic Knowledge	—
2nd	+1	+3	+0	+3	<i>Comprehend languages</i>	+1 level of existing class
3rd	+2	+3	+1	+3	—	+1 level of existing class
4th	+3	+4	+1	+4	Stunning rebuke	+1 level of existing class
5th	+3	+4	+1	+4	<i>Tongues</i>	+1 level of existing class
6th	+4	+5	+2	+5	<i>Discern lies</i>	+1 level of existing class
7th	+5	+5	+2	+5	—	+1 level of existing class
8th	+6	+6	+2	+6	—	+1 level of existing class
9th	+6	+6	+3	+6	Clearsight	+1 level of existing class
10th	+7	+7	+3	+7	<i>Vision</i>	+1 level of existing class
11th	+8	+7	+3	+7	—	+1 level of existing class
12th	+9	+8	+4	+8	<i>Analyze dweomer</i>	+1 level of existing class

DRACOLYTE

Only a few rare nondragons take up worship of the draconic gods.

The dracolyle is the most dedicated of these rare individuals, a divine spellcaster who devotes his energy and support to the deities of dragonkind.

As a dracolyle gains power and prestige, he receives abilities associated with the dragons themselves.

Clerics and druids are the most likely to become dracolyles. Some paladins and rangers, particularly those with metallic dragon allies, enter this prestige class.

Most members of other classes don't have the religious bent to pursue this path.

Dracolyles often congregate with others who share their respect and faith, including members of many of the other prestige classes presented here.

They are outcasts in most cultures, except those that have innate respect for dragonkind (such as kobolds, lizardfolk, and troglodytes).

Hit Die: d8.

REQUIREMENTS

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

Race: Any nondragon.

Feats: Dragonfriend, Toughness.

Skills: Concentration 8 ranks, Diplomacy 4 ranks, Knowledge (arcana) 4 ranks, Knowledge (religion) 8 ranks.

Languages: Draconic.

Spellcasting: Able to cast 2nd-level divine spells.

CLASS SKILLS

The dracolyle's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the dracolyle prestige class.

Weapon and Armor Proficiency: A dracolyle gains no proficiency with any weapons, armor, or shields.

Spellcasting: When a new dracolyle level is gained, the character gains new spells per day as if he had also gained a

level in a divine spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, and so on).

This essentially means that the character adds the level of dracolyle to the level of whatever divine spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one divine spellcasting class before he became a dracolyle, he must decide to which class he adds each level of dracolyle for the purpose of determining spells per day.

Prestige Domain (Ex): At 1st level, a dracolyle gains access to a prestige domain based on his alignment.

Good-aligned dracolyles (and neutral clerics who channel positive energy) gain access to the Glory prestige domain (and its granted power), while evil-aligned dracolyles (and neutral clerics who channel negative energy) gain access to the Domination prestige domain (and its granted power). Dracolyles who are neither good nor evil (and who don't channel positive or negative energy) can select either of these domains, but once made, the choice can never be altered.

The spells associated with the prestige domain can be selected to fill any domain spell slots the dracolyle has available.

If the prestige domain is the character's only domain, he gains the ability to cast a domain spell of each spell level to which he has access once per day, in addition to those spells he already casts.

Prestige domains are presented and explained in the Cleric Domains section, beginning on page 107.

Alertness: At 3rd level, a dracolyle gains Alertness as a bonus feat.

Foster Dragon: At 5th level, a dracolyle is entrusted with the care of a wyrmling dragon.

The kind of dragon is up to the DM, but the dragon's alignment should match the dracolyle's.

The wyrmling dragon follows the dracolyle loyally, and will even accompany him on adventures (though it receives no XP and can't attain new levels).

If the wyrmling dies, the dracolyle cannot gain any additional dracolyle levels until he receives an *atonement* spell from another dracolyle or a cleric who worships a draconic deity.

Immunities (Ex): A 7th-level dracolyle gains immunity to magic sleep and paralysis effects.

Keen Senses (Ex): At 9th level, a dracolyle gains darkvision out to 60 feet and low-light vision.

Summon Dragon (Sp): A 10th-level dracolyle can, as a full-round action, summon a dragon once per day.

TABLE 3-3: THE DRACOLYLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Prestige domain	+1 level of existing class
2nd	+1	+3	+0	+3	—	+1 level of existing class
3rd	+2	+3	+1	+3	Alertness	+1 level of existing class
4th	+3	+4	+1	+4	—	+1 level of existing class
5th	+3	+4	+1	+4	Foster dragon	+1 level of existing class
6th	+4	+5	+2	+5	—	+1 level of existing class
7th	+5	+5	+2	+5	Immunities	+1 level of existing class
8th	+6	+6	+2	+6	—	+1 level of existing class
9th	+6	+6	+3	+6	Keen senses	+1 level of existing class
10th	+7	+7	+3	+7	Summon dragon	+1 level of existing class

DRAGON ASCENDANT

Easily the most powerful creatures native to the Material Plane, dragons hold a unique position in relation to the powers beyond that plane.

Those who become dragon ascendants quest to transcend the limitations of material existence, rising above all other dragons to become nothing less than deities themselves. Their progress through the levels of this class represents their advancement toward their ultimate goal, and they become increasingly godlike as they advance.

Most dragon ascendants have not previously gained class levels, but all are dragons of considerable age and power.

A few dragon clerics, paladins, and blackguards move into the dragon ascendant prestige class when they reach sufficient levels of power.

Members of the divine prestige classes described in this chapter (the dispassionate watcher of Chronopsis, the sacred warder of Bahamut, and the unholy ravager of Tiamat) sometimes also choose the path of divine ascension to become more perfect servants of their deities.

Dragon ascendants are proud and typically aloof.

They view travel along the path toward divine ascension as a race, and do not choose to share the road with others on the same course.

On the other hand, they often have followers and allies who support them on their quest, and they work more freely with lesser dragons and nondragons than other dragons do.

Hit Die: d12.

REQUIREMENTS

To qualify to become a dragon ascendant, a dragon must fulfill all the following criteria.

Race: Any true dragon.

Base Attack Bonus: +30.

Feats: Draconic Knowledge, Fast Healing, Great Fortitude, Improved Speed, Iron Will, Lightning Reflexes.

Special: *Consume Hoard*: A would-be dragon ascendant must eat its hoard to begin the process of divine ascension.

Its hoard must have a value of at least 100,000 gp, but the dragon cannot choose to eat just 100,000 gp and leave the rest alone—it must consume its entire hoard.

This ability is similar to a *summon monster* spell, except that the dracolyle summons an adult dragon of the same kind as the wyrmling dragon entrusted to his care (see above).

The summoned dragon remains for 10 rounds and follows the dracolyle's commands.

CLASS SKILLS

The dragon ascendant's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the dragon ascendant prestige class.

Weapon and Armor Proficiency: A dragon ascendant gains no proficiency with any weapons, armor, or shields.

Awesome Aura (Ex): A dragon ascendant loses its innate frightful presence, replacing it with a special fear aura.

This aura surrounds the dragon at any radius it chooses up to the extent of its frightful presence (30 feet × the dragon's age category), and is always active unless the dragon chooses to deactivate it.

The dragon can choose to exclude its own allies from the effect of its aura.

Creatures within the aura must make a Will save (DC equal to the dragon's frightful presence DC plus 1/2 its dragon ascendant levels).

Creatures that fail their saving throws are shaken, while those that succeed are immune to the effect of that dragon's aura for 24 hours.

If the dragon attacks or charges, shaken creatures must attempt a second Will save (same DC) or become frightened.

When a dragon ascendant reaches 5th level, it can choose to modify its aura to inspire resolve in its allies and dread in its enemies.

All allies of the dragon within the radius of its aura receive a +4 morale bonus on attack rolls, saves, and checks.

The dragon's foes must succeed on a Will saving throw or take a –4 penalty on attack rolls, saves, and checks.

When a dragon ascendant reaches 10th level, it gains a third option for its aura.

The dragon can cause affected creatures to become dazed, simply staring at the dragon in fascinated awe, if they fail their Will saves.

As with the fear aspect of the aura, the dragon can choose to exclude its allies from the effects of the aura.

All uses of a dragon's awesome aura are mind-affecting effects.

Hit Point Increase (Ex): At 2nd level, and every two levels thereafter, a dragon ascendant gains 1 hit point per Hit Die it possesses, including all its dragon Hit Dice and those gained from class levels.

This benefit can never increase a dragon's hit points above the maximum for its Hit Dice and Constitution bonus.

At 12th level, a dragon ascendant's hit points are equal to the maximum for its Hit Dice and Constitution bonus.

Transmutation Immunity (Ex): At 3rd level, a dragon ascendant gains immunity to polymorphing, petrification, and any other attack that would alter its form.

Any shape-altering powers or spells the dragon has work normally on itself.

Increased Damage Reduction (Su): At 4th level, a dragon ascendant's damage reduction can be overcome only by epic weapons.

At 8th level, the amount of the dragon's damage reduction (the number before the slash) is increased by 5.

For example, an ancient black dragon/8th-level dragon ascendant has damage reduction 20/epic.

Lifewarding (Ex): At 6th level, a dragon ascendant is no longer vulnerable to attacks that cause energy drain, ability drain, or ability damage.

Deflection Bonus (Su): At 7th level, a dragon ascendant gains a deflection bonus to its Armor Class equal to its Charisma bonus, if any.

Iron Mind (Ex): At 9th level, a dragon ascendant becomes immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Resistance to Fire (Ex): At 11th level, a dragon ascendant gains resistance to fire 20, if it does not already possess immunity to fire.

Spell Resistance (Ex): At 11th level, a dragon ascendant's spell resistance increases to 33.

Immortality (Ex): A 12th-level dragon ascendant is actually a quasi-deity, and can no longer die from natural causes. It does not need to eat, sleep, or breathe.

It can still be slain in physical or magical combat, and it is still subject to death from massive damage.

Code of Conduct: A dragon ascendant must be absolutely true to the principles of its alignment, whatever they may be.

A dragon ascendant loses its awesome aura if it ever willingly commits an act opposed to its alignment (and it does not regain its frightful presence), and it cannot gain more levels as a dragon ascendant.

The dragon can regain its awesome aura and once more advance in the dragon ascendant prestige class if it atones for its violations (see the *atonement* spell in the *Player's Handbook*), as appropriate.

TABLE 2-7: THE DRAGON ASCENDANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Awesome aura (fear)
2nd	+2	+3	+3	+3	Hit point increase
3rd	+3	+3	+3	+3	Transmutation immunity
4th	+4	+4	+4	+4	Hit point increase, increased damage reduction
5th	+5	+4	+4	+4	Awesome aura (resolve)
6th	+6	+5	+5	+5	Hit point increase, lifewarding
7th	+7	+5	+5	+5	Deflection bonus
8th	+8	+6	+6	+6	Hit point increase, increased damage reduction
9th	+9	+6	+6	+6	Iron mind
10th	+10	+7	+7	+7	Awesome aura (daze), hit point increase
11th	+11	+7	+7	+7	Resistance to fire, spell resistance
12th	+12	+8	+8	+8	Hit point increase, immortality

DRAGONKITH

Dragonkith are creatures that serve and aid dragons. They live with or near a dragon or a group of dragons, acting as servants or peers (depending on the individual dragon and the dragonkith).

In return for service, over time, the dragon bestows upon a dragonkith special abilities—and even physical changes—using complex rituals known only to their kind.

Although sometimes they are humans, elves, dwarves, halflings, or gnomes, dragonkith are just as often members of other intelligent species, such as lizardfolk, giants, troglodytes, lammasu, pseudodragons, titans, dragonnes, beholders, lamias, and others—even, rarely, other dragons.

Thus, dragonkith are a diverse group; no one class is more likely than another to become one, and many dragonkith do not have classes at all (they are monsters).

NPC dragonkith are usually found in the company of their dragon companion.

Sometimes they are alone, completing some errand for the dragon.

Occasionally they work in small, tight-knit groups of dragonkith, all pledged either to the same dragon or to allied dragons.

Hit Die: d8.

REQUIREMENTS

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

Base Attack Bonus: +6.

Feats: Alertness, Endurance.

Skills: Knowledge (arcana) 4 ranks.

Language: Draconic.

Special: Must be chosen by a dragon of the same alignment. If a dragonkith ever ceases its relationship with the dragon, or the dragon dies, the character loses all special abilities gained from this prestige class.

CLASS SKILLS

The dragonkith's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (any) (Int), Profession (Wis), Search (Int), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the dragonkith prestige class.

Weapon and Armor Proficiency: A dragonkith gains no proficiency with any weapons, armor, or shields.

Scales (Ex): A dragonkith, over time, develops crusty scales the same color as her dragon companion.

At 1st level, this protection adds +1 to the natural armor bonus of the dragonkith, and its natural armor bonus improves by an additional +1 every three levels.

If the dragonkith already has natural armor as an aspect of its creature kind (and not from a spell or magic item), this bonus stacks with its existing natural armor bonus.

Telepathic Plea (Su): Wherever a dragonkith is, its dragon companion can send an instantaneous, telepathic plea for help at any time.

No details are provided in the message, other than that the dragon is in danger.

This communication does not work both ways (the dragonkith cannot alert the dragon).

Mighty Attack (Su): At 2nd level, once per day, a dragonkith can call upon its dragon's might to deal an extra 1d6 points of damage on a single attack.

The dragonkith must decide before an attack is resolved whether it will use this power.

If the attack misses, that use of the mighty attack is wasted. For every three levels beyond 2nd, the damage increases by another 1d6.

Detect Treasure (Sp): Once per day, a dragonkith of 3rd level or higher can use a *detect treasure* ability.

This works like the *detect magic* spell, except that it senses Medium or smaller objects that are worth more than 100 gp.

On the first round, the dragonkith detects the presence of such objects; on the second round, the power reveals the number of objects and the location of each.

In each subsequent round, the dragonkith can make an Appraise check to estimate the value of one object.

Energy Resistance (Su): A dragonkith develops an ever stronger resistance to the energy associated with its dragon companion's breath weapon.

Beginning at 3rd level, it can ignore some damage of the type generated by its dragon companion's breath weapon.

This ability applies to sources of the energy type other than the dragon companion's breath weapon.

Thus, a dragonkith with a red dragon companion gains resistance to fire 5 at 3rd level, effective against fire from any source.

This resistance improves to 10 at 7th level and to 15 at 9th level.

In the case of dragons with multiple breath weapons, the dragonkith gains resistance to one type of damaging breath.

Telepathic Link (Su): At 4th level, a dragonkith develops a telepathic link with its companion dragon out to a distance of up to 1 mile.

The dragonkith and dragon can communicate telepathically.

Because of this link, one has the same connection to an item or place that the other does.

For instance, if the dragonkith has seen a room, its dragon companion can teleport into that room as if she had seen it too.

Sorcerous Knack (Sp): At 6th level, a dragonkith acquires the ability to cast a single arcane spell once per day as a sorcerer of its class level.

The dragonkith must choose a spell known to its dragon companion, and it must have a Charisma score of at least 10 + the spell's level to use the spell by means of the *sorcerous knack* ability.

Once the spell is chosen, that decision can never be changed.

Share Spells (Su): At either the dragon's or the dragonkith's option, any spell one casts on itself also affects the other.

The two must be touching at the time.

If the spell has a duration other than instantaneous, the spell stops affecting them if they move farther than 100 feet apart.

The spell's effect will not be restored even if they return to each other before the duration would otherwise have ended.

The dragon and dragonkith can share spells even if the spells normally do not affect creatures of their respective types.

TABLE 3-4: THE DRAGONKITH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Scales (natural armor +1), telepathic plea
2nd	+2	+3	+0	+0	Mighty attack +1d6
3rd	+3	+3	+1	+1	Detect treasure, energy resistance 5
4th	+4	+4	+1	+1	Scales (natural armor +2), telepathic link
5th	+5	+4	+1	+1	Mighty attack +2d6
6th	+6	+5	+2	+2	Sorcerous knack
7th	+7	+5	+2	+2	Scales (natural armor +3), energy resistance 10
8th	+8	+6	+2	+2	Mighty attack +3d6
9th	+9	+6	+3	+3	Energy resistance 15, share spells
10th	+10	+7	+3	+3	Scales (natural armor +4)

DRAGONRIDER

Some dream of soaring through the clouds atop a mighty draconic steed, feeling the wind on their faces, afraid of nothing.

The dragonrider doesn't simply dream of this life—he leads it.

Characters of all classes may become dragonriders, though the most common are barbarians, fighters, paladins, and rangers.

Other characters looking to follow this path often pick up a level of one of these classes first, to gain the riding talent necessary.

An NPC dragonrider might be encountered as a solitary ally of a family of dragons or as part of a larger fighting force, perhaps affiliated with a kingdom or city-state that uses dragons as part of its defenses.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +5.

Feats: Mounted Combat, Skill Focus (Ride).

Skills: Diplomacy 4 ranks, Handle Animal 4 ranks, Ride 8 ranks.

Language: Draconic.

CLASS SKILLS

The dragonrider's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Jump (Str), Ride (Dex), Spot (Wis), and Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the dragonrider prestige class.

Weapon and Armor Proficiency: A dragonrider gains proficiency with the lance, longspear, short bow, and all simple weapons.

Dragonriders are proficient with light, medium, and heavy armor and with shields.

Dragonriding (Ex): A dragonrider may add his class level as a bonus to any Ride checks made in conjunction with riding a dragon.

In addition, any dragon ridden by a dragonrider enjoys maneuverability of one grade better than normal (maximum perfect maneuverability).

For instance, an adult green dragon with a dragonrider astride it has average maneuverability rather than poor.

Immune to Frightful Presence (Su): While mounted on or within 10 feet of his dragon mount, a dragonrider is immune to the frightful presence of dragons.

Mounted Spellcasting (Ex): A dragonrider has a +5 bonus on Concentration checks made to cast a spell while riding a mount.

Bonus Feat: At 3rd level, a dragonrider gains a bonus feat drawn from the following list: Mounted Archery, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

He must meet all the prerequisites for this bonus feat.

Flyby Attack (Ex): Any dragon mount ridden by a dragonrider of at least 4th level is treated as having the Flyby Attack feat.

Spur Mount (Ex): A 5th-level dragonrider can make a DC 20 Ride check to spur his dragon mount to greater speed. Success on this check increases the dragon's speed (flying and otherwise) by 50% (round down to the nearest 5-foot increment), for 5 rounds.

TABLE 3-5: THE DRAGONRIDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Dragonriding, immune to frightful presence
2nd	+2	+3	+0	+3	Mounted spellcasting
3rd	+3	+3	+1	+3	Bonus feat
4th	+4	+4	+1	+4	Flyby attack
5th	+5	+4	+1	+4	Spur mount

DRAGONSLAYER

They come from all walks of life, from all cultures and societies.

They may be poor or wealthy, strong or wise, good or evil, skilled with blade or spell.

But all dragonslayers share a singular courage and strength of heart—a necessary commodity in their line of work.

Characters of any class may pursue the path of the dragonslayer.

Fighters, barbarians, and paladins enjoy the class's increased combat prowess against these powerful enemies. Sorcerers, clerics, wizards, and druids can continue to improve their spellcasting ability while gaining new powers suitable for use in battling dragons.

Even bards, monks, rangers, and rogues have much to gain from this class, though the dragonstalker class (see below) is often more their style.

Multiclass characters, such as fighter/sorcerers or barbarian/cleric, can make particularly good dragonslayers, bringing a variety of talents to the task.

NPC dragonslayers have few close associates who aren't as skilled as they are in the art of battling dragons.

Unless a dragonslayer can trust you with his life, he isn't likely to spend much time in your company.

This attitude can lead to a life of solitude, as the dragonslayer travels wherever the cause takes him.

A few dragonslayers actively seek out others who share their bravery and dedication, even training those who show promise.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +5.

Feats: Dodge, Iron Will.

Skills: Tumble 2 ranks.

CLASS SKILLS

The dragonslayer's class skills (and the key ability for each skill) are Climb (Str), Craft (Wis), Intimidate (Cha), Knowledge (arcana), Jump (Str), Search (Int), and Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the dragonslayer prestige class.

Weapon and Armor Proficiency: A dragonslayer gains proficiency with all simple and martial weapons, with all types of armor, and with shields and tower shields.

Spellcasting: Each time a character attains an odd-numbered dragonslayer level, the character gains new spells per day and spells known as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

This essentially means that the character adds the level of dragonslayer to the level of whatever spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character takes one or more levels in this class before having any levels in a spellcasting class, he does not receive this spellcasting benefit.

If he thereafter takes levels in one or more spellcasting classes, he becomes eligible to receive the spellcasting benefit for any level in the dragonslayer class that he has not already attained.

For example, a 5th-level fighter/1st-level dragonslayer does not receive the spellcasting benefit for being a 1st-level

dragonslayer because he did not belong to a spellcasting class before taking a level in the prestige class.

If he then picks up one or more levels of wizard before advancing to 3rd level in the dragonslayer class, he receives the spellcasting benefit of a 3rd-level dragonslayer (when he attains that level) but does not receive the 1st-level benefit retroactively.

Aura of Courage (Su): At 1st level, a dragonslayer gains immunity to fear (magical or otherwise).

Allies within 10 feet of the dragonslayer gain a +4 morale bonus on saving throws against fear effects.

Damage Bonus (Ex): A dragonslayer gains a bonus on weapon damage rolls against dragons equal to his class level.

Overcome Draconic Spell Resistance (Ex): Beginning at 2nd level, a dragonslayer may add his class level to any caster level checks made to overcome a dragon's spell resistance.

Damage Reduction (Ex): At 3rd level, a dragonslayer gains damage reduction 1/—.

This improves to damage reduction 2/— at 6th level, and to damage reduction 3/— at 9th level.

Energy Resistance (Su): At 5th level, a dragonslayer gains resistance to acid 5, cold 5, electricity 5, fire 5, and sonic 5. These resistances improve to 10 at 10th level.

These resistances don't stack with any other similar effects.

Lightning Reflexes: A dragonslayer gains Lightning Reflexes as a bonus feat at 6th level.

Improved Critical (Ex): A 7th-level dragonslayer gains the effect of the Improved Critical feat for any weapon he uses against a dragon.

This benefit does not stack with any other ability that increases the threat range of a weapon.

True Strike (Sp): At 10th level, a dragonslayer may use *true strike* once per day as a move action.

TABLE 3–6 THE DRAGONSLAYER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+2	Aura of courage, damage bonus	+1 level of existing class
2nd	+2	+3	+0	+3	Overcome draconic spell resistance	—
3rd	+3	+3	+1	+3	Damage reduction 1/—	+1 level of existing class
4th	+4	+4	+1	+4	—	—
5th	+5	+4	+1	+4	Energy resistance 5	+1 level of existing class
6th	+6	+5	+2	+5	Damage reduction 2/—, Lightning Reflexes	—
7th	+7	+5	+2	+5	Improved Critical	+1 level of existing class
8th	+8	+6	+2	+6	—	—
9th	+9	+6	+3	+6	Damage reduction 3/—	+1 level of existing class
10th	+10	+7	+3	+7	Energy resistance 10, true strike	—

DRAGONSONG LYRIST

The dragonsong lyrist taps into the power of dragonsong, an ancient form of performance that originated among the draconic races, to create strange and wondrous magical effects.

Many bards become dragonsong lyrists, though rogues and even a few monks have been known to pursue the class. Multiclass barbarian/bards and sorcerer/rogues also make good dragonsong lyrists.

Dragonsong lyrists are usually loners, though they occasionally congregate to share new songs or poems.

They get along well with bards and sorcerers, and some occupy positions of great respect in barbarian tribes.

Hit Die: d6.

REQUIREMENTS

To qualify to become a dragonsong lyrist, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Feat: Dragonsong.

Skills: Concentration 5 ranks, Diplomacy 5 ranks, Knowledge (arcana) 5 ranks, Perform (oratory or sing) 10 ranks.

Languages: Draconic.

CLASS SKILLS

The dragonsong lyrist's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Listen (Wis), Perform (Cha), and Sense Motive (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the dragonsong lyrist prestige class.

Weapon and Armor Proficiency: A dragonsong lyrist gains no proficiency with any weapons, armor, or shields.

Greater Dragonsong (Su): Once per day per class level, a dragonsong lyrist can use song or poetics to invoke the power of dragonsong.

Invoking dragonsong requires a standard action.

In the case of effects that require a saving throw, the DC is equal to 10 + lyrist's class level + lyrist's Cha modifier.

The bonus from the Dragonsong feat also applies to this save DC.

In cases where the character continues a greater dragonsong effect over the course of multiple rounds (such as song of strength), the dragonsong lyrist can fight while using greater dragonsong but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by command word (such as wands). Maintaining a greater dragonsong effect does not require concentration.

A deaf dragonsong lyrist has a 20% chance to fail when using greater dragonsong.

If she fails, the attempt still counts against her daily limit.

Song of Strength: A 1st-level dragonsong lyrist can imbue herself and her allies with great physical power.

The dragonsong lyrist and all allies within 30 feet who can hear her gain a +4 morale bonus to Strength for the duration of the lyrist's performance and for 5 rounds thereafter.

This is a mind-affecting ability.

Song of Compulsion: At 2nd level, a dragonsong lyrist can use her greater dragonsong to make a *suggestion* to a single creature within 30 feet who can hear the lyrist.

A Will save negates the effect.

This is an enchantment (compulsion, mind-affecting, language-dependent effect).

Dragons take a –2 penalty on this saving throw.

Song of Flight: A 3rd-level dragonsong lyrist can grant herself and her allies the ability to fly, as the spell of the same name.

This song affects the character and a number of allies equal to her Charisma modifier (all of whom must be able to hear the lyrist) and lasts for 1 minute per level.

This is a transmutation effect.

Song of Fear: At 4th level, a dragonsong lyrist can use her song or poetics to inspire fear in her foes.

All enemies within a radius of 30 feet × class level are subject to the effect if they have fewer HD than the dragonsong lyrist.

A potentially affected creature that succeeds on a Will save remains immune to that dragonsong lyrist's frightful presence ability for 24 hours.

On a failure, creatures with fewer than half the dragonsong lyrist's HD become panicked for 2d6 rounds and those with HD equal to or greater than half the dragonsong lyrist's become shaken for 2d6 rounds.

Dragons are immune to this ability, as are any creatures immune to fear.

This is a mind-affecting effect.

Song of Healing: A 5th-level dragonsong lyrist can use her greater dragonsong to heal herself and her allies.

Each ally within 30 feet who can hear the dragonsong lyrist regains hit points and ability points as if he or she had rested for a full day.

No character may benefit from this ability more than once per hour.

This is a conjuration (healing) effect.

Spellcasting: Each time an even-numbered dragonsong lyrist level is gained, the character gains new spells per day and spells known as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

This essentially means that the character adds 1/2 her dragonsong lyrist level to the level of whatever spellcasting class she has, then determines spells per day and caster level accordingly.

If a character takes two or more levels in this class before having any levels in a spellcasting class, she does not receive this spellcasting benefit.

If she thereafter takes levels in one or more spellcasting classes, she becomes eligible to receive the spellcasting benefit for any level in the dragonsong lyrist class that she has not already attained.

For example, a 6th-level monk/2nd-level dragonsong lyrist does not receive the spellcasting benefit for being a 2nd-level dragonsong lyrist because she did not belong to a spellcasting class before taking 2nd level in the prestige class.

If she then picks up one or more levels of wizard before advancing to 4th level in the dragonsong lyrist class, she receives the spellcasting benefit of a 4th-level dragonsong lyrist (when she attains that level) but does not receive the 2nd-level benefit retroactively.

TABLE 3–7: THE DRAGONSONG LYRIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Greater dragonsong (song of strength)	—
2nd	+1	+0	+3	+3	Greater dragonsong (song of compulsion)	+1 level of existing class
3rd	+2	+1	+3	+3	Greater dragonsong (song of flight)	—
4th	+3	+1	+4	+4	Greater dragonsong (song of fear)	+1 level of existing class
5th	+3	+1	+4	+4	Greater dragonsong (song of healing)	—

DRAGONSTALKER

"Dragonslayers?

Pah, any fool can call himself a dragonslayer.

Most get themselves killed within a few days, which is probably for the best.

No, the real skill isn't in walking into the dragon's cave and challenging it to a duel—it's in tracking it across a hundred miles of wilderness, sneaking up close and killing it before it even knows you're there."

—Deirdre Firewalker, dragonstalker

The dragonstalker prefers a much more subtle approach than the dragonslayer.

She uses stealth and guile to track her prey, striking with skill and uncanny accuracy when the time is right.

Rangers and rogues are the most common dragonstalkers, since the two classes share a predilection for the subtlety and patience the prestige class requires.

Barbarians, particularly those from dragon-terrorized areas, often take up this class.

Bards also make reasonable dragonstalkers—certainly, the profession makes for many great tales told around the fire. Most other classes are better off pursuing the path of the dragonslayer (see page 125).

NPC dragonstalkers are loners, since they rarely trust others to hold their own in a hunt.

When tracking a particularly formidable foe, a dragonstalker might recruit other stealthy characters, such as rangers or rogues, for assistance.

Once or twice in a generation, a hunt of great significance may arise that brings together a team of dragonstalkers from various backgrounds.

In such a case, the dragon has little chance of escaping.

Hit Die: d8.

REQUIREMENTS

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

Base Attack Bonus: +5.

Feats: Blind-fight, Track.

Skills: Gather Information 4 ranks, Hide 6 ranks, Knowledge (arcana) 4 ranks, Move Silently 6 ranks, Search 6 ranks.

Language: Draconic.

CLASS SKILLS

The dragonstalker's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Wis), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), and Survival (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the dragonstalker prestige class.

Weapon and Armor Proficiency: A dragonstalker gains proficiency with the longbow, longspear, net, shortbow, and all simple weapons.

Dragonstalkers are proficient with light armor and with shields.

Hunting Bonus (Ex): Starting at 1st level, a dragonstalker gains a bonus equal to her class level on Bluff, Listen,

Search, Sense Motive, and Spot checks when using these skills against dragons.

Sneak Attack (Dragon): Beginning at 2nd level, if a dragonstalker catches a dragon when it is unable to defend itself effectively from her attack, she can strike a vital spot for extra damage.

Basically, any time the dragonstalker's target would be denied its Dexterity bonus to AC (whether it actually has a Dexterity bonus or not), the dragonstalker's attack deals an extra 2d6 points of damage.

This extra damage increases by 2d6 points every other level (4d6 at 4th level, 6d6 at 6th level, and so on).

Should the dragonstalker score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the dragon is 30 feet away or less.

With a sap or an unarmed strike, a dragonstalker can make a sneak attack that deals nonlethal damage instead of lethal damage.

She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty, because she must make optimal use of her weapon to execute the sneak attack.

A dragonstalker can only sneak attack living dragons with discernible anatomies.

Any dragon immune to critical hits is similarly immune to sneak attacks.

Also, the dragonstalker must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot.

A dragonstalker cannot sneak attack while striking at a dragon with concealment or by striking the limbs of a dragon whose vitals are beyond reach.

If a dragonstalker gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack when the ability is used against dragons.

Ignore Natural Armor (Ex): Once per day, a dragonstalker of 3rd level or higher can ignore a target's natural armor bonus (including any enhancement to that natural armor) for one attack (melee or ranged).

You must declare that you are using this ability before you make the attack roll.

At 7th level, a dragonstalker can use this ability twice per day.

Hide Scent (Ex): At 5th level, a dragonstalker can use the Disguise skill to hide her (or someone else's) scent.

This requires a Disguise check (with a –10 penalty) opposed by a Wisdom check made by any creature attempting to use the scent ability to discover the dragonstalker's presence.

Hiding one's scent requires twice as long as a typical Disguise check (1d3×20 minutes), and the effect lasts for 1 hour per class level.

Magic that alters your form doesn't affect this Disguise check.

Foil Blindsight (Su): Once per day, a 9th-level dragonstalker can render herself completely imperceptible to blindsense.

This requires a standard action, and the effect lasts for 10 minutes.

This ability has no effect on other forms of vision (whether mundane or magical).

For instance, it doesn't keep someone from spotting or hearing the dragonstalker with normal senses, or from

noticing an invisible dragonstalker by means of a *true seeing* spell.

Dragonstrike (Su): At 10th level, the effective enhancement bonus of any weapon wielded by a dragonstalker against a

dragon is +2 better than normal, and the weapon deals an extra 2d6 points of damage against dragons.

This benefit stacks with the enhancement bonus increase and bonus damage dice from a weapon with the *bane (dragons)* special ability.

TABLE 3–8: THE DRAGONSTALKER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Hunting bonus
2nd	+2	+0	+3	+3	Sneak attack (dragon) +2d6
3rd	+3	+1	+3	+3	Ignore natural armor (1/day)
4th	+4	+1	+4	+4	Sneak attack (dragon) +4d6
5th	+5	+1	+4	+4	Hide scent
6th	+6	+2	+5	+5	Sneak attack (dragon) +6d6
7th	+7	+2	+5	+5	Ignore natural armor (2/day)
8th	+8	+2	+6	+6	Sneak attack (dragon) +8d6
9th	+9	+3	+6	+6	Foil blindsense
10th	+10	+4	+7	+7	Dragonstrike, sneak attack (dragon) +10d6

ELEMENTAL MASTER

Dragons are creatures of raw elemental power.

Two mighty forces rage within their veins: the energy that powers their breath weapons, and the elemental nature that forms the core of their being.

Elemental masters strive to attain the purity of perfect attunement with both of these forces.

The path of the elemental master is almost exclusively pursued by true dragons, since the class requires a connection to elemental and energy forces.

Some dragons have levels in other classes, commonly wizard or sorcerer, before adopting this prestige class, but many others do not.

Elemental masters are the most solitary and reclusive of dragons, spending their lives in communion with the natural forces of the universe rather than interacting with creatures they consider to be lesser life forms.

When they do cooperate with other creatures, they choose elementals and outsiders from the elemental planes as their allies, and occasionally younger dragons of the same variety.

Hit Die: d12.

REQUIREMENTS

To qualify to become an elemental master, a dragon must fulfill all the following criteria.

Race: Any dragon.

Base Attack Bonus: +20.

Feats: Any three metabreath feats.

Spells: Able to cast arcane spells.

Special: **Elemental Attunement:** The dragon must have an energy or elemental subtype, such as air, cold, earth, electricity, fire, or water.

Breath Weapon: The dragon must have a breath weapon that deals energy damage.

CLASS SKILLS

The elemental master's class skills (and the key ability for each skill) are Concentration (Con), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Spellcraft (Int), and Survival (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the elemental master prestige class.

Weapon and Armor Proficiency: An elemental master gains no proficiency with any weapons, armor, or shields.

Element Mastery (Ex): At 1st level, an elemental master gains an additional attunement to the element type that corresponds to its subtype.

Dragons with the air or electricity subtype (including emerald, green, crystal, fang, and song dragons) gain air mastery: Any airborne creature takes a –1 penalty on attack and damage rolls made against the dragon.

Dragons with the earth subtype (including blue, copper, amethyst, brown, deep, and sapphire dragons) gain earth mastery: The dragon gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground.

Dragons with the fire subtype (including red, gold, and brass dragons, as well as hellfire wyrms) gain fire mastery: The dragon gains a +1 bonus on attack and damage rolls if both it and its foe are touching fire or using weapons with the flaming or flaming burst special abilities.

Dragons with the water subtype (including black, bronze, and topaz dragons) gain water mastery: The dragon gains a +1 bonus on its attack and damage rolls if both it and its opponent are touching water.

Dragons with the cold subtype (silver and white dragons) gain cold mastery: The dragon gains a +1 bonus on attack and damage rolls if both it and its foe are touching ice or using weapons with the frost or icy burst special abilities.

Elemental Command (Su): An elemental master can turn or destroy creatures of the elemental subtype opposed to its own subtype, just as a good cleric turns undead.

It can rebuke or command creatures of its own elemental subtype, as an evil cleric rebukes undead.

The dragon can use these abilities a total number of times per day equal to 3 + its Charisma modifier.

Air and earth are opposed elemental subtypes; fire and water are opposed.

Dragons with the cold subtype can rebuke cold creatures and turn fire creatures.

Energy Attunement (Ex): An elemental master is attuned to the energy type that powers its breath weapon.

Dragons with more than one breath weapon gain attunement to the one that deals energy damage, usually acid, cold, electricity, fire, or sonic energy. A dragon with multiple energy breath weapons can choose a single energy type it is attuned to.

This ability grants the dragon no special powers, but determines the form of powers it gains later, including energy substitution, energy focus, energy burst, and energy storm.

Energy Substitution (Ex): At 2nd level, an elemental master gains the ability to modify its spells that have an energy descriptor so that they use the dragon's attuned energy instead.

The substituted spell works normally in all respects except the type of damage dealt.

Summon Elemental (Sp): Once per day, starting at 2nd level, an elemental master can use its breath weapon to summon a Medium elemental corresponding to its elemental subtype.

The dragon breathes as normal, but in the wake of its breath the elemental appears, attacking in the next round.

If it chooses, the dragon can instead summon an adult arrowhawk (air or cold), average salamander (fire), adult tojanida (water), or average xorn (earth).

This ability works like the *summon nature's ally V* spell, with the dragon's class level as its caster level.

A dragon with the cold subtype can summon a Medium water elemental or an adult tojanida.

At 5th level, an elemental master can summon one Large elemental or two Medium elementals.

This ability works like the *summon nature's ally VI* spell.

At 8th level, an elemental master can summon one Huge elemental, two Large elementals, or four Medium elementals.

Instead, the dragon can summon one elder arrowhawk, noble salamander, elder tojanida, or elder xorn, or four Medium creatures of the appropriate kind.

This ability works like the *summon nature's ally VII* spell.

At 11th level, an elemental master can summon one greater elemental, two Huge elementals, or four Large or Medium elementals.

This ability works like the *summon nature's ally VIII* spell.

Energy Focus (Ex): At 3rd level, an elemental master adds 1 to the save DC of spells it casts with an energy descriptor corresponding to the dragon's attuned energy type.

This bonus increases by +1 for every additional three levels the elemental master gains (+2 at 6th level, +3 at 9th level, and +4 at 12th level), and it stacks with the bonus from the Spell Focus feat.

Energy Burst (Su): A 4th-level elemental master can create a burst of damaging energy around its body.

The burst consists of energy corresponding to the dragon's attuned energy type and has a radius of 5 feet per class level of the dragon.

Anything in the area takes 1d8 points of damage per class level of the dragon.

A successful Reflex save (DC 10 + dragon's class level + its Con modifier) reduces the damage by half.

Creating an energy burst counts as a use of the dragon's breath weapon.

It cannot breathe or create another burst for 1d4 rounds after creating a burst.

Energy Storm (Su): A 7th-level elemental master can surround itself with a vortex of swirling energy corresponding to the dragon's attuned energy type.

The vortex extends from the dragon in an emanation with a radius of 5 feet per class level.

The effect stops attacks with thrown weapons and projectiles.

Such attacks fail if made by creatures inside the area, or if targeted at creatures within the area, or if their paths take them through the area.

The storm deals 2 points of damage per class level to every unprotected creature within its area each round.

The storm lasts for 1 round per class level (though the dragon can dismiss it as a move action), and counts as two uses of the dragon's breath weapon.

The dragon cannot use its breath weapon (or its energy burst ability) while the storm is in place and for 2d4 rounds after it subsides.

Spell-Like Ability: At 10th level, an elemental master gains a spell-like ability associated with its elemental subtype.

An air dragon can use *whirlwind*, an earth dragon *earthquake*, a fire dragon *incendiary cloud*, a water dragon *horrid wilting*, and a cold dragon *polar ray*. The dragon can use this ability three times per day, with a caster level of 20th.

Elemental Qualities (Ex): A 12th-level elemental master is immune to poison, sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking.

TABLE 2-8: THE ELEMENTAL MASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Element mastery, elemental command, energy attunement
2nd	+2	+3	+3	+3	Energy substitution, <i>summon elemental I</i>
3rd	+3	+3	+3	+3	Energy focus +1
4th	+4	+4	+4	+4	Energy burst
5th	+5	+4	+4	+4	<i>Summon elemental II</i>
6th	+6	+5	+5	+5	Energy focus +2
7th	+7	+5	+5	+5	Energy storm
8th	+8	+6	+6	+6	<i>Summon elemental III</i>
9th	+9	+6	+6	+6	Energy focus +3
10th	+10	+7	+7	+7	Spell-like ability
11th	+11	+7	+7	+7	<i>Summon elemental IV</i>
12th	+12	+8	+8	+8	Elemental qualities, energy focus +4

HIDECARVED DRAGON

Hidecarved dragons are members of an enigmatic order of dragons and half-dragons.

Their name comes from the markings engraved on their scales, which grant them incredible mystical protection. Dragons of the hidecarved order resemble monks in their strict discipline, dedication to personal perfection, and mystical transcendence.

Most hidecarved dragons are true dragons, since many drakes, landwyrm, wyverns, and other creatures of the dragon type lack the thick, heavy scales necessary to receive the mystical engravings of the order.

A half-dragon can become a hidecarved dragon only if its nondragon parent had very significant natural armor, although some half-dragon/half-giants have been known to use magic to thicken their hides sufficiently to qualify for the class.

Some dragons advance in other classes—commonly monk, wizard, sorcerer, or cleric—before adopting this prestige class, primarily to meet the minimum base Will save requirement.

Hidecarved dragons do not build monasteries, but they do gather in small groups called “lauths”.

These tiny communities of three to five dragons share a large territory and come together only occasionally, but will gather quickly to help if one member of the lauth is threatened.

Hit Die: d10.

REQUIREMENTS

To qualify to become a hidecarved dragon, a dragon must fulfill all the following criteria.

Race: Any dragon.

Alignment: Any lawful.

Natural Armor Bonus: +20.

Base Save Bonus: Will +12.

Feat: Iron Will.

CLASS SKILLS

The hidecarved dragon's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the hidecarved dragon prestige class.

Weapon and Armor Proficiency: A hidecarved dragon gains no proficiency with any weapons, armor, or shields.

Increased Spell Resistance (Ex): A hidecarved dragon adds its class level to its natural spell resistance.

Dragons without natural spell resistance do not gain spell resistance when they adopt this class.

However, if a hidecarved dragon with no natural spell resistance ages to the point where it gains spell resistance, it adds its class level to the natural spell resistance it gains at its new age category.

Suppress Weakness: At 2nd level, a hidecarved dragon gains Suppress Weakness (see page 74) as a bonus feat.

Poison Resistance (Ex): At 2nd level, a hidecarved dragon gains a +4 bonus on saving throws against poison.

Energy Resistance (Ex): At 3rd level, a hidecarved dragon gains resistance 10 to two energy types it is not already immune, vulnerable, or resistant to.

The dragon can choose from resistance to acid, cold, electricity, fire, or sonic energy.

For example, a gold hidecarved dragon could gain resistance to acid 10 and electricity 10.

Still Mind (Ex): At 4th level, a hidecarved dragon gains a +2 bonus on saving throws against spells and effects from the enchantment school.

Natural Armor (Ex): At 4th level, a hidecarved dragon's natural armor bonus increases by +2.

At 8th level the increase becomes +4, and at 12th level it becomes +6.

Increased Damage Reduction (Su): At 5th level, the amount of a hidecarved dragon's natural damage reduction (the number before the slash) increases by 5, and its damage reduction can be overcome only by chaotic magic weapons. For example, a mature adult blue dragon/5th-level hidecarved dragon has damage reduction 15/magic and chaotic.

Extra Energy Immunity (Ex): At 6th level, a hidecarved dragon gains immunity to an energy type it was already resistant to.

Its resistance to one other energy type it has resistance 10 against increases to 20, and it gains resistance 10 against a third energy type.

For this third energy type, a dragon with the fire subtype cannot choose cold, and a dragon with the cold subtype cannot choose fire.

The gold hidecarved dragon from the earlier example could become immune to electricity at 6th level, increase its acid resistance to 20, and gain resistance to sonic 10.

At 12th level, a hidecarved dragon's energy resistances and immunities improve again.

Its resistance 20 becomes immunity, its resistance 10 becomes resistance 20, and it gains resistance 10 to all other energy types (acid, cold, electricity, fire, and sonic) that it is not already immune or resistant to.

The gold hidecarved dragon example, at 12th level, would have immunity to fire (naturally), electricity (since 6th level), and acid.

It would have resistance to sonic 20 and cold 10.

Overcome Weakness: At 7th level, a hidecarved dragon gains Overcome Weakness (see page 72) as a bonus feat.

Death Ward (Sp): At 7th level, a hidecarved dragon gains the ability to use *death ward* on itself once per day as a cleric of its class level.

Wholeness of Body (Su): At 9th level, a hidecarved dragon can cure its own wounds.

It can cure up to three times its class level in hit points each day and can spread this healing out among several uses.

Poison Immunity (Ex): At 10th level, a hidecarved dragon gains immunity to poison of all kinds.

Superior Damage Reduction (Su): At 11th level, a hidecarved dragon's damage reduction can be overcome only by epic chaotic weapons.

For example, a mature adult blue dragon/11th-level hidecarved dragon has damage reduction 15/epic and chaotic.

TABLE 2-9: THE HIDECARVED DRAGON

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Increased spell resistance
2nd	+2	+3	+3	+3	Suppress Weakness, poison resistance
3rd	+3	+3	+3	+3	Energy resistance
4th	+4	+4	+4	+4	Still mind, natural armor +2
5th	+5	+4	+4	+4	Increased damage reduction
6th	+6	+5	+5	+5	Extra energy immunity
7th	+7	+5	+5	+5	Overcome Weakness, <i>death ward</i>
8th	+8	+6	+6	+6	Natural armor +4
9th	+9	+6	+6	+6	Wholeness of body
10th	+10	+7	+7	+7	Poison immunity
11th	+11	+7	+7	+7	Superior damage reduction
12th	+12	+8	+8	+8	Natural armor +6, extra energy immunity

HOARDSTEALER

"Don't call me a burglar.

Burglars steal baubles and trinkets.

If I wanted trinkets, I'd rob a dwarf.

I want treasure."

—Liam Boldfingers, halfling hoardstealer

The hoardstealer specializes in relieving wealthy individuals from large amounts of said wealth.

In most cases, these individuals are dragons, since few creatures keep so much wealth in one place.

Stealing a dragon's hoard is a challenging task, to be sure, but if it were easy, it probably wouldn't be worth doing.

Most hoardstealers are rogues, though some bards and rangers can become hoardstealers with the right training. Other classes may fancy themselves treasure-finders, but they don't have the aptitudes to take up the art of hoardstealing.

By their very nature, most NPC hoardstealers work alone. Some may recruit assistance for tough jobs—such as rogues or other stealthy sorts—but a hoardstealer rarely sees such hired help as anything but expendable assets.

The smart hoardstealer knows that he can only count on himself to get the job done—everyone else is just an amateur.

Hit Die: d6.

REQUIREMENTS

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

Alignment: Any nonlawful.

Skills: Appraise 8 ranks, Disable Device 4 ranks, Escape

Artist 4 ranks, Hide 8 ranks, Move Silently 8 ranks, Open Lock 4 ranks, Search 8 ranks.

Special: The character must have participated in the location and recovery of a treasure hoard (dragon or otherwise) valued at 5,000 gp or more.

CLASS SKILLS

The hoardstealer's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Jump (Str), Open Lock (Dex), Search (Int), Swim (Str), Use Magic Device (Cha), and Use Rope (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the hoardstealer prestige class.

Weapon and Armor Proficiency: A hoardstealer is proficient with all simple weapons but gains no proficiency with armor or shields.

Spells: Beginning at 1st level, a hoardstealer gains the ability to cast a small number of arcane spells.

To cast a spell, the hoardstealer must have an Intelligence score of at least 10 + the spell's level, so a hoardstealer with an Intelligence of 10 or lower cannot cast these spells.

Hoardstealer bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the hoardstealer's Int modifier.

When the hoardstealer gets 0 spells of a given level (for instance, 1st-level spells for a 1st-level hoardstealer), he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level.

The hoardstealer's spell list appears below.

A hoardstealer casts spells just as a wizard does.

Darkvision (Su): At 1st level, a hoardstealer gains darkvision with a range of 30 feet, or the range of his existing darkvision improves by 30 feet if he already has the ability.

At 5th level and at 9th level, the range of the hoardstealer's darkvision extends another 30 feet, to a maximum of +90 feet at 9th level.

Trapfinding (Ex): Like a rogue, a hoardstealer can use the Search skill to locate traps when the task has a DC higher than 20.

He may also use the Disable Device skill to disarm a magic trap.

A hoardstealer who beats a trap's DC by 10 or more can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Hide from Dragons (Sp): A 2nd-level hoardstealer can cast *hide from dragons* on himself once per day.

This functions as the spell of the same name (see page 113), except that it only affects the hoardstealer and lasts for only 1 round per level.

At 6th level, the hoardstealer may use this ability twice per day.

At 10th level, he may use it three times per day.

Trap Sense (Ex): Starting at 3rd level, a hoardstealer gains an intuitive sense that alerts him to danger from traps, giving him a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks by traps.

At 6th level these bonuses rise to +4, and at 9th level to +6.

These bonuses stack with trap sense bonuses gained from other classes.

Deep Pockets (Su): Once per day, a 3rd-level hoardstealer can turn any container—from a waistcoat pocket to a backpack to a barrel—into the equivalent of a *bag of holding*. The container's weight remains the same, but it becomes capable of holding up to 10 cubic feet (or 100 pounds) of material per level.

The duration of this effect is 1 hour per level.

If the effect ends prematurely (such as by being dispelled), everything within the container spills out onto the floor.

Treasure Dowsing (Su): Once per day, a 4th-level hoardstealer can concentrate (a full-round action) to detect the location of the largest mass of metal or minerals within a range of 10 feet per level.

If the hoardstealer concentrates on a specific metal or mineral (such as gold or diamonds), he detects the location of each such deposit within range.

This is otherwise identical to the effect of a *rod of metal and mineral detection* (see page 236 of the *Dungeon Master's Guide*).

At 7th level, the hoardstealer may use this ability twice per day.

At 10th level, he may use it three times per day.

Skill Mastery (Ex): At 8th level, a hoardstealer may select a number of skills equal to 3 + his Int modifier.

When making a skill check with one of these skills, the hoardstealer may take 10 even if stress and distractions would normally prevent him from doing so.

He becomes so certain in his ability that he can use his skill reliably under adverse conditions, such as when an angry dragon pursues him down a tunnel.

HOARDSTEALER SPELL LIST

Hoardstealers choose their spells from the following list.

1st Level: *detect magic*, *detect secret doors*, *expeditious retreat*, *ghost sound*, *identify*, *Tenser's floating disk*, *Nystul's magic aura*, *read magic*, *unseen servant*.

2nd Level: *cat's grace*, *knock*, *invisibility*, *locate object*, *resist energy*, *spider climb*.

3rd Level: *arcane sight*, *clairaudience/clairvoyance*, *dispel magic*, *protection from energy*, *shrink item*.

4th Level: *arcane eye*, *dimension door*, *freedom of movement*, *hide from dragons**.

* New spell detailed on page 106.

TABLE 3-9: THE HOARDSTEALER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Darkvision +30 ft., trapfinding	0	—	—	—
2nd	+1	+0	+3	+0	<i>Hide from dragons</i> 1/day	1	—	—	—
3rd	+2	+1	+3	+1	Trap sense +2, deep pockets	1	0	—	—
4th	+3	+1	+4	+1	Treasure dowsing 1/day	1	1	—	—
5th	+3	+1	+4	+1	Darkvision +60 ft.	1	1	0	—
6th	+4	+2	+5	+2	Trap sense +4, <i>hide from dragons</i> 2/day	1	1	1	—
7th	+5	+2	+5	+2	Treasure dowsing 2/day	2	1	1	0
8th	+6	+2	+6	+2	Skill mastery	2	1	1	1
9th	+6	+3	+6	+3	Darkvision +90 ft., trap sense +6	2	2	1	1
10th	+7	+3	+7	+3	Treasure dowsing 3/day, <i>hide from dragons</i> 3/day	2	2	2	1

INITIATE OF THE DRACONIC MYSTERIES

Not all who explore the mysterious powers of dragons do so out of heritage or religious faith.

Some become students of knowledge that leads to greater power.

Most initiates of the draconic mysteries are monks, though some fighters follow the path as well.

In rare cases, barbarians, rangers, or rogues have been known to become initiates.

NPC initiates may gather in quiet places of study to share their learning and practice their techniques.

Or they may test their powers in the field, either alone or with others who respect their ways.

Regardless of her company, the initiate of the draconic mysteries remains a strange and wondrous individual, set apart from others of her race by her pursuit of ancient secrets.

Hit Die: d8.

REQUIREMENTS

To qualify to become an initiate of the draconic mysteries, a character must fulfill all the following criteria.

Feats: Alertness, Improved Unarmed Strike, Power Attack.

Skills: Concentration 6 ranks, Jump 8 ranks, Knowledge (arcana) 6 ranks, Knowledge (religion) 4 ranks, Tumble 4 ranks.

Language: Draconic.

CLASS SKILLS

The initiate's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Listen (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Spot (Wis), and Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the initiate of the draconic mysteries prestige class.

Weapon and Armor Proficiency: An initiate of the draconic mysteries gains no proficiency with any weapons, armor, or shields.

Evasion (Ex): An initiate of the draconic mysteries can avoid even magical and unusual attacks with great agility.

If an initiate makes a successful Reflex saving throw against an attack that normally deals half damage on a save (such as a red dragon's fiery breath or a *fireball*), the initiate instead takes no damage.

Evasion can only be used if the initiate is wearing light armor or no armor.

Claws of the Dragon (Su): At 2nd level, the unarmed strike of an initiate of the draconic mysteries is empowered with draconic might.

The initiate's unarmed strike can overcome damage reduction as if it were a magic weapon.

In addition, the unarmed strikes of an initiate of the draconic mysteries may deal slashing damage, at her option. Such damage cannot be nonlethal damage.

Keen Senses (Ex): At 3rd level, an initiate gains darkvision out to 60 feet and low-light vision.

Increased Unarmed Damage (Ex): At 4th level, the damage dealt by an initiate's unarmed attacks increases by one die step (such as from 1d3 to 1d4, or from 1d8 to 1d10).

At 8th level, it increases another die step.

Frightful Presence (Ex): A 5th-level initiate of the draconic mysteries can unsettle foes with her mere presence.

The initiate can activate her frightful presence as a free action.

Creatures within a radius of 30 feet per point of Charisma modifier (minimum 30 feet) are subject to the effect if they have fewer Hit Dice than the initiate (dragons are immune to the effect).

A potentially affected creature that succeeds on a Will save (DC 10 + initiate's class level + initiate's Cha modifier) remains immune to that initiate's frightful presence for 24 hours.

On a failure, creatures with 4 or fewer HD become panicked for 2d6 rounds and those with 5 or more HD become shaken for 2d6 rounds.

Improved Evasion (Ex): At 6th level, an initiate's evasion ability improves.

She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a fireball, but henceforth she only takes half damage on a failed save.

Spell Resistance (Su): Beginning at 7th level, an initiate of the draconic mysteries gains spell resistance equal to 15 + her class level.

Deadly Strike (Su): A 9th-level initiate deals triple damage on a critical hit inflicted by her unarmed strike, regardless of whether it dealt bludgeoning or slashing damage.

Timeless Body (Ex): After attaining 9th level, an initiate no longer takes ability score penalties for aging (see Table 6-5: Aging Effects, page 109 of the *Player's Handbook*) and cannot be magically aged.

Any penalties she may have already taken, however, remain in place.

Bonuses still accrue, and the initiate still dies of old age when her time is up.

Dragon Shape (Su): At 10th level, an initiate of the draconic mysteries gains the ability to use a *shapechange* ability once per day to take the form of a dragon, from Tiny to Huge size, for 1 hour.

Once a form is assumed, it cannot be changed except to return to normal (which dismisses the effect).

The effect is otherwise identical to the *shapechange* spell, including the HD limitation of the new form and the abilities of the form gained.

TABLE 3-10: THE INITIATE OF THE DRACONIC MYSTERIES

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Evasion
2nd	+1	+3	+3	+3	Claws of the dragon
3rd	+2	+3	+3	+3	Keen senses
4th	+3	+4	+4	+4	Increased unarmed damage
5th	+3	+4	+4	+4	Frightful presence
6th	+4	+5	+5	+5	Improved evasion
7th	+5	+5	+5	+5	Spell resistance
8th	+6	+6	+6	+6	Increased unarmed damage
9th	+6	+6	+6	+6	Deadly strike, timeless body
10th	+7	+7	+7	+7	Dragon shape

PLATINUM KNIGHT

The platinum knight protects good-aligned dragonkind from their natural enemies, the chromatic dragons, as well as any others who would prey upon these noble creatures. Bahamut, Lord of the Good Dragons, is his patron, while the minions of Tiamat are his mortal foes.

Paladins, clerics, and fighters are the most common platinum knights.

Of course, any good-aligned character who counts himself an ally of dragonkind can pursue this class, and has much to gain from it.

NPC platinum knights often work with other good-aligned beings, including dragons, celestials, paladins, and, of course, characters of other classes who share their outlook.

They do not hesitate to recruit assistance when facing powerful evil dragons, but voluntarily associate only with other good characters.

Hit Die: d8.

REQUIREMENTS

To qualify to become a platinum knight, a character must fulfill all the following criteria.

Alignment: Any good.

Base Attack Bonus: +5.

Feats: Dragonfriend.

Skills: Diplomacy 4 ranks, Knowledge (arcana) 4 ranks.

Languages: Draconic.

CLASS SKILLS

The platinum knight's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Ride (Dex), and Sense Motive (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the platinum knight prestige class.

Weapon and Armor Proficiency: A platinum knight is proficient with all simple and martial weapons, with all types of armor, and with shields.

Smite Evil Dragon (Su): Once per day, a platinum knight may attempt to smite an evil dragon with one normal melee attack.

He adds his Charisma modifier (if positive) to his attack roll and deals 2 extra points of damage per level.

If a platinum knight accidentally smites a creature that is not an evil dragon, the smite has no effect but it is still used up for that day.

The bonuses from this ability don't stack with other smite abilities, such as the paladin's smite evil.

Every three levels beyond 1st, the platinum knight gains one additional daily use of this ability.

Immune to Frightful Presence (Ex): Platinum knights are treated as dragons for the purpose of being immune to the frightful presence of dragons and similar creatures.

Spellcasting: When an even-numbered platinum knight level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

This essentially means that he adds 1/2 his platinum knight level to the level of some other spellcasting class he has, then determines spells per day and caster level accordingly.

If a character takes two or more levels in this class before having any levels in a spellcasting class, he does not receive this spellcasting benefit.

If he thereafter takes levels in one or more spellcasting classes, he becomes eligible to receive the spellcasting benefit for any level in the platinum knight class that he has not already attained.

For example, a 6th-level fighter/2nd-level platinum knight does not receive the spellcasting benefit for being a 2nd-level platinum knight because he did not belong to a spellcasting class before taking 2nd level in the prestige class.

If he then picks up one or more levels of wizard before advancing to 4th level in the platinum knight class, he receives the spellcasting benefit of a 4th-level platinum knight (when he attains that level) but does not receive the 2nd-level benefit retroactively.

Platinum Scales (Ex): At 3rd level, a platinum knight's skin takes on a slightly metallic sheen.

He gains a +1 increase to his natural armor bonus.

At 7th level, this increase improves to +2.

Bahamut's Grace (Su): A 5th-level platinum knight adds his Charisma modifier (if positive) as a bonus on all saving throws against the attacks, special abilities, and spells cast by evil dragons.

This effect stacks with the divine grace class feature of paladins and similar abilities.

Charisma Bonus (Ex): At 9th level, a platinum knight's Charisma increases by 2 points.

True Seeing (Su): At 10th level, a platinum knight gains the ability to see all things as they actually are.

This ability is the equivalent of the *true seeing* spell and lasts for 1 hour.

A platinum knight may use true seeing once per day.

TABLE 3-11: THE PLATINUM KNIGHT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+2	Smite evil dragon 1/day, immune to frightful presence	—
2nd	+2	+3	+0	+3	—	+1 level of existing class
3rd	+3	+3	+1	+3	Platinum scales +1	—
4th	+4	+4	+1	+4	Smite evil dragon 2/day	+1 level of existing class
5th	+5	+4	+1	+4	Bahamut's grace	—
6th	+6	+5	+2	+5	—	+1 level of existing class
7th	+7	+5	+2	+5	Platinum scales +2, smite evil dragon 3/day	—
8th	+8	+6	+2	+6	—	+1 level of existing class
9th	+9	+6	+3	+6	Charisma increase	—
10th	+10	+7	+3	+7	Smite evil dragon 4/day, true seeing	+1 level of existing class

SACRED WARDER OF BAHAMUT

Among dragon clerics of Bahamut, some are moved primarily by compassion for those who suffer from the depredations of evil dragons.

These clerics adopt the sacred warder of Bahamut prestige class, shaping their identities around the idea of protecting those who cannot hope to protect themselves from the awesome power of Tiamat's brood.

Sacred warders of Bahamut are usually gold or silver dragons with some levels in the cleric class.

Good half-dragons are surprisingly common among the ranks of the sacred warders, and they find more acceptance there than in most other dragon groups and organizations. Sacred warders often possess some levels of paladin as well as cleric; other classes are rare.

Sacred warders can be found anywhere evil dragons threaten other creatures.

Their usually lawful alignment inclines them to cooperate with other creatures.

They sometimes operate in pairs, but more often work with groups of humanoids or other creatures drawn from the communities they try to protect.

Hit Die: d10.

REQUIREMENTS

To qualify to become a sacred warder of Bahamut, a dragon must fulfill all the following criteria.

Race: Any dragon.

Alignment: Lawful good or neutral good.

Base Attack Bonus: +15.

Feats: Endure Blows, Power Attack.

Spells: Able to cast divine spells.

Domain: Protection.

Special: Damage reduction 5/magic.

CLASS SKILLS

The sacred warder's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), and Sense Motive (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the sacred warder of Bahamut prestige class.

Weapon and Armor Proficiency: A sacred warder gains no proficiency with any weapons, armor, or shields.

Divine Conversion: At 1st level, a sacred warder loses any effective sorcerer level it had previously gained by virtue of its age and draconic variety.

Its effective divine spellcasting level increases by the number of sorcerer levels it sacrificed, allowing the dragon to cast cleric spells much more effectively.

These effective levels apply only to the dragon's spellcasting, not to other class abilities (such as turning undead or wild shape).

For example, a very old gold dragon/1st-level cleric adopts the sacred warder of Bahamut prestige class.

Its sorcerer caster level of 13th converts into thirteen effective cleric levels, giving the dragon the spellcasting ability of a 14th-level cleric.

Smite Evil Dragons (Su): Once per day, a sacred warder of Bahamut of at least 2nd level may attempt to smite an evil dragon with one normal melee attack.

It adds its Charisma bonus to its attack roll and deals 1 extra point of damage per class level.

If the sacred warder accidentally smites a dragon that is not evil, or a creature that is not a dragon, the smite has no effect but it is still used up for that day.

A sacred warder can smite any creature of the dragon type that has an evil alignment.

At 6th level, a sacred warder may smite evil dragons twice per day, and at 10th level it can do so three times per day.

Spellcasting: From 2nd level on, when a new sacred warder level is gained, the dragon gains new spells per day as if it had also gained a level in a divine spellcasting class it belonged to before it added the prestige class.

It does not, however, gain any other benefit a character of that class would have gained (an improved chance of turning or rebuking undead, wild shape, and so on).

This essentially means that the dragon adds the level of sacred warder to the level of whatever divine spellcasting class the dragon has, then determines spells per day and caster level accordingly.

If the dragon had more than one divine spellcasting class before becoming a sacred warder, the dragon must decide to which class it adds each level of sacred warder for the purpose of determining spells per day.

A very old gold dragon/1st-level cleric/2nd-level sacred warder has the spellcasting ability of a 15th-level cleric: 13 from divine conversion of its sorcerer spellcasting levels, 1 from its single cleric level, and 1 from its two levels in the prestige class.

If a dragon advances an age category after taking levels in this class, the added levels of spellcasting ability are added to its effective divine spellcasting level.

If the very old gold dragon in the example above lives to be ancient, its spellcasting level would increase by 2, so it would cast spells as a 17th-level cleric.

Aura of Courage (Ex): At 3rd level, a sacred warder becomes immune to fear effects.

In addition, the dragon's frightful presence ability alters so that it inspires allies as well as striking terror into enemies. Allies within the radius of the dragon's aura (30 feet × its age category) are unaffected by the dragon's frightful presence and receive a morale bonus on their saving throws against fear equal to the dragon's class level + its Cha modifier.

Allies within the aura cannot be panicked by an evil dragon's frightful presence, regardless of their Hit Dice.

Enemies within the aura are affected normally by the dragon's frightful presence.

Sacred Shield (Su): At 7th level, a sacred warder gains the ability to surround itself with a protective aura that lasts 10 minutes and protects the dragon's body and equipment from attacks.

The shield absorbs 10 points of damage per class level.

Once the shield absorbs that much damage, it collapses.

The damage can be from any source—weapons, spells, any energy type, and so on.

Damage the dragon would not take anyway (fire damage against a gold dragon, for example, or weapon damage blocked by the dragon's damage reduction) does not count against the damage absorbed by the shield.

The dragon can use this ability three times per day.

Area Sacred Shield (Su): At 12th level, a sacred warder of Bahamut can extend its sacred shield to protect an area with a radius of 30 feet.

The dragon can place the barrier anywhere within its line of sight, and can choose to make it mobile with respect to an unattended object or willing creature (including the dragon itself).

The shield blocks incoming attacks, but creatures inside the shield can still attack out through the shield.

TABLE 2-10: THE SACRED WARDER OF BAHAMUT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+2	Divine conversion	—
2nd	+2	+3	+0	+3	Smite evil dragons 1/day	+1 level of existing class
3rd	+3	+3	+1	+3	Aura of courage	+1 level of existing class
4th	+4	+4	+1	+4	—	+1 level of existing class
5th	+5	+4	+1	+4	—	+1 level of existing class
6th	+6	+5	+2	+5	Smite evil dragons 2/day	+1 level of existing class
7th	+7	+5	+2	+5	Sacred shield	+1 level of existing class
8th	+8	+6	+2	+6	—	+1 level of existing class
9th	+9	+6	+3	+6	—	+1 level of existing class
10th	+10	+7	+3	+7	Smite evil dragons 3/day	+1 level of existing class
11th	+11	+7	+3	+7	—	+1 level of existing class
12th	+12	+8	+4	+8	Area sacred shield	+1 level of existing class

TALON OF TIAMAT

The talon of Tiamat furthers the goals of evil dragonkind. He takes particular delight in causing harm to metallic dragons and their allies.

The talons of Tiamat welcome characters from any class or background, as long as they share a dedication to evil.

Former fighters and barbarians rub shoulders with those who practice sorcery or divine magic.

Even ex-paladins can find a home among the talons.

Talons of Tiamat may work individually or in groups, as befits their plans.

They work well with evil characters of any stripe, and ally with evil dragons when possible.

Hit Die: d8.

REQUIREMENTS

To qualify to become a talon of Tiamat, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +4.

Feats: Dragonthrall.

Skills: Bluff 4 ranks, Intimidate 4 ranks, Knowledge (arcana) 4 ranks.

Languages: Draconic.

CLASS SKILLS

The talon of Tiamat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Intimidate (Cha), Knowledge (arcana) (Int), Ride (Dex), Search (Int), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the talon of Tiamat prestige class.

Weapon and Armor Proficiency: A talon of Tiamat is proficient with all simple and martial weapons, with all types of armor, and with shields.

Breath Weapon (Su): At 1st level, a talon of Tiamat gains the ability to breathe out a cone of frost (size of the cone corresponds to the size of the character) that deals 3d6 points of cold damage.

As the talon gains levels, additional versions of his breath weapon become available to him.

At 3rd level, the talon can breathe a line of acid (8d4 acid damage).

At 5th level, he can breathe a cone of corrosive gas (10d6 acid damage).

At 7th level, he can expel a line of lightning (12d8 electricity damage).

At 9th level, he can breathe a cone of fire (14d8 fire damage).

In each case, a successful Reflex save halves the damage dealt.

The DC for saves against the talon's breath weapon is 10 + talon class level + Con modifier.

A talon of Tiamat can use each of his breath weapons once per day.

Once a talon uses any of his breath weapons, he can't use any other breath weapon until 1d4 rounds have passed.

Spellcasting: When an even-numbered talon of Tiamat level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

This essentially means that he adds 1/2 his talon of Tiamat level to the level of some other spellcasting class he has, then determines spells per day and caster level accordingly. If a character takes two or more levels in this class before having any levels in a spellcasting class, he does not receive this spellcasting benefit.

If he thereafter takes levels in one or more spellcasting classes, he becomes eligible to receive the spellcasting benefit for any level in the talon of Tiamat class that he has not already attained.

For example, a 7th-level fighter/2nd-level talon of Tiamat does not receive the spellcasting benefit for being a 2nd-level talon of Tiamat because he did not belong to a spellcasting class before taking 2nd level in the prestige class.

If he then picks up one or more levels of wizard before advancing to 4th level in the talon of Tiamat class, he receives the spellcasting benefit of a 4th-level talon of Tiamat (when he attains that level) but does not receive the 2nd-level benefit retroactively.

Voice of the Dragon (Ex): At 2nd level, a talon of Tiamat gains a +2 bonus on Bluff and Intimidate checks.

This bonus increases by +2 every four levels thereafter, to +4 at 6th level and +6 at 10th level.

Keen Senses (Ex): A talon of Tiamat gains low-light vision at 4th level.

He gains darkvision out to 60 feet at 8th level.
Immunities (Ex): At 6th level, a talon of Tiamat gains immunity to magic sleep and paralysis effects.
 In addition, he gains immunity to one of the following forms of energy, at his option: acid, cold, electricity, or fire. Once an energy immunity is selected, the decision may never be changed.
Frightful Presence (Ex): An 8th-level talon of Tiamat can unsettle foes with his mere presence.
 The talon of Tiamat can activate his frightful presence as a free action.
 Creatures within a radius of 30 feet per point of Charisma modifier (minimum 30 feet) are subject to the effect if they

have fewer Hit Dice than the talon of Tiamat (dragons are immune to the effect).
 A potentially affected creature that succeeds on a Will save (DC 10 + talon's class level + talon's Cha modifier) remains immune to that talon's frightful presence for 24 hours.
 On a failure, creatures with 4 or fewer HD become panicked for 2d6 rounds and those with 5 or more HD become shaken for 2d6 rounds.
Dominate Dragon (Su): A 10th-level talon of Tiamat can attempt to dominate any dragon (as *dominate monster*, but it only applies to dragons) once per day.
 The target may attempt a Will save to negate the effect (DC 10 + talon's class level + talon's Cha modifier).

TABLE 3-12: THE TALON OF TIAMAT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+0	Breath weapon (cone of cold)	—
2nd	+1	+3	+0	+0	Voice of the dragon +2	+1 level of existing class
3rd	+2	+3	+1	+1	Breath weapon (line of acid)	—
4th	+3	+4	+1	+1	Keen senses	+1 level of existing class
5th	+3	+4	+1	+1	Breath weapon (cone of corrosive gas)	—
6th	+4	+5	+2	+2	Immunities, voice of the dragon +4	+1 level of existing class
7th	+5	+5	+2	+2	Breath weapon (line of lightning)	—
8th	+6	+6	+2	+2	Keen senses, frightful presence	+1 level of existing class
9th	+6	+6	+3	+3	Breath weapon (cone of fire)	—
10th	+7	+7	+3	+3	Dominate dragon, voice of the dragon +6	+1 level of existing class

UNHOLY RAVAGER OF TIAMAT

The goddess of evil dragons and of conquest, Tiamat claims some allegiance from every evil dragon.
 Those who devote themselves entirely to her cause, however, are among the most fearsome forces of evil in the world, living embodiments of her destructive power.
 Unholy ravagers of Tiamat are dragon clerics that hope to attain a sliver of their deity's mighty power while aspiring to none of Tiamat's subtlety and sophistication.
 Unholy ravagers live only to destroy, and when they set their minds on destruction, no stone is left standing on another when they are finished.
 Unholy ravagers of Tiamat are usually blue or green dragons with some levels of cleric.
 Though red dragons are born with a strong hereditary predisposition to chaos, a number of them stray from that alignment and end up as neutral evil unholy ravagers.
 An unholy ravager typically works alone, but may drive marauding hordes of kobolds, lizardfolk, or hobgoblins ahead of itself to soften up the opposition—or lull its foes into overconfidence.
 Hit Die: d10.

REQUIREMENTS

To qualify to become an unholy ravager of Tiamat, a dragon must fulfill all the following criteria.

Race: Any dragon.

Alignment: Lawful evil or neutral evil.

Base Attack Bonus: +15.

Feats: Maximize Breath, Recover Breath, Tempest Breath.

Spells: Able to cast divine spells.

Domain: Destruction.

CLASS SKILLS

The unholy ravager's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Intimidate

(Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Spellcraft (Int), Survival (Wis), and Swim (Str).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the unholy ravager of Tiamat prestige class.

Weapon and Armor Proficiency: An unholy ravager gains no proficiency with any weapons, armor, or shields.

Divine Conversion: At 1st level, an unholy ravager loses any effective sorcerer level it had previously gained by virtue of its age and draconic variety.

Its effective divine spellcasting level increases by the number of sorcerer levels it sacrificed, allowing the dragon to cast cleric spells much more effectively.

These effective levels apply only to the dragon's spellcasting, not to other class abilities (such as turning undead or wild shape).

For example, a very old red dragon/1st-level cleric adopts the unholy ravager of Tiamat prestige class.

Its sorcerer caster level of 13th converts into thirteen effective cleric levels in addition to its 1 level of cleric, giving the dragon the spellcasting ability of a 14th-level cleric.

Smite: An unholy ravager of Tiamat adds its class levels to its cleric levels to determine its bonus on damage when using its smite ability (the granted power of the Destruction domain).

At 4th level, 8th level, and 12th level, an unholy ravager can use its smite ability one additional time per day.

Spellcasting: From 2nd level on, when a new unholy ravager level is gained, the dragon gains new spells per day as if it had also gained a level in a divine spellcasting class it belonged to before it added the prestige class.

It does not, however, gain any other benefit a character of that class would have gained (an improved chance of turning or rebuking undead, wild shape, and so on). This essentially means that the dragon adds the level of unholy ravager to the level of whatever divine spellcasting class the dragon has, then determines spells per day and caster level accordingly.

If the dragon had more than one divine spellcasting class before becoming an unholy ravager, the dragon must decide to which class it adds each level of unholy ravager for the purpose of determining spells per day.

A very old red dragon/1st-level cleric/2nd-level unholy ravager has the spellcasting ability of a 15th-level cleric: 13 from divine conversion of its sorcerer spellcasting levels, 1 from its single cleric level, and 1 from its two levels in the prestige class.

If a dragon advances an age category after taking levels in this class, the added levels of spellcasting ability are added to its effective divine spellcasting level.

If the very old red dragon example above lives to be ancient, its spellcasting level would increase by 2, so it would cast spells as a 17th-level cleric.

Breath Weapon Substitution (Sp): A 2nd-level unholy ravager of Tiamat can use *breath weapon substitution* at will.

However, using this ability increases the number of rounds the dragon must wait before using its breath weapon again by 1 round, as if it were using a *metabreath* feat.

Aura of Despair (Su): At 3rd level, an unholy ravager's frightful presence alters slightly.

In addition to the fear effect, creatures within the radius of the dragon's frightful presence take a –2 penalty on all saving throws.

This penalty is applied before creatures roll their saving throws against the frightful presence effect itself.

Profane Blast (Su): At 7th level, an unholy ravager of Tiamat can unleash a narrow blast of raw profane energy from its mouth three times per day.

The blast is a ray, requiring a ranged touch attack, with a range of 400 feet + 40 feet per class level.

The blast looks and feels like energy of the same type as the dragon's breath weapon.

If it hits a target, it deals the same number of dice worth of damage as the dragon's breath weapon, but uses d12s.

(So, a great wyrm blue dragon would deal 24d12 points of damage with its profane blast).

The damage it deals results directly from divine power and is therefore not subject to being reduced by *protection from energy* and similar magic.

Each use of this ability counts as a use of the dragon's breath weapon, so it cannot use its breath weapon for 1d4 rounds after issuing a profane blast.

An unholy ravager can target a creature behind a *wall of force*, *prismatic wall*, or *prismatic sphere* with its profane blast. The dragon makes a special dispel check, rolling 1d20 + its age category + its class level against a DC of 11 + the effect's caster level.

If this check is successful, the effect is instantly negated (all layers in a prismatic effect are destroyed) and the ray goes on to strike the intended target (if the ranged touch attack roll is successful).

A profane blast is stopped normally by a sacred warder of Bahamut's sacred shield.

Mass Profane Blast (Su): At 12th level, an unholy ravager of Tiamat's profane blast occupies the same area as its breath weapon and affects all creatures within that area.

The dragon can choose whether to use a ray profane blast or a mass profane blast, and can use both abilities no more than a total of three times per day.

If a *wall of force* or prismatic effect is within the area of a mass profane blast, the dragon makes a special dispel check as described above for each such effect within the area.

TABLE 2–11: THE UNHOLY RAVAGER OF TIAMAT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+2	Divine conversion, smite	—
2nd	+2	+3	+0	+3	Breath weapon substitution	+1 level of existing class
3rd	+3	+3	+1	+3	Aura of despair	+1 level of existing class
4th	+4	+4	+1	+4	Smite 2/day	+1 level of existing class
5th	+5	+4	+1	+4		+1 level of existing class
6th	+6	+5	+2	+5		+1 level of existing class
7th	+7	+5	+2	+5	Profane blast	+1 level of existing class
8th	+8	+6	+2	+6	Smite 3/day	+1 level of existing class
9th	+9	+6	+3	+6		+1 level of existing class
10th	+10	+7	+3	+7		+1 level of existing class
11th	+11	+7	+3	+7		+1 level of existing class
12th	+12	+8	+4	+8	Mass profane blast, smite 4/day	+1 level of existing class

DRAGON MAGIC (3.5)

DIAMOND DRAGON

"Let me show you a little trick I picked up from...a friend"

—Morvek Thar

Not all draconic secrets are about magic.

In addition to the well-known chromatic and metallic true dragons, there are the gem dragons.

Clinging more closely to neutrality, these beasts of crystal and thought are masters of the powers of the mind, rather than of arcane forces.

Much as sages believe the better-known dragons were the first to harness arcane magic, psionic scholars think the gem dragons were the first to unlock the vast potential of the mind.

The boldest of them study the link between gem dragons and psionics, learning to tap into what they refer to as the "draconic psionic collective".

They see themselves as drawing power from psionic dragon energy and call themselves diamond dragons, after the rarest of gemstones.

BECOMING A DIAMOND DRAGON

Diamond dragons normally arise from the ranks of psions and wilders who seek a more martial path for their training. The physical rigors required to understand how gem dragons think force psions to bulk up considerably, while the unconventional path of dragon-based psionics appeals to the wilders' less disciplined nature.

Fewer psychic warriors walk the path of the diamond dragon, lacking the power points necessary to make best use of the abilities learned.

However, their naturally combative power selection matches well with dragon psionics, so those with a method of boosting their power points make very effective diamond dragons.

ENTRY REQUIREMENTS

Alignment: Neutral good, neutral evil, lawful neutral, chaotic neutral, or neutral.

Base Attack Bonus: +3.

Skills: Knowledge (arcana) 3 ranks.

Languages: Draconic.

Special: Ability to manifest 3rd-level psionic powers.

CLASS SKILLS

(2 + Int modifier per level): Autohypnosis, Balance, Climb, Concentration, Craft, Jump, Knowledge (arcana), Knowledge (psionics), Profession, Psicraft, Ride, Search, Swim, Use Psionic Device.

CLASS FEATURES

Diamond dragons learn to channel the powers of dragons through their psionics, duplicating the abilities and physical features that true dragons take for granted. Doing this requires them to spend somewhat less energy on traditional psionic studies, though they continue to learn nondraconic psionic powers only slightly more slowly than their traditional brethren.

The payoff for this reduction in standard psionic power is the ability to fight, fly, and even cow foes as dragons do.

Manifesting: At every level except 1st and 6th, you gain new power points per day, access to new powers, and an increase in manifester level as if you had also attained a level in a manifesting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one manifesting class before becoming a diamond dragon, you must decide to which class to add each level for the purpose of determining maximum power level, manifester level, and new power access.

Dragon Augmentation (Ex): Learning to think the way dragons think is more than a matter of mental training. Dragons are extremely fit creatures, and a psionic character must begin to match that fitness as part of learning their mental habits.

At 1st level, as a result of such study and physical training, you gain a +1 bonus to Strength, Dexterity, or Constitution (your choice).

Once this choice is made, it cannot be changed.

At 5th level and again at 10th level, you have the choice of increasing the same ability score by another +1, or adding a +1 bonus to a different physical ability score.

Sleep/Paralysis Neutralization (Su): Starting at 1st level, you are capable of overcoming magical sleep and paralysis effects by drawing on the mental powers of gem dragons. As an immediate action, when you would magically be put to sleep or paralyzed, you can expend 1 power point to neutralize the effect.

Channel Dragon Claws (Su): Starting at 2nd level, you can channel the power of the gem dragons to form claws made of psionic energy.

They appear as shimmering, clear crystal claws that form around your own fingers.

Manifesting the claws takes one standard action and 1 power point.

The claws last for 1 minute per manifester level and deal 1d6 points of slashing damage (assuming you are Medium) plus your Strength bonus.

You can attack with one claw as a standard action or both claws as a full-round action.

In addition, in any round in which you take a standard action to manifest a psionic power, you can make a single claw attack as a swift action.

For every 2 additional power points you spend to manifest your dragon claws, you gain a +1 enhancement bonus on attack rolls and damage rolls with the claws (maximum +5). You can spend a number of power points on this ability equal to or less than your manifester level.

Breath Weapon (Su): At 4th level, you can manifest a breath weapon attack, similar to those of various dragons.

Doing this costs 5 power points and deals cold, electricity, fire, or sonic damage (chosen at the time of manifestation; see below for details); a successful Reflex save (DC 10 + class level + your Int modifier) halves the damage. Each of the damage types acts slightly differently, as detailed below.

Cold: This 30-foot-long.

cone-shaped breath weapon deals 5d8 points of cold damage and allows a Fortitude save (not a Reflex save) for half damage.

Electricity: This 60-foot-long, line-shaped breath weapon deals 5d6 points of electricity damage and adds 2 to the save DC.

Fire: This 30-foot-long, cone-shaped breath weapon deals 5d8 points of fire damage.

Sonic: This 30-foot-long, cone-shaped breath weapon deals 5d4 points of sonic damage and ignores objects' hardness.

For every additional power point you spend on your breath weapon, you deal an extra die of damage.

You can spend a number of power points on this ability equal to or less than your manifester level.

Channel Dragon Wings (Su): Starting at 6th level, you can form wings made of psionic energy.

The wings form without damaging or being hampered by any armor or clothing worn.

Manifesting the wings costs 7 power points.

The wings grant you a fly speed of 30 feet with perfect maneuverability and last for 1 minute per manifester level.

You cannot fly if you are carrying a heavy load.

Flying with the wings takes only as much concentration as walking, leaving you free to fight or manifest psionic powers.

For every 2 additional power points you spend, your fly speed increases by 5 feet.

You can spend a number of power points on this ability equal to or less than your manifester level.

Channel Dragon Tail (Su): Starting at 8th level, you can form a long dragon tail made of psionic energy.

The tail appears to be a shimmering, clear, crystal appendage that grows from your own spine.

Manifesting the tail costs 9 power points, and it lasts for 1 minute per level.

The tail has twice your normal reach (thus, it has a reach of 10 feet if you are human but 20 feet if you are an ogre), and you can make a melee attack with it as a standard action, dealing 1d8 points of bludgeoning damage (assuming you are Medium) plus $1-1/2 \times$ your Strength bonus, if you also have claws from your channel dragon claws ability, you can attack with the tail and both claws as a full-round action (treat the claws as secondary natural weapons for the purpose of your attack rolls).

Your psychic tail can make attacks of opportunity.

For every 2 additional power points you spend on your dragon tail, you gain a +1 enhancement bonus on attack rolls and damage rolls with the tail (max +5).

You can spend a number of power points on this ability equal to or less than your manifester level.

Frightful Presence Aura (Su): At 10th level, you gain the ability to project a frightful presence aura similar to that of a dragon.

Activating your frightful presence costs 11 power points; once activated, it remains active for 5 rounds.

The frightful presence functions in a 60-foot radius.

Any enemy within this area must make a Will save (DC 10 + class level + your Int modifier) or be shaken for the remainder of the frightful presence's duration.

Creatures with fewer than half your Hit Dice are frightened rather than shaken.

For every additional power point you spend on your frightful presence aura, the duration increases by 1 round.

You can spend a number of power points on this ability equal to or less than your manifester level.

PLAYING A DIAMOND DRAGON

You have learned to tap into the energies of the minds of dragons, drawing forth pure psionic powers that others cannot access.

Much like a sorcerer with draconic feats or a dragonfire adept, you have elevated yourself above others of your race, becoming more like a dragon than a humanoid.

You're proud of this accomplishment, and it shows.

Knowing you're better able to survive a fight gives you the confidence to be open about your superiority.

You don't need to be smug or overbearing, but you do exude a quiet sense of personal satisfaction and accomplishment.

COMBAT

You are better able to engage in close combat than typical psions or wilders.

In addition to being more physically fit, you can employ your channeled claws or tail to strike at foes in melee without giving up psionic attacks.

Your cone-shaped breath weapon can catch numerous foes in it near the front line, while your line-shaped breath weapon allows you to strike at enemies who hold back, such as spellcasters and masterminds.

However, you are not as resilient as a true fighter and still depend on armor or defensive psionic powers for safety.

You should be ready to retreat (possibly by flying away) if you run low on power points.

ADVANCEMENT

There are many ways to find the path of the diamond dragon.

You might have been driven to understand psionic dragons, naturally developing a closer understanding of them through study and mediation.

You might have actually met such a creature, perhaps many years ago when you first learned psionics, and found yourself moving toward a form that's more in keeping with that teacher.

Or perhaps you simply had visions or dreams about using psionic energy in dragon form and followed them to create a training program that made you what you are today.

Now that you've begun to see real benefits from your study into dragon psionics, a long and clear course of study lies before you.

You gain some draconic power at nearly every level and can augment your abilities with careful selection of your other psionic powers.

You can become more dragonlike and expand your mental studies long after you've mastered the secrets of this prestige class.

As a diamond dragon, you have greater freedom than other psionic characters when selecting psionic powers, because you know that as you progress through your new career, you'll automatically gain melee and ranged attack powers and mobility, though all at a cost in power points.

When selecting your other psionic powers, focus on those that increase your defense, healing ability, or general utility.

Since you'll burn through power points faster than most psionic characters, you would benefit from taking the Psionic Talent feat as many times as you can manage.

In addition, your greater physical abilities make Body Fuel an attractive choice.

RESOURCES

All diamond dragons share a sense of kinship that binds them together, even if they end up on opposite sides of an issue.

You can count on polite treatment from diamond dragons who oppose you and warm hospitality from those who do not.

Having taken the mantle of being a dragon, you are expected to be self-sufficient, but you could ask for a meal and a safe place to sleep without violating that expectation. A few colleges of diamond dragons exist, welcoming all who come to them in peace.

Many of these colleges have one or two gem dragons that teach and maintain order.

At these places, you can attend classes or find a quiet place to meditate, but you cannot recruit armies to march off to war.

DIAMOND DRAGONS IN THE WORLD

"I thought we had him—before he hit me with that blasted tail and flew off!"

—Tordek, dwarf fighter

Diamond dragons fit well in any game that includes both psionics and a higher concentration of dragons.

Though based on psionic gem dragons, diamond dragons can operate even if neutral dragons are not common in the campaign.

A diamond dragon might have learned draconic powers from an ancient tome of lore, a senior diamond dragon, or a rare lone gem dragon sitting atop a distant mountain.

Most members of this prestige class wander and test their new abilities against the threats of the world, making them excellent choices for adventurers.

ORGANIZATION

Diamond dragons spend little time in the cloistered schools where psionics are taught.

At a typical psionics school, they are treated as venerated outsiders, asked to speak about their unique view of psionics and their experiences as a draconic thinker, but they are not expected to stay for any great length of time.

A diamond dragon who wishes to remain at a particular school for a few weeks or months could teach classes or perform difficult chores in exchange for a small cell and simple fare, but the character's radical path prevents him from attaining a position of power there.

Less commonly, a diamond dragon might establish his own school upon retirement, creating a place that teaches only the draconic version of psionics.

In these colleges, wandering diamond dragons and true gem dragons can stay as long as they wish, and students handle all chores.

The more draconic powers a diamond dragon can demonstrate, the greater authority he enjoys.

NPC REACTIONS

Diamond dragons are too rare for most groups to have formed any particular opinions about them.

Most communities treat diamond dragons as they would any psionic characters—or as psychic warriors, if the community recognizes a difference between the manifesting classes.

Sorcerers and dragonfire adepts often see diamond dragons as kindred spirits, though this attitude does not automatically lead to a friendly reaction.

Gem dragons are friendly toward diamond dragons, whom they consider younger cousins.

Should a diamond dragon violate a gem dragon's hospitality and goodwill, however, the creature's attitude becomes hostile very quickly.

DIAMOND DRAGON LORE

Characters with ranks in Knowledge (psionics) can research diamond dragons to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Diamond dragons are psionic characters with dragonlike abilities.

DC 15: Diamond dragons channel the power of psionic gem dragons, gaining claws, wings, tails, and similar powers.

DC 20: By learning draconic powers, psionic diamond dragons grow physically tougher and gain new attack options—including a breath weapon.

DC 30: Characters who achieve this level of success can learn important details about a specific notable diamond dragon, the areas where he operates, and the kinds of activities he undertakes.

Most diamond dragons travel constantly, making them difficult to find.

If a diamond dragon school operates in an area, it's possible to set up a meeting with a junior faculty member in a day or two, or a senior member in no less than a week.

It's traditional (but not mandatory) to bring gifts to such a teacher to show respect.

DIAMOND DRAGONS IN THE GAME

Because they are wanderers, diamond dragons fit well in campaigns where psionic characters are normally found only in far-off lands.

A single diamond dragon can exist without requiring a whole network of psionic characters to have taught and trained him.

If gem dragons exist in the campaign, they can become the source of all diamond dragons, training a single student every few centuries.

Diamond dragons appeal to players who like psions and wilders but find them too fragile.

This prestige class might not be martial enough for players who like psychic warriors, though some will enjoy it.

The class is strongly rooted in the psionics system and requires more bookkeeping than a typical psionic character, so it's best reserved for players who have experience with that kind of character.

ADAPTATION

If the campaign doesn't include gem dragons, the Dungeon Master can easily transform diamond dragons into more generic psionic characters who use their mental powers to emulate dragonlike features, rather than channeling them from a conceptual collective.

In a campaign with no psionics at all, the DM could turn diamond dragons into an arcane prestige class, allowing them to fuel their special abilities by spontaneously sacrificing existing spells rather than spending power points.

Treat a sacrificed spell as having a number of power points equal to twice its spell level minus 1.

Thus, a diamond dragon could sacrifice a 3rd-level spell to power his breath weapon class feature.

TABLE 2-3: THE DIAMOND DRAGON

HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+2	+2	Dragon augmentation, sleep/paralysis neutralization	—
2nd	+1	+0	+3	+3	Channel dragon claws	+1 level of existing manifesting class
3rd	+2	+1	+3	+3	—	+1 level of existing manifesting class
4th	+3	+1	+4	+4	Breath weapon	+1 level of existing manifesting class
5th	+3	+1	+4	+4	Dragon augmentation	+1 level of existing manifesting class
6th	+4	+2	+5	+5	Channel dragon wings	—
7th	+5	+2	+5	+5	—	+1 level of existing manifesting class
8th	+6	+2	+6	+6	Channel dragon tail	+1 level of existing manifesting class
9th	+6	+3	+6	+6	—	+1 level of existing manifesting class
10th	+7	+3	+7	+7	Dragon augmentation, frightful presence aura	+1 level of existing manifesting class

DRAGON DESCENDANT

*"When you cross me, you cross my entire heritage.
And my ancestors were unstoppable tyrants of the skies."*

—Lauthus Thulcher, dragon descendant

A secretive monastic order, dragon descendants tap into the power of their draconic heritage to call on their ancestors in times of need.

Then they fight in synthesis with the spirit of a long-dead dragon that bolsters both offense and defense.

BECOMING A DRAGON DESCENDANT

Almost all dragon descendants are monks with multiple chromatic dragons in their family tree.

But they aren't necessarily evil, nor do they necessarily know all the details of their ancestry.

ENTRY REQUIREMENTS

Skills: Concentration 8 ranks.

Feats: Combat Reflexes, Dragontouched or Draconic Heritage (any chromatic dragon), Improved Unarmed Strike.

Special: Still mind class feature.

CLASS SKILLS

(4 + Int modifier per level): Balance, Climb, Concentration, Craft, Diplomacy, Escape Artist, Hide, Jump, Knowledge (history), Knowledge (religion), Listen, Move Silently, Profession, Sense Motive, Spot, Swim, Tumble.

CLASS FEATURES

As you attain higher levels, you gain access to more of your ancestral heritage, culminating in your ability to call on the spirits of two of your ancestors at the same time.

Monk Abilities: Throughout your career as a dragon descendant, your dragon descendant levels stack with your monk levels for determining your unarmed damage, Armor Class bonus, and unarmored speed bonus.

Ancestor: At every odd-numbered level, you can tap into the power of a specific, notable ancestor dragon to augment your own abilities.

When you call an ancestor's spirit to you, your facial features shift to become a combination of your own face and that of your ancestor.

Calling an ancestor spirit is a standard action.

Until you reach 10th level, you can have only one ancestor spirit active at a time.

When you call a new one, the old one automatically departs.

Rampaging Ancestor: Starting at 1st level, you can call a dragon ancestor known for its destructive rampages through the countryside.

When you call that ancestor's spirit, you become immune to fear and gain a +1 insight bonus on attack rolls and damage rolls.

At 5th level the insight bonus increases to +2, and at 9th level it increases to +3.

In addition, your unarmed strikes are considered to be magic and chaotic-aligned for the purpose of overcoming damage reduction.

Subtle Ancestor: Starting at 3rd level, you establish a connection to an ancestor dragon that was a puppet master, wielding influence among the lesser races with subterfuge. When you call that ancestor's spirit, you gain an insight bonus on Hide checks and Move Silently checks equal to your dragon descendant class level, and you don't take the standard –5 penalty for moving quickly while you sneak around.

You can also make sneak attacks as a rogue of your dragon descendant level, dealing an extra 2d6 points of damage with each successful sneak attack (this stacks with any existing sneak attack or similar class feature you have).

Eldritch Ancestor: Starting at 5th level, you can connect to an ancestor dragon that was a powerful spellcaster.

When you call on the eldritch ancestor's spirit, you gain the spell-like ability to emit a ray with a range of 60 feet.

This ranged touch attack affects a single target, allows no saving throw, and deals 1d6 points of damage per two dragon descendant class levels.

The ray is the equivalent of a spell whose level is equal to one-half your dragon descendant class level (round down). The ray is subject to spell resistance, and it deals half damage to objects.

Enduring Ancestor: Starting at 7th level, you connect to an ancestor dragon that survived such adversity as attacks from other dragons, would-be dragonslayers, and adventurers seeking to raid its hoard.

When you call on this ancestor's spirit, you gain an insight bonus on saving throws equal to one-half your class level. You also gain damage reduction X/cold iron, where X is equal to your dragon descendant class level.

Ancient Ancestor: Starting at 9th level, you reach an ancestor dragon known widely to sages and historians even today—one of the great ancient dragons of folklore.

When you call on this ancestor's spirit, you can make an attack of opportunity against any foe who attempts a melee attack against you, until you have reached your limit of

attacks of opportunity set by your Dexterity score and the Combat Reflexes feat.

Furthermore, you gain an insight bonus to your Armor Class equal to one-half your dragon descendant class level. Ancestral Lore: When you meditate, you sometimes hear the whispers of your ancestors, and if you concentrate hard enough, you can briefly communicate with them and benefit from their draconic lore.

This contact functions like bardic knowledge (PH 28), except that you substitute a Concentration check for the bardic knowledge check.

Starting at 2nd level, you can meditate in this way once per week.

Slippery Mind: Starting at 4th level, the presence of an ancestor dragon's spirit can jar your mind free of magical effects that would otherwise control or compel you.

For more details, see the rogue class feature (PH 51).

Rapid Calling: By 6th level, you have made such lasting connections to your ancestors that you're able to call them forth more quickly.

From now on, connecting to an ancestor spirit takes only a swift action, not a standard action.

Detect Dragonblood (Sp): Starting at 8th level, you can detect nearby dragons at will; their blood seems to sing to you faintly.

See the *detect dragonblood* spell, page 65.

Double Synthesis: Starting at 10th level, your soul is such a welcome home for your ancestors that you can have two ancestor dragon spirits active at the same time, gaining the full benefit of each.

If you call a third ancestor, the spirit that has been with you the longest departs to make room for the newcomer.

PLAYING A DRAGON DESCENDANT

You know that you are part of a long line of dragons, even if the details of your genealogy are revealed only gradually, and that heritage is important to you.

Whenever you call an ancestor spirit to share your soul, that connection deepens.

The scholars of the First Scroll (see page 141) share many of your values, such as an interest in the power of dragon bloodlines and the potency of draconic magic.

They teach the meditation techniques that open your soul to your ancestors.

Likewise, some dragons know these techniques and can teach them to students.

Certain dragons go so far as to watch their human relative from a distance, revealing the true "family history" when the character reaches adulthood.

Thus, it's not uncommon for a dragon descendant to learn the techniques of the class but grow horrified by the evil acts of the dragons that teach them.

Fortunately, once a dragon descendant learns the meditation techniques, he subsequently needs only solitary practice.

The path to ancestral enlightenment doesn't require constant study with dragons or the First Scroll.

COMBAT

The most important choice you make in combat is which ancestor spirit you want.

- The rampaging ancestor is always a solid choice in melee; no one looks askance at bonuses on attack rolls and damage rolls.

- The subtle ancestor is useful when infiltrating and attacking with surprise, but it's less helpful if your foes are aware of you.

- The eldritch ancestor has only one benefit, but it's a big one: a ranged attack no monk can match.

Combined with your monklike maneuverability, it makes you an elusive foe.

Choose the enduring ancestor when you're trying to occupy a monster's full attention while your allies do something else.

Call the ancient ancestor in climactic fights to the death with a major enemy.

ADVANCEMENT

Most dragon descendants learn the necessary meditative techniques from a dragon or from members of the First Scroll.

As you gain more levels in this class, First Scroll researchers might ask for your help.

On the other hand, a chromatic dragon might tempt you with power and an alliance, bringing you face to face with the truth about your heritage—there are powerful evildoers in your past.

After you've learned how to connect with your ancestor spirits, advancing as a dragon descendant is mostly a matter of solitary practice and meditation.

Once you enter the class, your instructors have no further insight to provide, and they can't prevent your advancement even if you spurn them.

At every odd-numbered level, you become able to connect to a new ancestor dragon spirit.

The first time you do so is during an extended meditation not unlike a seance.

You converse with your ancestor, and thereafter that same ancestor spirit will return whenever you call.

Some dragon descendants revel in the connection with their ancestry and treat the spirits as friends.

Others hold them at a serene distance, and a few smile as they force the evildoers of the past to make amends by using their power for good.

When you gain access to a new ancestor, take some time to think about who that dragon was in life.

It's more interesting to plead, "Aid me, oh Kur-i-yah of the Howling Mountains" than to simply say "I call my rampaging ancestor".

RESOURCES

Because dragon descendants are solitary in nature, individuals provide little if anything in the way of resources for one another.

Unless you are affiliated with an organization such as the First Scroll (see below), it is likely that the only resources you have access to are those that you procure for yourself.

DRAGON DESCENDANTS IN THE WORLD

"I don't know where she learned such martial arts techniques. They have a...sinuous quality I've never seen before."

—Horu Dosh, master of the Knife-as-Wind school

Dragon descendants engage in the same rigorous physical and mental exercises that monks do.

plus they spend time in meditation communing with their ancestors.

A dragon descendant is almost always sharing spirit-space with a long-dead ancestor, so it's common for him to make historical references that other members of his party don't understand.

Some dragon descendants change personalities—at least to a degree—depending on which ancestor spirit they're currently hosting.

ORGANIZATION

Dragon descendants have no formal organization of their own.

A human monk known only as Brother Denka was the first dragon descendant among members of the First Scroll, more than 400 years ago.

He taught the technique to dozens of disciples before being summoned to meet with the group's upper hierarchy, alter which he was never seen again.

Today, many dragon descendants remain affiliated with the First Scroll, taking directions from the group's leaders.

Others serve mighty dragons as trusted lieutenants.

In tact, a human dragon descendant who has risen to the top of the Shadow's Fangs cabal (see page 144) actually shares an ancestor with the group's secret master.

Vaeratrux.

NPC REACTIONS

Chromatic dragons show great respect to dragon descendants because they have a special connection to their own bloodline and heritage.

Thus, chromatic dragons have an initial attitude of friendly toward any dragon descendant who is not overtly hostile or is not known to be working against that dragon's particular machinations.

Few others know about dragon descendants and so have no preconceptions about them.

However, historians—characters with 4 or more ranks in Knowledge (history)—are fascinated with the idea of conversing with long-dead ancestors, and a dragon descendant who demonstrates this ability gains a +2 circumstance bonus on social interactions with them.

DRAGON DESCENDANT LORE

Characters with ranks in Knowledge (arcana) can research dragon descendants to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: Some people with dragon blood in their family tree can speak to their dead dragon ancestors through meditation.

They're called dragon descendants.

DC 15: Dragon descendants can call an ancestor dragon spirit into their bodies.

When they do.

they take on some of the abilities of that ancestor, including fighting styles, stealth, and magic.

DC 20: The more powerful a dragon descendant, the more different ancestor spirits he can call—but only one at a time.

DC 25: A group known as the First Scroll can teach the techniques necessary to become a dragon descendant.

DC 30: Characters who achieve this level of success can learn important details about a specific notable dragon descendant, the areas where he operates, and the kinds of activities he undertakes.

DRAGON DESCENDANTS IN THE GAME

At first, dragon descendants appear to be similar to monks. Other characters usually don't notice a difference until they start changing their abilities and appearance as they shift ancestor spirits.

Dragon descendants invite players to make interesting tactical choices by picking the best ancestor spirit for a given situation.

The class should appeal to players who like family history to be an important part of their characters' backgrounds. And because dragon descendants are connected to evil dragons, the class makes a great option for players who like their characters to have a sinister past but have also vowed to reform.

ADAPTATION

As written, the dragon descendant is a 10-level prestige class.

But if you have a player who is fascinated by this option, consider extending the class rather than forcing a less interesting choice (probably back to monk) after 10th level. Offer new ancestor spirits at every odd-numbered level, and cap the extended version of the class by granting the double synthesis ability at the highest level.

If the notion of an evil heritage doesn't work for your game, it's easy to imagine metallic dragons having dragon descendants.

This adaptation requires nothing more than changing the rampaging ancestor to a crusading ancestor instead.

TABLE 2-4: THE DRAGON DESCENDANT HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Monk abilities, rampaging ancestor
2nd	+1	+3	+0	+3	Ancestral lore
3rd	+2	+3	+1	+3	Subtle ancestor
4th	+3	+4	+1	+4	Slippery mind
5th	+3	+4	+1	+4	Eldritch ancestor
6th	+4	+5	+2	+5	Rapid calling
7th	+5	+5	+2	+5	Enduring ancestor
8th	+6	+6	+2	+6	Detect dragonblood
9th	+6	+6	+3	+6	Ancient ancestor
10th	+7	+7	+3	+7	Double synthesis

DRAGON LORD

"The earth trembles where dragons tread.

Let the land shudder at my very steps, and let all who dare my gaze fall under my shadow."

—Master Ghorkel, half-orc dragon lord

A dragon lord is the general at the head of an army, the emperor at the helm of an empire, or the warleader who dominates a battlefield.

He learns much from dragons, modeling his philosophy and strategies after the powerful creatures with great success.

Dragon lords strike fear into the hearts of all who cross their path and use brilliant combat tactics that mirror those of the true dragons.

In many legends, a dragon lord is the spirit of a dead dragon reborn into a different body, slowly awakening over time and coming to realize the power of its former self.

BECOMING A DRAGON LORD

For the most part, only characters with a dominating presence on the battlefield become dragon lords.

Fighters and marshals (see Miniatures Handbook) are the most common characters who take this prestige class, though clerics and paladins dedicated to deities of war or

dragon gods sometimes become dragon lords due to exceptional circumstances.

Similarly, some especially ferocious or savage barbarians become dragon lords, modeling their combat tactics after the instinctive brutality of true dragons.

On rare occasions, hexblades and samurai (see *Complete Warrior*) take this prestige class, too, but their philosophies often conflict with those of the typical dragon lord.

ENTRY REQUIREMENTS

Base Attack Bonus: +6.

Skills: Intimidate 9 ranks.

CLASS SKILLS

(2 + Int modifier per level): Climb, Craft, Handle Animal, Intimidate, Jump, Ride, Sense Motive, Swim.

CLASS FEATURES

Dragon lords are masters of battlefield warfare who have studied the tactics and abilities of dragons and emulate their philosophies.

Like other warlords, dragon lords use fear and intimidation to demoralize their enemies, while at the same time inspiring zealous devotion in their followers.

Draconic Aura: You know that the image and presence of a dragon can boost or destroy the morale of troops, an effect you study and build into your strategies.

At 1st level, you gain the ability to project a single draconic aura chosen from those presented on page 86.

At 4th, 7th, and 10th level, you can add another draconic aura to the list of those you can project.

When you reach 5th level, the bonus granted by both of your auras increases to +2.

At 9th level, the bonus granted by all three of your auras increases to +3.

The aura gained at 10th level grants a +3 bonus, just as the other three auras you gained earlier.

Reckless Devotion (Su): When soldiers learn that a dragon fights on their side, they have greater incentive to struggle valiantly against the enemy—when victory seems assured, all want a share of the glory.

Starting at 2nd level, you learn to inspire this kind of zeal in your followers, granting them a temporary boost in their combat abilities driven by fanatical devotion.

Once per day, you can select a number of allies equal to your Charisma modifier (minimum 1) to gain the benefit of this ability.

The chosen allies gain 5 temporary hit points, a +1 morale bonus on melee attack rolls and melee damage rolls, and a +1 morale bonus on saves.

Any character who is your cohort or follower (as per the Leadership feat) gains twice the normal benefit (10 temporary hit points and a +2 bonus).

All benefits last for a number of rounds equal to your class level.

At 6th level, you can use this ability twice per day, and at 10th level, you can use it three times per day.

Divide and Conquer (Ex): Beginning at 3rd level, you gain the ability to fight even when assaulted from different sides, turning a disadvantage into a cunning strategy.

Just as dragons can fight off foes when swarmed by lashing out in all directions, you learn to use your foes' distance to your advantage.

Whenever you are flanked by two or more creatures, you gain a bonus on melee damage rolls against each flanker equal to 1/2 your dragon lord class level (rounded up).

If you can't be flanked (such as if you have the improved uncanny dodge class feature), you still gain the benefit of this ability when opponents occupy flanking positions around you.

Dragon Leadership (Ex): Starting at 1st level, you add 2 to your Leadership score for the purpose of attracting a cohort with the dragonblood subtype.

Most dragon lords prefer the Dragon Cohort feat (see *Draconomicon*) to the Leadership feat, but this benefit applies equally well to any feat or other benefit that grants you a cohort.

Crushing Defeat (Ex): Starting at 8th level, you gain the ability to demoralize your enemies by dealing with them harshly, ensuring that they know your power just as lesser beings know the power of true dragons.

Whenever you slay or incapacitate an opponent (by reducing him to -1 or fewer hit points), you can make an Intimidate check as a free action to demoralize a number of foes equal to your Charisma modifier (minimum 1) within 60 feet (see the Intimidate skill.

PH 76).

This ability is a mind-affecting fear effect.

PLAYING A DRAGON LORD

Like the dragons that roam the land, you are the master of all you survey.

There is no fortress you cannot capture, no hold you cannot defend, no army you cannot overrun and no enemy you cannot face down.

You know that strategy is the larger part of victory in battle, and as a result you turn your mind toward the tactical side of command.

Yet your mentors and heroes are not generals and commanders of old, but rather the dragons that live in the world here and now.

The greatest strategy of all is to rout your enemy not with your sword but with your presence.

Just as a dragon flies overhead, causing panicked masses to flee, so too do you ride into battle with confidence and savagery, driving your enemies to flee before you.

This philosophy also applies to life beyond the battlefield. When faced with a challenge, you know it is best to proceed with confidence and a solid strategy.

Having the right tool for the job is a significant part of success, and you're willing to take what you need to accomplish your task.

If those you take from are willing, so be it; if not, it is of no concern.

Though you demand discipline from those who serve you, the notion that local laws and other trivial matters apply to you is laughable.

A dragon does not ask before it takes treasure for its hoard, and you are a dragon among mortals.

Some would call you lawless, even criminal at times, but such unenlightened lesser beings fail to realize that you make the laws.

By your decree are actions taken, just as a dragon bends to its command all those who live in its domain.

This is the natural way of things; the strongest set the rules for the weaker to follow.

The dragon is not meek before the shepherd, and you are not meek before those who lack the will and knowledge to challenge you.

The few beings whom you consider your equal—namely, fellow adventurers and other warlords—are afforded the

respect and admiration that one dragon might give to another.

Loyalty is a virtue that you expect from those who serve you.

but your loyalty is earned only by those who prove themselves your equal in bravery, cunning, or power.

COMBAT

If you can win a battle without firing a single arrow or leading a single charge, so much the better.

If you can intimidate a foe into fleeing or accept the surrender of an interior force, the victory is sweeter.

When combat is unavoidable and the foolish challenge you, your favorite strategy is to show them the folly of their mistake by delivering upon them a merciless defeat.

Every strike could be a killing blow, and you rarely hold back, even if there might be value in keeping a foe alive.

You take prisoners if doing so is of no extra difficulty, but you have little time for games—if taking an enemy alive is even a small hindrance, you dispatch him instead.

You make frequent use of your intimidating demeanor, shouting epithets and curses at your foes as you cleave through them.

Your goal is not only to defeat an enemy but also to demoralize his allies, giving you a greater chance of success. However, if intimidation is not possible and your actions only further enrage your opponents, you focus on simply defeating them.

Alter all, when your foes cannot be routed, why hand them an advantage by stoking their fury?

ADVANCEMENT

The first time you saw a dragon on the wing, with dozens of commoners fleeing before it like a tidal wave through the streets, you knew there was a smarter path to victory than simple battlefield tactics.

From that point on, you studied the way that dragons fight, both against lesser beings and against one another, in the hope of one day harnessing their awesome presence.

Now you have accomplished your goal and become more than a mere military commander—you are a self-styled warlord, your mere will a command to others.

You have set yourself up as a dragon among mortals, a dominant force that bends others to your wishes.

Moreover, your continued study of dragonkind has brought you great success on the battlefield, putting your name on the lips of all those who have seen your skill in war.

As a dragon lord, you should always purchase the maximum number of ranks in your Intimidate skill to take full advantage of your special abilities.

Feats that enhance the Intimidate skill are also valuable, as are magic items or spells that improve your Charisma score. Additionally, standard combat feats that let you dispense with foes more quickly allow you to demoralize even more opponents.

RESOURCES

The world is yours for the taking.

Your followers provide aid and assistance, as well as brute force, whenever you call upon them.

In essence, you are the leader of your own organization.

If you have proven yourself on the field of battle, you might find entire cities or nations willing to serve your needs out of respect, fear, or both.

Few will dare to stand in your path, allowing you to reach out and take whatever you wish.

DRAGON LORDS IN THE WORLD

"There is no more fearsome sight on the battlefield than a dragon bringing its might to bear on your forces.

That some should seek to harness such an effect is natural, and using this knowledge against their enemies means victory and glory."

—Bors, dwarf war priest

A Dungeon Master might find it challenging to fit a dragon lord into a campaign, especially one with good-aligned player characters.

Though the dragon lord could easily be a bully or a thug, he might also be a famous military commander who is revered and feared even by his own people.

Similarly, dragon lords seeking to do good might be crusaders who consider it their right (or even their duty) to use their strength as a means of eradicating evil.

Though a dragon lord is forceful and intimidating, the character's player ultimately decides whether he uses his power for good or ill.

ORGANIZATION

Like the dragons they model themselves after, dragon lords are figuratively at the top of the food chain.

They are the commanders and leaders, the warlords and warmongers, who call the shots and determine courses of action.

Each dragon lord is the master of his own domain, and it two of them come into contact with one another, sparks fly more often than not.

When their circles of influence overlap, they clash frequently, with pain and death the usual result.

As leaders, dragon lords are strict, demanding loyalty and obedience from their followers.

Since most dragon lords are military commanders—whether on a grand scale, such as the leader of an army, or on a small scale, such as the head of an adventuring party—they require great discipline in their followers and allies, making rare exceptions only for fellow adventurers who have proven themselves trustworthy.

NPC REACTIONS

Dragon lords are feared and revered nearly everywhere they go.

They demand respect even when in hostile territory, meaning that lawful enemies are more inclined to be simply unfriendly toward them.

However, the other side of this coin is that in supposedly friendly towns and cities, a dragon lord frequently is unwelcome, and people who would normally be friendly toward a group of PCs might be indifferent, or in extreme cases unfriendly, toward a party that contains a dragon lord. Dragon lords just have a way of gaining reputations as bullies and thugs.

Among militaries or mercenary bands, however, a dragon lord's demand for respect usually outweighs his ability to command fear, and as such any dragon lord traveling among a band of soldiers can expect a more friendly welcome.

Even when meeting with opposing commanders or visiting an enemy encampment under a flag of truce, a dragon lord's reputation can turn hostility to indifference—a sign that enemy soldiers respect his accomplishments.

DRAGON LORD LORE

Characters with ranks in Knowledge (local) can research dragon lords to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: Dragon lords are warlords who model their tactics after those used by dragons.

DC 15: Dragon lords adhere to a philosophy that defeating enemies without combat is just as desirable as overcoming them on the field of battle.

DC 20: Dragon lords have such a presence in combat that they can drive off veteran soldiers simply by intimidating them, and a favorite tactic is to utterly crush a foe before demoralizing its allies.

DC 30: Characters who achieve this level of success can learn important details about a specific notable dragon lord, the areas where he operates, and the kinds of activities he undertakes.

Dragon lords are not hard to locate, especially since their names and deeds are on the tongue of almost everyone who meets them.

Finding a dragon lord is usually as simple as inquiring at military encampments or with mercenary bands, especially those with a reputation for overrunning an opposing force and sending enemies fleeing.

DRAGON LORDS IN THE GAME

A dragon lord can be a challenging inclusion in a good-aligned campaign, but such a character should fit naturally in games that feature a more ambiguous view of the nature of good and evil.

Players who wish to be party leaders or command their own forces will likely find this prestige class appealing, especially since dragon lords are usually wrecking balls who can smash foes and send other enemies packing. Most dragon lords have little difficulty accepting other adventurers as equals (except for those who shy from challenges or flee in fear), so they integrate well into diverse parties, though sometimes they clash with paladins for the same reason they clash with other dragon lords.

ADAPTATION

Dragon lords need very little adaptation to fit into other campaign models.

If the world does not have dragons in abundance, just change the philosophy of this prestige class so that it's based on defeating enemies without necessarily resorting to violence.

Replace the draconic aura bonus feats with simple fighter bonus feats to give the characters prowess in combat without relying on dragons or draconic abilities.

HAND OF THE WINGED MASTERS

"By the order of the Council of Wyrms, and for their greater glory, you must die!"

—Myrmith Drakeblade

Dragons often need expert servants to be their eyes, ears, and hands in humanoid society.

A hand of the winged masters has dedicated his life to the service of a single dragon or to a group of dragons united in a common cause.

A dragon master becomes the political and spiritual leader for the hands, gaining their total loyalty.

This service rises above obedience to country, church, family, or friend.

Usually, the hands act as spies and informants, but when needed, they can also be saboteurs and killers.

BECOMING A HAND OF THE WINGED MASTERS

Since hands of the winged masters primarily serve as spies and informants, this prestige class is most applicable to rogues and multiclass rogues (such as rogue/rangers and rogue/fighters).

In campaigns using the ninja, scout, and spellthief classes (see *Complete Adventurer*), ninjas and scouts are equally common members of this prestige class.

Spellthieves are less likely to enter this class, since it offers no arcane spell progression, but a spellthief who is willing to sacrifice future spellcasting ability can easily qualify.

ENTRY REQUIREMENTS

Base Attack Bonus: +4.

Skills: Bluff 4 ranks, Hide 4 ranks, Move Silently 4 ranks, Knowledge (arcana) 4 ranks, Sense Motive 4 ranks.

Languages: Draconic. Feats: Dragonouched.

Special: Sneak attack, sudden strike, or skirmish +2d6.

CLASS SKILLS

(6 + Int modifier per level): Appraise, Balance, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Intimidate, Jump, Knowledge (arcana), Knowledge (local), Listen, Move Silently, Open Lock, Profession, Search, Sense Motive, Sleight of Hand, Spot, Survival, Swim, Tumble, Use Rope.

CLASS FEATURES

As agents of great dragons, hands of the winged masters constantly strive to accomplish their assigned missions and train to be more effective tools.

They learn to move about unnoticed, strike from the shadows, and work with other servants of their masters.

Draconic Senses: At 1st level, you gain Draconic Senses (see page 17) as a bonus feat, even if you don't meet its prerequisite.

If you already have Draconic Senses, you can instead take any other draconic feat for which you meet the prerequisite.

Special Attack (Ex): At 2nd level, 5th level, and 8th level, your sneak attack, skirmish, or sudden strike ability deals an extra 1d6 points of damage.

If you have more than one of these abilities, you can improve any one ability of your choice (choose each time you gain this benefit).

Dragonfire Strike: At 3rd level, you gain Dragonfire Strike (see page 18) as a bonus feat, even if you don't meet its prerequisite.

TABLE 2-5: THE DRAGON LORD

Level	Base				Special	Hit Die: d10
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+1	+2	+0	+0	Draconic aura +1	1
2nd	+2	+3	+0	+0	Reckless devotion 1/day 1	1
3rd	+3	+3	+1	+1	Divide and conquer	1
4th	+4	+4	+1	+1	Dragon leadership	2
5th	+5	+4	+1	+1	Draconic aura +2	2
6th	+6	+5	+2	+2	Reckless devotion 2/day 2	2
7th	+7	+5	+2	+2	—	3
8th	+8	+6	+2	+2	Crushing defeat	3
9th	+9	+6	+3	+3	Draconic aura +3	3
10th	+10	+7	+3	+3	Reckless devotion 3/day 4	4

If you already have Dragonfire Strike, you can instead take any other draconic feat for which you do meet the prerequisite.

Master's Gift (Su): Starting at 7th level, you are so attuned to the arcane powers of your dragon master that beneficial arcane spells have an improved effect on you.

Any arcane spell that is harmless (those that include the word "harm less" in their saving throw entry) has twice the standard duration when cast on you.

If the spell is cast on multiple targets, the duration is doubled only for you.

Improved Dragonfire Strike (Su): At 9th level, you gain the ability to deal extra damage when using your Dragonfire Strike feat.

Whenever you choose to convert your sneak attack, skirmish, or sudden strike damage to energy damage by using this feat, you can add an extra 1 point of damage per die rolled.

For example, if you have sneak attack +6d6, you would deal 6d6+6 points of fire damage with your Dragonfire Strike feat.

True Stealth (Ex): At 10th level, you gain a heightened awareness of the difficulties involved with concealing your presence from advanced senses.

This ability helps you learn to avoid even the keenest senses.

If you take a -10 penalty on Hide or Move Silently checks (as appropriate), you can use these skills to conceal yourself from scent, tremorsense, blindsense, and blindsight.

Creatures using those sensory abilities must make an opposed Listen or Spot check to notice you.

PLAYING A HAND OF THE WINGED MASTERS

You are a humanoid servant for one or more dragon masters that desire to influence the world indirectly.

As courier, spy, guardian, warrior, and (it need be) assassin, you further the cause of your overlords.

Since your missions often require secrecy, it's best to put forth a simple cover story or demonstrate an obvious purpose so as not to raise suspicions.

You might pose as nothing more than a sneak and Treasure hunter, but in truth, you belong to a vast network and could be called on at any moment to carry out covert duties.

Most hands of the winged masters work for a cabal of some kind, such as the Shadow's Fangs (see page 144).

These cabals can provide minor assistance with training, cover stories, and delivering messages to and from your dragon masters.

However, they will not expend valuable resources to solve your problems.

By the time you enter this prestige class, the cabal expects you to extricate yourself from most trouble on your own.

Only if you had something of great value for the dragon masters would the cabal risk itself for your sake.

COMBAT

You are more alert than most rogues and no less able to take advantage of a distracted foe.

If possible, you should strike early in combat, while your opponent is still flat-footed.

After that, your job is to outmaneuver foes, picking off the weak and (if needed) delivering a powerful blow to a flanked major combatant.

Never allow yourself to be cut off from a speedy exit, and always remain aware of your environment.

While your allies focus on hitting an enemy, make sure to keep an eye on alcoves, corners, and shadowy passages from which a new foe—or some other opportunity—might appear.

ADVANCEMENT

As a hand of the winged masters, you must demonstrate great loyalty to a superior and a willingness to bend or break laws in service to that superior.

Nothing is more important than carrying out your mission, and you are willing to betray or trick others if needed.

This dedication and moral ambiguity brought you to the attention of a secret cabal and convinced them to recruit you.

When you finally learned the identity of their ultimate leader, you saw the benefit of belonging to an organization run by a creature far older, stronger, and wiser than you will ever be.

You are now a trusted agent of the dragon masters that rule your cabal.

Acting on your own, you follow orders loyally—without ignoring opportunities to further the cabal's goals—and maintain a cover story to ensure you are never linked to the group.

Not yet a leader, you remain an expert agent and troubleshooter, sent to accomplish difficult missions that others have failed to complete.

As a spy, you should purchase as many ranks in the Listen and Spot skills as you can.

Not only does this make you better able to ferret out information, but it also makes you more likely to act in a surprise round (and deal sneak attack damage).

Hide and Move Silently are the next two most important skills for you.

Alter that, choose skills that will help you fulfill your assigned missions and maintain your cover story, which might paint you as nothing more than a common thief or greedy adventurer.

RESOURCES

If you absolutely must have something to accomplish a mission, such as a map or a description of a target, your cabal provides it.

Beyond that, you are expected to take care of your own needs.

In major cities, the cabal can arrange for you to buy illegal materials (such as thieves' tools and poisons) safely; but at your own expense.

The group is not insensitive to your financial needs, however, and might give you leads on legitimate opportunities for jobs or treasure, thus ensuring that you acquire the funds you will need to pull off future secret missions.

HANDS OF THE WINGED MASTERS IN THE WORLD

"Myrmith is a great trapfinder—witty, clever, and dependable. I just wish he wouldn't wander off so often.

Sometimes it takes two or three days to find him for a new mission."

—Regdar, fighter

A hand of the winged masters needs a cabal from which to take orders, and one or more worthwhile dragon rulers to work for.

These need not be particularly complicated (the DM can use the First Scroll or the Shadow's Fangs; see Chapter 5), but they should match the character's interests.

A chaotic good scout should be approached by a group working toward the common good, while a lawful evil ninja is more likely to serve a dragon that believes the world must be conquered and remade in a more orderly manner.

A cabal presents an easy way to interest the character in an adventure.

A note from the organization requesting information about a particular dungeon or ordering the assassination of a certain evil wizard pushes the hand, and his companions, into adventure as easily as do commands from a paladin's or cleric's superiors.

ORGANIZATION

A dragon-led cabal can organize itself in numerous secret ways.

Typically, a hand of the winged masters knows only a few other agents and leaders, ensuring that he can't leak much to the group's enemies if he is captured.

The hand is taught passwords and secret signs to identify other members of the cabal, but if group leaders suspect that the information has been compromised, they quickly change these codes and signals.

Normally, a hand works without direct aid from the cabal, receiving orders through a secret method of communication (perhaps from a barmaid at a favored tavern) and reporting his results to a different agent.

Again, if these arrangements are compromised, a new cabal member makes herself known to the hand and institutes a new set of contact procedures.

NPC REACTIONS

As long as a hand keeps his cover story intact, others treat him as it he is exactly what he claims to be.

Most hands pose as adventurers who happen to be expert locksmiths, which gives them a veneer of legitimacy but often provokes suspicion from guards and nobles.

However, if a hand's role as a spy for dragons is discovered, practically everyone immediately considers him a threat, and thereafter he receives an indifferent reaction at best.

HANDS OF THE WINGED MASTERS LORE

Characters with ranks in Knowledge (history) can research hands of the winged masters to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Hands of the winged masters are agents for secretive dragons.

DC 15: Each hand receives orders from a secret cabal and rarely knows more than one or two other members.

DC 20: Hands are alert, they benefit from arcane spells more than most, and they act as spies, assassins, or couriers for their dragon overlords.

Finding a hand of the winged masters is difficult at best.

A DC 20 Gather Information check reveals where to drop off a request for a meeting.

After that, the player characters must wait to see if a hand shows up or makes contact.

Only if the PCs have some urgent business will the cabal expose even a junior member of its organization.

HANDS OF THE WINGED MASTERS IN THE GAME

Before introducing hands of the winged masters into a campaign world, the DM should decide why one or more dragons would need a cabal of spies, and then consider the nature of the group.

The Shadow's Fangs (see page 144) are one example of a cabal, but it's possible for a group to serve a council of dragons, or even drakes of good alignment that want to keep their involvement in humanoid affairs as clandestine as possible.

Once you have a simple idea for the cabal, introduce it to the players and see if they're interested in working more closely with the secretive group.

A hand of the winged masters appeals most to players who like rogues, secrets, and ongoing plots.

The class is built to let a PC carry out covert missions and serve hidden agendas while still having reasons to go on adventures with the rest of the party.

Players who enjoy the idea of medieval spies in a fantasy setting should find the class intriguing.

ADAPTATION

Hands of the winged masters are less closely tied to dragons than most of the other prestige classes in this chapter.

They could easily be transformed into bodyguards for arcane spellcasters, couriers serving a deity of travel, or simply advanced spies.

Their class features would remain the same, but the DM would need to restructure the group they work for.

TABLE 2-6:

THE HAND OF THE WINGED MASTERS

HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Draconic Senses
2nd	+1	+0	+3	+3	Special attack +1d6
3rd	+2	+1	+3	+3	Dragonfire Strike
4th	+3	+1	+4	+4	—
5th	+3	+1	+4	+4	Special attack +2d6
6th	+4	+2	+5	+5	—
7th	+5	+2	+5	+5	Master's gift
8th	+6	+2	+6	+6	Special attack +3d6
9th	+6	+3	+6	+6	Improved dragonfire strike
10th	+7	+3	+7	+7	True stealth

PACT-BOUND ADEPT

"Let go of your rules, your rituals, and your formulas, and let the magic flow as the dragons do."

—Rothan, pact-bound adept

Pact-bound adepts are sorcerers who have learned to transcend their beliefs about spells and magic and embrace arcane power as dragons do.

They focus their innate connection to magic, becoming more like dragons in the way they cast spells.

A pact-bound adept opens herself to the raw magical energy that flows just out of reach of other humanoid casters and becomes a conduit for that power.

Most pact-bound adepts can perform incredible feats of magical prowess, growing beyond the bounds of what some spellcasters consider possible and moving into the realm of dragon sorcery.

BECOMING A PACT-BOUND ADEPT

Pact-bound adepts are typically sorcerers who have embraced their draconic ancestry and want to learn more about how dragons cast spells.

Knowing that their own spellcasting ability comes from the draconic blood in their veins, these sorcerers want to unlock within themselves the same connection to magic that all dragons possess.

Pact-bound adepts seek out powerful dragons and bond with them, learning under their tutelage the path to greater skill in the arcane arts.

Each adept is closely allied with at least one dragon and uses the gifts bestowed by her draconic instructors to open herself more fully to magic.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 9 ranks, Spellcraft 9 ranks.

Feats: Draconic Heritage.

Spellcasting: Must be able to cast 3rd-level arcane spells.

Special: Must have an active dragonpact (see page 87) with a dragon.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Diplomacy, Knowledge (arcana), Profession, Spellcraft.

CLASS FEATURES

Pact-bound adepts shift their spellcasting style to match that of dragons, allowing them to cast spells by instinct rather than with hand gestures and vocal sounds.

Additionally, they learn to temper their own magical ability, making them more powerful spellcasters and letting them accept magical boons from dragons more easily.

Spellcasting: At each level other than 1st and 4th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also attained a level in an arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming a pact-bound adept, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Improved Pact (Su): You learn to alter the magic that flows through you so that you can gain greater benefits by way of your dragonpact.

At 1st level, your caster level with spell-like abilities from your dragonpact improves by one.

In addition, at 1st level choose a single dragonpact that you currently have: you gain spell-like abilities as if you had sacrificed a spell one level higher than the actual spell sacrificed.

For example, a pact-bound adept who has sacrificed a 3rd-level spell as part of the flames of crimson wrath dragonpact would gain three daily uses of *burning hands* and two daily uses of *protection from energy (fire)*, as if she had sacrificed a 4th-level spell.

At 4th level, your caster level with dragonpact spell-like abilities improves by another one, and the spell-like abilities from your chosen dragonpact improve as if you had sacrificed a spell two levels higher than the actual spell sacrificed.

Each time you enter into a new dragonpact, you can choose to apply this benefit to the new dragonpact in place of the previous dragonpact.

Dragoncast (Su): Starting at 2nd level, you become able to channel magical energy in much the same way that dragons do.

Three times per day, you can cast any arcane spell (of a level equal to or less than your class level) as though it were

affected by both the Silent Spell and Still Spell metamagic feats, removing the need for any verbal and somatic components.

Neither the casting time of the spell nor the spell's level changes for this casting.

Eschew Materials: At 3rd level, you gain Eschew Materials as a bonus feat.

If you already have this feat, you can choose any other feat for which you meet the prerequisite.

Bonus Dragonpact: At 5th level, you gain the ability to enter into a second dragonpact.

The second dragonpact can be with the same dragon or another dragon, even of another kind.

You can't enter into the same dragonpact twice.

PLAYING A PACT-BOUND ADEPT

Though other spellcasters rely on hand gestures, powerful words, and complex formulas derived from years of research, you know that the purest and most powerful form of spellcasting is that used by true dragons.

Tower-bound wizards might spend years researching a single spell, while you could spend mere days in the presence of a dragon and achieve the same result.

You can conjure up spells of incredible power before anyone else knows you have even started.

Other casters, both divine and arcane, seem clumsy and slow to you, because they have handicapped themselves with humanoid concepts, rules, and sciences.

You cultivate instinct and intuition, learning to listen to your inner connection to magic.

You have felt the purity of draconic spellcasting and hope that, some day, everyone can share in this knowledge.

If other spellcasters would just stop long enough to heed the wisdom of dragons, they too would see an easier way, one unencumbered by physical form.

You know that you are truly in the minority—most spellcasters are too frightened or stubborn to change.

In a way, you feel pity for them, while at the same time hoping they will learn to reach within themselves for answers.

Not everyone thinks that dragons are as benevolent as you believe them to be.

Certainly, evil dragons exist, as do evil humans, evil elves, evil dwarves, and evil members of any other race.

Unfortunately, in your viewpoint, many people see all dragons as a threat, which keeps them from opening their eyes enough to learn from the great creatures.

Despite any display of power you manifest, some will always choose to remain blind.

For now, you seek to prove that your way—the way of the dragons—is better by going out into the world and doing things that no other spellcaster can.

If others will not hear the truth, you must let them see it with their own eyes, all the while gaining knowledge for yourself.

With each passing day, your power grows because you are willing to embrace your draconic heritage.

You spend hours deep in meditation, looking inward to find a stronger connection to the arcane and to better understand how dragons instinctively tap into this source.

COMBAT

Unafraid to wade into battle, you rely on your natural abilities for defense.

Since you can cast some spells without having to speak or move, you have little fear of being grappled, especially when a well-placed spell can free you from entrapment. Unlike your more timid fellow spellcasters, you enter combat boldly, knowing that the blessings of dragonkind give you an advantage over those who rely on traditional spellcasting.

Offensive spells, your greatest strength, come to you as naturally as breathing.

Since you can use your abilities to penetrate the staunchest magical defenses, allies look to you for help.

When spells cast by others might be rebuffed, your spells can punch through, putting the responsibility on you to bring down a dangerous foe.

ADVANCEMENT

Your first steps toward becoming a pact-bound adept were those you took into a dragon's lair.

After learning that the legendary beasts could grant great power, you dedicated yourself to a path that allows you to study under the wisest dragon sorcerers.

Your entry into a dragonpact marked the beginning of your journey and unlocked the first of many new abilities that other casters can only dream about.

As a pact-bound adept, you constantly seek new ways to tap into the source of magic.

Since you have accepted your draconic heritage, you spend your days attempting to strengthen that connection and learning to cast spells instinctively.

As your knowledge grows, you can cast spells without worrying about simplistic humanoid spellcasting concepts. Now that you have increased your natural aptitude for spellcasting, you can focus on expanding your raw magical knowledge.

Metamagic feats should make up a large portion of your feat choices, giving you new options when casting spells and compensating for a slightly reduced overall spellcasting power level.

Additionally, draconic fears provide extra abilities when casting spells; those that provide extra benefits each time a spell is cast allow you to gain the maximum effect from every spell.

RESOURCES

Very few other individuals see the world as you do.

Fellow pact-bound adepts are few and far between, and most other sorcerers and wizards think that dealing with dragons is asking for trouble.

Most divine spellcasters consider you to be a heretic, leaving you very few places to turn.

No official organization exists to provide you with aid or resources, but most pact-bound adepts have crossed paths with at least one or two others like themselves.

Despite these difficulties, you do have one group on your side: friendly true dragons.

They rarely act directly or

your behalf, but most view you as a student seeking enlightenment, and they eagerly provide you with knowledge.

Given their long lives and knowledge of the past, friendly dragons are especially helpful when you need information of almost any kind.

Additionally, friendly dragons are much more likely to enter into dragonpacts with you due to an increased level of trust.

On rare occasions, these dragons will provide monetary assistance.

PACT-BOUND ADEPTS IN THE WORLD

"These heretics preach the blasphemy that dragons are the way to true enlightenment, but do not be fooled.

Only the deities grant miracles, no matter what these so-called adepts claim.

They have bartered their very souls away for a taste of power, but in the end they have damned themselves by turning away from the gods and prostrating themselves before these covetous beasts."

—Pharsis the Pious, Inquisitor

Pact-bound adepts are easily integrated into any setting where sorcerers can be found.

In essence, a pact-bound adept is a sorcerer who has followed a slightly different path.

Rather than focusing on learning many new spells of higher levels, a pact-bound adept seeks to make the most of the spellcasting ability she already possesses.

However, the local public attitude toward dragons quickly comes to be associated with the character as well.

If a community receives aid from a benevolent silver dragon, a pact-bound adept might be considered an ambassador between the people and dragonkind.

If, on the other hand, a city is constantly terrorized by a violent red dragon, a pact-bound adept might be seen as one who consorts with the enemy and could lace prejudice or violence.

In many ways, pact-bound adepts fit into the world in much the same way as dragons do.

ORGANIZATION

A pact-bound adept usually finds a role in an adventuring party or other organization that allows her time to explore her spellcasting ability freely.

Since no organization specifically caters to pact-bound adepts, many find themselves in drastically different circumstances from those of their comrades.

Some join organizations that work with or for dragons, using this association to bring themselves closer to the creatures.

For example, a pact-bound adept might join a church that reveres the dragon deities, working as an acolyte to make contact with dragon worshipers of those gods.

Alternatively, a pact-bound adept might seek out a college of wizardry that has a standing agreement with a dragon to share knowledge, working as a researcher or aide while spending time getting acquainted with the drake.

Within the ranks of pact-bound adepts, prestige and influence is measured by the depth of their devotion to draconic magic.

The most highly revered are those who have forged dragonpacts with a number of dragons, especially if the dragons are of different varieties.

A widely traveled pact-bound adept with numerous dragonpacts and abilities is thought to be living her best possible life.

When two or more pact-bound adepts come into conflict, they usually defer to the one with a greater knowledge of draconic spellcasting, relying on her wisdom and experiences to provide a reasonable solution.

NPC REACTIONS

Clerics, paladins, and other spellcasters who specialize in divine magic often view pact-bound adepts as heretics and blasphemers who have put their faith in false deities

(dragons) and forsaken the righteous path in favor of idolatry.

This viewpoint tends to make religious characters unfriendly or hostile toward pact-bound adepts, though the more tolerant religions are usually indifferent.

Similarly, characters who live in communities terrorized by evil dragons are likely unfriendly toward pact-bound adepts, fearing them to be collaborators out to sabotage local defenses against the monsters.

Whether or not this is true is immaterial to these people—they simply view any who associate with dragons as potential enemies.

On the other hand, communities that benefit from the presence of a good-aligned dragon are usually friendly or helpful to a pact-bound adept.

Additionally, most good dragons (and some neutral and evil dragons) are at least indifferent toward a pact-bound adept. Unless the character directly interferes with the dragon's plans, a dragon usually treats her as a neutral third party, neither friend nor foe, sparing her from its wrath when others would certainly be slain.

PACT-BOUND ADEPT LORE

Characters with ranks in Knowledge (local) can research pact-bound adepts to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Pact-bound adepts are sorcerers who make treaties with dragons to gain advanced powers.

DC 15: Pact-bound adepts claim that dragons can teach methods of spellcasting that require less effort and yield greater results.

DC 20: Pact-bound adepts use a combination of arcane spells and spell-like abilities, some of which aren't normally available to sorcerers.

TABLE 2-7: THE PACT-BOUND ADEPT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Improved pact +1
2nd	+1	+0	+3	+3	Dragoncast
3rd	+1	+1	+3	+3	Eschew Materials
4th	+2	+1	+4	+4	Improved pact +2
5th	+2	+1	+4	+4	Bonus dragonpact

SWIFT WING

"I shall sweep aside your sins, evil, and wickedness, and sweep you from the world with them"

—Orielle Bladeworthy, Swift Wing of Pelor

Many churches use analogy and allegory to describe the traits of their deities, as well as the proper attitude their faithful should maintain.

It's not unusual for these analogies to compare crusading gods and their clerics to elements of dragonkind.

After all, dragons are formidable creatures considered by many to be symbols of deific power.

In a few churches, the use of allegory becomes so strong that certain worshipers actually begin to refer to the church itself as a holy dragon, and to themselves as parts of that dragon.

DC 30: Characters who achieve this level of success can learn important details about a specific notable pact-bound adept, the areas where she operates, and the kinds of activities she undertakes.

Locating a pact-bound adept is a matter of learning where dragons reside in the vicinity.

Usually, pact-bound adepts make their homes close to dragon lairs or in areas where dragon sightings are common.

In some cases, they can be found by asking local sorcerers and wizards about those who fraternize with dragons.

PACT-BOUND ADEPTS IN THE GAME

The pact-bound adept is a great alternative for spellcasters who wish to explore the dragonpact magic system.

Any campaign that makes use of the dragonpact rules would be a perfect fit for this class.

Though a pact-bound adept falls behind a standard sorcerer in spellcasting, this loss is offset by the more potent benefits gained from the adept's dragonpact.

Players looking for a new take on sorcerer spellcasting should consider playing a pact-bound adept.

Since the class features cater to the dragonpact magic system, any player who wishes to have her character enter into a magical agreement should consider the pact-bound adept as a means of gaining additional benefits over sorcerers who enter into dragonpacts more casually.

ADAPTATION

You could adapt this class to allow characters other than sorcerers to dabble with the dragonpact magic system.

For example, a favored soul or warmage might use this class to qualify for dragonpacts as if he were a sorcerer; in place of the dragonpact requirement for entry, you might require the Dragontouched feat.

HIT DIE: D4

Spellcasting

—
+1 level of existing arcane spellcasting class
+1 level of existing arcane spellcasting class
—
+1 level of existing arcane spellcasting class

Swift wings are church servants who see themselves as the fast-moving, hard-hitting crusaders of their god's cadre of worshipers.

BECOMING A SWIFT WING

Most commonly, clerics of martial deities take the swift wing prestige class, though a few paladins are drawn to it as well.

Characters of this sort relish the thought of using the power of a dragon toward the goals and efforts of a religious cause.

They believe their gradual assumption of draconic powers represents an acceptance of their new path by their deities, and often see the more traditional members of their church as hidebound and stubborn.

Since these traditionalists won't apply force as quickly and decisively as swift wings consider necessary, members of this class use their augmented power to operate without the support of their church organization.

ENTRY REQUIREMENTS

Base Attack Bonus: +3.

Languages: Draconic.

Spellcasting: Ability to cast 3rd-level divine spells.

Special: Ability to turn undead.

CLASS SKILLS

(4 + Int modifier per level): Appraise, Bluff, Concentration, Diplomacy, Gather Information, Heal, Intimidate, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Listen, Spellcraft, Spot.

CLASS FEATURES

Swift wings lose some spellcasting ability in return for gaining dragonlike powers.

Their new abilities make them more versatile without removing their power to heal allies and damage undead. As they rise in level, they also become more resilient and mobile, able to resist many attacks and move more quickly to support teammates.

Weapon Proficiency: You gain proficiency with your deity's favored weapon.

Spellcasting: At every level except 1st and 5th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one divine spellcasting class before becoming a swift wing, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Dragon Affinity (Ex): Your concept of yourself as part of a holy dragon that serves your church draws upon a mystic link to a particular kind of dragon you consider affiliated with your deity.

At 1st level, select one kind of dragon (such as gold or red) that has an alignment within one step of your deity's alignment. Your affinity for this kind of dragon grants you a +5 circumstance bonus on Bluff, Diplomacy, Gather Information, and Sense Motive checks made regarding dragons of this variety.

Dragon Domain: At 1st level, you gain the granted power and spell access of the Dragon domain.

If your spellcasting doesn't normally allow domain access, you can add the spells of the Dragon domain to the spell list of your divine spellcasting class.

The Dragon domain appears in *Draconomicon* and *Spell Compendium*.

Its granted power allows you to add Bluff and Intimidate to your list of divine spellcasting class skills, and its domain spells are (in ascending order of level) *magic fang*, *resist energy*, *greater magic fang*, *voice of the dragon* (see *Draconomicon* or *Spell Compendium*), *true seeing*, *stoneskin*, *dragon ally* (see *Draconomicon* or *Spell Compendium*), *mass suggestion*, and *dominate monster*.

Draconic Senses: At 2nd level, you gain Draconic Senses (see page 17) as a bonus feat, even if you don't meet the prerequisite, if you already have this feat, you can select any other draconic feat for which you meet the prerequisite.

Breath of Life (Su): At 3rd level, you gain the ability to channel positive energy into a breath weapon.

As a standard action, you can spend one use of your turn undead ability to create a 30-foot-long, cone-shaped breath weapon.

The breath weapon deals 1d6 points of damage per level to undead; a successful Reflex save (DC 10 + class level + Cha modifier) halves this damage.

Living creatures within the area of the breath weapon are instead healed of 1 point of damage per level.

Energy Resistance (Ex): At 4th level, your link to the dragon variety you have affinity with grows to grant you energy resistance.

Choose one energy type (acid, cold, electricity, fire, or sonic) that your affiliated dragon kind either is immune to, resistant to, or deals as damage with a breath weapon.

You gain resistance 20 to that energy type.

If your chosen dragon variety has no energy immunity, energy resistance, or energy breath weapon, you gain resistance to fire 20.

Wings (Su): At 5th level, you gain the ability to sprout and dismiss wings as a free action.

The wings are supernatural effects, growing through clothing and armor without damaging them.

The wings match the appearance of the wings of the dragon variety you have affinity with.

With the wings, you can fly at a speed equal to your land speed with good maneuverability.

You can fly in light, medium, or heavy armor, but not when carrying a heavy load.

Flying with the wings takes only as much concentration as walking, leaving you free to cast spells, make ranged attacks, or take other actions.

At 10th level, your fly speed increases to twice your base land speed.

This ability counts as having a fly speed when qualifying for feats such as Flyby Attack (MM 303) and Wingover (MM 304).

Damage Reduction (Su): At 7th level, your link to draconic energies gives you a hide as tough as a dragon's, though you look no different.

You gain damage reduction 5/magic.

Energy Immunity (Su): At 9th level, your link to draconic energy is so complete that you gain immunity to the energy type you selected for resistance at 4th level.

Draconic Surge (Ex): At 10th level, you become filled with draconic energy, making you physically and mentally more dragonlike.

You gain a +1 bonus to Strength, Dexterity, or Constitution (your choice), and a +1 bonus to Intelligence, Wisdom, or Charisma (your choice).

Once you have assigned these bonuses to two ability scores, they cannot be changed.

Often, the draconic surge is accompanied by a slight physical change in your appearance—for example, your eyes might become more dragonlike, or your hair might change color to match the hue of the dragon variety you have affinity with.

PLAYING A SWIFT WING

You are more than just another servant of your god.

As part of a holy dragon, you can find your deity's foes with keen senses, run them down with swift speed, and destroy them with purifying force.

Although you might spend more time supporting your allies than striking down foes directly, you do it from the front of every battle.

You have powers beyond those of typical priests, and you are dedicated to using them to further your church's goals.

You might not appear to be a dragon, but spiritually you have adopted that role as much as your religious vocation. Perhaps your church considers you a blessed champion, granted powers by your deity as a sign of special favor. In this case, church leaders call on you to undertake especially dangerous missions that others have failed to carry out.

They expect you to be self-sufficient, taking on any threat without the assistance of common church members. Alternatively, your superiors might view you with suspicion.

Although you feel that you are a dragon in service to a higher calling, others in the church don't understand why a divine agent is drawn to such an arcane symbol.

In this case, your church constantly tests you, wary of your true intentions and unwilling to extend you the benefit of the doubt. But no matter what your relationship with your church, you are largely cut off from its aid—and that's fine. You have learned to depend on yourself and some close allies, and you don't need the help of other church members to carry out your deity's goals.

COMBAT

As a swift wing, your place is in the forefront of any conflict, but you must use your superior senses and mobility to keep yourself from being cut off or overrun. If you were a front-line fighter before becoming a swift wing, you need to remember that you're not quite as tough as a full-fledged paladin.

If you came to this class as a cleric, your basic function remains unchanged—heal and aid your allies, harm undead, and support the primary combatants.

You can do this while flying, even in heavy armor, and you now have the defenses to survive longer if you draw enemy fire.

Don't stand in one place and let yourself get bogged down. Rather, you are most effective when you choose your targets carefully, felling wounded foes, healing comrades near death, and casting spells to strike at enemies beyond hammer's reach.

ADVANCEMENT

You set foot on the path of the swift wing the first time you heard an elder of your church describe the faithful as a holy dragon in your deity's service.

Most of the people listening heard nothing more than an analogy of the power of faith, but to you, a deeper truth had been revealed. The gods had servants in the form of archons and other celestials—why not dragons, too?

Not all dragons would be appropriate, but the image of one particular type of dragon acting as a mortal warrior for your deity stuck in your head.

You began to see every ecclesiastical role as part of the draconic whole of the church, with paladins as claws, divine magic as a cleansing breath weapon, and yourself as a swift wing who brings the power of the church to its foes. You sought out lore about dragons, studied examples of priests and dragons working together, and imagined yourself as a mighty, draconic assistant of your god. In time, you realized that your faith in this role was well placed.

Your affinity for dragons grew, and you began to receive not just divine magic from your deity, but gifts of dragonlike powers as well.

At first, these changes seemed minor.

While you had access to a few new spells and could spot things you once would have overlooked, there was little to set you apart.

But as you have grown and advanced, you've learned that you truly are different.

Listen and Spot are class skills for you, allowing you to increase your keen senses to be the match of anyone in your group.

You eventually gain a natural fly speed as well, allowing you to take Flyby Attack (MM 303) and similar flight-augmenting feats.

RESOURCES

You've stepped outside the traditional role of an agent of the church, embracing a symbol generally associated with arcane spellcasters.

Even if your deity has ties to dragons or arcane magic, others in your church are unsure how to assist you.

Your faith sets you apart from fellow clerics and paladins, and you must be prepared for the solitude that choice brings.

You can forge close alliances to protect your back, but as far as others of your faith are concerned, you're on your own.

SWIFT WINGS IN THE WORLD

"I cannot condone the interpretation of a silver dragon as a representative of the light of Pelor.

I also can't argue against the effectiveness of members of our congregation who believe that interpretation"

—Prelate Phelan, High Priest of Pelor

Swift wings are crusaders driven to seek out and eliminate enemies of their church.

Not content to sit and wait for reports about foes to filter in to them, they scour the world looking for wrongs to right. As long as a swift wing has the slightest clue that an enemy of her deity is active or the faithful of her religion are in trouble, she will bring her force to fight wherever she can do the most good.

ORGANIZATION

The relationship between a swift wing and the official hierarchy of her church is strained at best.

Because she still commands the divine powers granted by her deity, a swift wing rightfully claims to be following the tenets of her faith.

However, her unorthodox belief structure makes it hard for typical priests to comprehend her.

In many cases, a swift wing is treated like a loose cannon, allowed to fight for the church but not accepted as a member of its inner circle.

Excluded from the normal authority structure of her organization, a swift wing is more likely than many clerics to seek out her own allies.

She knows she has set herself apart from her fellow priests and is willing to work with allies that others of her order might find questionable.

A swift wing won't compromise her principles, but she gives friends and comrades the benefit of the doubt as long as they help bring down the adversaries of her deity.

With no formal place in her own organization, she must learn to make one in whatever group will have her.

A swift wing still fills the role she played before following her radical path of faith, if previously a paladin, she remains a devout warrior at the forefront of battle, if she was a cleric, she remains a supporting character who can hold her own in a fight.

Swift wings have forceful personalities and can provide leadership to groups lacking purpose or direction. However, for swift wings who are not party leaders, the most important goal is to accomplish each mission so as not to undermine the authority of their commander.

NPC REACTIONS

Among members of her own faith, a swift wing rarely receives more than an indifferent welcome at first, though her actions can earn her greater respect once others get to know her.

Typical divine agents remain condescending or suspicious, but powerful good-aligned wizards, sorcerers, and dragons are friendly to swift wings, seeing them as open-minded. Common folk are often friendly toward swift wings, moved by their natural drive and their unwillingness to let bureaucracy obstruct their quest to make the world a better place.

Evil spellcasters of any sort are unfriendly toward swift wings, viewing them as hybrid threats that are too dangerous to risk leaving alive.

Evil dragons are openly hostile toward swift wings, offended that mortals dare to siphon the draconic energies that flow through the world.

Their anger often causes them to attack swift wings first—it they can identify the upstarts, of course.

Additionally, any foe that would fear a good cleric or paladin is hostile toward a swift wing.

Demons, devils, cultist, and evil monsters all see swift wings as strong threats that must be eliminated.

Undead in particular have good reason to loathe any character with a breath weapon that exudes positive energy.

SWIFT WING LORE

Characters with ranks in Knowledge (arcana) or Knowledge (religion) can research swift wings to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: A swift wing is a divine spellcaster who has taken on aspects of dragonkind.

DC 15: Though rarely trusted by her senior priests, a swift wing is a dedicated foe of her deity's enemies and uses supernatural dragonlike abilities to find and destroy them.

DC 20: A swift wing has reduced access to divine spells but gains keen senses, the power of flight, a breath weapon that

gives off positive energy, and resistance similar to that of a dragon.

Finding a swift wing operating in a given area requires talking to locals: church officials are unlikely to help those who seek one of their black sheep.

A DC 15 Gather Information check reveals the details of any swift wing known by local nobles, commoners, or brigands.

SWIFT WINGS IN THE GAME

A swift wing requires no extensive organization or church to support her.

Any cleric or paladin who meets the entry requirements can choose to follow this somewhat radical path, knowing that she is putting herself apart from the traditional ranks of her religion.

All she needs is a gentle push, perhaps from a lone older swift wing or a prayer book or sermon that compares the agents of her deity to the might of a dragon.

From there, the swift wing must find her own place, bolstered by her draconic powers and certain knowledge of her god's support.

Swift wings are self-confident characters who ignore the limitations of their church hierarchies in favor of getting things done.

A player looking for a character who eschews extensive limitations or support networks might enjoy a swift wing's independence.

The prestige class should also appeal to players who want to make their clerics more interesting, experiment with draconic powers, or try a character similar to a paladin but with different abilities.

ADAPTATION

Because this prestige class requires that an entrant have the ability to turn (rather than rebuke) undead, the swift wing is designed for good characters over evil ones, though a neutral cleric could conceivably qualify.

To make swift wings into draconic agents of evil instead, the DM can simply change the requirement to allow characters who can rebuke undead.

Such evil swift wings might be favored humanoid agents of Tiamat or members of a church controlled by an evil dragon.

In an Eberron campaign, the swift wing class could be linked in some manner to dragonmarks, retaining the draconic connection but altering it to better fit that world.

TABLE 2–8: THE SWIFT WING

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+2	+0	Dragon affinity, Dragon domain	—
2nd	+1	+3	+3	+0	Draconic Senses	+1 level of existing divine spellcasting class
3rd	+2	+3	+3	+1	Breath of life	+1 level of existing divine spellcasting class
4th	+3	+4	+4	+1	Energy resistance	+1 level of existing divine spellcasting class
5th	+3	+4	+4	+1	Wings	—
6th	+4	+5	+5	+2	—	+1 level of existing divine spellcasting class
7th	+5	+5	+5	+2	Damage reduction 5/magic	+1 level of existing divine spellcasting class
8th	+6	+6	+6	+2	—	+1 level of existing divine spellcasting class
9th	+6	+6	+6	+3	Energy immunity	+1 level of existing divine spellcasting class
10th	+7	+7	+7	+3	Draconic surge	+1 level of existing divine spellcasting class

HIT DIE: D8

WYRM WIZARD

"Every dragon is like a library full of books so old their titles have been forgotten.

Most would pay dearly for a chance to plunder such a resource, but only I have the key to the library doors."

—Doran Stout, wyrm wizard of the Free City

Wyrms wizards are spellcasters who learn new spells not through research and experimentation but rather by tapping into the vast wealth of arcane knowledge possessed by dragons.

Like many other wizards, wyrm wizards spend a great deal of time perfecting their spellcasting techniques, though most of their spells are based on the teachings of friendly dragons.

A wyrm wizard and his dragon mentor might spend weeks or months in seclusion, discussing the finer points of spell manipulation or exploring new concepts.

Unlike many others who interact with dragons, wyrm wizards also act as comrades to spellcasting dragons, providing insight into magic that the creature might not otherwise possess.

BECOMING A WYRM WIZARD

Generally, only wizards become wyrm wizards because of their dedication to the study of magic.

Other arcane casters explore more dynamic and instinctive spellcasting techniques instead of conducting methodical research.

Wizards of any specialty follow this path, though diviners—thanks to their love of learning—are slightly more common than others.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 9 ranks, Spellcraft 9 ranks.

Languages: Draconic.

Feats: Any metamagic feat.

Spellcasting: Ability to prepare and cast 1st-level arcane spells.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Craft, Decipher Script, Knowledge (any, taken individually), Profession, Spellcraft.

CLASS FEATURES

Wyrms wizards are exceptionally good at understanding the basics of spellcasting and magic.

Thanks to the insight of draconic mentors, wyrm wizards can craft whole new spells based on complex magical theories and unravel the inner workings of any spell in the blink of an eye.

Their extensive research, performed side by side with dragons, gives them a wealth of knowledge regarding arcane magic.

Spellcasting: At every level other than 2nd, 4th, and 6th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming a wyrm wizard, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Knowledge of the Wyrms (Ex): You spend a great deal of time exploring the depths of a dragon's magical knowledge, giving you a distinct advantage over spellcasters who do not have the benefit of draconic tutelage.

Starting at 1st level, by spending at least 1 hour doing nothing but performing research, you can add your class level as an insight bonus on Knowledge (arcana) checks made for the next 8 hours.

You need not consult with a dragon to gain this insight, though if you do, the insight bonus improves by 2.

At 5th level, you also gain this bonus on Spellcraft checks, for the same duration.

Spell Research (Ex): One of the greatest advantages that you gain from consulting draconic lore is the ability to unlock magical secrets forbidden to other wizards.

Starting at 2nd level, select one spell from any class's spell list (including divine spells), of a level equal to or lower than the highest-level arcane spell you can prepare and cast. You can add this spell to your arcane spellcasting class spell list as a spell of the same level; all other aspects of the spell remain unchanged.

At every even-numbered level thereafter, you gain the knowledge and use of one additional spell in this manner.

Draconic Discovery (Ex): At 3rd level, you make startling discoveries into the nature of magic thanks to the unique insight of your dragon mentors.

Select any arcane spell of up to 2nd level that you are capable of preparing and casting, and any one metamagic feat you know (with a maximum spell slot adjustment of four).

Once per day, you can apply the effect of that metamagic feat to the chosen spell without adjusting the spell slot of the spell or preparing it ahead of time.

At 6th level, you can select a second arcane spell (of up to 4th level) to gain this benefit (choosing either the same or a different metamagic feat that you know).

At 9th level, you can select a third arcane spell (of up to 6th level) to gain this benefit, again selecting either the same or a different metamagic feat that you know.

Convert Counterspell (Su): Starting at 7th level, you can identify the components of an incoming spell instantaneously and convert stored arcane energy into a counterspell.

You can lose any prepared spell of 3rd level or higher in order to cast dispel magic as a counterspell, or you can lose any prepared spell of 6th level or higher in order to cast greater dispel magic as a counterspell.

This ability does not allow you to convert spells for general use into dispel magic and only applies to counterspelling.

The normal rules for casting a counterspell still apply.

Break Spell Resistance (Su): At 10th level, you gain great insight into the way creatures naturally resist magic by studying the magical defenses of dragons.

Whenever you succeed on a caster level check to overcome a target's spell resistance, you can lose a prepared spell as a free action to negate the target's spell resistance.

The target loses its spell resistance for a number of rounds equal to the level of the spell you expended.

PLAYING A WYRM WIZARD

You have always known that magic holds more promise than your mind could imagine.

Some mysteries of the multiverse are beyond human comprehension, but this fact does not stop you from trying

to puzzle them out, making every attempt to explore the great secrets of magic.

Unlike some who cloister themselves in towers or spend every hour with their nose buried in a book, you prefer to seek out others who have followed your same path.

Dragons, magical creatures of legend and potent spellcasters, are your preferred source of knowledge, and no other will suffice.

As such, you have little regard for established centers of learning—colleges, churches, wizard academies—and you see no need to offer the deference and respect that they seem to expect.

Indeed, you are skeptical of any arcane knowledge that does not come directly from a dragon unless you see it with your own eyes.

You often face prejudice and anger from those who do not share your beliefs, and as such you become defensive when others question the validity of your research.

Additionally, your ability to make amazing discoveries in conjunction with your dragon allies has given you great confidence to see beyond the accepted rules and find wisdom elsewhere.

Above all, you believe that dragons hold the key to new knowledge and advancement of magical abilities, and your best course of action is to befriend and learn from them.

COMBAT

Like most spellcasters, your strengths lie not in your ability to barge into combat, but in your talents that allow you to strike from a distance.

Furthermore, thanks to your advanced understanding of magic gleaned from many hours with dragon mentors, you have an uncanny knack for unraveling spells cast by others. As such, you often hold your strength in reserve, choosing to react only when other spellcasters attempt to cast spells of their own.

When you are not faced with such a threat, you prefer to cast spells that have been strengthened by your research, relying on them to provide a significant advantage over the standard spells of your enemy.

ADVANCEMENT

You started learning magic in the traditional ways—through study and experimentation.

Soon, however, you discovered that there are greater avenues to knowledge than books and self-teaching.

Under the tutelage of dragons, you began to learn more about how magic works, and soon you were able to apply their instinct and experience to your own magical studies.

You seek the counsel of dragon mentors to solve arcane mysteries and explore your talents, relying on their insight as other wizards rely on musty tomes and aging instructors. To you, the world of magic is embodied in a living, breathing being, known to most as a dragon but to you as a teacher.

As a wyrm wizard, you benefit greatly from feats and abilities that improve your power to overcome magical defenses, such as the Spell Penetration feat.

Additionally, anything that grants you extra spells (such as magic items that increase your intelligence) helps to compensate for your slower acquisition of new spells.

RESOURCES

Dragons are your greatest and primary resource.

By befriend and studying under true dragons, you can learn much about how magic works.

Additionally, dragons often provide you with knowledge or items that can prove invaluable while adventuring.

Moreover, any dragon that acts as your mentor likely becomes protective of you, sometimes coming to your defense if you are threatened.

Though you cannot rely on this protection every time you're in a difficult situation, having a dragon back your actions on occasion is a powerful advantage, especially when you are lacing down a superior foe.

WYRM WIZARDS IN THE WORLD

"Can you ever really trust the word of a dragon?"

Surely creatures that so covet wealth must also hoard arcane lore, and it seems farfetched that they would allow mere humans access to such closely guarded knowledge.

After all, is not each mortal wizard a potential thief of a dragon's spell hoard?"

—Kaija, wizard of the Hidden Mask

Wyrms choose living creatures as their source of knowledge rather than books or relics, meaning that their learning process is far more dynamic than that of the typical spellcaster.

Unlike most characters, a wyrm wizard does not simply stop by a local library to research magical matters, and instead must seek out a friendly dragon to get the most from his studies.

As a result, wyrm wizards remain in areas close to several friendly dragons, ensuring that they are never far from the source of their knowledge.

Some are reluctant to stray too far from their base of operations, though adventuring wyrm wizards do travel in order to seek out the different perspectives of different types of dragons.

ORGANIZATION

A wyrm wizard highly prizes the knowledge and wisdom of dragons, often seeking the best way to ingratiate himself into dragon society.

As such, some wyrm wizards live among dragons for long periods of time, acting as both students and partners in arcane research.

On the other hand, groups of wyrm wizards will, from time to time, invite a particular dragon to live among them in order to facilitate greater research.

In many cases, wyrm wizards actually organize in much the same way that dragons do.

with older and more learned wyrm wizards at the top of the power structure and new, younger wyrm wizards at the bottom.

Natural spellcasting aptitude has little to do with a wyrm wizard's position in the hierarchy, since most wyrm wizards respect only those who have truly unlocked the secrets of dragon magic.

Most wyrm wizards spend the bulk of their free time engaged in discussion and debate with dragons over the nature of magic and the intricacies of spellcasting.

While traveling or adventuring, wyrm wizards take every possible moment to record the progress of their journey in log books or on scrolls so that, once they return to a place where they can rejoin their dragon mentors, they have a full account of anything that happened to them.

This allows them to consult their dragon teachers regarding anything strange that might have happened on the journey, a practice most wyrm wizards see as absolutely necessary given the great wisdom of older dragons.

NPC REACTIONS

Though both kinds of characters study arcane magic, wyrm wizards are not usually welcomed by more traditional wizards and magical researchers.

Their choice to seek out alternative methods of learning is considered offensive by some and dangerous by others, meaning that most traditional wizards and academics will be indifferent at best or unfriendly at worst.

Some see wyrm wizards as double agents who serve dragons, intentionally allowing their minds to be poisoned in the name of seeking greater power.

Dragons regard wyrm wizards with a variety of sentiments, and while good dragons might be helpful, many evil dragons are unfriendly or hostile.

Often, evil dragons see wyrm wizards as lesser beings out to plunder the secrets of dragonkind without earning them.

In such cases, a normally trusting wyrm wizard might find himself in a situation that turns dangerous quickly.

WYRM WIZARD LORE

Characters with ranks in Knowledge (arcana) can research wyrm wizards to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Wyrm wizards are arcane scholars who use the knowledge of dragons for their research.

DC 15: Most wyrm wizards are capable of altering their spells in a way that no other wizards can, turning the dragons' intuitive knowledge of magic into wizard spell principles.

DC 20: Wyrm wizards can counter the spells of other casters due to their understanding of magic.

Also, through their consultation with dragons, wyrm wizards can puzzle out arcane knowledge that other wizards cannot.

DC 30: Characters who achieve this level of success can learn important details about a specific notable wyrm wizard, the areas where he operates, and the kinds of activities he undertakes.

Wyrm wizards are less common than standard wizards but still can be found anywhere spellcasters congregate. However, adventurers out to locate one should not waste their time looking around colleges of wizardry or vast libraries.

Instead, they should seek out the nearest dragon's lair.

WYRM WIZARDS IN THE GAME

Wyrm wizards work in any campaign that features opportunities for research or quests for knowledge.

Though their versatility as spellcasters makes them useful in adventuring situations, wyrm wizards truly shine when they have time to conduct research between adventures.

Additionally, a wyrm wizard's amazing discoveries can compensate for a lack of alternative spellcasting in a party without a diverse cadre of casters.

Though a wyrm wizard loses some of his more powerful spells, he still contributes in a variety of ways, forgoing a focus on arcane spells in exchange for greater utility in the campaign.

ADAPTATION

In campaigns where conferring with dragons is not common (or might be taboo), simply revise the wyrm wizard class so it gains knowledge from another source. Since a wyrm wizard's class features stem from his ability to sift through the knowledge of ancient magical creatures, try substituting another long-lived race with natural spellcasting abilities, such as elves, celestials, or infernals. Regardless, adapting the class in this way requires little more than altering its background and should not involve significant changes to game mechanics.

TABLE 2-9: THE WYRM WIZARD

Level	Base				Special	Spellcasting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Knowledge of the wyrm	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Spell research	—
3rd	+1	+1	+1	+3	Draconic discovery (2nd)	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Spell research	—
5th	+2	+1	+1	+4	Knowledge of the wyrm	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Draconic discovery (4th), spell research	—
7th	+3	+2	+2	+5	Convert counterspell	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Spell research	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Draconic discovery (6th)	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Break spell resistance, spell research	+1 level of existing arcane spellcasting class

HIT DIE: D4

DRAGONS OF FAERÛN (3.5)

WEARER OF PURPLE

The wearer of purple prestige class was originally presented in *Faiths and Pantheons*.

The following notes update it for v.3.5.

Requirements: Alchemy becomes Craft (alchemy).

Replace the Scry skill with Concentration.

Add Craft, Knowledge (local), and Spellcraft to the list of class skills.

The text for the new domain class feature should be changed to: At 1st level, a wearer of purple gains a domain from the following list: Death, Dragon, or Scalykind.

The character gains the granted power of the new domain. A wearer of purple's class level stacks with his primary spellcasting class level for determining the effects of these three domains' granted powers.

If a wearer of purple has no cleric levels, he can still learn domain spells.

If he memorizes divine spells each day—in the way of druids, rangers, and paladins—he can choose to memorize a domain spell instead of one of his usual spells, but never more than one spell of each level.

If he prepares spells (as a wizard does), he must find a scroll of a domain spell and scribe it into his book.

This kind of caster can memorize one domain spell of each level per day.

If the character casts spells spontaneously, he can select one of the domain spells to add to his list whenever he has the option to choose a new spell.

This benefit does not allow him to exceed his maximum number of spells known.

Once a domain spell is known, it can be cast any number of times per day.

The text for the dracoride class feature should be changed to: Beginning at 2nd level, a wearer of purple receives a +4 bonus on Ride checks involving creatures of the dragon type.

DROW OF THE UNDERDARK (3.5)

ARACHNOMANCER

"There are many paths to understanding the Spider Queen. Some worship her, others fear her, but few fully comprehend her glory.

The road I walk, however, offers the most thorough knowledge of Lolth's generous blessings."

—Derzen Vrin, arachnomancer

By discarding the religious traditions dominating drow culture, the arachnomancer finds a different way to serve the Weaver of Webs.

Through careful study, the arachnomancer comes to understand spiders in a unique and disturbing way, developing a rapport with the vermin.

It doesn't take long for the arachnomancer to shape his magical studies to awaken the Spider Queen's blessings within himself, allowing him to assume the form of a monstrous spider.

BECOMING AN ARACHNOMANCER

To many, arachnomancers are expressions of the Flesh-Carver's influence on the mortal world, but the fact is that only masters of arcane magic, not divine, can learn the techniques necessary to enter this class.

Still, many drow clerics compromise their religious studies to dabble in arcane magic so that they too can know the power of the Spider Queen.

ENTRY REQUIREMENTS

Alignment: Any evil.

Skills: Climb 4 ranks, Knowledge (nature) 4 ranks, Knowledge (religion) 8 ranks.

Feat: Verminfriend (see page 53).

Spells: Ability to cast *spider climb*, *summon swarm*, or *web* as an arcane spell.

CLASS SKILLS

(4 + Int modifier per level): Climb, Concentration, Craft, Handle Animal, Hide, Jump, Knowledge (dungeoneering), Knowledge (nature), Knowledge (religion), Move Silently, Spellcraft, Spot, Survival.

CLASS FEATURES

Arachnomancers slowly absorb the characteristics of vermin as they advance until they transcend their ordinary

form, in the process discovering the power to assume the form of a monstrous spider.

Their studies awaken certain vermin-like qualities within them, leaving these characters forever changed.

Spellcasting: At 1st, 3rd, 4th, 6th, and 7th level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming an arachnomancer, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Poison Save Bonus (Ex): You gain a bonus on saving throws against poison equal to your class level.

Handle Spiders (Ex): You gain a +5 bonus on skill checks to use the Handle Animal skill with spiders (see page 46).

Spider Domain: You gain access to the Spider domain and the granted power associated with the domain (rebuke spiders as an evil cleric rebukes undead, a number of times per day equal to 3 + your Cha modifier).

If you already have access to one or more domains, you can now choose spells from this domain as your daily domain spells.

If you do not already have a domain, each day you can prepare one domain spell for each level you can cast, from 1st on up.

See the deity, domains, and domain spells cleric class feature, PH 32.

Spider Shape (Su): At 2nd level, you can change into a Small, Medium, or Large monstrous spider (either hunting or web-spinning) and back again three times per day.

At 5th level, you can also take the form of a Tiny or Huge monstrous spider, and at 8th level, you can take the form of a Gargantuan monstrous spider.

The effect lasts for 1 hour per arachnomancer level.

This ability functions as wild shape, so you can select and use the Natural Spell feat.

See the wild shape druid class feature, PH 37.

Tremorsense (Ex): Starting at 3rd level, you can detect and pinpoint any creature or object within 20 feet.

At 6th level, your tremorsense extends to 60 feet.

You can use this ability five times per day.

Activating this ability is a swift action, and it lasts for a number of rounds equal to your arachnomancer class level.

Webwalking (Su): Starting at 4th level, you can ignore webs (magical or nonmagical) as if you were under the effect of a *freedom of movement* spell.

You can climb webs at your normal land speed without needing to make Climb checks and walk along webs without needing to make Balance checks.

Climb Speed (Ex): At 7th level, you gain a climb speed equal to your normal land speed.

In addition, you gain a +8 bonus on Climb checks and you can always choose to take 10 on these checks, even if rushed or threatened.

PLAYING AN ARACHNOMANCER

You are obsessed with spiders.

They fill your dreams and your waking thoughts.

The extent of your preoccupation does not stop with ordinary spiders: You are fascinated by all spiderkind, from the monstrous spiders of the Underdark to the dreaded

bebiliths that the priestesses conjure for the most profane rituals.

Even when not studying spiders, you find ways to bring them up in conversation, dropping fascinating (to you) tidbits and trivia about different breeds of spiders, their mating habits, and their hunting habits, and going to great lengths to extol the virtues of vermin.

Although the drow might tolerate or even appreciate such insights, your attraction to spiders does little to endear you to members of other races.

COMBAT

The greatest strength you have as an arachnomancer is the ability to assume the form of a monstrous spider.

Although this ability greatly enhances your combat prowess, you are no more durable in your spider shape than you were in your original form.

However, you gain the extraordinary abilities of your new form, including a poisonous bite and the ability to spin webs.

Even if you don't fall back on your spider shape ability, you still have a number of assets.

The first level you take in this class significantly improves your spellcasting options by granting you the bonus spells of the Spider domain.

You sacrifice some of your spellcasting potential, but you still have a large enough array of spells to augment your other arachnomancer features and to eliminate foes.

ADVANCEMENT

Images and icons of spiders have always been a part of your life.

Your society taught you to venerate these creatures, to exalt them as the children of Lolth.

It's no wonder, then, you became obsessed with them.

What began as idle curiosity—a preoccupation with the movements of their graceful forms, the intricate beauty of their magnificent webs, and the trembling of their victims before they sink poison-bearing fangs into flesh—soon filled your dreams.

You simply could no longer bear to be away from them.

You threw yourself into the study of spiders, interacting with them and allowing them to pierce your flesh so that you could experience the ambrosia of their venom.

You bent your magical knowledge to their study and emulation, until one day you realized that the kinship you felt with these creatures was no longer yours alone: The spiders seemed to regard you as one of their own.

You find you have more in common with the vermin you study than with other creatures, and you even prefer the company of spiders to the mercurial drow.

Though you might be distant and somewhat off-putting, the understanding of spiders that you have accumulated grants you unique status and freedom.

The drow regard you as a favored servant of Lolth and indulge you in your pursuits.

One of the first feats you should take after entering this class is Natural Spell.

This feat allows you to access your spells even when in spider form.

As for skills, investing in Handle Animal improves your chances of training vermin, who can then serve you as minions, guardians, or companions.

RESOURCES

Your best resource is the kinship you share with vermin.

Spiders are likely abundant in your native environment (since they are drawn to dark elf communities), so you have no shortage of allies.

If you are not a drow, you can join a nest of spiders, exerting your influence until the creatures accept you as part of the pack.

Clearly, drow veneration of all things arachnid grants some benefits.

Few drow would dare cross such an obviously blessed individual.

ARACHNOMANCERS IN THE WORLD

"As if spiders and drow weren't bad enough, there are spiders who think they are drow, and worse, drow who think they are spiders!"

—Osson Hjortgar, deepwarden

Where there are drow and spiders, there's bound to be an arachnomancer.

Given the nature of drow culture, the arachnomancer class is a logical expression of drow values and religious beliefs. As such, there's at least one arachnomancer in any drow community.

ORGANIZATION

Each arachnomancer arrives at his understanding of spiders in a slightly different way, although many study the nature and capabilities of these creatures for similar reasons.

Naturally selfish, would-be arachnomancers conceal their knowledge from others, perhaps out of some misguided belief that they are somehow special to the Spider Queen and gifted with unique insight into the vermin.

Some simply aim to exploit Lolth's creatures by tapping into the power of these monstrous arachnids.

Despite their guarded, selfish nature, arachnomancers enjoy a certain amount of reverence from Lolth's church. Few high priestesses dare harm established arachnomancers directly, regardless of any affront they might present.

Instead, arachnomancers become tools in the priestesses' secret power grabs and intrigues.

Most arachnomancers find themselves in the employ of influential drow matriarchs and showered with gifts, comforts, and the fulfillment of every desire, with only the occasional mission or appearance to interrupt their foul studies.

NPC REACTIONS

Arachnomancers are reclusive individuals.

To the common drow, the arachnomancer is a pure expression of Lolth, the visible hand of the Spider Queen. Thus, drow of all stations are friendly or even helpful toward these individuals.

Outside the safety and security of the drow city, however, arachnomancers find a less tolerant world.

To those who have suffered depredations at the hands of the dark elves, arachnomancers epitomize the abominable nature of drow civilization.

This revulsion crosses nearly all racial boundaries, leading to invariably hostile attitudes.

ARACHNOMANCER LORE

Characters who have ranks in Knowledge (dungeoneering) can research arachnomancers to learn more about them.

When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

DC 10: There is a breed of Underdark spellcasters that dabble in spider-magic.

DC 15: They call themselves arachnomancers with good reason.

They can transform themselves into spiders.

DC 20: Arachnomancers are specialized spellcasters, typically wizards, who invest their magical energy to better understand the characteristics of spiders.

Through their studies, they learn to assume the form of spiders, imbuing them with the senses and capabilities of the objects of their obsession.

Characters interested in finding an arachnomancer will have little luck unless they are willing to explore the Underdark, and even then, they must often enter a drow city.

There, they might find a few clues about a local arachnomancer with a Gather Information check, but extensive questioning is almost guaranteed to raise the suspicions of the community.

This activity will bring the arachnomancer to the PCs—and he is not likely to have conversation on his mind.

ARACHNOMANCERS IN THE GAME

The arachnomancer class offers arcane spellcasters a chance to expand their combat capabilities in new directions.

Although entry into this class does diminish spellcasting capabilities, it offers a suite of powers to compensate for the loss: Indeed, arachnomancers retain their usefulness even after their daily allotment of spells is exhausted.

Players who enjoy tinkering with their characters and having a broad range of options available to them might be attracted to this class.

The arachnomancer class requires commitment, so characters branching into this class do so for the long term, in order to access the greatest transformations at high levels.

ADAPTATION

To the drow of Eberon, spiders and their kind are sacred but ultimately just reflections of the scorpion, a creature blessed by their strange deity Vulkoor.

Arachnomancers hold a place in society similar to that of driders: They are seen as chosen servants of the Mockery, of whom it's believed Vulkoor is a part.

With a little work, you can adapt this class so that it reflects the traits of scorpions rather than spiders.

Replace handle spiders with handle scorpions (functioning like the aforementioned ability, but with scorpions).

Additionally, the prestige class does not offer access to the Spider domain, nor does it grant the webwalking ability.

Instead, it improves spellcasting ability at all eight levels rather than six.

Finally, instead of transforming into a spider, the arachnomancer changes into a similarly sized monstrous scorpion.

TABLE 3–2: THE ARACHNOMANCER HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+0	Poison save bonus, handle spiders, Spider domain	+1 level of existing spellcasting class
2nd	+1	+0	+3	+0	Spider shape	—
3rd	+2	+1	+3	+1	Tremorsense 20 ft.	+1 level of existing spellcasting class
4th	+3	+1	+4	+1	Webwalking	+1 level of existing spellcasting class
5th	+3	+1	+4	+1	Spider shape (Tiny, Huge)	—
6th	+4	+2	+5	+2	Tremorsense 60 ft.	+1 level of existing spellcasting class
7th	+5	+2	+5	+2	Climb speed	+1 level of existing spellcasting class
8th	+6	+2	+6	+2	Spider shape (Gargantuan)	—

CAVESTALKER

"Welcome to my realm.

You'll find naught for you here but privation, fear, and death—oh, and my blade."

—Gaelimor Zyrshaen, drow cavestalker

The Underdark's most dangerous predators are not its horrific monstrosities, crawling and festering in the darkest of grottoes.

Rather, they are the deadly cavestalkers, moving effortlessly through a jungle of living rock—and none are as much at home in these caverns as the drow.

Just as a surface ranger feels at peace in the heart of a virgin forest, so too is a cavestalker at home in the wilds of the Underdark.

Yet even in his most familiar environment, he is aware of the ever-present danger that surrounds him.

It is in the task of surviving this endless peril that he finds peace away from so-called "civilized folk".

BECOMING A CAVESTALKER

Rangers and druids are natural candidates for the cavestalker class.

Underdark races that choose the path of the druid or ranger find little use for the abilities of those classes that are attuned to the wilderness of the surface.

The cavestalker class augments and hones those abilities, making them more suitable for use in the endless night and providing a true advantage for those that live away from the light.

Rogues occasionally become cavestalkers, since their high skill point allotment allows them to achieve the requirements more easily than other classes.

Other classes might enjoy the benefits of becoming a cavestalker, but would likely find meeting the requirements to be prohibitive.

Regardless of class, only individuals who have natural darkvision can achieve the affinity with the lightless depths necessary to become a cavestalker.

ENTRY REQUIREMENTS

Skills: Knowledge (dungeoneering) 4 ranks, Survival 8 ranks.

Feats: Track.

Base Attack Bonus: +2.

Special: The candidate must have natural darkvision to allow successful navigation of Underdark tunnels.

CLASS SKILLS

(4 + Int modifier per level): Balance, Climb, Heal, Hide, Jump, Knowledge (dungeoneering), Knowledge (geography), Knowledge (Underdark local), Listen, Move Silently, Profession, Search, Sense Motive, Spot, Swim, Survival, Use Rope.

CLASS FEATURES

As they advance in the class, cavestalkers become more familiar with the Underdark's natural elements.

In addition, any abilities they have from the ranger or druid classes become attuned to their subterranean environment.

Advanced Spelunker (Ex): As a cavestalker, your familiarity with the environs of the Underdark allows you to move through it easily, even in the most difficult conditions.

As a result, you gain a +2 circumstance bonus on Balance, Climb, Escape Artist, and Jump checks in natural subterranean surroundings.

Underdark Affinity (Ex): At 2nd level, your adaptation to the Underdark allows you to use your nature-themed class abilities in natural subterranean surroundings as well.

These include the druid and ranger abilities of camouflage, hide in plain sight, trackless step, and woodland stride.

If you already have wild empathy, you can now use it to affect vermin.

If you have the wild shape ability, add vermin to the types of creatures you can become (subject to all the size and frequency limitations provided by that ability).

If you do not already have these underlying abilities, Underdark affinity does not grant them to you; it only augments those you already have.

Hide of Stone (Ex): As you gain levels in the cavestalker class, your body embraces the rigors of the Underdark and takes on something of its hue and toughness.

Your skin hardens and becomes flinty, granting you a natural armor bonus in addition to a circumstance bonus on Hide checks when in natural subterranean surroundings.

These bonuses increase as you progress through the cavestalker class, at 6th level and again at 10th level.

Lesser Cavesense (Ex): At 3rd level, you are gifted with a mystical connection to the Underdark, giving you darkvision out to 120 feet.

If you already have darkvision out to 120 feet, your darkvision extends an additional 60 feet.

Due to your familiarity with the acoustic qualities of the Underdark, you also gain a +4 competence bonus on Listen checks made in subterranean surroundings.

Exotic Combat Style (Ex): At 4th level, you gain mastery of a specific exotic combat style, either the spiked chain style or the hand crossbow style.

If you are not a ranger or have not already selected a ranger combat style, choose one of these two styles.

You gain proficiency in that exotic weapon—either the spiked chain or the hand crossbow—if you do not already have it.

If you already have selected two-weapon combat as a ranger combat style, then the exotic combat style provides you with the Exotic Weapon Proficiency (spiked chain) feat and permits the use of a spiked chain as a one-handed weapon.

If you already have selected archery as a ranger combat style, then the exotic combat style provides you with the Exotic Weapon Proficiency (hand crossbow) feat and grants

you the Rapid Reload feat, even if you do not have the normal prerequisites for the feat.

If you acquire a ranger combat style after gaining an exotic combat style, then the two styles must correspond in a similar fashion: You must select two-weapon combat after choosing the spiked chain style, or archery after choosing the hand crossbow style.

The benefits of your chosen exotic combat style apply only when you wear light or no armor.

You lose all benefits of your exotic combat style when wearing medium or heavy armor.

Expert Spelunker (Ex): Upon reaching 5th level, your familiarity with the tight confines of the Underdark allows you to retain your Dexterity bonus even when climbing or when in a cramped space.

Furthermore, you're better able to negotiate cramped spaces, lowering Escape Artist DCs, move penalties, and attack penalties by one category.

See Table 6–1: Cramped Spaces on page 159.

Gaseous Form (Sp): At 6th level, you gain the ability to traverse the treacherous and confined terrain of the Underdark by assuming *gaseous form* once per day (caster level 12th).

Improved Exotic Combat Style (Ex): Your aptitude for your chosen exotic combat style increases at 7th level.

If you do not already have a combat style from the ranger class, then the improved exotic combat style grants you one of those ranger combat styles.

If you already have the hand crossbow exotic combat style, you must select archery; if you already have the spiked chain exotic combat style, you must choose two-weapon combat.

If you select archery, then you are treated as having the Rapid Shot feat, even if you do not have the normal prerequisites for that feat.

If you select two-weapon combat, then you are treated as having the Two-Weapon Fighting feat, even if you do not have the normal prerequisites for that feat.

If you already have the ranger two-weapon combat style and the spiked chain exotic combat style, then the improved exotic combat style allows you to treat a spiked chain as one size category smaller for the purpose of use in a cramped space (see Expert Spelunker, above).

If you already have the ranger archery combat style and the hand crossbow exotic combat style, then you are treated as having the Manyshot feat even if you do not have the normal prerequisites for that feat.

You are able to use this feat in conjunction with a hand crossbow.

As before, the benefits of your chosen style apply only when you wear light or no armor.

You lose the benefit of your exotic combat style when wearing medium or heavy armor.

Greater Cavesense (Ex): When you reach 8th level, your mystical connection to the Underdark increases, granting you tremorsense out to 30 feet.

Void in Space (Su): When you reach 9th level, your attunement to the particular atmosphere of the Underdark allows you to warp the sounds, scents, and vibrations you give off, making you invisible to creatures that rely on senses other than sight to detect others.

This effectively makes you undetectable to blindsense, blindsight, and tremorsense.

You still make noises and vibrations (though a successful Move Silently check can mask the sounds), but creatures that cannot see are incapable of determining your true location and believe that you are 30 feet in a random direction from where you are actually located.

In addition, this ability nullifies the effect of the Blind-Fight feat against you.

Master Spelunker (Su): By the time you reach 10th level, your affinity for the terrain of the Underdark has become so great that you can negotiate it without difficulty and even merge with it at times.

This grants you the ability to use *spider climb* (as the spell) on any natural stone surface at will.

In addition, you can use *meld into stone* (as the spell) with any surface of unworked stone three times per day.

PLAYING A CAVESTALKER

As a cavestalker, you nurture a close, almost mystical connection to the deadly terrain of the Underdark.

To you, the lightless tunnels are not friends, exactly, but perhaps well-respected adversaries.

Danger is always present, yet you understand it and even find a certain succor in living alongside it.

COMBAT

Although you are a formidable warrior, you usually prefer not to stand against the sheer might of the world's fighters and barbarians.

Your greatest ally is your own native environment.

None dare face your blades when they are trapped in a cramped tunnel, and your exhaustive knowledge of the Underdark allows you to draw enemies into untenable positions where you have the advantage—and where you might even be able to dispatch them without having to fight at all.

With your excellent mobility, you might consider taking a few levels of rogue, adding a deadly sneak attack to your repertoire.

And if things get too hot, it's easy for you to disappear into a realm of extreme peril where few dare to follow.

ADVANCEMENT

The call of the wild is a very different thing in the Underdark from what it is on the surface, but its allure is no less enticing.

Whereas on the surface a character might enter the remote reaches of nature to find solitude or peace, in the Underdark he typically does it for survival.

Perhaps the most dangerous location in the Underdark is on the "civilized" streets of a drow city: an environment rife with political intrigue, betrayal, and assassination.

To escape these noxious environs, you sought refuge in the surrounding tunnels where even the foulest elements of drow society fear to tread.

By gaining an intimate knowledge of this hazardous realm, you buy some breathing room and security from the knives of your kin without abandoning all the advantages that drow society has to offer.

As your cavestalker abilities increase, you find the Underdark a more and more inviting place (if a place of such constant peril can be called inviting).

You use your skills to establish safe havens for yourself or to gain employment opportunities—perhaps guiding the rich and the powerful to distant, dangerous locations.

You also find that continuing to advance as a ranger or druid augments your already impressive abilities in the Underdark's deepest caverns.

CAVESTALKERS IN THE WORLD

"Lolth's priestesses rule the cities with unquestioned dominance, but the tunnels—the tunnels belong to the cavestalkers."

—Pharug Lurimil, drow merchant of the Crescent Clan
For the drow who pursues the life of a ranger or druid—normally impractical classes for members of a subterranean race—the existence of the cavestalkers is validation for his unconventional choice.

With the abilities of a cavestalker, that drow can exert his mastery of nature in a more accessible environment, one that lies just beyond the far outposts of a drow city.

ORGANIZATION

There is no special organization for cavestalkers.

You are more likely to be a loner—or at best the leader of a group of fringe brigands or renegades—than you are to gather with other cavestalkers.

Sometimes priestesses or noble houses hire cavestalkers as spies, and merchant clans are eager to employ you as a guide along the most perilous trade routes.

Cavestalkers can find membership in one of the drow fighting societies or house garrisons, serving as scouts or leaders for the far patrols that guard the fringes of a drow city's sphere of influence.

Additionally, you might be called on to lead an expeditionary force to attack some distant target or settlement.

NPC REACTIONS

Within a drow city proper, you find that you are either ignored or regarded with some small amount of curiosity.

A certain mystique surrounds the reputation of the cavestalkers, but it seems distant and irrelevant to the drow cutthroat or noble who makes his living preying upon the denizens of the streets.

It is only when a drow finds himself outside the secure boundaries of his city that he truly appreciates you.

Indeed, he holds you almost in awe, knowing that you are all that stands between him and a horrible death in a hostile environment.

CAVESTALKER LORE

Characters who have ranks in Knowledge (Underdark local) or Knowledge (dungeoneering), or who have the bardic knowledge ability, can research cavestalkers to learn more about them.

When a character makes a successful skill check or bardic knowledge check, the following lore is revealed, including the information from lower DCs.

DC 10: Only those assisted by a cavestalker can hope to survive in the wilds of the Underdark for long.

DC 15: Cavestalkers move with ease through tunnels and terrain that others find dangerous or impassable. They make use of this aptitude to set traps and ambushes for those who dare chase them.

DC 20: As a cavestalker advances in knowledge and skill, grows more and more connected to tunnels in which he lives.

It is said that at death, a cavestalker becomes one with the caverns.

In a drow city, a cavestalker can be found by inquiring with the various garrisons, fighting societies, or at locations frequented by merchant clans (Gather Information DC 10). Having a ranger or druid in the party reduces the check DC by 5.

CAVESTALKERS IN THE GAME

As a player character, you can put your levels in ranger or druid to good use for adventuring in the Underdark, when you would otherwise find the abilities provided by those classes somewhat unproductive.

You can serve as a guide for a party, helping it to avoid the Underdark's hidden dangers and using your talents to outmaneuver or outwit those foes that can't be avoided. An NPC cavestalker might be the leader of a drow patrol or the head of a band of outlaws living outside drow society and preying on those foolish enough to venture beyond its boundaries.

He could also be a spy sent to observe some other community and report its weaknesses to his masters.

ADAPTATION

Although cavestalkers are most frequently found among the drow, they are certainly not limited to the race of the dark elves.

A svirfneblin hermit might live as a cavestalker, quietly protecting the fringes of his community from the incursion of subterranean beasts.

Alternately, a duergar or dwarf cavestalker could be a prospector seeking new veins of ore for his clan.

The barbaric quaggoths and grimlocks rarely become cavestalkers, but a truly exceptional individual from one of these races might choose this class—perhaps one born into slavery and later raised to leadership of his tribe.

A character from a surface-dwelling race can also become a cavestalker, though he would need to have extensive exposure to an underground environment.

He could dwell near an extensive natural cave system, for example, or in a community with close ties to a gnome or dwarf clanhold.

In this case, the character might start out as a ranger or druid and become more and more acclimated to a subterranean environment as his adventures take him deeper into the nearby caverns.

Finally, a member of a surface race adopted by some underground-dwelling people might find his way to the cavestalker class, pushed toward solitude by the awkward sense of never quite fitting in.

TABLE 3–3: THE CAVESTALKER HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Advanced spelunker
2nd	+2	+3	+3	+0	Underdark affinity, hide of stone +1
3rd	+3	+3	+3	+1	Lesser cavesense
4th	+4	+4	+4	+1	Exotic combat style
5th	+5	+4	+4	+1	Expert spelunker
6th	+6	+5	+5	+2	Gaseous form, hide of stone +2
7th	+7	+5	+5	+2	Improved exotic combat style
8th	+8	+6	+6	+2	Greater cavesense
9th	+9	+6	+6	+3	Void in space
10th	+10	+7	+7	+3	Master spelunker, hide of stone +3

DEMONBINDER

*"By the eight names of Lolth, I invoke thee.
By the eight curses of the Flesh-Carver, I command thee.*

*By the eight dooms of the Spider Queen, I summon thee.
Fill my empty vessel with your profane might, your limitless
power, and your inexhaustible wisdom.
Let us become one and show the world your true power!"*

—Olarae Quavein, demonbinder

The demonbinder draws the essence of demons into herself to acquire their power.

Such acts are forbidden, and doing so condemns the mortal to eternity in the deepest pits of the Abyss.

However, the demonbinder cares little for her fate, being wholly concerned with power in the here and now.

It is from this doom that she is able to invest herself with the power of fiends, and the farther she travels down the road of corruption, the more potent are the demons she binds.

BECOMING A DEMONBINDER

Demonbinders all have at least four levels of warlock, but not all are pure warlocks.

Many dabble in other classes, especially those who seek to augment their combat capabilities.

Class levels in ranger, fighter, and especially barbarian are all common choices for demonbinder candidates.

ENTRY REQUIREMENTS

Race: Drow.

Alignment: Chaotic evil.

Skills: Bluff 4 ranks, Knowledge (the planes) 8 ranks, Sense Motive 4 ranks.

Language: Abyssal.

Invocations: *Baleful utterance* plus any two others.

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Disguise, Intimidate, Knowledge (arcana), Knowledge (the planes), Knowledge (religion), Sense Motive, Spellcraft, Use Magic Device.

CLASS FEATURES

The demonbinder prestige class increases the number of invocations at your disposal, and it also provides access to a number of supernatural abilities and resistances.

From the start, you gain a pool of points that you use to bind demons that bestow their powers onto you.

In many cases, you can use these demons to modify your *eldritch blast*.

You also gradually acquire the immunities enjoyed by demons, as well as their damage reduction.

Invocations Known: At each level above 1st, you gain new invocations as if you had also gained a level in the warlock class.

You do not gain any other benefits a warlock would have otherwise gained.

Damnation Points (Ex): You gain a number of damnation points equal to your Charisma modifier plus your class level.

You use damnation points to activate your demonbind abilities.

You cannot spend damnation points when in the area of a *consecrate*, *hallow*, or *magic circle against evil* spell.

You regain all spent damnation points after 5 minutes of rest.

Demonbind (Sp): Once per day per class level, you can spend damnation points to invoke the essence of a demon and bind it to your soul.

This changes your general appearance (which has no significant game effect unless stated otherwise) and also grants you certain benefits.

Binding a demon in this way is a full-round action and lasts for 10 rounds.

If you invoke a second demonbind when another is still active, the new one replaces the old one.

Temporary hit points granted by a demonbind vanish when the demonbind ends (or is replaced by a new demonbind). Some demonbinds allow you to spend additional damnation points to gain an extra benefit.

You can use this option only when affected by the demonbind, and the benefit lasts until the start of your next turn or until the demonbind ends, whichever comes first. Any saving throw allowed has a DC of 10 + class level + Cha modifier.

When under the effect of a demonbind, you gain telepathy out to 100 feet (MM 316) and the evil subtype if you don't have it already.

If you are targeted by a *banishment* or *dismissal* spell, you instantly lose your demonbind.

If you enter an area protected by a *hallow* or *consecrate* spell, the demonbind is suppressed for as long as you remain in the area.

Each demonbind is the equivalent of a spell whose level equals the damnation point cost for invoking the demonbind.

Dretch (1 point): Your body becomes flabby and grotesque, and your limbs become thin and spindly.

You gain 5 temporary hit points and resistance to acid 5, cold 5, and fire 5.

Babau (2 points): A sheen of red ectoplasm covers your hands.

You gain 10 temporary hit points and sneak attack +1d6 (as the rogue class feature).

In addition, you can spend 1 damnation point as a swift action to lace your *eldritch blast* with caustic slime, dealing an extra 5 points of acid damage.

Succubus (3 points): Small, useless black wings erupt from your back.

You gain 15 temporary hit points and the benefits of the *tongues* spell.

You can spend 1 damnation point as a swift action to gain a +5 competence bonus on Bluff and Diplomacy checks.

Yochlol (4 points): Your flesh takes on a slightly amorphous appearance, occasionally forming tiny vestigial tendrils that wave about as if searching for something.

You gain 20 temporary hit points, and you have a 25% chance to ignore the extra damage from a critical hit or sneak attack.

Also, you can spend one damnation point as a swift action to use *gaseous form* on yourself.

Bebilith (4 points): Your skin turns a dark shade of blue and your eyes redden.

Six vestigial limbs that flap uselessly for the duration emerge from your ribs.

You gain 20 temporary hit points and the scent ability.

You can spend 1 damnation point as a swift action to gain a climb speed equal to your land speed.

Vrock (5 points): A down of gray and white feathers covers your body.

Your face twists and contorts, forming a hard beak in place of your mouth.

As you move, puffs of harmless dust rise from your body.

You gain 25 temporary hit points.

In addition, you can spend 1 damnation point as a swift action to augment your *eldritch blast* with screeching sonic energy.

A target struck by this *eldritch blast* takes an additional 10 points of sonic damage and becomes deafened for 5 rounds (Fort negates deafness).

Glabrezu (6 points): Your hands twist into crab-claws.

You gain 30 temporary hit points and a +5 competence bonus on Bluff checks.

In addition, you can spend 1 damnation point as a swift action to gain the benefit of a *true seeing* spell.

Nalfeshnee (7 points): Your body swells with corruption, the skin stretching taut from the profound pressure created by the possessing fiend.

You gain 35 temporary hit points and resistance to acid 5, cold 5, and fire 5.

Additionally, you can spend 1 damnation point as a swift action to lace your *eldritch blast* with a nalfeshnee's smite.

Non-evil targets with fewer HD than your character level who are struck by the *eldritch blast* are dazed for 1 round, overwhelmed by horrid visions (Will negates).

Marilith (8 points): An extra two sets of arms grow from the sides of your body, your legs fuse into a green serpent's tail, and your eyes burn with an unholy light.

You gain 40 temporary hit points.

Your original arms (if any) are your primary arms, and the new limbs are secondary limbs.

You can wield extra weapons with these new limbs, but all such attacks are treated as off-hand attacks.

Also, you can spend 1 damnation point as a swift action to use one of your new limbs to fire an *eldritch blast* at a –5 penalty on the attack roll; you can't apply any *eldritch essence* or *blast shape* invocations (or any other modifications) to this *eldritch blast*.

Balor (9 points): Massive wings tear out of your back, and angry red flames wreath your body.

You gain 45 temporary hit points and a fly speed equal to your land speed (good maneuverability).

Also, you can spend 1 damnation point as a swift action to make a melee touch attack that deals fire damage equal to the damage normally dealt by your *eldritch blast*.

Damage Reduction (Su): Starting at second level, you gain damage reduction 2/good.

At 6th and 10th level, your damage reduction improves to 4/good and 6/good, respectively.

Resistance to Electricity (Su): Beginning at 3rd level, you gain resistance to electricity 5.

At 5th level, this resistance increases to 10.

This resistance stacks with the energy resistance class feature gained by the warlock.

Immunity to Poison (Su): At 7th level, you gain immunity to all types of poison, even magical poison.

Immunity to Electricity (Su): At 9th level, your resistance to electricity is replaced by immunity to electricity.

PLAYING A DEMONBINDER

By becoming a demonbinder, you sacrifice your immortal soul for the instant power granted by the Abyss.

You draw demonic agencies inside yourself, triggering a vile transformation that bestows not only a sampling of a fiend's power, but also a resemblance to that fiend.

Constant exposure to these creatures leaves a stain on your soul so foul that no act of restitution will ever cleanse it.

For obvious reasons, most demonbinders find little acceptance in most civilized lands and are forced to make

do in remote places: dark lands filled with goblinoids, giants, and other creatures that care little for the interests of one depraved mortal.

This, however, is not the case with the drow.

Thanks to Lolth's association with the Abyss, particularly with regard to her personal domain (the Demonweb Pits), female demonbinders are valued members of the Spider Queen's clergy.

Called the Daughters of the Demon, they treat regularly with fiends.

Lending special insights into the nature of demons, they aid priestesses in a particularly terrifying ritual—one in which these otherworldly beings are called up to take part in depraved couplings, hoping to gain the favor of the Queen of Spiders.

COMBAT

The demonbinder prestige class offers an incredible selection of abilities, granting you uncommon versatility. With the infusion of temporary hit points acquired from your demonbind, you have a greater ability to withstand attacks before you have to withdraw from combat. Demonbinds also give you ways to improve your *eldritch blast*.

However, they require additional expenditures of damnation points, which limits your options at lower levels but provides even greater flexibility with the use of your *eldritch blast* as you grow more powerful.

ADVANCEMENT

The Abyss and the creatures that dwell within its endless depths contain enormous power that you have stolen and molded to serve your purposes.

You turned to the forbidden knowledge of the demonologists, scouring tomes of the most profane knowledge to unlock the secrets of demonbinding. You learned how to open yourself to these spirits and invite them to reside within you.

The depth of their wickedness shocked you at first, but each time you bound one, you found your reluctance slipping away until the process felt almost natural.

Unless you are ensconced in a church of Lolth, odds are that you are an exile, cast out of society for your terrible arts.

You might surround yourself with minions for the protection they afford.

If you are not an exile, and you are female, then you are a part of the esteemed Daughters of the Demon, a coven of female drow warlocks who advise and support the priestesses, helping them to exert their absolute control over the community.

Though most of your time is spent in these endeavors, you occasionally use your magical talents to thwart your most ambitious competitors.

As you advance, you should invest in feats that improve your *eldritch blast* ability.

Since the demonbinder class does not improve the amount of damage you deal, feats such as Ability Focus (*eldritch blast*) and Weapon Focus (*eldritch blast*), as well as Maximize Spell-Like Ability and Heighten Spell-Like Ability, make it harder for foes to resist this vital component of your arsenal.

RESOURCES

The Daughters of the Demon receive assistance from the clerics of Lolth, who regard them as valuable tools for maintaining their status and control.

In exchange for your support, the priestesses provide you with lodging, food, clothing, and all of life's necessities.

In addition, they also offer free healing.

If it lies within their power, as well as discounted spellcasting services.

Though the rewards are considerable, make no mistake:

You are their servant.

DEMONBINDERS IN THE WORLD

"How can you doubt the reasons behind the curse that banished the drow from the sun's light?"

The demonbinders prove their wickedness.

They earned their fate—and the day this world sees the end of the dark elves cannot come soon enough."

—Estrella Montenegro, Knight of the Chalice

Demonbinders are a menace.

They have no restraint.

They eschew the good sense that keeps sane mortals from treating with demons.

Demonbinders are too arrogant to recognize that they are the tools of the creatures they supposedly control, and the fact that they have not yet been bodily snatched into the Abyss to suffer incomprehensible tortures is only proof that these twisted individuals are immensely valuable to the demon princes.

ORGANIZATION

From the very moment young drow exhibit a warlock's unique powers, they are taken from their houses, stripped of their familial loyalties, and steeped in the dark arts of warlock magic.

Few survive the arduous training and profoundly evil rites meant to usher them into their next stage of development.

For most, their "education" stops when they achieve adulthood, whereupon they take their place in the priesthood as members of the church.

A few go farther than this position, however.

Warlocks who display a special knack for dealing with fiends and who exhibit a deeper understanding of those creatures study tinder the tutelage of established demonbinders, learning a different, darker path to power. Again, the casualty rate from such instruction is high, and many would-be demonbinders simply disappear, with only an echoing scream to suggest where they went and what took them.

Once past the initial stages of training, the newly ordained demonbinder oversees and sometimes participates in summoning rituals, cackling as the acolytes shriek with pain and terror from the caress of a conjured fiend. Although demonbinders have great power, the path is not without its drawbacks.

No priestess fully trusts a demonbinder, and with good reason: These individuals are every bit as fickle and dangerous as Lolth herself.

When infused with a demon's essence, their capricious and violent tendencies become far worse.

NPC REACTIONS

Demonbinders are lumped together with demon worshipers, detestable in almost every circle and certainly by any civilized community.

Those who learn of a demonbinder's nature, abilities, and allegiance are hostile and attack on sight if at all possible. Demonbinders find welcome only among evil outsiders and creatures that venerate demonic gods.

To such individuals, demonbinders are kindred spirits, serving the same powers for the same ends.

They are indifferent, or friendly if they happen to serve identical masters.

DEMON BINDER LORE

Characters who have ranks in Knowledge (the planes) can research demonbinders to learn more about them.

When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

DC 10: There is little difference between demonbinders and the demons that possess them.

DC 15: Demonbinders, though they have much in common with other spirit sharers, are wholly in a class of their own. They transcend the limits of common sense, willingly giving their bodies to demons.

DC 20: A demonbinder uses his or her own corruption to open a gate inside himself or herself, allowing a malignant spirit to occupy his or her body for a brief time.

From such unions, the demonbinder gains a variety of powers and resistances that vary with the demon or demons bound.

Outside drow cities, demonbinders are reclusive. Characters interested in tracking down a demonbinder have the best chances of doing so by using Gather Information in frontier villages at the edges of civilization.

DEMONBINDERS IN THE GAME

Demonbinders lurk at the fringes of society, so you should be able to incorporate them into an ongoing campaign with little to no work.

Furthermore, demonbinders are blessedly rare, and unless the characters have been in a drow city for a long time,

there's no reason to assume the PCs have had previous encounters with these characters.

Best as adversaries, low-level demonbinders make excellent lieutenants: They are versatile, and the techniques they use are hard to predict.

A higher-level demonbinder might lead a group of cultists, perhaps acting as a prophet.

ADAPTATION

Demonbinders are vile warlocks, utterly in thrall to the demons they bind.

To make this class more useful to players, you could downplay some of darker elements to bring it more in line with other transformative prestige classes such as the dragon disciple (DMG 183) and the fiend-blooded (*Heroes of Horror*).

Replace the chaotic evil alignment requirement with any nongood.

In addition, apply the following changes to the damnation ability described above.

Damnation (Su): You gain a number of damnation points equal to your Charisma modifier plus your class level. You use damnation points to power your demonbind ability.

Spent damnation points return at a rate of 1 point per 5 rounds.

You cannot spend damnation points when in the area of a *consecrate*, *hallow*, or *magic circle against evil* spell.

Damnation comes with a price.

Whenever you use damnation points, you must succeed on a DC 20 Will save or gain one negative level.

Negative levels gained in this way last for 1 minute.

Evil characters are immune to this side effect.

TABLE 3-4: THE DEMONBINDER

HIT DIE: D4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Invocations Known
1st	+0	+2	+0	+2	Damnation points, <i>demonbind</i>	—
2nd	+1	+3	+0	+3	Damage reduction 2/good	+1 level of existing class
3rd	+1	+3	+1	+3	Resistance to electricity 5	+1 level of existing class
4th	+2	+4	+1	+4	—	+1 level of existing class
5th	+2	+4	+1	+4	Resistance to electricity 10	+1 level of existing class
6th	+3	+5	+2	+5	Damage reduction 4/good	+1 level of existing class
7th	+3	+5	+2	+5	Immunity to poison	+1 level of existing class
8th	+4	+6	+2	+6	—	+1 level of existing class
9th	+4	+6	+3	+6	Immunity to electricity	+1 level of existing class
10th	+5	+7	+3	+7	Damage reduction 6/good	+1 level of existing class

DREAD FANG OF LOLTH

"All things are possible with the grace of the Spider Queen. It is a shame you did not realize this before your treasonous transgression."

—Shalzar Raelnan, dread fang of Lolth

The dread fangs of Lolth are elite soldiers who fight for the drow matriarchs.

They are a visible manifestation of the theocratic power that governs the dark elves, and their appearance elicits fear in almost all who behold them.

Dread fangs of Lolth answer only to the clergy, but they work alongside the mysterious eyes of Lolth (see page 80) from time to time.

BECOMING A DREAD FANG

Most dread fangs of Lolth are multiclass fighter/rogues, because the combination of these classes offers the quickest path to meeting the requirements.

Some fangs have levels in ranger or barbarian instead of fighter, or ninja instead of rogue.

A rare few dabble in arcane magic as sorcerers or wizards, and then alternate levels in dread fang of Lolth and eldritch knight (DMG 186).

ENTRY REQUIREMENTS

Alignment: Lawful evil.

Race: Drow.

Base Attack Bonus: +5.

Skills: Hide 4 ranks, Listen 2 ranks, Move Silently 4 ranks,

Spot 2 ranks.

Special: Evasion.

Special: Sneak attack +2d6.

CLASS SKILLS

(4 + Int modifier per level): Balance, Climb, Escape Artist, Hide, Intimidate, Jump, Listen, Move Silently, Spot, Tumble.

CLASS FEATURES

Dread fangs of Lolth are shrewd warriors who specialize in the element of surprise.

From the outset, they are granted blessings from their goddess that set them apart from other warriors.

As they gain levels, they develop a number of techniques that help them make swift and deadly attacks.

Lolth's Will (Su): Your racial bonus on Will saves against spells and spell-like abilities increases to +4.

Lolth's Whispers (Su): The dread voice of the Spider Queen fills your thoughts.

You gain a +2 insight bonus on damage rolls.

As a swift action, you can give up this bonus and bestow it on an ally within 30 feet that you can clearly see.

The ally's bonus lasts for 1 round.

Sudden Strike (Ex): You deal extra damage at any time when the target would be denied its Dexterity bonus.

This extra damage applies to ranged attacks only if the target is within 30 feet.

You can't use sudden strike to deliver nonlethal damage.

Weapons capable of dealing only nonlethal damage don't deal extra damage when used as part of a sudden strike.

Otherwise, this ability functions as the sneak attack rogue class feature (PH 50), and it stacks with sneak attack whenever both would apply to the same target.

(This ability is the same as the ninja's sudden strike class feature, described in *Complete Adventurer*).

This extra damage increases by 1d6 at each odd-numbered level beyond 1st.

Poison Use (Ex): Starting at 2nd level, you never risk accidentally poisoning yourself when applying poison to a weapon.

Team Maneuverability (Ex): Also at 2nd level, you add one-half your class level as an insight bonus on Climb and Jump checks.

All allies within 30 feet gain a +2 competence bonus on these checks if they can see you.

Uncanny Dodge (Ex): At 3rd level, you cannot be caught flat-footed and react to danger before your senses would normally allow you to do so.

See the uncanny dodge barbarian class feature, PH 26.

If you already have this ability, you gain improved uncanny dodge instead (see below).

Improved Evasion (Ex): Beginning at 4th level, you can avoid damage from certain attacks with a successful Reflex save and take only half damage on a failed save.

See the improved evasion monk class feature, PH 42.

Team Defense (Ex): At 4th level, you gain a +1 dodge bonus to Armor Class.

As a swift action, you can give up and bestow this bonus onto an ally within 30 feet that you can clearly see.

The ally's bonus lasts for 1 round.

The dodge bonus increases to +2 at 8th level.

Spider Bite (Ex): By 6th level, you have learned where to strike your foes to best deliver your poison.

When you attack with a poisoned weapon, the save DC to resist the initial effect increases by 2.

Opportunist (Ex): At 7th level, once per round, you can make an attack of opportunity against an opponent who has just been injured in melee by another character.

See the opportunist rogue class feature, PH 51.

Improved Uncanny Dodge (Ex): From 9th level on, you can no longer be flanked.

See the improved uncanny dodge barbarian class feature, PH 26.

Ambush (Ex): At 10th level, during a surprise round, you can act normally if aware of your opponents; you are not restricted to just a standard action and can perform a full-round action, standard and move action, and so on.

If you are surprised, you can still take a standard action.

PLAYING A DREAD FANG OF LOLTH

As a dread fang of Lolth, you enforce the will of the priestesses.

The goddess favors you, filling your mind with her whispers and mutterings.

Most times, it is a constant, almost maddening noise, but you have learned to pick out some wisdom from her litany—insights that make you a better warrior.

You are more than just a soldier, though.

You are part of an elite fighting force that protects and furthers the Spider Queen's interests.

As a group, you and your fellow fangs protect temples, priestesses, and the city, and occasionally undertake important missions for the clerics of Lolth.

You take your responsibilities seriously and are loyal to a fault.

COMBAT

Many of your class features require you to gain surprise.

Rather than improving your sneak attack, you gain sudden strike, which grants extra damage only against opponents deprived of their Dexterity bonus.

You can certainly hold your own in a fight, but you're most dangerous when ambushing your enemies.

At 2nd level, you gain your first team ability.

Like the eyes of Lolth, you are most effective when fighting alongside allies.

When grouped with other fangs or eyes, you and your allies can respond to changes in the battlefield and best allocate your resources to win the fight.

ADVANCEMENT

Becoming a dread fang of Lolth was no easy task.

It involved endless hours of training, including the extensive study of numerous fighting techniques as well as in-depth religious indoctrination.

For years, you honed your abilities, improving upon your already formidable talents.

But the priestesses waited for a sign of greater ability, and then it came: The mark of Lolth's favor began as a faint voice, the slightest whisper, something you might have imagined.

But it soon became far more insistent.

It distracted you and pushed you to the brink of madness, but somehow you resisted—and eventually embraced the whispering, knowing that it was the voice of the goddess herself.

And thus, you were welcomed into the ranks of the fangs.

Since nearly all your abilities rely on surprise, invest in feats and skills that help you take advantage of these circumstances.

Feats such as Improved Initiative, Spring Attack, and Great Cleave are good choices, but don't overlook feats that enhance your sneak attack and sudden strike abilities, particularly Razing Strike and Staggering Strike.

When you gain treasure, spend it on items that improve your stealth.

Cloaks and boots of elvenkind are viral, as are *elixirs of hiding* and *sneaking*.

RESOURCES

You are a chosen servant of Lolth and, by virtue of your status, few drow dare cross your path.

The priestesses supply you with your basic equipment, as well as housing, clothing, and the necessary supplies to survive.

In addition, you have an easy time finding trainers and mentors who can help you refine your craft.

DREAD FANGS IN THE WORLD

"The dread fangs of Lolth are lackeys at best, but as elite guards, shock troops, and enforcers, they are useful allies.

If they have one flaw, it's their obedience.

They never question orders.

Ever."

—Xune Arghith, eye of Lolth

The dread fangs of Lolth are important additions to any campaign in which the drow are featured as principal antagonists.

They use drow tactics and perfect them, and so are extremely evasive, unpredictable, and mobile.

Even when used along-side lesser soldiers, the dread fangs drive home the cunning tactics the drow favor, and instill in the PCs a healthy respect for their foes.

ORGANIZATION

The dread fangs of Lolth have a presence in nearly every drow city.

Wherever there are priestesses of the Spider Queen, fangs are not far.

As the enforcement arm of the church, the fangs ensure that the wishes of the priestesses are fulfilled and their enemies destroyed.

The clerics assign fangs to the eyes of Lolth.

Under the command of these operatives, the fangs provide the muscle to ensure a successful mission.

Eyes and fangs work exceptionally well together, their abilities complementing each other.

When so paired, they can be a nearly unstoppable force.

Candidates are always carefully screened before being invited to join the fangs, since the priestesses cannot afford to compromise the integrity of the organization with dissent or treasonous thoughts.

They pick talented males (and rarely females) who are unswervingly loyal to the Spider Queen.

Candidates endure a difficult period of training to alter their personalities and correct their conflicting loyalties until a single-minded warrior remains.

Of these, only the ones who hear the voice of Lolth are allowed to become full-fledged members.

NPC REACTIONS

The dread fangs of Lolth are an intimidating presence among the drow, serving as constant reminders of the priestesses' pervasive presence in their lives.

Drow clerics are always friendly toward fangs, valuing their support of the theocracy, but the same attitude doesn't always extend to all levels of drow society.

Ordinary soldiers resent them out of jealousy, since (unlike the rank and file) the fangs succeeded in rising above their station.

Likewise, nobles fear the fangs, perpetually worrying that the priestesses will employ those elite warriors against the houses.

Of course, none would be so foolish as to exhibit anything other than a friendly face when speaking to a fang, but most nobles harbor disdain for the class and are secretly unfriendly.

DREAD FANG OF LOLTH LORE

Characters who have ranks in Knowledge (religion) can research dread fangs of Lolth to learn more about them.

When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Dread fangs of Lolth are elite soldiers.

DC 15: Dread fangs, with their sudden strike ability, are most powerful when they have the advantage of surprise and numbers.

DC 20: When working with allies, dread fangs can lend their skills to those allies to improve their capabilities in combat, making the allies an extremely effective fighting force.

Dread fangs of Lolth are scarce outside drow cities, though within them, a character can locate a dread fang with a Gather Information check.

Such checks should have low DCs, since nearly all drow know the location of the dread fangs' barracks.

DREAD FANGS IN THE GAME

Incorporating the dread fangs of Lolth into an ongoing campaign is simple, since they are practically exclusive to drow cities.

If you have been running a long campaign featuring the drow, you could treat the existence of the dread fangs (and the eyes of Lolth) as a relatively new development, perhaps as a response to the actions of the adventurers.

ADAPTATION

If you run a campaign in a setting where Lolth is not clearly present, such as in Eberron or in Faerûn during the period of Lolth's silence, you can adapt this class easily by replacing Lolth with a campaign-appropriate deity. You can even retool the concept to make it suitable for surface elves.

For example, instead of spider bite, change the class feature to scorpion sting and the name of the class to the stinger of Vulkoor.

TABLE 3–5: THE DREAD FANG

HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Lolth's will, Lolth's whispers, sudden strike +1d6
2nd	+2	+3	+0	+0	Poison use, team maneuverability
3rd	+3	+3	+1	+1	Sudden strike +2d6, uncanny dodge
4th	+4	+4	+1	+1	Improved evasion, team defense +1
5th	+5	+4	+1	+1	Sudden strike +3d6
6th	+6	+5	+2	+2	Spider bite
7th	+7	+5	+2	+2	Opportunist, sudden strike +4d6
8th	+8	+6	+2	+2	Team defense +2
9th	+9	+6	+3	+3	Improved uncanny dodge, sudden strike +5d6
10th	+10	+7	+3	+3	Ambush

EYE OF LOLTH

"We are the watchers.

We monitor those who enjoy the enlightened wisdom and benevolence of the matriarchs."

—Xune Argith, eye of Lolth

The eyes of Lolth are stealthy servants and watchers faithful to the Church of Lolth.

They observe activity in the lands controlled by the matriarchs and report their findings back to the houses. It falls to the eyes of Lolth to lead forces of dread fangs of Lolth (see page 76) and other drow to capture enemies and bring them back to the temples for interrogation. They are the secret police—and they are everywhere.

BECOMING AN EYE OF LOLTH

Multiclass cleric/rogues easily meet the requirements of this class, since they have the mix of skills and abilities necessary to take eye of Lolth levels early on.

A cleric/scout can also advance into this class at a higher level.

ENTRY REQUIREMENTS

Race: Drow.

Skills: Hide 8 ranks, Knowledge (religion) 4 ranks, Listen 8 ranks, Spot 8 ranks.

Feats: Cautious Attack (see page 47).

Domain: Trickery.

Special: Evasion.

Special: Sneak attack +2d6 or skirmish +2d6.

CLASS SKILLS

(4 + Int modifier per level): Bluff, Concentration, Disguise, Gather Information, Hide, Intimidate, Knowledge (local), Knowledge (religion), Listen, Move Silently, Search, Sense Motive, Spot.

CLASS FEATURES

As an eye of Lolth, you improve your powers of observation.

At higher levels, you can bestow this uncanny awareness on your allies, giving you the edge needed to lead your strike force and to attack quickly and efficiently.

Spellcasting: At each even-numbered level, you gain new spells per day and an increase in caster level (and spells

known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one divine spellcasting class before becoming an eye of Lolth, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Aura of Truth (Su): You emit a 20-foot-radius aura that prevents other creatures from speaking falsehoods, as if they were in the area of a *zone of truth* spell.

Creatures are entitled to a Will save (DC 10 + your class level + your Cha modifier) to resist this effect.

As with the spell, characters that move beyond the range of your aura are free to speak as they choose.

Blindsense (Su): You gain blindsense (MM 306) out to 10 feet.

At 4th, 7th, and 9th level, the extent of your blindsense increases by an additional 10 feet.

Lolth's Vision (Ex): You add your class level to Spot checks. You can grant this bonus to an ally within 30 feet as a swift action.

This bonus lasts for 1 round.

Sneak Attack (Ex): Beginning at 2nd level, you deal an extra 1d6 points of damage when you are flanking an opponent or at any time when the target would be denied its Dexterity bonus.

This extra damage applies to ranged attacks only if the target is within 30 feet.

See the sneak attack rogue class feature, PH 50.

This damage increases by 1d6 at 5th level and again at 8th level.

Teamwork Observation (Ex): From 3rd level onward, if you spend 1 minute taking no other action than observing a single target, you gain a +2 bonus on attack rolls and weapon damage rolls against that target for 5 rounds. All allies within 30 feet gain the same bonus.

(The allies need not be present while you study the target).

At 7th level, this bonus increases to +4.

Hide in Plain Sight (Ex): Beginning at 6th level, as long as you are within 10 feet of some sort of a shadow, you can use the Hide skill even when being observed.

See the assassin class feature, DMG 181.

Team Sense (Ex): At 6th level, you gain a +2 insight bonus on initiative checks and Listen, Search, and Spot checks. All allies within 30 feet of you also gain this bonus.

Team Stealth (Ex): Beginning at 9th level, you take no penalty on Hide and Move Silently checks when moving faster than one-half your normal speed but less than your full speed, and you take only a –10 penalty on Hide and Move Silently checks when moving your full speed.

As a swift action, you can grant this benefit to another character within 30 feet for 1 round.

Vanish (Su): At 10th level, as a swift action you can become invisible for 5 rounds.

You can use this ability at will, but you must wait 1 minute between uses.

PLAYING AN EYE OF LOLTH

You pride yourself on your vigilance and pay attention to every smallest detail, no matter how inconsequential.

It is because of your observations that you have worth in the eyes of the matriarchs, and as long as you have worth,

you have some degree of protection from the awful torments they inflict on those who have angered them. The eyes of Lolth are an insidious organization, infesting every level of drow society. As a member, you live a double life, posing as a priestess or as a common citizen in one of the city's ghettos. It's vital that you retain your cover, since it allows you to keep track of the various undercurrents that define the tumultuous atmosphere of drow culture.

COMBAT

You never allow yourself to be caught unaware, and your class features make this event unlikely at best. Scout out the battlefield before taking any action, using team stealth to best position yourself and your allies so you can surprise your adversaries.

Like a rogue or a scout, you're at your best when you support other characters in combat.

You can pepper your enemies with ranged attacks, but unless you have the advantage of surprise, you should focus on flanking your enemies to complement your warrior allies.

Should a battle ever turn against you, though, you have the means to escape.

Hide in plain sight allows you to effectively vanish, and when you attain the highest level in this class, you can become invisible.

Aside from providing an almost infallible means of escape, you can also use these abilities to strike from unseen positions, crippling unsuspecting opponents with your devastating attacks.

ADVANCEMENT

The church of Lolth aggressively recruits new eyes of Lolth. In fact, eyes are always under orders to watch for suitable candidates to bring into the organization.

In all likelihood, this was your first introduction to the eyes.

Of course, it wasn't as if you had a choice about joining. Refusing an invitation is tantamount to accepting a death sentence.

As an eye of Lolth, it is your responsibility to gather information about your fellow drow, to notice trends and developments within your culture, and to anticipate upheavals.

One might expect the priestesses to take a more active role in monitoring their cities, but their important enemies protect their privacy with a variety of wards.

It falls to you to undertake these dangerous missions, to get close to the movers and shakers of the underworld and learn what you can.

Your most important role is that of a spy, so you would do well to invest skill points in Gather Information, Listen, and Spot.

Of equal importance is the ability to observe unseen, so Hide and Move Silently are excellent skills to improve.

As for feats, select those that complement your class features, such as Quick Reconnoiter.

Also consider feats that improve your combat capabilities and maneuverability, such as Spring Attack, Terrifying Strike (page 54), and Shadowborn Warrior (page 52).

RESOURCES

As members of the secret police, eyes of Lolth have access to extensive stores of information, compiled by various agents working in the field.

Most entries are dossiers on agitators, important slaves, and the members of the mighty households.

Eyes of Lolth who use this information gain a +4 competence bonus on Knowledge (history) and Knowledge (local) checks.

Eyes are more than just spies.

They enforce the matriarchs' will, acting as warriors and assassins.

On dangerous missions, eyes team up with dread fangs of Lolth (see page 76), especially when they must capture particularly troublesome opponents.

EYES OF LOLTH IN THE WORLD

"Never trust a drow, especially a smiling one."

—Gorben Stonefist, duergar merchant

The eyes of Lolth wait, watch, and listen.

They could be anyone, anywhere.

They usually operate in drow cities, but they can be found anywhere—as long as their priestesses have an interest in the place.

Eyes of Lolth provide an in-game reason for why the drow are able to anticipate the player characters' movements, serving as foils for the PCs and, ultimately, as obstacles for the characters to overcome.

ORGANIZATION

To the common drow, the existence of the eyes is only the subject of conjecture.

Few drow have ever knowingly met an eye of Lolth, even though most suspect that they've encountered at least one during the course of their lives.

The extent of the eyes' power varies from city to city.

In some places, they are a force rivaling even the Spider Queen's church and are no longer subject to the whims of her clerics.

In others, they are small, disorganized, and subjugated by the subversive elements in the cities.

Regardless, those who know about the eyes invariably fear them.

In most cases, the eyes work directly for the priestesses, filing regular reports and receiving assignments from the church.

Eyes are loners, since too many operatives in one place can compromise a mission.

Certain targets require a greater investment of resources, however, and in these cases groups of four or more eyes might monitor the same mark.

The eyes are closely affiliated with the dread fangs of Lolth. Although some rivalry exists between the two groups, they work together to handle dangerous jobs.

Fangs, as the enforcers and elite soldiers, do the majority of the fighting.

The eyes direct the combat, lending support where needed.

NPC REACTIONS

As drow, eyes of Lolth receive the same kind of reactions that other drow face, which is usually fear and hostility from nearly all non-drow and indifference from their own kind.

On the off chance that an eye's affiliation is revealed, drow attitudes improve to helpful, to avoid the wrath of the matriarchs.

EYE OF LOLTH LORE

Characters who have ranks in Knowledge (religion) can research eyes of Lolth to learn more about them.

When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

DC 10: The drow secret police are called the eyes of Lolth.

DC 15: They have preternatural awareness: They can hear the slightest sound and spot the smallest detail.

DC 20: Eyes never fight fairly, preferring the element of surprise.

When on an important mission, they work alongside the dread fangs of Lolth.

You don't find the eyes of Lolth; they find you.

Any concerted effort made to track one down soon comes to an eye's attention, and one or more might be assigned to watch the player characters.

If any of the PCs seem a good candidate for the organization, an eye might approach when they are alone, inviting the characters to join.

Should a character refuse, the eye accepts that decision and returns the next day with a group of dread fangs to snatch the unwilling candidate.

EYES OF LOLTH IN THE GAME

The eyes favor secrecy, so you can incorporate them easily into an ongoing campaign.

They can be a constant source of frustration to adventuring parties.

They might approach the characters under the pretense of friendship, only to funnel information back to the matriarchs.

Such villains might even help the PCs if it allows them to get closer to their target.

More likely, though, the eyes shadow their steps, watching from a distance until the proper moment to attack.

ADAPTATION

The eye of Lolth class can be customized by changing its focus.

Instead of serving the drow matriarchs, the eyes could be recast as surface elves who make forays into the Underdark to monitor their estranged kin.

Change the drow requirement to elf or half-elf and the Knowledge (religion) requirement to Knowledge (dungeoneering).

In lieu of gaining Lolth's vision, the class grants characters darkvision out to 60 feet.

Finally, the character loses all team-oriented benefits, but gains the ability to use *disguise self* at 3rd level, *alter self* at 6th level, and finally *polymorph* at 9th level, each a number of times per day equal to the character's Charisma bonus (minimum 1/day) and at a caster level equal to the character's Hit Dice.

TABLE 3-6: THE EYE OF LOLTH

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Aura of truth, blindsense 10 ft., Lolth's vision	—
2nd	+1	+0	+3	+3	Sneak attack +1d6	+1 level of existing divine spellcasting class
3rd	+2	+1	+3	+3	Teamwork observation +2	—
4th	+3	+1	+4	+4	Blindsense 20 ft.	+1 level of existing divine spellcasting class
5th	+3	+1	+4	+4	Sneak attack +2d6	—
6th	+4	+2	+5	+5	Hide in plain sight, team sense	+1 level of existing divine spellcasting class
7th	+5	+2	+5	+5	Blindsense 30 ft., teamwork observation +4	—
8th	+6	+2	+6	+6	Sneak attack +3d6	+1 level of existing divine spellcasting class
9th	+6	+3	+6	+6	Blindsense 40 ft., team stealth	—
10th	+7	+3	+7	+7	Vanish	+1 level of existing divine spellcasting class

INSIDIOUS CORRUPTOR

"Friends, listen not to the dire warnings of the dwarves! The Underdark, while dangerous, is no worse than any other wilderness ...and the treasures!

Indeed, the Underdark is a new frontier, ripe with adventure and replete with plunder that's yours for the taking.

The drow, you ask?

What have you heroes to fear of a few elves?"

—Belgos Xarann, insidious corruptor

The insidious corruptor is a manipulator, a devious and sinister villain who lures individuals to their dooms.

Armed with his silver tongue and his keen wit, few can resist his suggestions, and his victims meet dreadful fates either as sacrifices on the high priestesses' bloody altars or as slaves in the endless tunnels of the Underdark.

BECOMING AN INSIDIOUS CORRUPTOR

Nearly all corruptors are arcane spellcasters, since candidates must master the *dominate person* spell before taking levels in the class.

Insidious corruptors are unique to the drow, and most of them are bards or sorcerers who establish a strong

foundation of spellcasting abilities prior to advancing in this prestige class.

ENTRY REQUIREMENTS

Race: Drow.

Alignment: Any evil.

Skills: Bluff 9 ranks, Diplomacy 4 ranks, Sense Motive 4 ranks.

Feats: Persuasive.

Spells: Ability to cast *dominate person*.

CLASS SKILLS

(4 + Int modifier per level): Bluff, Concentration, Diplomacy, Disguise, Forgery, Gather Information, Intimidate, Knowledge (arcana), Knowledge (local), Listen, Search, Sense Motive, Spellcraft, Spot.

CLASS FEATURES

Although his talents lie in his deceptions, the insidious corruptor has a powerful will that he can exert upon any creature he meets.

He sinks the claws of his influence into the hearts and minds of his victims, using them like puppets to further his own ambitions.

Spellcasting: At each even-numbered level, you gain new spells per day and an increase in caster level (and spells

known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming an insidious corruptor, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Claws of Influence (Su): At will, as a standard action, you can select a single living creature within 30 feet that you can see and that has an Intelligence score of at least 3.

The target must succeed on a Will save (DC 10 + your class level + your Cha modifier) or become vulnerable to your coercions.

You gain your class level as an insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks made against targets that fail their save against this ability.

At 1st level you can affect one target at a time.

At 3rd level and every three levels thereafter, you gain an additional target.

The claws of influence remain until you release the subject (a swift action) or until it is more than 30 feet away from you, at which point it is instantly freed from your influence.

Manipulate Senses (Su): As a swift action, you can alter the senses of a creature affected by claws of influence.

You can grant an insight bonus or penalty, of any amount up to your class level, to its Listen, Search, and Spot checks for 1 minute.

Probe Thoughts (Sp): Starting at 2nd level, as a standard action you can violate the thoughts of any creature currently under the effect of claws of influence.

This ability functions like the *detect thoughts* spell, except the target does not get a saving throw.

You gain information as if you had spent 3 rounds in concentration.

After you use this ability, the target becomes confused (as the *confusion* spell) for 1 round.

Manipulation (Su): At 3rd level, as an immediate action you can telepathically urge a single creature under the effect of claws of influence to take any of the following specific actions on its next turn.

Attack: The target creature uses a standard action to make a single attack.

Cast: The target creature casts a spell with a casting time of 1 standard action or less.

Move: The target creature spends a move action to move at a rate equal to his speed.

The target is free to make choices as to the target of its attack or spell, or where and how it moves.

The target is under no compulsion to abide by your instructions.

However, if the target chooses not to obey, it takes a -4 insight penalty on all attack rolls, weapon damage rolls, saving throws, and checks for 1 round.

Minion (Su): Beginning at 4th level, as a standard action you can select a single creature under the effect of claws of influence and affect it with a *dominate monster* spell for 1 round.

As with the spell, if you force the target to do something against its nature, it can immediately make another saving throw against claws of influence with a +2 bonus to break free from this effect.

Swift Enchantment (Ex): Starting at 5th level, as an immediate action you can release a subject under the effect of claws of influence to cast an enchantment spell as a swift action.

Irresistible Charm (Ex): At 6th level, as a swift action you can release a subject under the effect of claws of influence to increase the save DC of the next enchantment (charm) spell you cast by an amount equal to your Charisma modifier (minimum +1).

Greater Manipulation (Su): Beginning at 7th level, you can issue commands to creatures under the sway of claws of influence with greater effect.

Attack: The target attacks another creature that you indicate. If it does, it gains a +4 bonus on attack rolls and damage rolls.

Cast: The target casts a spell at a target you indicate. If it does, the save DC increases by 2.

Move: The target moves where you indicate.

If it does, it gains a +10 enhancement bonus to its speed for 1 round.

As with manipulation, subjects are not forced to abide by your directives.

However, if they choose some other action, they do so under penalties prescribed by manipulation.

Greater Minions (Su): Starting at 8th level, as a standard action you can force any and all creatures under the effect of claws of influence to act as if under the influence of a *dominate monster* spell for 1 round.

This ability otherwise functions as the minion ability.

Irresistible Compulsion (Ex): At 9th level, as a swift action you can release a subject under the effect of claws of influence to increase the save DC of the next enchantment (compulsion) spell you cast by an amount equal to your Charisma modifier (minimum +1).

Master Manipulator (Su): At 10th level you can use claws of influence as a swift action.

If you use it as a standard action, the save DC to resist it increases by 4.

PLAYING AN INSIDIOUS CORRUPTOR

Domination is your trade.

You derive pleasure from manipulating others, from bending them to your will and making them your creatures. To this end, you have magnified your already impressive powers to specialize in controlling other beings.

The more you influence them, and the more you instruct them to behave as you desire, the more they become your slaves.

COMBAT

Under no circumstances should you ever fight on your own behalf.

It's vital to surround yourself with minions—willing or otherwise.

You lack the combat capabilities of other characters, and advancing in this class diminishes your spellcasting abilities.

Luckily, you have a number of talents that convince others to protect you, and as you grow more powerful, this influence can extend even over your enemies.

Some might see you as a supporting character, a specialized individual with some skill at enchantment magic.

In truth, you control everything, convincing your allies to perform as you direct and weakening your opponents so that your comrades can do their jobs.

ADVANCEMENT

You didn't choose to become an insidious corruptor; you were born to it. Your entire life has been spent manipulating, deceiving, and creating situations that best benefit you. This ability only grew more pronounced when you studied magic, for therein lay the secrets of true mastery. You discovered that you could achieve far more with well-placed spells than you ever could with cunning wit and careful words.

Even better, you learned to marry those two techniques into one extremely effective method—the claws of influence ability, which changed your life forever. Although when directly confronted you are nearly impossible to refuse, your powerful personality loses its force when you are separated from your subjects. Those who grow wise to your nature and abilities resent you—and might even hate you. Thus, you rarely remain overlong in your drow city, leaving to seek your fortunes on the surface.

There you work carefully to serve the matriarchs, sending expeditions into traps that allow the dark elves to harvest the would-be adventurers as slaves. The abilities granted by this class are only a starting point; your selection of skills and feats determines your success as an insidious corruptor.

As soon as you can, pick up the Leadership feat. This feat gives you a strong base of minions that you can control easily in combat.

As well, invest in feats that improve your spellcasting abilities.

Examples include Greater Spell Focus (enchantment), Spell Penetration, and Extra Spell.

Other excellent choices include Coercive Spell and Imperious Command (see pages 47 and 50 respectively), as well as Ability Focus (claws of influence).

For skills, never neglect Bluff, Diplomacy, Disguise, Intimidate, and Sense Motive.

These are vital skills for interaction, and interaction is key to your survival.

RESOURCES

One tangible benefit gained from this class is the network of minions you establish.

Over time, extensive use of the Diplomacy skill engenders goodwill and allegiance, allowing you to swell the numbers of individuals who will help you.

These willing tools work to further your mission, doing everything from setting up appointments with adventurers to monitoring independent expeditions and forays into the Underdark.

Aside from the intelligence they gather, they also supply you with wealth, gifts, and even companionship.

INSIDIOUS CORRUPTORS IN THE WORLD

"I don't understand it.

The map Belgos gave us says there's a secret door right here! I've looked for over ten minutes, and nothing.

Wait.

Did you hear that?

It sounded like movement...over there..."

—Morzul Darkhunter, dungeon delver

An insidious corruptor is the proverbial spider at the center of the web.

Since he rarely confronts his foes directly, he serves as a hidden enemy, orchestrating elaborate schemes to harass

and impede the PCs on their adventures—likely without them ever knowing it.

Insidious corruptors are evil, conniving villains who move their minions like pawns.

ORGANIZATION

At home in a large organization, an insidious corruptor wastes little time climbing the ranks, forcing his way to the top to best control the institution.

He manages this with a surgical precision, carefully murdering those who prove too difficult to control and bending the rest to his will.

It doesn't matter which organization he joins, as long as he benefits by doing so.

The most likely target for infestation by an insidious corruptor is a group whose primary function is exploration and acquisition, such as the Blacklock Loreseekers or the Order of Illumination.

Posing as a candidate, the insidious corruptor meets whatever criteria are required by the organization—or he fakes the relevant abilities by the use of the Disguise skill or other means—until he is accepted by the group and made a full-fledged member.

Once there, he is careful to keep the organization's purpose and function in mind, secretly replacing key members with those loyal to himself.

It's just a matter of time before he takes control, at which point it's far too late to stop him.

NPC REACTIONS

Insidious corruptors cultivate alter egos and disguises to secure their positions with countless supporters and allies. They develop praiseworthy reputations, influenced in no small part by their unusual talents.

Thanks to their public facade, they can move freely through communities, spreading their corruption as they go. Few people can see through an insidious corruptor's disguise, and most are friendly or even helpful to these charismatic individuals.

Should a corruptor's identity and purpose become known, however, hostility—and perhaps even violence—can be the only result.

Among the drow, the same animosity holds true.

Dark elves with an understanding of the insidious corruptor's capabilities are unfriendly at best, since the mere presence of this shady character breeds doubt in the minds of those who have previously crossed his path.

INSIDIOUS CORRUPTOR LORE

Characters who have ranks in Knowledge (local) can research insidious corruptors to learn more about them. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Some say that at the center of every conspiracy, every plot, and every betrayal, there's an insidious corruptor, foul agent of the drow who wants nothing other than to steer us wrong.

DC 15: The insidious corruptor is a cunning spy who sows discord and tragedy.

He uses trickery and deception to get his way, exerting his influence on you and making you his slave.

DC 20: Insidious corruptors infiltrate the surface world on occasion, usually to lure individuals into the Underdark.

An insidious corruptor might fund an expedition, supply a group with a map, and even offer a few tantalizing treasures to whet his prey's appetites.

Insidious corruptors don't advertise their presence. If they have any dealings at all with player characters, it is through intermediaries, or—if they must—behind the safety of a cunningly wrought disguise. In a drow city, however, characters are likely to be found by an insidious corruptor anxious to use them for his own purposes—purposes that likely involve slavery, exploitation, or murder.

INSIDIOUS CORRUPTORS IN THE GAME

The insidious corruptor is an excellent adversary, a hidden enemy who complicates the lives and the efforts of the PCs. when the PCs confront an insidious corruptor, they might have to face friends who have fallen under his sway. The corruptor's most loyal minions gladly give their lives to protect their master, whether out of fear or adoration. The corruptor is a powerful, intelligent foe, and as such is best used as the final encounter in a long adventure—his

capabilities can stretch the characters' resources to the breaking point.

ADAPTATION

The insidious corruptor class reflects a very specific aspect of drow culture—the ubiquity of manipulation. Such individuals are born from the self-serving, corrupt environment of their societies.

Many of the class features might be attractive to players, and with the right adaptation, you can alter the class in ways that make it considerably less disruptive to the typical adventuring party.

The first and most important change is to alter the alignment prerequisite from any evil to any non-good. From there, you should alter the corruptor's class features so that they affect only opponents, thus preventing player character corruptors from manipulating other PCs. With these minor changes in place, the class should be playable as written.

TABLE 3–7: THE INSIDIOUS CORRUPTOR HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Claws of influence (1 target), manipulate senses	—
2nd	+1	+0	+0	+3	Probe thoughts	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Manipulation, claws of influence (2 targets)	—
4th	+2	+1	+1	+4	Minion	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Swift enchantment	—
6th	+3	+2	+2	+5	Irresistible charm, claws of influence (3 targets)	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Greater manipulation	—
8th	+4	+2	+2	+6	Greater minion	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Irresistible compulsion, claws of influence (4 targets)	—
10th	+5	+3	+3	+7	Master manipulator	+1 level of existing spellcasting class

KINSLAYER

"I will slay them all, each and every one.

While I suffer in the depths of the earth, forced to grub like worms for food and live shoulder to shoulder with the filthy fish-folk, mind flayers, and countless other threats, they cavort in the warm sun, free of worries, free of fear.

I say, no more!

The fire of my hate will never be quenched as long as at least one elf breathes the clean air of the world above."

—Dak Falshae, kinslayer

Though the ancient conflict that rent the elves and the drow asunder has long passed into antiquity, neither race has forgotten.

Each side nurses old grudges and hatreds, refusing to set aside their differences.

The two races exist in a state of war, with each side launching forays against the other.

There are avengers aplenty on the side of the surface elves, but few compare to the ferocity of the kinslayer, a hunter whose entire existence is defined by his vows.

BECOMING A KINSLAYER

Drow despise surface elves; thus, any drow who make the solemn vow to destroy their kin can enter this class.

But the life of the kinslayer is hard, and only those with incredible stamina and dedication can hope to awaken the ancient hate that drives the class.

Drow rangers often take levels in kinslayer, and among the more savage groups, drow barbarians might similarly commit their lives to vengeance.

Few others have the burning desire to make such an unholy pact with the Queen of Spiders.

ENTRY REQUIREMENTS

Race: Drow.

Feats: Endurance, Diehard, Unspeakable Vow*, Vow of Vengeance*.

* See page 56.

CLASS SKILLS

(4 + Int modifier per level): Bluff, Disguise, Hide, Intimidate, Jump, Knowledge (geography), Knowledge (history), Listen, Move Silently, Search, Sense Motive, Spot, Survival.

CLASS FEATURES

Your hatred for elves manifests as a violent, bloodthirsty rage.

As you advance, you learn to overcome the obstacles that make it difficult to kill your sworn enemies.

You adapt to the sunlight and even shrug off enemy spells. Eventually you can alter your appearance so that you look just like your hated foes.

Mettle (Ex): Whenever you make a successful Fortitude or Will saving throw that would normally lessen (rather than negate) the effect of a spell or other magical ability, it has no effect on you at all.

Any spell that is normally negated by a successful saving throw is unaffected by this ability.

Rage (Ex): You can fly into a screaming blood frenzy.

See the barbarian rage class feature (PH 25).

You gain additional uses of this ability at 5th and 9th levels.

If you already have a rage or frenzy ability from another source, the uses per day stack with the rage granted by this class feature.

Surge of Hate (Ex): Whenever you begin a combat in which you see elves among your enemies, add your class level as a morale bonus on your initiative check.

Inured to Sunlight (Ex): Starting at 2nd level, you no longer suffer from the detrimental effects of bright light, such as sunlight or the *daylight* spell.

Smite Elves (Su): Beginning at 2nd level, you can smite elves once per day.

This ability functions like the smite evil paladin class feature (PH 44), but the smite affects only elves or half-elves.

You gain additional uses of this ability at 5th and 8th levels.

Elf Bane (Su): Beginning at 3rd level, when using a weapon to attack an elf, you gain a +1 insight bonus on your attack rolls and deal an extra 1d6 points of damage.

Shameful Strike (Su): At 4th level, you can make a shameful strike as a full-round action.

You make a normal melee attack, but at a -4 penalty.

If you hit, the target becomes sickened for 1 round per class level.

Deny Elf Magic (Su): From 6th level on, whenever you are targeted by a spell or spell-like ability cast by another elf, you can make a level check (using your total character level) as an immediate action.

If the result is higher than your spell resistance, it replaces your spell resistance for the purpose of negating that spell.

Disguise Heritage (Su): Beginning at 7th level, you can alter your appearance to that of a surface elf, as if using the *disguise self* spell.

This affects your body but not your possessions.

It is not an illusory effect, but a minor physical alteration of your appearance within the limits described for the spell.

Fey Bane (Su): Starting at 8th level, when using a weapon to attack a creature of the fey type, you gain a +1 insight bonus on your attack rolls and deal an extra 1d6 points of damage.

Vengeful Strike (Su): At 10th level, whenever an elf deals damage to you, you gain a +4 morale bonus on attack and weapon damage rolls on your first melee attack against that individual in the following round.

Lolth's Curse (Su): At 10th level, you can bestow a powerful curse on a single elf as a full-round action.

You must sacrifice two of your daily uses of smite or rage (or a combination of both) to use this ability.

When you use Lolth's curse, any single elf within 30 feet that you can see clearly must succeed on a Will save (DC 20 + your Cha modifier) or gain the light blindness special quality as well as assuming the appearance of a drow.

The target gains no other drow abilities.

The effects are permanent and can only be lifted by a *remove curse* spell or more powerful magic.

PLAYING A KINSLAYER

You hate them—all of them.

You place the blame for your people's fate squarely on the elves' shoulders.

They are weak, decadent, and effete, and their existence is an affront to you.

They are a scourge, an obstacle that prevents your people's return to the surface.

When you spoke the unspeakable vow to commit genocide, you set the course for your life.

Your mission is clear: The elves must be destroyed.

COMBAT

When confronted with your enemies, don't hold back.

You feed off the fires of vengeance that burn within you, and abandon yourself to the beast within.

Using your rage to boost your fighting attributes, you fling yourself at your foes with little regard for your own safety, interspersing your attacks with smites and shameful strikes.

Should an elf manage to injure you, you merely become more inflamed with hate.

With experience, you learn that not every elf you meet should die immediately.

You come to appreciate caution.

You can alter your features to match theirs, and so can slip in among them to more easily destroy them.

Armed with this knowledge, you can return and paint their forests with their blood, savoring their expressions when they feel firsthand the heavy weight of Lolth's curse.

ADVANCEMENT

The only thing you need to become a kinslayer is a deep and abiding hatred of elves.

This contempt could be directed at those elves on the surface, or possibly toward elves of your own kind.

Your loathing for your kin drives you to speak the forbidden words, making the unforgivable promise to the Spider Queen that you will not rest until every elf is dead.

As you gain levels, you develop terrifying abilities that augment your brutal tactics, but that also tantalize you with the ability to blend in with your enemies.

You do not see this power as an opportunity to understand them, but as a means to ruin them.

You should invest in feats that build upon the class features granted by your chosen path.

Feats such as *Extend Rage* and *Extra Rage* boost your rage abilities and maximize the carnage you create, while

Chosen Foe (see page 47) and *Intimidating Strike* thematically reflect your dedication to your mission.

When purchasing equipment, spend your gold on weapons first, since they increase your damage potential.

Everything else is secondary.

RESOURCES

Although you prefer your own company, you're no fool.

The elves are smart, after all, and they protect themselves with a variety of defenses.

Although you're not part of an organization, you sometimes lead raids onto the surface to gather much-needed gear and resources to take back the drow cities.

As you advance, you might find yourself working with a cadre of skilled murderers and warriors who share your goals, and you come to rely on these companions rather than compromising your mission with substandard allies.

KINSLAYERS IN THE WORLD

"Soulless butchers, every one.

These drow...they have no hearts, no compassion.

They are merciless killers who make no distinction between warriors and innocents.

Do we descend into their communities, killing all we find?
No.

Though, I admit, perhaps this has been our error."

—Elwyn, lone survivor of a kinslayer raid

The kinslayer gives life to the simmering hatred the drow have for their cousins.

They have but one purpose: extermination.

Most kinslayers live short, violent lives, remembered for their savagery and the bodies they left behind.

The bloody evidence of their crimes emphasizes their role as brutal villains.

ORGANIZATION

Kinslayers can appear anywhere in drow society, from lowly commoners and servants to zealous priestesses.

Those who are part of an organization work from within, shifting its purpose to serve their needs.

For instance, an entire drow house under the control of a particularly charismatic kinslayer matriarch might abandon the political intrigues of the city to funnel its resources, slaves, and soldiers into endless raids on the world above. Not content with the work of their minions, the kinslayers lead these expeditions themselves—spending their lives in an impossible pursuit, but spreading fear and death wherever they go.

NPC REACTIONS

Kinslayers disturb even other dark elves.

Their single-mindedness, their impassioned hatred that borders on obsession, is a sign of weakness to those not caught up in the kinslayer's fervor.

All drow want their surface kin to pay for the dark elves' misfortune, but death is too final, too complete a fate.

In a sense, it's almost merciful.

Drow would rather enslave surface elves—genocide produces no opportunity to gloat.

As such, drow are indifferent at best toward kinslayers, and some, especially those with a vested mission or plan for a particular surface elf community, are unfriendly.

Kinslayers sully the dark elves' already sullied reputations. Drow are reviled already, but those who reveal themselves as kinslayers are utterly despised.

Good surface-dwellers react with immediate hostility when faced with a kinslayer, and most cannot permit these characters to live.

KINSLAYER LORE

Characters who have ranks in Knowledge (history) can research kinslayers to learn more about them.

When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

DC 10: All drow are evil, but there are different degrees of wickedness.

Kinslayers are among the worst.

DC 15: Kinslayers kill elves.

That's what they do.

Why?

Revenge is probably the best guess, though for what, who knows?

History says that the drow earned their fate.

DC 20: What makes these villains so terrifying is their commitment to their purpose.

They can't be reasoned with.

They can shrug off spells, slice through defenses, and even bestow their own curse onto their victims.

Kinslayers are easy to locate and require little effort to track down.

These characters are drawn to elf settlements, and word of their exploits travels fast, usually spurred by the tendrils of smoke rising from the communities that fall prey to their attacks.

KINSLAYERS IN THE GAME

As long as there is strife between the drow and other elves, there will always be kinslayers.

The kinslayer is a vicious opponent, a premier villain who wages a violent campaign of epic proportions.

The sheer evil of his purpose makes him an outlaw that the player characters will readily hate.

If there's any reluctance to stand against him, a few decimated elf villages should make PCs realize the danger the kinslayer poses.

ADAPTATION

The easiest way to adapt this prestige class is to modify its thematic elements.

Instead of hunting elves, the kinslayer could hunt drow instead.

This would certainly be a viable choice for drow who recognize the corruption of their culture—but, since they are evil themselves, see no way other than utter annihilation to end their people's transgressions.

Kinslayer characters could also be surface elves who have succumbed to blind hatred, risking a precipitous plunge into corruption themselves.

You should modify the class features to reflect these changes, swapping fey bane for vermin bane and perhaps granting kinslayers spell resistance rather than the Lolth's curse ability.

TABLE 3–8: THE KINSLAYER

HIT DIE: D8

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+0	+2	+2	Mettle, rage 1/day, surge of hate
2nd	+2	+0	+3	+3	Inured to sunlight, smite elves 1/day
3rd	+3	+1	+3	+3	Elf bane
4th	+4	+1	+4	+4	Shameful strike
5th	+5	+1	+4	+4	Rage 2/day, smite elves 2/day
6th	+6	+2	+5	+5	Deny elf magic
7th	+7	+2	+5	+5	Disguise heritage
8th	+8	+2	+6	+6	Fey bane, smite elves 3/day
9th	+9	+3	+6	+6	Rage 3/day
10th	+10	+3	+7	+7	Lolth's curse, vengeful strike

DUNGEON MASTER'S GUIDE 3.0 (3.0)

ARCANE ARCHER

Master of the elven warbands, the arcane archer is a warrior skilled in using magic to supplement her combat prowess. Beyond the woods, arcane archers gain renown throughout entire kingdoms for their supernatural accuracy with a bow and their ability to imbue their arrows with magic. In a group, they can strike fear into an entire enemy army. Fighters, rangers, paladins, and barbarians become arcane archers to add a little magic to their combat abilities. Conversely, wizards and sorcerers may take this prestige class to add combat capabilities to their repertoire. Monks, clerics, druids, rogues, and bards rarely become arcane archers.

NPC arcane archers often lead units of normal archers or form small, elite units formed entirely of arcane archers. These units are one of the prime reasons that the elves are so feared in battle.

Hit Die: d8.

REQUIREMENTS

To qualify to become an arcane archer, a character must fulfill all the following criteria.

Race: Elf or half-elf.

Base Attack Bonus: +6.

Feats: Weapon Focus (any bow other than a crossbow), Point Blank Shot, Precise Shot.

Spellcasting: Ability to cast 1st-level arcane spells.

CLASH SKILLS

The arcane archer's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex).

Intuit Direction (Wis), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Use Rope (Dex), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the arcane archer prestige class.

Weapon and Armor Proficiency: An arcane archer is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Enchant Arrow: At 1st level, every nonmagical arrow an arcane archer nocks and lets fly becomes enchanted, gaining a +1 enhancement bonus.

Unlike magic weapons enchanted by normal means, the archer need not spend experience points or money to accomplish this task.

However, an archer's magic arrows only function for her. For every two levels of arcane archer the character advances past 1st level in the prestige class, the magic arrows she creates gain +1 greater potency (+1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level) *Imbue Arrow*: At 2nd level, an arcane archer gains this spell-

like ability, allowing her to place an area spell upon an arrow.

When the arrow is fired, the spell's area is centered upon where the arrow lands, even if the spell could normally be centered only on the caster.

This ability allows the archer to use the bow's range rather than the spell's range.

It takes a standard action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted, *Seeker Arrow*: At 4th level, the arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target even around corners.

Only an unavoidable obstacle or the end of the arrow's range prevents the arrow's flight.

For example, if the target is within a windowless chamber with the door closed, the arrow cannot enter.

This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally.

This is a spell-like ability.

(Shooting the arrow is part of the action).

Phase Arrow: At 6th level, the arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way.

(A *wall of force*, a *wall of fire*, or the like stops the arrow).

This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally.

This is a spell-like ability.

(Shooting the arrow is part of the action).

Hail of Arrows: In lieu of her regular attacks, once per day the 8th-level arcane archer can fire an arrow at each and every target within range, to a maximum of one target for every arcane archer level she has earned.

Each attack uses the archer's primary attack bonus, and each enemy may only be targeted by a single arrow.

This is a spell-like ability.

Arrow of Death: At 10th level, the arcane archer can enchant an *arrow of death* that forces the target, if damaged by the arrow's attack, to make a Fortitude save (DC 20) or be slain immediately.

It takes one day to create an *arrow of death*, and the arrow only functions for the arcane archer who created it.

The enchantment lasts no longer than one year, and the archer can only have one such arrow in existence at a time.

TABLE 28: THE ARCANE ARCHER

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+2	+0	Enchant arrow +1
2nd	+2	+3	+3	+0	Imbue arrow
3rd	+3	+3	+3	+1	Enchant arrow +2
4th	+4	+4	+4	+1	Seeker arrow
5th	+5	+4	+4	+1	Enchant arrow +3
6th	+6	+5	+5	+2	Phase arrow
7th	+7	+5	+5	+2	Enchant arrow +4
8th	+8	+6	+6	+2	Hail of arrows
9th	+9	+6	+6	+3	Enchant arrow +5
10th	+10	+7	+7	+3	Arrow of death

ASSASSIN

The assassin is the master of dealing quick, lethal blows.

Assassins also excel at infiltration and disguise.

Assassins often function as spies, informants, killers for hire, or agents of vengeance.

Their training in anatomy, stealth, poison, and the dark arts allows them to carry out missions of death with shocking, terrifying precision.

Rogues, monks, and bardic assassins make for the classic skulking assassin in the shadows with a blade carrying certain death.

Fighters, ex-paladins, rangers, druids, and barbarians operate as warrior assassins, with as much ability to kill in combat as from the shadows.

Sorcerers, wizards, and clerics may be the most terrifying assassins of all, for with their spells they can infiltrate and slay with even greater impunity.

As NPCs, assassins work in guilds or secret societies found hidden in cities or based in remote fortresses in the wilderness.

Sometimes they serve more powerful evil characters singly or in a group.

Occasionally an assassin works alone, but only the most capable are willing to operate without any sort of support or backup.

Hit Die: d6.

REQUIREMENTS

To qualify to become an assassin, a character must fulfill all the following criteria.

Alignment: Any evil.

Move Silently: 8 ranks.

Hide: 8 ranks.

Disguise: 4 ranks.

Special: In addition, he must kill someone for no other reason than to join the assassins.

CLASS SKILLS

The assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the assassin prestige class.

Weapon and Armor Proficiency: An assassin's weapon training focuses on weapons suitable for stealth and sneak attacks.

Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword.

Assassins are proficient with light armor but not with shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble, and that carrying heavy gear imposes a check penalty on Swim checks.

Sneak Attack: If an assassin can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage.

Basically, any time the assassin's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the assassin's attack deals +1d6 points of damage. This extra damage increases by +1d6 points every other level (+2d6 at 3rd level, +3d6 at 5th level, and so on).

Should the assassin score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the assassin can make a sneak attack that deals subdual damage instead of normal damage.

He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

An assassin can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack.

Additionally, any creature immune to critical hits is similarly immune to sneak attacks.

Also, the assassin must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot.

The assassin cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If an assassin gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Death Attack: If the assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice).

While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy.

If the victim of such an attack fails her Fortitude saving throw (DC 10 + the assassin's class level + Intelligence modifier) against the kill effect, she dies.

If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin.

If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Spells: Beginning at 1st level, an assassin gains the ability to cast a small number of arcane spells.

To cast a spell, the assassin must have an Intelligence score of at least 10 + the spell's level, so an assassin with an Intelligence of 10 or lower cannot cast these spells.

Assassin bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the assassin's Intelligence modifier (if any).

When the assassin gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the assassin gets only bonus spells.

An assassin without a bonus spell for that level cannot yet cast a spell of that level.

The assassin's spell list appears below.

An assassin prepares and casts spells just as a wizard does. Saving Throw Bonus vs.

Poison: Assassins train with poisons of all types and slowly grow more and more resistant to their effects.

This is reflected by a natural saving throw bonus to all poisons gained at 2nd level that increases by +1 for every two levels the assassin gains (+1 at 2nd level, +2 at 4th level, +3 at 6th level, and so on).

Uncanny Dodge: Starting at 3rd level, the assassin gains the extraordinary ability to react to danger before his senses would normally allow him to do so.

At 2nd level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

(He still loses his Dexterity bonus to AC if immobilized).

At 5th level, the assassin can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker.

This defense denies others the ability to use flank attacks to sneak attack the assassin.

The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

At 10th level, the assassin gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus to Reflex saves made to avoid traps, and a +1 dodge bonus to AC against attacks by traps.

At 14th level: +2, 17th +3, 20th +4.

If the assassin has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

ASSASSIN SPELL LIST

Assassins choose their spells from the following list:

1st level—*change self*, *detect poison*, *ghost sound*, *obscuring mist*, *spider climb*.

2nd level—*alter self*, *darkness*, *pass without trace*, *undetected alignment*.

3rd level—*deeper darkness*, *invisibility*, *misdirection*, *nondetection*.

4th level—*dimension door*, *freedom of movement*, *improved invisibility*, *poison*.

TABLE 2-9: THE ASSASSIN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Sneak attack +1d6, death attack, poison use	0			
2nd	+1	+0	+3	+0	+1 save vs. poison, uncanny dodge (Dex bonus to AC)	1			
3rd	+2	+1	+3	+1	Sneak attack +2d6	1	0		
4th	+3	+1	+4	+1	+2 save vs. poison	1	1		
5th	+3	+1	+4	+1	Sneak attack +3d6, uncanny dodge (can't be flanked)	1	1	0	
6th	+4	+2	+5	+2	+3 save vs. poison	1	1	1	
7th	+5	+2	+5	+2	Sneak attack +4d6	2	1	1	0
8th	+6	+2	+6	+2	+4 save vs. poison	2	1	1	1
9th	+6	+3	+6	+3	Sneak attack +5d6	2	2	1	1
10th	+7	+3	+7	+3	+5 save vs. poison, uncanny dodge (+1 vs. traps)	2	2	2	1

BLACKGUARD

The blackguard epitomizes evil.

He is nothing short of a mortal fiend.

The quintessential black knight, this villain carries a reputation of the foulest sort that is very well deserved.

Consorting with demons and devils and serving dark deities, the blackguard is hated and feared by all.

Some people call these villains antipaladins due to their completely evil nature.

The blackguard has many options available to him—sending forth dark minions and servants to do his bidding, attacking with stealth and honorless guile, or straightforward smiting of the forces of good that stand in his way.

Fighters, ex-paladins, rangers, monks, druids, and barbarians make for indomitable combat-oriented blackguards, while rogues and bardic blackguards are likely to stress the subtle aspects of their abilities and spells.

Sorcerers, wizards, and clerics who become blackguards are sometimes called diabolists and favor dealing with fiends even more than other blackguards do.

As NPCs, blackguards usually lead legions of undead, evil outsiders, or other monsters to conquer their own doomed demesne or expand their existing territory.

Sometimes they serve more powerful evil characters as dark lieutenants.

On occasion they operate alone as hired killers or wandering purveyors of ill, destruction, and chaos.

Hit Die: d10.

REQUIREMENTS

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

Alignment: Any evil.

Base Attack Bonus: +6.

Knowledge (religion): 2 ranks.

Hide: 5 ranks.

Feats: Cleave, Sunder.

Special: The blackguard must have made peaceful contact with an evil outsider who was summoned by him or someone else to have contracted the taint of true evil.

CLASS SKILLS

The blackguard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha),

Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the blackguard prestige class.

Weapon and Armor Proficiency: Blackguards are proficient with all simple and martial weapons, with all types of armor, and with shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Detect Good: At will, the blackguard can detect good as a spell-like ability.

This ability duplicates the effects of the spell *detect good*.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Dark Blessing: A blackguard applies his Charisma modifier (if positive) as a bonus to all saving throws.

Spells: Beginning at 1st level, a blackguard gains the ability to cast a small number of divine spells.

To cast a spell, the blackguard must have a Wisdom score of at least 10 + the spell's level, so a blackguard with a Wisdom of 10 or lower cannot cast these spells.

Blackguard bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the blackguard's Wisdom modifier.

When the blackguard gets 0 spells of a given level, such as 0 1st-level spells at 1st level, he gets only bonus spells.

(A blackguard without a bonus spell for that level cannot yet cast a spell of that level).

The blackguard's spell list appears below.

A blackguard has access to any spell on the list and can freely choose which to prepare, just like a cleric.

A blackguard prepares and casts spells just as a cleric does (though the blackguard cannot spontaneously cast *cure* or *inflict* spells).

Smite Good: Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack.

He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level.

For example, a 9th-level blackguard armed with a longsword would deal 1d8+9 points of damage, plus any additional bonuses from high Strength or magical effects that normally apply. If the blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Smite good is a supernatural ability.

Aura of Despair: Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to suffer a -2 morale penalty on all saving throws.

Aura of despair is a supernatural ability.

Command Undead: When a blackguard reaches 3rd level, he gains the supernatural ability to command and rebuke undead (see the *Player's Handbook*, pages 139–140).

He commands undead as would a cleric of two levels lower.

Sneak Attack: If a blackguard can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage.

Basically, any time the blackguard's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), blackguard's attack deals +1d6 points of damage at 4th level and an additional +1d6 points for every three levels thereafter (+2d6 at 7th level, +3d6 at 10th level, and so on).

Should the blackguard score a critical hit with a sneak attack, this extra damage is, not multiplied.

Ranged attacks only count as sneak attacks if the target is 30 feet away or less.

A blackguard cannot make a sneak attack to deal subdual damage.

The blackguard must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. He cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

A blackguard can only sneak attack living creatures with discernible anatomies.

Undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack.

Additionally, any creature immune to critical hits is not subject to sneak attacks.

If a blackguard gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

BLACKGUARD SPELL LIST

Blackguards choose their spells from the following list:

1st level—*cause fear*, *cure light wounds*, *doom*, *inflict light wounds*, *magic weapon*, *summon monster I*.*

2nd level—*bull's strength*, *cure moderate wounds*, *darkness*, *death knell*, *inflict moderate wounds*, *shatter*, *summon monster II*.*

3rd level—*contagion*, *cure serious wounds*, *deeper darkness*, *inflict serious wounds*, *protection from elements*, *summon monster III*.*

4th level—*cure critical wounds*, *freedom of movement*, *inflict critical wounds*, *poison*, *summon monster IV*.*

* Evil creatures only.

FALLEN PALADINS

Blackguards who possess levels of paladin (that is to say, are now ex-paladins) gain extra abilities the more levels of paladin they possess.

Those who have tasted the light of goodness and justice and turned away make the foulest villains.

TABLE 2-12: FALLEN PALADIN BLACKGUARD ABILITIES

Paladin Levels	Extra Ability
1-2	Smite good once per day. (This is in addition to the ability granted to all blackguards at 2nd level, so that a fallen paladin blackguard can smite good a total of twice per day.)
3-4	<i>Lay on hands.</i> Once per day, the blackguard can cure himself of damage equal to his Charisma bonus times his level. The blackguard can only cure himself or his fiendish servant with this spell-like ability.
5-6	Sneak attack damage increased by +1d6.
7-8	Fiendish summoning. Once per day, the blackguard can use a <i>summon monster I</i> spell to call forth an evil creature. For this spell, the caster level is double the blackguard's class level.
9-10	Undead companion. In addition to the fiendish servant, the blackguard gains (at 5th level) a Medium-size skeleton or zombie as a companion. This companion cannot be turned or rebuked by another and gains all special bonuses as a fiendish servant when the blackguard gains levels.
11 +	Favored of the dark deities. Evil deities like nothing more than to see a pure heart corrupted, and thus a fallen paladin of this stature immediately gains a blackguard level for each level of paladin he trades in. For example, a character who has twelve levels of paladin can immediately become a 10th-level blackguard with all abilities if he chooses to lose ten levels of paladin. The character level of the character does not change. This, of course, is in every way a profitable trade for the evil character, since he has already lost most of the benefits he gained from having those paladin levels. However, with the loss of paladin levels, the character no longer gains extra abilities found on this table. Thus, a fallen paladin of 15th level could become a 10th-level blackguard/5th-level paladin with the first three extra abilities on this chart because of those five levels of paladin.

TABLE 2-10: THE BLACKGUARD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	0	0	Detect good, poison use	0			
2nd	+2	+3	0	0	Dark blessing, smite good	1			
3rd	+3	+3	+1	+1	Command undead, aura of despair	1	0		
4th	+4	+4	+1	+1	Sneak attack +1d6	1	1		
5th	+5	+4	+1	+1	Fiendish servant	1	1	0	
6th	+6	+5	+2	+2		1	1	1	
7th	+7	+5	+2	+2	Sneak attack +2d6	2	1	1	0
8th	+8	+6	+2	+2		2	1	1	1
9th	+9	+6	+3	+3		2	2	1	1
10th	+10	+7	+3	+3	Sneak attack +3d6	2	2	2	1

FIENDISH SERVANT

Upon or after reaching 5th level, a blackguard can call a fiendish bat, cat, dire rat, horse, pony, raven, or toad to serve him. (See the *Monster Manual* for these creatures' basic statistics.) This creature may be used as a guardian (such as a bat), a helper (such as a cat), or a mount (such as a horse). The blackguard's servant further gains HD and special abilities based on the blackguard's character level.

The blackguard may have only one fiendish servant at a time. Should the blackguard's servant die, he may call for another one after a year and a day. The new fiendish servant has all the accumulated abilities due a servant of the blackguard's current level.

TABLE 2-11: FIENDISH SERVANTS

Character Level	Bonus HD	Natural Armor	Str Adj.	Int	Special
12 or less	+2 HD	+1	+1	6	Improved evasion, share spells, empathic link, share saving throws
13-15	+4 HD	+3	+2	7	Speak with blackguard
16-18	+6 HD	+5	+3	8	Blood bond
19-20	+8 HD	+7	+4	9	Spell resistance

Blackguard Character Level: The character level of the blackguard (his blackguard level plus his original class level).

Bonus Hit Dice: These are extra d8 Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the servant's base attack and base save bonuses, as normal.

Natural Armor: This is a bonus to the servant's natural armor rating.

Str Adj.: Add this figure to the servant's Strength score.

Int: The servant's Intelligence score. (The fiendish servant is smarter than normal animals of its kind.)

Improved Evasion: If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

Share Spells: At the blackguard's option, he may have any spell he casts on himself also affect his servant. The servant must be within 5 feet. If the spell has a duration other than instantaneous, the spell stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if the servant returns to the blackguard before the duration expires. Additionally, the blackguard may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself. The blackguard and the servant can share spells even if the spells normally do not affect creatures of the servant's type (magical beast).

Empathic Link: The blackguard has an empathic link with the servant out to a distance of up to one mile. The blackguard cannot see through the servant's eyes, but they can communicate telepathically. Even intelligent servants see the world differently from humans, so misunderstandings are always possible. This empathic link is a supernatural ability.

Because of the empathic link between the servant and the blackguard, the blackguard has the same connection to a place or an item that the servant does.

Share Saving Throws: The servant uses its own base save or the blackguard's, whichever is higher.

Speak with Blackguard: The blackguard and servant can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Blood Bond: The servant gains a +2 bonus to all attacks, checks, and saves if it witnesses the blackguard threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Spell Resistance: The servant's spell resistance equals the blackguard's level + 5. To affect the servant with a spell, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the servant's spell resistance.

DWARVEN DEFENDER

The defender is a sponsored champion of a dwarven cause, a dwarven aristocrat, a dwarven deity, or the dwarven way of life.

As the name might imply, this character is a skilled combatant trained in the arts of defense.

A line of dwarven defenders is a far better defense than a 10-foot-thick wall of stone, and much more dangerous. Most dwarven defenders are fighters, paladins, rangers, or clerics, although ex-barbarians, sorcerers, wizards, and druids can certainly all benefit from the defensive capabilities of this prestige class.

Rogues, bards, and monks usually depend too heavily on mobility to really use the abilities of the dwarven defender class to their fullest.

NPC dwarven defenders are usually soldiers in a dwarven citadel, segregated into their own units separate from regular warriors or fighters.

Occasionally, a lone, wandering dwarven defender can be encountered on some mission, although he usually guards his words so closely that it's difficult to learn what his quest actually entails.

Hit Die: d12.

REQUIREMENTS

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

Alignment: Any lawful.

Race: Dwarf.

Base Attack Bonus: +7.

Feats: Dodge, Endurance, Toughness.

CLASS SKILLS

The defender's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the dwarven defender prestige class.

Weapon and Armor Proficiency: The dwarven defender is proficient with all simple and martial weapons, all types of armor, and shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Defensive Stance: When he needs to, the defender can become a stalwart bastion of defense.

In this defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending.

He gains the following benefits:

- +2 Strength
- +4 Constitution
- +2 resistance bonus on all saves
- +4 dodge bonus to AC

The increase in Constitution increases the defender's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points.

These extra hit points are not lost first the way temporary hit points are.

While defending, a defender cannot use skills or abilities that would require him to shift his position, such as Move Silently or Jump.

A defensive stance lasts for 3 rounds, plus the character's (newly improved) Constitution modifier.

The defender may end the defense voluntarily prior to this limit.

At the end of the defense, the defender is winded and suffers a -2 penalty to Strength for the duration of that encounter.

The defender can only take his defensive stance a certain number of times per day as determined by his level (see Table 2-13: The Dwarven Defender).

Taking the stance takes no time itself, but the defender can only do so during his action.

(A defender can't, for example, take the stance when struck down by an arrow in order to get the extra hit points from the increased Constitution).

Defensive Awareness: Starting at 2nd level, the dwarven defender gains the extraordinary ability to react to danger before his senses would normally allow him to even be aware of it.

At 2nd level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

(He still loses any Dexterity bonus to AC if immobilized).

At 6th level, the dwarven defender can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker.

This defense denies rogues the ability to use flank attacks to sneak attack the dwarven defender.

The exception to this defense is that a rogue at least 4 levels higher than the dwarven defender can flank him (and thus sneak attack him).

At 10th level, the dwarven defender gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus to Reflex saves made to avoid traps.

Defensive awareness is cumulative with **uncanny dodge**. If the dwarven defender has another class that grants the **uncanny dodge** ability, add together all the class levels of the classes that grant these two abilities and determine the character's defensive awareness ability on that basis.

Damage Reduction: At 6th level, the dwarven defender gains the extraordinary ability to shrug off some amount of injury from each blow or attack.

Subtract 3 from the damage the dwarven defender takes each time he is dealt damage.

At 10th level, this damage reduction rises to 6.

Damage reduction can reduce damage to 0 but not below 0. (That is, the defender cannot actually gain hit points in this manner).

TABLE 2-13: THE DWARVEN DEFENDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+1	+2	+0	+2	+1	Defensive stance 1/day
2nd	+2	+3	+0	+3	+1	Defensive awareness (Dex bonus to AC)
3rd	+3	+3	+1	+3	+1	Defensive stance 2/day
4th	+4	+4	+1	+4	+2	
5th	+5	+4	+1	+4	+2	Defensive stance 3/day
6th	+6	+5	+2	+5	+2	Damage reduction (3), defensive awareness (can't be flanked)
7th	+7	+5	+2	+5	+3	Defensive stance 4/day
8th	+8	+6	+2	+6	+3	
9th	+9	+6	+3	+6	+3	Defensive stance 5/day
10th	+10	+7	+3	+7	+4	Damage reduction (6), defensive awareness (+1 vs. traps)

LOREMASTER

Loremasters are spellcasters who concentrate on knowledge, valuing lore and secrets over gold. They uncover secrets that they then use to better themselves mentally, physically, and spiritually. Characters without at least one level of wizard, sorcerer, cleric, or druid gain little benefit to becoming a loremaster. Paladins, rangers, and bards might gain some benefit, but overall, it would be minor.

Loremasters sometimes gather in secluded cabals but are more likely to be located as an order attached to a university, a library, or some other source of information. They're likely to earn extra money as sages and information brokers, pouring their wages in their own research. A loremaster might also adopt a position as a wise one in a community, or even as its leader, drawing upon her knowledge to help others.

Hit Die: d4.

REQUIREMENTS

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

Spellcasting: Ability to cast seven different divinations, one of which must be 3rd level or higher.

Two Knowledge Skills (Any Type): 10 ranks in each.

Feats: Any three metamagic or item creation feats, plus **Skill Focus** (Knowledge [any individual Knowledge skill]).

CLASS SKILLS

The loremaster's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Decipher Script (Int, exclusive skill), Gather Information (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Scry (Int), Speak Language, Spellcraft (Int), and Use Magic Device (Cha, exclusive skill).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the loremaster prestige class.

Weapon and Armor Proficiency: Loremasters gain no proficiency in any weapon or armor.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Spellcasting: A loremaster continues training in magic as well as her field of research.

Thus, when a new loremaster level is gained, the character gains new spells per day as if she had also gained a level in a Spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

This essentially means that she adds the level of loremaster to the level of some other Spellcasting class the character has, then determines spells per day and caster level accordingly.

For example, if Gremda, an 8th-level wizard, gains a level in loremaster, she gains new spells as if she had risen to 9th level in wizard, but uses the other loremaster aspects of level progression such as attack bonus and save bonus.

If she next gains a level of wizard, making her a 9th-level wizard/1st-level loremaster, she gains and casts spells as if she had risen to 10th-level wizard.

If a character had more than one Spellcasting class before she became a loremaster, she must decide to which class she adds each level of loremaster for purposes of determining spells per day when she adds the new level.

Secret: In their studies, loremasters stumble upon all sorts of applicable knowledge and secrets.

At 1st level and every two levels afterward (3rd, 5th, 7th, and 9th levels), the loremaster chooses one secret from Table 2-15: Loremaster Secrets.

Her level plus Intelligence modifier determines which secrets she can choose.

She can't choose the same secret twice.

Level + Int Modifier	Secret	Effect
1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	Secret health	+3 hit points
3	Secrets of inner strength	+1 bonus to Will saves
4	The lore of true stamina	+1 bonus to Fortitude saves
5	Secret knowledge of avoidance	+1 bonus to Reflex saves
6	Weapon trick	+1 bonus to attack rolls
7	Dodge trick	+1 dodge bonus to AC
8	Applicable knowledge	Any one feat
9	Newfound arcana	1 bonus 1st-level spell*
10	More newfound arcana	1 bonus 2nd-level spell*

*As if gained through having a high ability score.

Lore: Loremasters gather knowledge.

At 2nd level, they gain the ability to know legends or information regarding various topics, just like a bard can with bardic knowledge.

The loremaster adds her level and her Intelligence modifier to the Knowledge check.

See page 29 in the *Player's Handbook* for more information on bardic knowledge.

Bonus Languages: Loremasters, in their laborious studies, learn new languages in order to access more knowledge.

The loremaster can choose any new language at 4th and 8th level.

Greater Lore: At 6th level, a loremaster gains the ability to identify magic items, as the spell, as an extraordinary ability. She may do this once per item examined.

True Lore: At 10th level, once per day a loremaster can use her knowledge to gain the affects of a *legend lore* spell or an *analyze dweomer* spell.

True lore is an extraordinary ability.

TABLE 2-14: THE LOREMASTER

Class Level	Base Attack Bonus	Fort Save	RefSave	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Secret	+1 level of existing class
2nd	+1	+0	+0	+3	Lore	+1 level of existing class
3rd	+1	+1	+1	+3	Secret	+1 level of existing class
4th	+2	+1	+1	+4	Bonus language	+1 level of existing class
5th	+2	+1	+1	+4	Secret	+1 level of existing class
6th	+3	+2	+2	+5	Greater lore	+1 level of existing class
7th	+3	+2	+2	+5	Secret	+1 level of existing class
8th	+4	+2	+2	+6	Bonus language	+1 level of existing class
9th	+4	+3	+3	+6	Secret	+1 level of existing class
10th	+5	+3	+3	+7	True lore	+1 level of existing class

SHADOWDANCER

Operating in the border between light and darkness, shadowdancers are nimble artists of deception.

They are mysterious and unknown, never completely trusted but always inducing wonder when met.

Rogues, bards, and monks make excellent shadowdancers, but fighters, barbarians, rangers, and paladins also find shadowdancer abilities allow them to strike at their opponents with surprise and skill.

Wizard, sorcerer, cleric, and druid shadowdancers employ the defensive capabilities inherent in the prestige class to

allow them to cast their spells from safety and move away quickly.

Despite their link with shadows and trickery, shadowdancers are as often good as evil.

They may use their incredible abilities as they wish.

Shadowdancers often work in troupes, never staying in one place too long.

Some use their abilities to entertain.

Others operate as thieves, using their abilities to infiltrate past defenses and dupe others.

All shadowdancer troupes maintain an aura of mystery among the populace, who never know whether to think well or ill of them.

Hit Die: d8.

REQUIREMENTS

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

Move Silently: 8 ranks.

Hide: 10 ranks.

Perform: 5 ranks.

Feats: Dodge, Mobility, Combat Reflexes.

CLASS SKILLS

The shadowdancer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are features of the shadowdancer prestige class.

Weapon and Armor Proficiency: Shadowdancers are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword.

Shadowdancers are proficient with light armor but not with shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Hide in Plain Sight: Shadowdancers can use the Hide skill even while being observed.

As long as they are within 10 feet of some sort of shadow, shadowdancers can hide themselves from view in the open without anything to actually hide behind.

They cannot, however, hide in their own shadows.

Hide in plain sight is a supernatural ability.

Evasion: At 2nd level, a shadowdancer gains evasion.

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage (such as a *fireball*), she takes no damage with a successful saving throw.

The evasion ability can only be used if the shadowdancer is wearing light armor or no armor.

Darkvision: At 2nd level, a shadowdancer can see in the dark as though she were permanently under the affect of a *darkvision* spell.

This is a supernatural ability.

Uncanny Dodge: Starting at 3rd level, the shadowdancer gains the extraordinary ability to react to danger before her senses would normally allow her to do so.

At 2nd level and above, she retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

(She still loses any Dexterity bonus to AC if immobilized).

At 5th level, the shadowdancer can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker.

This defense denies others the ability to use flank attacks to sneak attack the shadowdancer.

The exception to this defense is that a rogue at least 4 levels higher than the shadowdancer can flank her (and thus sneak attack her).

At 10th level, the shadowdancer gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks from traps.

At 14th +2, 17th +3, 20th +4.

If the shadowdancer has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

Shadow Illusion: When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This spell-like ability is identical to the arcane spell *silent image* and may be employed once per day.

Summon Shadow: At 3rd level, a shadowdancer can summon a shadow, an undead shade.

(See the *Monster Manual* for the shadow's statistics).

Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer.

The summoned shadow cannot be turned, rebuked, or commanded by any third party.

This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer allows her to summon an additional shadow and adds +2 HD (and the requisite base attack and base save bonus increases) to all her shadow companions.

For example, a 9th-level shadowdancer can have three shadow companions, each with 6 HD.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a Fortitude saving throw (DC 15).

If the saving throw fails, the shadowdancer loses 200 experience points per shadowdancer level.

A successful saving throw reduces the loss by half, to 100 XP per prestige class level.

The shadowdancer's experience can never go below 0 as the result of a shadow's dismissal or destruction.

A destroyed or dismissed shadow companion cannot be replaced for a year and a day.

Shadow Jump: At 4th level, the shadow dancer gains the ability to travel between shadows as if by means of a *dimension door* spell.

The limitation is that the magical transport must begin and end in an area with at least some shadow.

The shadowdancer can jump up to a total of 20 feet each day in this way, although this may be a single jump of 20 feet or two jumps of 10 feet each.

Every two levels thereafter, the distance a shadowdancer can jump each day doubles (40 feet at 6th level, 80 feet at 8th level, and 160 feet at 10th level).

This amount can be split up among many jumps, but each jump, no matter how small, counts as a 10-foot increment. (For instance, a 6th-level shadowdancer who jumps 32 feet cannot jump again until the next day).

Defensive Roll: Starting at 5th level, the shadowdancer can roll with a potentially lethal blow to take less damage from it.

Once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), the shadowdancer can attempt to roll with the damage.

She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow.

She must be aware of the attack and able to react to it in order to execute her defensive roll.

If she is in a situation that would deny her any Dexterity bonus to AC, she can't attempt the defensive roll.

Slippery Mind: This extraordinary ability, gained at 7th level, represents the shadowdancer's ability to wriggle free from magical effects that would otherwise control or compel her.

If the shadowdancer is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again.

TABLE 2-16: THE SHADOWDANCER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+2	+0
2nd	+1	+0	+3	+0
3rd	+2	+1	+3	+1
4th	+3	+1	+4	+1
5th	+3	+1	+4	+1
6th	+4	+2	+5	+2
7th	+5	+2	+5	+2
8th	+6	+2	+6	+2
9th	+6	+3	+6	+3
10th	+7	+3	+7	+3

She only gets this one extra chance to succeed at her saving throw.

If it fails as well, the spell's effects proceed normally.

Improved Evasion: This extraordinary ability, gained at 10th level, works like evasion (see above).

The shadowdancer takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage (breath weapon, *fireball*, and so on). What's more, she takes only half damage even if she fails her saving throw, since the shadowdancer's reflexes allow her to get out of harm's way with incredible speed.

Special

Hide in plain sight

Evasion, darkvision, uncanny dodge (Dex bonus to AC)

Shadow illusion, summon shadow

Shadow jump (20 ft.)

Defensive roll, uncanny dodge (can't be flanked)

Shadow jump (40 ft.), summon shadow

Slippery mind

Shadow jump (80 ft.)

Summon shadow

Shadow jump (160 ft.), improved evasion, uncanny dodge (+1 vs. traps)

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ARCANE ARCHER

Master of the elven warbands, the arcane archer is a warrior skilled in using magic to supplement her combat prowess. Beyond the woods, arcane archers gain renown throughout entire kingdoms for their supernatural accuracy with a bow and their ability to imbue their arrows with magic.

In a group, they can strike fear into an entire enemy army. Fighters, rangers, paladins, and barbarians become arcane archers to add a little magic to their combat abilities.

Conversely, wizards and sorcerers may take this prestige class to add combat capabilities to their repertoire.

Monks, clerics, druids, rogues, and bards rarely become arcane archers.

NPC arcane archers often lead units of normal archers or form small, elite units formed entirely of arcane archers.

These units are one of the prime reasons that the elves are so feared in battle.

Hit Die: d8.

REQUIREMENTS

To qualify to become an arcane archer, a character must fulfill all the following criteria.

Race: Elf or half-elf.

Base Attack Bonus: +6.

Feats: Point Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow).

Spells: Ability to cast 1st-level arcane spells.

CLASS SKILLS

The arcane archer's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex).

Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the arcane archer prestige class.

Weapon and Armor Proficiency: An arcane archer is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Enhance Arrow (Su): At 1st level, every nonmagical arrow an arcane archer nocks and lets fly becomes magical, gaining a +1 enhancement bonus.

Unlike magic weapons created by normal means, the archer need not spend experience points or gold pieces to accomplish this task.

However, an archer's magic arrows only function for her. For every two levels the character advances past 1st level in the prestige class, the magic arrows she creates gain +1 greater potency (+1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).

Imbue Arrow (Sp): At 2nd level, an arcane archer gains the ability to place an area spell upon an arrow.

When the arrow is fired, the spell's area is centered on where the arrow lands, even if the spell could normally be centered only on the caster.

This ability allows the archer to use the bow's range rather than the spell's range.

It takes a standard action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted.

Seeker Arrow (Sp): At 4th level, an arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target, even around corners.

Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight.

For example, if the target is within a windowless chamber with the door closed, the arrow cannot enter.

This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally.

Using this ability is a standard action (and shooting the arrow is part of the action).

Phase Arrow (Sp): At 6th level, an arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (A *wall of force*, a *wall of fire*, or the like stops the arrow).

This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally.

Using this ability is a standard action (and shooting the arrow is part of the action).

Hail of Arrows (Sp): In lieu of her regular attacks, once per day an arcane archer of 8th level or higher can fire an arrow at each and every target within range, to a maximum of one target for every arcane archer level she has earned.

Each attack uses the archer's primary attack bonus, and each enemy may only be targeted by a single arrow.

Arrow of Death (Sp): At 10th level, an arcane archer can create an *arrow of death* that forces the target, if damaged by the arrow's attack, to make a DC 20 Fortitude save or be slain immediately.

It takes one day to make an *arrow of death*, and the arrow only functions for the arcane archer who created it.

The *arrow of death* lasts no longer than one year, and the archer can only have one such arrow in existence at a time.

TABLE 6-1: THE ARCANe ARCHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Enhance arrow +1
2nd	+2	+3	+3	+0	Imbue arrow
3rd	+3	+3	+3	+1	Enhance arrow +2
4th	+4	+4	+4	+1	Seeker arrow
5th	+5	+4	+4	+1	Enhance arrow +3
6th	+6	+5	+5	+2	Phase arrow
7th	+7	+5	+5	+2	Enhance arrow +4
8th	+8	+6	+6	+2	Hail of arrows
9th	+9	+6	+6	+3	Enhance arrow +5
10th	+10	+7	+7	+3	Arrow of death

ARCANe TRICKSTER

Arcane tricksters combine their knowledge of spells with a taste for intrigue, larceny, or just plain mischief.

They are among the most adaptable of adventurers.

Arcane spellcasting and the sneak attack ability are needed to qualify for this class, making it a natural choice for multiclass wizard/rogues or sorcerer/rogues.

Assassins occasionally opt for this class, but usually only if they already have wizard or sorcerer levels.

Arcane tricksters tend to use a seat-of-the-pants approach to adventuring, loading up on spells that improve their stealth and mobility.

An NPC arcane trickster is just the sort of person that might bump into you in a crowded tavern.

(Check your pockets).

Hit Die: d4.

REQUIREMENTS

To qualify to become an arcane trickster, a character must fulfill all of the following criteria.

Alignment: Any nonlawful.

Skills: Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (arcana) 4 ranks.

Spells: Ability to cast *mage hand* and at least one arcane spell of 3rd level or higher.

Special: Sneak attack +2d6.

CLASS SKILLS

The arcane trickster's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Sense Motive (Wis), Search (Int), Sleight of Hand (Dex), Speak Language (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the arcane trickster prestige class.

Weapon and Armor Proficiency: Arcane tricksters gain no proficiency with any weapon or armor.

Spells per Day: When a new arcane trickster level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming an arcane trickster, he must decide to which class he adds the new level for purposes of determining spells per day.

Ranged Legerdmain: Using his unique talents, an arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand.

Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. An arcane trickster can use ranged legerdmain once per day initially, twice per day upon attaining 5th level, and three times per day at 9th level or higher.

He can make only one ranged legerdmain skill check each day, and only if he has at least 1 rank in the skill being used.

Sneak Attack: This is exactly like the rogue ability of the same name.

The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th).

If an arcane trickster gets a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

Impromptu Sneak Attack: Beginning at 3rd level, once per day an arcane trickster can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack).

The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack.

The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

At 7th level, an arcane trickster can use this ability twice

per day.

TABLE 6-2: THE ARCANES TRICKSTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Ranged legerdemain 1/day	+1 level of existing class
2nd	+1	+0	+3	+3	Sneak attack +1d6	+1 level of existing class
3rd	+1	+1	+3	+3	Impromptu sneak attack 1/day	+1 level of existing class
4th	+2	+1	+4	+4	Sneak attack +2d6	+1 level of existing class
5th	+2	+1	+4	+4	Ranged legerdemain 2/day	+1 level of existing class
6th	+3	+2	+5	+5	Sneak attack +3d6	+1 level of existing class
7th	+3	+2	+5	+5	Impromptu sneak attack 2/day	+1 level of existing class
8th	+4	+2	+6	+6	Sneak attack +4d6	+1 level of existing class
9th	+4	+3	+6	+6	Ranged legerdemain 3/day	+1 level of existing class
10th	+5	+3	+7	+7	Sneak attack +5d6	+1 level of existing class

ARCHMAGE

The highest art is magic—often referred to as *the Art*.

Its most advanced practitioners are frequently archmages, characters who bend spells in ways unavailable to other spellcasters.

An archmage gains strange powers and the ability to alter spells in remarkable ways, but must sacrifice some of her spell capability in order to master these arcane secrets.

Most archmages are purely wizards or sorcerers.

They rarely multiclass, choosing instead to concentrate on perfecting their arcane skills.

NPC archmages in urban areas often hold positions of power in magic-focused guilds.

Their pursuit of arcane excellence and their familiarity with high arcana place them above most of their peers.

Some archmages choose a more solitary path, often eschewing society to study in quietude.

Hit Die: d4.

REQUIREMENTS

To qualify to become an archmage, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.

Feats: Skill Focus (Spellcraft), Spell Focus in two schools of magic.

Spells: Ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

CLASS SKILLS

The archmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the archmage prestige class.

Weapon and Armor Proficiency: Archmages gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new archmage level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class in which he could cast 7th-level spells before he added the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, and so on).

If a character had more than one arcane spellcasting class in which he could cast 7th-level spells before he became an archmage, he must decide to which class he adds each level of archmage for the purpose of determining spells per day.

High Arcana: An archmage learns secret lore unknown to lesser wizards and sorcerers.

She gains the opportunity to select a special ability from among those described below by permanently eliminating one existing spell slot (she cannot eliminate a spell slot of higher level than the highest-level spell she can cast).

Each special ability has a minimum required spell slot level, as specified in its description.

For example, a 15th-level wizard normally can cast two 7th-level spells per day (bonus spells for specialization or high Intelligence can increase this number).

A 13th-level wizard/2nd-level archmage who chooses the arcane reach ability forfeits one 7th-level spell slot, and so can only cast one 7th-level spell per day, not counting bonus spells.

An archmage may choose to eliminate a spell slot of a higher level than that required to gain a type of high arcana.

Arcane Fire (Su): The archmage gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy.

The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of archmage) that deals 1d6 points of damage per class level of the archmage plus 1d6 points of damage per level of the spell used to create the effect.

For instance, a 5th-level archmage who channels a 7th-level spell into arcane fire deals 12d6 points of damage to the target if it hits.

This ability costs one 9th-level spell slot.

Arcane Reach (Su): The archmage can use spells with a range of touch on a target up to 30 feet away.

The archmage must make a ranged touch attack.

Arcane reach can be selected a second time as a special ability, in which case the range increases to 60 feet.

This ability costs one 7th-level spell slot.

Mastery of Counterspelling: When the archmage counterspells a spell, it is turned back upon the caster as if it were fully affected by a *spell turning* spell.

If the spell cannot be affected by *spell turning* (for example, if it is a spell that affects an area), then it is merely counterspelled.

This ability costs one 7th-level spell slot.

Mastery of Elements: The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses.

For example, an archmage could cast a *fireball* that deals sonic damage instead of fire damage.

This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor.

The spell's casting time is unaffected.

The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting.

This ability costs one 8th-level spell slot.

Mastery of Shaping: The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread.

The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell.

The minimum dimension for these spaces is a 5-foot cube.

For example, an archmage could cast a *fireball* and leave a hole where his ally stands, preventing any fire damage.

Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet.

This ability costs one 6th-level spell slot.

Spell Power: This ability increases the archmage's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only).

This ability costs one 5th-level spell slot.

Spell-Like Ability: An archmage who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day.

The archmage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP.

This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level.

For example, an archmage can make *lightning bolt* into a spell-like ability by using a 3rd-level spell slot to do so, or into a maximized *lightning bolt* by using a 6th-level spell slot.

The archmage may use an available higher-level spell slot in order to use the spell-like ability more often.

Using a slot three levels higher than the chosen spell allows her to use the spell-like ability four times per day, and a slot six levels higher lets her use it six times per day.

For example, Hexark, a 15th-level wizard/2nd-level archmage, is a pyromaniac and never wants to be denied the ability to cast *fireball*, so she permanently uses a 9th-level spell slot to get *fireball* as a spell-like ability usable six times per day.

She forfeits a 5th-level spell slot to master the ability.

If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

TABLE 6-3: THE ARCHMAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	High arcana	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	High arcana	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	High arcana	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	High arcana	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	High arcana	+1 level of existing arcane spellcasting class

ASSASSIN

The assassin is the master of dealing quick, lethal blows.

Assassins also excel at infiltration and disguise.

Assassins often function as spies, informants, killers for hire, or agents of vengeance.

Their training in anatomy, stealth, poison, and the dark arts allows them to carry out missions of death with shocking, terrifying precision.

Most rogues, monks, and bards who choose this class become examples of the classic assassin skulking in the shadows with a blade carrying certain death.

Fighters, ex-paladins, rangers, druids, and barbarians operate as warrior assassins, with as much ability to kill in combat as from the shadows.

Sorcerers, wizards, and clerics may be the most terrifying assassins of all, for with their spells they can infiltrate and slay with even greater impunity.

As NPCs, assassins work in guilds or secret societies found hidden in cities or based in remote fortresses in the wilderness.

Sometimes they serve more powerful evil characters singly or in a group.

Occasionally an assassin works alone, but only the most capable are willing to operate without any sort of support or backup.

Hit Die: d6.

REQUIREMENTS

To qualify to become an assassin, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks.

Special: The character must kill someone for no other reason than to join the assassins.

CLASS SKILLS

The assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the assassin prestige class.

Weapon and Armor Proficiency: An assassin's weapon training focuses on weapons suitable for stealth and sneak attacks.

Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword.

Assassins are proficient with light armor but not with shields.

Sneak Attack: This is exactly like the rogue ability of the same name.

The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th).

If an assassin gets a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice).

While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy.

If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies.

If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin.

If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Spells: Beginning at 1st level, an assassin gains the ability to cast a number of arcane spells.

To cast a spell, an assassin must have an Intelligence score of at least 10 + the spell's level, so an assassin with an Intelligence of 10 or lower cannot cast these spells.

Assassin bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the assassin's Intelligence bonus (if any).

When the assassin gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 1st-level assassin), he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level.

The assassin's spell list appears below.

An assassin casts spells just as a bard does.

Upon reaching 6th level, at every even-numbered level after that (8th and 10th), an assassin can choose to learn a new spell in place of one he already knows.

The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level assassin spell the assassin can cast.

For instance, upon reaching 6th level, an assassin could trade in a single 1st-level spell (two spell levels below the highest-level sorcerer spell he can cast, which is 3rd) for a different 1st-level spell.

At 8th and 10th levels, he could trade in a single 1st-level or 2nd-level spell (since he now can cast 4th-level assassin spells) for a different spell of the same level.

An assassin may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for that level.

TABLE 6-5: ASSASSIN SPELLS KNOWN

Level	Spells Known			
	1st	2nd	3rd	4th
1st	2 ¹	—	—	—
2nd	3	—	—	—
3rd	3	2 ¹	—	—
4th	4	3	—	—
5th	4	3	2 ¹	—
6th	4	4	3	—
7th	4	4	3	2 ¹
8th	4	4	4	3
9th	4	4	4	3
10th	4	4	4	4

¹ Provided the assassin has sufficient Intelligence to have a bonus spell of this level.

Save Bonus against Poison: Assassins train with poisons of all types and slowly grow more and more resistant to their effects.

This is reflected by a natural saving throw bonus to all poisons gained at 2nd level that increases by +1 for every two additional levels the assassin gains (+2 at 4th level, +3 at 6th level, and so on).

Uncanny Dodge (Ex): Starting at 2nd level, an assassin gains the ability to react to danger before his senses would normally allow him to even be aware of it.

He retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized).

If a character gains uncanny dodge from a second class (such as a barbarian/rogue), the character automatically gains improved uncanny dodge (see below).

Improved Uncanny Dodge (Ex): At 5th level, an assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker.

This defense denies rogues the ability to use flank attacks to sneak attack the assassin.

The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class (such as a barbarian/rogue), the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Hide in Plain Sight (Su): At 8th level, an assassin can use the Hide skill even while being observed.

As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind.

He cannot, however, hide in his own shadow.

ASSASSIN SPELL LIST

Assassins choose their spells from the following list:

1st Level: *disguise self*, *detect poison*, *feather fall*, *ghost sound*, *jump*, *obscuring mist*, *sleep*, *true strike*.

2nd Level: *alter self*, *cat's grace*, *darkness*, *fox's cunning*, *illusory script*, *invisibility*, *pass without trace*, *spider climb*, *undetected alignment*.

3rd Level: *deep slumber*, *deeper darkness*, *false life*, *magic circle against good*, *misdirection*, *nondetection*.

4th Level: *clairaudience/clairvoyance*, *dimension door*, *freedom of movement*, *glibness*, *greater invisibility*, *locate creature*, *modify memory*, *poison*.

TABLE 6-4: THE ASSASSIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Sneak attack +1d6, death attack, poison use, spells	0	—	—	—
2nd	+1	+0	+3	+0	+1 save against poison, uncanny dodge	1	—	—	—
3rd	+2	+1	+3	+1	Sneak attack +2d6	2	0	—	—
4th	+3	+1	+4	+1	+2 save against poison	3	1	—	—
5th	+3	+1	+4	+1	Improved uncanny dodge, sneak attack +3d6	3	2	0	—
6th	+4	+2	+5	+2	+3 save against poison	3	3	1	—
7th	+5	+2	+5	+2	Sneak attack +4d6	3	3	2	0
8th	+6	+2	+6	+2	+4 save against poison, hide in plain sight	3	3	3	1
9th	+6	+3	+6	+3	Sneak attack +5d6	3	3	3	2
10th	+7	+3	+7	+3	+5 save against poison	3	3	3	3

BLACKGUARD

The blackguard epitomizes evil.

He is nothing short of a mortal fiend.

The quintessential black knight, this villain carries a reputation of the foulest sort that is very well deserved.

Consorting with demons and devils and serving dark deities, the blackguard is hated and feared by all.

Some people call these villains antipaladins due to their completely evil nature.

The blackguard has many options available to him—sending forth dark minions and servants to do his bidding, attacking with stealth and honorless guile, or straightforward smiting of the forces of good that stand in his way.

Fighters, ex-paladins, rangers, monks, druids, and barbarians make for indomitable combat-oriented blackguards, while rogues and bards who become blackguards are likely to stress the subtle aspects of their abilities and spells.

Sorcerers, wizards, and clerics who become blackguards are sometimes called diabolists and favor dealing with fiends even more than other blackguards do.

As NPCs, blackguards usually lead legions of undead, evil outsiders, or other monsters to conquer their own doomed demesne or expand their existing territory.

Sometimes they serve more powerful evil characters as dark lieutenants.

On occasion they operate alone as hired killers or wandering purveyors of ill, destruction, and chaos.

Hit Die: d10.

REQUIREMENTS

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

Alignment: Any evil.

Base Attack Bonus: +6.

Skills: Hide 5 ranks, Knowledge (religion) 2 ranks.

Feats: Cleave, Improved Sunder, Power Attack.

Special: The character must have made peaceful contact with an evil outsider who was summoned by him or someone else.

CLASS SKILLS

The blackguard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy

(Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the blackguard prestige class.

Weapon and Armor Proficiency: Blackguards are proficient with all simple and martial weapons, with all types of armor, and with shields.

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the *detect evil* spell) is equal to his class level plus his cleric level, if any.

Detect Good (Sp): At will, a blackguard can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

Spells: A blackguard has the ability to cast a small number of divine spells.

To cast a blackguard spell, a blackguard must have a Wisdom score of at least 10 + the spell's level, so a blackguard with a Wisdom of 10 or lower cannot cast these spells.

Blackguard bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the blackguard's Wisdom modifier.

When the blackguard gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 1st-level blackguard), he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The blackguard's spell list appears below.

A blackguard has access to any spell on the list and can freely choose which to prepare, just as a cleric.

A blackguard prepares and casts spells just as a cleric does (though a blackguard cannot spontaneously cast *cure* or *inflict* spells).

Smite Good (Su): Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack.

He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. For example, a 9th-level blackguard armed with a longsword would deal 1d8+9 points of damage, plus any additional bonuses from high Strength or magical effects that normally apply.

If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

At 5th level, and again at 10th level, a blackguard may smite good one additional time per day.

Aura of Despair (Su): Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Command Undead (Su): When a blackguard reaches 3rd level, he gains the supernatural ability to command and rebuke undead (see the *Player's Handbook*, page 159).

He commands undead as would a cleric of two levels lower. Sneak Attack: This ability, gained at 4th level, is like the rogue ability of the same name.

The extra damage increases by +1d6 every third level beyond 4th (7th and 10th).

If a blackguard gets a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

BLACKGUARD SPELL LIST

Blackguards choose their spells from the following list:

1st Level: *cause fear*, *corrupt weapon*, *cure light wounds*, *doom*, *inflict light wounds*, *magic weapon*, *summon monster I**.

2nd Level: *bull's strength*, *cure moderate wounds*, *darkness*, *death knell*, *eagle's splendor*, *inflict moderate wounds*, *shatter*, *summon monster II**.

3rd Level: *contagion*, *cure serious wounds*, *deeper darkness*, *inflict serious wounds*, *protection from elements*, *summon monster III**.

4th Level: *cure critical wounds*, *freedom of movement*, *inflict critical wounds*, *poison*, *summon monster IV**.

* Evil creatures only.

CORRUPT WEAPON

Blackguards have access to a special spell, *corrupt weapon*, which is the opposing counterpart of the paladin spell *bless weapon* (see page 205 of the *Player's Handbook*).

Instead of improving a weapon's effectiveness against evil foes (as the paladin spell does), *corrupt weapon* makes a weapon more effective against good foes.

FALLEN PALADINS

Blackguards who have levels in the paladin class (that is to say, are now ex-paladins) gain extra abilities the more levels of paladin they have.

Those who have tasted the light of goodness and justice and turned away make the foulest villains.

A fallen paladin who becomes a blackguard gains all of the following abilities that apply, according to the number of paladin levels the character has.

1-2: Smite good 1/day.

(This is in addition to the ability granted to all blackguards at 2nd level, so that a fallen paladin blackguard can smite good a total of twice per day).

3-4: Lay on hands.

Once per day, the blackguard can use this supernatural ability to cure himself or his fiendish servant of damage equal to his Charisma bonus \times his level.

5-6: Sneak attack damage increased by +1d6.

Smite good 2/day.

7-8: Fiendish summoning.

Once per day, the blackguard can use a *summon monster I* spell to call forth an evil creature.

For this spell, the caster level is double the blackguard's class level.

9-10: Undead companion.

In addition to the fiendish servant, the blackguard gains (at 5th level) a Medium-size skeleton or zombie as a companion.

This companion cannot be turned or rebuked and gains all special bonuses as a fiendish servant when the blackguard gains levels.

Smite good 3/day.

11 or more: Favored of the dark deities.

Evil deities like nothing more than to see a pure heart corrupted, and thus a fallen paladin of this stature immediately gains a blackguard level for each level of paladin he trades in.

For example, a character who has twelve levels of paladin can immediately become a 10th-level blackguard with all abilities if he chooses to lose ten levels of paladin.

The character level of the character does not change.

This, of course, is in every way a profitable trade for the evil character, since he has already lost most of the benefits he gained from having those paladin levels.

However, with the loss of paladin levels, the character no longer gains as many extra abilities for being a fallen paladin.

Thus, a fallen 15th-level paladin could become a 10th-level blackguard/5th-level paladin and gain the first three extra abilities on this chart because of the character's remaining five levels of paladin.

Smite good 4/day.

THE BLACKGUARD'S FIENDISH SERVANT

Upon or after reaching 5th level, a blackguard can call a fiendish bat, cat, dire rat, horse, pony, raven, or toad to serve him.

(See the *Monster Manual* for these creatures' basic statistics).

This creature may be used as a guardian (such as a bat), a helper (such as a cat), or a mount (such as a horse).

The blackguard's servant further gains HD and special abilities based on the blackguard's character level (see the table).

A blackguard may have only one fiendish servant at a time.

Should the blackguard's servant die, he may call for another one after a year and a day.

The new fiendish servant has all the accumulated abilities due a servant of the blackguard's current level.

The abilities mentioned in the "Special" column of the accompanying table are described below.

Character Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
12th or lower	+2	+1	+1	6	Empathic link, improved evasion, share saving throws, share spells
13th–15th	+4	+3	+2	7	Speak with blackguard
16th–18th	+6	+5	+3	8	Blood bond
19th–20th	+8	+7	+4	9	Spell resistance

Character Level: The character level of the blackguard (his blackguard level plus his original class level).

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the servant's base attack and base save bonuses, as normal.

Natural Armor Adj.: This is an improvement to the servant's existing natural armor bonus.

Str Adj.: Add this figure to the servant's Strength score.

Int: The servant's Intelligence score. (A fiendish servant is smarter than normal animals of its kind.)

TABLE 6–6: THE BLACKGUARD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	0	0	Aura of evil, detect good, poison use	0	—	—	—
2nd	+2	+3	0	0	Dark blessing, smite good 1/day	1	—	—	—
3rd	+3	+3	+1	+1	Command undead, aura of despair	1	0	—	—
4th	+4	+4	+1	+1	Sneak attack +1d6	1	1	—	—
5th	+5	+4	+1	+1	Fiendish servant, smite good 2/day	1	1	0	—
6th	+6	+5	+2	+2		1	1	1	—
7th	+7	+5	+2	+2	Sneak attack +2d6	2	1	1	0
8th	+8	+6	+2	+2		2	1	1	1
9th	+9	+6	+3	+3		2	2	1	1
10th	+10	+7	+3	+3	Sneak attack +3d6, smite good 3/day	2	2	2	1

Empathic Link (Su): The blackguard has an empathic link with his servant out to a distance of up to 1 mile.

The blackguard cannot see through the servant's eyes, but they can communicate empathically.

Because of the limited nature of the link, only general emotional content (such as fear, hunger, happiness, curiosity) can be communicated.

Note that the low Intelligence of a low-level blackguard's fiendish servant limits what the creature is able to communicate or understand, and even intelligent servants see the world differently from humans, so misunderstandings are always possible.

Because of the empathic link between the servant and the blackguard, the blackguard has the same connection to a place or an item that the servant does.

Improved Evasion (Ex): If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw.

Improved evasion is an extraordinary ability.

Share Saving Throws: For each of its saving throws, the servant uses either its own base save bonus or the blackguard's, whichever is higher.

The servant applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the blackguard might have (such as from magic items or feats).

Share Spells: At the blackguard's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his servant.

The servant must be within 5 feet at the time of casting to receive the benefit.

If the spell has a duration other than instantaneous, it stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if the servant returns to the blackguard before the duration expires.

Additionally, the blackguard may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself.

A blackguard and his servant can share spells even if the spells normally do not affect creatures of the servant's type (magical beast).

Speak with Blackguard (Ex): If the blackguard's character level is 13th or higher, the blackguard and servant can communicate verbally as if they were using a common language.

Other creatures do not understand the communication without magical help.

Blood Bond (Ex): If the blackguard's character level is 16th or higher, the servant gains a +2 bonus on all attack rolls, checks, and saves if it witnesses the blackguard being threatened or harmed.

This bonus lasts as long as the threat is immediate and apparent.

Spell Resistance (Ex): If the blackguard's character level is 19th or higher, the servant gains spell resistance equal to the blackguard's level + 5.

To affect the servant with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the servant's spell resistance.

DRAGON DISCIPLE

It is known that certain dragons can take humanoid form and even have humanoid lovers.

Sometimes a child is born of this union, and every child of that child unto the thousandth generation claims a bit of dragon blood, be it ever so small.

Usually, little comes of it, though mighty sorcerers occasionally credit their powers to draconic heritage.

For some, however, dragon blood beckons irresistibly.

These characters become dragon disciples, who use their magical power as a catalyst to ignite their dragon blood, realizing its fullest potential.

Dragon disciples prefer a life of exploration to a cloistered existence.

Most are barbarians, fighters, or rangers who have dabbled as sorcerers or bards.

Occasionally, a serious spellcaster explores the path to further a goal of finding out more about his draconic heritage, though at the expense of most of his arcane studies.

Clerics and druids rarely choose to become dragon disciples.

Already adept at magic, many pursue adventure, especially if it furthers their goal of finding out more about their draconic heritage.

All dragon disciples are drawn to areas known to harbor dragons.

Hit Die: d12.

REQUIREMENTS

To qualify to become a dragon disciple, a character must fulfill all the following criteria.

Race: Any nondragon (cannot already be a half-dragon).

Skills: Knowledge (arcana) 8 ranks.

Languages: Draconic.

Spellcasting: Ability to cast arcane spells without preparation.

Special: The player chooses a dragon variety when taking the first level in this prestige class, subject to the DM's approval.

CLASS SKILLS

The dragon disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Search (Int), Speak Language (Int), Spellcraft (Int), and Spot (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the dragon disciple prestige class.

Weapon and Armor Proficiency: Dragon disciples gain no proficiency with any weapon or armor.

Bonus Spells: Dragon disciples gain bonus spells as they gain levels in this prestige class, as if from having a high ability score, as given on Table 6–7.

A bonus spell can be added to any level of spells the disciple already has the ability to cast.

If a character has more than one spellcasting class, he must decide to which class he adds each bonus spell as it is gained.

Once a bonus spell has been applied, it cannot be shifted.

Natural Armor Increase (Ex): At 1st, 4th, and 7th level, a dragon disciple becomes more draconic in appearance.

His skin develops tiny iridescent scales, nearly invisible at first but becoming more noticeable at higher levels.

This provides an increase to the character's existing natural armor (if any), as indicated on Table 6–7 (the numbers represent the total increase gained to that point).

As his skin thickens, a dragon disciple takes on more and more of his progenitor's physical aspect.

Claws and Bite (Ex): At 2nd level, a dragon disciple gains claw and bite attacks if he does not already have them.

Size	Bite Damage	Claw Damage
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6

Use the values above or the disciple's base claw and bite damage values, whichever are greater.

A dragon disciple is considered proficient with these attacks.

When making a full attack, a dragon disciple uses his full base attack bonus with his bite attack but takes a –5 penalty on claw attacks.

The Multiattack feat (see page 304 of the *Monster Manual*) reduces this penalty to only –2.

Ability Boost (Ex): As a dragon disciple gains levels in this prestige class, his ability scores increase as noted on Table 6–7.

These increases stack and are gained as if through level advancement.

Breath Weapon (Su): At 3rd level, a dragon disciple gains a minor breath weapon, derived from his draconic ancestor. The type and shape depend on the dragon variety whose heritage he enjoys (see below).

Dragon Variety*	Breath Weapon
Black	Line of acid
Blue	Line of lightning
Green	Cone of corrosive gas (acid)
Red	Cone of fire
White	Cone of cold
Brass	Line of fire
Bronze	Line of lightning
Copper	Line of acid
Gold	Cone of fire
Silver	Cone of cold

* Other varieties of dragon disciple are possible, using other dragon varieties as ancestors.

Regardless of the ancestor, the breath weapon deals 2d8 points of damage of the appropriate energy type.

At 7th level, the damage increases to 4d8, and when a disciple attains dragon apotheosis at 10th level it reaches its full power at 6d8.

Regardless of its strength, the breath weapon can be used only once per day.

Use all the rules for dragon breath weapons (see page 69 of the *Monster Manual*) except as specified here.

The DC of the breath weapon is 10 + class level + Con modifier.

A line-shaped breath weapon is 5 feet high, 5 feet wide, and 60 feet long.

A cone-shaped breath weapon is 30 feet long.

Blindsense (Ex): At 5th level, the dragon disciple gains blindsense with a range of 30 feet.

Using nonvisual senses, such as acute smell or hearing, the dragon disciple notices things it cannot see.

He usually does not need to make Spot or Listen checks to notice and pinpoint the location of creatures within range of his blindsense ability, provided that he has line of effect to that creature.

Any opponent the dragon disciple cannot see still has total concealment against him, and the dragon disciple still has the normal miss chance when attacking foes that have concealment.

Visibility still affects the movement of a creature with blindsense.

A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

At 10th level, the range of this ability increases to 60 feet. Wings (Ex): At 9th level, a dragon disciple grows a set of draconic wings.

He may now fly at a speed equal to his normal land speed, with average maneuverability.

Dragon Apotheosis: At 10th level, a dragon disciple fully realizes his draconic heritage and takes on the half-dragon template (see page 146 of the *Monster Manual*).

His breath weapon reaches full strength (as noted above), and he gains +4 to Strength and +2 to Charisma.

His natural armor bonus increases to +4, and he acquires low-light vision, 60-foot darkvision, immunity to sleep and paralysis effects, and immunity to the energy type used by his breath weapon (see above).

TABLE 6-7: THE DRAGON DISCIPLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1st	+0	+2	+0	+2	Natural armor increase (+1)	1
2nd	+1	+3	+0	+3	Ability boost (Str +2), claws and bite	1
3rd	+2	+3	+1	+3	Breath weapon (2d8)	0
4th	+3	+4	+1	+4	Ability boost (Str +2), natural armor increase (+2)	1
5th	+3	+4	+1	+4	Blindsense 30 ft.	1
6th	+4	+5	+2	+5	Ability boost (Con +2)	1
7th	+5	+5	+2	+5	Breath weapon (4d8), natural armor increase (+3)	0
8th	+6	+6	+2	+6	Ability boost (Int +2)	1
9th	+6	+6	+3	+6	Wings	1
10th	+7	+7	+3	+7	Blindsense 60 ft., dragon apotheosis	0

DUELIST

The duelist (sometimes known as the swashbuckler) is a nimble, intelligent fighter trained in making precise attacks with light weapons, such as the rapier.

She always takes full advantage of her quick reflexes and wits in a fight.

Rather than wearing bulky armor, a duelist feels the best way to protect herself is not to get hit at all.

Duelists are most often fighters or rangers, but almost as often are rogues or bards.

Wizards, sorcerers, and monks make surprisingly good duelists due to those classes' lack of reliance on armor.

They benefit greatly from the weapon skill the duelist offers.

Some paladins and barbarians who deviate a good deal from their archetypes become duelists.

NPC duelists are usually loners looking for adventure or a get-rich-quick scheme.

Occasionally they work in small, tight-knit groups, fighting with team-based tactics.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +6.

Skills: Perform 3 ranks, Tumble 5 ranks.

Feats: Dodge, Mobility, Weapon Finesse.

CLASS SKILLS

The duelist's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Jump

(Str), Listen (Wis), Perform (Cha), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The duelist is proficient with all simple and martial weapons, but no type of armor or shield.

Canny Defense (Ex): When not wearing armor or using a shield, a duelist adds 1 point of Intelligence bonus (if any) per duelist class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon.

For instance, a 2nd-level duelist with an Intelligence score of 16 (+3 bonus) can add +2 to her Armor Class.

If a duelist is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

Improved Reaction (Ex): At 2nd level, a duelist gains a +2 bonus on initiative checks.

At 8th level, the bonus increases to +4.

This bonus stacks with the benefit provided by the Improved Initiative feat.

Enhanced Mobility (Ex): When wearing no armor and not using a shield, a duelist gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

Grace (Ex): At 4th level, a duelist gains an additional +2 competence bonus on all Reflex saving throws.

This ability functions for a duelist only when she is wearing no armor and not using a shield.

Precise Strike (Ex): At 5th level, a duelist gains the ability to strike precisely with a light or one-handed piercing weapon, gaining an extra 1d6 damage added to her normal damage roll.

When making a precise strike, a duelist cannot attack with a weapon in her other hand or use a shield.

A duelist's precise strike only works against living creatures with discernible anatomies.

Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from a precise strike.

At 10th level, the extra damage on a precise strike increases to +2d6.

Acrobatic Charge (Ex): At 6th level, a duelist gains the ability to charge in situations where others cannot.

She may charge over difficult terrain that normally slows movement.

This enables her to run down steep stairs, leap down from a balcony, or to tumble over tables to get to her charge target. Depending on the circumstance, she may still need to make appropriate checks (Jump or Tumble checks in particular) to successfully move over the terrain.

Elaborate Parry (Ex): At 7th level and higher, if a duelist chooses to fight defensively or use total defense in melee combat, she gains an additional +1 dodge bonus to AC for each level of duelist she has.

Deflect Arrows: At 9th level, a duelist gains the benefit of the Deflect Arrows feat (see page 93 of the *Player's Handbook*) when using a light or one-handed piercing weapon.

TABLE 6–8: THE DUELIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Canny defense
2nd	+2	+0	+3	+0	Improved reaction +2
3rd	+3	+1	+3	+1	Enhanced mobility
4th	+4	+1	+4	+1	Grace
5th	+5	+1	+4	+1	Precise strike +1d6
6th	+6	+2	+5	+2	Acrobatic charge
7th	+7	+2	+5	+2	Elaborate parry
8th	+8	+2	+6	+2	Improved reaction +4
9th	+9	+3	+6	+3	Deflect Arrows
10th	+10	+3	+7	+3	Precise strike +2d6

DWARVEN DEFENDER

The defender is a sponsored champion of a dwarven cause, a dwarf aristocrat, a dwarven deity, or the dwarven way of life.

As the name might imply, this character is a skilled combatant trained in the arts of defense.

A line of dwarven defenders is a far better defense than a 10-foot-thick wall of stone, and much more dangerous.

Most dwarven defenders are fighters, paladins, rangers, or clerics, although ex-barbarians, sorcerers, wizards, and druids can certainly all benefit from the defensive capabilities of this prestige class.

Rogues, bards, and monks usually depend too heavily on mobility to use the abilities of the dwarven defender class to their fullest.

NPC dwarven defenders are usually soldiers in a dwarven citadel, segregated into their own units separate from regular warriors or fighters.

Occasionally a lone, wandering dwarven defender can be encountered on some mission, although he usually guards his words so closely that it's difficult to learn what his quest actually entails.

Hit Die: d12.

REQUIREMENTS

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

Race: Dwarf.

Alignment: Any lawful.

Base Attack Bonus: +7.

Feats: Dodge, Endurance, Toughness.

CLASS SKILLS

The defender's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the dwarven defender prestige class.

AC Bonus (Ex): The dwarven defender receives a dodge bonus to Armor Class that starts at +1 and improves as the defender gains levels, until it reaches +4 at 10th level.

Weapon and Armor Proficiency: A dwarven defender is proficient with all simple and martial weapons, all types of armor, and shields.

Defensive Stance: When he needs to, a defender can become a stalwart bastion of defense.

In this defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending.

He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC.

The increase in Constitution increases the defender's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points.

These extra hit points are not lost first the way temporary hit points are.

While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position, such as Move Silently or Jump.

A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier.

A defender may end his defensive stance voluntarily prior to this limit.

At the end of the defensive stance, the defender is winded and takes a –2 penalty to Strength for the duration of that encounter.

A defender can only use his defensive stance a certain number of times per day as determined by his level (see Table 6–9).

Using the defensive stance takes no time itself, but a defender can only do so during his action.

(A defender can't, for example, use the stance when struck down by an arrow in order to get the extra hit points from the increased Constitution).

Uncanny Dodge (Ex): Starting at 2nd level, a dwarven defender gains the extraordinary ability to react to danger before his senses would normally allow him to even be aware of it.

At 2nd level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

(He still loses any Dexterity bonus to AC if immobilized). If a character gains uncanny dodge from a second class (such as rogue), the character automatically gains improved uncanny dodge (see below).

Trap Sense (Ex): At 4th level, a dwarven defender gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

At 8th level, these bonuses rise to +2.

These bonuses stack with trap sense bonuses gained from other classes.

Damage Reduction (Ex): At 6th level, a dwarven defender gains the ability to shrug off some amount of injury from each blow or attack.

Subtract 3 points from the damage the dwarven defender takes each time he is dealt damage.

At 10th level, this damage reduction rises to 6/–.

Damage reduction can reduce damage to 0 but not below 0. (That is, the defender cannot actually gain hit points in this manner).

Improved Uncanny Dodge (Ex): At 6th level, a dwarven defender can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker.

This defense denies rogues the ability to use flank attacks to sneak attack the dwarven defender.

The exception to this defense is that a rogue at least four levels higher than the dwarven defender can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class (such as rogue), the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Mobile Defense (Ex): At 8th level, a dwarven defender can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

TABLE 6–9: THE DWARVEN DEFENDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+1	+2	+0	+2	+1	Defensive stance 1/day
2nd	+2	+3	+0	+3	+1	Uncanny dodge
3rd	+3	+3	+1	+3	+1	Defensive stance 2/day
4th	+4	+4	+1	+4	+2	Trap sense +1
5th	+5	+4	+1	+4	+2	Defensive stance 3/day
6th	+6	+5	+2	+5	+2	Damage reduction 3/–, improved uncanny dodge
7th	+7	+5	+2	+5	+3	Defensive stance 4/day
8th	+8	+6	+2	+6	+3	Mobile defense, trap sense +2
9th	+9	+6	+3	+6	+3	Defensive stance 5/day
10th	+10	+7	+3	+7	+4	Damage reduction 6/–

ELDRITCH KNIGHT

Studying the martial and arcane arts to equal degree, the eldritch knight is a versatile combatant who can cast a fireball on her foes or charge them with sword drawn.

The eldritch knight takes pride in her ability to use the right technique for the job: spells against physically tough foes and force of arms against spellcasting enemies.

Eldritch knights split their time between physical training to become better soldiers and arcane study to learn more powerful spells.

They tend to be driven individuals, because simultaneously perfecting their spellcasting and combat prowess requires immense time and effort.

Eldritch knights are never truly at home among arcane spellcasters or elite soldiers, so many drift from wizard school to mercenary unit to band of adventurers.

Every would-be eldritch knight must demonstrate both skill with a broad array of weapons and mastery of the basics of arcane spellcasting.

Thus, almost all eldritch knights are multiclass characters already, with fighter/wizard the most common combination.

A few eldritch knights were once bards, and even paladin/sorcerers aren't unheard of.

Eldritch knights can be found wherever there's a good fight or the promise of arcane lore.

They find higher-level fighters and wizards particularly interesting, and some eldritch knights apprentice themselves for a time to learn the finer points of arcane technique or weapons prowess.

Hit Die: d6.

REQUIREMENTS

To qualify to become an eldritch knight, a character must fulfill all the following criteria.

Weapon Proficiency: Must be proficient with all martial weapons.

Spells: Able to cast 3rd-level arcane spells.

CLASS SKILLS

The eldritch knight's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Jump (Str), Knowledge (arcana) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the eldritch knight prestige class.

Weapon and Armor Proficiency: Eldritch knights gain no proficiency with any weapon or armor.

Bonus Feat: At 1st level, an eldritch knight may choose a bonus feat from the list of feats available to fighters.

This is in addition to the feats that a character of any class normally gets every three levels.

The character must still meet any prerequisites for these bonus feats, including four levels of fighter for the Weapon Specialization feat.

Spells per Day: From 2nd level on, when a new eldritch knight level is gained, the character gains new spells per day as if she had also gained a level in whatever arcane spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on).

This essentially means that she adds the level of eldritch knight to the level of whatever other arcane spellcasting

class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before she became an eldritch knight, she must decide to

which class she adds each level of eldritch knight for the purpose of determining spells per day.

TABLE 6-10: THE ELDRITCH KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	+1 level of existing arcane spellcasting class
3rd	+3	+3	+1	+1	+1 level of existing arcane spellcasting class
4th	+4	+4	+1	+1	+1 level of existing arcane spellcasting class
5th	+5	+4	+1	+1	+1 level of existing arcane spellcasting class
6th	+6	+5	+2	+2	+1 level of existing arcane spellcasting class
7th	+7	+5	+2	+2	+1 level of existing arcane spellcasting class
8th	+8	+6	+2	+2	+1 level of existing arcane spellcasting class
9th	+9	+6	+3	+3	+1 level of existing arcane spellcasting class
10th	+10	+7	+3	+3	+1 level of existing arcane spellcasting class

HIEROPHANT

A divine spellcaster who rises high in the service of his deity gains access to spells and abilities of which lesser faithful can only dream.

The hierophant prestige class is open to powerful divine spellcasters who are approaching access to the strongest and most difficult divine spells.

They delay the acquisition of these greatest gifts in exchange for a deeper understanding of and ability to control the power they channel.

Most hierophants were clerics or druids.

Some may have pursued another divine spellcasting-focused prestige class.

Hierophants rarely multiclass into non-spellcasting classes. Hierophants are usually high-ranking members of a church or druidic circle.

Most are exemplary representatives of their faith.

Hit Die: d8.

REQUIREMENTS

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

Skills: Knowledge (religion) 15 ranks.

Feats: Any metamagic feat.

Spells: Able to cast 7th-level divine spells.

CLASS SKILLS

The hierophant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the hierophant prestige class.

Weapon and Armor Proficiency: Hierophants gain no proficiency with any weapon or armor.

Spells and Caster Level: Levels in the hierophant prestige class, even though they do not advance spell progression in the character's base class, still stack with the character's base spellcasting levels to determine caster level.

Special Ability: Every level, a hierophant gains a special ability of his choice from among the following.

Blast Infidel (Su): A hierophant can use negative energy spells to their maximum effect on creatures with an alignment opposed to the hierophant.

(See the table below for a list of which alignments are opposed to each alignment).

Hierophant Alignment	Opposed Alignment
Lawful good	Chaotic evil
Neutral good	Neutral evil
Chaotic good	Lawful evil
Lawful neutral	Chaotic neutral
Neutral	Lawful good, chaotic good, lawful evil, chaotic evil*
Chaotic neutral	Lawful neutral
Lawful evil	Chaotic good
Neutral evil	Neutral good
Chaotic evil	Lawful good

* A neutral hierophant chooses one of these alignments to be the one that he opposes, for the purposes of this special ability.

Any spell with a description that involves inflicting or channeling negative energy (*inflict* spells, *mass inflict light wounds*, *harm*) cast on a creature of the opposed alignment works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot).

Undead affected by this ability heal the maximized amount of damage.

Divine Reach (Su): A hierophant with this ability can use touch spells on targets up to 30 feet away.

If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead.

Divine reach can be selected a second time as a special ability, in which case the range increases to 60 feet.

Faith Healing (Su): A hierophant can use healing spells to their maximum effect on creatures of the same alignment as the hierophant (including the hierophant himself).

Any spell with the healing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot).

Gift of the Divine (Su): Available only to hierophants with cleric levels, this ability allows a hierophant to transfer one or more uses of his turn undead ability to a willing creature. (Hierophants who rebuke undead transfer uses of rebuke undead instead).

The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in

effect, the number of turning attempts per day allowed to the hierophant is reduced by the number transferred. The recipient turns undead as a cleric of the hierophant's cleric level but uses her own Charisma modifier.

Mastery of Energy (Su): Available only to hierophants with cleric levels, this ability allows a hierophant to channel positive or negative energy much more effectively, increasing his ability to affect undead.

Add a +4 bonus to the hierophant's turning checks and turning damage rolls.

This ability only affects undead, even if the hierophant can turn other creatures, such as with a granted power of a domain.

Metamagic Feat: A hierophant can choose a metamagic feat in place of one of the special abilities described here if desired.

Power of Nature (Su): Available only to hierophants with druid levels, this ability allows a hierophant to temporarily transfer one or more of his druid class features to a willing creature.

The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the hierophant cannot use the transferred power.

He can transfer any of his druid powers except spellcasting and the ability to have an animal companion.

The druid's wild shape ability can be partially or completely transferred.

For example, a hierophant may transfer the ability to use wild shape once per day to the recipient and retain the rest of his uses for himself.

If the hierophant can assume the form of Tiny or Huge animals, the recipient can as well.

As with the *imbue with spell ability* spell, the hierophant remains responsible to his deity for any use to which the recipient puts the transferred abilities.

Spell Power: This special ability increases a hierophant's effective caster level by 1 for purposes of determining level-dependent spell variables (such as damage or range) and for caster level checks.

This ability can be selected more than once, and changes to effective caster level are cumulative.

Spell-Like Ability: A hierophant who selects this special ability can use one of his divine spell slots to permanently prepare one of his divine spells as a spell-like ability that can be used twice per day.

The hierophant does not use any components when casting the spell, although a spell that costs XP to cast still does so, and a spell with a costly material component instead costs him 10 times that amount in XP.

The spell normally uses a spell slot of the spell's level (or higher, if the hierophant chooses to permanently attach a metamagic feat to the spell chosen).

The hierophant can use an available higher-level spell slot to use the spell-like ability more than once per day.

Allocating a slot three levels higher allows him to cast the spell four times per day, and a slot six levels higher lets him cast it six times per day.

For example, Lonafrin the hierophant wants to be able to create undead whenever he has the opportunity, so he permanently uses a 9th-level spell slot to get *animate dead* as a spell-like ability usable six times per day.

If selected more than one time as a special ability, this ability can apply to the same spell (increasing the number of times per day it can be used) or to a different spell.

TABLE 6-11: THE HIEROPHANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Special ability
2nd	+1	+3	+0	+3	Special ability
3rd	+1	+3	+1	+3	Special ability
4th	+2	+4	+1	+4	Special ability
5th	+2	+4	+1	+4	Special ability

HORIZON WALKER

The horizon walker is an unceasing traveler to the universe's most dangerous places.

As her journeys take her from place to place, she adapts to become one with her environment.

In time, she develops a mystic connection with the ground beneath her.

But she is by no means tied to a particular place; her restless feet are ever leading her toward the horizon, where new adventures await.

Horizon walkers tend to be hard to surprise or impress, because they've seen so many wonders during their travels. It's common for a horizon walker to have an outward attitude of "been there, done that".

But horizon walkers are gripped by an unquenchable wanderlust, so they're always in the midst of a journey or planning their next one.

As they travel, horizon walkers develop a magical resonance with the terrain that surrounds them, making them unparalleled guides and scouts.

And they're formidable foes when their travels take them into danger, able to use the terrain they know so well to good advantage.

Rangers and bards take up the path of the horizon walker more often than other characters, but that's more because they appreciate the wanderer's life, not because the path of the horizon walker is particularly specialized.

A fair number of horizon walkers were barbarians who strayed from their native lands or rogues who found their skills useful on the road.

Occasionally a druid will adopt the prestige class, though most are loath to do so because they sacrifice their spellcasting advancement.

You'll find horizon walkers on the road, or in places so forbidding that roads don't exist.

They rarely stay in one place for long, and they're eager to launch a new expedition—the more exotic and remote the destination, the better.

Hit Die: d8.

REQUIREMENTS

To qualify to become a horizon walker, a character must fulfill all the following criteria.

Skills: Knowledge (geography) 8 ranks.

Feats: Endurance.

CLASS SKILLS

The horizon walker's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (geography) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Speak Language (none), Spot (Wis), and Survival (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the horizon walker prestige class.

Weapon and Armor Proficiency: Horizon walkers gain no proficiency with any weapon or armor.

Terrain Mastery: As horizon walkers travel, they gain a mystical connection with the very ground they walk on.

At each level, they add a new terrain environment to their repertoire from those given below.

Terrain mastery gives a horizon walker a bonus on checks involving a skill useful in that terrain, or some other appropriate benefit.

A horizon walker also knows how to fight dangerous creatures typically found in that terrain, gaining a +1 insight bonus on attack rolls and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions (see the *Monster Manual*).

The horizon walker only gains the bonus if the *Monster Manual* description specifically lists the terrain type.

Horizon walkers take their terrain mastery with them wherever they go.

They retain their terrain mastery bonuses on skill checks, attack rolls, and damage rolls whether they're actually in the relevant terrain or not.

For example, a horizon walker who has selected desert terrain mastery is immune to fatigue even if she's underground, in the mountains, or in a city.

Planar Terrain Mastery: Eventually a horizon walker's familiarity with terrain extends to her journeys to other planes of existence.

Planar terrain mastery functions just like terrain mastery, except that the horizon walker can choose one of the planar categories at each level.

The horizon walker can take a nonplanar terrain type instead, if she wishes.

TERRAIN MASTERY BENEFITS

Aquatic: You are naturally at home in the water, gaining a +4 competence bonus on Swim checks, or a +10-foot bonus to your swim speed if you have one.

You gain a +1 insight bonus on attack and damage rolls against aquatic creatures.

Desert: You have endured where others perish, so you're good at conserving your body's resources.

You resist effects that tire you.

You are immune to fatigue, and anything that would cause you to become exhausted makes you fatigued instead.

You gain a +1 insight bonus on attack and damage rolls against desert creatures.

Forest: You have an instinctive sense of camouflage from your time among the trees, granting you a +4 competence bonus on Hide checks.

You gain a +1 insight bonus on attack and damage rolls against forest creatures.

Hills: The faintest echoes find their way to your ears, granting you a +4 competence bonus on Listen checks.

You gain a +1 insight bonus on attack and damage rolls against hills creatures.

Marsh: You have learned to be quieter than the whispering rushes; your mystic connection to the marsh grants you a +4 competence bonus on Move Silently checks.

You gain a +1 insight bonus on attack and damage rolls against marsh creatures.

Mountains: You naturally cling to surfaces others fall from. You gain a +4 competence bonus on Climb checks, or a +10-foot bonus to your climb speed if you have one.

You gain a +1 insight bonus on attack and damage rolls against mountain creatures.

Plains: The wide-open spaces have sharpened your eyes, granting you a +4 competence bonus on Spot checks.

You gain a +1 insight bonus on attack and damage rolls against plains creatures.

Underground: You have magically adapted to your time in the dark.

You have 60-foot darkvision, or 120-foot darkvision if you already had darkvision from another source.

You gain a +1 insight bonus on attack and damage rolls against underground creatures.

Fiery (Planar): This kind of planar terrain mastery provides you with resistance to fire 20.

You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the fire subtype.

Weightless (Planar): You gain a +30-foot bonus to your fly speed on planes with no gravity or subjective gravity, such as the Astral Plane or the Elemental Plane of Air (see Chapter 5).

You gain a +1 insight on attack and damage rolls against creatures native to the Astral Plane, the Elemental Plane of Air, and the Ethereal Plane, such as githyanki and air elementals.

(A creature native to a particular plane has this fact designated in its Environment entry in the *Monster Manual*).

Cold (Planar): This kind of planar terrain mastery provides you with resistance to cold 20.

You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the cold subtype.

Shifting (Planar): You have the supernatural ability to use the ever-shifting nature of planes such as Limbo and the Plane of Shadow to travel faster.

You instinctively anticipate shifts in the reality of the plane that bring you closer to your destination, giving you the spell-like ability to use *dimension door* (as the spell cast at your character level) once every 1d4 rounds.

You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals native to a shifting plane, such as slaadi and shadow mastiffs.

Aligned (Planar): You have the instinctive ability to mimic the dominant alignment of the plane.

You incur none of the penalties for having an alignment at odds with that of the plane, and spells and abilities that harm those of the opposite alignment (such as *unholy blight*) don't affect you.

You have the dominant alignment of the plane with regard to magic, but your behavior and any alignment-related class features you have are unaffected.

Cavernous (Planar): You gain tremorsense with a 30-foot range.

Other (Planar): If your campaign uses planes you have invented yourself (see *Creating a Cosmology*, page 167), you should design additional planar terrains.

A plane composed entirely of an immense black spiderweb suspended over a roiling ocean of insectoid vermin, for example, might have a +4 competence bonus on Balance checks and a +4 bonus on Fortitude saves against poison as the benefit for planar terrain mastery.

TABLE 6-12: THE HORIZON WALKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Terrain mastery
2nd	+2	+3	+0	+0	Terrain mastery
3rd	+3	+3	+1	+1	Terrain mastery
4th	+4	+4	+1	+1	Terrain mastery
5th	+5	+4	+1	+1	Terrain mastery
6th	+6	+5	+2	+2	Planar terrain mastery
7th	+7	+5	+2	+2	Planar terrain mastery
8th	+8	+6	+2	+2	Planar terrain mastery
9th	+9	+6	+3	+3	Planar terrain mastery
10th	+10	+7	+3	+3	Planar terrain mastery

LOREMASTER

Loremasters are spellcasters who concentrate on knowledge, valuing lore and secrets over gold. They uncover secrets that they then use to better themselves mentally, physically, and spiritually. Characters without at least one level of wizard, sorcerer, cleric, or druid gain little benefit for becoming a loremaster.

Paladins, rangers, and bards might gain some benefit, but overall, it would be minor.

Loremasters sometimes gather in secluded cabals but are more often found as members of an order attached to a university, a library, or some other source of information. They're likely to earn extra money as sages and information brokers, pouring their wages into their own research.

A loremaster might also adopt a position as a wise one in a community, or even as its leader, drawing upon her knowledge to help others.

Hit Die: d4.

REQUIREMENTS

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

Skills: Knowledge (any two) 10 ranks in each.

Feats: Any three metamagic or item creation feats, plus Skill Focus (Knowledge [any individual Knowledge skill]).

Spells: Able to cast seven different divination spells, one of which must be 3rd level or higher.

CLASS SKILLS

The loremaster's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Gather Information (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Speak Language, Spellcraft (Int), and Use Magic Device (Cha).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the loremaster prestige class.

Weapon and Armor Proficiency: Loremasters gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: A loremaster continues training in magic as well as her field of research.

Thus, when a new loremaster level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

This essentially means that she adds the level of loremaster to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Secret: In their studies, loremasters stumble upon all sorts of applicable knowledge and secrets.

At 1st level and every two levels higher than 1st (3rd, 5th, 7th, and 9th), the loremaster chooses one secret from the table on the next page.

LOREMASTER SECRETS

Level + Int Modifier	Secret	Effect
1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	Secret health	+3 hit points
3	Secrets of inner strength	+2 bonus on Will saves
4	The lore of true stamina	+2 bonus on Fortitude saves
5	Secret knowledge of avoidance	+2 bonus on Reflex saves
6	Weapon trick	+1 bonus on attack rolls
7	Dodge trick	+1 dodge bonus to AC
8	Applicable knowledge	Any one feat
9	Newfound arcana	1 bonus 1st-level spell*
10	More newfound arcana	1 bonus 2nd-level spell*

* As if gained through having a high ability score.

Her level plus Intelligence modifier determines the total number of secrets she can choose.

She can't choose the same secret twice.

Lore: Loremasters gather knowledge.

At 2nd level, a loremaster gains the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge.

The loremaster adds her level and her Intelligence modifier to the lore check.

See page 28 of the *Player's Handbook* for more information on bardic knowledge.

Bonus Languages: Loremasters, in their laborious studies, learn new languages in order to access more knowledge.

A loremaster can choose any new language at 4th and 8th level.

Greater Lore (Ex): At 6th level, a loremaster gains the ability to understand magic items, as with the *identify* spell.

True Lore (Ex): At 10th level, once per day a loremaster can use her knowledge to gain the effect of a *legend lore* spell or an *analyze dweomer* spell.

TABLE 6-13: THE LOREMASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Secret	+1 level of existing class
2nd	+1	+0	+0	+3	Lore	+1 level of existing class
3rd	+1	+1	+1	+3	Secret	+1 level of existing class
4th	+2	+1	+1	+4	Bonus language	+1 level of existing class
5th	+2	+1	+1	+4	Secret	+1 level of existing class
6th	+3	+2	+2	+5	Greater lore	+1 level of existing class
7th	+3	+2	+2	+5	Secret	+1 level of existing class
8th	+4	+2	+2	+6	Bonus language	+1 level of existing class
9th	+4	+3	+3	+6	Secret	+1 level of existing class
10th	+5	+3	+3	+7	True lore	+1 level of existing class

MYSTIC THEURGE

Blurring the line between divine and arcane, mystic theurges draw power from divine sources and musty tomes alike.

While most spellcasters choose one path to magical power, mystic theurges walk two roads at once, simultaneously mastering spells common to clerics and wizards.

Mystic theurges have unparalleled diversity of spells.

In time, a mystic theurge can cast almost any spell in the *Player's Handbook*.

While a mystic theurge doesn't have the uninterrupted spell advancement that a cleric, wizard, or sorcerer has, he makes up for this with versatility.

Mystic theurges are often obsessed with magical lore, traveling to the ends of the earth to learn some new arcane secret or divine insight.

Because a mystic theurge casts both arcane and divine spells, all members of this class are multiclass spellcasters. Cleric/sorcerers and cleric/wizards are the most common mystic theurges, with druid/sorcerers more rare and druid/wizards almost unheard of.

Mystic theurges tend to be fascinated with magic in whatever form it takes.

They're always on the hunt for powerful magic items and new arcane spells.

Those mystic theurges who worship a deity use the power of their spellcasting to further their deity's agenda.

Hit Die: d4.

REQUIREMENTS

To qualify to become a mystic theurge, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 6 ranks, Knowledge (religion) 6 ranks.

Spells: Able to cast 2nd-level divine spells and 2nd-level arcane spells.

CLASS SKILLS

The mystic theurge's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the mystic theurge prestige class.

Weapon and Armor Proficiency: Mystic theurges gain no proficiency with any weapon or armor.

Spells per Day: When a new mystic theurge level is gained, the character gains new spells per day as if he had also gained a level in any one arcane spellcasting class he belonged to before he added the prestige class and any one divine spellcasting class he belonged to previously.

He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on).

This essentially means that he adds the level of mystic theurge to the level of whatever other arcane spellcasting class and divine spellcasting class the character has, then determines spells per day and caster level accordingly.

For example, a 3rd-level cleric/3rd-level wizard who takes a level in mystic theurge has the same access to spells as a 4th-level cleric and a 4th-level wizard.

But he continues to turn undead as a 3rd-level cleric, and his wizard familiar won't gain any new abilities.

If a character had more than one arcane spellcasting class or more than one divine spellcasting class before he became a mystic theurge, he must decide to which class he adds each level of mystic theurge for the purpose of determining spells per day.

TABLE 6-14: THE MYSTIC THEURGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day
1st	+0	+0	+0	+2	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
4th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
7th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
8th	+4	+2	+2	+6	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
10th	+5	+3	+3	+7	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class

RED WIZARD

The Red Wizards are the masters of Thay, the would-be magical overlords of the land of Faerûn (in the FORGOTTEN REALMS® campaign setting). They focus on a school of magic more intently than any specialist, achieving incredible mastery of magic within a very narrow focus.

Seen as cruel and evil tyrants by people across the world of Toril, a few choose to leave their region, assume secret identities, and practice magic without having to worry about political alliances and possible slave uprisings. Early in their careers, would-be Red Wizards specialize in a school of magic and acquire the Tattoo Focus feat that prepares them for entry into the Red Wizard prestige class. All Red Wizards have some skill as a specialist wizard, and most follow that path exclusively, but a few dabble in other sorts of learning (such as combat or divine magic). While it is possible for a sorcerer or bard to become a Red Wizard, such misfits are ridiculed in their homeland and are incredibly rare.

Hit Die: d4.

REQUIREMENTS

To qualify to become a Red Wizard, a character must fulfill all the following criteria.

Race: Human from Thay.

Alignment: Any nongood.

Skills: Spellcraft 8 ranks.

Feats: Tattoo Focus (see New Features of the Red Wizard, below) plus a total of three metamagic feats or item creation feats.

Spells: Able to cast 3rd-level arcane spells.

CLASS SKILLS

The Red Wizard's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Red Wizard prestige class.

Weapon and Armor Proficiency: Red Wizards gain no proficiency with any weapon or armor.

Spells per Day: A Red Wizard's training focuses on arcane spells.

Thus, when a new Red Wizard level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on).

This essentially means that he adds the level of Red Wizard to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became a Red Wizard, he must decide to which class he adds each level of Red Wizard for the purpose of determining spells per day.

Enhanced Specialization: Upon becoming a Red Wizard, a character increases his devotion to his wizard school of specialization.

In exchange for this, the Red Wizard must sacrifice study in one or more schools.

The Red Wizard must choose an additional prohibited school or schools using the rules in the *Player's Handbook*. He can never again learn spells from those prohibited schools.

He cannot choose the same prohibited schools he chose as a 1st-level wizard.

He can still use the prohibited spells he knew prior to becoming a Red Wizard, including using items that are activated by spell completion or spell trigger.

For example, Ghorus Toth is specialized in the school of transmutation.

His prohibited schools are abjuration and enchantment.

When he becomes a Red Wizard, he must choose one other prohibited school.

He decides to select conjuration as his additional prohibited school.

Specialist Defense: A Red Wizard gains a bonus on saving throws against spells from his specialist school.

This bonus starts at +1 and increases at higher levels, as shown on Table 6–15.

Spell Power: At 2nd level, a Red Wizard gains a bonus that increases his effective caster level for purposes of determining level-dependent spell variables and for caster level checks.

The bonus starts at +1 and increases at higher levels, as shown on Table 6–15.

This ability stacks with other spell power benefits that affect spells from the Red Wizard's specialist school.

Bonus Feat: At 5th level, a Red Wizard gains a bonus feat, which must be either an item creation feat, a metamagic feat, or the Spell Mastery feat.

Circle Leader: At 5th level, a Red Wizard gains the ability to become a circle leader, who is the focus person for Red Wizard circle magic (see New Features of the Red Wizard, below).

Scribe Tattoo: At 7th level, a Red Wizard gains the ability to place the Thayan wizards' magic tattoos upon willing and qualified novices, giving them the Tattoo Focus feat and inducting them into his circle.

Great Circle Leader: A 10th-level Red Wizard can be the leader of a great circle, which can have up to nine other participants instead of just five.

NEW FEATURES OF THE RED WIZARD

The Red Wizard prestige class was originally created for inclusion in the FORGOTTEN REALMS® Campaign Setting, and uses several rules specific to that setting.

We've reproduced them here so you can better see how the class works.

Consider carefully before adding them to a campaign that does not use the FORGOTTEN REALMS setting.

NEW FEAT: TATTOO FOCUS [SPECIAL]

You bear the powerful magical tattoos of a Red Wizard of Thay.

Prerequisite: Specialized in a school of magic.

Region: Thay.

Benefit: Add +1 to the DC for all saving throws against spells from your specialized school.

You get a +1 bonus on caster level checks (1d20 + caster level) to overcome a creature's spell resistance when casting spells from that school.

Special: Only characters with the Tattoo Focus feat can participate in Red Wizard circle magic (see below).

CIRCLE MAGIC

Some of the most powerful and spectacular spells worked across Faerûn are cast in the form of circle magic. Circle magic is a type of cooperative spellcasting that allows the spellcaster leading the circle to increase his caster level significantly and achieve results otherwise unavailable to the spellcasters composing the circle.

The Red Wizards of Thay make frequent use of circle magic.

Stories of other forms of circle magic abound in Faerûn.

Participation: The ability to participate in circle magic requires the possession of the Tattoo Focus feat (see above). One spellcaster, usually the most powerful or experienced character present, stands at the center of the circle.

This character is the circle leader.

A Red Wizard cannot be a circle leader unless he is at least a 5th-level Red Wizard.

A circle requires a minimum of two participants plus the circle leader.

Up to five participants can aid a circle leader in a standard circle; a Red Wizard of 10th level can lead a great circle containing up to nine other participants.

All participants in a circle must stand within 10 feet of the circle leader, who stands in the center.

Circle Powers: The first use of circle magic is to empower the circle leader with the strength of all the participants.

This requires 1 full hour of uninterrupted concentration on the part of all participants and the circle leader.

Each participant casts any single prepared spell, which is consumed by the circle and has no effect other than expending the prepared spell.

The spell levels expended by the circle participants are totaled as circle bonus levels.

Each bonus level may be used to accomplish the following effects.

- Increase the circle leader's caster level by one for every circle bonus level expended (maximum caster level 40th). This benefit applies to level-dependent variables of a spell such as range or duration, and to level checks (dispel checks, checks to overcome spell resistance, and so on).
- Add Empower Spell, Maximize Spell, or Heighten Spell metamagic feats to spells currently prepared by the circle leader.

Each circle bonus level counts as one additional spell level required by the application of a metamagic feat to a spell.

The circle leader may add one of the three listed feats to a spell even if he does not know the feat or if the addition of the feat would raise the spell level past the circle leader's normal maximum spell level (maximum spell level 20th). These effects last for 24 hours or until expended.

Circle bonus levels may be divided up as the circle leader sees fit.

For example, the Red Wizard Hauth Var leads a circle in which four participants each cast a 2nd-level spell, so that Hauth Var gains eight circle bonus levels.

Hauth Var chooses to use three circle bonus levels to maximize his *cone of cold* spell, three to increase his caster level from 10th to 13th for all level-based variables in his spells, and two to provide a +2 bonus on any level checks he needs to make.

The maximized spell is used up whenever he casts his *cone of cold*, and the other two effects remain for the next 24 hours.

Many high-level Red Wizards lead circles on a daily basis to exact magical power from their apprentices.

TABLE 6-15: THE RED WIZARD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Enhanced specialization, specialist defense +1	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Spell power +1	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Specialist defense +2	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Spell power +2	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Bonus feat, circle leader	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Spell power +3	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Specialist defense +3, scribe tattoo	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Spell power +4	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Specialist defense +4	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Great circle leader, spell power +5	+1 level of existing arcane spellcasting class

SHADOWDANCER

Operating in the border between light and darkness, shadowdancers are nimble artists of deception.

They are mysterious and unknown, never completely trusted but always inducing wonder when met.

Rogues, bards, and monks make excellent shadowdancers. Fighters, barbarians, rangers, and paladins also find that shadowdancer abilities allow them to strike at their opponents with surprise and skill.

Wizard, sorcerer, cleric, and druid shadowdancers employ the defensive capabilities inherent in the prestige class to

allow them to cast their spells from safety and move away quickly.

Despite their link with shadows and trickery, shadowdancers are as often good as evil.

Shadowdancers often work in troupes, never staying in one place too long.

Some use their abilities to entertain.

Others operate as thieves, using their abilities to infiltrate past defenses and dupe others.

All shadowdancer troupes maintain an aura of mystery among the common folk, who never know whether to think well or ill of them.

Hit Die: d8.

REQUIREMENTS

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

Skills: Move Silently 8 ranks, Hide 10 ranks, Perform (dance) 5 ranks.

Feats: Combat Reflexes, Dodge, Mobility.

CLASS SKILLS

The shadowdancer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are features of the shadowdancer prestige class.

Weapon and Armor Proficiency: Shadowdancers are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword.

Shadowdancers are proficient with light armor but not with shields.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed.

As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind.

She cannot, however, hide in her own shadow.

Evasion (Ex): At 2nd level, a shadowdancer gains evasion. If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage (such as a *fireball*), she takes no damage with a successful saving throw.

The evasion ability can only be used if the shadowdancer is wearing light armor or no armor.

Darkvision (Su): At 2nd level, a shadowdancer can see in the dark as though she were permanently under the effect of a *darkvision* spell.

Uncanny Dodge (Ex): Starting at 2nd level, a shadowdancer has the ability to react to danger before her senses would normally allow her to even be aware of it.

She retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized).

If a character gains uncanny dodge from a second class (such as barbarian or rogue), the character automatically gains improved uncanny dodge (see below).

Shadow Illusion (Sp): When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows.

This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Summon Shadow (Su): At 3rd level, a shadowdancer can summon a shadow, an undead shade (see the *Monster Manual* for the shadow's statistics).

Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn.

The summoned shadow cannot be turned, rebuked, or commanded by any third party.

This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer.

Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and base save bonus increases) to her shadow companion.

For example, a 9th-level shadowdancer can have a shadow companion with 6 HD.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a DC 15 Fortitude save.

If the saving throw fails, the shadowdancer loses 200 experience points per shadowdancer level.

A successful saving throw reduces the loss by half, to 100 XP per prestige class level.

The shadowdancer's XP total can never go below 0 as the result of a shadow's dismissal or destruction.

A destroyed or dismissed shadow companion cannot be replaced for 30 days.

Shadow Jump (Su): At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a *dimension door* spell.

The limitation is that the magical transport must begin and end in an area with at least some shadow.

A shadowdancer can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each.

Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles (40 feet at 6th, 80 feet at 8th, and 160 feet at 10th).

This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

(A 6th-level shadowdancer who jumps 32 feet cannot jump again until the next day).

Defensive Roll (Ex): Starting at 5th level, a shadowdancer can roll with a potentially lethal blow to take less damage from it.

Once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage.

She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow.

She must be aware of the attack and able to react to it in order to execute her defensive roll.

If she is in a situation that would deny her any Dexterity bonus to AC, she can't attempt a defensive roll.

Improved Uncanny Dodge (Ex): At 5th level, a shadowdancer can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker.

This defense denies rogues the ability to use flank attacks to sneak attack the shadowdancer.

The exception to this defense is that a rogue at least four levels higher than the shadowdancer can flank her (and thus sneak attack her).

If a character gains uncanny dodge (see above) from a second class (such as barbarian or rogue), the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Slippery Mind (Ex): This ability, gained at 7th level, represents a shadowdancer's ability to wriggle free from magical effects that would otherwise control or compel her. If a shadowdancer is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again.

She only gets this one extra chance to succeed at her saving throw.

If it fails as well, the spell's effects occur normally.

Improved Evasion (Ex): This ability, gained at 10th level, works like evasion (see above).

A shadowdancer takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage (breath weapon, *fireball*, and so on).

What's more, she takes only half damage even if she fails her saving throw, since her reflexes allow her to get out of harm's way with incredible speed.

TABLE 6-16: THE SHADOWDANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Hide in plain sight
2nd	+1	+0	+3	+0	Evasion, darkvision, uncanny dodge
3rd	+2	+1	+3	+1	Shadow illusion, summon shadow
4th	+3	+1	+4	+1	Shadow jump 20 ft.
5th	+3	+1	+4	+1	Defensive roll, improved uncanny dodge
6th	+4	+2	+5	+2	Shadow jump 40 ft., summon shadow
7th	+5	+2	+5	+2	Slippery mind
8th	+6	+2	+6	+2	Shadow jump 80 ft.
9th	+6	+3	+6	+3	Summon shadow
10th	+7	+3	+7	+3	Shadow jump 160 ft., improved evasion

THAUMATURGIST

The thaumaturgist reaches out with divine power to other planes of existence, calling creatures there to do his bidding.

Evil thaumaturgists conspire with demons and devils to gain power on the Material Plane, while good thaumaturgists send powerful angels or eladrins on holy quests.

In combat, thaumaturgists often summon creatures from the Outer Planes to fight on their behalf.

These creatures fade away as soon as the battle is over, but thaumaturgists also make agreements with more powerful creatures for long-term service.

The planar ally of a thaumaturgist is utterly devoted to furthering the thaumaturgist's goals (or the goals of a deity, if the thaumaturgist worships one).

Almost all thaumaturgists were once clerics, because the first step on the path of thaumaturgy is making an agreement with a denizen of the Outer Planes by use of the *lesser planar ally* spell.

But many of the class abilities are useful to arcane spellcasters, so multiclass cleric/wizards and the occasional cleric/sorcerer aren't unheard of.

A thaumaturgist is keenly aware that his unparalleled conjurations are just tools in service of his overall philosophy or deity.

Thus, thaumaturgists often undertake quests to advance a cause, using their abilities to conjure up a strike force of summoned and called creatures at a moment's notice.

Hit Die: d4.

REQUIREMENTS

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

Feats: Spell Focus (conjuration).

Spells: Able to cast *lesser planar ally*.

CLASS SKILLS

The thaumaturgist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Sense Motive (Wis), Speak Language (none), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the thaumaturgist prestige class.

Weapon and Armor Proficiency: Thaumaturgists gain no proficiency with any weapon or armor.

Spells per Day: When a new thaumaturgist level is gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on).

This essentially means that he adds the level of thaumaturgist to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before he became a thaumaturgist, he must decide to which class he adds each level of thaumaturgist for the purpose of determining spells per day.

Improved Ally: A thaumaturgist is adept at convincing creatures from other planes to do his bidding.

When a thaumaturgist casts a *planar ally* spell (including the *lesser* and *greater* versions), he makes a Diplomacy check to convince the creature to aid him for a reduced payment.

If the thaumaturgist's Diplomacy check adjusts the creature's attitude to helpful (see *Influencing NPC Attitudes*, page 72 of the *Player's Handbook*), the creature will work for 50% of the standard fee, as long as the task is one that is not against its nature.

For example, a 1st-level thaumaturgist negotiating with an initially friendly planar ally that gets a Diplomacy check result of 15 can convince a 6 HD creature to perform a 7-hour task for only 1,500 gp per hour (a 6 HD creature would ordinarily ask for 3,000 gp per hour).

The thaumaturgist's improved ally class feature only works when the planar ally shares at least one aspect of alignment with the thaumaturgist.

A thaumaturgist can have only one such ally at a time, but he may bargain for tasks from other planar allies normally.

Augment Summoning: At 2nd level, a thaumaturgist gains the Augment Summoning feat (see page 89 of the *Player's Handbook*).

Extended Summoning: At 3rd level and higher, all spells from the summoning subschool that the thaumaturgist casts have their durations doubled, as if the Extend Spell feat had been applied to them.

The levels of the summoning spells don't change, however. This ability stacks with the effect of the Extend Spell feat, which does change the spell's level.

Contingent Conjunction: A 4th-level thaumaturgist can prepare a summoning or calling spell ahead of time to be triggered by some other event.

This functions as described for the *contingency* spell, including having the thaumaturgist cast the summoning or calling spell beforehand.

The spell is cast instantly when the trigger event occurs.

For example, a thaumaturgist could use the contingent conjunction ability to summon a barbed devil the next time he is attacked, or call a ghaele eladrin to act as messenger if the king falls ill.

The conditions needed to bring the spell into effect must be clear, although they can be general.

If complicated or convoluted condition as are prescribed, the contingent conjunction may fail when triggered.

The conjunction spell occurs based solely on the stated conditions, regardless of whether the thaumaturgist wants it to, although most conjunctions can be dismissed normally.

A thaumaturgist can have only one contingent conjunction active at a time.

Planar Cohort: A 5th-level thaumaturgist can use any of the *planar ally* spells to call a creature to act as his cohort.

The called creature serves loyally and well as long as the thaumaturgist continues to advance a cause important to the creature.

For example, a 5th-level thaumaturgist could use *planar ally* to call a bralani eladrin to act as his cohort.

As long as the thaumaturgist undertakes quests and missions to fight evil and uphold good, the eladrin will loyally serve.

To call a planar cohort, the thaumaturgist must cast the relevant spell, paying the XP costs normally.

It takes an offering of 1,000 gp × the HD of the creature to convince it to serve as a planar cohort, and the improved ally class feature can't be used to reduce or eliminate this cost.

The planar cohort can't have more Hit Dice than the thaumaturgist has, and must have an ECL no higher than the thaumaturgist's character level –2.

A bralani eladrin has an ECL of 11 (6 Hit Dice and +5 level adjustment), so it might serve as a planar cohort to an 8th-level cleric/5th-level thaumaturgist (character level 13th).

A thaumaturgist can have only one planar cohort at a time, but he can continue to make agreements with other called creatures normally.

A planar cohort replaces a thaumaturgist's existing cohort, if he has one by virtue of the Leadership feat (page 106).

TABLE 6–17: THE THAUMATURGIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Improved ally	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Augment Summoning	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Extended summoning	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Contingent conjunction	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Planar cohort	+1 level of existing spellcasting class

DUNGEONSCAPE (3.5)

BEAST HEART ADEPT

"I'd rather not travel with your band.

Here in the dungeon, I'll stick with my companions.

They talk less and fight harder."

—Daktar Goretusk, half-orc beast heart adept

Adventurers face monsters every time they descend into a new dungeon.

Most view the creatures as horrid abominations that want nothing more than to cut them down where they stand. However, the beast heart adept sees through a monster's frightening visage.

By attuning himself to the bestial urges of dungeon creatures, he learns to form powerful bonds with a small number of monsters.

These creatures become his devoted allies, and together they form a potent fighting combination.

BECOMING A BEAST HEART ADEPT

The role of a beast heart adept is not an easy one.

A potential member of this class must throw himself into the rugged, dangerous world beneath the ground.

There, he submerges his civilized urges and learns to live as a beast.

He uses this experience, along with his knowledge of magic, animal husbandry, and subterranean ecology, to unleash the monstrous creature that hides within his heart. Once he completes this process, he becomes capable of forming a powerful bond with certain creatures.

ENTRY REQUIREMENTS

Skills: Handle Animal 8 ranks, Knowledge (arcana) 4 ranks, Knowledge (dungeoneering) 4 ranks.

Feats: Animal Affinity.

Special: Spend at least one week living alone in a dungeon complex.

CLASS SKILLS

(4 + Int modifier per level): Climb, Concentration, Craft (any), Diplomacy, Handle Animal, Heal, Jump, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (nature), Knowledge (the planes), Profession (any), Ride, Survival, Swim.

CLASS FEATURES

A beast heart adept forms something like a pack, with himself at the center and his bestial allies as the members. Under his tutelage and care, these monsters become stronger and tougher.

Over time, the beast heart adept learns to optimize his fighting ability when battling alongside his newfound allies.

Monstrous Companion (Ex): You gain the service of a monstrous companion.

The creature is similar to a druid's animal companion (PH 35), but it is a magical beast or aberration rather than an animal.

Choose one of the following as your monstrous companion: ankheg, blink dog, giant eagle, giant owl, hippogriff (4 Hit Dice), krenshar (4 Hit Dice), otyugh, owlbear, pegasus, or worg.

Except for the hippogriff and the krenshar, which are larger than normal, the monster is typical of its kind.

MONSTROUS COMPANIONS

The beast heart adept's monstrous companion is superior to a normal animal of its kind and has special powers, as described below.

Class Level	Bonus HD	Natural Armor Adj.	Str/Con Adj.	Bonus Tricks	Special
1st–2nd	+0	+0	+0	1	Link
3rd–4th	+2	+2	+2	2	Evasion
5th–6th	+4	+4	+4	3	Devotion
7th–8th	+6	+6	+6	4	—
9th–10th	+8	+8	+8	5	Improved evasion

Monstrous Companion Basics: Use the base statistics for a creature of the companion's kind as given in the *Monster Manual*, but make the following changes.

Class Level: Use the character's beast heart adept level.

Bonus HD: Add this number to the base creature's existing Hit Dice. Extra Hit Dice improve a monstrous companion's base attack bonus and base save bonuses, and grant it additional feats and skill points (for details, see *Improving Monsters*, MM 290). Monstrous companions do not increase in size as a result of these extra Hit Dice.

Natural Armor Adj.: Add this number to the base creature's existing natural armor bonus.

Str/Con Adj.: Add this number to the base creature's Strength score and Constitution score.

Bonus Tricks: The value in this column is the number of bonus tricks known by the monstrous companion, in addition to any other tricks the beast heart adept might teach it. These bonus tricks do not require training time or Handle Animal checks, and they do not count against the normal limit of tricks known by the monstrous companion. The beast heart adept selects these bonus tricks, and once selected, they cannot be changed. Only monstrous companions that have an Intelligence score of 1 or 2 must be taught to perform a trick; smarter monsters can be directed verbally.

Link (Ex): A beast heart adept can handle his monstrous companion as a free action, or push it as a move action. The

If its Intelligence is greater than 2, the companion has the same alignment as you.

If you have levels in other classes (such as druid or ranger) that give you the ability to have an animal companion, those levels do not stack with your beast heart adept levels for the purpose of determining which kinds of monstrous companions you can select (and what the abilities of those companions are).

At 3rd level or higher, you can select from alternative lists of monsters (see the sidebar).

beast heart adept gains a +4 circumstance bonus on monster empathy checks and Handle Animal checks regarding a monstrous companion.

Evasion (Ex): Beginning at 3rd level, your monstrous companion can avoid damage from certain attacks with a successful Reflex save. See the monk class feature (PH 41).

Devotion (Ex): A monstrous companion's devotion to its master is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Improved Evasion (Ex): Beginning at 9th level, your monstrous companion can avoid damage from certain attacks with a successful Reflex save and take only half damage on a failed save. See the monk class feature (PH 42).

ALTERNATIVE MONSTROUS COMPANIONS

A beast heart adept of sufficiently high level can select his monstrous companion from one of the following lists. Apply the indicated adjustment to the beast heart adept's level (in parentheses) when determining the monster's characteristics and special abilities.

3rd Level or Higher (Level –2)

Digester
Girallon
Manticore
Winter wolf

5th Level or Higher (Level –4)

Chimera
Wyvern

7th Level or Higher (Level –6)

Chuul
Destrachan
Dragonne

9th Level or Higher (Level –8)

Behir
Gray render
Yrthak

Just as with a druid's alternative animal companion, an alternative monstrous companion gains abilities as if your beast heart adept class level were lower than it actually is.

Monster Empathy (Ex): You can use body language, vocalization, and demeanor to improve the attitude of a magical beast such as a chimera or a gorgon.

This ability functions like the druid's wild empathy class feature (PH 35), except that it affects magical beasts regardless of their Intelligence score.

You can also use this ability to influence an animal (such as a dire bear) or an aberration that has an Intelligence score of 1 or 2 (such as a rust monster), but you take a –4 penalty on the check.

If you have the wild empathy ability from another class, add your levels in that class to your beast heart adept level when influencing magical beasts or animals.

In addition, you no longer take a penalty to your monster empathy check when influencing animals.

If you have 5 or more ranks in the Handle Animal skill, you gain a +2 bonus on your monster empathy checks.

Monster Handler (Ex): You can make Handle Animal checks with regard to magical beasts and aberrations without penalty.

This ability applies only to creatures that have an Intelligence score of 1 or 2.

Magical beasts and aberrations that have higher Intelligence scores cannot be controlled by Handle Animal at all.

Monster Lore (Ex): At 2nd level, you gain uncanny knowledge about all types of living monsters, including their habitats, behavior, abilities, and weaknesses. You can make a special monster lore check to identify monsters or their special abilities or vulnerabilities. The check functions as a Knowledge check (PH 78), except the monster lore check can identify any living creature. You gain a bonus on this check equal to your beast heart adept level + your Int modifier.

You can attempt this check in addition to making the relevant Knowledge check to learn about a creature. If you have levels in the bard class or the loremaster prestige class, you can add those levels to your beast heart adept levels when determining the bonus on the monster lore check.

Monstrous Flank (Ex): At 4th level, you learn to better coordinate your attacks with your monstrous companion. When you form a flank with a companion, both you and the creature gain an additional +2 bonus on attack rolls and damage rolls against the flanked opponent.

Extra Monstrous Companion (Ex): At 5th level, you gain a second monstrous companion, chosen from the list of companions available to a 1st-level beast heart adept. Treat your beast heart adept class level as if it were four levels lower for the purpose of determining the monster's abilities (or of selecting an alternative companion at higher levels).

At 9th level, you gain a third monstrous companion, chosen from the list of companions available to a 1st-level beast heart adept.

Treat your beast heart adept class level as if it were eight levels lower for the purpose of determining the monster's abilities (or of selecting an alternative companion at higher levels).

Monstrous Tactics (Ex): Starting at 7th level, you and your monstrous companions make an excellent team.

Through coordination and practice, you have learned to optimize your combined efforts.

When one of your monstrous companions strikes an opponent with a melee attack, the target provokes an attack of opportunity from you.

With this ability, you can make an attack of opportunity against a particular target once per round.

In addition, your companions do not grant cover against your enemies when you use ranged attacks or spells.

Monstrous Team-Up (Ex): When you reach 10th level, all the members of your adventuring party now gain the benefits of your monstrous flank and monstrous tactics abilities.

Any references to "you" in those abilities now include your allies.

PLAYING A BEAST HEART ADEPT

Sometimes you shun other humanoids.

but you are always at ease among the strange monsters that form your pack, talking and singing to them regularly.

You enjoy watching your monster allies in action, directing their movements to turn them into an efficient fighting machine.

As the leader of your pack, you revel in your victories and mourn your losses.

In the end, the pack must survive.

The dungeon is your home.

In fact, some powerful beast heart adepts wander into the deepest subterranean levels and are never seen again. Rumors abound of entire dungeons having been taken over by the mightiest adepts and their countless minions.

Adventurers who enter these places are allowed to leave, as long as they do not harm the creatures that live there.

Should the intruders attack, a considerate beast heart adept might hang their skulls at the dungeon's entrance to warn other fools.

Evil beast heart adepts spread stories of the great wealth to be found in their dungeons, the better to lure victims who bring magic weapons and items.

COMBAT

You are a member of a pack, and in battle you seek to maximize the combination of your abilities and those of your monstrous companions.

If you specialize in ranged attacks, choose companions that have a high number of hit points and can hold back the enemy.

If you favor melee combat, pick mobile companions that hit hard so that you can form deadly flanks.

Abilities that improve your companions' fighting prowess are doubly useful.

Bardic music abilities, spells such as *bull's strength*, and so on make your entire pack more deadly.

In most cases, a monstrous companion will not be able to handle the toughest foes you face.

For example, if you encounter a hill giant and a number of trolls, send your companion against the trolls—the giant might be able to squash it with a single blow.

Let your companion hold back the trolls while the rest of your adventuring party battles the main threat.

While you see your monstrous companions as members of your pack, do not neglect your fellow adventurers.

Your ankheg companion can stand beside the party's wizard to guard her against attackers, while your manticores can carry the rogue over the enemy and drop him in a flanking position.

ADVANCEMENT

Handle Animal is the most obvious skill choice, though Diplomacy can be just as useful if your monstrous companions are intelligent.

An even distribution of Knowledge skills can keep you informed about any creature you might face.

If one of your companions can serve as a mount, spend a few skill points on Ride, and consider taking Mounted Combat and the associated feats.

Leadership is also an excellent choice, if your DM allows it. A monstrous cohort (such as a kuo-toa cleric or a minotaur barbarian) will deepen your bond with beasts while bolstering your party's strength.

RESOURCES

Most rational adventurers prefer to kill monsters rather than keep them, so you have few peers when it comes to training your monstrous companions.

Any beast heart adepts you meet, however, are eager to talk shop.

You also have a tenuous relationship with druids and rangers.

While they often agree with you on the principle of communing with beasts, they question your choice of companions.

They cannot understand how someone could admire monsters the way they value animals.

You have a kinship with professional animal trainers, particularly those who train unusual mounts for local knights.

They might provide you with feed and a stable when you come to town, though the smaller the community, the more questions your “pets” will raise.

It is best to leave your more intelligent companions in the wilderness (with a prearranged rendezvous time) rather than risk bringing them into a city that will not tolerate their presence.

BEAST HEART ADEPTS IN THE WORLD

“Did you see that—that—that thing go by?”

Monsters, here, in our fine city?

I tell you, I never thought I’d see the day.

Scandalous!”

—Lucius Araphani, aristocrat

Beast heart adepts usually dwell on the outskirts of civilization, disparaged as adventurers who became fascinated with their opponents.

Many are eccentric hermits, living with their monstrous companions and shunning a world that does not understand their special relationships.

The monsters are odd pets and helpers, aiding the beast heart adept with mundane tasks.

The juxtaposition of deadly dungeon creatures and the daily chores of rural life can be unnerving, to say the least—just ask anyone who has seen a chimera painting a barn.

ORGANIZATION

Beast heart adepts have no formal organization of their own, but many are loosely associated with local dungeoneering guilds.

Not only are beast heart adepts valuable allies when exploring below ground, but they also train inexperienced adventurers by providing real monsters for use in nonlethal battles.

However, beast heart adepts usually remain outside the hierarchy of the guild, whose members both need and disdain them.

The sole advantages for beast heart adepts are compensation (feeding monsters is expensive) and legitimacy.

With proper papers from the guild, beast heart adepts can bring their monsters into a city without arousing the ire of the local authorities.

Beast heart adepts who used to be druids often retain ties to whatever formal organization they had joined previously. Essentially, they are specialists among druids, focusing on magical beasts instead of animals.

Druids grudgingly admit that most of a beast heart adept’s companions have as much a place in the natural world as any animal, and they call upon the nearest beast heart adept when they need to remove a monster from their region.

Just as with the dungeoneering guilds, however, beast heart adepts cannot advance in druid society beyond the rank of “distasteful but necessary”.

NPC REACTIONS

Most people see the monsters long before they notice the master, if they notice him at all.

In civilized areas, the majority of townsfolk are hostile to monsters, and by extension to the beast heart adept who brought them.

However, commoners are indifferent to a beast heart adept who travels solely with companions that are known for their good temperament or that are used as mounts, such as hippogriffs, giant eagles, or griffons.

Still, these creatures are fairly unusual, and the beast heart adept probably treats them more like friends than beasts of burden, anyway.

In wilderness regions, NPC attitudes improve.

Seasoned adventurers are indifferent to a beast heart adept and his monsters, no matter what their breeds, once informed that these particular creatures are not for slaying. Druids and rangers are friendly to a beast heart adept whose companions are magical beasts.

They appreciate his intentions, even if they find his methods strange.

If he has any aberrations in his pack, however, druids and their ilk are merely indifferent.

Monsters react differently only if a beast heart adept keeps one of their own kind.

Creatures that have an Intelligence score of 1 or 2 regard any monstrous companion of the same race as friendly.

Smarter monsters treat similar creatures indifferently, unless the companion’s alignment has changed significantly as a result of serving its master.

For example, a lawful good blink dog might become neutral evil while serving as a monstrous companion.

In such cases, others of its kind treat the companion with open hostility, considering it a perversion to be destroyed.

The beast heart adept is treated with equal hostility for bending the creature’s nature to his will.

BEAST HEART ADEPT LORE

Characters with ranks in Knowledge (dungeoneering) can research beast heart adepts to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Some adventurers would rather learn about monsters than fight them.

They call themselves “beast heart adepts”.

DC 15: Beast heart adepts train and befriend common dungeon monsters.

They keep to themselves, mostly, but you’ll never find anyone who knows more about the ways of monsters.

They’re your best bet for firsthand knowledge about all kinds of creatures.

DC 20: Many beast heart adepts are former druids who have given up contact with the outside world, sick of trying to explain their fascination with monsters.

Just because a particular creature is typically evil, that doesn’t mean a beast heart adept who trains one is evil, too. Somehow, he can convince even the nastiest monsters to see things his way.

Beast heart adepts live far from civilization, which can make them difficult to find.

Luckily, when they come to town, the locals rarely forget it. A successful DC 15 Gather Information check will tell the PCs whether a beast heart adept has passed through the community in the last few years, though the story will grow in the telling.

A successful DC 25 Gather Information check will put the PCs in contact with an animal trainer who has an acquaintance who has a friend who knows a beast heart adept.

However, most trainers respect a beast heart adept's desire for privacy, so the adventurers will have to persuade the trainer to lead them to the reclusive pack leader.

BEAST HEART ADEPTS IN THE GAME

It can be a challenge to add beast heart adepts to a campaign, but no more of a challenge than adding a character who has the Leadership feat.

The presence of monstrous companions will complicate combat encounters, but the beast heart adept's player controls the creatures, so most of the burden will remain with him.

Furthermore, as the PCs attain higher levels, they will gain more power than the monstrous companions will, relegating some of the creatures to noncombat functions. Cities are the bane of a beast heart adept; an urban adventure will likely deprive him of most of his class features.

Dungeon crawls, on the other hand, are his specialty, allowing him and his odd companions to explore the setting for which they were created.

Players who like outlandish characters will enjoy playing a beast heart adept.

Perhaps they previously considered playing a member of a bizarre race just for the fun of it, or maybe they obsess over the details of every monster they face.

This prestige class allows them to put different monsters through their paces and learn how the creatures handle combat.

The class might also appeal to strategists because it lets them direct several combatants in battle and thus have more control over the tactical situation.

ADAPTATION

Some campaigns might include organizations of beast heart adepts that focus on one specific monster (or one group of monsters) to the exclusion of others.

For example, a beast heart adept guild might train aerial creatures to defend a mountaintop city, adding hippogriffs, giant eagles, griffons, and pegasi to the city's garrison. Such trainers might call themselves "aeriemasters" instead. On the other hand, orc wolfmasters could be bound to packs of worgs and winter wolves, leading them in war against their hated elf rivals.

In both cases, consider replacing the monster empathy and monster lore abilities with other minor powers more suited to a narrow focus.

TABLE 3-2: THE BEAST HEART ADEPT

HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Monstrous companion, monster empathy, monster handler
2nd	+2	+3	+0	+3	Monster lore
3rd	+3	+3	+1	+3	Alternative monstrous companion
4th	+4	+4	+1	+4	Monstrous flank
5th	+5	+4	+1	+4	Extra monstrous companion
6th	+6/+1	+5	+2	+5	—
7th	+7/+2	+5	+2	+5	Monstrous tactics
8th	+8/+3	+6	+2	+6	—
9th	+9/+4	+6	+3	+6	Extra monstrous companion
10th	+10/+5	+7	+3	+7	Monstrous team-up

DUNGEON LORD

It is said that the lich knows every stone in his infernal hold, and that any who dare to enter provoke his wrath.

He can stroll through traps that would crush any other, and glide through the darkness while calling out doom.

That dungeon is his domain, his home, and there is no way to defeat him in its halls.

—From the tale of Virdangast, dungeon lord

Some creatures become so familiar with their home that they can navigate it with their eyes closed and are attuned to the smallest change.

Intruders tread on dangerous ground, facing a foe with a significant edge.

When the home is a dungeon, the result is a dungeon lord. Undisputed masters of their environment; dungeon lords possess a supernatural awareness of their home and a fierce desire to crush those who dare to invade it.

BECOMING A DUNGEON LORD

Although the entry requirements for the dungeon lord prestige class are relatively simple, aspirants must have complete familiarity with one entire, specific dungeon environment.

This requirement excludes most adventurers from the class and opens it up to creatures that actually live in the dungeon.

Although the abilities of a dungeon lord do not add to a creature's spellcasting progression or other typical class features, they grant impressive powers in relation to dungeons, making this prestige class ideal for a number of monsters.

ENTRY REQUIREMENTS

Base Attack Bonus: +5.

Special: Intelligence 10 or higher.

Special: Ability to cast spells, or any spell-like or supernatural ability.

Special: Complete familiarity with the chosen dungeon environment and knowledge of the contents of every chamber (including other inhabitants, doors, traps, hidden objects, and all magical and mechanical effects).

Special: Must be an aberration, dragon, fey, magical beast, monstrous humanoid, outsider, or undead.

Alternatively, humanoids of the goblinoid and kobold subtype can enter this class.

CLASS SKILLS

(2 + Int modifier per level): Climb, Craft, Disable Device, Hide, Intimidate, Jump, Knowledge (architecture and engineering), Listen, Move Silently, Open Lock, Search, Spot, Swim, Use Rope.

CLASS FEATURES

A dungeon lord's abilities depend on the specific dungeon environment, which must have a clearly defined area (such as an entire dungeon complex or one particularly large level).

You can be familiar with only one dungeon at a time.

If you are forced to leave your dungeon, none of the class abilities provided by this prestige class will function.

Should you be driven out of your dungeon permanently, you can designate another.

Typically, the level of familiarity needed requires at least two months of study and exploration, but it can take much longer, at the DM's discretion.

Dungeon Mastery (Ex): Your familiarity with the dungeon is so complete that you know its entire layout by memory. While inside your dungeon, you can move at normal speed when unable to see and when crossing difficult terrain.

You can move through any trap in the dungeon without triggering it, unless you choose to set it off.

You automatically notice any difference to any chamber in your dungeon (such as a chair that is out of place, a bookshelf that has been reorganized, or an area of dust that has been disturbed).

You also receive a +8 bonus on Survival checks made to track creatures in your dungeon.

In addition, you can open or close any door or secret door in your dungeon as a free action.

Horde Lord (Ex): You share your knowledge of the dungeon with the minions you command.

Your allies gain a +1 bonus on attack rolls and damage rolls while you live and they are within the dungeon.

When you attain 5th level, the bonus increases to +2.

Dungeon Step (Su): At 2nd level, you gain the ability to use *dimension door* (PH 221) to travel to any location in your dungeon.

You can use this ability a number of times per day equal to your Intelligence modifier (minimum 1).

You cannot take others with you when you use this ability.

Your caster level for this effect is equal to your Hit Dice.

Complete Awareness (Su): At 3rd level, you gain complete awareness of your dungeon.

You can use *clairvoyance/clairaudience* (PH 209) at will to view any chamber in the dungeon.

In addition, you receive a mental alarm, as the *alarm* spell (PH 197), whenever anyone enters the dungeon.

This alarm tells you the location at which the intruder entered, but it gives no other details.

Your caster level for these effects is equal to your Hit Dice.

Dungeon Minions (Ex): At 3rd level, you share your mastery of the dungeon with your allies.

They can open and close doors and secret doors in the dungeon as free actions.

They ignore difficult terrain within the dungeon that is caused by persistent, enduring features, such as rubble, cracks in the floor, and so forth.

A newly introduced obstacle, such as an overturned cartload of apples, does not fall into this category.

Animate Objects (Sp): Beginning at 4th level, you can cause the dungeon itself to rise up against intruders.

Once per day, you can cast *animate objects* (PH 199) on any object in the dungeon.

Your caster level for this effect is equal to your Hit Dice.

Dungeon Defender (Ex): At 5th level, you become the unquestioned master of your dungeon.

You defend it with the righteous fury of one whose cherished home is threatened.

When you face intruders within your dungeon, you gain immunity to fear effects, and you gain a +2 morale bonus on attack rolls, damage rolls, saving throws, and checks.

In addition, the DC of the save against any spell, spell-like ability, or supernatural ability you use increases by 1.

Leadership: At 5th level, you gain Leadership as a bonus feat.

If you already have the feat, you gain a +4 bonus to your Leadership score.

PLAYING A DUNGEON LORD

You are the master of your domain, and you know it.

The dungeon is your sanctuary, your home, and those who dare to intrude upon it without your permission are despoilers, bent upon theft and murder.

While within your dungeon, you are at the height of confidence, bordering on arrogance, for none can hope to defeat you.

That does not mean, however, that you should underestimate intruders.

They bring tools that are tailored to your destruction.

When the time is right, you must act swiftly and decisively.

Until such time, conceal your plans.

Outside your dungeon, you are nervous and uneasy.

The external world is foreign to you and beyond your control.

That makes you vulnerable, and you should strive to return to familiar territory as quickly as possible.

COMBAT

In combat, use your abilities and the tools around you wisely.

Since you control the environment, use it to your advantage.

Plan for a fight in nearly every chamber and develop a strategy for any possibility.

Place traps, tools, and weapons where they will have the most effect.

Take advantage of your mobility in darkness and through difficult terrain.

If you have minions, make sure that their environment suits their abilities and minimizes their weaknesses.

If you must make a final stand, do it in an area that has been customized to enhance your strengths.

Do not be afraid to retreat if a battle turns against you.

Your opponents might score small victories, but you can outlast them.

Perhaps you appear to cede ground to your enemies only to lure them into greater danger.

Always spy on your foes to determine their powers and abilities.

Prey upon their confidence and use your knowledge about their tactics to your advantage.

Nullify their strengths, and you will make quick work of them.

At the height of your power, during a confrontation deep within the dungeon, focus your minions and animated objects on the opponent who poses the greatest threat.

This ploy gives you ample time to deal with the remaining intruders.

ADVANCEMENT

The dungeon lord prestige class does little to advance your other abilities, so to increase your power, take levels in other classes.

Most dungeon lords turn to spellcasting and take levels in the cleric, sorcerer, or wizard classes.

They offer versatility and allow you to summon allies, conjure obstacles, and alter the landscape of the dungeon to confound intruders.

Other options include classes that enhance your combat abilities.

These are useful for deterring intruders, but they put you in a considerable amount of danger.

Instead once you have the Leadership feat, add minions to your dungeon, along with a cohort to lead them and to orchestrate defense.

RESOURCES

Expect no assistance of any kind from other dungeon lords. In fact, they might seek to harm your cause if they view you as a threat or covet your dungeon.

The only resources you can count on are those in your dungeon.

All the creatures, magic items, and traps in it are at your disposal.

DUNGEON LORDS IN THE WORLD

"I'm telling you we are being watched.

The fiend seems to know our every move.

He's ready for us at every turn."

—Regdar, dungeon intruder

Dungeon lords make excellent masters of nearly any subterranean redoubt.

They know everything that transpires in their environment and can use that knowledge to great advantage.

Gloating and overconfidence, these masterminds are best used as recurring menaces.

As the PCs descend from level to level, they might encounter a dungeon's lord now and again, but the final showdown should occur in the climactic battle, when the master has no other choice.

And of course, the dungeon lord has prepared a special battlefield that plays to his many strengths.

Dungeon lords need not be of evil alignment.

A gold dragon dungeon lord, for example, might use its power to protect its lair and would be happy to lend some of its knowledge to adventurers who help it drive out a threat.

The daily life of a dungeon lord is as varied as those who take up the class.

For most, the day (or specified period, as there are few clocks underground) begins with a tour of the dungeon to ensure that no one has disturbed any careful preparations or set off any traps.

Especially paranoid dungeon lords might perform this check several times a day.

The tour is followed by time spent increasing defenses or modifying chambers to better suit their needs.

Otherwise, most dungeon lords keep busy honing their skills, such as crafting magic items, researching new spells, and training (or creating) minions.

Some dungeon lords, especially undead, spend long periods of time motionless, sitting on an ancient throne or sleeping in a sarcophagus.

These eternal guardians mimic the rest that they are forever denied.

But they can remain inactive only if the entire dungeon is sealed and there is little other work to be done.

ORGANIZATION

No formal organization of dungeon lords exists.

The only exception occurs when several dungeon lords band together to control a particularly large multilevel dungeon.

These individual leaders often pay homage to a master who controls the largest, grandest, or deepest layer of the dungeon.

Together, they form a council, meeting only when the need is greatest.

Distrusting one another but unable to leave the dungeon, they are forced to cooperate to some small degree.

NPC REACTIONS

All residents of a dungeon treat the dungeon lord with the utmost respect and reverence.

Those who fail to do so quickly find themselves expelled or worse.

Servants show their respect through groveling, strict obedience, and a zealous work ethic.

This deference extends to those in the dungeon lord's favor.

Angering the master's lieutenant can carry as dire a consequence as angering the lord himself.

Few outside the dungeon lord's realm know of his existence, and in most cases, that is how he likes it.

To the majority of townsfolk, the dungeon lord is just a tale told to make children eat their vegetables.

DUNGEON LORD LORE

Characters who have the bardic knowledge ability or ranks in Knowledge (dungeoneering) can research dungeon lords to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Lore about a specific dungeon lord can be learned only with a Knowledge check appropriate to that type of creature (such as Knowledge [the planes] for an outsider).

DC 10: Some creatures dwell in a dungeon for so long that they become intimately familiar with all its details.

These creatures are known as dungeon lords.

DC 15: Dungeon lords are masters of their environment.

Their strong connection to their dungeons allows them to know when anything is out of place.

DC 20: Powerful dungeon lords can sense intruders and turn the dungeon to attack them.

Outside the dungeon, though, their abilities are greatly diminished.

DC 25: A dungeon lord can move about its lair at will and spy on intruders.

Reckless explorers should prepare to face a mighty foe who knows everything about them and can strike at any time.

DUNGEON LORDS IN THE GAME

You can bring a dungeon lord into your game as part of the standard dungeon design process.

Because the prestige class is well suited to NPCs, it gives you a great deal of flexibility when running an encounter with an evil mastermind who works behind the scenes to thwart the characters.

However, a dungeon lord is not a skilled combatant or spellcaster, so any creature that takes this prestige class should already have considerable powers.

Much of a dungeon lord's strength comes from its preparation and planning.

For example, a vampire wizard might spy on the PCs and learn that the rogue can evade area-effect spells.

As a result, the cunning master prepares a *hold person* spell for that particular threat.

ADAPTATION

Although the focus of this prestige class is the dungeon environment, it could be adapted to any other contained lair or outpost, which need not be evil in nature.

A king's captain who has levels in this class can watch the castle (his environment) carefully for intruders to protect the monarch.

A silver dragon might treat sacred ruins as its dungeon, using its power to watch over the dead and guard an ancient weapon that might one day be needed again.

TABLE 5-1: THE DUNGEON LORD

HIT DIE: D8

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+0	+2	+2	Dungeon mastery, horde lord +1
2nd	+1	+0	+3	+3	Dungeon step
3rd	+2	+1	+3	+3	Complete awareness, dungeon minions
4th	+3	+1	+4	+4	Animate objects
5th	+3	+1	+4	+4	Dungeon defender, horde lord +2, Leadership

TRAPSMITH

"That, my friends, is what we in the trade call a blood melon. A nasty little trap designed to fire razor-tipped darts into your head when you bend down to look through the keyhole.

Stand back—I'll take care of this."

—Kalder Phentley, trapsmith

Many adventurers view traps as nuisances—just more obstacles to be overcome—but some see traps as an art form.

Similar to a rogue in many respects, a trapsmith hones her craft to a level of perfection that few can hope to emulate. Simple and crude traps offend her, and complicated death traps cause her to leap about (cautiously, of course) in wonderment and joy.

More than just an expert at disarming devices, a trapsmith excels at rigging deadly surprises to harm her enemies, secure her camp, and confound pursuers.

BECOMING A TRAPSMITH

A trapsmith needs a high number of skills and the trapfinding class feature, so many members of this prestige class begin their careers as rogues.

Other classes can qualify, including ninjas, scouts, and spellthieves (all from *Complete Adventurer*), factotums (see page 14), and rangers who have the trap expert alternative class feature (see page 12).

But rogues have the easiest time of it.

Because the trapsmith is a skill-based character, she must have a high Intelligence score.

A high Dexterity score also proves to be of great value, adding to a number of her skills.

ENTRY REQUIREMENTS

Skills: Craft (trapmaking) 8 ranks, Disable Device 8 ranks, Open Lock 5 ranks, Search 8 ranks.

Special: Trapfinding class feature.

CLASS SKILLS

(6 + Int modifier per level): Appraise, Craft, Disable Device, Escape Artist, Knowledge (architecture and engineering), Listen, Open Lock, Profession, Search, Sleight of Hand, Spot, Use Rope.

CLASS FEATURES

As a trapsmith, your abilities revolve around using mundane traps and magic traps to your advantage.

After attaining only a few levels, you are the most qualified member of your party at dealing with traps, and your abilities allow you to protect your fellows in a number of ways.

Versatility is key when designing your character, because while traps are a common danger, they are not always present.

Make sure to carry plenty of supplies so that you can make your own traps to use against enemies.

Booby Traps (Ex): You can quickly set up simple booby traps (see the sidebar) to harm and hinder your foes.

BOOBY TRAPS

A trapsmith can create a number of different traps to hinder and harm foes. Each trap described below includes information on its area, effects, base cost, and cost per use. The base cost covers the parts of the trap that are reusable if recovered. The cost per use covers the pieces that are destroyed or expended when the trap is set off. All traps below are mechanical traps with a touch trigger.

A trapsmith can disable and disassemble one of his own traps without making a check. This process takes approximately 1 minute.

Other booby traps are possible with your DM's approval.

Alarm Trap: This trap is little more than a series of bells attached to a thin trip wire. When the wire is breached, the bells ring, and those nearby can attempt a DC -5 Listen check to notice the noise. This trap takes 1 round to set up per 10 feet of trip wire used. Anyone who runs into the trap can attempt a Reflex save to avoid setting it off (DC equal to 1/2 your Craft [trapmaking] check result).

Base Cost: 1 gp/10 ft.

Cost/Use: —.

Advanced Version: The DC of the Reflex save to avoid setting off an advanced alarm trap is equal to your Craft (trapmaking) check result.

Bolt Trap: This trap fires a light or heavy crossbow at one target that breaks a trip wire. The crossbow makes a single attack with a bonus equal to 1/2 your Craft (trapmaking) check result. The bolt deals standard damage for its type, but you can use masterwork or magic crossbows and bolts to enhance the accuracy or damage. The trap must be reset after the crossbow fires. The trap can cover a line of up to 20 feet.

Base Cost: 35 gp (light crossbow) or 50 gp (heavy crossbow); add 300 gp for a masterwork crossbow.

Cost/Use: None, or the cost of the ammunition if it is masterwork or magic.

When setting up a trap, make a Craft (trapmaking) check. The check result is the Difficulty Class of an attempt to find the trap by making a Search check.

Half the check result is the DC of an attempt to disarm the trap by making a Disable Device check.

The check result affects other variables, too; see the Booby Trap sidebar below for details.

Setting up a booby trap is usually a full-round action, though some take longer, as noted in the sidebar.

Starting at 3rd level, your skill improves such that you can create advanced versions of the simple booby traps you already know.

Master Disarmer (Ex): Your skill at finding and disarming traps is legendary.

When dealing with a trap, add your trapsmith level to your Search checks, Disable Device checks, and Open Lock checks.

Trap Sense (Ex): You are adept at evading the effects of traps, gaining bonuses at 1st level, 3rd level, and 5th level. See the barbarian class feature (PH 26).

Trap sense gained from other sources (such as barbarian or rogue levels) stacks with this benefit.

Spells: If you are smart enough, you might gain the ability to cast arcane spells.

To cast a particular spell, you must have an Intelligence score of at least 10 + the spell's level.

Your bonus spells are based on your Intelligence.

Saves to avoid the effects of your spells have a DC of 10 + the spell's level + your Int bonus (if any).

You cast spells as a bard does.

Advanced Version: An advanced bolt trap fires up to three bolts from three separate crossbows. Setting up an advanced trap takes 2 rounds and requires three crossbows (tripling the base cost as appropriate to the type).

Drop Trap: A heavy or dangerous item is rigged to fall on anyone who crosses a trip line. When the trip line is breached, the item drops, making a touch attack with a bonus equal to 1/2 your Craft (trapmaking) check result. You can rig an alchemical item (which deals damage appropriate to the item) or a heavy object such as a stone (which deals 1d6 points of bludgeoning damage). The trap can cover a single 5-foot-square area.

Base Cost: 1 sp.

Cost/Use: Varies depending upon the cost of the dropped item.

Advanced Version: An advanced drop trap can drop up to three alchemical items, a very heavy object (which deals 3d6 points of bludgeoning damage), or a net (which entangles the target, who can move freely but must make a successful DC 20 Escape Artist check to get out of the net).

Trip Rope Trap: This trap is made up of a strong rope attached tautly between two points. If anyone tries to cross the rope, it makes a trip attempt with a bonus equal to 1/2 your Craft (trapmaking) check result. The first creature to cross through the trap causes the rope to go slack, and it must be reset before the trap can be used again. The trap can cover a line of up to 20 feet.

Base Cost: 10 gp.

Cost/Use: —.

Advanced Version: An advanced trip rope trap makes the trip attempt using your Craft (trapmaking) check result for the opposed check. In addition, if the check succeeds, the trap can trip another creature that crosses through its space.

Table 1–4, below, details how many spells you can learn at each level.

TABLE 3–4: TRAPSMITH SPELLS KNOWN
— Spells Known —

Level	1st	2nd	3rd
1st	2	—	—
2nd	3	—	—
3rd	3	2	—
4th	4	3	—
5th	4	3	2

Choose your spells from the following list.

1st—*arcane sight*, *cat's grace*, *clairaudience/clairvoyance*, *dispel magic*, *fox's cunning*, *gaseous form*, *haste*, *knock*, *protection from energy*.

2nd—*arcane eye*, *dimension door*, *lesser globe of invulnerability*, *Otiluke's resilient sphere*, *stoneskin*, *stone shape*.

3rd—*Bigby's interposing hand*, *break enchantment*, *fabricate*, *greater dispel magic*, *wall of stone*.

Arrow Proof (Su): When a trap activates, you know how to lessen the impact and reduce the damage.

Starting at 2nd level, you gain damage reduction 5/— against the effects of traps.

The reduction applies only to damage from physical attacks, such as arrows, crushing blocks, or pits.

Damage caused by spells or magical effects is not reduced. Damage reduction gained from multiple sources stacks, but only for damage dealt by a trap.

Quick Fingers (Ex): Starting at 2nd level, you can disarm traps more quickly.

When you attempt a Disable Device check, use the table below in place of the table on page 72 of the *Player's Handbook*.

Device	Time	Disable Device DC
Simple	1 standard action	10
Tricky	1 full-round action	15
Difficult	1d4 rounds	20
Wicked	1d4 rounds	25+

If you have the quick fingers alternative class feature (see page 13), reduce the time needed for checks on difficult and wicked traps to 1d3 rounds.

Unweave (Su): At 3rd level, your understanding of magic traps allows you to unweave their magic, as if targeting the trap with *dispel magic* (PH 223).

Your caster level for this ability equals 5 + your trapsmith level.

You can use this ability three times per day.

It works only against magic traps, but spells such as *alarm* (PH 197), *glyph of warding* (PH 236), and the *symbol* spells (PH 289–291) are valid targets.

Dance through Danger (Ex): Starting at 4th level, when you make a Search check to find a trap and your result exceeds the DC by 5 or more, you can move past the trap without setting it off.

This benefit applies only to you—the careful movements and balance needed cannot be taught to your fellow adventurers.

Spell Proof (Su): Starting at 4th level, you enjoy a measure of protection against magic traps.

You gain spell resistance equal to 15 + your trapsmith level. This spell resistance applies only to magic traps, which include spells such as *fire trap* (PH 231), *explosive runes* (PH 228), *glyph of warding* (PH 236), and the *symbol* spells (PH 289–291).

Avoid Disaster (Su): At 5th level, you learn to negate the effects of a trap as they happen.

Once per day, when a trap is sprung, you can make a Disable Device check as an immediate action.

If the check succeeds, you quickly disable the trap and avoid its effects.

If the check fails, the trap activates as normal.

PLAYING A TRAPSMITH

Traps are your profession, and even the most deadly of them fail to daunt you.

Whenever a new contraption is encountered, you want to be the first to examine it, figure out how it works, and try to disarm it.

Success shows that your knowledge and skill are superior to that of the trap's builder.

Failure, while disappointing, teaches you a valuable lesson that should never be forgotten.

Traps of your own design are your pride and joy.

Your home is littered with working traps and half-finished contraptions that you constantly tinker with.

When exploring, you always carry a few components for booby traps because you never know when you might need one.

COMBAT

Combat is dirty business, not at all like the challenge of a well-designed trap.

Any brute can swing an axe or pummel with a fist.

While you do not shy away from battle, you are a thinking combatant, always looking for the best position or tactic.

You frequently use combat maneuvers such as trip, disarm, and aid another to get the job done.

Let the barbarian deliver the killing blow to foes that you set up for him.

If a fight occurs near a trap, try to entice your foes into activating it.

When creating traps of your own design, place them in locations where they cannot be ignored or bypassed.

ADVANCEMENT

To build on the abilities granted by the trapsmith prestige class, take levels in other classes that enhance your role.

The rogue, ninja, scout, and spellthief classes work well in this regard, giving you abilities that complement your trap expertise.

Sneaking ahead of the party to set up a trip rope trap and then luring foes into it exemplifies this synergy.

The spellcasting classes are good choices, too, because many spells act as traps or help you deal with traps.

Similarly, do not overlook the bard class, which allows you to bolster your companions in multiple ways.

RESOURCES

Trapsmiths have no formal organization, but small groups of these specialists occasionally gather to show off their work.

You can count on basic aid from your fellows if needed, but do not expect more than room and board for a few days and rudimentary supplies.

TRAPSMITHS IN THE WORLD

"So, you're interested in a trap, eh?"

Well, I'm sure I could build you the finest, most deadly trap in the world, if you have the coin."

—Jeris "Twitch" Twitolin, trapsmith

Whether they are romping through dungeons logging traps or running a thriving shop in a busy metropolis, trapsmiths make excellent NPCs for a group to encounter.

They can provide the expertise needed to determine the builder of a devious trap, to disable an apparently unsolvable contraption, or to construct a new device.

Trapsmiths make excellent hirelings or commissioned specialists for PCs who are willing to pay for their brilliance.

Not surprisingly, trapsmiths spend most of their time honing their craft.

Many practice on harmless dummy traps, build new variations of classic devices, and sketch wild designs for experimental contraptions.

These pursuits lead trapsmiths to every corner of the world as they search for rare parts and study new traps firsthand—sometimes in the middle of a monster-filled dungeon.

To make a living, many trapsmiths who have ranks in Craft (locksmith) quietly build intricate locks, which always seem to be in short supply.

Others advertise their talents more actively, constructing all manner of traps for the wealthy and powerful.

However, not all trapsmiths are helpful.

Some grow so obsessed with their work that they begin to lure innocent victims into their traps as test subjects.

Evil trapsmiths might go so far as to build a whole dungeon of deadly traps and hide a fabulous treasure at the end just to draw adventurers into its halls.

ORGANIZATION

Lacking their own guild or group, some trapsmiths join guilds of locksmiths, clock makers, and other professionals with similar talents.

Once a year, though, trapsmiths from across the world gather to show off their latest designs and try to best one another with the most foolproof trap.

These fascinating competitions are open to the public and allow only nonlethal traps.

Unfortunately, zealous contestants have been known to ignore the rules on occasion.

NPC REACTIONS

Most commoners respect trapsmiths for their skill but view them as eccentric or obsessed.

When an NPC hires a trapsmith to build a contraption, she treats him with the utmost respect and tolerates his arrogance and bravado.

But when the job is done, she regards him only with suspicion.

After all, employers rarely trust someone who knows the secrets of their defenses.

In many towns, the locals talk in hushed tones about the local trapsmith, whose home emanates odd noises and receives even stranger deliveries.

TRAPSMITH LORE

Characters with ranks in Knowledge (architecture and engineering) or Knowledge (local) can research trapsmiths to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Traps are difficult and dangerous to handle.

Experts in this field are known as trapsmiths.

DC 15: Trapsmiths are highly skilled at locating and disarming traps of all kinds.

They are also said to be quite talented at creating such devices.

DC 20: Trapsmiths can set up quick, simple booby traps with ease.

Some also cast spells that emulate the effects of traps.

DC 25: Experienced trapsmiths can avoid much of the danger posed by a trap, shrugging off effects that would kill others.

TRAPSMITHS IN THE GAME

It is easy to introduce trapsmiths into nearly any campaign. For example, wherever a particularly trap-laden dungeon exists, the local trapsmith might be cataloging the devices with wonder, or cleaning them out before they claim more explorers' lives.

On the other hand, if he was the one who trapped the dungeon in the first place, he might send a party of adventurers through its gate on a phony mission, just so he can test his work.

Perhaps the PCs hire a rival trapsmith who is certain she can lead them safely through the dungeon.

Or in a race to a prize between two groups of dungeoneers, the party that retains the services of a trapsmith will have a significant edge over its competition.

As a player option, a trapsmith makes a good PC in campaigns that feature plenty of traps.

A party that spends all its time in the wilderness will have little use for such a specialist, but explorers who want to clear out a huge dungeon will find a trapsmith a vital ally.

ADAPTATION

As a fairly generic prestige class, the trapsmith should fit into any campaign setting with little or no adjustment.

TABLE 3-3: THE TRAPSMITH

HIT DIE: D6

Level	Base				Special	Spells per Day		
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd
1st	+0	+0	+2	+0	Booby traps (simple), master disarmer, trap sense +1	1	—	—
2nd	+1	+0	+3	+0	Arrow proof, quick fingers	2	—	—
3rd	+2	+1	+3	+1	Booby traps (advanced), unweave, trap sense +2	2	1	—
4th	+3	+1	+4	+1	Dance through danger, spell proof	3	2	—
5th	+3	+1	+4	+1	Avoid disaster, trap sense +3	3	2	1

EXPANDED PSIONICS HANDBOOK (3.5)

CEREBREMANCER

Cerebremancers access both the arcane mysteries of spellcasting and the psionic powers of the mind.

Cerebremancers tend to be driven, ambitious sorts, willing to sacrifice more subtle abilities in exchange for pure power.

Only characters who have training in both psionic power and in the arcane arts can become cerebremancers.

Wizard/psion is the most common class combination, because both classes place a premium on high Intelligence. Sorcerer/psions are less common.

Psychic warriors are usually too interested in physical combat to devote themselves to intense study, and wilders generally lack the necessary patience.

NPC cerebremancers often act as liaisons between the arcane and psionic worlds.

Many continuously hunt for further knowledge that will enhance their mastery of both arcane spells and psionic powers.

Hit Die: d4.

REQUIREMENTS

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

Skills: Knowledge (arcana) 6 ranks, Knowledge (psionics) 6 ranks.

Spells: Able to cast 2nd-level arcane spells.

Psionics: Able to manifest 2nd-level powers.

CLASS SKILLS

The cerebremancer's class skills (and the key ability for each skill) are Concentration* (Con), Craft (Int), Decipher

Script (Int), Knowledge (arcana) Int, Knowledge (psionics)* (Int), Profession (Wis), Psicraft* (Int), and Spellcraft (Int).

* See new skills and expanded uses of existing skills in Chapter 3 of this book.

See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the cerebremancer prestige class.

Weapon and Armor Proficiency: Cerebremancers gain no proficiency with any weapon or armor.

Spells per Day/Powers Known: When a new cerebremancer level is attained, the character gains new spells per day as if he had also attained a level in any one arcane spellcasting class he belonged to before he added the prestige class.

He gains additional power points per day and access to new powers as if he had also gained a level in any one manifesting class he belonged to previously.

He does not, however, gain any other benefit a character of either class would have gained (bonus metamagic, metapsionic, or item creation feats, psicrystal special abilities, and so on).

This essentially means that he adds the level of cerebremancer to the level of whatever other arcane spellcasting class and manifesting class the character has, then determines spells per day, caster level, power points per day, powers known, and manifest level accordingly. For example, a 3rd-level wizard/3rd-level psion who takes a level in cerebremancer has the same access to spells as a 4th-level wizard and the same number of power points as a 4th-level psion.

But his wizard familiar and his psicrystal (if he has one) won't gain any new abilities.

If a character had more than one arcane spellcasting class or more than one manifesting class before he became a cerebremancer, he must decide to which class he adds each level of cerebremancer for purpose of determining spells per day, caster level, power points per day, powers known, and manifest level.

TABLE 6-1: THE CEREBREMANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day/Powers Known
1st	+0	+0	+0	+2	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
2nd	+1	+0	+0	+3	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
3rd	+1	+1	+1	+3	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
4th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
5th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
6th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
7th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
8th	+4	+2	+2	+6	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
9th	+4	+3	+3	+6	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
10th	+5	+3	+3	+7	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class

ELOCATER

Elocaters are renowned for their agile combat stratagems, using their knowledge of motion and space to set themselves up for quick attacks against slower opponents. Elocaters excel on the field of battle, slipping in and out of harm's way like a violent wind, surprising foes with their sudden opportunistic attacks and then darting away before foes are able to retaliate.

Elocaters are also known for "getting there", wherever "there" is.

They are swift travelers, proficient in simple scouting or in gaining entrance into locked and trapped treasure vaults. Psychic warriors seem most attracted to the elocater class, though combat-oriented wilders and psions of the kineticist and nomad disciplines also find elocater class features of interest.

NPC elocaters often work as guides or scouts, able to find a way forward when all mundane methods have been exhausted.

Hit Die: d6.

REQUIREMENTS

To qualify to become an elocater, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Concentration 8 ranks.

Feats: Mobility, Spring Attack.

Psionics: Able to manifest 1st-level powers.

CLASS SKILLS

The elocater's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Balance (Dex), Climb (Str), Concentration* (Con), Craft (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (local) (Int), Knowledge (psionics)*, Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Psicraft* (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Psionic Device* (Cha), and Use Rope (Dex).

* See new skills and expanded uses of existing skills in Chapter 3 of this book.

See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the elocater prestige class.

Weapon and Armor Proficiency: Elocaters are proficient with all simple and martial weapons and with light armor. Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of elocater to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became an elocater, she must decide to which class she adds the new level of elocater for the purpose of determining power points per day, powers known, and manifester level.

Scorn Earth (Su): At 1st level, an elocater's feet lift from the ground.

From now on, she can float a foot above the ground.

Instead of walking she glides along, unconcerned with the hard earth or difficult terrain.

While she remains within 1 foot of a flat surface of any solid or liquid, she can take normal actions and make normal attacks, and can move at her normal speed (she can even "run" at four times her normal speed).

However, at distances higher than 1 foot above any surface, her speed diminishes to 10 feet per round.

While she remains within 1 foot of a surface, she can make melee and ranged attacks normally, but if she moves any higher, she incurs the penalties on melee and ranged attack rolls as if she were the subject of the *psionic levitate* power (see the *levitate* spell description, page 248 of the *Player's Handbook*).

Sidestep Charge (Ex): At 1st level, an elocater gains

Sidestep Charge (see page 51) as a bonus feat, even if she does not meet the prerequisites.

If the character already has this feat, she gains no benefit.

Opportunistic Strike (Ex): Beginning at 2nd level, an elocater's hyperawareness of spatial relations gives her an instinctive view of the battlefield, which allows her to make a cunning attack against distracted opponents.

The elocater gains a +2 insight bonus on her attack roll and her damage roll (if the attack hits) for the first attack she makes against an opponent that has been dealt damage in melee by another character since the elocater's last action. At 5th level the insight bonus increases to +4, and at 8th level the insight bonus increases to +6.

Dimension Step (Su): An elocater of 3rd level or higher can slip psionically between spaces as if using the *psionic dimension door* power, once per day.

The elocater cannot bring any other creatures with her.

Her manifester level for this effect is equal to her elocater level.

Flanker (Ex): An elocater of 4th level or higher can flank enemies from seemingly impossible angles.

She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal).

She can designate the square at the beginning of her turn or at any time during her turn.

The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassable or occupied.

Transporter (Ex): At 6th level, an elocater learns both *psionic teleport* and *psionic plane shift*.

These powers are in addition to any powers the elocater normally learns by advancing a level.

The elocater treats these powers as if they were 3rd-level powers on her class list.

This means, among other things, that manifesting these powers costs 5 power points.

(If the character does not have a high enough manifester level to manifest 3rd-level powers, such as might be the case for some psychic warriors who qualify for this class, the character cannot manifest these powers until she has attained the required manifester level).

Capricious Step (Ex): At 7th level, an elocater can take an extra 5-foot step in any round when she doesn't perform any other movement (except for the first 5-foot step).

Like the first, the second 5-foot step does not provoke attacks of opportunity.

The character can take the extra 5-foot step immediately after taking the first, or wait until the end of her other actions for the round.

In all other ways, the rules for taking a 5-foot step apply, as described on page 144 of the *Player's Handbook*.

Dimension Spring Attack (Su): An elocater of 9th level or higher can use her dimension step ability in conjunction with her Spring Attack feat once per day.

This ability can be used only against opponents within 60 feet to which the elocater has line of sight.

She can dimension step up to the target, use Spring Attack, and then use dimension step to return to her starting point. (When she uses this ability, the total distance she can travel before and after the attack is not limited by her speed).

The use of this ability counts as her use of the dimension step ability on that day (and this ability is not available during a day when she has already used dimension step).

Accelerated Action (Su): When she attains 10th level, an elocater can accelerate herself and thereby take more actions than normal.

An elocater can accelerate herself for a total of 5 rounds per day.

She can choose to parcel out her accelerated actions in 1-round increments.

(This effect is not cumulative with similar effects that provide additional actions, such as *schism* or a *haste* spell—and in fact an elocater can't take an accelerated action if affected by these or similar effects).

If she makes a full attack while accelerated, an elocater can make one extra attack with any weapon she is holding.

The attack is made using her full base attack bonus, plus any modifiers appropriate to the situation.

If the elocater uses her accelerated action to move, she gains an enhancement bonus to her speed of +30 feet.

The elocater can use her accelerated action to manifest a power, as long as she has not already manifested a power in the current round and the one she wants to manifest has a manifesting time of 1 standard action or shorter.

While accelerated, she gains a +2 dodge bonus on attack rolls and Reflex saves and a +2 dodge bonus to Armor Class. Any condition that makes her lose her Dexterity bonus to Armor Class (if any) also makes her lose these dodge bonuses.

TABLE 6-2: THE ELOCATER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+2	+2	Scorn earth, Sidestep Charge	+1 level of existing manifesting class
2nd	+1	+0	+3	+3	Opportunistic strike +2	—
3rd	+2	+1	+3	+3	Dimension step	+1 level of existing manifesting class
4th	+3	+1	+4	+4	Flanker	+1 level of existing manifesting class
5th	+3	+1	+4	+4	Opportunistic strike +4	—
6th	+4	+2	+5	+5	Transporter	+1 level of existing manifesting class
7th	+5	+2	+5	+5	Capricious step	+1 level of existing manifesting class
8th	+6	+2	+6	+6	Opportunistic strike +6	—
9th	+6	+3	+6	+6	Dimension spring attack	+1 level of existing manifesting class
10th	+7	+3	+7	+7	Accelerated action	+1 level of existing manifesting class

FIST OF ZUOKEN

The Fists of Zuoken are members of an order of martial artists devoted to mastering their own physical and mental development while protecting psions and other psionic creatures.

The fists of Zuoken believe that mental powers are to be nurtured in all who possess them.

In addition to their formidable prowess in combat, fists of Zuoken develop mental powers that surprise and astound their enemies.

Almost all fists of Zuoken are monks who are affiliated with a specific order created to guard centers of psionic learning—usually fortresses in the middle of forbidding wastelands.

Naturally, the monks learned from the psionic masters as well, and thus the fists of Zuoken were born.

The most common place to find NPC fists of Zuoken is a monastery where psionic learning is undertaken; such a place often employs fists of Zuoken as guards.

But if psionic creatures are undergoing persecution elsewhere, the fists of Zuoken often come to their rescue, leaving only ruined bodies and burnt-out minds in their wake.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Fist of Zuoken, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skill: Concentration 9 ranks.

Feat: Wild Talent.

Special: Still mind class feature.

CLASS SKILLS

The Fist of Zuoken's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Concentration* (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (psionics)* (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Psicraft* (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex).

* See new skills and expanded uses of existing skills in Chapter 3 of this book.

See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Fist of Zuoken prestige class.

Weapon and Armor Proficiency: Fists of Zuoken gain no proficiency with any weapon or armor.

Monk Abilities: A Fist of Zuoken's class levels stack with his monk levels for the purpose of determining his unarmed damage and bonuses to Armor Class and unarmored speed.

His class levels do not apply to other monk abilities such as flurry of blows, slow fall, and so on.

Power Points/Day: A Fist of Zuoken can manifest powers.

His ability to manifest powers is limited by the power points he has available.

His base daily allotment of power points is given on Table 6-3: The Fist of Zuoken.

In addition, he receives bonus power points per day if he has a high Wisdom score (see Table 2-1: Ability Modifiers and Bonus Power Points).

His race may also provide bonus power points per day, as may certain feats and items.

If a Fist of Zuoken has power points from a different class, those points are pooled together and usable to manifest powers from either class.

Bonus power points from having a high ability score can be gained only for the character's highest psionic class.

Powers Known: A Fist of Zuoken chooses his powers from the psychic warrior power list.

At 1st level, a Fist of Zuoken knows one psychic warrior power of your choice.

Each time he attains a new level, he learns one new power. A Fist of Zuoken can manifest any power that has a power point cost equal to or lower than his manifest level.

The total number of powers a Fist of Zuoken can manifest per day is limited only by his daily power points.

In other words, a 5th-level Fist of Zuoken (with a total of 15 power points, not counting any gained for a high Wisdom score) could manifest a power costing 1 power point fifteen times in one day, a power costing 5 power points three times in one day, or any combination of power point costs that does not exceed 15 power points in total.

A Fist of Zuoken simply knows his powers; they are ingrained in his mind.

He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against Fist of Zuoken powers is 10 + the power's level + the Fist of Zuoken's Wisdom modifier.

For example, the saving throw against a 2nd-level power has a DC of 12 + Wis modifier.

Maximum Power Level Known: A Fist of Zuoken gains the ability to learn one 1st-level power when he takes his first level in the prestige class.

As he attains each new odd-numbered level, a Fist of Zuoken gains the ability to master more complex powers. A 3rd-level Fist of Zuoken can learn powers of 2nd level or lower, a 5th-level Fist of Zuoken can learn powers of 3rd level or lower, and so on.

To learn or manifest a power, a Fist of Zuoken must have a Wisdom score of at least 10 + the power's level.

For example, a Fist of Zuoken with a Wisdom score of 13 can manifest powers of 3rd level or lower.

Bonus Psionic Feat: At 5th and 10th level, a Fist of Zuoken can take any psionic feat from the psionic feats described in Chapter 3 as a bonus feat.

He must still meet the prerequisites for the feat.

Multiclass Note: A monk who becomes a Fist of Zuoken may continue advancing as a monk.

TABLE 6-3: THE FIST OF ZUOKEN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+2	+2	Monk abilities	1	1	1st
2nd	+1	+0	+3	+3	—	3	2	1st
3rd	+2	+1	+3	+3	—	6	3	2nd
4th	+3	+1	+4	+4	—	10	4	2nd
5th	+3	+1	+4	+4	Bonus psionic feat	15	5	3rd
6th	+4	+2	+5	+5	—	23	6	3rd
7th	+5	+2	+5	+5	—	31	7	4th
8th	+6	+2	+6	+6	—	43	8	4th
9th	+6	+3	+6	+6	—	55	9	5th
10th	+7	+3	+7	+7	Bonus psionic feat	71	10	5th

ILLITHID SLAYER

Only the ignorant dismiss the illithid threat.

So say those who have dedicated their lives to the eradication of the mind flayer "infection".

Psionic beings know the real dangers illithids pose better than nonpsionic individuals, and the most dedicated among them follow the code of the illithid slayer.

A primary illithid slayer credo is "Do or die", where "do" means "find and slay illithids".

Slayers have no use for those with faltering hearts (another of their credos—which, truth be told, number in the hundreds).

It is a poorly kept secret that while slayers are most adept at hunting and slaying illithids, their abilities make them deadly to any psionic creature.

Any character with some psionic ability can become an illithid slayer, as long as he or she hates illithids enough.

Dwarves who take this prestige class are known as *caradhaker*, which loosely means "mindstalker".

In fact, illithid slayers as a distinct class may have first originated among the dwarves, though the slayers themselves say they received their lore from a different, secret source.

NPC slayers sometimes travel in bands of two or three and enjoy identifying such group by grisly names.

Slayer bands may be hired as mercenaries by wealthy folk who travel in illithid-infested areas.

Between commissions, they are likely to strike out on their own, attempting to uncover the location of another mind flayer outpost, or better yet, a sunless city.

Rumors also speak of rogue slayer bands that have branched out and now hunt any and all psionic creatures, not just illithids.

Hit Die: d8.

REQUIREMENTS

To qualify to become an illithid slayer, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skill: Knowledge (dungeoneering) 4 ranks.

Feat: Track.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have killed an illithid, either individually or as part of a group composed of no more than six members.

CLASS SKILLS

The illithid slayer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration* (Con), Knowledge (dungeoneering) (Int), Listen (Wis), Psicraft* (Int), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

* See new skills and expanded uses of existing skills in Chapter 3 of this book.

See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the illithid slayer prestige class.

Weapon and Armor Proficiency: Illithid slayers are proficient with all simple and martial weapons and with all types of armor.

Powers Known: Beginning at 2nd level, an illithid slayer gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on).

This essentially means that she adds the level of illithid slayer to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before she became an illithid slayer, she must decide to which class she adds the new level of illithid slayer for the purpose of determining power points per day, powers known, and manifest level.

If the character did not belong to a manifesting class before taking this prestige class (for example, if she was a soulknife or a ranger with the Wild Talent feat), she does not gain manifesting levels.

Favored Enemy (Illithid) (Ex): When she enters the class, an illithid slayer formally declares illithids and illithid kin (such as neothelids; see page 204) as the enemy she detests above all others.

Due to her extensive study of her foes and training in the proper techniques for combating them, she gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against illithids.

Likewise, she gets a +2 bonus on weapon damage rolls against creatures of this kind.

At 4th level the bonuses increase to +4, at 7th level to +6, and at 10th level to +8.

Illithid Sense (Su): An illithid slayer can sense the presence of illithids within 60 feet of herself, even if they are hidden by darkness or walls, but she cannot discern their exact location.

Brain Nausea (Su): At 2nd level, a slayer gains a constant defensive ability somewhat similar to the *aversion* power. Any creature that attempts to eat the slayer's brain must succeed on a Will save (DC 15 + slayer's class level) or become disinclined to do so for 24 hours thereafter.

A creature that fails this save may take any action it desires except extracting the slayer's brain (but does not realize it is being so affected).

This ability is active even if the slayer is unconscious, stunned, or otherwise helpless.

Lucid Buffer (Ex): At 3rd level, an illithid slayer becomes especially skilled at resisting mental attacks.

She gains a +4 competence bonus on saving throws against all compulsions and mind-affecting effects.

This ability is active even if the illithid slayer is unconscious, stunned, or otherwise helpless.

Cerebral Blind (Su): After reaching 6th level, an illithid slayer is protected from all devices, powers, and spells that reveal location.

This ability protects against information gathering by clairsentience powers or effects that reveal location.

The ability even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used to gain information

about the slayer's location (however, *metafaculty* can pierce this protective barrier).

In the case of *remote viewing* or *scrying* that scans an area an illithid slayer is in, the effect works, but the slayer simply isn't detected.

Remote viewing or *scrying* attempts that are targeted specifically at an illithid slayer do not work.

This ability is active as long as the slayer is psionically focused.

Breach Power Resistance (Su): An illithid slayer of 8th level or higher can enhance her weapon with psionic might. Each successful melee attack (or ranged attack if the target is within 30 feet) she makes with her weapon against a creature with power resistance temporarily reduces its power resistance by 1.

Unless the creature is slain, its lost power resistance returns all at once 12 hours later.

This ability is active as long as the slayer is psionically focused.

Cerebral Immunity (Su): On reaching 9th level, an illithid slayer gains protection from all devices, powers, and spells that influence the mind.

This ability shields her against almost all mind-affecting powers and effects (though the slayer can selectively allow powers or spells to affect her).

The ability even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used to mentally influence an illithid slayer.

This ability is active as long as the illithid slayer is psionically focused.

Blast Feedback (Su): At 10th level, an illithid slayer becomes able to turn an illithid's favorite attack against itself.

If a slayer makes her saving throw when attacked with *mind blast*, the *mind blast* rebounds upon the attacker!

Only the original attacker is targeted in the rebound effect. If the original attacker fails a Will saving throw (DC equal to that of the original attack), the attacker is affected normally by the *mind blast*.

TABLE 6-4: THE ILLITHID SLAYER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+1	+0	+0	+2	Favored enemy (illithid) +2, illithid sense	—
2nd	+2	+0	+0	+3	Brain nausea	+1 level of existing manifesting class
3rd	+3	+1	+1	+3	Lucid buffer	+1 level of existing manifesting class
4th	+4	+1	+1	+4	Favored enemy (Illithid) +4	+1 level of existing manifesting class
5th	+5	+1	+1	+4	—	+1 level of existing manifesting class
6th	+6	+2	+2	+5	Cerebral blind	+1 level of existing manifesting class
7th	+7	+2	+2	+5	Favored enemy (illithid) +6	+1 level of existing manifesting class
8th	+8	+2	+2	+6	Breach power resistance	+1 level of existing manifesting class
9th	+9	+3	+3	+6	Cerebral immunity	+1 level of existing manifesting class
10th	+10	+3	+3	+7	Blast feedback, favored enemy (illithid) +8	+1 level of existing manifesting class

METAMIND

Metaminds know that accumulating the most power in the shortest time is the key to psionic superiority.

All metaminds strive for "power to burn"—they are unconcerned with glamor or flashy behavior, but rather are single-mindedly determined to amass as much psychic power as possible.

Someone who takes one or more levels of metamind is sometimes colloquially referred to as a "head" by other psionic characters.

In game terms, a metamind is all about power points.

Any character with some manifesting ability can become a metamind to enhance his or her mental strength—at the expense of discovering higher-level powers.

Psions and wilders who need an extra edge for prolonged use of specific powers often take several levels of metamind.

NPC metaminds are often found among dedicated schools of psions who have banded together in opposition to a particular threat, such as illithids.

Hit Die: d4.

REQUIREMENTS

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

Skills: Knowledge (psionics) 8 ranks, Psicraft 4 ranks.

Feat: Psicrystal Affinity.

Psionics: Manifester level 4th.

CLASS SKILLS

The metamind's class skills are Autohypnosis* (Wis), Concentration* (Con), Craft (any) (Int), Knowledge (psionics)*, and Psicraft* (Int).

* See new skills and expanded uses of existing skills in Chapter 3 of this book.

See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the metamind prestige class.

Weapon and Armor Proficiency: Metaminds gain no proficiency with any weapon or armor.

Powers Known: At every even-numbered level, a metamind gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on).

This essentially means that he adds the level of metamind to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before he became a metamind, he must decide to which class he adds the new level of metamind for the purpose of determining power points per day, powers known, and manifest level.

Free Manifesting (Ps): At 1st level, a metamind can manifest any 1st-level power he knows for free (without spending power points) three times per day.

At higher levels, a metamind gains the ability to freely manifest additional higher-level powers: three 2nd-level powers per day at 3rd level; one 3rd-level power per day at 5th level; one 4th-level power per day at 7th level; and one 5th-level power per day at 9th level.

This benefit applies only to the power point cost of an unaugmented power.

Points spent to augment a power and an experience point cost (if any) must be paid as normal.

Cognizance Psicrystal (Ex): At 2nd level, a metamind masters the trick of storing excess power points in a psicrystal.

The psicrystal is now treated as a *cognizance crystal* (see page 167) capable of storing 5 power points, in addition to its psicrystal abilities.

At every even-numbered level, a metamind becomes able to store an additional 2 power points in his psicrystal, to a maximum of 11 points at 8th level.

Font of Power (Ps): A 10th-level meta mind can act as a living *cognizance crystal*, producing seemingly endless power points once per day, for up to 1 minute.

His eyes shine like tiny stars, and faint illumination seems to beam out of his mouth and the end of each of his fingers. While so empowered, he can manifest any of his powers without drawing from his power point reserve.

He finds the power points he needs welling up within his own body.

If a metamind using this ability enters a metaconcert (see *metaconcert*, page 115), his power point reserve is accessed normally for the purpose of his contributing to the pool.

TABLE 6-5: THE METAMIND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Free manifesting 1st, 3/day	—
2nd	+1	+0	+0	+3	Cognizance psicrystal 5 points	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Free manifesting 2nd, 3/day	—
4th	+2	+1	+1	+4	Cognizance psicrystal 7 points	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Free manifesting 3rd, 1/day	—
6th	+3	+2	+2	+5	Cognizance psicrystal 9 points	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Free manifesting 4th, 1/day	—
8th	+4	+2	+2	+6	Cognizance psicrystal 11 points	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Free manifesting 5th, 1/day	—
10th	+5	+3	+3	+7	Font of power	+1 level of existing manifesting class

PSION UNCARNATE

Formless, fleshless, and unbound by the limits of corporeality—this is the goal of every psion uncarnate.

“Flesh is weak, but mind is strong”, or so goes the mantra taught by the Golden Mind.

The Golden Mind's origin is rumored to be offworld or offplane, and the Golden Mind is said to be an entity that has lost its way home (or has been exiled; the truth is unclear).

What is clear is that the Golden Mind teaches a potent skill—the ability to loose one's spirit from its shell and become a psion uncarnate.

Only hardcore manifesters are likely to be drawn to becoming uncarnate.

Thus, psions and wilders most often take the uncarnate path, while combat specialists such as psychic warriors are happy in their physicality.

NPC psion uncarnates are most often found “haunting” sites containing great stores of psionic lore, attempting to learn ever more about the heights that a mind might reach.

Hit Die: d4.

REQUIREMENTS

To qualify to become a psion uncarnate, a character must fulfill all the following criteria.

Skills: Knowledge (psionics) 8 ranks, Psicraft 8 ranks.

Feat: Psionic Body.

Psionics: Able to manifest 3rd-level powers.

Special: Must have had some instruction by another psion uncarnate, have access to teachings of the Golden Mind, or belong to an organization that has access to or is administered by the Golden Mind.

CLASS SKILLS

The psion uncarnate's class skills are Autohypnosis* (Wis), Bluff (Cha), Concentration* (Con), Craft (any) (Int), Disguise (Cha), Knowledge (the planes) (Int), Knowledge (psionics)* (Int), Psicraft (Int)*, and Sense Motive (Wis).

* See new skills and expanded uses of existing skills in Chapter 3 of this book.

See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the psion uncarnate prestige class.

Weapon and Armor Proficiency: Psion uncarnates gain no proficiency with any weapon or armor.

Powers Known: At every level indicated on Table 6–6, a psion uncarnate gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that he adds the level of psion uncarnate to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before he became a psion uncarnate, he must decide to which class he adds the new level of psion uncarnate for the purpose of determining power points per day, powers known, and manifest level.

Incorporeal Touch (Su): Beginning at 1st level, a psion uncarnate can make up to three melee touch attacks per day that each deal 1d6 points of damage if they hit.

The character's Strength modifier is not applied to this attack, but it is effective against incorporeal creatures (and against corporeal creatures while the psion uncarnate is incorporeal). The character's hand and arm seem to become slightly translucent when he makes these attacks.

A miss still counts as a use of the ability.

While uncarnate (see below), a psion uncarnate can make melee touch attacks at will that do not count against his uses of this ability.

For every four levels higher than 1st the psion uncarnate attains, the damage on these attacks increases by 1d6 points.

Uncarnate Armor (Su): A psion uncarnate wearing armor (or using *inertial armor* or a similar effect) gets his armor bonus to AC even when he becomes incorporeal (see Shed Body, below).

However, unlike other incorporeal creatures, a psion uncarnate does not gain a deflection bonus to Armor Class from his Charisma modifier.

This ability works even if the armor being worn becomes incorporeal (such as through the use of the assume equipment ability described below).

Shed Body (Su): Starting at 2nd level, a psion uncarnate can become incorporeal (or "uncarnate") once per day as a standard action.

The character can remain uncarnate for up to 1 minute. During this time, the character's body fades into an immaterial form that retains the character's basic likeness. While uncarnate, the character gains the incorporeal subtype (see below).

He gains a fly speed equal to his land speed (perfect maneuverability).

His material armor remains in place and continues to provide its armor bonus to AC (see Uncarnate Armor, above).

His material weapons also remain corporeal.

Losing his physical form allows the character to more easily access his mental abilities, and he gains a +1 bonus on all save DCs for powers he manifests while uncarnate.

He can use equipment normally, deriving benefits from items that enhance his capabilities; however, all his equipment remains material even when the character is uncarnate (but see the assume equipment ability, described below).

Often, a psion uncarnate appears almost like a ghost wearing items of the material world.

This doesn't make his equipment more susceptible to attack (the normal rules for attended objects apply), but it does make it impossible for the character to enter or pass through solid objects while wearing solid equipment. If he drops his material equipment, he can pass through solid objects at will as described below.

At 6th level and higher, a psion uncarnate can shed his body twice per day for up to 1 minute each time.

Incorporeal Subtype: An incorporeal psion uncarnate has no physical body.

He can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. He is immune to all nonmagical attack forms.

Even when hit by spells or magic weapons, he has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *concussion blast*, or attacks made with *ghost touch* weapons).

An incorporeal psion uncarnate has no natural armor bonus—and, unlike other incorporeal creatures, does not gain a deflection bonus from his Charisma modifier.

An incorporeal psion uncarnate can enter or pass through solid objects (subject to the restrictions described in the shed body and assume equipment abilities), but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than his own.

He can sense the presence of creatures or objects within a square adjacent to his current location, but enemies have total concealment (50% miss chance) from an incorporeal psion uncarnate that is inside an object.

To see farther from the object he is in and attack normally, the incorporeal psion uncarnate must emerge.

An incorporeal psion uncarnate inside an object has total cover, but when he attacks a creature outside the object he only has cover, so a creature outside with a readied action could strike at him as he attacks.

An incorporeal psion uncarnate cannot pass through a force effect.

An incorporeal psion uncarnate's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *force screen*) work normally against him.

He can pass through and operate in water as easily as he does in air.

An incorporeal psion uncarnate cannot fall or take falling damage.

He cannot make trip or grapple attacks, nor can he be tripped or grappled.

In fact, he cannot take any physical action that would move or manipulate an opponent or its equipment, nor is he subject to such actions.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be.

It has no Strength score, so its Dexterity modifier applies to both its melee attack rolls and its ranged attack rolls.

Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures.

Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Assume Equipment (Su): Beginning at 3rd level, a psion uncarnate can designate a number of pieces of his worn equipment (including armor and weapons) equal to his psion uncarnate level to become incorporeal when he uses his shed body ability.

This has no effect on the equipment's function, but now when the psion uncarnate is incorporeal, he can enter or pass through solid objects while wearing nothing other than the designated equipment.

Once designated, the equipment automatically changes to incorporeal when the character sheds his body, and it returns to corporeality when the character does.

The character can change his designations as he desires.

Assume Likeness (Su): At 4th level and higher, while incorporeal, a psion uncarnate can assume the likeness of any Small, Medium, or Large creature as a standard action that does not provoke attacks of opportunity.

The character's abilities do not change, but he appears to be the creature that he assumes the likeness of, allowing him the ability to effectively disguise himself and bluff those who might wonder at his true nature.

Each physical interaction with a creature requires a successful Bluff check (opposed by the creature's Sense Motive check) to convince the creature of the psion uncarnate's new appearance.

The psion uncarnate must not do anything to give away his true (incorporeal) nature in order for the bluff to be successful; for instance, if he accepts an item from another creature only to have it fall through his immaterial hands, the Bluff check automatically fails.

However, a Bluff check would be allowed if the psion uncarnate uses his telekinetic force ability (see below) to hold the received item.

When using his assume likeness ability, a psion uncarnate has an additional +10 circumstance bonus on Disguise checks.

If he can read an opponent's mind, he gets a further +4 circumstance bonus on Bluff and Disguise checks.

Telekinetic Force (Su): Beginning at 7th level, while incorporeal, a psion uncarnate can use a telekinetic force effect (see the power description, page 135) as a standard action that does not provoke attacks of opportunity.

The save DC is equal to 14 + the psion uncarnate's key ability modifier (either Int, Wis, or Cha).

The character's manifester level is the manifester level of the effect.

Even while corporeal, a psion uncarnate can use this ability, but only three times per day (uses while he is uncarnate do not count against this use limit).

Uncarnate Bridge (Su): At 8th level, as a creature of almost pure mind, a psion uncarnate becomes more closely attuned to the minds of other creatures.

He gains the ability to transport himself via the minds of living creatures.

Once per day as a standard action while incorporeal, he can seamlessly enter any living creature with an Intelligence score and pass to another living creature with an Intelligence score that is within line of sight of the first creature.

The psion uncarnate must be in a space adjacent to the entry creature before transporting, and he appears in a space adjacent to the destination creature after transporting.

The entry and destination creatures need not be familiar to the character.

A psion uncarnate cannot use himself as the entry or destination creature.

Neither creature need be a willing participant.

When exiting the destination creature, the psion uncarnate chooses an adjacent square in which to appear.

Entering and leaving a creature is painless, unless the psion uncarnate wishes otherwise (see below).

In most cases, though, the destination creature finds being the endpoint of a mental bridge surprising and quite unsettling.

If he desires, a psion uncarnate can destructively exit the destination creature.

If the creature fails a Will save (DC 15 + psion uncarnate's key ability modifier), the exiting psion uncarnate tunes his mental form to destructively interfere with the target's mind.

He bursts forth explosively from the creature's body, dealing it 10d6 points of damage.

Uncarnate (Ex): At 10th level, a psion uncarnate becomes a being of pure psionic consciousness.

This ability is similar to shed body, except the character is permanently incorporeal (and gains that subtype).

If the character desires, he can become corporeal once per day for up to 1 minute, but he spends the rest of his time as an entity of mind untethered by the physical world.

TABLE 6-6: THE PSION UNCARNATE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Incorporeal touch 1d6, uncarnate armor	—
2nd	+1	+0	+0	+3	Shed body 1/day	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Assume equipment	+1 level of existing manifesting class
4th	+2	+1	+1	+4	Assume likeness	—
5th	+2	+1	+1	+4	Incorporeal touch 2d6	+1 level of existing manifesting class
6th	+3	+2	+2	+5	Shed body 2/day	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Telekinetic force	—
8th	+4	+2	+2	+6	Uncarnate bridge	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Incorporeal touch 3d6	+1 level of existing manifesting class
10th	+5	+3	+3	+7	Uncarnate	—

PYROKINETICIST

Pyrokineticists know that a little psionic power goes a long way—for those interested only in fire.

They find both beauty and utility in the chaotic shape of flame, its spectrum of fuel-dependent colors, its warming heat, and its never-ending hunger.

Those who take one or more levels in the pyrokineticist class are sometimes colloquially referred to as “pyros”.

Pyrokineticists like fire.

A lot.

Any character with some psionic ability is a possible candidate for this prestige class.

Psions (particularly kineticists) and wilders might consider it acceptable to give up power acquisition in other areas if they have a passion for flame.

Psychic warriors also enjoy the pyro's powers.

Soulknives often take levels in this class to gain access to the weapon afire ability for their mind blades.

Any character with the Wild Talent feat may also find this class appealing.

NPC pyrokineticists are rare, because society frowns on those whose pursuit in life is to “burn it all”.

Thus, pyros are rarely found in large communities (unless employed as secret enforcers).

Instead, they are more likely to be found on the fringes of society, as hermits in barren lands where everything around them has been burned to ash.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Any chaotic.

Skills: Concentration 8 ranks, Craft (alchemy) 1 rank,

Knowledge (psionics) 2 ranks.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have set fire to a structure of any size just to watch it burn.

CLASS SKILLS

The pyrokineticist's class skills (and the key ability for each skill) are Climb (Str), Concentration* (Con), Craft (any) (Int), Intimidate (Cha), Jump (Str), and Psicraft* (Int).

* See new skills and expanded uses of existing skills in Chapter 3 of this book.

See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the pyrokineticist prestige class.

Weapon and Armor Proficiency: Pyrokineticists gain no proficiency with any weapon or armor.

Fire Lash (Ps): A pyrokineticist gains the ability to fashion a 15-foot-long whip of fire from unstable ectoplasm as a move-equivalent action.

She takes no damage from a fire lash she creates, and if she releases her hold, it immediately dissipates.

The lash deals 1d8 points of fire damage to a target within 15 feet on a successful ranged touch attack.

A pyro can take Weapon Focus and Weapon Specialization (if she otherwise meets the prerequisites) in conjunction with the fire lash, as well as any feats that apply to the use of a standard whip.

The whip remains in existence as long as the pyrokineticist holds it.

Fire Adaptation (Ex): At 2nd level, a pyrokineticist becomes resistant to fire, gaining a +4 bonus on all saving throws against fire and heat spells and effects.

In addition, she gains resistance to fire 10.

Hand Afire (Ps): A pyrokineticist of 2nd level or higher can activate this ability as a move-equivalent action.

Flames engulf one of the pyrokineticist's hands (but do her no harm).

Her unarmed attacks with that hand are treated as armed. Such attacks deal an extra 2d6 points of fire damage.

Bolt of Fire (Ps): Starting at 3rd level, as a standard action, a pyrokineticist can launch a bolt of psionically manifested fire at any target in line of sight within 60 feet.

This effect is treated as a ranged touch attack and deals 1d6 points of fire damage for each class level the pyro has.

Weapon Afire (Ps): At 4th level and higher, a pyrokineticist can activate this ability as a move-equivalent action.

Flames that harm neither her nor the weapon engulf one weapon she holds (which can be a projectile such as a stone, bullet, arrow, or bolt).

The weapon deals an extra 2d6 points of fire damage on a successful hit.

The weapon retains this effect for as long as the pyrokineticist wields it.

Nimbus (Ps): Beginning at 5th level, a pyrokineticist can activate this ability as a move-equivalent action.

Flames that harm neither the pyrokineticist nor her equipment engulf her entire body.

While she is aflame, the character's Charisma score increases by 4, she can make a melee touch attack for 2d6 points of fire damage, and she gains damage reduction 5/magic.

If she is struck in melee, the attacker takes 2d6 points of fire damage.

This ability lasts for up to 1 minute per pyrokineticist level and is usable once per day.

Firewalk (Su): Beginning at 6th level, as a free action a pyrokineticist can expend her psionic focus (see the Concentration skill description, page 37) to literally walk on air.

She moves at her normal speed in all directions, including vertically, but cannot move more than double her speed in a round.

A firewalking pyro leaves footprints of flame in the air that disperse in 2 rounds, but her tread does not deal damage.

She must pay 1 power point per round spent traveling in this fashion.

Fear No Fire (Ex): At 7th level, a pyrokineticist becomes highly resistant to fire, gaining a +8 bonus on all saving throws against fire and heat spells and effects and also gaining resistance to fire 20.

Greater Weapon Afire (Ps): At 8th level, when a pyrokineticist activates her hand afire ability or her weapon afire ability, her unarmed attack or weapon deals an extra 4d6 points of fire damage instead of 2d6.

Touch attacks made while she uses the nimbus ability likewise deal 4d6 points of damage instead of 2d6.

Heat Death (Ps): A pyrokineticist who reaches 9th level can expend her psionic focus and take a full attack action to raise the internal temperature of one living creature within 30 feet to lethal levels.

The target must succeed on a Fortitude saving throw (DC 14 + pyro's Cha modifier) or die horrifically as its blood (or other internal fluid) boils.

Even on a successful save, the target takes 4d8 points of fire damage from the heat.

Conflagration (Ps): At 10th level, a pyrokineticist gains the ability to create a massive burst of raging flames around herself, burning everything in the area.

Once per day, as a standard action, she can use this ability to deal 15d6 points of fire damage in a 30-foot-radius burst emanating from herself.

Any creature or object caught in the burst can make a Reflex saving throw (DC 15 + pyro's Cha modifier) for half damage.

Anyone failing the Reflex save against the *conflagration* must also make a Fortitude saving throw (same DC) or die due to extreme shock from the intense heat.

TABLE 6-7: THE PYROKINETICIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	<i>Fire lash</i>
2nd	+1	+3	+3	+0	<i>Fire adaptation, hand afire</i>
3rd	+2	+3	+3	+1	<i>Bolt of fire</i>
4th	+3	+4	+4	+1	<i>Weapon afire</i>
5th	+3	+4	+4	+1	<i>Nimbus</i>
6th	+4	+5	+5	+2	<i>Firewalk</i>
7th	+5	+5	+5	+2	<i>Fear no fire</i>
8th	+6	+6	+6	+2	<i>Greater weapon afire</i>
9th	+6	+6	+6	+3	<i>Heat death</i>
10th	+7	+7	+7	+3	<i>Conflagration</i>

THRALLHERD

Thrallherds manipulate the minds of others as if they were clay in the hands of a sculptor.

Some creatures are more susceptible than others to the thrallherd's unconscious, but continual, call to service.

And so they come, eager to be led, happy to follow, and completely under the thrallherd's control.

In this way, thrallherds keep a minor menagerie of enthralled servants that are anxious to do their will.

This class doesn't offer much for those who enjoy doing things themselves.

Because thrallherds delegate most tasks, including their own physical defense, psions (especially telepaths) are most apt to follow this path.

NPC thrallherds are perfect villains or valuable lieutenants because of each one's ability to hold the minds of several underlings simultaneously, and without needing to actively recruit new believers to replace those that perish while executing their assigned duties.

Hit Die: d4.

REQUIREMENTS

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

Skills: Diplomacy 4 ranks, Knowledge (psionics) 8 ranks.

Feat: Inquisitor.

Psionics: Manifest level 5th and able to manifest *mindlink*.

CLASS SKILLS

The thrallherd's class skills are Autohypnosis* (Wis), Bluff (Cha), Concentration* (Con), Craft (any) (Int), Diplomacy (Cha), Knowledge (psionics)*, Psicraft* (Int), and Sense Motive (Wis).

* See new skills and expanded uses of existing skills in Chapter 3 of this book.

See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the thrallherd prestige class.

Weapon and Armor Proficiency: Thrallherds gain no proficiency with any weapon or armor.

Powers Known: At every level from 2nd through 9th, a thrallherd gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on).

This essentially means that she adds the level of thrallherd to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before she became a thrallherd, she must decide to which class she adds the new level of thrallherd for the purpose of determining power points per day, powers known, and manifest level.

Thrallherd (Ex): A thrallherd who has just entered the class sends out a subtle psychic call for servants, and that call is answered.

Essentially, the character gains something akin to the Leadership feat (see page 106 of the *Dungeon Master's Guide*), but with some important differences.

Those who answer a thrallherd's call are not referred to as cohorts and followers, but rather as thralls and believers, respectively.

They do not appear because they admire the character and want to serve her, but because a hidden psychic resonance connects the thrallherd and her servants.

As with the Leadership feat, a thrallherd has a Leadership score that determines the highest-level thrall and believers she can attract.

A thrallherd's Leadership score is equal to her character level + her Cha modifier + her thrallherd level.

(Note that her thrallherd level is counted twice).

This score is not affected by any of the modifiers mentioned on page 106 of the *Dungeon Master's Guide*.

As with the Leadership feat, the called thrall's level is limited, even if the character's Leadership score would indicate a higher-level thrall.

Unlike with the Leadership feat, the level limit of a thrall is equal to the character's total level minus 1 (not level minus 2, as is true for cohorts).

A thrallherd cannot take the Leadership feat; if the character already has it, the feat is lost and replaced by this ability; those who were previously cohorts and followers go their separate ways, and those who are more mentally pliable show up later to take up roles as thralls and believers.

A thrallherd's first thrall and believers arrive within 24 hours of her entry into this class; likewise, lost thralls and believers are replaced within 24 hours.

Use the following table instead of the one in the *Dungeon Master's Guide* to determine the level of a thrallherd's thrall and the number of believers of various levels a thrallherd can attract.

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

Psionic Charm (Ex): At 3rd level, a thrallherd adds *psionic charm* to her powers known (if she doesn't already know it). Once per day, she can manifest *psionic charm* at a reduced power point cost.

The cost of *psionic charm* is reduced by the thrallherd's level, to a minimum of 1 power point.

The effect of this power is still restricted by the thrallherd's manifester level.

For example, a 5th-level psion/3rd-level thrallherd can manifest a *psionic charm* normally costing 7 points by spending only 4 points, but cannot manifest a *psionic charm* normally costing 10 points, since the effect of the power would be greater than her manifester level of 7th.

Psionic Dominate (Ex): At 5th level, a thrallherd adds *psionic dominate* to her powers known (if she doesn't already know it).

Once per day, she can manifest *psionic dominate* at a reduced power point cost.

The cost of *psionic dominate* is reduced by the thrallherd's level, to a minimum of 1 power point.

The effect of this power is still restricted by the thrallherd's manifester level.

Greater Dominate (Ex): At 7th level and higher, a thrallherd does not have to pay 2 additional power points when she augments *psionic dominate* to affect animals, fey, giants, magical beasts, and monstrous humanoids.

This reduced point cost does not increase the save DC of the power as if she had spent the additional power points.

Superior Dominate (Ex): At 9th level, a thrallherd does not have to pay 4 additional power points when she augments *psionic dominate* to affect aberrations, dragons, elementals, and outsiders (in addition to the creature types mentioned in the greater dominate ability).

This reduced point cost does not increase the save DC of the power as if she had spent the additional power points.

Twofold Master (Ex): At 10th level, a thrallherd can add a second thrall to her herd.

This second thrall's maximum level is equal to the thrallherd's level minus 2, even if her Leadership score would indicate a higher-level thrall.

TABLE 6-8: THE THRALLHERD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Thrallherd	—
2nd	+1	+0	+0	+3	—	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Psionic charm	+1 level of existing manifesting class
4th	+2	+1	+1	+4	—	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Psionic dominate	+1 level of existing manifesting class
6th	+3	+2	+2	+5	—	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Greater dominate	+1 level of existing manifesting class
8th	+4	+2	+2	+6	—	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Superior dominate	+1 level of existing manifesting class
10th	+5	+3	+3	+7	Twofold master	—

WAR MIND

War minds are expert fighters who claim to possess unequalled knowledge in the art of war.

Through a combination of inner contemplation and external study of an ancient text called the Talariic Codex, war minds grow in their craft of arms and war.

Those who study the Talariic Codex learn several tenets, collectively known as chains of war.

As a war mind masters one chain, he opens himself to learn the next chain in the series, should he desire to continue to bend his mind to the intensive studies required to advance in this class.

Soulknives and psychic warriors are most likely to take up study of the Talariic Codex, though finding a copy of the ancient text may prove a task all its own.

Even those who initially begin their careers as fighters or barbarians may pick up some training in a psionic class for the express purpose of eventually being able to study as a war mind.

NPC war minds can sometimes be found directing military forces, leading elite strike teams, fighting in prestigious arena events as a local favorite, or in some other important warfare-oriented capacity.

Hit Die: d10.

REQUIREMENTS

To qualify to become a war mind, a character must fulfill all the following criteria.

Alignment: Any nonchaotic.

Base Attack Bonus: +3.

Skills: Knowledge (history) 2 ranks, Knowledge (psionics) 8 ranks.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have had some instruction by another war mind, have access to Talariic texts, or belong to an organization that has access to Talariic texts.

CLASS SKILLS

The war mind's class skills (and the key ability for each skill) are Auto hypnosis* (Wis), Concentration* (Con), Intimidate (Cha), Knowledge (history) (Int), Knowledge (psionics)* (Int), and Psicraft* (Int).

*See new skills and expanded uses of existing skills in Chapter 3 of this book.

See Chapter 4 of the *Player's Handbook* for other skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the war mind prestige class.

Weapon and Armor Proficiency: War minds gain no proficiency with any weapon or armor.

Power Points/Day: A war mind can manifest powers.

His ability to manifest powers is limited by the power points he has available.

His base daily allotment of power points is given on Table 6-9: The War Mind.

In addition, he receives bonus power points per day if he has a high Wisdom score (see Table 2-1: Ability Modifiers and Bonus Power Points).

His race may also provide bonus power points per day, as may certain feats and items.

If a war mind has power points from a different class, those points are pooled together and usable to manifest powers from either class.

Bonus power points from having a high ability score can be gained only for the character's highest psionic class.

Powers Known: A war mind chooses his powers from the psychic warrior power list.

At 1st level, a war mind knows one psychic warrior power of your choice.

At every even-numbered level higher than 1st, he learns one new power.

A war mind can manifest any power that has a power point cost equal to or lower than his manifester level.

The total number of powers a war mind can manifest per day is limited only by his daily power points.

In other words, a 5th-level war mind (with a total of 20 power points, not counting any gained for a high Wisdom score) could manifest a power costing 1 power point twenty times in one day, a power costing 5 power points four times in one day, or any combination of power point costs that does not exceed 20 power points in total.

A war mind simply knows his powers; they are ingrained in his mind.

He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against war mind powers is 10 + the power's level + the war mind's Wisdom modifier.

For example, the saving throw against a 2nd-level power has a DC of 12 + Wis modifier.

Maximum Power Level Known: A war mind gains the ability to learn one 1st-level power when he takes his first level in the prestige class.

As he attains each even-numbered level beyond 2nd, a war mind gains the ability to master more complex powers.

A 4th-level war mind can learn powers of 2nd level or lower, a 6th-level war mind can learn powers of 3rd level or lower, and so on.

To learn or manifest a power, a war mind must have a Wisdom score of at least 10 + the power's level.

For example, a war mind with a Wisdom score of 13 can manifest powers of 3rd level or lower.

Chain of Personal Superiority (Ex): At 1st level, a war mind learns the first principle of warfare for the individual combatant: the ability to both deal punishment and take it. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Strength and Constitution for up to 1 minute.

A war mind can use this power three times per day.

Activating this power is a free action.

At 7th level, the insight bonus to Strength and Constitution improves to +4.

Chain of Defensive Posture (Ex): At 2nd level, a war mind learns the second principle of warfare for the individual combatant: the ability to avoid the enemy's counterattacks if that enemy is not immediately overwhelmed.

Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Armor Class for up to 1 minute.

A war mind can use this power three times per day.

Activating this power is a free action.

At 8th level, the insight bonus to Armor Class improves to +4.

Enduring Body (Ex): At 3rd level, a war mind learns the third principle of warfare for the individual combatant: to unleash in oneself the spirit of the enduring body.

The Talaric texts tell of the perfect warrior, a legend named Ununquam the Vanquisher, who lived many thousands of

years ago but who achieved deeds that live on through the texts.

The spirit of the ideal body transforms a war mind, granting him damage reduction 1/—.

At 6th level, his damage reduction improves to 2/—.

At 9th level, his damage reduction improves to 3/—.

Sweeping Strike (Ex): At 5th level, a war mind gains the ability to make great, sweeping swings with a melee weapon.

On each melee attack a war mind makes, he can choose squares he threatens that are adjacent to each other, and his attacks apply to creatures in those two squares equally.

A war mind can use this ability on any attack, even an attack of opportunity or a cleave attempt.

A war mind cannot use this ability if he has moved more than 10 feet since the end of his last turn.

If a war mind drops one or both of his foes with a sweeping strike, he can attempt a cleave normally; however, he makes only one cleave attempt per sweeping strike, even if he drops more than one foe.

Chain of Overwhelming Force (Su): At 10th level, a war mind learns the fourth principle of warfare for the individual combatant: to discover the underlying violence of the world and deliver it in a perfectly executed attack.

The Talaric texts describe precisely the state of mind necessary to tap into this underlying energy and apply it to a single attack, dealing an extra 10d6 points of damage.

A war mind can use this power once per day.

Activating this power is a free action.

If the attack misses, the power is wasted.

TABLE 6-9: THE WAR MIND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+1	+2	+2	+0	Chain of personal superiority +2	2	1	1st
2nd	+2	+3	+3	+0	Chain of defensive posture +2	5	2	1st
3rd	+3	+3	+3	+1	Enduring body (DR 1/—)	9	2	1st
4th	+4	+4	+4	+1	—	14	3	2nd
5th	+5	+4	+4	+1	Sweeping strike	20	3	2nd
6th	+6	+5	+5	+2	Enduring body (DR 2/—)	28	4	3rd
7th	+7	+5	+5	+2	Chain of personal superiority +4	37	4	3rd
8th	+8	+6	+6	+2	Chain of defensive posture +4	47	5	4th
9th	+9	+6	+6	+3	Enduring body (DR 3/—)	58	5	4th
10th	+10	+7	+7	+3	Chain of overwhelming force	70	6	5th

FAITHS AND PANTHEONS (3.0)

ARACHNE

The Demon Queen of Spiders is a cruel, capricious deity who delights in pitting her worshipers against one another. Arachnes are priestesses of Lolth who have risen to the pinnacle of drow society, worshiping Lolth only for the power she grants.

Clerics or cleric/fighters are the mostly likely characters to adopt the arachne prestige class, although other class combinations, particularly those including sorcerer, ranger, and wizard, are not unknown.

Arachnes are only very rarely nondrow.

Arachnes are commonly found in drow cities of the Underdark in which priestesses of Lolth reign supreme, such as Menzoberranzan or Ched Nasad.

Many arachnes are matriarchs of drow noble houses or the daughters of such matron mothers.

Arachnes encountered outside drow cities are often young and less powerful, seeking to make a name for themselves in hopes of establishing or seizing control of their own noble houses some day.

Hit Die: d8.

REQUIREMENTS

To qualify to become an arachne, a character must fulfill the following criteria.

Race: Aranea, choldrith, deep dragon, drow, half-drow, or half-fiend draegloth.

Gender: Female.

Alignment: Chaotic evil.

Skills: Handle Animal 3 ranks, Knowledge (arcana) 4 ranks, Speak Language (Abyssal), Spellcraft 4 ranks.

Feats: Great Fortitude, Still Spell, Survivor, plus either Exotic Weapon Proficiency (hand crossbow) or Weapon Finesse (dagger).

Spells: Ability to cast 3rd-level divine spells.

Domain: Spider.

Patron: Lolth.

Special: Must have passed the Test of Lolth (given to above-average followers of Lolth upon reaching 6th level).

CLASS SKILLS

The class skills of an arachne (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Scry (Int), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the arachne prestige class.

Weapon and Armor Proficiency: An arachne gains no weapon or armor proficiencies.

Spells per Day: At each arachne level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class.

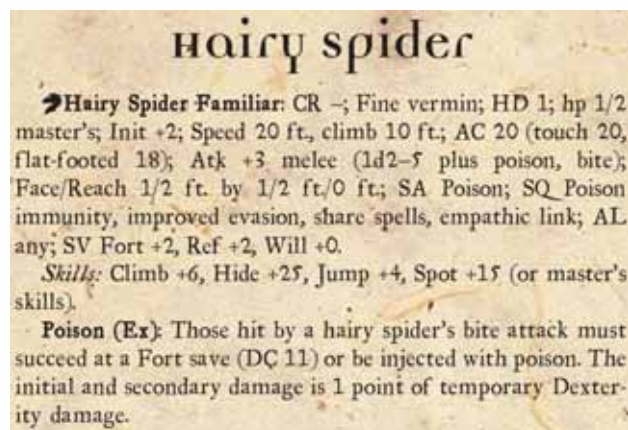
She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead).

If the character had more than one divine spellcasting class before becoming an arachne, the player must decide to which class to add each arachne level for the purpose of determining spells per day.

The caster level of spell-like abilities is equal to the arachne's divine spellcaster level.

Familiar (Su): All arachnes can obtain a hairy spider familiar.

For purposes of this ability, an arachne's caster level is considered to be her highest divine caster level.



Spider Affinity (Ex): All arachnes are immune to the venom of spiders and spiderlike creatures.

Moreover, arachnes can communicate with arachnids and spiderlike creatures of all kinds as long as the creature has an Intelligence score of at least one.

Normal spiders never attack or harm arachnes unless magically controlled.

Spidereyes (Su): At 2nd level, an arachne can see through the eyes of her familiar as long as it is within 400 feet + 40 feet per divine caster level.

As long as the arachne and her familiar remain on the same plane, she can see and hear as if she were standing where it is, and during her turn she can switch her perception from its location to her own or back again as a free action.

Webspinner (Sp): At 3rd level, an arachne can ignore *web* spells and spider webbing as if affected by a *freedom of movement* spell.

She can walk along webs as if on solid ground (no Balance check required).

The *web* spell becomes part of her spell list as a 2nd level cleric spell.

Spider Mount (Sp): At 5th level, an arachne can call an unusually intelligent, strong, and loyal spider to serve her as a steed.

Such mounts are always monstrous spiders, with medium-size (for a Small arachne) or large (for a Medium-size arachne) being most common.

In all other respects, such spider mounts are identical to a paladin's mount, as discussed in Chapter 3 in the *Player's Handbook*.

Should the arachne's spider mount die, she may call for another one after a year and a day.

The new mount has all the accumulated abilities due a mount of the prestige class level of the arachne.

Dominant Male Drow (Sp): At 7th level, an arachne can cast *dominate person* once per day, affecting only male drow.

Zin-Carla (Su): At 9th level, an arachne can create a special form of undead called a zin-carla; see the sidebar on this page.

A spirit-wraith cannot be made to cast spells without the arachne losing control over its mind entirely, but can fully use its combat abilities and any skills possessed in life.

The arachne maintains a telepathic link to the spirit-wraith over any distance (as long as both remain on the same plane) that allows her to communicate with it and control it.

The arachne must make a successful Concentration check opposed by the spirit-wraith's Will saving throw once per day and whenever the spirit-wraith enters combat in order to continue to maintain control.

Control is also severed if the arachne and the zin-carla are on different planes or if the arachne dies.

If control is ever lost for any reason, the telepathic link between arachne and spirit-wraith ends immediately and cannot be restored.

The zin-carla then becomes a free-willed undead, seeking only vengeance against its creator, and gains the supernatural ability to know the direction and distance to the arachne that animated it.

If it manages to slay the arachne, the zin-carla crumbles to dust.

In the rare circumstance when the arachne dies without the zin-carla killing her, the zin-carla becomes a free-willed undead.

The zin-carla ritual requires 8 hours and the intact corpse of the creature to be animated.

The arachne must expend 50 XP per Hit Die of the creature to be animated.

Transcendence: At 10th level, an arachne becomes a creature blessed of Lolth, transcending her mortal body and becoming a divine creature (a native outsider).

Her type changes to “outsider (chaotic, evil)”, which means she is forevermore treated as an outsider rather than a humanoid.

For instance, *charm person* does not affect her, but she can be affected by spells such as *banishment*.

Yochlol Form (Su): Once per day the arachne may take the form of a yochlol, a Large black monstrous spider, or a cloud of noxious gas (as a yochlol does), as if using a *shapechange* spell.

She may change form among these shapes or her own shape for a period of 1 minute per caster level.

TABLE 4—1: THE ARACHNE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Familiar, spider affinity	+1 level of divine spellcasting class
2nd	+1	+0	+0	+3	Spidereyes	+1 level of divine spellcasting class
3rd	+2	+1	+1	+3	Webspinner	+1 level of divine spellcasting class
4th	+3	+1	+1	+4		+1 level of divine spellcasting class
5th	+3	+1	+1	+4	Spider mount	+1 level of divine spellcasting class
6th	+4	+2	+2	+5		+1 level of divine spellcasting class
7th	+5	+2	+2	+5	Dominate male drow	+1 level of divine spellcasting class
8th	+6	+2	+2	+6		+1 level of divine spellcasting class
9th	+6	+3	+3	+6	Zin-carla	+1 level of divine spellcasting class
10th	+7	+3	+3	+7	Transcendence, yochlol form	+1 level of divine spellcasting class

The Test of Lolth

Lolth is a fickle and cruel goddess, believing that the drow race is best served by constantly struggling against each other. To this end, she tests some of her more exceptional followers to determine if they are worthy of her patronage—and worthy of their lives. This test, known as the Test of Lolth, is given to any Lolth-worshipping drow upon reaching 6th level, although sometimes she waits until the subject is 7th or even 8th level.

Part of the test is about loyalty. Usually Lolth plants thoughts in the mind of a friend, family member, or ally of the subject, leading him to believe he has been chosen for a special favor from the Spider Queen. (If the subject of the Test has no suitable friend, family member, or ally, Lolth chooses a cleric that has showed insufficient zeal.) In return, he must destroy one of “Lolth’s enemies” (the drow actually being tested). Lolth instructs the dupe to ambush the target, slaying the enemy of the Spider Queen. When the target is attacked, she hears whispers from the Lolth that she is being tested and that the outcome of the battle determines whether she succeeds or fails. It is a test of loyalty whether or not the subject is willing to kill an ally if the Spider Queen tells her to do so.

The rest of the test is about power and resourcefulness—whether or not the subject is strong and clever enough to defeat a

powerful foe. For NPCs, the dupe in the test is always a creature with the same CR as the subject of the test. For PCs (because they are stronger than an NPC of the same level), the dupe is always a creature with a CR three higher than the test subject’s character level (so a drow PC of 6th level would face an 8th-level drow NPC, since drow have an CR of “class level +1”). The fight is usually difficult and the test subject often has to expend all her resources to survive and vanquish her foe (who must be slain in order to satisfy Lolth).

If the subject passes the test, she gains a +2 morale bonus on attacks, saves, and checks for one month. She may claim any items she wants from her fallen enemy. If she is killed, Lolth sucks her soul dry. If she fails to defeat her opponent, refuses to fight, or is defeated but left alive, she is turned into a drider and usually departs her home in shame. Other drow are used to these disappearances and those that fail are rarely spoken of again. If the dupe of the test wins, Lolth may reward him (with the morale bonus for passing the test), wipe his mind of the events, or even expose him for his attack on another drow (while drow society is used to these interpersonal conflicts, the rule is to not get caught, so someone discovered in this manner is usually executed for incompetence).

zin-carla template

Translated from Undercommon, zin-carla means "spirit-wraith." Lolth only grants the zin-carla ritual for the completion of specific tasks, and these may never be purely to work revenge or bring harm on other drow. Failure in the task brings on the disfavor of Lolth.

The soul of a spirit-wraith is forcibly returned to its body by the will of the arachne who summons it, and it resents this act.

If the zin-carla's creator loses control of it for any reason, it becomes a free-willed undead, seeking only vengeance against its creator. It gains the supernatural ability to know the direction and distance to the being that animated it. If it manages to slay its creator, the zin-carla crumbles to dust.

CREATING A ZIN-CARLA

The zin-carla template can be applied to the body of any formerly living creature with Intelligence 3 or higher. The base creature's type changes to "undead." It uses all the base creature's statistics and special abilities except as noted here.

Special Qualities: A zin-carla retains all the special qualities of the base creature and those listed below, and also gains the undead type.

Damage Reduction (Su): A zin-carla's undead body is tough, giving the creature damage reduction 10/+1.

Turn Resistance (Ex): A zin-carla has +2 turn resistance.

Abilities: As an undead creature, a zin-carla has no Constitution score.

Skills: Same as base creature.

Climate/Terrain: Any land and underground.

Organization: Solitary

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature.

Alignment: Always neutral.

Advancement: —

Although it acts as an extension of the arachne's will, a zin-carla is an independent monster. Unlike summoned monsters, which are considered part of an enemy's CR (see Experience Awards in Chapter 7: Rewards in the *DUNGEON MASTER's Guide*), a zin-carla counts as a separate creature and player characters that defeat one earn experience points for that encounter. A zin-carla has a CR equal to that of the original creature +1.

AUSPICIAN

Some believe that the gods determine the success or failure of events in Faerûn.

More capricious philosophers tout the elusive force known as luck as the deciding factor of the multiverse.

The clerics of Tymora and Beshaba, however, prefer a synthesis of these beliefs, claiming that their divine patrons guide the ministrations of luck.

Further, they profess that mortals can learn to bend luck to their own benefit or to the detriment of their enemies.

Auspicians, who manipulate luck as if it were the strings of a worn mandolin, give credence to their claims.

Though the holy scriptures of Beshaba and Tymora discuss them extensively, few outside those religions know auspicians exist.

Most auspicians are followers of a deity that recognizes the role of luck, having at least some training in one of those faiths.

Many have talents as rogues, bards, or sorcerers as well.

A few rare fighters are willing to admit that luck often plays a greater role than skill in combat, and most barbarians pride strength over luck.

Auspicians occasionally sign on with adventuring bands if a member of the party is said to be particularly lucky.

For the most part, however, auspicians keep a low profile. Auspicians recognize that they have a special kinship, even if they serve different deities, and they rarely choose to confront each other directly.

It's said that more than a few of Faerûn's villains view being able to kill an auspician as a sign of divine favor, and even the most fortunate auspician knows the value of making one's own luck by avoiding danger altogether.

Hit Die: d8.

REQUIREMENTS

To qualify to become an auspician, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Base Save Bonuses: Fort +5, Ref +2.

Feats: Dodge, Great Fortitude, Iron Will, Lightning Reflexes.

Domain: Luck.

Special: Must take a rare ingested poison called Tyche's blood (reputed to be laced with blood taken from the husk of the goddess Tyche after she split into Tymora and Beshaba).

This poison (Fort save DC 22, 2d6 Con, 1d6 Con + 1d6 Str) is administered by another auspician, and the character cannot attempt to thwart its effects with magic (such as spells or items that give saving throw bonuses, increase Constitution, or delay or neutralize poison), although she may use the granted power of the Luck domain to reroll one of her saving throws.

If she survives, she may advance in the prestige class.

Even if she dies and is returned to life, she may become an auspician, for bad luck is a kind of luck.

CLASS SKILLS

The auspician's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Disable Device (Int), Escape Artist (Dex), Listen (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Tumble (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the auspician prestige class.

Weapon and Armor Proficiency: An auspician gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each auspician level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming an auspician, the player must decide to which class to add each auspician level for the purpose of determining spells per day.

Every morning, an auspician prays to the force of luck, aimed at no particular deity (although they still pray to their patron as well).

Fate Domain (Su): Auspicians gain access to the Fate domain, including the granted power.

If the character already has the domain, the effects do not stack.

Lucky Blow (Ex): Once per day as a free action, an auspician may call upon her connection to the forces of luck to grant herself one extraordinarily lucky attack roll.

The decision must be made before the die is rolled.

The attack gains a +20 luck bonus.

At 5th level, the bonus increases to +25.

At 9th level, the auspician receives a +30 bonus on her daily lucky blow.

Tyche's Curse (Sp): Once per day, an auspician of 2nd level or higher may bestow *Tyche's curse* upon a single target within close range (25 ft. + 5 ft./2 levels).

The target receives a Will save (DC 10 + 1/2 class level + Wisdom bonus) to negate the effects.

Should he fail, he finds that the strands of good luck flee from him—he becomes clumsy, forgetful, and less effective than usual.

This has the effect of a *bestow curse* spell, except that the duration is 1 minute/class level.

At 6th level, she may use this ability twice per day.

Fickle Finger of Fate (Ex): On reaching 3rd level, the auspician gains the extraordinary ability to affect the luck of others.

Once per day, she may reroll one roll that another creature—friend or enemy—has just made.

That creature must take the reroll, even if it is worse than the original roll.

Fickle finger of fate takes place outside the normal initiative order, but the auspician cannot use it if she is caught flat-footed.

She must be able to see the recipient to use this ability.

Note: The auspician must decide whether to reroll before the results of the roll in question are applied; otherwise she must wait for another opportunity.

She is not automatically privy to the rolls of others, especially enemies, but it is usually easy to tell when a creature makes a saving throw or hits a target.

The auspician player should notify the DM prior to a foe's roll, stating her intention to use this ability immediately if the outcome appears undesirable.

Luck Infusion (Ex): By the time she reaches 4th level, an auspician's understanding of the intricacies of fate becomes so strong that she can twist luck and fate to give her certain abilities.

Each morning while preparing spells, the auspician chooses one of the following abilities, which lasts 24 hours, or until the auspician next prepares spells.

+1 luck bonus on melee attack rolls

+1 luck bonus on ranged attack rolls

+4 luck bonus on initiative

+2 luck bonus on Fortitude saves

+2 luck bonus on Reflex saves

+2 luck bonus on Will saves

+2 luck bonus on save DCs of auspician's spells

+2 luck bonus to AC

+2 luck bonus on skill checks

Mark of Fortune (Su): Once per day, an auspician of 7th level or higher can "lend" some of her luck to an ally by tracing a sigil upon the back of the companion's right hand or appendage.

By doing so, she gives her ally one of the abilities of her luck infusion power.

She may not give her ally the same ability that she has chosen for the day, nor may she give her ally the same ability as her permanent infusion power (see below).

Immediately after tracing the mark, a mirror image of the sigil appears on the auspician's left hand or appendage, granting her a penalty that exactly mirrors the ally's bonus.

For instance, if Meleyn lent her companion a +4 luck bonus on initiative, she would take a -4 penalty on initiative.

If one of the two marks of fortune is dispelled or suppressed (such as by an *antimagic field*), the other is disrupted in the same way.

No creature may benefit from more than one mark of fortune at any one time.

Permanent Infusion (Ex): Upon attaining 8th level, an auspician may select one of the luck infusion effects as a permanent extraordinary aspect of her character.

Luck of the Gods (Ex): At 10th level, the auspician gains the nigh-godly power to automatically succeed at one saving throw per day, regardless of the associated difficulty class.

The automatic success must be declared before the given save is rolled, obviating the need to roll any save at all.

TABLE 4-2: THE AUSPICIAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Fate domain, Lucky blow (+20)	+1 level of existing class
2nd	+1	+3	+0	+3	<i>Tyche's curse</i> 1/day	+1 level of existing class
3rd	+2	+3	+1	+3	Fickle finger of fate	+1 level of existing class
4th	+3	+4	+1	+4	Luck infusion	+1 level of existing class
5th	+3	+4	+1	+4	Lucky blow (+25)	+1 level of existing class
6th	+4	+5	+2	+5	<i>Tyche's curse</i> 2/day	+1 level of existing class
7th	+5	+5	+2	+5	Mark of fortune	+1 level of existing class
8th	+6	+6	+2	+6	Permanent infusion	+1 level of existing class
9th	+6	+6	+3	+6	Lucky blow (+30)	+1 level of existing class
10th	+7	+7	+3	+7	Luck of the gods	+1 level of existing class

DOOMGUIDE

In a world filled with wise outsiders and magical divination, there's little question about what happens to a being's soul after death.

Perhaps surprisingly, this knowledge has done little to assuage the fears of the people of Faerûn, who remain frightened that some demon might carry off their spirits while in transit to the Fugue Plane.

Worse, many fear that their bodies will be unearthed and animated by the kind of debased death-obsessed spellcasters who seem common since the fall of Myrkul during the Time of Troubles.

Those who worry about life after death turn to the doomguides of Kelemvor, an elite order of spellcasting warriors in service to the Judge of the Damned, to answer their fears with promises of a painless transition and a fair judgment in the afterlife.

When not administering to the needs of those about to die, doomguides halt the spread of necromancy by cleansing Faerûn of the taint of unlife through careful application of faith, spells, and blade-craft.

As both compassionate undertakers and vigorous foes of undead, doomguides represent the inherent dualism that defines death in the Realms.

Doomguides come exclusively from the ranks of Kelemvor's clergy.

The church teems with clerics who adhere to one side of the death equation over the other.

On one side are those who prefer to usher the sick and dying into the next world through peaceful application of kind words and soothing spells.

The contrasting philosophy is practiced by those who zealously thrust their maces into the ribcages of animate skeletons and view bedside ministry as a necessary but occasionally boring interlude between great battles against undead adversaries.

A doomguide must balance between these two extremes. Further, doomguides serve the church in a less obvious way, often acting as couriers from one temple to another. Seldom attached to a particular temple, doomguides are expected to travel the world, spreading the word of Kelemvor and the lessons of a peaceful, beautiful afterlife across all Faerûn.

While all doomguides are clerics of Kelemvor to some extent, some train as fighters to better destroy undead, some are wizards or sorcerers trying to undermine necromancy from the arcane side of the problem.

Few rogues or monks become doomguides, and religion and alignment prevent barbarians, bards, druids, paladins, or rangers from becoming doomguides.

Doomguides often lead bands of adventurers to clear out enclaves of undead or punish a particularly powerful or vile necromancer.

Occasionally, they officiate at important funerals or provide life-restoring magic to those who have served the church in the past and still have important work to conduct in this world.

Their requirement for travel makes encountering a doomguide in the wilderness nearly as likely as encountering one in more urban surroundings.

Hit Die: d6.

REQUIREMENTS

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

Alignment: Lawful neutral.

Base Save Bonus: Will +4.

Skills: Diplomacy 5 ranks, Knowledge (the planes) 5 ranks.

Feats: Extra Turning, Great Fortitude.

Spells: Ability to cast *speak with dead* as a divine spell.

Patron: Kelemvor.

Special: The character must have destroyed an undead of at least 5 HD, whether by using weapons, spells, or positive energy.

He does not need to have done this alone.

The character must be proficient with the bastard sword.

CLASS SKILLS

The doomguide's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the doomguide prestige class.

Weapon and Armor Proficiency: A doomguide gains no weapon or armor proficiencies.

Spells per Day: At each doomguide level, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning undead—however, see the Kelemvor's Boon ability below).

If the character had more than one divine spellcasting class before becoming a doomguide, the player must decide to which class to add each doomguide level for the purpose of determining spells per day and spells known.

Kelemvor's Boon: By grace of the Lord of the Dead, doomguides add their doomguide class levels to their cleric levels for purposes turning or destroying undead, both for the initial turning check and the turning damage roll.

Rite of the Passing (Su): As a standard action, a doomguide may touch a corpse to protect it from those who would seek to animate it.

A dead creature for whom the ritual has been performed may not be animated in any way except the direct intervention of a deity.

A doomguide may perform the rite of the passing upon one creature per doomguide level per day.

Corpses of creatures with four or more Hit Dice more than the doomguide are immune to the ritual.

Converse with Dead (Ex): Beginning at 2nd level, the doomguide's study of the process of death has granted him the guile and understanding to coax additional information from corpses when using the *speak with dead* spell.

Instead of the usual one question per two caster levels, doomguides may ask one question per caster level.

Bonus Feat: At 3rd, 6th, and 10th level, a doomguide may select a bonus feat from the following list: Divine Vengeance, Empower Turning, Extra Turning, Heighten Turning, and Quicken Turning.

Save Bonus (Ex): At 4th level, doomguides get a +4 bonus on saving throws against death effects and to saving throws to overcome a negative level.

Upon reaching 8th level, a doomguide always makes his saving throw to overcome a negative level.

Bond of *Fatal Touch* (Su): The doomguide's devotion to Kelemvor and dedication to the teachings of the Lord of the Crystal Spire has helped him to establish certain supernatural links to *Fatal Touch*, Kelemvor's powerful bastard sword.

These links manifest in the form of a pale green nimbus around the weapon, representing the ability of the doomguide to increase the power of weapons he wields. The ability lasts for 1 round each time it is used, and can be invoked as a free action a number of times per day equal to the doomguide's Charisma bonus (minimum one).

A doomguide must decide to use the ability before attacking, and if the attack misses that use is wasted.

At 5th level, the bond grants wielded weapons the *ghost touch* property.

At 7th level, weapons wielded by the doomguide gain both *ghost touch* and the *undead bane* properties.

At 9th level, wielded weapons gain the *ghost touch*, *undead bane*, and *disruption* properties even if they are not bludgeoning weapons.

The weapon's normal abilities still apply.

Ethereal Purge (Sp): At 8th level, once per day the doomguide may surround himself with a sphere of power with a radius of 5 feet per class level that forces all ethereal creatures in the area to manifest on or shift themselves to the Material Plane, as appropriate.

For example, it forces ghosts to manifest, and ethereal filchers or creatures using an *ethereal jaunt* spell are forced into the Material Plane.

Such creatures may attempt a Will save (DC 10 + 1/2 doomguide's class level + doomguide's Wisdom bonus) to resist this effect.

Those who fail suffer the above effects and are prevented from returning to the Ethereal Plane for 1 minute per class level.

Kelemvor's Grace (Su): At 10th level, a doomguide gains complete immunity to energy drain and death effects.

Furthermore, allies within 10 feet of him gain a +4 bonus on saving throws against death effects and to saving throws to overcome a negative level.

TABLE 4-3: THE DOOMGUIDE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Kelemvor's boon, rite of the passing	+1 level of divine spellcasting class
2nd	+1	+3	+0	+3	Converse with dead	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Bonus feat	+1 level of divine spellcasting class
4th	+3	+4	+1	+4	Save bonus	+1 level of divine spellcasting class
5th	+3	+4	+1	+4	Bond of <i>Fatal Touch</i> (ghost touch)	+1 level of divine spellcasting class
6th	+4	+5	+2	+5	Bonus feat	+1 level of divine spellcasting class
7th	+5	+5	+2	+5	Bond of <i>Fatal Touch</i> (undead bane)	+1 level of divine spellcasting class
8th	+6	+6	+2	+6	Save bonus, <i>ethereal purge</i>	+1 level of divine spellcasting class
9th	+6	+6	+3	+6	Bond of <i>Fatal Touch</i> (disruption)	+1 level of divine spellcasting class
10th	+7	+7	+3	+7	Bonus feat, Kelemvor's grace	+1 level of divine spellcasting class

DREADMASTER

Dreadmasters are the ultimate tyrants.

They seek to rule absolutely (next to, of course, Bane himself), preferably through terror and domination.

They instill the fear of Bane in all, but especially in those who do not give at least lip service to his supremacy as a deity.

Dreadmasters tend to accumulate followers and build organizations—like churches or societies, or political bodies such as kingdoms, nations, or city-states—over which they can rule with an iron fist.

They want to know everything that is going on, overseeing every detail with what they see as ruthless precision and others see as an obsessive need to control.

They love to accumulate items that enhance their personal presence to better cow others, their physical strength to better beat the weak into submission, or their wisdom or mental faculties to better plot the doom of their enemies. Dreadmasters always have many enemies (whether real or imagined).

Clerics most often become dreadmasters, although wizards, sorcerers, monks with a passionate devotion to Bane or to dictatorship sometimes choose this path as well.

Rogues, fighters, and rangers become dreadmasters less frequently, though they are often part of a dreadmaster's retinue.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Lawful evil.

Base Attack Bonus: +4.

Skills: Intimidate 5 ranks, Sense Motive 4 ranks.

Feats: Leadership, Skill Focus (Intimidate), Spell Focus (Enchantment).

Spells: Ability to cast 3rd-level divine spells.

Clerics who are dreadmasters must have access to either the Hatred or Tyranny domain.

Patron: Bane.

Special: A cohort of at least 6th level.

CLASS SKILLS

The dreadmaster's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Scribe (Int, exclusive skill), Sense Motive (Wis), Speak Language, and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are features of the dreadmaster prestige class. Weapon and Armor Proficiency: A dreadmaster gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each dreadmaster level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming a dreadmaster, the player must decide to which class to add each dreadmaster level for the purpose of determining spells per day and spells known.

Dominating Aura (Su): A dreadmaster is immune to fear (magical or otherwise).

Enemies within 20 feet of a dreadmaster suffer a -4 morale penalty on saving throws against fear effects.

The radius of this aura increases at 3rd, 5th, 7th, and 9th level.

Insidious Insight (Ex): A dreadmaster has a knack for ferreting out what others are up to so that he can more effectively keep control.

Beginning at 2nd level, dreadmasters receive a +2 circumstance bonus on Sense Motive and Gather Information checks.

Rodcraft (Ex): Dreadmasters have an affinity for magic rods, seeing them as an extension of the symbolism of the divine scepter of rulership that is also seen in Bane's favored weapon, the morningstar.

Beginning at 4th level, when a dreadmaster makes a rod, the DCs for saving throws against the powers of rods they craft are two higher than would be those made by a nondreadmaster crafter of comparable level.

They especially love to make rods of rulership, enemy detection, and lordly might.

Enhanced Leadership (Ex): Beginning at 6th level, the dreadmaster receives a +2 bonus to his Leadership score. This increases to +4 at 8th level and +6 at 10th level. (He still cannot attract a cohort of greater than his character level).

At 6th through 10th level, a dreadmaster does not suffer the -2 cumulative Leadership penalty for causing the death of a cohort for one cohort per each dreadmaster level above 5th (up to a total of five cohorts at 10th level).

Dreadmasters of 10th level do not suffer the normal general -2 Leadership penalty for cruelty.

Fanatical Loyalty (Su): Followers and cohorts of the dreadmaster become fanatically loyal to the dreadmaster, with only Bane himself inspiring greater loyalty in them. They do not balk at life-threatening actions or actions that would normally lie outside their moral compunctions or normal behavior if the dreadmaster asks them to perform such actions.

Spells that the dreadmaster has cast upon his cohorts that normally grant a saving throw or saving throw bonus if the subject is asked to take life-threatening actions or actions contrary to her nature do not do so when the subject is fanatically loyal to the dreadmaster.

The dreadmaster gains this ability at 8th level.

Special Cohort: The dreadmaster attracts a special cohort (see Chapter 2 of the *Dungeon Master's Guide*) in addition to any cohort already gained.

If a leader loses this special cohort, he can generally replace it, according to his current Leadership score.

It takes time (1d4 months) to recruit a replacement.

At 10th level, the dreadmaster attracts a second special cohort in addition to any cohort or special cohorts already gained.

Because of the lawful nature of Bane, special cohorts who are mutually inimical by type, alignment, or nature are not drawn to the same dreadmaster.

Use the "Example Dreadmaster Special Cohorts" table to select special cohorts gained through this ability.

TABLE 4-4: EXAMPLE DREADMASTER SPECIAL COHORTS

Creature	Alignment	Level Equivalent
Doppelganger	Neutral	6th
Helmed horror*	Neutral	13th
Gouger (beholderkin)*	Neutral evil	14th
Deathkiss (beholderkin)*	Neutral evil	16th
Baneguard*	Lawful evil	5th
Banedeath*	Lawful evil	6th
Hell hound	Lawful evil	6th
Imp	Lawful evil	7th
Displacer beast	Lawful evil	7th
Banelar*	Lawful evil	10th

*Found in *Monster Compendium: Monsters of Faerûn*.

TABLE 4-5: THE DREADMASTER

Levels	Base Attack Bonus	Save	Fort Save	Ref Save	Will Special	Spells per Day	
1st	+0		+2	+0	+2	Dominating aura 20 feet	+1 level of existing class
2nd	+1		+2	+0	+2	Insidious insight	+1 level of existing class
3rd	+2		+3	+1	+3	Dominating aura 30 feet	+1 level of existing class
4th	+3		+4	+1	+4	Rodcraft	+1 level of existing class
5th	+3		+4	+1	+4	Dominating aura 40 feet	+1 level of existing class
6th	+4		+5	+2	+5	Enhanced leadership +2	+1 level of existing class
7th	+5		+5	+2	+5	Dominating aura 50 feet	+1 level of existing class
8th	+6		+6	+2	+6	Enhanced leadership +4, fanatical loyalty	+1 level of existing class
9th	+6		+6	+3	+6	Dominating aura 60 feet, special cohort	+1 level of existing class
10th	+7		+7	+3	+7	Enhanced leadership +6, second special cohort	+1 level of existing class

DWEOMERKEEPER

The Lady of Mysteries is the Weave, the conduit that allows mortal spellcasters to employ the raw force that is magic, and she encourages all creatures to explore its mysteries. Dweomerkeepers are Mystra's shepherds, safeguarding the Weave against threats to its integrity.

They are also skilled practitioners of the Art, who seek to explore magical theory and create new spells and magic items.

Most dweomerkeepers are cleric/wizards or cleric/sorcerers, although other class combinations, particularly those including specialist wizard, bard, and ranger, are not unknown.

Dweomerkeepers are found throughout Faerûn.

Some dwell in lonely, isolated towers, wholly consumed with their magical studies.

Others dwell in huge cities, where all manner of magic is brought together and shared (willingly or not).

Hit Die: d4.

REQUIREMENTS

To qualify to become a dweomerkeeper, a character must fulfill the following criteria.

Race: Human.

Skills: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

Feats: Any item creation feat, any metamagic feat, and Exotic Weapon Proficiency (shuriken), plus one of the following metamagic feats: Delay Spell, Persistent Spell, or Twin Spell.

Spells: Ability to cast 2nd level arcane and divine spells.

Able to cast *dispel magic*.

Domain: Magic or Spell.

Patron: Mystra.

Special: The character must have created at least one magic item, whether or not of a permanent nature.

The character cannot have the Shadow Weave Magic feat.

CLASS SKILLS

The class skills of a dweomerkeeper (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the dweomerkeeper prestige class.

Weapon and Armor Proficiency: A dweomerkeeper gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each dweomerkeeper level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming a dweomerkeeper, the player must decide to which class to add each dweomerkeeper level for the purpose of determining spells per day and spells known.

Bonus Feats: At the indicated levels, dweomerkeepers can take a bonus feat, drawn from the following list: any item creation feat, any metamagic feat, Combat Casting, Innate Spell, Greater Spell Focus, Greater Spell Penetration, Improved Familiar, Magical Artisan, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Spell Focus, Spell Mastery, Spell Penetration, or Weapon Focus (ray, energy missile, or touch spell).

The dweomerkeeper must meet all prerequisites for the chosen feat.

Weave Focus: Upon adopting this prestige class, dweomerkeepers are forever barred from ever taking the Shadow Weave Magic feat.

Even if the character chooses to renounce the Lady of Mysteries in favor of her dark rival, Shar, he is so attuned to the Weave that he can never fully renounce its ties.

In addition, dweomerkeepers gains a +5 bonus on caster level checks to cast their spells normally within a wild magic zone.

Darkvision (Ex): At 2nd level, a dweomerkeeper gains darkvision (60 ft. range) if he doesn't already have it, so as to better perceive the treacheries of Shar and the lies embodied by the Shadow Weave.

Nystul's Magic Aura (Sp): At 2nd level, a dweomerkeeper can cast *Nystul's magic aura* (often referred to as *Mystra's lingering touch*) once per day.

Mantle of Spells (Su): At 4th level, a dweomerkeeper begins creating a personal mantle of arcane and/or divine spells. He chooses one arcane or divine spell he can cast, and thereafter can convert prepared spells of that spell's type

(arcane or divine) of that spell's level or higher into that spell just as a good cleric spontaneously casts prepared spells as *cure* spells.

This ability is similar to the Signature Spell feat except that the dweomerkeeper is not required to have mastered the spell with Spell Mastery.

Each time this ability is gained, the dweomerkeeper chooses another spell to become a part of his mantle.

Cloak of Mysteries (Su): At 10th level, a dweomerkeeper becomes wrapped in a mantle of ever-flowing magic.

All metamagic feats he currently knows or learns in the future are easier to use, reducing the level increase defined in the feat by -1 level.

A metamagic feat's spell slot modifier cannot be reduced below $+1$ spell level unless its level modifier is already $+0$.

For example, quickened *fireball* only uses a 6th-level slot ($+3$ levels) instead of a 7th-level slot ($+4$ levels), but a silent *fireball* still uses a 4th-level slot ($+1$ level).

Heighten Spell is unaffected.

TABLE 4-6: THE DWEOMERKEEPER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Bonus feat, Weave focus	+1 level of existing class
2nd	+1	+0	+0	+3	Darkvision, <i>Nystul's magic aura</i>	+1 level of existing class
3rd	+1	+1	+1	+3		+1 level of existing class
4th	+2	+1	+1	+4	Mantle of spells	+1 level of existing class
5th	+2	+1	+1	+4	Bonus feat	+1 level of existing class
6th	+3	+2	+2	+5	Mantle of spells	+1 level of existing class
7th	+3	+2	+2	+5		+1 level of existing class
8th	+4	+2	+2	+6	Mantle of spells	+1 level of existing class
9th	+4	+3	+3	+6	Bonus feat	+1 level of existing class
10th	+5	+3	+3	+7	Cloak of mysteries	+1 level of existing class

ELEMENTAL ARCHON

Ask a follower of Kossuth which is the dominant of the four elements, and she'll tell you that fire burns away all in its path.

Akadians scoff at such pretension, stating that fire requires wind to spread and air to burn at all.

Devotees to Istishia dismiss both claims, pointing out that water extinguishes fire and when mixed with wind becomes a powerful force of destruction.

With quaking, rough laughter, priests of Grumbar boast that the earth can open at any moment, swallowing all into an airless chasm from which none can escape.

There is no solution to this age-old argument, nor has there been since the dawn of time.

The conflict of element against element has, however, engaged some individuals so deeply that they believe they are manifestations of their chosen element—the servants of powerful, seemingly uncaring elemental forces who want to once and for all tip the balance in favor of their chosen element.

Upon attaining this class, each elemental archon chooses one of the four elements (air, earth, fire, or water), and henceforth dedicates her life to proving that this element is the most important in the multiverse, and that all others are subservient to it (once an element is chosen, it cannot be changed).

Such elemental champions often are considered insufferably arrogant, and there can be little argument that their single-mindedness brooks few challenges.

The meeting of two elemental archons usually leads to bombastic displays of spellcasting, elemental summoning, and out-and-out destruction, with the "winner" of the combat seeing her victory as a moral win in an ageless philosophical contest.

When not combating each other, elemental archons aid churches dedicated to their element, such as those of Akadi, Grumbar, Istishia, and Kossuth.

Elemental archons generally are not a part of the hierarchies of these churches, but nearly all such clergies view them as important prophets worthy of respect and admiration.

Traveling archons preach to the people about the dominance of their chosen element, and are generally seen as somewhat insane by the general populace.

Most elemental archons come from the ranks of the cleric class, usually worshiping one of the elemental lords.

Some druids with a skewed view of the balance of nature become elemental archons, for most druids believe that existence itself is based upon an equal balance of all four elements, making elemental archons outcasts within most druidic circles.

Occasionally, rangers become elemental archons, but this more often is the result of an encounter with a powerful elemental or the survival of some near-death ordeal related to one of the elements.

Genasi, whose blood thrums with the stuff of the elements, frequently become elemental archons, and are seen by their fellows as the most blessed among an already ideal congregation.

Elemental archons never associate with archons of a different element.

They are willing to work with their own kind and those that do not profess supremacy of another element, but often an elemental archon is a loner, never fully understood by others.

Often they set up refuges in places thrumming with the power of their chosen element, such as an active volcano, an underwater grotto, a rocky desert, or a windswept cliff.

Hit Die: d8.

REQUIREMENTS

To qualify to become an elemental archon, a character must fulfill all the following criteria.

Alignment: Any neutral.

Skills: Knowledge (nature) 8 ranks, Speak Language (see Special).

Spells: Ability to cast *protection from elements* as a divine spell.

Patron: Akadi, Grumbar, Istishi, or Kossuth.

Special: Must speak the language associated with her chosen element (air—Auran, earth—Terran, fire—Ignan, water—Aquan).

CLASS SKILLS

The elemental archon class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Knowledge (the planes) (Int), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the elemental archon prestige class.

Weapon and Armor Proficiency: An elemental archon gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each indicated elemental archon level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming an elemental archon, the player must decide to which class to add each elemental archon level for the purpose of determining spells per day and spells known.

Power of Arrogance: So strong is the elemental archon's belief in the supremacy of her chosen element that her attacks do greater damage against the servants of her enemies.

At 2nd level elemental archon gets a +2 competence bonus on any attack rolls against creatures with a subtype opposite her chosen element (air—earth; earth—air; fire—water; water—fire).

On a successful attack, she deals +2d6 points of damage due to her expertise in combating these creatures.

Elemental Resilience (Su): At 3rd level, an elemental archon gains resistance 10 against a type of energy, based on her chosen element.

Archons dedicated to air gain resistance to electricity attacks.

Those dedicated to earth gain resistance to acid attacks.

Fire archons gain resistance to fire attacks, and water archons gain resistance to cold.

At 6th level, the resistance rises to 20.

At 9th level, the archon gains resistance 30 against her associated energy type.

Elemental Affinity (Ex): An elemental archon gains a +1 caster level bonus to all spells with the designator of his chosen element.

If she already has a caster level bonus from having the appropriate elemental domain, these abilities stack.

Elemental Expertise (Ex): Elemental archons of 7th level or higher have achieved a sort of equilibrium with their

element that gives them the edge in certain combat situations.

Consult the list below to determine the specific effect based upon the character's chosen element.

Air Expertise: Air archons gain a +1 circumstance bonus on attack and damage rolls against airborne creatures when the archon herself is airborne.

Earth Expertise: Earth archons gain a +1 circumstance bonus on attack and damage rolls if both she and her foe touch the ground.

Fire Expertise: Fire archons gain a +1 circumstance bonus on attack and damage rolls if both she and her foe are within 20 feet of an open flame (torch-sized or larger).

Water Expertise: Water archons gain a +1 circumstance bonus on attack and damage rolls if both she and her opponent touch water.

Elemental Transcendence: Through ultimate dedication to her chosen element and long association with elementals and the Elemental Planes, the elemental archon transcends her mortal form and becomes an elemental creature.

Her type changes to elemental (with the subtype according to her chosen element) as her body endures a change to a form more closely associated with her chosen element.

Though she retains a humanoid outline that might resemble her former form (albeit filled with crackling fire, swirling water, cloudy air, or rocky earth), she has no discernible anatomy.

The elemental archon gains the speed and movement modes, attacks, special attacks, and special qualities of a Medium-size elemental of the appropriate type, as noted in the *Monster Manual*, except that she uses her own ability scores and the save DC against her elemental attack form, if any (whirlwind, burn, or vortex) is 20 + her Constitution modifier.

She may use equipment normally, although fire elemental archons can handle wooden or paper items without igniting them.

The archon is immune to poison, sleep, paralysis, and stunning.

Despite her humanoid form, she has senses that span 360 degrees; she is not subject to critical hits or flanking.

The archon gains darkvision with a range of 60 feet (unless she already had better darkvision, in which case her former ability is retained).

She is not a called or summoned elemental, so the third function of a *protection from evil* spell does not affect her.

If slain, the archon cannot be raised or resurrected, though a *wish* or *miracle* spell can restore her to life.

MEPHIT UNDERLINGS

Upon or after reaching 1st level, an elemental archon can call a triad of mephits to act as her servitors (see the *Monster Manual* for these creatures' basic statistics).

These toadying creatures may be used as guardians, messengers, or even battle companions (though as the archon becomes more powerful, this becomes less of a good idea).

The mephits gain HD and special abilities based on the elemental archon's class level.

Mephit underlings who summon additional mephits bring forth normal examples of the species (as opposed to more mephit underlings).

The elemental archon may have up to three mephit underlings at a time.

Should one of these servants die, she may call for another one after one day.
The new mephit underling has all the accumulated abilities due a servant of the elemental archon's current level.
What type of mephit an archon chooses for her underlings is limited by the following table.

TABLE 4-8: MEPHIT UNDERLING CHOICES

Chosen Element	Available Mephit Types
Air	Air, Dust, Ice
Earth	Earth, Salt
Fire	Fire, Magma, Steam
Water	Ooze, Water

Archons may choose any mixture of available mephit types, as determined by her chosen element.

Elemental Archon Level: The number of levels the character has in the elemental archon prestige class.

Bonus HD: These are extra d8 Hit Dice, each of which gains a Constitution modifier, as normal.

Extra Hit Dice improve the underling's base attack bonus and base saving throw bonuses, as normal.

Natural Armor: This is a bonus to the underling's natural armor rating.

Str Adj.: Add this figure to the underling's Strength score.

Empathic Link (Su): The elemental archon has an empathic link with her underlings out to a distance of one mile.

The elemental archon cannot see through the underlings' eyes, but each underling can communicate with the archon telepathically.

Though mephits undoubtedly view the material world through disturbed lenses, the archon's studies and experiences with her chosen element are so complete that misunderstandings are very rare.

Because of the empathic link between the underlings and the elemental archon, the archon has the same connection to a place or an item that her underlings do.

Improved Evasion (Ex): If the underling is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw.

Share Saving Throws: The underling uses its own base save or the elemental archon's, whichever is higher.

Sycophantic Fawning (Sp): Underlings of experienced archons are pleased to serve such paragons of perfection,

and they're more than happy to tell their master about how much they appreciate the privilege.

Once per day as a standard action, a mephit underling may extol the virtues of its master, granting the archon a +1 morale bonus on attack rolls, weapon damage rolls, saves, and skill checks.

If more than one mephit underling engages in sycophantic fawning in the same round, these bonuses stack.

The effect lasts for 1 round per Hit Die of the highest Hit Die mephit engaging in the fawning.

If but a single mephit underling fawns, the effect lasts 1 round for each of that mephit's Hit Dice.

Improved Empathic Link (Su): As the empathic link ability, above, except that range is extended to 20 miles.

Slavish Sacrifice (Su): The mephit underling's bond with its master is so great that it is willing to sacrifice itself for the archon's welfare.

Each morning, in a ceremony that takes 15 minutes, the archon and her mephits strengthen their indelible link.

For the entire day, the damage from a single attack that does hit point damage that would bring the archon below 0 hit points instead is transferred instantly to the person of the archon's nearest mephit underling.

Regardless of how much damage is transferred, the underling always dies from the transfer, exploding in a sickening pop of elemental goo.

A mephit underling must be within 100 feet of the archon for the transfer to work.

Mephit underlings understand the danger inherent to serving powerful elemental archons, but view dying in this manner as among the most honorable ways of ending one's life.

Should the archon wish, she may forego the morning ceremony, in which case her mephits may not be sacrificed in this manner.

TABLE 4-9: MEPHIT UNDERLINGS

Elemental Archon Level	Bonus HD	Natural Armor	Str Adj.	Special
1-2	—	—	—	Empathic link, improved evasion, share saving throws
3-5	+2	+2	+1	Sycophantic fawning
6-8	+4	+4	+2	Improved empathic link
9-10	+6	+6	+3	Slavish sacrifice

TABLE 4-7: THE ELEMENTAL ARCHON

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Mephit underlings	+1 level of existing class
2nd	+1	+3	+0	+3	Power of arrogance	+1 level of existing class
3rd	+2	+3	+1	+3	Elemental resilience 10	—
4th	+3	+4	+1	+4	Elemental affinity	+1 level of existing class
5th	+3	+4	+1	+4	Elemental resilience 20	+1 level of existing class
6th	+4	+5	+2	+5	Elemental expertise	—
7th	+5	+5	+2	+5	Elemental resilience 30	+1 level of existing class
8th	+6	+6	+2	+6	Elemental transcendence	+1 level of existing class
9th	+6	+6	+3	+6		—
10th	+7	+7	+3	+7		+1 level of existing class

FOREST MASTER

Guardians of the pristine wilderness and defenders of the ancient trees, forest masters are the living embodiments of sentient nature.

They walk the shadows under the woods and destroy those who would lay waste to the wild lands.

Where druids hold all aspects of nature dear—wind and weather, animal and plant, meadows and mountains—the forest masters consider the forests more ancient than the coming of animals or humans the most sacred spots of the world.

Druids most often become forest masters, but it is not unheard of for rangers or clerics of nature deities to leave their kinships behind and follow this path.

A few multiclassed barbarians become forest masters, although they rarely have the dedication to the plant aspect of nature to embrace this worldview.

Forest masters often work alone, but are more than capable of working as part of a group.

Many times adventurers have spoken with what they thought was a young, small treant, when they were actually speaking with a very powerful forest master.

There are no rivalries between groups of forest masters, although individuals may disagree on methods of enacting the will of the Treefather.

Hit Die: d8.

REQUIREMENTS

To qualify to become a forest master, a character must fulfill the following criteria.

Skills: Intuit Direction 4 ranks, Knowledge (nature) 8 ranks, Wilderness Lore 13 ranks.

Feats: Alertness, Endurance, Power Attack, Skill Focus (Wilderness Lore).

Spells: Ability to cast *entangle*, *plant growth*, and *control plants*.

Patron: Silvanus.

Special: The character must have made peaceful contact with a treant.

The character must also be proficient with the maul.

CLASS SKILLS

The forest master's class skills (and the key ability scores for each) are Concentration (Con), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the forest master prestige class.

Weapon and Armor Proficiency: A forest master gains no weapon or armor proficiencies.

Spells per Day: At each indicated forest master level, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead).

If the character had more than one divine spellcasting class before becoming a forest master, the player must decide to

which class to add each forest master level for the purpose of determining spells per day.

Tree Brother (Sp): The forest master may assume *tree shape* once per day.

Nature Sense (Ex): The forest master can identify plants and animals with perfect accuracy.

He can determine whether water is safe to drink or dangerous.

Forest Dominion (Su): At 2nd level, the forest master gains the ability to rebuke or command plants as an evil cleric can rebuke or command undead.

His effective level for this ability is his class level, and he may use it a number of times per day equal to 3 + his Charisma modifier.

If he already has this ability because he is a cleric with the Plant domain, these levels stack with his cleric levels and vice versa.

Great Mallet (Su): Beginning at 2nd level, a forest master begins to awaken magical abilities within the wood and metal that make up his maul.

Any maul used by a forest master is treated as if it were a +2 maul with either the *frost* or *shock* property (the forest master decides each round whether the weapon's extra damage is cold or electricity).

If the weapon has additional abilities (such as *defending*), these abilities still apply, and if the weapon has an enhancement bonus better than +2 the higher of the two bonuses is used.

The maul does not gain these abilities if it is not wielded by the forest master.

At 6th-level, the forest master's maul acts as a +2 *icy burst* or +2 *shocking burst* weapon, with the forest master deciding each round what effect the weapon has.

At 9th level, the forest master's maul acts as a +3 *mighty cleaving* weapon in addition to its other properties (including its *icy burst* or *shocking burst* ability).

Natural Armor (Ex): At 3rd level, the forest master's skin changes into a tough, barklike hide, granting him natural armor +3.

This bonus increases to +5 at 5th level and +7 at 7th level.

Oak Strength (Ex): Beginning at 4th level, the forest master gains a +2 bonus to Strength and the ability to make slam attacks.

A Small creature's slam attack deals 1d4 points of damage, one from a Medium-size creature deals 1d6 points of damage, and a Large forest master's slam attack deals 1d8 points of damage.

Slam attacks are natural weapon attacks and do not provoke an attack of opportunity from the defender.

A forest master can select Improved Critical (slam), Weapon Focus (slam), and (if a fighter of 4th level or higher) Weapon Specialization (slam).

Upon gaining this ability, the forest master's hair takes on a green, leafy appearance.

Spruce Growth (Su): At 5th level, once per day the forest master can temporarily increase his size and strength as if using a *righteous might* spell.

If the forest master's new size is Large, his reach increases to 10 feet.

Oakheart (Ex): Upon reaching 7th level, a forest master's body becomes a thing of wood and leaf rather than meat and bone.

His type changes to plant.

As such, he is immune to mind-affecting effects, poison, sleep, paralysis, stunning, and polymorphing. He is not subject to critical hits or sneak attacks. However, the forest master becomes vulnerable to fire, and suffers double damage from fire attacks if he fails a Reflex saving throw, or half damage if he succeeds.

Deep Roots (Su): Beginning at 8th level, once per day the forest master may sink roots into the ground in any natural surface place that can support at least some vegetation. While rooted, the forest master gains fast healing 5, but has an effective Dexterity score of 1 and may not move from the spot in which he stands.

The forest master can withdraw his roots and end the healing as a free action.

Forest Longevity (Ex): At 8th level, the forest master is magically sustained by his continuing transformation and gains incredible longevity.

He no longer suffers ability score penalties for aging and cannot be magically aged.

Any penalties he may have already suffered remain in place.

Bonuses still accrue.

When the character reaches venerable age, his maximum age is determined in the normal manner but the final result is then multiplied by two.

Forest Might (Ex): At 10th level, the primordial forest infuses the forest master with power.

He gains a +2 bonus to Strength, a +2 bonus to Constitution, and he takes only half damage from piercing weapons.

He gains fast healing 1 (which does not add to the fast healing 5 he gains when using his deep roots ability) whenever standing on fertile soil, but cannot heal fire damage with this ability.

TABLE 4—10: THE FOREST MASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Tree brother, nature sense	+1 level of divine spellcasting class
2nd	+1	+3	+0	+3	Forest dominion, Great mallet	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Natural armor +3	+1 level of divine spellcasting class
4th	+3	+4	+1	+4	Oak strength	—
5th	+3	+4	+1	+4	Spruce growth, natural armor +5	+1 level of divine spellcasting class
6th	+4	+5	+2	+5	Great mallet (+2 burst)	+1 level of divine spellcasting class
7th	+5	+5	+2	+5	Oakheart, natural armor +7	+1 level of divine spellcasting class
8th	+6	+6	+2	+6	Deep roots, forest longevity	—
9th	+6	+6	+	+6	Great mallet (+3 mighty cleaving)	+1 level of divine spellcasting class
10th	+7	+7	+3	+7	Forest might	+1 level of divine spellcasting class

GOLDEYE

The Merchant's Friend is the patron of trade, money, and wealth.

Goldeyes are agents and promulgators of commercial intercourse, seeking to increase the wealth of their communities and realms by promoting the exchange of coins in trade.

Some spend their younger years as adventurers, seeking to acquire sizable stakes on which to build a fortune.

Others view themselves as "liberators" of unused coins, lying forgotten in dusty crypts or unused in miserly hoards where they do nothing to build ever-increasing wealth.

Conversely, others act as defenders of hoards, making sure that wealth (particularly their own and the church's) stays in the proper hands.

Most goldeyes have backgrounds as clerics or cleric/rogues, although other class combinations, particularly those including bard, fighter, sorcerer, or wizard, are not unknown.

Goldeyes are typically found in large cities, heading up merchant consortiums, running trading costers, or working to remove political, religious, and cultural impediments to trade.

Many are extremely wealthy members of the merchant nobility, wielding power from behind the scenes through careful application of their coins.

Hit Die: d8.

REQUIREMENTS

To qualify to become a goldeye, a character must fulfill the following criteria.

Alignment: Neutral.

Skills: Appraise 4 ranks, Diplomacy 4 ranks, Innuendo 2 ranks, Profession (bookkeeper, innkeeper, scribe, or similar mercantile-related profession) 4 ranks, Speak Language (Must know two human languages, each spoken in a region different from your home region [see the FORGOTTEN REALMS Campaign Setting]).

Feats: Alertness, Exotic Weapon Proficiency (nunchaku), Skill Focus (Diplomacy).

Spells: Ability to cast 3rd-level divine spells.

Patron: Waukeen.

Special: The character must have acquired at least 5,000 gp worth of coins, gems, jewelry, and/or business investments (borrowing does not count toward this total).

CLASS SKILLS

The class skills of a goldeye (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion), Listen (Wis), Open Lock (Dex), Profession (Wis), Read Lips (Int), and Sense Motive (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the goldeye prestige class.

Weapon and Armor Proficiency: A goldeye gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each goldeye level, the character gains new spells per day (and spells known, if

applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming a goldeye, the player must decide to which class to add each goldeye level for the purpose of determining spells per day.

Bonus Language (Su): All goldeyes can speak Abyssal, a divine legacy of Waukeen's decade-long imprisonment by the demon prince Graz'zt.

Trade Pidgin (Su): Goldeyes don't let language barriers get in their way of doing business.

By listening to an unfamiliar language for at least 1 minute and making a successful Wisdom check (DC 15), a goldeye can gain a basic (and temporary) understanding of that language.

This familiarity with the language is enough to communicate simple concepts such as "attack", "danger", "friendship", "safe", "stop", "trade", and numbers up to 20, which usually suffices to allow the goldeye to bargain with the creature (if appropriate).

Familiarity with the language lasts one day.

The goldeye gets a +2 bonus to refamiliarize himself with a language he's learned in this manner in the past month.

Sense Thoughts (Su): By engaging a creature in conversation, a goldeye can become aware of its thoughts as if using a *detect thoughts* spell.

The goldeye can use this ability for 1 minute per class level per day.

A use of this ability that lasts less than 1 minute counts as 1 minute.

Hoard Defender (Ex): At 3rd level, a goldeye gains a +2 morale bonus on attacks, saves, and checks when he is defending a cache of his valuables (or a building or business he owns) worth at least 5,000 gp.

This bonus also applies if the property is owned by the church of Waukeen.

Items held or carried by the goldeye or another character do not count, the cache must be an unattended object or objects.

Jack of All Trades (Ex): At 4th level, goldeyes get Jack of All Trades as a bonus feat.

Secret Cache (Su): At 5th level, goldeyes can create a single extradimensional storage space that only they can access. The cache moves with the goldeye as if it were a belt pouch. Adding to or removing from the secret cache is a move-equivalent action.

Like all extradimensional spaces, it cannot be accessed within an antimagic field, and a successful targeted *dispel magic* against the goldeye's clerical caster level causes it to be unreachable for 1d4 rounds.

If the goldeye is killed, the items within the cache appear on his person.

Dragon's Eye (Ex): The goldeye gains a +4 bonus on all Appraise checks at 6th level.

Furthermore, by studying a magic item for a full 8 hours and making a Spellcraft check (DC 20) he is able to determine its single most basic function as if using an *identify* spell, although there is no cost to using this ability.

Coinscry (Ex): At 7th level, a goldeye using the *scrying* spell doesn't need a divine focus for the spell, and can instead use any polished item made of precious metal, including plates, amulets, or even coins.

Because it is more difficult to see when using a very small scrying device, using an amulet-sized item gives a -5 penalty on the Scry check and using a coin-sized item gives a -10 penalty on the Scry check.

Splendorous Attire (Su): At 8th level, goldeyes can magically robe themselves in fancy attire once per day. Attire created in this fashion is equivalent to that created by a *rod of splendor*.

Goldeyes can also create a palatial tent once per tenday.

Such pavilions are also identical to those created by a *rod of splendor*.

Neither power conveys the Charisma bonus of a *rod of splendor*, however.

Coinshock (Sp): At 9th level, a goldeye may cast a maximized *heat metal* spell once per day.

However, instead of dealing fire damage, the spell deals electricity damage.

The goldeye can use this ability once per day and does not need to have the Maximize Spell feat to use it.

Hoardfind (Sp): By concentrating, a goldeye can locate metals or minerals within 30 feet as if using a *rod of metal and mineral detection*.

She may activate this ability at will as a full-round action.

TABLE 4—II: THE GOLDEYE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+2	+0	Bonus language, Trade pidgin	+1 level of existing class
2nd	+1	+3	+3	+0	Sense thoughts	+1 level of existing class
3rd	+2	+3	+3	+1	Hoard defender	+1 level of existing class
4th	+3	+4	+4	+1	Jack of all trades	+1 level of existing class
5th	+3	+4	+4	+1	Secret cache	+1 level of existing class
6th	+4	+5	+5	+2	Dragon's eye	+1 level of existing class
7th	+5	+5	+5	+2	Coinscry	+1 level of existing class
8th	+6	+6	+6	+2	Splendorous attire	+1 level of existing class
9th	+6	+6	+6	+3	Coinshock	+1 level of existing class
10th	+7	+7	+7	+3	Hoardfind	+1 level of existing class

HEARTWARDER

Sune Firehair encourages beauty, passion, and love wherever they may be found.

Heartwarders are aesthetes and hedonists who actively seek out pleasure and beauty in all things and who nurture the creation of beautiful objects.

Most heartwarders are clerics, cleric/bards, cleric/rogues, or cleric/sorcerers, although other class combinations, particularly those including enchanter, are not unknown. Heartwarders are typically found in large cities in the company of the cultural elite.

Most are active patrons of the arts, and all play the role of matchmaker for persons in all levels of society.

Many are employed as artists, crafters, performers, or instructors.

Those who teach instruct in such varied subjects as art, choral music, cosmetics, dance, deportment, etiquette, fashion, handiwork, instrumental music, and manners. A few travel the world to promote beauty and love, and adventure in the manner of Sunite clerics.

Hit Die: d4.

REQUIREMENTS

To qualify to become a heartwarder, a character must fulfill the following criteria.

Alignment: Chaotic good.

Base Save Bonus: Ref +2.

Skills: Bluff 3 ranks, Diplomacy 6 ranks, Speak Language (Sylvan).

Feats: Dodge, Mobility, Spell Focus (Enchantment), Exotic Weapon Proficiency (whip).

Spells: Ability to cast 3rd-level spells.

Patron: Sune.

CLASS SKILLS

The class skills of a heartwarder (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Innuendo (Wis), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the heartwarder prestige class.

Weapon and Armor Proficiency: A heartwarder gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each heartwarder level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming a heartwarder, the player must decide to which class to add each heartwarder level for the purpose of determining spells per day and spells known.

Charisma Increase (Ex): As the heartwarder gains levels in this prestige class, she becomes increasingly more persuasive and attractive.

At level 1 she gains a +1 inherent bonus to her Charisma score, and every other heartwarder level after that this bonus increases by +1 to a maximum of +5 inherent bonus at level 9.

Heart of Passion (Ex): At 2nd level, a heartwarder evinces such passionate belief in whatever she does or says that she can sway the thoughts of the most rigid critic.

This ability translates into a +2 bonus on all Charisma-based skill checks.

Lips of Rapture (Su): At 4th level, a heartwarder's kiss confers a state of bliss upon its recipient, conferring a +2 morale bonus on attacks, weapon damage, checks, and saves.

Moreover, it temporarily suspends the effects of exhaustion, fatigue, and nausea.

An enraptured recipient receives a +2 saving throw bonus against enchantment spells and effects.

This ability lasts 5 rounds, and can be used a number of times per day equal to her Charisma bonus.

The one downside to a heartwarder's kiss is that it also has the effect of a *daze* spell upon the recipient (the normal saving throw applies) as if cast by a sorcerer of heartwarder's caster level.

Voice of a Siren (Su): At 6th level, a heartwarder's voice is so enticing that she weakens the ability of opponents to resist her spells.

She gains the Spell Focus (Enchantment) and Spell Penetration feats, but they only apply to spells with a verbal component (and are not altered with the Silent Spell feat).

Tears of Evergold (Su): At 8th level, as a full-round action, a heartwarder can cry tears drawn from Evergold, a sacred pool that enhances beauty that Sune shares with the elven goddess Hanali Celanil.

If these tears are collected, they are equivalent to the effects of a *potion of love* and serve the Sunite faith as holy water.

A heartwarder can use this ability once per tenday, and while it does not cost her any gold to do so, calling upon the power of the pool requires her to spend 6 XP, just as if she had made the potion with the Brew Potion feat.

Fey Metamorphosis: At 10th level, a heartwarder is so attuned to the forces of natural beauty that she transcends mortal definitions of beauty.

Her type changes to "fey", which means, among other things, that she is no longer affected by spells that specifically target humanoids, such as *charm person*.

TABLE 4-12: THE HEARTWARDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Charisma increase	+1 level of existing class
2nd	+1	+3	+0	+3	Heart of passion	+1 level of existing class
3rd	+2	+3	+1	+3	Charisma increase	+1 level of existing class
4th	+3	+4	+1	+4	Lips of rapture	+1 level of existing class
5th	+3	+4	+1	+4	Charisma increase	+1 level of existing class
6th	+4	+5	+2	+5	Voice of a siren	+1 level of existing class
7th	+5	+5	+2	+5	Charisma increase	+1 level of existing class
8th	+6	+6	+2	+6	Tears of Evergold	+1 level of existing class
9th	+6	+6	+3	+6	Charisma increase	+1 level of existing class
10th	+7	+7	+3	+7	Fey Metamorphosis	+1 level of existing class

HORNED HARBINGER

At the end of the Time of Troubles, Myrkul, the Lord of Bones, former god of the dead, was destroyed off the coast of Waterdeep by Midnight, the mortal wizard who became the new Mystra.

What little remained of Myrkul's sentience was trapped inside the shattered remnants of an ancient Netherese artifact stored in nearby Blackstaff Tower.

Over the course of the next decade, the last vestiges of Myrkul's energy slowly restored the unholy artifact, imbuing it with the fallen deity's personality and memories. Once the *Crown of Horns* was completely reconstituted, Myrkul teleported to many places across Faerûn, briefly settling on the brows of many living and undead former servants just long enough to create hordes of a undead in each location.

The most recent known bearer of the *Crown of Horns*, who bore it for at least a year, is believed to have been Nhyris D'Hotheek, a male pureblood yuan-ti who disappeared from his haunts in the subterranean port of Skullport in 1370 DR after being transformed into a lich by the *Crown of Horns*. More detail on the *Crown of Horns* can be found in *Magic of Faerûn*.

The horned harbingers are agents of the fallen Lord of Bones.

Some claim their creation heralds the restoration of Myrkul's mantle of godhood, while others view their continued existence as the last remnants of Myrkul's dwindling power.

Each horned harbinger has touched the *Crown of Horns* at some point since the Time of Troubles, although not all creatures who have done so have become members of this class.

Most horned harbingers are clerics, wizards, or necromancers, and many are undead.

Almost all once venerated the Lord of Bones but later turned to deities such as Cyric, Jergal, Kelemvor, or Velsharoon after the Time of Troubles and the death of their deity.

Upon adopting this prestige class, the faith of a horned harbinger must revert to that of the Lord of Bones, although it is unclear which god grants his divine spells. Clerics turning to the worship of Myrkul maintain the domain spells of their previous deity.

Failure to venerate Myrkul results in the loss of all abilities stemming from this class, with the exception of Hit Die, base attack bonus, and save bonuses.

Horned harbingers often live in large crypts or necropolises and haunt old battlefields.

They rarely, if ever, interact with living creatures except to acquire more corpses.

Such beings are often found in the company of large numbers of servitor undead.

If not already undead, most are actively pursuing lichdom. Hit Die: d8.

REQUIREMENTS

To qualify to become a horned harbinger, a character must fulfill the following criteria.

Alignment: Any evil.

Skills: Knowledge (the planes) 8 ranks.

Patron: Myrkul.

Special: The character must have touched the *Crown of Horns*, a Netherese artifact that now contains the remnants of Myrkul's sentience, at least once since the Time of Troubles.

CLASS SKILLS

The class skills of a horned harbinger (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the horned harbinger prestige class.

Weapon and Armor Proficiency: A horned harbinger gains no weapon or armor proficiencies.

Bone Horns (Ex): Horned harbingers grow six short curved horns of bone from their skull, as if wearing a crown of bone.

These horns are considered natural weapons for the creature, collectively dealing 1d6 points of piercing damage.

They do double damage when used as part of a charge.

Rebuke Undead (Su): The character can rebuke or command undead as a cleric of a level equal to his horned harbinger class level.

If the character could already rebuke undead, these levels stack with that ability.

Death Domain: Upon adopting the horned harbinger class, the character gains access to the Death domain, described

in the *Player's Handbook*, as well as the granted power of that domain.

Levels in this prestige class stack with cleric levels for determining the effect of the granted power.

If the horned harbinger has no cleric levels, only horned harbinger levels are used for the granted power.

Deathwatch (Ex): At will, a horned harbinger can view the world as if he were using a *deathwatch* spell.

Bonus Feat: At the indicated levels, a horned harbinger may take a bonus feat.

These feats are drawn from the following list: Divine Vengeance, Empower Turning, Extra Turning, Heighten Turning, Quicken Turning, Leadership (undead cohorts only), Weapon Focus (bone horns).

Animate Dead (Sp): Beginning at 2nd level, the character can cast *animate dead* once per day as a spell-like ability.

His caster level for this ability or casting *animate dead* as a spell is his horned harbinger level plus his Charisma bonus (if any), which stacks with any other class the character has which can cast *animate dead*.

For example, a clr7/horned harbinger 2 with Charisma 13 casts *animate dead* as a 10th-level cleric, whether using this spell-like ability or casting the spell as a cleric.

This caster level also determines the maximum number of undead animated with *animate dead* that the horned harbinger can control (so a character with caster level 10 for this power could maintain control over 20 HD worth of undead).

Beginning at 4th level he may use this ability twice per day.

Captain of Undeath (Ex): At 5th level, a horned harbinger's limit for controlling undead animated with spells increases to 5 times his caster level instead of the normal 2 times his caster level.

His limit for undead controlled through the use of his command undead ability increases from his effective cleric level to 2 times his effective cleric level.

Create Undead (Sp): Beginning at 6th level, the character can cast *create undead* once per day.

His caster level for this ability is the same as the caster level for his *animate dead* ability.

The horned harbinger may cast *animate dead* instead of using his *create undead* spell-like ability, similar to an evil cleric spontaneously converting a prepared spell to an *inflict wounds* spell.

Ranged Animation (Su): At 7th level, any use of *animate dead*, whether as a normal spell or a spell-like ability, has a range of medium (100 ft. + 10 ft./level) instead of touch.

In other words, the horned harbinger can use *animate dead* at a distance, without having to touch the corpses.

If cast as a spell, the material components are still consumed but do not need to be placed on the corpses.

Create Greater Undead (Sp): Beginning at 8th level, the character can cast *create greater undead* once per day, with his caster level the same as the caster level for his *animate dead* ability.

The horned harbinger may cast *animate dead* or *create undead* instead of using his *create greater undead* spell-like ability, similar to an evil cleric spontaneously converting a prepared spell to an *inflict wounds* spell.

General of Undeath (Su): At 10th level, a horned harbinger's limit for controlling undead animated with spells increases to 10 times his caster level.

His limit for undead controlled through the use of his command undead ability increases 5 times his effective cleric level.

TABLE 4-13: THE HORNED HARBINGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Bone horns, rebuke undead, Death domain
2nd	+1	+3	+0	+3	Deathwatch, <i>animate dead</i>
3rd	+2	+3	+1	+3	Bonus feat
4th	+3	+4	+1	+4	Bonus feat
5th	+3	+4	+1	+4	Captain of undeath
6th	+4	+5	+2	+5	<i>Create undead</i>
7th	+5	+5	+2	+5	Bonus feat, ranged animation
8th	+6	+6	+2	+6	<i>Create greater undead</i>
9th	+6	+6	+3	+6	Bonus feat
10th	+7	+7	+3	+7	General of undeath

NIGHTCLOAK

The Mistress of the Night is the twisted and perverse goddess of hatred, jealousy, and evil and the creator of the Shadow Weave.

Nightcloaks are the apple of Shar's eye—devoted to her vision, preserving her secrets, practicing her magic, as twisted and bitter as she is.

They are beings of iron will and determination, although that determination is perverse.

They weave webs of intrigue, mental domination, blackmail, and control through the use of illusion, necromancy, and enchantment.

Yet they are not afraid to smash their toys if it suits Shar's purposes.

They are cruel and intelligent, and do not fear slipping away to return and grind their foes to dust at later time. Honor is of no consequence to them.

They do as they please, as long as it furthers their—and Shar's—power.

Clerics most often become nightcloaks.

Rangers are rare.

Nightcloaks often have levels of wizard, sorcerer, bard, or rogue in addition to the class that grants them divine spellcasting ability.

Nightcloaks dwell in communities large and small, often worshiping in secret.

Many work to overthrow governments, organize secret cabals, and create false cults to further their ends.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Neutral evil.

Base Attack Bonus: +3.

Skills: Bluff 2 ranks, Hide 2 ranks, Move Silently 2 ranks, Perform 4 ranks.

Feats: Iron Will, Shadow Weave Magic, Spell Focus (Enchantment, Illusion, or Necromancy), and Pernicious Magic or Tenacious Magic.

Spells: Ability to cast 2nd-level divine spells.

Clerics must have access to the Darkness domain.

Patron: Shar.

CLASS SKILLS

The nightcloak's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Bluff (Cha), Diplomacy (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are features of the nightcloak prestige class. Weapon and Armor Proficiency: A nightcloak gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each nightcloak level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming a nightcloak, the player must decide to which class to add each nightcloak level for the purpose of determining spells per day and spells known.

Darkness Spells: A nightcloak can prepare any Darkness domain spell as if it were on her divine spell list.

The spell uses a spell slot of a level equal to its level in the Darkness domain list.

For instance, a cleric/nightcloak could prepare *darkbolt* as a 5th-level cleric spell, and a ranger/nightcloak could prepare *blacklight* as a 3rd-level ranger spell.

Eyes of Shar (Ex): Nightcloaks have eyes that are totally black.

They have 60-foot darkvision.

They can also see through magical darkness to a range of 10 feet (in the same black-and-white sight that darkvision provides).

They cannot be blinded by magical effects.

Insidious Magic: At 3rd level, nightcloaks get the Insidious Magic feat as a bonus feat, reflecting their ability to use the Shadow Weave under Shar's close guidance.

Shadow Talk (Su): Nightcloaks are able to communicate mystically through the shadows of the mind.

Nightcloaks can whisper short messages to other worshipers of Shar within 500 feet.

All Shar worshipers within range hear the message as a whisper in their mind.

Observers can hear the words if they are close enough to physically hear the nightcloak's actual whispers (a DC 15 Listen check if the listener is within 10 feet of the nightcloak, +1 DC per 5 feet beyond that).

This is a language-dependent free action, and it can be used to communicate with undead worshipers of Shar and undead creatures in the service of worshipers of Shar.

Disk of Night (Su): Beginning at 5th level, any chakram used by a nightcloak is treated as if it were a +2 *returning chakram*.

If it remains out of the hand of the nightcloak for more than 1 round, a chakram reverts to its original abilities.

If the weapon has additional abilities (such as *frost*), these abilities still apply, and if the weapon has an enhancement bonus better than +2, the higher of the two bonuses is used.

True Lies (Sp): At 6th level, a nightcloak can reach into a creature's mind and modify a subject's memories as the 4th-level bard spell *modify memory*.

A nightcloak can use this ability a number of times per tenday equal to her Charisma modifier (minimum one).

The *modify memory* works as if cast by a bard of the nightcloak's character level.

Mind of Shar (Ex): Beginning at 7th level, Shar grants nightcloaks the ability to use the power of their minds to protect themselves.

They add their Intelligence bonus (if any) to all saving throws.

Shar's Caress (Su): Once she reaches 8th level, a nightcloak can surround a held chakram, whip, or dagger with Shadow Weave magic, temporarily giving the weapon the *unholy* property.

This ability lasts for 1 round each time it is used, and can be invoked as a free action a number of times per day equal to the nightcloak's Charisma bonus (minimum one).

A nightcloak must decide to use this ability before the attack is made, and if the attack misses that use of Shar's Caress is wasted.

Minion of Shar (Sp): Upon reaching 9th level, once per tenday as a standard action a nightcloak can summon one shadow per class level to do her bidding for a number of rounds equal to her class level.

Any shadows this summoned shadow creates by draining Strength are under the control of the nightcloak, but vanish along with the original when the duration expires.

The nightcloak is able to verbally communicate with the shadows as if she knew their language.

She can also use her shadow talk ability to communicate with them.

Voice of Ineffable Evil (Sp): At 10th level, nightcloaks can command a creature as per the *dominate monster* spell 1/day as though cast by a sorcerer of a level equal to the nightcloak's character level.

The effect lasts one day.

Unlike most spell-like abilities, *voice of ineffable evil* has a verbal component.

TABLE 4-14: THE NIGHTCLOAK

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Darkness spells	+1 level of existing class
2nd	+1	+3	+0	+3	Eyes of Shar	+1 level of existing class
3rd	+2	+3	+1	+3	Insidious magic	+1 level of existing class
4th	+3	+4	+1	+4	Shadow talk	+1 level of existing class
5th	+3	+4	+1	+4	Disk of night	+1 level of existing class
6th	+4	+5	+2	+5	<i>True lies</i>	+1 level of existing class
7th	+5	+5	+2	+5	Mind of Shar	+1 level of existing class
8th	+6	+6	+2	+6	Shar's caress	+1 level of existing class
9th	+6	+6	+3	+6	<i>Minion of Shar</i>	+1 level of existing class
10th	+7	+7	+3	+7	<i>Voice of ineffable evil</i>	+1 level of existing class

OCULAR ADEPT

Each beholder believes that it represents a state of true perfection.

Among the desperate wastrels of decadent cities and debased explorers of the subterranean Underdark can be found humanoids who agree, and who have entered into a surgical pact with the beholder race in an attempt to achieve even a sliver of that perfection.

These so-called ocular adepts, outcasts of their own society, have pledged their services to one or more eye tyrants and pledged their religious devotions to the alien entity known as the Great Mother, the deity matron of all beholders.

Though ocular adepts often lead cells of degenerate cultists and fancy themselves important in the schemes of their masters, most beholders view them as self-important pawns at best, and mindless chattel at worst.

During the ceremony in which the character becomes an ocular adept, a beholder surgeon cuts the central eye from an eyeball beholderkin (a tiny beholderlike monster described in *Monsters of Faerûn*) and places it into a partially disintegrated niche in the supplicant's forehead.

A blasphemous incantation grants the eye functionality, opening new vistas of sight to the supplicant.

Thereafter the character takes on a more detached, alien demeanor, as the vestiges of the dying beholderkin's personality taints his troubled mind.

Surviving the ritual requires a hardy body and spirit.

Clerics who have fallen out of favor with their deity are the most common ocular adepts (disgraced clerics of Bane, whose worshipers often use beholders as allies, are particularly common), though some fighters and barbarians have been known to fall victim to the allure of the spheres of many eyes.

Adapting to the psychic imprints of the eyeball graft takes the type of focused concentration common among the spellcasting classes; most wizards, bards, and sorcerers, however, usually are either too weak, too chaotic, or too image conscious to live amid hostile monsters with an alien eye grafted to their skulls.

Ocular adepts often are calculating, mad cult leaders who plot against surface nations according to the whims of their eye tyrant masters.

They negotiate the purchase of slaves, defend access points to beholder hives and lairs, and accompany correspondence and trade from one beholder outpost to another.

Using their *charm person* and *charm monster* abilities, ocular adepts amass a group of followers to aid them in their duties.

Ocular adepts occasionally are used as intermediaries between powerful beholders and heads of state at such times when the personal appearance of a beholder would be dangerous or undiplomatic.

Rarely does a beholder create more than one ocular adept at a time, so these beings rarely see another of their kind.

They share their masters' hatred of "imperfect" beholders and their "tainted" servants, so ocular adepts of rival beholders never work together.

Hit Die: d6.

REQUIREMENTS

To qualify to become an ocular adept, a character must fulfill all the following criteria.

Race: Any humanoid or monstrous humanoid.

Alignment: Lawful evil or neutral evil.

Base Save Bonus: Fort +4.

Skills: Concentration 8 ranks.

Feats: Endurance.

Special: The character must supplicate himself before one or more beholders, pleading to be accepted into their community as an ocular adept.

The character must forswear all allegiances to his previous deity and swear devotion to the Great Mother.

CLASS SKILLS

The ocular adept's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Knowledge (religion) (Int), Scry (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the ocular adept prestige class.

Weapon and Armor Proficiency: An ocular adept gains no weapon or armor proficiencies.

Spells per Day: An ocular adept gains spells as a cleric of level 1–10, including one domain spell at each spell level available to the ocular adept.

The ocular adept chooses two of the following domains: Evil, Hatred, Law, Strength, and Tyranny.

If the ocular adept was already a cleric of another deity, swearing allegiance to the Great Mother is considered "gross violation" of the code of conduct expected by the ocular adept's former deity, causing the loss of all previous spellcasting abilities.

However, the implanting of eye of an eyeball beholderkin into the skull of the ocular adept fulfills the necessary conditions for changing deities as described in Chapter 5: Deities of the FORGOTTEN REALMS Campaign Setting, and the ocular adept is thereafter a cleric of the Great Mother. He keeps his old cleric spellcasting abilities and gains additional cleric spells as shown on Table 4-15: The Ocular Adept.

This means that a cleric/ocular adept has a greater number of low-level spells, but never achieves the higher-level spells that a normal cleric would reach.

This reflects both the ocular adept's need to minister to a large number of (generally weaker) followers and the Great Mother's disdain of any creature that is not a true beholder. Because of his unique situation, a cleric/ocular adept has domain spell slots for his original cleric levels and domain spell slots for his prestige class levels.

He is not required to use the same domain spell of a particular level in each slot.

For example, if Terok the cleric/ocular adept has the Evil and Strength domains, he can prepare a *protection from good* (the 1st-level Evil domain spell) in his 1st-level cleric domain slot and *endure elements* (the 1st-level Strength domain spell) in his 1st-level ocular adept domain slot.

He could just as easily prepare two of either of those spells in those domain slots.

After the implanting ceremony, if the ocular adept willfully turns against the Great Mother, she may use the implanted eye in the adept's forehead as a conduit for her power, disintegrating him instantly.

Implanted Eyeball (Su): The central eye of an eyeball beholderkin fills part of the ocular adept's forehead.

Though the eyeball beholderkin perishes as a result of the surgery, its dying eye momentarily infects the host's brain with alien torment in its death throes.

Thereafter, the oversized eye magically becomes a part of the ocular adept's physiology.

The beholderkin's moribund taint arises occasionally in unintelligible psychic whispers (which most ocular adepts believe to be the encouragement of the Great Mother).

As a result of the surgery, the ocular adept gains understanding of the beholder language and a +4 bonus on Spot checks.

The eye also has a number of ray powers, which develop as the ocular adept advances in level.

Once they have been attained, each ray may be used up to two times a day.

Firing a ray from the implanted eyeball is a standard action that does not provoke attacks of opportunity.

The implanted eyeball closes and must rest for the full round immediately following a round in which a ray attack is used.

Each eye effect resembles a spell cast by a sorcerer of the adept's class level but follows the rules for a ray.

All rays have a range of 100 feet and a save DC of 10 + 1/2 the adept's class level + the adept's Charisma modifier.

Unless otherwise noted, each ray works like the spell for which it is named (including what type of saving throw resists it), except that it only affects the target of the ray.

Charm Person: A 1st-level ocular adept can emit a *charm person* ray.

Ocular adepts use this ability to confuse their enemies, ordering victims to restrain their friends or simply do nothing while the battle rages on.

Sleep: At 2nd level, an ocular adept can emit a ray of *sleep*.

Inflict Moderate Wounds: To punish powerful allies or wound their enemies, ocular adepts of 3rd level or higher often employ this ray.

Slow: This ray is usable by ocular adepts of 4th level or higher.

Fear: A 5th-level or higher ocular adept may employ this ray.

Charm Monster: At 6th level and higher, the ocular adept can use this ray.

Outside of combat, an ocular adept uses this ability to entice the dregs of society to join his or her cult, or to influence a merchant or politician when on a mission for his or her master.

Telekinesis: At 7th level and higher, the ocular adept can move objects or creatures with this ray.

Flesh to Stone: An ocular adept of 8th level or higher can emit this deadly ray.

Disintegrate: A 9th-level or higher ocular adept can use this ray to horrifying effect.

Finger of Death: At 10th level, the Great Mother grants the ocular adept the most deadly of those favors naturally possessed by her true children.

TABLE 4-15: THE OCULAR ADEPT

Class Level	Base Attack Bonus	Fort	Ref	Will	Save	Cleric Spells Per Day	Special	0	1	2	3	4	5
1st	+0	+2	+0	+2	Implanted eyeball, charm person ray	3	1+1	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Sleep ray	4	2+1	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Inflict moderate wounds ray	4	2+1	1+1	—	—	—	—	—
4th	+3	+4	+1	+4	Slow ray	5	3+1	2+1	—	—	—	—	—
5th	+3	+4	+1	+4	Fear ray	5	3+1	2+1	1+1	—	—	—	—
6th	+4	+5	+2	+5	Charm monster ray	5	3+1	3+1	2+1	—	—	—	—
7th	+5	+5	+2	+5	Telekinesis ray	6	4+1	3+1	2+1	1+1	—	—	—
8th	+6	+6	+2	+6	Flesh to stone ray	6	4+1	3+1	3+1	2+1	—	—	—
9th	+6	+6	+3	+6	Disintegrate ray	6	4+1	4+1	3+1	2+1	1+1	—	—
10th	+7	+7	+3	+7	Finger of death ray	6	4+1	4+1	3+1	3+1	2+1	1+1	—

SILVERSTAR

Silverstars are dedicated advocates of freedom and tolerance, wanderers on the path of truth, and absolute foes of Shar.

They seek to build harmony among lycanthropes and nonshapechangers, and they protect the weak and the oppressed everywhere.

They cannot abide slavery, and they hate most undead.

They rarely settle in one place for long, instead moving along when seized by wanderlust or enticed by a new cause or mission.

Sometimes they receive visions and are seen as somewhat "touched" with prophecy by their closeness to the Moonmaiden.

They deal with lunar energies and phenomena and are, to a limited degree, able to wield the power of the moon, bringing its fierce, pure white light to Toril to advance the goddess's wishes.

Clerics most often become silverstars; rangers are a less common choice.

Selûne demands an individualistic outlook on life that is incompatible with the lawful nature of paladins and monks, and her passionately good and chaotic nature leaves little room for the balance a druid requires.

Silverstars are often found in large coastal cities dependent on the sea for trade and sustenance.

Others prefer the outlying reaches of civilized realms, where lycanthropes are most common.

Wherever they are found, silverstars actively oppose the activities and misdeeds of Shar's followers, whether singly or in groups.

Hit Die: d8.

REQUIREMENTS

To qualify to become silverstar, a character must fulfill all the following criteria:

Alignment: Chaotic good.

Base Attack Bonus: +4.

Skills: Intuit Direction 2 ranks, Sense Motive 2 ranks.

Feats: Blind-Fight, Dodge, Mobility, Spring Attack.

Spells: Ability to cast 2nd-level divine spells.

Clerics who wish to become silverstars must have access to the Moon domain.

Patron: Selûne.

CLASS SKILLS

The silverstar's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), Spellcraft (Int), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are features of the silverstar prestige class.

Weapon and Armor Proficiency: Silverstars gain no weapon or armor proficiencies.

Selûne's favored weapon is the heavy mace, which silverstars refer to as the moon's hand.

Spells per Day: At each silverstar level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead).

If the character had more than one divine spellcasting class before becoming a silverstar, the player must decide to which class to add each silverstar level for the purpose of determining spells per day and spells known.

Moon Spells: A silverstar can prepare any Moon domain spell as if it were on her divine spell list.

The spell uses a spell slot of a level equal to its level in the Moon domain list.

For instance, a cleric/silverstar could prepare *moonblade* as a 3rd-level cleric spell, and a ranger/silverstar could prepare *moonbeam* as a 2nd-level ranger spell.

Lunar Sight (Ex): Silverstars of 2nd level and above have low-light vision.

Moon's Hand (Su): Any heavy mace wielded by a 3rd-level silverstar is treated as if it were a +1 *shock heavy mace*.

If leaves the hand of the silverstar it reverts to its original abilities.

If the weapon has additional abilities (such as *frost*), these abilities still apply, and if the weapon has an enhancement bonus better than +1 the higher of the two bonuses is used.

At 6th level, the weapon is treated as a +2 *shock heavy mace*.

Tears of Selûne (Sp): A 4th-level silverstar can project small balls of luminescent lunar energy from her eyes as a *dancing lights* spell (torches or will-o'-wisps only) at will, as if cast by a sorcerer of her caster level.

Prophet's Sight (Su): Starting at 5th level, once per day a silverstar is able to see as if under the effect of a *true seeing* spell cast by a cleric of her level.

At 8th level, this ability can be used 2/day.

Selûnite Lycanthrope: Upon reaching 6th level, silverstars who contract any form of lycanthropy are treated as natural lycanthropes.

Their type changes to shapechanger, and they may select the Improved Control Shape feat (see the *Monster Manual*) or the Scent ability as a feat (see the *Monster Manual*) at any point that they can select a new feat.

Silverstars do not change alignment due to contracting lycanthropy and are aware of their actions while in animal or hybrid form.

Moonshield (Su): At 7th level, a silverstar learns how to better resist the magic of the Shadow Weave.

She gains a +2 bonus on saves against enchantment, illusion, and necromancy spells and effects, and spells and effects with the darkness descriptor.

This bonus applies whether or not the source is from the Weave or the Shadow Weave.

Greater Moon's Hand (Su): Upon reaching 9th level, a silverstar using her moon's hand ability treats her weapon as if it were a +2 *shocking burst weapon*.

Moonfire (Sp): Upon reaching 10th level, a silverstar can cast *moonfire* 1/day as a spell-like ability.

TABLE 4—16: THE SILVERSTAR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Moon spells	+1 level of divine spellcasting class
2nd	+1	+3	+0	+3	Lunar sight	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Moon's hand +1 shock	+1 level of divine spellcasting class
4th	+3	+4	+1	+4	<i>Tears of Seline</i>	+1 level of divine spellcasting class
5th	+3	+4	+1	+4	Prophet's sight 1/day	+1 level of divine spellcasting class
6th	+4	+5	+2	+5	Selûnite lycanthrope, moon's hand +2 shock	+1 level of divine spellcasting class
7th	+5	+5	+2	+5	Moonshield	+1 level of divine spellcasting class
8th	+6	+6	+2	+6	Prophet's sight 2/day	+1 level of divine spellcasting class
9th	+6	+6	+3	+6	Greater moon's hand	+1 level of divine spellcasting class
10th	+7	+7	+3	+7	<i>Moonfire</i>	+1 level of divine spellcasting class

STORMLORD

Talos the Destroyer embodies the uncaring and destructive forces of nature that may strike at any time.

Stormlords are the chief agents of the Destroyer's wrath, inflicting destructive rampages wherever they wander in order to spread word of his endless fury.

Talos cares only that they call up a storm or engage in a spectacular act of violence every tenday or so.

Most stormlords are clerics, druids, or cleric/sorcerers, although other class combinations, particularly those including fighter or even barbarian, are not unknown.

Wizards have their own means of destroying things, and bards rarely can generate enough force with their spells to be considered worthy by the Destroyer.

Stormlords often live as brigands, indulging their personal desires for wealth, food, luxury items, and wanton behavior as they crave random, spectacular acts of violence.

They often pose as lunatics, in order to spread the word of Talos, and otherwise adopt disguises in order to scout out rich prizes to strike at.

Hit Die: d8.

REQUIREMENTS

To qualify to become a stormlord, a character must fulfill the following criteria.

Base Save Bonus: Fort +4.

Feats: Endurance, Great Fortitude, Weapon Focus (any spear or javelin).

Spells: Ability to cast 3rd-level divine spells.

Patron: Talos.

Special: The character must have been hit by a bolt of lightning, whether a natural bolt or one created by magic, and survived.

CLASS SKILLS

The class skills of a stormlord (and the key ability for each skill) are Concentration (Con), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the stormlord prestige class.

Weapon and Armor Proficiency: A stormlord gains no weapon or armor proficiencies.

Spells per Day: At each stormlord level, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, additional favored enemies, and so on).

If the character had more than one divine spellcasting class before becoming a stormlord, the player must decide to which class to add each stormlord level for the purpose of determining spells per day and spells known.

Electricity Resistance (Ex): As the stormlord gains levels in this prestige class, he becomes increasingly resistant to electrical energy, gaining electricity resistance in the amount given on the table.

Shock Weapon (Su): At 2nd level, any spear or javelin used by a stormlord is treated as a shock weapon.

The weapon loses this ability 1 round after leaving the hand of the stormlord.

Storm Walk (Ex): At 3rd level, a stormlord (and his mount, if any) can walk or ride through storms (natural or magical) at his regular movement rate, completely unaffected by high winds (including *gust of wind*), pounding precipitation or waves, objects driven by the wind (which always seem to miss him), great claps of thunder, natural bolts of lightning, or any other natural symptom of Talos's fury.

Thundering Weapon (Su): At 5th level, any spear or javelin a stormlord uses is treated as a *thundering* weapon.

The weapon loses this ability 1 round after leaving the hand of the stormlord.

Its effects stack with the stormlord's *shock* weapon ability.

Storm Ride (Sp): At 6th level, a stormlord gains the ability to fly during any storm as if using the *fly* spell.

Adverse wind conditions do not affect him; for example, even hurricane-force winds cannot knock him down or blow him away when flying.

Shocking Burst Weapon (Su): At 8th level, any spear or javelin used by a stormlord is treated as a *shocking burst* weapon.

The weapon loses this ability 1 round after leaving the hand of the stormlord.

Its effects stack with the stormlord's *thundering* weapon ability.

Elemental Conflagration (Sp): Upon reaching 10th level, a stormlord gains the ability to summon a quartet of Huge elementals once per tenday.

These four elementals are summoned as if using the *summon monster IX* spell, except that each elemental is of a

different type (air, earth, fire, water).

TABLE 4-17: THE STORMLORD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Electricity resistance 10	+1 level of divine spellcasting class
2nd	+1	+3	+0	+3	Shock weapon	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Storm walk	+1 level of divine spellcasting class
4th	+3	+3	+1	+3	Electricity resistance 15	+1 level of divine spellcasting class
5th	+3	+4	+1	+4	Thundering weapon	+1 level of divine spellcasting class
6th	+4	+5	+2	+5	Storm ride	+1 level of divine spellcasting class
7th	+5	+5	+2	+5	Electricity resistance 20	+1 level of divine spellcasting class
8th	+6	+6	+2	+6	Shocking burst weapon	+1 level of divine spellcasting class
9th	+6	+6	+3	+6	Electricity resistance 30	+1 level of divine spellcasting class
10th	+7	+7	+3	+7	Elemental conflagration	+1 level of divine spellcasting class

STRIFELEADER

The Prince of Lies demands control by any means necessary.

Strifeleaders are the chief instruments of the Dark Sun, charged with spreading the One True Way of Cyric (as least the Prince of Lies whispers it in their minds) through force and deception.

They spread strife and work murder everywhere in order to make folk fear and believe in Cyric.

Most strifeleaders are clerics, rogues, or bards.

Particularly crafty fighters and barbarians may become strifeleaders, but characters of other classes rarely pursue this path.

Strifeleaders are often found supporting rulers with a taste for cruelty and empire-building.

They indulge in intrigue in every land so as to spread strife everywhere without plunging realms into widespread war and thus give worship to Tempus the war deity.

Most also spend their time scheming against each other in an endless struggle of cabal against cabal, with each strifeleader seeking to increase his personal power.

Hit Die: d6.

REQUIREMENTS

To qualify to become a strifeleader, a character must fulfill the following criteria.

Skills: Disguise 8 ranks, Bluff 4 ranks, Intimidate 4 ranks, Speak Language (Abyssal).

Feats: Iron Will, Spell Focus (Illusion), Weapon Focus (longsword).

Spells: Ability to cast 3rd-level divine spells.

Patron: Cyric.

Special: The character must have single-handedly slain an illusionist, a cleric of Cyric, or someone with the Spell Focus (Illusion) feat.

CLASS SKILLS

The class skills of a strifeleader (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Knowledge (religion) (Int), and Sense Motive (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the strifeleader prestige class.

Weapon and Armor Proficiency: A strifeleader gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each indicated strifeleader level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, additional favored enemies, and so on).

If the character had more than one spellcasting class before becoming a strifeleader, the player must decide to which class to add each strifeleader level for the purpose of determining spells per day and spells known.

Dominating Aura (Su): A strifeleader is immune to fear (magical or otherwise).

Enemies within 20 feet of a strifeleader suffer a –2 morale penalty on saving throws against fear effects.

The radius of this aura increases at 4th and 7th levels.

Poison Use: Strifeleaders are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Skilled Prevarication (Ex): At 2nd level, strifeleaders become skilled in the art of telling lies.

They get a +2 bonus on Bluff and Intimidate checks.

Moreover, strifeleaders gain a +4 bonus on saving throws against the spells *discern lies* and *zone of truth*.

Sneak Attack: Starting at 3rd level, if a strifeleader can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage.

Basically, any time the strifeleader's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the strifeleader's attack deals +1d6 points of damage.

This extra damage increases by +1d6 points at 6th and 9th level.

Should the strifeleader score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the strifeleader can make a sneak attack that deals subdual damage instead of normal damage.

He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

A strifeleader can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack.

Additionally, any creature immune to critical hits is similarly immune to sneak attacks.

Also, the strifeleader must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot.

The strifeleader cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a strifeleader gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Illusions: Beginning at 5th level, the strifeleader adds the spells *ghost sound*, *invisibility*, *minor image*, *mirror image*, *major image*, *phantasmal killer*, and *silent image* to his spell list.

The spells become clerical spells at the same levels they are on the Sor/Wiz list (so the strifeleader may prepare *invisibility* as a 2nd-level cleric spell).

Death Attack (Ex): Starting at 8th level, if the strifeleader studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (strifeleader's choice).

While studying the victim, the strifeleader can undertake other actions as long as his attention stays focused on the target and the target does not detect the strifeleader or recognize him as an enemy.

If the victim of such an attack fails her Fort saving throw (DC 10 + the strifeleader's class level + the strifeleader's Intelligence modifier) against the kill effect, she dies.

If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per level of the strifeleader.

If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Once the strifeleader has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the strifeleader does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Greater Death Attack (Ex): At 10th level, the DC for the strifeleader's death attack (whether to kill or paralyze) increases by +4.

TABLE 4-18: THE STRIFELEADER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Dominating aura 20 feet, poison use	+1 level of existing class
2nd	+1	+3	+0	+3	Skilled prevarication	+1 level of existing class
3rd	+2	+3	+1	+3	Sneak attack +1d6	—
4th	+3	+4	+1	+4	Dominating aura 30 feet	+1 level of existing class
5th	+3	+4	+1	+4	Illusions	+1 level of existing class
6th	+4	+5	+2	+5	Sneak attack +2d6	—
7th	+5	+5	+2	+5	Dominating aura 40 feet	+1 level of existing class
8th	+6	+6	+2	+6	Death attack	+1 level of existing class
9th	+6	+6	+3	+6	Sneak attack +3d6	—
10th	+7	+7	+3	+7	Greater death attack	+1 level of existing class

SWORD DANCER

Eilistraee the Dark Maiden encourages drow to return to the surface world and reestablish themselves as rightful, nonevil inhabitants of the Night Above.

Although they need not be drow themselves, sword dancers are expected to lead that migration and work to promote harmony between drow and surface-dwelling races.

They nurture beauty, music, the craft of making musical instruments, and song wherever they find it, assist hunters and hunting, and help others in acts of kindness whenever they see ways to do so.

Most sword dancers are clerics, cleric/fighters, or cleric/bards.

Other class combinations, particularly those including ranger, rogue, and sorcerer, are somewhat less common. Barbarians and wizards rarely become sword dancers.

Drow and half-drow are by far the most common races to adopt the sword dancer class, but other races, particularly half-elves, humans, and surface elves, venerate the Dark Maiden as well.

Sword dancers usually dwell together in small groups in places where other elven races might dwell.

Most frequent woodland glades where they gather to dance, sing, and engage in swordplay under the light of the moon.

Hit Die: d8.

REQUIREMENTS

To qualify to become a sword dancer, a character must fulfill the following criteria.

Race: Elf or half-elf.

Gender: Female.

Base Attack Bonus: +5.

Skills: Diplomacy 5 ranks, Perform 5 ranks (includes dance and singing), Speak Language (Elven and Undercommon).

Feats: Dodge, Expertise, Skill Focus (Perform), Weapon Focus (any sword).

Spells: Ability to cast 2nd-level divine spells.

Patron: Eilistraee.

Special: The character must have seen the sun rise at least once and spent at least one continuous month living on the surface (without entering the Underdark), dancing each night under the light of the moon.

CLASS SKILLS

The class skills of a sword dancer (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (History) (Int), Knowledge (Local) (Int), Knowledge (Nature) (Int), Knowledge (Religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Tumble (Dex), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points Per Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the sword dancer prestige class.

Weapon and Armor Proficiency: A sword dancer gains no weapon or armor proficiencies.

A sword dancer that wears medium or heavy armor or carries or wears a shield cannot use any of her special abilities, and a sword dancer wearing only light armor must succeed at an arcane spell failure roll in order to use any of her spell-like or supernatural abilities granted by this prestige class (not including spellcasting).

Spells per Day/Spells Known: At each sword dancer level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead).

If the character had more than one spellcasting class before becoming a sword dancer, the player must decide to which class to add each sword dancer level for the purpose of determining spells per day and spells known.

Low-Light Vision (Ex): All sword dancers have low-light vision.

Sword Song (Su): A sword dancer can attune herself to a particular sword (magical or not), a process that takes one tenday.

During this time she must be wearing or holding the sword for at least 8 hours each day, and if interrupted she must start again.

She may only be attuned in this fashion to one sword at a time.

Beginning the process of attuning another sword negates the ability of the currently attuned sword.

Once attuned to this sword, whenever she wields it the sword sings heroic songs, granting her a +2 morale bonus on attack and damage rolls with the sword and a +3 morale bonus on saving throws against mind-affecting spells and effects.

This ability is a sonic, mind-affecting effect, and can be used for a maximum number of rounds per day equal to her class level plus her Charisma modifier.

If this ability is applied to a *dancing* sword, the *dancing* sword gains the attack and damage bonus, but the saving throw bonus still applies to the sword dancer.

Moonlights (Su): Beginning at 2nd level, at will and as a free action a sword dancer can create small lights equal to those produced by the *dancing lights* spell.

These lights are under the control of the sword dancer but cannot move more than 5 feet from her body.

The sword dancer can have in existence a number of lights equal to her class level.

Sword Dance (Su): At 3rd level, a sword dancer can attune herself to a particular sword (which may be the same sword as her singing sword) in the process described above.

Once attuned to the sword, she may use it as if it had the *dancing* property.

She may use this ability a number of times per day equal to her class level.

Mobility: The sword dancer gains the Mobility feat at 4th level.

Maiden's Sword (Su): At 5th level, a sword dancer gains the ability to craft magic swords as if she had the Craft Magic Arms and Armor feat.

This ability only works on her attuned swords, but the magic abilities given to the sword persist even if she loses her attunement to the sword.

She may add any properties (including enhancement bonuses) to a sword as long as she meets the property's other prerequisites.

Lesser Spell song (Su): At 6th level, a sword dancer gains the ability to spontaneously cast prepared cleric spells of 3rd level or lower as any of her domain spells, just as a good cleric spontaneously casts prepared cleric spells as *cure wounds* spells.

Any spells she casts in this manner always have a verbal component in addition to their normal components.

For example, a sword dancer with access to the Moon domain who has prepared *divine favor* (a 1st-level spell) may lose *divine favor* in order to cast *faerie fire* (a 1st-level spell from the Moon domain).

Spring Attack: The sword dancer gains the Spring Attack feat at 7th level.

Spell song (Su): At 8th level, the sword dancer's lesser spell song ability expands to include spontaneous casting of cleric spells of up to 6th level as domain spells.

Sword Shield (Su): At 10th level, as a free action a sword dancer may command her *dancing* sword to fight in a defensive manner, taking a penalty of up to -5 on the sword's attacks in order to add the same number (up to +5) to her Armor Class as an armor bonus.

The changes to the sword's attack rolls and her Armor Class last until her next action.

She can only use this ability on one dancing sword at a time.

TABLE 4-19: THE SWORD DANCER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+0	Low-light vision, sword song	+1 level of existing class
2nd	+1	+0	+3	+0	Moonlights	+1 level of existing class
3rd	+2	+1	+3	+1	Sword dance	+1 level of existing class
4th	+3	+1	+4	+1	Mobility	+1 level of existing class
5th	+3	+1	+4	+1	Maiden's sword	+1 level of existing class
6th	+4	+2	+5	+2	Lesser spellsong	+1 level of existing class
7th	+5	+2	+5	+2	Spring Attack	+1 level of existing class
8th	+6	+2	+6	+2	Spellsong	+1 level of existing class
9th	+6	+3	+6	+3		+1 level of existing class
10th	+7	+3	+7	+3	Sword shield	+1 level of existing class

TECHSMITH

Faerûn resounds with the measured cadence of blacksmiths hammering out their newest creation, the clatter-clack of tinkers cobbling together the contents of a bin of junk to create something truly useful, and the fizzing pops of chemicals as alchemists labor to create some heretofore unseen form of artificial life.

At the head of this orchestra of technological progress can be found the techsmiths of Gond, men and women devoted to the development of new inventions and the progression of achievement in the name of the Wonderbringer.

Though based in the Lantanese city of Illul, techsmiths can be found throughout the continent as advisors to rulers, as merchants selling fantastic wares, and as builders and operators of small golems tasked with taking care of unsightly municipal duties such as caring for large sewer systems or interring the dead.

Theirs is a primarily cosmopolitan pursuit, making techsmiths far more common in cities than in pastoral regions.

Most travel widely, however, both to share their own creations and to monitor the creations of folk from all corners of the known world.

Because of their skill in building constructs, techsmiths are experts at demolishing them as well, and are sometimes called into service to destroy dangerous things of that type before they cause too much harm.

Techsmiths tend toward extreme eccentricity, often concerning themselves with the solution of some mathematical formula far more than personal interaction with their companions.

Slow to make friends with those who do not share their obsession with mechanics and explosives (in that order), it often has been said that a techsmith's only true confidante is the golemlike construct known as a gondsman, who serves as the techsmith's servant, assistant, and friend. The techsmiths draw their ranks almost exclusively from the clergy of Gond, since the High Holy Crafhhouse of Inspiration, where the secrets of the techsmiths are imparted to would-be members of the order, does not accept applications from followers of other deities. Clerics of other gods who bestow the Craft domain upon their followers (such as certain members of the gnomish and dwarven pantheon) occasionally convert to Gond worship in order to gain the secrets of the techsmiths.

It is said that this troubles the Wonderbringer but little, as the end result promises interesting creations from headstrong inventors.

Those techsmiths who do not adventure often attempt to profit from their proprietary knowledge by creating *smokepowder* weapons and bombs and selling them to the highest bidder.

Unscrupulous techsmiths seek out conflict that they might profit from both sides.

Such individuals are a good source of explosives, firearms, and new inventions, and do lucrative business selling their goods to members of the adventuring class.

In larger cities with a strong Gondian presence, they may form a guild, but most work alone.

Hit Die: d6.

REQUIREMENTS

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

Skills: Craft (armorsmithing, blacksmithing, metalworking, or weaponsmithing) 9 ranks.

Feats: Craft Wondrous Item, Skill Focus (Craft [armorsmithing, blacksmithing, metalworking, or weaponsmithing]).

Spells: Ability to cast *minor creation*.

Patron: Gond.

Special: Must visit the High Holy Crafhhouse of Inspiration in the city of Illul on the island of Lantan.

CLASS SKILLS

The techsmith class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (arcana) (Int), Knowledge (architecture and engineering) (Int), Knowledge (religion) (Int), Open Lock (Dex), Scry (Int), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the techsmith prestige class.

Weapon and Armor Proficiency: Techsmiths are proficient with all simple weapons, and gain the feat Exotic Weapon Proficiency (firearms) if they do not already have it.

Spells per Day/Spells Known: At each techsmith level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming a techsmith, the player must decide to which class to add each techsmith level for the purpose of determining spells per day and spells known.

Gondsman (Ex): Upon becoming a techsmith, the character may construct a gondsman—a loyal mechanical warrior, assistant, bodyguard, and friend.

This gondsman costs the techsmith nothing, for it is assumed that in the time before becoming a techsmith he has been researching and working on parts of the gondsman in his spare time.

A gondsman is a construct, is made of metal and wood (and is therefore vulnerable to attacks such as *warp wood* and *rusting grasp*).

The techsmith can create a gondsman in one of two sizes:

Small (Str 13, Dex 14, Con —, Int 4, Wis 13, Cha 6) or Medium-size (Str 15, Dex 12, Con —, Int 4, Wis 13, Cha 6),

or A gondsman has a +5 natural armor, neutral alignment, 10s for Hit Dice, and Hit Dice equal to the techsmith's class level + 3.

It has a slam attack that deals 1d8 points of base damage.

A new gondsman has no equipment but can use any equipment appropriate for its size.

As the techsmith gains a level, the gondsman also increases in ability by gaining a Hit Die.

Following the rules for constructs in the *Monster Manual*, the gondsman gains the normal improvements for a construct that adds a Hit Die: 1d10 hit points, attack bonus as cleric, poor base save bonus improvement.

In addition, each time the techsmith gains a level, he may add an upgrade to his gondsman, selecting from the following options:

- +1 Strength
- +1 Dexterity
- +1 to base attack bonus
- +1 to one save
- +1 to existing natural armor bonus

A gondsman shares a special bond with its creator, similar to the relationship between a sorcerer and his familiar.

The construct and creator share an empathic link to a distance of one mile.

The techsmith cannot see through the gondsman's eyes, but they can communicate telepathically.

Even the most intelligent and personable gondsman tend to see the world through a somewhat detached, mechanical perspective, so misunderstandings are possible.

This empathic link is a supernatural ability.

Because of the empathic link between the gondsman and the techsmith, the techsmith has the same connection to a place or item that the gondsman does.

Should a gondsman be damaged, the techsmith can repair it using artisan's tools at a rate of 1 hit point per hour.

Alternatively, the *mending* spell can restore 1 hit point.

Since constructs are creatures, cure spells affect it normally.

If a gondsman is reduced to 0 hit points, it is destroyed.

Should a gondsman be destroyed, the techsmith may construct another.

Constructing a replacement gondsman costs 500 gp per Hit Die and takes 1 day for every 1,000 gp value of the gondsman (as if the techsmith were creating a magic item).

For example, a 6th level techsmith wishing to replace a 9 HD gondsman would have to spend 4,500 gp and five days creating the gondsman.

sample gondsman

Techsmiths develop gondsman to suit their needs and wants.

The 5th level techsmith's gondsman, below, emphasizes offense with its +3 Strength and +1 attack increases.

The 11 HD gondsman, below, shows a defensive approach with natural armor increased by +4 and saving throws each increased by +1.

All gondsman share construct traits:

Construct Traits: Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fort save unless it also works on objects; cannot heal damage (though regeneration and fast healing still apply, if present); not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected; darkvision 60 ft.

A 1st level techsmith's 4 HD gondsman:

➤ **Clang:** Gondsman; CR —; Medium-size construct; HD 4d10; hp 22; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +5 melee (1d8+3, slam); SQ Construct traits; AL N; SV Fort +1, Ref +2, Will +2; Str 15, Dex 12, Con —, Int 4, Wis 13, Cha 6.

A 5th level techsmith's 8 HD gondsman:

➤ **Wrath's Hammer:** Gondsman; CR —; Medium-size construct; HD 8d10; hp 44; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +11/+6 melee (1d8+4, slam); Face/Reach 5 ft. × 5 ft./5 ft.; SQ construct traits; AL N; SV Fort +2, Ref +3, Will +3; Str 18, Dex 12, Con —, Int 4, Wis 13, Cha 6.

An 8th level techsmith's 11 HD gondsman:

➤ **Fairshield:** Gondsman; CR —; Small construct; HD 11d10; hp 60; Init +2; Spd 20 ft.; AC 22 (touch 13, flat-footed 20); Atk +10/+5 melee (1d8+1, slam); SQ Construct traits; AL N; SV Fort +4, Ref +6, Will +5; Str 13, Dex 14, Con —, Int 4, Wis 13, Cha 6.
Skills and Feats: Hide +6.

Technical Knack (Ex): Techsmiths of a certain skill level pick up a technical knack, an innate familiarity with the workings of mechanical gadgetry and science that allows them a +2 competence bonus on all Alchemy, Appraise, Craft, Disable Device, Knowledge, and Open Lock checks involving some sort of mechanical, technological, or explosive circumstance.

This bonus increases to +4 at 5th level and +6 at 8th level.

New Domain: The techsmith may choose a new domain from Gond's list of available domains (Craft, Earth, Fire, Knowledge, Metal, and Planning).

The techsmith receives the domain's granted power and may choose the domain's spells as domain spells.

(The techsmith now has three choices each level for domain spells instead of two).

A techsmith that has no cleric levels gains no spells or spell slots from this ability, but gains the granted power of the domain he chooses.

Construct Sense (Su): Techsmiths of 3rd level or higher can communicate telepathically with any construct within 60 feet.

They may make a Spot check (DC 15) to recognize a construct for what it is.

Golembane (Ex): Because of his superior knowledge of constructs, a techsmith can combat a golem (or any construct) with weapons or unarmed attacks as if it had no damage reduction.

After watching a construct in action for 1 round, he knows what spells it is particularly vulnerable or immune to.

Improved Critical (Ex): Because of his study of metals and other crafting materials, a techsmith knows how to best utilize any weapon and find the weak spots of any armor.

Any weapon he uses threatens critical hits as if he had the Improved Critical feat.

Explosive Obsession (Ex): Due to their familiarity with the intricacies of *smokepowder*, techsmiths of 9th level or higher may create enhanced bombs.

These powerful explosives operate exactly as described under Renaissance Grenadelike Weapons in Chapter 6 in the *Dungeon Master's Guide*, except that they deal 2d8 points of damage and have a blast radius of 15 feet.

Crafting such a bomb costs 50 gp in raw materials and requires 2 hours.

Golemsmite (Ex): Upon reaching 10th level, a techsmith is a lethal foe to any opposing constructs.

If the techsmith makes a critical hit with a melee weapon against a construct of any type, it is immediately destroyed, as if the techsmith were using a *mace of smiting*.

TABLE 4-20: THE TECHSMITH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Gondsmen	+1 level of existing class
2nd	+1	+3	+0	+3	Technical knack +2	+1 level of existing class
3rd	+1	+3	+1	+3	New domain	+1 level of existing class
4th	+2	+4	+1	+4	Construct sense	+1 level of existing class
5th	+2	+4	+1	+4	Technical knack +4	+1 level of existing class
6th	+3	+5	+2	+5	Golembane	+1 level of existing class
7th	+3	+5	+2	+5	Improved critical	+1 level of existing class
8th	+4	+6	+2	+6	Technical knack +6	+1 level of existing class
9th	+4	+6	+3	+6	Explosive obsession	+1 level of existing class
10th	+5	+7	+3	+7	Golemsmite	+1 level of existing class

WAVESERVANT

Umberlee is widely feared by all who make their living from the sea, and those who trespass her domain had best pay tribute to avoid her wrath.

Waveservants serve the Bitch Queen as both tribute gatherers and enforcers.

Most waveservants are clerics, rangers, or cleric/rangers.

Sometimes a wizard or sorcerer with a fondness for water magic becomes a waveservant, a few druid/waveservants are known, and some barbarian tribes venerate the Bitch Queen and have barbarian/waveservant members nearly as temperamental as the goddess herself.

Waveservants are usually loners.

Some dwell on storm-swept islands and coasts, while others spend their whole lives aboard ships.

Many make their living as pirates, attacking merchant ships that do not make sufficient offerings to their goddess.

They rarely venture far from large bodies of water.

Hit Die: d8.

REQUIREMENTS

To qualify to become a waveservant, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Intimidate 4 ranks, Intuit Direction 3 ranks, Knowledge (nature) 4 ranks, Speak Language (Aquan), Swim 4 ranks.

Feats: Endurance, Weapon Focus (trident).

Spells: Ability to cast 2nd-level divine spells.

Clerics who wish to become waveservants must have access to the Ocean domain.

Patron: Umberlee.

Special: The character must have made peaceful contact with a water elemental, an evil creature of type outsider (water), or an evil aquatic creature; the creature must have had at least 6 Hit Dice and the character must have communicated with it using a language or magic.

CLASS SKILLS

The class skills of a waveservant (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Int), Craft (Int), Heal (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the waveservant prestige class.

Weapon and Armor Proficiency: A waveservant gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each waveservant level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming a waveservant, the player must decide to which class to add each waveservant level for the purpose of determining spells per day and spells known.

Ocean Spells: A waveservant can prepare any spell from the Ocean domain as if it were on his divine spell list.

The spell uses a spell slot of a level equal to its level in the Ocean domain list.

For instance, a ranger/waveservant could prepare *endure elements* as a 1st level ranger spell.

Water Breathing (Ex): A waveservant can breathe water as easily as air, and gains a swim speed of 30 feet.

Like all creatures with a swim speed, waveservants do not need to make Swim checks to move through the water at their swim speed.

They have a +8 bonus on all Swim checks to perform some special action or avoid a hazard.

They can always choose to take 10 on Swim checks even if rushed or threatened.

They can use the run action while swimming provided they swim in a straight line.

Drowned Legion: Waveservants with the ability to rebuke undead gain a +4 to their turning damage roll whenever they or the targeted undead are at least half immersed in water.

Freedom of Movement (Ex): At 2nd level, waveservants move and attack normally while underwater as if they were under the effects of a *freedom of movement* spell.

They may also cast spells unhindered when underwater.

Restrictions not directly related to the water (such as a *web* spell cast into the water) are not thwarted by this ability.

Aquatic Servants (Su): At 3rd level, a waveservant gains the ability to rebuke or command aquatic creatures.

This ability works just like an evil cleric rebuking or commanding undead, but uses the waveservant's class level to determine the effect of the rebuke attempt.

The waveservant may use this ability a number of times per day equal to 3 + her Charisma modifier.

Sahuagin Rage (Ex): Beginning at 3rd level, a waveservant can call upon the inhuman bloodlust of the sahuagin, entering a rage exactly the same as that of a barbarian.

She may do this once per day.

Deep Sight (Ex): At 4th level, a waveservant can see underwater as if she had darkvision and low-light vision.

Nose of the Shark (Ex): At 4th level, the waveservant gains the keen scent ability of a shark whenever she is within the water.

She can detect creatures that are within the water within 180 ft. and can detect blood in the water at ranges of up to one mile.

Jellyfish Poison (Su): At 5th level, the waveservant causes thousands of tiny poisoned nearly invisible barbs to grow from her face and hands.

With a touch attack, she may inject poison through these barbs into the body of a target creature.

The poison (Fort DC 10 + 1/2 class level + Wisdom bonus) deals 1d6 points of initial and secondary Strength damage.

The waveservant can use the barbs to make multiple poison attacks as long as they remain.

The barbs may be invoked once per day, remain on the waveservant's skin for up to 1 minute per class level, and can be dismissed as a free action.

The poison cannot be removed from the character's skin or the barbs and stored for later use.

Tremorsense (Ex): At 6th level, a waveservant becomes so attuned to the vibrations of water that she effectively has the tremorsense ability in regard to creatures within or touching the body of water she is in.

For example, if she were in an underground lake, she would know the exact location of an invisible rogue swimming through the lake toward her, but would not have any unusual ability to locate the invisible sorcerer flying above her.

The range of this ability is 60 feet.

Jellyfish Tentacles (Su): At 8th level, when in water, the waveservant gains the ability to transform her arms into dozens of spindly translucent tentacles, all bearing poisoned barbs.

The tentacles have a reach of 10 feet.

The waveservant may attempt a touch attack with the tentacles, with a successful touch attack meaning the target is subject to the effects of jellyfish poison (see above).

If used outside of water, the tentacles hang to the ground, have a maximum reach of 5 feet, and can only affect creatures that step on them.

Attacks with melee weapons against tentacles are made against AC 10, deal only 1 point of damage to the waveservant, and sever a single tentacle with each hit, but there are so many strands and they regrow so quickly that these attacks are almost entirely ineffective.

Attacks with ranged weapons deal no damage.

Area attacks affect the tentacles (and the waveservant) normally.

While her arms are transformed into tentacles, she may not cast spells with anything other than verbal components, she cannot manipulate objects, and any magic items worn on her hands or arms are temporarily absorbed and cease functioning while this ability is active.

Transforming her arms back to normal is a free action.

She may use this ability for a number of rounds per day equal to her class level plus her Charisma modifier.

Arms of the Octopus (Su): At 9th level, the waveservant gains the ability to transform her arms into long suckered and barbed tentacles with 10 foot reach.

She may attack with these arms as if they were natural weapons for her, and attacks in this manner do not draw attacks of opportunity.

A tentacle deals 1d4 points of damage plus the waveservant's Strength bonus.

A successful attack with a tentacle allows the waveservant to immediately attempt a grapple without having to make a touch attack or provoking an attack of opportunity.

A waveservant that has grappled an opponent can choose to constrict her opponent with a successful grapple attack, automatically dealing 2d4 points plus Strength bonus of normal damage.

While her arms are transformed into tentacles, she may not cast spells with anything other than verbal components, her effective Dexterity for manipulating objects is 6, and any magic items worn on her hands or arms are temporarily absorbed and cease functioning while this ability is active.

Transforming her arms back to normal is a free action. She may use this ability for a number of rounds per day equal to her class level plus her Charisma modifier.

Jellyfish Body (Su): At 10th level, a waveservant's body undergoes a radical transformation.

Her bones and internal organs soften and diffuse, leaving only her skin to define her shape.

While this does not greatly affect her appearance (her features soften somewhat) or any of her other abilities, it does leave her body with no parts that are more vulnerable than any other.

In short, she has no discernable anatomy, and is therefore no longer subject to critical hits or sneak attacks. Her type changes to aberration (aquatic).

TABLE 4-21: THE WAVESERVANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Ocean spells, water breathing, drowned legion	+1 level of divine spellcasting class
2nd	+1	+3	+0	+3	Freedom of movement	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Aquatic servants, sahuagin rage	+1 level of divine spellcasting class
4th	+3	+4	+1	+4	Deep sight, nose of the shark	+1 level of divine spellcasting class
5th	+3	+4	+1	+4	Jellyfish poison	+1 level of divine spellcasting class
6th	+4	+5	+2	+5	Tremorsense	+1 level of divine spellcasting class
7th	+5	+5	+2	+5		+1 level of divine spellcasting class
8th	+6	+6	+2	+6	Jellyfish tentacles	+1 level of divine spellcasting class
9th	+6	+6	+3	+6	Arms of the octopus	+1 level of divine spellcasting class
10th	+7	+7	+3	+7	Jellyfish body	+1 level of divine spellcasting class

WEARER OF PURPLE

Wearers of purple are members of the Cult of the Dragon who embrace the creation and veneration of the Sacred Ones, the great dracoliches of Faerûn. Members follow the teachings of Sammaster the Mad, who prophesied that dragon dragons shall rule the world entire. Organized into autonomous cells, Dragon Cultists collectively serve as an intelligence-gathering and communications network for the evil dragons of Faerûn and the Cult's dracoliches.

Wearers of purple are typically leaders of such Dragon Cult cells.

They are responsible for tracking evil dragons to their lair, offering tribute to evil dragons, convincing evil dragons to become dracoliches, preparing the necessary ritual components for the transformation, and serving dracoliches once created.

Most wearers of purple serve one dracolich, although members of powerful cells may serve up to a half a dozen Sacred Ones.

Most wearers of purple are clerics, wizards, wizards specializing in the art of necromancy, or sorcerers.

Those clerics who do join the ranks of the Dragon Cult are typically followers of Bane, Cyric, Gargauth, Shar, Talona, or Velsharoon.

Although fighters and rogues make up the bulk of the Cult's lower ranks, few non-spellcasters ascend to leadership positions with the Cult of the Dragon.

Wearers of purple are usually high-ranking members of a Dragon Cult cell who work closely with fellow Cultists.

Most are either involved in wooing one or more dragons to undergo the transformation to undeath or serving one of the Sacred Ones directly.

Most remain in close proximity to the lair of the dragon that they serve except when coordinating with other cells or seeking out other wyrms.

Hit Die: d6.

REQUIREMENTS

To qualify to become a wearer of purple, a character must fulfill the following criteria.

Alignment: Any evil.

Base Save Bonus: Will +5.

Skills: Alchemy 5 ranks, Diplomacy 4 ranks, Knowledge (arcana) 8 ranks, Knowledge (local) 3 ranks, Speak Language (Draconic).

Feats: Iron Will, Spell Focus (Necromancy).

Spells: Able to cast at least one necromantic spell.

Special: The character must have made peaceful contact with an evil true dragon or dracolich.

CLASS SKILLS

The class skills of a wearer of purple (and the key ability for each skill) are Appraise (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (arcana) (Int), Ride (Dex), and Scry (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the wearer of purple prestige class.

Weapon and Armor Proficiency: A wearer of purple gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each wearer of purple level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming a wearer of purple, the player must decide to which class to add each wearer of purple level for the purpose of determining spells per day and spells known.

Energy Resistance (Ex): Upon adopting the wearer of purple class, the character gains a resistance 5 to one type of energy (commonly acid, cold, electricity, or fire), as described in Chapter 3 of the *Dungeon Master's Guide*.

Most characters choose a resistance to the type of energy embodied in the breath weapon of the dragon or dracolich that they attend or expect to attend.

At 3rd and 5th level, the energy resistance increases to 10 and 15, respectively.

New Domain: At 1st level, the wearer of purple gains a domain from the following list: Death, Evil, Scalykind. The character gains the granted power of the new domain. A wearer of purple's class level stacks with his cleric level for determining the effects of these three domain's granted powers.

If the wearer of purple has no cleric levels, he doesn't gain the domain spells, but uses his levels in this prestige class to determine the granted power's effects.

Dracoride (Ex): Beginning at 2nd level, when riding any kind of dragon, a wearer of purple uses his normal Ride skill score, even if he chose a nondraconic sort of mount when he first selected the Ride skill.

In other words, he suffers no penalties for riding a "different" or "very different" mount when riding dragons.

Item Creation Feat: At 4th and 6th level, the wearer of purple gains a bonus feat from the following list: Brew Potion, Craft Wondrous Item, Forge Ring.

The wearer of purple must meet all prerequisites for the chosen feat.

Frightful Presence (Ex): Beginning at 7th level, a wearer of purple can unsettle foes with his mere presence, much like the Sacred Ones he serves.

The ability takes effect automatically whenever the character attacks or charges.

Creatures within a radius of 30 feet are subject to the effect if they have fewer HD than the character.

Creatures may resist with a successful Will save (DC 10 + 1/2 class level + Charisma modifier).

Those that save are immune to the character's frightful presence for one day.

On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

Dragons are immune to this effect.

Paralyzing Touch (Su): Beginning at 8th level, a creature touched by a wearer of purple must make a Fort save (DC 10 + 1/2 class level + Charisma modifier) or be paralyzed for 2d6 rounds.

A successful saving throw against this effect does not confer any immunity against subsequent attacks.

The wearer of purple may use this touch attack a number of times per day equal to 1 + his Charisma bonus (if any), and must make a melee touch attack against his opponent to use this ability.

Once invoked, the ability is treated as a touch spell, with the character "holding the charge" for the ability until it is used or dispersed.

Paralyzing Gaze (Su): Beginning at 9th level, the wearer of purple may cause his eyes to glow, giving him the ability to paralyze victims within 40 feet who fail a Fort save (DC 10 + 1/2 class level + Charisma modifier).

If the saving throw is successful, the target creature is forever immune to the gaze of that particular wearer of purple.

If it fails, the victim is paralyzed for 2d6 rounds.

The wearer of purple may use this gaze attack a number of times per day equal to 1 + his Charisma bonus (if any).

Rebuke Sacred Ones (Su): Beginning at 10th level, a wearer of purple may use his rebuke undead ability to rebuke a dragon or dracolich.

The cleric makes a rebuke attempt as normal, except that his range is 120 feet and only affects the targeted dragon or dracolich.

A dracolich's turn resistance does not apply against this ability.

TABLE 4-22: THE WEARER OF PURPLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Energy resistance 5, new domain	+1 level of existing class
2nd	+1	+0	+0	+3	Dracoride	+1 level of existing class
3rd	+1	+1	+1	+3	Energy resistance 10	+1 level of existing class
4th	+2	+1	+1	+4	Item creation feat	+1 level of existing class
5th	+2	+1	+1	+4	Energy resistance 15	+1 level of existing class
6th	+3	+2	+2	+5	Item creation feat	+1 level of existing class
7th	+3	+2	+2	+5	Frightful presence	+1 level of existing class
8th	+4	+2	+2	+6	Paralyzing touch	+1 level of existing class
9th	+4	+3	+3	+6	Paralyzing gaze	+1 level of existing class
10th	+5	+3	+3	+7	Rebuke sacred ones	+1 level of existing class

WINDWALKER

The Rider of Winds teaches his adherents to ride the wind and let it take them wherever it blows, so as to see the wonder of the world.

Some followers of Shaundakul take this admonition literally, learning to shape the winds with their hands and ride them to lands as yet unseen.

In their travels, windwalkers spread the teachings of Shaundakul far and wide, lending a helping hand to those in need and blazing trails for those who follow.

Many come to Myth Drannor to drive the evil outsiders from the site of Shaundakul's greatest temple.

Most windwalkers are clerics or rangers.

Some bards and sorcerers become windwalkers, but other classes rarely follow this path.

Windwalkers are usually loners and rarely stay in any one location for any length of time.

Many make their living exploring new caravan routes for merchant consortiums.

Others simply live off the land, traveling far and wide across the globe in search of new vistas.

A fair number of windwalkers are active adventurers, albeit with a penchant for exploring far-off ruins in mysterious locales.

Hit Die: d8.

REQUIREMENTS

To qualify to become a windwalker, a character must fulfill the following criteria.

Race: Human, half-elf, or air genasi.

Base Attack Bonus: +5.

Skills: Hide 5 ranks, Intuit Direction 5 ranks, Move Silently 5 ranks, Wilderness Lore 3 ranks.

Feats: Lightning Reflexes, Track, Weapon Focus (greatsword).

Spells: Ability to cast divine spells.

Clerics who wish to become windwalkers must have access to the Air or Travel domain.

Patron: Shaundakul.

Special: The character must have visited at least three different regions in her lifetime.

The character must have flown at least once for an hour or more, whether by means of magic or an aerial mount.

CLASS SKILLS

The class skills of a windwalker (and the key ability for each skill) are Climb (Str), Concentration (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the windwalker prestige class.

Weapon and Armor Proficiency: A windwalker gains no weapon or armor proficiencies.

Spells per Day: At each windwalker level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead).

If the character had more than one divine spellcasting class before becoming a windwalker, the player must decide to which class to add each windwalker level for the purpose of determining spells per day and spells known.

Air and Travel Spells: A windwalker can prepare any spell from the Air or Travel domains as if it were on her divine spell list.

The spell uses a spell slot of a level equal to its level in the Air or Travel domain list.

For instance, a ranger/windwalker could prepare *obscuring mist* as a 1st level ranger spell.

Soft Fall (Su): A windwalker always receives some support from the winds, as if under the protection of a *feather fall* spell.

Cold Resistance (Ex): As the windwalker gains levels in this prestige class, she becomes increasingly resistant to cold, gaining cold resistance in the amount listed on the table.

Portalsense (Su): A 3rd-level windwalker can use the spell *analyze portal* at will.

Air Walk (Su): A windwalker may *air walk* at will.

Smite Fiend (Su): Once per day, beginning at 5th level, a windwalker may attempt to smite a fiend (evil outsider) with one normal melee attack.

She adds her Charisma bonus to the attack roll and deals 1 extra point of damage per class level.

If she accidentally smites a creature that isn't an evil outsider, the smite has no effect but is still used up for the day.

If she has a smite ability from another class, she may use her smite abilities separately or combine them into a single attack, if appropriate.

At 9th level, she can use this ability twice per day.

Windsong (Su): A 7th-level windwalker can churn the air in a 30 foot radius from herself, creating a droning, roaring noise that disrupts concentration and drowns out normal noise.

Creatures within the area of churning air (except the windwalker herself) must make Concentration checks (DC 10 + 1/2 windwalker's class level + windwalker's Charisma bonus) to cast spells or perform any activity that requires concentration.

Creatures within 60 feet of the windwalker are effectively deafened, although this deafness ends as soon as they leave the area or the windsong stops.

The windsong also acts as a *wind wall* spell throughout its entire area, and functions as a countersong (as the bard ability) for all creatures within the zone of churning air (the windwalker makes a class level check instead of a Perform check).

Maintaining the windsong requires concentration and the windwalker can only use the ability a total number of rounds per day equal to her class level.

Ride the Winds (Su): At 10th level, a windwalker gains a fly speed of 100 ft. (good).

TABLE 4-23: THE WINDWALKER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+0	+0	+2	Air and Travel spells, soft fall	+1 level of divine spellcasting class
2nd	+2	+0	+0	+3	Cold resistance 5	+1 level of divine spellcasting class
3rd	+3	+1	+1	+3	Portalsense, air walk	+1 level of divine spellcasting class
4th	+4	+1	+1	+4	Cold resistance 10	+1 level of divine spellcasting class
5th	+5	+1	+1	+4	Smite fiend 1/day	+1 level of divine spellcasting class
6th	+6	+2	+2	+5	Cold resistance 15	+1 level of divine spellcasting class
7th	+7	+2	+2	+5	Windsong	+1 level of divine spellcasting class
8th	+8	+2	+2	+6	Cold resistance 20	+1 level of divine spellcasting class
9th	+9	+3	+3	+6	Smite fiend 2/day	+1 level of divine spellcasting class
10th	+10	+3	+3	+7	Ride the winds	+1 level of divine spellcasting class

FIEND FOLIO (3.0)

FIEND OF BLASPHEMY

Mortal creatures seem to have an innate drive to offer worship to deities and form associations of a religious nature.

The fiend of blasphemy is a master of the infernal art of perverting this natural desire and turning it toward the corrupt veneration of fiendish masters.

Adept at exploiting mortal weaknesses, a fiend of blasphemy forms a diabolical cult whose members are hopelessly bound to the fiend, to the eventual damnation of their souls.

As the name suggests, only fiends can acquire and advance in the fiend of blasphemy prestige class.

Some can qualify without any levels in other classes at all, while others gain levels, usually as clerics, before joining the prestige class.

Some fiendish sorcerers and bards, and occasionally wizards as well, use powers of illusion and enchantment to help them deceive mortals and lure them into blasphemous cults.

Martial-minded fiends, with levels as fighters, rangers, or barbarians, occasionally form cults made up of brigands, pirates, or mercenaries.

Fiends of blasphemy almost always work alone.

Their ultimate purpose is to drive mortals away from the worship of true deities, especially good deities, and win their souls to the Lower Planes.

Hit Die: d8.

REQUIREMENTS

To qualify to become a fiend of blasphemy, a character must fulfill the following criteria.

Race: Outsider with the evil subtype.

Base Save Bonus: Will +7.

Skills: Bluff 10 ranks, Knowledge (religion) 10 ranks.

Feats: Leadership.

Special: Must have at least one spell-like ability that duplicates a spell effect of 4th level or higher.

CLASS SKILLS

The fiend of blasphemy's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Knowledge (religion) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the fiend of blasphemy prestige class.

Weapon and Armor Proficiency: Fiends of blasphemy gain no proficiency with any weapons, armor, or shields.

Spells: Beginning at 1st level, a fiend of blasphemy gains the ability to cast a small number of divine spells.

To cast a spell, the fiend of blasphemy must have a Wisdom score of at least 10 + the spell's level, so a fiend of blasphemy with a Wisdom of 10 or lower cannot cast these spells.

Fiend of blasphemy bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the fiend's Wisdom modifier (if any).

When the fiend gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the fiend of blasphemy gets only bonus spells (in addition to a domain spell slot, which it receives at every spell level).

A fiend of blasphemy without a bonus spell for that level cannot yet cast a spell of that level except for its domain spell.

The fiend of blasphemy's spell list appears below.

A fiend of blasphemy prepares and casts spells just as a cleric does.

A fiend of blasphemy gains access to two of its patron deity's domains.

A fiend of blasphemy can choose prestige domains (described in *Defenders of the Faith*) offered by its deity.

As with a cleric, each domain gives the fiend access to a domain spell at each spell level as well as a granted power. The fiend prepares one or the other of the available domain spells at each spell level each day.

Blood Oath (Su): A fiend of blasphemy has the ability to perform a ritual of initiation that binds cult members to the fiend's service.

The ritual forges a magical, mental bond between the fiend and those mortals who participate.

It requires one day of preparation, during which time the fiend must meditate and ready a room in which the ritual will take place.

The ritual itself lasts for 2 hours, plus an additional 10 minutes per mortal initiate.

If either the preparation or the ritual is interrupted, the process is ruined and the fiend must start again.

All creatures in the room (and no more than 60 feet away from the fiend of blasphemy) when the ritual begins or that enter that area during the ritual must make a Will save (DC 10 + fiend's class level + fiend's Cha modifier) or be affected as if by an *enthrall* spell.

Willing participants in the ritual receive a -4 penalty on this saving throw, while hostile onlookers receive a +4 bonus.

After the first 2 hours of the ritual, each initiate is subjected to the fiend's individual attention for 10 minutes, during which time the bond between the two is formed.

If an initiate wishes to resist the bond, she can attempt a Will saving throw (DC 15 + fiend's class level + fiend's Cha modifier).

Willing participants may voluntarily fail their saving throws.

If an initiate makes a successful saving throw, the fiend of blasphemy is aware that the bond was not properly formed, but this does not interrupt the ritual.

Fiends often allow mortals to believe their resistance went undetected until after the ritual is complete.

Locate Cultist (Su): One effect of the blood oath is a sort of telepathic bond between the fiend of blasphemy and its cultists.

At will, a fiend of blasphemy can use a supernatural power identical to *locate creature* to sense the location of any creature that has sworn a blood oath with the fiend.

Undetectable Alignment (Su): A fiend of blasphemy's alignment is constantly concealed from all forms of divination, as the *undetectable alignment* spell.

Transfer Spell-Like Ability (Sp): At 2nd level, a fiend of blasphemy can use a power similar to the cleric spell *imbue with spell ability* to grant its cult members access to its spell-like abilities.

A fiend can give one creature that has sworn it a blood oath access to as many of its own spell-like abilities as it desires. The cultist can use the ability once per day, with all variable characteristics (including caster level and save DC) determined as if the fiend were using the ability.

When it transfers a spell-like ability, the fiend cannot use the ability as often as usual: It can use abilities normally available at will only 4 times per day, and loses one use per day from other abilities.

A fiend can bestow the same ability on multiple worshipers, or allow worshipers to use the ability more than once per day, but in doing so loses more of its own daily uses of the ability.

For example, a glabrezu fiend of blasphemy can grant two of its cultists the ability to use *dispel magic* once per day, or grant a single cultist the ability to *dispel magic* twice per day, but the glabrezu itself can only *dispel magic* three times per day as long as the cultists retain their ability.

The fiend of blasphemy can revoke the transfer at any time as a free action.

If the cultist had already used the ability during the current day, it counts as if the fiend had used it that day as well.

Sponsor Worshiper (Su): A fiend of blasphemy that has reached at least 3rd level can channel spellcasting ability from its own fiendish master to mortals with levels in the cleric class.

A fiend can sponsor a cleric whose level is no higher than twice the fiend's class level.

Thus, a 3rd-level fiend of blasphemy can sponsor a cleric of up to 6th level, who receives access to the full complement of cleric spells as well as any two domains selected from those offered by the fiend's master.

Scry on Cultist (Sp): At 4th level, a fiend of blasphemy can scry on any creature that has sworn it a blood oath, as if using the *scrying* spell.

The fiend cannot scry on cultists on other planes.

The fiend can use this ability on any given cultist once per day, but there is no limit to how many cultists it can scry on in a day.

Torture Cultist (Su): At 4th level, a fiend of blasphemy gains the ability to inflict pain on those who have sworn it a blood oath.

Distance is not a factor, but the fiend cannot torture a cultist who is on a different plane.

When the fiend uses this power, the target cultist suffers excruciating pain.

The affected creature takes a -4 penalty on attack rolls, skill checks, and ability checks for 1 round per class level of the fiend.

A successful Fortitude save (DC 10 + fiend's class level + fiend's Cha modifier) lessens the penalty to -2.

Mind Shielding (Su): At 5th level, a fiend of blasphemy gains immunity to *detect thoughts* and *discern lies* spells.

Kill Cultist (Su): At 6th level, a fiend of blasphemy gains the ability to kill those who have sworn it a blood oath if they displease it.

Distance is not a factor, but the fiend cannot kill a cultist who is on a different plane.

The affected creature must make a Fortitude save (DC 10 + fiend's class level + fiend's Cha modifier) or die.

If the save is successful, the creature takes 3d6+6 points of damage.

This is a death effect.

FIEND OF BLASPHEMY SPELL LIST

Fiends of blasphemy choose their spells from the following list:

1st—*bane*, *bless*, *cause fear*, *command*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *doom*, *protection from chaos/evil/good/law*, *sanctuary*, *shield of faith*.

2nd—*aid*, *bull's strength*, *darkness*, *desecrate*, *endurance*, *enthrall*, *hold person*, *silence*, *undetected alignment*.

3rd—*bestow curse*, *contagion*, *create food and water*, *deeper darkness*, *dispel magic*, *invisibility purge*, *magic circle against chaos*, *magic circle against evil*, *magic circle against good*, *magic circle against law*, *prayer*.

4th—*death ward*, *discern lies*, *imbue with spell ability*, *lesser planar ally*, *poison*, *sending*, *spell immunity*, *status*, *tongues*.

5th—*atonement*, *commune*, *dispel chaos*, *dispel evil*, *dispel good*, *dispel law*, *greater command*, *mark of justice*, *plane shift*, *scrying*, *slay living*, *spell resistance*, *true seeing*.

TABLE A1-1: THE FIEND OF BLASPHEMY

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						1st	2nd	3rd	4th	5th
1st	+0	+2	+2	+2	Blood oath, locate cultist, undetectable alignment	0+1	—	—	—	—
2nd	+1	+3	+3	+3	Transfer spell-like ability	1+1	0+1	—	—	—
3rd	+2	+3	+3	+3	Sponsor worshiper	1+1	1+1	0+1	—	—
4th	+3	+4	+4	+4	Scry on cultist, torture cultist	1+1	1+1	1+1	0+1	—
5th	+3	+4	+4	+4	Mind shielding	2+1	1+1	1+1	1+1	0+1
6th	+4	+5	+5	+5	Kill cultist	2+1	2+1	1+1	1+1	1+1

FIEND OF CORRUPTION

For a variety of reasons—to win more fodder for an unending Blood War, to gain currency in an infernal economy, or to hold stakes in a cosmic conflict between good and evil—some fiends are preoccupied with corrupting mortals to ensure that their souls end up on the Lower Planes after death.

These fiends delight in finding souls pure and untouched by evil, and leading them astray until they are utterly and irredeemably corrupt.

What they cannot corrupt, they nevertheless hope to claim by virtue of an inviolable bargain that the fiend can inevitably twist toward its own purposes.

Such fiends thrive in the fiend of corruption prestige class. As the name suggests, only fiends can enter the fiend of corruption prestige class.

Some can qualify without any levels in other classes at all, while others gain levels in any character class before joining the prestige class.

A fiend of corruption works best by establishing a one-on-one relationship with an individual mortal, so it generally does its diabolical work independent of other fiends.

On rare occasions, succubus or erinyes fiends of corruption have been known to work in pairs.

Hit Die: d6.

REQUIREMENTS

To qualify to become a fiend of corruption, a character must fulfill all the following criteria.

Race: Outsider with the evil subtype.

Base Save Bonus: Will +7.

Skills: Bluff 10 ranks, Disguise 10 ranks, Sense Motive 10 ranks.

Special: Must be able to use *charm person* or *charm monster* as a spell or spell-like ability.

CLASS SKILLS

The fiend of corruption's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Knowledge (religion) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the fiend of corruption prestige class.

Weapon and Armor Proficiency: Fiends of corruption gain no proficiency with any weapons, armor, or shields.

Alternate Form (Su): A fiend of corruption has the ability to assume any humanoid form of Small to Large size as a standard action.

This ability is similar to the *polymorph self* spell but allows only humanoid forms.

While using this ability, the fiend gains a +10 circumstance bonus on Disguise checks.

Fiends of corruption typically use this ability to make themselves appear pleasing or even desirable to their intended targets.

It is hard, after all, to manipulate a person who is running away, howling in terror.

Fiends often use sexual temptation as a tool for corruption, but the seduction is simply a means to the eventual end of the mortal's damnation, not an end in itself.

Once drawn into an intimate relationship with a fiend (particularly if this relationship is considered illicit), mortals are more susceptible to further temptations and blackmail.

Fiend's Favor (Su): Once per day, a fiend of corruption can grant a touched creature a +3 bonus to one of the creature's ability scores.

This bonus stacks with any other bonus the creature may already have, and lasts for one day.

When the effect expires, the creature takes a -3 penalty to the same ability score for the next day.

Another application of fiend's favor not only negates the penalty, but restores the full bonus.

Fiends of corruption are quite free with this ability—at least at first.

They often approach people who are in need of a short-term ability boost for a specific situation, offering them the "favor" for free or in exchange for performing a simple task. The next day, when the affected creature is suffering from the penalty, the price for restoring the favor gets slightly higher, and so on—until a power-hungry character is willing to do just about anything in return.

Suggestion (Sp): At 2nd level, a fiend of corruption gains the ability to use *suggestion* three times per day.

The saving throw DC is 15 + the fiend's Charisma modifier (as though the fiend had Spell Focus [Enchantment]).

The fiend of corruption's class level is its caster level.

If the target of this ability is currently under the influence of a *charm person* cast by the fiend, she takes a -2 penalty on her saving throw.

A fiend of corruption is generally interested in corrupting mortals and seducing them toward evil.

A mortal who commits an evil act because of a magical compulsion is not fully corrupted, and the taint of evil can easily be removed with an *atonement* spell.

Even so, using this power can be a useful first step toward the mortal's ultimate damnation.

Once the deed is done, the fiend has a stronger foothold for later temptation or even blackmail.

Mind Shielding (Su): At 2nd level, a fiend of blasphemy gains complete immunity to *detect thoughts*, *discern lies*, and any attempt to magically discern its alignment.

This ability solidifies a fiend's disguise, cloaking its thoughts as well as its flesh.

Mark of Justice (Sp): At 3rd level, a fiend of corruption can use *mark of justice* once per day, though the ability might better be termed "mark of iniquity" when used in this manner.

A fiend of corruption uses this ability to cement a good person's descent into evil.

Once its victim is living an immoral life, the fiend uses *mark of justice* to ensure that the victim does not return to her old ways or seek atonement.

While good clerics typically place a *mark of justice* in a visible place on the subject, fiends generally hide their marks in locations that are not obvious.

Fiendish Graft (Su): Once per month, a fiend of corruption of 4th level or higher can bestow a fiendish graft or symbiont (see Appendix 3) on a willing mortal.

Fiendish grafts are offered as rewards to characters who are already well along the path of corruption.

Major Creation (Sp): A 4th-level fiend of corruption gains the ability to use *major creation* three times per day.

The fiend of corruption's class level is its caster level.

Fiends of corruption use this ability to offer concrete temptation to mortals whose tastes run to material wealth and finery.

Geas (Sp): Also at 5th level, a fiend of corruption can use *geas/quest* once per day.

As with *suggestion*, magical compulsion is not an ideal way to accomplish the fiend of corruption's goals, but works admirably as a step along the way.

Temptation (Su): At 5th level, a fiend of corruption gains the ability to offer good creatures the opportunity to change their alignment to evil.

This works like the redemption or temptation function of the *atonement* spell, and the fiend can use this ability whenever the opportunity arises.

Grant Wish (Sp): A 6th-level fiend of corruption can grant a *wish* to a mortal (not an elemental, outsider, or nonliving creature) once per day.

Using this ability costs the fiend experience points as if it were casting a *wish* spell, so fiends never use this ability lightly.

A fiend of corruption typically uses this ability as part of a soul bargain (see below), allowing it to grant its mortal target's every desire in exchange for ownership of the mortal's soul.

Soul Bargain (Su): At 6th level, a fiend of corruption gains the ability to enter a binding agreement with a mortal, at the cost of the mortal's soul.

The mortal victim must enter into the soul bargain willingly.

Upon the mortal's death (by any means), her soul is transferred to a gem (prepared as with the *soul bind* spell when the bargain is forged), even if the gem and the mortal are not on the same plane at the time.

The bargain requires 1 hour to complete, and is utterly inviolable once forged.

The only way to escape a soul bargain is to recover the gem after the mortal's death and break it, freeing her soul and allowing her to be restored to life through the normal means.

It is quite common for fiends of corruption, as soon as a soul bargain is complete, to return to their native plane and await the mortal's death, or at least deposit the gem in a safe place before returning to the Material Plane to hasten the victim's demise.

TABLE A1–2: THE FIEND OF CORRUPTION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Alternate form, fiend's favor
2nd	+1	+3	+3	+3	Suggestion, mind shielding
3rd	+2	+3	+3	+3	Mark of justice
4th	+3	+4	+4	+4	Fiendish graft, major creation
5th	+3	+4	+4	+4	Geas, temptation
6th	+4	+5	+5	+5	Grant wish, soul bargain

FIEND OF POSSESSION

A fiend that rends with claws or smites with a blazing sword is a fearsome foe indeed, but a fiend of possession is harrowing on a far deeper level.

Able to abandon its physical form and inhabit or even control a mortal body, a fiend of possession is an invasive presence that taints the very soul, corrupting from within. As the name suggests, only fiends can enter the fiend of possession prestige class.

Some can qualify without any levels in other classes at all, while others gain levels, often as sorcerers or bards, before joining the prestige class.

Many fiend clerics approach the fiend of possession prestige class as part of their spiritual agenda, viewing the possession of mortals as something of a religious obligation. Fiends with fighter levels tend to prefer a more direct approach to conflict on the Material Plane, and rarely show interest in becoming fiends of possession.

Fiends of possession generally work alone.

Some use their power simply to wreak as much chaos and destruction as they can, experiencing the carnage and debauchery much more intensely because of the nature of mortal flesh.

Others use their mortal hosts as part of a much more insidious plot of corruption.

In any case, their victims never feel clean or safe again.

Hit Die: d6.

REQUIREMENTS

To qualify to become a fiend of possession, a character must fulfill all the following criteria.

Race: Any outsider with the Evil subtype.

Base Save Bonuses: Will +5.

Skills: Hide 6 ranks, Knowledge (arcana) 6 ranks.

CLASS SKILLS

The fiend of possession's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise

(Cha), Hide (Dex or Int; see below), Listen (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the fiend of possession prestige class.

Saving throws against a fiend of possession's supernatural abilities have a DC of 10 + the fiend of possession's class level + its Charisma modifier, unless noted otherwise in the ability description.

Weapon and Armor Proficiency: Fiends of possession gain no proficiency with any weapons, armor, or shields.

Ethereal Form (Su): At will, a fiend of possession can become ethereal, as though using *ethereality* as cast by a sorcerer of the fiend's total Hit Dice or its sorcerer caster level (when using its spell-like abilities) plus its fiend of possession level, whichever is higher.

Possessing an object or creature effectively ends a use of this ability, so time spent in another body or object does not count against the duration of this ability.

Hide Presence (Ex): A fiend in possession of an object or creature can attempt to hide its presence by making a special Hide check.

This "mental" Hide check uses the fiend's Intelligence modifier instead of its Dexterity modifier.

A successful check allows a fiend of possession to avoid virtually anything that would betray its presence in the possessed creature or object: it can pass through a *magic circle against evil*, enter a temple warded by *forbiddance*, or escape detection via *detect evil*.

The DC for this Hide check is the same as the saving throw DC for the spell the fiend is trying to avoid.

The fiend gains a +4 circumstance bonus on this check if it is not controlling the possessed creature or object at the time of the check.

When possessing a creature, a fiend of possession can make this Hide check to protect the possessed creature from the full effects of alignment-based spells such as *holy smite*.

If the fiend makes a successful Hide check (against the save DC of the spell), the possessed creature takes damage appropriate to its actual alignment, but if the fiend fails the Hide check, the possessed creature is affected as if it were the fiend.

Making this check is not an action; the fiend can do it in response to another creature's action (such as casting *detect evil*).

Possess Object (Su): A fiend of possession in ethereal form can possess an object on the Material Plane.

The object must be at least Tiny and no larger than Huge. Magic items and attended items receive Will saving throws. Unattended nonmagical items are automatically possessed. A fiend of possession becomes part of the object it possesses, so it is no longer ethereal.

The fiend is aware of what is going on around the object: It can see and hear up to 60 feet away as if using its normal senses (it does not gain blindsight).

In any round in which it takes no other action (such as using a spell-like ability), it extends its senses to twice its normal range (120 feet).

The fiend is vulnerable to spells that specifically affect outsiders or creatures of the fiend's alignment (such as *holy word* and *holy smite*, as well as *chaos hammer* or *order's wrath*) and mindaffecting spells or effects, but it is unaffected by physical attacks or standard magical effects (such as *fireball*). Harming the object does not harm the fiend, although if the object is destroyed, the fiend is forced back into its ethereal form.

While possessing an object, a fiend of possession can use any ability it has that requires no physical action, such as using a spell-like ability or telepathy.

It cannot cast spells (since it can neither speak nor move), attack physically, or perform any other physical action, until it reaches a high enough level to make the possessed object perform these tasks for it.

Curse (Su): At 2nd level, a fiend of possession gains the ability to make a possessed item radiate a corrupt and befouling nature.

Anyone touching the object must make a Will save or fall under the effect of a *bestow curse* spell.

The affected creature does not know that the curse came from the item, and in fact might not know right away that he or she is affected by the curse.

Nothing about the object's appearance suggests that it is possessed.

The curse lasts until it is removed, even if the fiend vacates the object it possessed.

Magic Item (Su): Also at 2nd level, a fiend of possession gains the ability to make a possessed weapon or armor function as a magic item.

The fiend can bestow powers on the item with a value as an enhancement bonus of up to its class level, so a 3rd-level fiend of possession could make a sword a +3 *weapon*, a +2 *keen weapon*, or a +1 *wounding weapon*, for example.

If the possessed item is already magical, the fiend can increase the powers on the item by the same amount—so a 5th-level fiend of possession could turn a +1 *sword* into a +1 *vorpal sword*, for example.

When a fiend uses this power on a nonmagical item, the possessed item does not actually become magical.

Detect magic does not reveal an aura on the item, though *detect evil* does.

If a fiend possessing an item attempts to possess a creature that uses the item or keeps it on its person, the target's save DC increases by 1 for each day the possessed item has been on its person or in its use, to a maximum of +10.

A character who makes a Search check (DC 25) while examining the possessed item can tell that there is "something strange" about it.

Control Object (Su): When possessing an object with some inherent mobility, a fiend of possession of at least 3rd level can control the object's movement.

The fiend can cause a vehicle or similar object to move at a speed up to the fiend's own land speed in its corporeal form.

Other moving parts—such as a clock's hands or a crossbow's firing mechanism—are under the fiend's control.

Thus, a fiend could make a wagon steer toward a pedestrian, or roll out of a stable without a horse to pull it.

It could make a crossbow cock and fire (but not aim or load itself).

Exerting control is itself a free action, though actually moving an object requires a move action.

Animate Object (Su): At 4th level, a fiend of possession gains the ability to force an object with no inherent moving parts to animate, effectively animating it as with the *animate objects* spell.

See the description of animated objects in the *Monster Manual*.

At this level, a fiend of possession can also possess (and animate) Gargantuan objects.

Possess Creature (Su): At 4th level, a fiend of possession gains the ability to possess creatures as well as objects. The fiend must be in ethereal form and adjacent to its target, and must use a standard action to attempt possession.

A *protection from evil* spell or similar magic wards a creature against being possessed in this manner.

An unprotected target must make a Will saving throw.

Evil creatures take a –2 penalty on this saving throw, as do creatures that are engaged in an evil act at the time the possession attempt occurs (at the DM's discretion).

If the saving throw is successful, that creature is immune to that fiend's possession attempts for one day.

If the saving throw is failed, the creature is possessed, though it is not necessarily aware of this fact.

A fiend possessing a creature becomes a part of the victim, so it is no longer ethereal.

It cannot be targeted by spells or attacks separately from the victim, including attacks from ethereal creatures. Damage taken by the possessed creature has no effect on the fiend.

If the victim dies, the fiend is forced back into its ethereal form.

The fiend can sense anything the victim can, even including the benefits of blindsight or other exceptional senses the victim may have.

At any time, the fiend of possession can communicate with the victim telepathically, projecting words in any language the victim understands directly into the victim's thoughts. The fiend is constantly aware of the victim's current thoughts.

It can also choose to probe the creature's memories as well, but the victim is allowed a Will save.

If this saving throw is successful, the fiend cannot probe that creature's thoughts for one day.

Ally or Enemy (Su): At 5th level, a fiend of possession gains the ability to reward or punish a creature it is possessing. If the possessed creature is aware of the fiend's presence and willing to host the fiend, the fiend can bestow a +4 profane bonus on any of the creature's ability scores.

This bonus lasts as long as the fiend wants it to: The fiend can retract it as a free action at any time, particularly if the possessed creature starts acting contrary to the fiend's wishes.

Similarly, a fiend of possession can bestow a -4 profane penalty on any of the possessed creature's ability scores, usually when attempts to control the creature have failed or the creature contradicts the fiend's wishes.

As with the bonus, the fiend can remove this penalty at any time, as a free action.

Bestowing either a bonus or a penalty is a free action for the possessing fiend.

Possess Noncontinuous Object (Su): At 5th level, a fiend of possession can use its possess object ability to take control of an "object" more loosely defined: a pool of water, a cloud of dust, or a section of wall or floor.

At this level, a fiend of possession can also possess (and animate) Colossal objects.

Control Creature (Su): At 6th level, a fiend of possession gains the ability to exert direct control over a creature it is possessing.

Attempting to establish control is a standard action for the fiend.

The victim must make a Will saving throw each round until the fiend abandons the attempt, or the victim fails a saving throw and the fiend gains control, or the victim makes three consecutive successful saves, indicating that the fiend cannot control the victim that day (though it remains in possession of the victim).

Each round of struggle, the victim can take only a single move or attack action.

Once the fiend gains control, it automatically maintains it for a number of rounds equal to its class level (6) + its

Charisma modifier, +1 for each previous occasion on which it has controlled this host.

When this time elapses, the fiend can attempt to reassert control or not, as it chooses.

While in control of a victim, the fiend of possession has access to all the creature's abilities, skills, feats, and spell knowledge.

The fiend now acts as though it is the creature in all respects, until it loses or relinquishes control.

The fiend uses its own Intelligence, Wisdom, and Charisma scores, but adopts all of the possessed creature's physical ability scores.

It can make use of its own spell-like abilities as well.

The fiend retains the creature's type, and is affected by spells and other effects as if it were the possessed creature except in regard to its alignment.

For instance, a cornugon possessing the body of a wolf is subject to spells that affect animals, even though it is far more intelligent than a normal wolf.

A balor possessing the body of a paladin is not subject to *unholy blight*, however, but is fully affected by *holy smite*.

The fiend can choose whether the possessed creature retains awareness of its body's senses and actions, in which case it can mentally communicate with the fiend, or simply blacks out for the duration of the control.

Ending Possession: Spells such as *dismissal* and *banishment* are among the only effects that can target a fiend of possession separately from the object or creature it inhabits. When these spells are directed against a fiend of possession, the spell effect is resolved as if the fiend were in its normal, corporeal form, using its own Hit Dice, saving throws, ability scores, and so on.

If successful, these spells drive the fiend out of the victim and back to its home plane.

Holy word and similar spells can also drive out a possessing fiend and send it back to its home plane, but a fiend can hide its presence to escape the effects of such spells.

Certain other special abilities (such as the granted power of the Exorcism prestige domain described in *Defenders of the Faith*) can force a fiend of possession out of a victim and back into its ethereal form.

TABLE A1-3: THE FIEND OF POSSESSION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Ethereal form, hide presence, possess object
2nd	+1	+3	+3	+3	Curse, magic item
3rd	+1	+3	+3	+3	Control object
4th	+2	+4	+4	+4	Animate object, possess creature
5th	+2	+4	+4	+4	Ally or enemy, possess noncontinuous object
6th	+3	+5	+5	+5	Control creature

FIENDISH CODEX 2 (3.5)

HELLBREAKER

"They steal our souls, I steal their stuff.
That's fair, right?"

—Trienath Salazar, hellbreaker

Hellbreakers are consummate adventurers.

Called thieves by their detractors and heroes by their apologists, they specialize in infiltrating infernal strongholds and relieving them of their treasures.

To this end, they develop a number of abilities and fighting techniques useful for combating the legions of Hell.

BECOMING A HELLBREAKER

Rogues likely make the best hellbreakers, since they have access to both Bluff and Sense Motive as class skills and gain the fastest sneak attack progression.

Many hell breakers also have ranger levels, since the favored enemy ability complements those gained from this prestige class.

Others dabble in forbidden magic, having one or more levels of binder or truenamer (*Tome of Magic*) to augment their other class features.

A spellthief (*Complete Adventurer*) does well in this class too, as does a ninja, though it takes longer for both classes to meet the entry requirements.

ENTRY REQUIREMENTS

Alignment: Any chaotic.

Skills: Bluff 8 ranks, Knowledge (the planes) 4 ranks, Sense Motive 8 ranks.

Language: Infernal.

Feats: Combat Expertise, Improved Feint, Undo

Resistance*.

Special: Sneak attack +2d6, skirmish +2d6, or sudden strike +2d6.

* New feat described above.

CLASS SKILLS

(6 + Int modifier per level): Appraise, Bluff, Escape Artist, Gather Information, Hide, Intimidate, Knowledge (the planes), Listen, Move Silently, Search, Sense Motive, Spot, Tumble.

CLASS FEATURES

A hellbreaker dismantles a creature's magical abilities.

By sacrificing sneak attack damage, she can steal their spell-like and supernatural abilities.

She can foil divination spells and make it harder to cast conjuration spells, and when she needs to slip away, she can catch a ride on another caster's teleportation spell or step onto another plane.

Mantle of Darkness (Ex): You can make Hide checks in any kind of darkness, even when observed by creatures that can see in darkness.

Telepathic Static (Su): Beginning at 1st level, you emit a field of psychic chatter out to a range of 20 feet, negating the telepathy ability of all creatures within range.

In addition, divination spells and spell-like abilities cast or used in the area are impeded.

To use divination magic, a caster must succeed on a Spellcraft check (DC 20 + the level of the spell).

If the check fails, the spell or spell-like ability does not function but is still lost as a prepared spell, spell slot, or daily use.

If the check succeeds, the spell functions normally.

You can suppress this ability for 1 round as a free action.

Steal Spell-Like Ability (Su): Starting at 2nd level, you can use a sneak attack to temporarily steal a creature's spell-like ability.

If you hit an opponent with a sneak attack, you can choose to forgo 2d6 dice of sneak attack damage and instead gain one use of one of the target's spell-like abilities.

If the target is willing, you can steal a spell-like ability with a touch as a standard action (you do not need to damage a willing target).

This spell-like ability can originate from the target's class, race, template, or any other source, and can be of any spell level up to a maximum of 1/2 your class level.

You can select a specific spell-like ability to borrow; otherwise, the DM chooses the ability at random.

If the ability has a limited number of uses per day, the target must have at least one such use left, or you can't steal the ability.

If the target can't use its ability (such as a summoned devil's summon ability), you can't steal it.

If you steal and use an ability with limited uses per day, your use of the ability also counts as one use for the target creature.

You can use a stolen spell-like ability once.

For all purposes (caster level, save DC, and so on), treat the spell-like ability as if the creature whose ability you stole were using it.

You must use the stolen spell-like ability within 1 minute of acquiring it, or it is lost.

Until you use the ability (or until 1 minute elapses), the target cannot use the stolen ability.

If you have a similar ability, such as the spellthief's steal spell-like ability (*Complete Adventurer* 19), you can steal two spell-like abilities at once, but each is subject to its respective spell level restriction.

Once you have stolen a spell-like ability, you cannot use neutralize spell-like ability (see below) until you have used the stolen ability.

Sneak Attack: Beginning at 3rd level, you deal extra damage when you are flanking an opponent or at any time when a target would be denied its Dexterity bonus to AC.

This extra damage applies to ranged attacks only if a target is within 30 feet.

(See the rogue class feature, PH 50).

This extra damage increases to +2d6 at 6th level and +3d6 at 9th level.

If you have levels in another class that grants sneak attack damage, the extra damage stacks.

Stowaway (Su): From 4th level on, you can hitch a ride on a conjuration (teleportation) spell or spell-like ability cast or used within 30 feet of you.

If the target is unwilling, you must succeed on a level check with a DC of 10 + the caster level of the effect as an immediate action.

If the target is willing, this ability functions automatically.

When the spell is cast, you appear wherever the caster appears, in the same position you were at the time of the spell's casting.

If this would force you to appear in a solid object, you appear in the nearest open available space.

If the conjuration spell has variable results, such as *teleport*, you suffer the same effect as the caster.

Neutralize Spell-Like Ability (Su): Beginning at 5th level, you gain the ability to neutralize one of a target's spell-like abilities.

This ability functions like the steal spell-like ability class feature, except you do not gain the ability to use the spell-like ability.

Instead, you prevent the target from using the ability for a number of rounds equal to your class level.

You cannot use this ability while holding a stolen spell-like ability.

You can neutralize any number of spell-like abilities.

Foil Summoning (Su): At 7th level, your telepathic static intensifies so that you also impede conjuration (calling) and conjuration (summoning) spells and spell-like effects within 20 feet.

See telepathic static, above, for details.

Steal Supernatural Ability (Su): From 8th level on, you can steal supernatural abilities.

This ability functions like the steal spell-like ability class feature.

While in possession of a stolen spell-like or supernatural ability, you cannot use steal spell-like ability, steal supernatural ability, or neutralize spell-like ability again until you lose access to the stolen ability (by discharging it or after 1 minute, whichever comes first).

Plane Hop (Sp): At 10th level, you can use *plane shift* as an immediate action once per day.

This ability functions like the spell, but it has a range of personal and a target of you.

PLAYING A HELLBREAKER

You don't put a lot of stock in rules and regulations; you just don't trust them.

Too much order stifles creativity, and worse, encourages tyranny.

That's why you focus your efforts on fighting devils.

You don't pursue this path for moral reasons—well, maybe a little—but because devils are the worst tyrants of all.

These creatures want nothing more than to sink their claws into the souls of innocents, promising them all sorts of wonderful things only to pull the rug out from under them. When a person finally realizes she has been duped, it's too late—she's already a slave.

Your loathing of devils has led you to other like-minded people.

Now, you're not part of an organization—that requires too much structure.

Instead, you form a loose confederation of adventurers that puts its various talents to good use.

You're all committed to fighting devils, though you know people's motives vary a great deal.

You and your allies raid cult strongholds, hidden enclaves, and even sometimes make expeditions to the Nine Hells.

There, you rob your marks blind and slip away before anyone notices.

You know your actions infuriate the devils, which is what makes spending so much time figuring out ways past their defenses worthwhile.

COMBAT

You can fight devils better than nearly anyone.

Most of your class features are keyed to combat specific advantages found in all devils.

In particular, your steal spell-like ability feature allows you to neutralize key strengths such as *summon baatezu* or a devastating charm or compulsion spell-like ability that can wreak havoc on an adventuring party.

Once you have neutralized one of a devil's most potent tools, you should work with your allies to set up a flank so you can maximize your damage output.

Don't sell yourself short, though.

You are not a one-trick character.

You are just as effective against other creatures that use spell-like and supernatural abilities.

At low to mid-levels, you can leave a devil crippled and punch holes in its hide, while the heavy hitters in your group pound away.

If one opponent tries to get away, you have the means to catch a ride with it wherever it's going, and finish the creature off.

ADVANCEMENT

Not everyone can be a hellbreaker.

It takes a certain sort of person to commit to a life of fighting devils.

It takes rage, hatred, and a thirst for vengeance.

You, and others like you, despise tyrants.

You might have been a slave at one time, or maybe you suffered along with many other people under a brutal regime.

At some point, you had enough.

You did your research, looking for someone to punish.

There, buried under a heap of planar lore, you found the very authors of tyranny—the devils.

Making the decision to become a hellbreaker wasn't easy, but once you made it, you were sure you were on the right path.

You probably studied under another hellbreaker to learn the trade, but you also learned a lot on your own.

You figured out how to touch the planar harmonics to interfere with telepathic communication.

You learned how to hide from even the most perceptive eyes.

Little by little, you haphazardly picked up how to pluck the most treasured abilities from your opponents and exploit them.

As a hellbreaker, you should invest in feat choices that improve your attack rolls and mobility.

Spring Attack, Mobility, and Weapon Focus all improve your chances at successfully crippling your opponent.

Improved Initiative is also vital, since it allows you to control the battlefield more effectively by striking before a devil is prepared.

Don't neglect Hide and Move Silently, and be sure to keep putting ranks in Tumble, since this skill enables you to maneuver more effectively.

RESOURCES

Being a thief at heart, you travel in shady circles, getting to know all sorts of unsavory types.

The criminal underworld often contains specialists, much like yourself, who concern themselves with bigger prizes. Fighting devils requires a certain understanding of their society, their thinking, and their interests, so you spend much of your free time studying and learning from people who have crossed devils in the past.

In time, you develop a reputation for such knowledge yourself and other hopeful hellbreakers come to seek you out.

HELLBREAKERS IN THE WORLD

"I've known a few hellbreakers in my time, and I'll tell you, they're all mad.

Oh sure, they start lucid enough, stealing a forbidden tome from a cultist in a city and then drifting over to some village to help a group of mercenaries break up a coven of devil-worshippers.

But at some point, they all break.

They start dreaming bigger than they should.

All they talk about is thwarting some arch devil, Pelor bless us all. Then, they up and disappear, never seen or heard from again."

—Corby Naysayer, adventurer

Hellbreakers are rare and mysterious individuals.

Though the idea of the hellbreaker spans many different races and cultures, they lack any sort of real organization.

Hellbreakers might sometimes band together for a particularly tough mission, but they are more likely to join up with nonhellbreakers to benefit from a diverse assortment of capabilities.

ORGANIZATION

Hellbreakers, when they do organize into groups, do so for brief stints, usually only for a single mission.

The reason is simple.

Hellbreakers have dangerous enemies, and sticking with the same allies for too long invites disaster. Worse, if a devil gets revenge against several hellbreakers at once, no one remains to pass on the trade.

That said, certain jobs demand a level of cooperation, especially when a mission involves a foray into Hell. In such instances, the highest-level hellbreaker organizes the team.

If she has the *plane hop* class feature, the other hellbreakers in attendance use their stowaway ability to complete the transit to Baator.

Once there, all the members are stuck in the Nine Hells (or wherever they went) for 24 hours, so they spend several hours scouting the area where the theft will take place, attempting to gauge how long the mission will take, determine the mission objectives, and devise an exit strategy.

Once all the pieces are in place, they strike quickly, grab what they came for, kill a few devils for good measure, and escape back to the Material Plane.

Once home, they go their separate ways to protect the participants of the heist.

NPC REACTIONS

For the most part, no one knows about the hellbreakers; if they did, most folk wouldn't believe the stories anyway. Who could possibly believe a person would make a living robbing devils and their minions?

Those who encounter these audacious individuals find them erratic and unpredictable, making most people who know about them unfriendly at best.

Trafficking with fiends, regardless of the cause, is dangerous work, and most sane people try to distance themselves from reckless fools who bring down such violence on their own heads.

HELLBREAKER LORE

Characters with ranks in Knowledge (the planes) can research hellbreakers to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs. DC 10: Hellbreakers are thieves who specialize in robbing devils.

DC 15: While hellbreakers can circumvent a devil's keen senses, they are said to come into their own when they can steal a devil's magic.

DC 20: Hellbreakers are known to latch onto teleportation magic, crossing vast distances through little effort of their own.

In fact, the most powerful ones are thought to be able to step onto entirely new planes of existence with nothing more than a thought.

DC 30: Characters who achieve this level of success can learn important details about a specific notable hellbreaker, the areas where she operates, and the kinds of activities she undertakes.

Tracking down a hellbreaker is not easy; members of the class like to stay hidden.

To locate someone who knows about hellbreakers, a character must succeed on a DC 25 Gather Information check and spend 3d10 gp in bribes.

From there, the character can gain directions to the last known community where a hellbreaker operated.

Upon traveling to this new location, a character must succeed on a DC 20 Gather Information check and spend the same amount in bribes.

This process continues for 1d6 communities until a hellbreaker finally seeks the character out.

HELLBREAKERS IN THE GAME

The hellbreaker class is an excellent avenue for stealth-oriented characters to retain that role, as well as find a place in an adventuring party that actively confronts devils regularly.

This class enables a character to continue to develop sneak attack, while providing interesting uses for such a staple ability.

Be sure to provide opportunities for a hellbreaker to use her class features.

The easiest way to do this is to increase the number of opponents that have multiple spell-like or supernatural abilities.

Each time the player gets to use steal spell-like ability, her character becomes more dynamic and gains extra opportunities to be an effective participant in the game. If the campaign is not focused on the Nine Hells and its inhabitants, consider using more infernal foes or run a few side adventures to keep the character invested in this class.

ADAPTATION

The hellbreaker class focuses on a character designed to combat devils.

However, you can easily change the emphasis by modifying the flavor text.

A hellbreaker could become an angel hunter, a sinister villain that preys upon good-aligned outsiders.

A hellbreaker could also be a demonslayer, a hardened veteran of the Blood War who uses subterfuge to bring down the Abyss's most psychotic killers.

Alternatively, you could adapt this class to make a hellbreaker a dragonslayer, a character who infiltrates a dragon's lair, takes what he wants, and slips away.

Since a hellbreaker's class features deal with removing spell-like and supernatural abilities, the class is equally effective against any creature that has these abilities.

You might want to make some small changes, though, such as replacing telepathic static with a similar ability that scrambles *tongues* or some similar continuous effect.

In any event, the hellbreaker is a dynamic class that can be easily adapted to fit your campaign needs.

TABLE 3-2: THE HELLBREAKER HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Mantle of darkness, telepathic static
2nd	+1	+0	+3	+3	Steal spell-like ability
3rd	+2	+1	+3	+3	Sneak attack +1d6
4th	+3	+1	+4	+4	Stowaway
5th	+3	+1	+4	+4	Neutralize spell-like ability
6th	+4	+2	+5	+5	Sneak attack +2d6
7th	+5	+2	+5	+5	Foil summoning
8th	+6	+2	+6	+6	Steal supernatural ability
9th	+6	+3	+6	+6	Sneak attack +3d6
10th	+7	+3	+7	+7	Plane hop

HELLFIRE WARLOCK

"It is not the weapon that is evil, but the wielder."

—Galena Todrick, hellfire warlock

The hellfire warlocks are a secretive group of specialist warlocks who have mastered hellfire, a dangerous energy found only in the Nine Hells.

By tapping into this infernal power, these characters learn to infuse their eldritch blasts and magic items that they wield with the dark power of hellfire.

BECOMING A HELLFIRE WARLOCK

Prospective hellfire warlocks must fulfill strict requirements to gain entry to the class, making this prestige class exclusive to warlocks.

While most characters who pursue the hell fire warlock class are otherwise single-class warlocks, multiclass warlocks with wizard levels are also common.

Multiclass warlock/rogues, warlock/clerics, or even warlock/fighters are also possible, but entry into the prestige class is restricted until higher levels.

ENTRY REQUIREMENTS

Skills: Intimidate 6 ranks, Knowledge (the planes) 12 ranks, Spellcraft 6 ranks.

Language: Infernal.

Warlock Invocation: Must know *brimstone blast* or *hellrime blast*.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Disguise, Intimidate, Knowledge (arcana), Knowledge (the planes), Knowledge (religion), Spellcraft, Use Magic Device.

CLASS FEATURES

The hellfire warlock class offers great power at the expense of versatility.

This prestige class presents a focused approach to tap the power of the Nine Hells, though often at a grave price.

As they advance, these warlocks can access greater uses of hellfire, including the ability to infuse magic items with the power of hellfire and lash out with the fires of Hell against any foe that strikes them.

Hellfire Blast (Sp): Whenever you use your eldritch blast ability, you can change your *eldritch blast* into a *hell fire blast*.

A *hellfire blast* deals your normal *eldritch blast* damage plus an extra 2d6 points of damage per class level.

If your blast hits multiple targets (for example, the *eldritch chain* or *eldritch cone* blast shape invocations), each target takes the extra damage.

This damage is not fire damage.

Hellfire burns hotter than any normal fire, as described in the sidebar on page 119.

Each time you use this ability, you take 1 point of Constitution damage.

Because the diabolical forces behind the power of hellfire demand part of your essence in exchange for this granted power, if you do not have a Constitution score or are somehow immune to Constitution damage, you cannot use this ability.

Invoking: At each level, you gain new invocations known, increased damage with *eldritch blast*, and an increase in invoker level as if you had also gained a level in the warlock class.

You do not, however, gain any other benefit a character of that class would have gained.

Resistance to Fire 10 (Ex): At 2nd level, you gain resistance to fire 10.

This resistance stacks with any resistance to fire you have gained from warlock class levels.

Hellfire Infusion (Su): Starting at 2nd level, you can infuse magic items that you wield with the power of hellfire.

Whenever you use a charged magic item (such as a wand or a staff), you can apply one of the following metamagic effects to your next use of the item: empower, enlarge, widen, or energy substitution.

These effects work just like the metamagic feats of the same name (the Energy Substitution feat is described on page 79 of *Complete Arcane*).

Using hellfire infusion is a swift action.

You can use this ability a number of times per day equal to your Charisma modifier (minimum one).

When you infuse an item with hellfire, it glows briefly with fiery symbols that are disturbing to look upon.

Hellfire Shield (Sp): Starting at 3rd level, you can call up hellfire to surround yourself with a protective barrier.

Whenever someone directs a melee attack against you, you can, as an immediate action, aim a blast of hellfire at that creature.

This blast deals damage equal to your *eldritch blast* (including bonus damage from the *hellfire blast* ability).

This blast automatically strikes the target, which can attempt a Reflex saving throw for half damage (DC 10 + 1/2 your character level + your Cha modifier).

Each time you use this ability, you take 1 point of Constitution damage.

Because the diabolical forces behind the power of hellfire demand part of your essence in exchange for this granted power, if you do not have a Constitution score or are somehow immune to Constitution damage, you cannot use this ability.

PLAYING A HELLFIRE WARLOCK

You walk a dangerous path.

Each use of hellfire brings you ever closer to death.

You must be vigilant in your resolve and resist using this terrible magic recklessly.

Since you wield the power of Hell itself, others are suspicious at best and downright hostile at worst.

They fail to understand why you would use such power willingly and how you can resist its allure.

COMBAT

Using the abilities granted by this prestige class carries dangerous consequences.

The Constitution damage that results from the use of your powers can be healed, and many hellfire warlocks carry *wands of lesser restoration* to compensate for the draining nature of their power.

However, the hit point loss that results from Constitution damage can be the difference between living and dying in a close-fought combat, so restrict use of these abilities to when you are confident doing so will have a meaningful effect on a battle's outcome.

ADVANCEMENT

Hellfire warlocks enter this class after being exposed to some infernal agency.

Witnessing the power inherent in hellfire creates a strong attraction many find too strong to resist.

It's possible you were one of these types, or maybe you stumbled across hellfire while experimenting with *eldritch blast*.

Once you take your first level in this class, it's best to invest in the Use Magic Device skill so you can easily use items that heal the Constitution damage that you take.

RESOURCES

Hellfire warlocks lack any formal community, since they are often loners by nature, sequestering themselves away to further study and refine their techniques.

Baatezu target you and your colleagues with promises of assistance, magic, and even combat support.

Their motives are clear, but they offer great power and often compelling reasons to join them.

HELLFIRE WARLOCKS IN THE WORLD

"The offering of hellfire is yet one more way the fiends have worked their claws into our world.

Each mortal who thinks to master this fell power is yet one more fool offering his soul to the Lord of the Eighth."

—Alód the Traveler, planeshifter

Most hellfire warlocks whom the PCs encounter have likely already succumbed to the temptations of evil.

Usually minions in the service of an infernal cult, they lead groups of thugs or devils against good organizations or to hunt down and destroy adventurers.

Only in the rarest circumstances does a hellfire warlock resist these temptations and use her power to advance the cause of good.

ORGANIZATION

Since hellfire warlocks are nearly universally reviled, these characters keep to themselves.

Their isolation pushes them to test the limits of their morality, and in time, most succumb to the darkness blooming within them.

Hellfire warlocks are jealous and petty.

They see others who practice their dark art as threats to their prominence and power, so these characters are swift to destroy their rivals.

Some hellfire warlocks attach themselves to infernal cults, believing that through service to an archfiend, they can increase their knowledge and skill.

Hellfire warlocks act as guardians and enforcers in such organizations, valued for their combat capabilities.

NPC REACTIONS

Even those hellfire warlocks who shy away from evil in the face of such wickedness meet scorn and derision in the world.

Warlocks are generally not trusted, and those who willingly use the tools of evil for any reason are tantamount to the fiends themselves in the minds of most folk.

Hence, most hellfire warlocks conceal their natures, using their infernal powers only when forced.

So long as a hellfire warlock maintains her anonymity, she finds others are indifferent.

Those who become aware of her capabilities immediately become unfriendly, seeing her as a menace.

This animosity extends even to evil creatures, which are often unsure what to make of such a curious character—or see her as a rival to be destroyed.

HELLFIRE WARLOCK LORE

Characters with ranks in Knowledge (the planes) can research hellfire warlocks to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.
DC 10: Hellfire warlocks use the flames of Hell to power their abilities.

DC 15: Hellfire is a cruel mistress, weakening those who court her.

DC 20: Though hellfire itself is anathema to good, not all who wield it are evil.

Some manage to temper the corrupting effects with a strong will and steadfast resolve.

The mightiest among them even bend hellfire to serve the forces of good.

Hellfire warlocks are reclusive.

They refrain from revealing themselves to the public, lurking at the fringes of society and only emerging when circumstances demand it.

Player characters trying to locate a hellfire warlock need to succeed on a DC 25 Gather Information check.

If a PC looks for a hellfire warlock in a community whose alignment is predominantly evil, he gains a +2 circumstance bonus on the check.

HELLFIRE WARLOCKS IN THE GAME

A hellfire warlock is a natural extension of the warlock class.

One can be a new agent in the armies of the Nine Hells or an established occultists who dabbles in the forbidden.

Hellfire warlocks are particularly attractive to players who enjoy playing antiheroes.

This prestige class grants access to otherwise forbidden abilities.

This class is also specifically intended for the warlock class, enabling you to expand this potent class in new directions.

ADAPTATION

As written, a hellfire warlock serves as an extension of the warlock class from *Complete Arcane*.

If you don't use this class, you can adapt this prestige class for use with other characters.

Exchange the invocations requirement with the ability to cast *fireball*.

Instead of improving invocations known, the hellfire warlock improves the character's arcane spell casting ability by one level per class level.

Instead of gaining *hell fire blast*, the character can deal an extra 1d6 points of damage per class level with evocation spells that deal damage.

This ability costs the character 1 point of Constitution just like the *hellfire blast* class feature.

The character gains the fire resistance, hellfire infusion, and *hellfire shield* abilities as normal.

TABLE 3-3: THE HELLFIRE WARLOCK HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Invoking
1st	+0	+0	+0	+2	<i>Hellfire blast</i> +2d6	+1 level of existing invoking class
2nd	+1	+0	+0	+3	<i>Hellfire blast</i> +4d6, hellfire infusion, resistance to fire 10	+1 level of existing invoking class
3rd	+2	+1	+1	+3	<i>Hellfire blast</i> +6d6, <i>hellfire shield</i>	+1 level of existing invoking class

HELLREAPER

"I cannot stand by while wickedness spreads, while the fiends destroy our families and our lives. The time for prayer is past. Now is the time for action!"

—Camren Lighbringer, Hellreaver

Devils and their ilk can go only so far before their actions demand a response.

At some point, a devil will destroy enough lives that someone has to take a stand.

That someone is often a hellreaver—a warrior whose outrage at the actions of the fiends and their ability to corrupt and seduce without consequence fuels an array of combat abilities.

These potent options make these warriors tremendously effective combatants of the baatezu.

BECOMING A HELLREAPER

Though entry into this prestige class demands cross-class skill point expenditures, barbarians gain the most by taking levels in this prestige class.

A barbarian's rage ability works well with the holy fury abilities granted by the hellreaver class.

Likewise, paladins who become hellreavers find that the class features complement their paladin abilities even though it means abandoning their former class.

Good-aligned fighters and rangers might also seek out this class.

Finally, some monks and martial clerics find a powerful assortment of abilities that augment their innate capabilities.

ENTRY REQUIREMENTS

Alignment: Any good.

Base Attack Bonus: +5.

Skills: Knowledge (the planes) 4 ranks.

Feats: Power Attack.

Special: Must slay an outsider with the evil subtype.

CLASS SKILLS

(2 + Int modifier per level): Craft, Intimidate, Knowledge (religion), Knowledge (the planes), Listen, Sense Motive, Spot.

CLASS FEATURES

As a hellreaver, you tap into your rage and frustration to augment your fighting abilities.

From your first class level, you can deal impressive damage to evil creatures, but as you attain more levels, you gain the ability to heal, boost your Armor Class, and improve your saving throws.

At the highest levels, you can carve through evil outsiders with impunity.

Holy Fury (Ex): When you face your enemies, a raging anger fills your mind.

Avenging, divine power surges through you, allowing you to generate magical effects.

Entering this state is a free action.

While in a holy fury, your melee attacks are good-aligned.

You also gain immunity to fear effects.

In addition, you gain a number of holy fury points equal to your hellreaver level plus your Charisma modifier.

You spend these points to activate many of your hellreaver class abilities.

You can use holy fury once per encounter.

It lasts until the end of the encounter.

Furious Strike (Su): As a swift action, you can spend 1 holy fury point to pour divine energy into your weapon.

Your blade crackles with a divine aura that is baneful to your foes.

You gain a +2 bonus and deal an extra 1d6 points of damage on your next attack.

These bonuses apply only to an attack that targets an evil creature.

If you accidentally use furious strike against a creature that is not evil, or your attack misses, the furious strike has no effect, but the holy fury point is still spent.

At 4th level, these bonuses increase to +4 on your attack roll and an extra 2d6 points of damage.

At 7th level, these bonuses increase to +6 on your attack roll and an extra 3d6 points of damage.

At 10th level, these bonuses increase to +8 on your attack roll and an extra 4d6 points of damage.

Divine Succor (Su): Just as your divine power can slay evil creatures, it can also mend wounds suffered by the just.

Beginning at 2nd level, as a swift action, you can spend 1 holy fury point to heal 10 points of damage.

You can apply this healing to yourself or any good-aligned creature within 20 feet.

At 5th level, you can heal 20 points of damage.

At 8th level, you can heal 30 points of damage.

Divine Resolve (Su): From 3rd level on, you can draw upon your fury to push aside the effect of a spell cast by your foes, a monster's poison, and so forth.

As an immediate action, you can spend 1 holy fury point to gain a +2 bonus on your next saving throw.

You can use this ability after attempting a save but before you learn whether it succeeded or failed.

Divine Shield (Su): When you attain 3rd level, you can focus your divine power into a shield that knocks aside a foe's attack with a mighty shout.

As an immediate action, you can spend 1 holy fury point to gain a +2 bonus to your AC against the next attack you face.

You can use this ability after a foe attacks you but before you learn whether this attack hit or missed.

Mettle (Ex): Beginning at 4th level, if you make a successful Fortitude or Will save that would normally reduce (rather than negate) a spell's effect, you suffer no effect from the spell at all.

Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Heroic Sacrifice (Su): From 5th level on, as a swift action, you can voluntarily take 2 points of Constitution damage to fully replenish your holy fury points.

Call to Judgment (Su): With your foe near defeat, you cry out to the gods for justice.

Gleaming white chains appear around your enemy, preventing it from using dimensional travel.

At 6th level and beyond, as a swift action, you can spend 3 holy fury points to charge your weapon with divine power.

If your next melee attack hits an evil outsider, the target suffers the effect of a *dimensional anchor* spell, with a caster level equal to your hellreaver level.

Improved Divine Resolve (Su): At 9th level, your divine resolve ability improves.

This ability functions like the divine resolve class feature, except that you can now spend 2 holy fury points as an immediate action to gain a +4 bonus on a saving throw.

Improved Divine Shield (Su): When you reach 9th level, your divine shield grows stronger. This ability functions like divine shield, except that you can now spend 2 holy fury points as an immediate action to gain a +4 bonus to AC.

Divine Retribution (Su): By channeling divine energy into an evil outsider, you can destroy its physical form in a spectacular explosion.

As your weapon cuts into its body, you funnel holy energy into it.

At 10th level, once per day as a swift action, you can spend 4 holy fury points to imbue your next attack with a mighty aura of avenging divine power.

If this attack hits an outsider that has the evil subtype, the target must attempt a Fortitude save (DC 10 + 1/2 your character level + your Cha modifier).

If it fails this save, the target explodes in a flash of light.

It is slain, and all evil creatures in a 60-foot-radius burst around it are blinded for 1 round.

There is no saving throw to resist this blindness.

On a successful save, the target instead takes 10d6 points of damage as holy energy burns through its body, and the blinding effect does not trigger.

This damage is in addition to your attack's normal damage.

PLAYING A HELLREAYER

You have had enough.

It's time to make these fiends pay.

Someone must stop the baatezu, and that someone is you.

You have heard all the stories about how the gods have some sort of special deal with the devils that allows them to harvest evil souls, but you're confident that such an arrangement didn't include actively working to seduce mortals into signing misleading contracts.

Let the clerics and their ilk fret about the immortal soul.

Warning folks doesn't do a thing but make them want to dabble in darkness even more.

If you're going to deal with fiends, the best way to do so is to butcher them—and their mortal allies—wherever you find them.

Those fools who are in cahoots with devils had better not expect mercy from you, because you have none to spare.

COMBAT

You are a frontline warrior.

Since your holy fury abilities can all be activated quickly, try opening with a charge attack to put your enemy on the defensive.

Using your holy fury abilities early lets you improve your combat abilities from the outset.

Be sure to keep at least 1 or 2 holy fury points in reserve to respond to spells and attacks as needed.

ADVANCEMENT

One brush with infernal power, and you knew the shape of your destiny.

The existence of creatures such as devils enraged you.

The thought of an entire race of creatures that served no other purpose than to harvest mortal souls and deny them their heavenly reward filled you with so much outrage that you had to take action.

Once you committed yourself to the path of the hellreaver, strange things began to happen.

When you fought, you could draw power from that inner reservoir, that wellspring of hate that impels you to greater and greater acts of daring.

At first, you were able to shrug off minor injuries.

In time, you found you could pierce your enemies' defenses, ignore their attacks, and more.

Through it all, you have learned you must keep the fires of your wrath stoked lest you falter in your mission.

Though Strength and Constitution are important, Charisma is vital for your holy fury abilities.

In addition to investing in magic items that augment your physical abilities, be sure to pick up a *cloak of Charisma*.

As for feat choices, don't overlook Ability Focus at higher levels to boost the DC of divine retribution.

Also, tried and true combat feats, such as Power Attack and Cleave, aid a hellreaver in her goals.

RESOURCES

Few share your direct and violent approach to dealing with devils.

Certainly, most good individuals see fighting the baatezu as proper, but your enthusiasm is intimidating.

As a result, you have a difficult time forging long-term associations with organized groups that fight fiends.

Instead, you rely on your cadre of companions for support and aid.

Your allies likely share your vision and do their part to help defeat your chosen foes.

HELLREAYERS IN THE WORLD

"Hellreavers are as dangerous as the devils they fight.

Their reckless assault lacks the subtlety needed to fight such intelligent foes.

Certainly, these warriors have their uses, but they are thoroughly unsuited to missions requiring a gentle hand."

—Estella Montenegro, Knight of the Chalice

At the forefront of a righteous horde, leading ranks upon ranks of holy warriors into the teeth of fell infernal armies, rides the hellreaver.

More a holy avenger than a paragon of virtue, the hellreaver lives to fight, and often dies in battle.

Many hellreavers are celestials; hound archons turn to this class after facing fiends one time too many.

Astral devas who failed in their efforts to protect mortals sometimes abandon their duties to take up arms against the devils.

However, no hellreaver is as feared as a solar that has taken up this path to batter the walls of Hell with its wrath.

Mortal hellreavers are rare, since the mortality rate is high.

Eventually, a hellreaver's path leads him to the Lower Planes, where he takes the fight to his enemies.

On occasion, he gathers a host of like-minded zealots to accompany him on his mission.

While courageous, such forays are nearly always doomed to fail.

ORGANIZATION

Mortal hellreavers attract fanatics and zealous followers.

Though they don't operate in large organizations, word of their exploits attracts members of fringe religious groups that hope to join their struggle.

While a hellreaver's mission never changes, those who rally to her banner extend their enmity to others they perceive as wicked and evil.

In time, this opposition to devils and their mortal servants extends to others who might or might not share the creed of the fiends, and who might not be evil at all.

As a result, hellreavers often try to dissuade others from joining their crusade.

NPC REACTIONS

Clerics of most good and neutral religions regard hellreavers warily, being indifferent at best. They see these individuals as reckless warriors who are willing to sell their lives cheaply in the face of the monolithic evil they oppose.

Superstitious back water types might flock to hellreavers, regarding them as heroes of legend.

Friendly, if not helpful, they abandon their homes to follow a hellreaver out of some genuine offer of assistance or to further their own, often darker, ambitions.

HELLREAYER LORE

Characters with ranks in Knowledge (the planes) can research hellreavers to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Some men and women have taken the assault of devils on our world personally.

These individuals are dangerous, and possibly insane, but their motives seem pure.

DC 15: A hellreaver draws strength from her moral outrage, from a deep and abiding hatred of those who prey on mortals.

I heard of one hellreaver who stood against a dozen devils by herself.

They say that she couldn't be killed, that her anger kept her standing despite many grievous wounds.

DC 20: Hellreavers derive their power from their outrage over infernal plots and the devils' manipulations of mortals.

They use this anger to great effect, growing stronger, tougher, and more dangerous.

The most powerful of them can channel divine power with their fury and make devils explode.

Though tales of their efforts might be heard in taverns and pubs across the land, a specific hellreaver is tough to track down, since she is constantly on the move.

A character can pick up a hellreaver's trail by succeeding on a DC 20 Gather Information or Knowledge (local) check.

HELLREAYERS IN THE GAME

Since hellreavers are so few, they might have existed in a campaign for a long time.

Famous religious figures, especially saints and martyrs, might have been hellreavers in life, a fact the PCs might have only recently discovered.

In any event, so long as devils exist as a cohesive force in your campaign, hellreavers have a place.

Players who appreciate the tactical side of combat will be attracted to this prestige class, since it requires quite a bit of resource management.

The class is also appealing to players who take an attack first approach to combat and have little use for the subtleties of character interaction.

On the other hand, hellreavers make for great doomed champions, and they might be a fine alternative for quest-driven adventurers.

ADAPTATION

The hellreaver is a specialized warrior with a wide array of abilities to aid her when facing devils.

For campaigns featuring some other kind of adversary, a hellreaver can be thematically changed to deal with all sorts of threats.

So long as an enemy is evil, most of a hellreaver's abilities continue to be effective.

TABLE 3-4: THE HELLREAYER

HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Holy fury, furious strike +2/+1d6
2nd	+2	+0	+0	+3	Divine succor (10 points)
3rd	+3	+1	+1	+3	Divine resolve, divine shield
4th	+4	+1	+1	+4	Furious strike +4/+2d6, mettle
5th	+5	+1	+1	+4	Divine succor (20 points), heroic sacrifice
6th	+6	+2	+2	+5	Call to judgment
7th	+7	+2	+2	+5	Furious strike +6/+3d6
8th	+8	+2	+2	+6	Divine succor (30 points)
9th	+9	+3	+3	+6	Improved divine resolve, improved divine shield
10th	+10	+3	+3	+7	Divine retribution, furious strike +8/+4d6

SOULGUARD

"Your claim on this soul is unjust.

Free him at once, lest I take him by force."

—Halagrad Doomhammer, soulguard

Hell's devils are crafty fiends, always angling for some way to steal the souls of the unwary.

Whether cementing deviously foul bargains with mortals or stealing souls as they travel to their final rest, they use whatever means they can to feed their own power through the misery and corruption of mortals.

Soulguards openly oppose these practices by the baatezu and go to great lengths to protect those beset by the power of Baator.

BECOMING A SOULGUARD

Soulguards are almost always clerics or paladins who recognize the balance between the gods and the devils, but also know that the baatezu work to circumvent the agreement binding them.

These characters have a profound understanding of Hell's politics and the beings that control the plane.

Clerics have the easiest time gaining access to the class, but druids sometimes abandon their duties as stewards of nature to right the greater imbalance in the planes.

Favored souls (*Complete Divine*) prefer a more warlike approach to the battle against fiends, but they cannot gain entry to this class until higher levels.

ENTRY REQUIREMENTS

Alignment: Lawful good or lawful neutral.

Skills: Intimidate 4 ranks, Knowledge (religion) 9 ranks,

Knowledge (the planes) 4 ranks.

Language: Infernal.

Feat: Iron Will.

Spellcasting: Ability to cast 1st-level divine spells.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Decipher Script, Diplomacy, Gather Information, Intimidate, Knowledge (religion), Knowledge (the planes), Sense Motive, Spellcraft.

CLASS FEATURES

As you gain levels in this class, you sacrifice some degree of your spellcasting potential to develop the necessary abilities to free souls from Hell.

Spellcasting: At each level above 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one divine spellcasting class before becoming a soulguard, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Pierce Deception (Sp): You gain the ability to channel your spell power to pierce all deceptions.

For a number of times per day equal to your Wisdom modifier (minimum one), as a standard action, you can sacrifice a prepared spell or spell slot to use *true seeing*, as the spell (no material component needed).

This effect lasts for a number of rounds equal to the level of the spell sacrificed, and you can target only yourself with this spell-like ability.

The caster level equals your caster level.

Divine Rebuke (Su): Starting at 2nd level, as a swift action, you can sacrifice a spell slot or a prepared spell to rebuke an evil outsider within 30 feet.

The outsider must succeed on a Will save (DC 10 + level of the spell sacrificed + your Cha modifier) or cower for a number of rounds equal to the spell slot of the spell sacrificed.

The effect ends if the fiend is attacked.

Immunity to Charm (Ex): At 2nd level, you gain immunity to enchantment (charm) spells and effects.

Dispel Evil (Sp): Beginning at 3rd level, you can use a *dispel evil* effect once per day.

Your caster level equals your divine caster level.

The save DC is Charisma-based.

(See the spell, PH 222).

At 6th level, you can use this ability twice per day.

At 9th level, you can use this ability three times per day.

Absolution (Sp): Starting at 4th level, you gain the ability to use *atonement* once per day as a spell-like ability.

Alternatively, if you are using the corruption mechanics from this book, you can purify a creature to redeem it from evil.

Only a creature that desires absolution can be affected.

Furthermore, any gains (monetary, political, personal, and so on) a creature has attained through evil acts must be abandoned.

If the target creature has 3 or fewer corruption points, they are all removed.

If the creature has 4 or more corruption points, you can reduce the total by 1.

A single creature cannot receive the benefit of *absolution* more than once unless the DM permits it for exceptional story-driven reasons.

For more information on corruption, see page 30.

Immunity to Compulsion (Ex): At 5th level, you gain immunity to enchantment (compulsion) spells and effects.

Purging Radiance (Su): At 7th level and higher, you can spend a daily use of your turn undead ability to deal damage to nearby fiends.

As a standard action, the area around you fills with a pure, holy energy that deals 1d6 points of damage per class level to evil outsiders within 30 feet.

This ability does not provoke attacks of opportunity.

If you do not have the turn undead ability, this ability has no effect.

Resistance Aura (Su): From 8th level on, you and all allies within 20 feet of you gain a +2 bonus on saving throws against spells and effects generated by evil outsiders.

Dimensional Anchor (Su): At 10th level, your presence blocks the teleportation abilities of evil outsiders.

No evil outsider can use a teleportation spell or effect while within 20 feet of you.

Multiclass Note: A paladin who becomes a soulguard can continue advancing as a paladin.

PLAYING A SOULGUARD

The merest suggestion that good souls are imprisoned and languishing in the Nine Hells infuriates you.

But your anger is a quiet, simmering rage, one that sharpens your senses and firms your resolve to battle devils wherever you find them.

Though your life is committed to freeing the wrongly held, you sometimes deal with fiends to get the information you need.

Devils are treacherous, readily selling out their peers in the hopes of securing a better place among the baatezu hierarchy.

Soulguards work closely with religious organizations, especially the churches of Heironeous, St. Cuthbert, Moradin, and Wee Jas.

At low levels, they tap into the church's resources to gain information about local cults, as well as obtain supplies and reinforcements for forays against Hell's minions on the Material Plane.

At higher levels, a soulguard can gather volunteers to accompany him into the Nine Hells itself, taking the fight directly to the fiends' doorstep.

COMBAT

Though you are a capable combatant, you lack the versatility of purely martial characters.

You have obtained a selection of abilities to aid you in destroying evil outsiders.

When facing foes of this kind, you should bring your considerable power to bear to help your allies.

At higher levels, you can use *dispel evil* to protect yourself, as well as force a devil to return to its plane.

Your dimensional anchor ability allows you to counter the powerful advantage that devils gain through their teleportation abilities.

ADVANCEMENT

The very existence of Hell is bad enough, but it, like all the planes, fulfills an important function.

As a prison, it does its job well, but the devils are not content with simply doing their duty.

They insist on ranging out to seduce mortals or even steal their souls outright.

Imprisoning an innocent is wrong, but imprisoning an innocent soul for eternity is a grave travesty.

Once you learned that this activity occurs frequently, you began to seek justice for these souls.

Now that you have worked as a soulguard, you have uncovered more corruption and despair than you thought possible.

The devils aren't just casually working to unravel morality—they're making a concerted effort to seduce mortals.

Your work has introduced you to some of the greatest evils, but also to powerful heroes, bold inquisitors, and dedicated exorcists.

The more you learn, the more your resolve hardens.

You should never flag in your studies, so be sure to invest in Knowledge (the planes), one of your most potent weapons when fighting fiends.

To complement your powerful class features, consider picking up the Ability Focus feat to boost divine rebuke.

If you use *Book of Exalted Deeds*, Consecrate Spell and Sanctify Martial Strike are also excellent feat choices.

RESOURCES

Continued work alongside good organizations endears you to others who are committed to fighting evil.

In time, you develop a strong rapport with good churches (other than your own, if you belong to one).

These organizations might see you as a rogue element, but they cannot ignore your importance as an ally.

Such groups might provide discounts on spells and disposable magic items, depending on how much you have helped them in the past.

Also, your experience with planar agencies makes you something of an expert when dealing with fiends.

You gain a reputation for being a sage in matters pertaining to the baatezu, and others might seek you out for advice or help.

In most cases, such meetings are fortuitous, since they can put you on the trail of yet another enemy.

SOULGUARDS IN THE WORLD

"Renegades each and every one—they dabble in matters best left for the gods to sort out."

—Albrien Matterly, seeker of virtue

Soulguards are excellent additions to campaigns involving extensive planar travel, vile enemies and exalted heroes, or any adventures that feature devils as adversaries.

ORGANIZATION

While not part of an organization, soulguards occasionally meet to exchange important information and assist each other on missions.

When a group of soulguards assembles, they usually bring along cohorts and other likeminded companions.

Once assembled, the most experienced soulguard takes charge and directs the meetings, allowing each member to report any findings.

Should a soulguard need assistance, he can make his case, laying out any evidence of fiendish activity to convince his peers.

The most important meetings are those in which a group plans a raid to recover a wrongfully imprisoned soul.

An experienced soulguard starts such a group by making a call to his peers through good-aligned churches and organizations.

The group meets in secret, almost always in a temple, where they can plan and gather their forces.

Once they have agreed on strategy, each soulguard capable of *plane shifting* takes a strike team to the Nine Hells to reach the intended captives.

NPC REACTIONS

Soulguards are scary.

Their trappings, the nature of their business, and their righteous authority can be intimidating to common folk.

Still, people who know what soulguards are about tend to be friendly, if not helpful.

The favored outlook doesn't always extend to others though.

Clerics of gods of death see soulguards as meddlers, people who interfere with the proper order of the multiverse.

While they don't oppose the soulguards, at least not openly, they tend to be indifferent.

For obvious reasons, evil creatures detest soulguards.

Disciples of archdevils actively work against these individuals.

Half-fiends, some tieflings, and other characters with fiendish heritage are typically unfriendly.

SOULGUARD LORE

Characters with ranks in Knowledge (the planes) can research soulguards to learn more about them.

When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Soulguards are heroic individuals who fight on behalf of those wronged by evil.

DC 15: These individuals oppose the wrongful acquisition of souls by devils.

DC 20: Devils can't abide the righteous stare of soul guards and flee before them.

Soulguards can see right through the lies of devils, and seek to expose their evil wherever they can.

DC 30: Characters who achieve this level of success can learn important details about a specific notable soulguard, the areas in which he operates, and the kinds of activities he undertakes.

Soulguards make a special effort to be available to those who need them, so tracking one down is rarely a problem.

Characters looking for a soulguard have little trouble so long as they are in a large town or larger community.

To find one, they must succeed on a DC 15 Gather Information check.

If a soulguard lives in the community, they learn his whereabouts.

If not, they find someone who knows how to get in touch with one nearby.

SOULGUARDS IN THE GAME

Wherever devils plot to snatch souls, a soulguard is likely to be found working against them.

Introducing soul guards into an ongoing campaign is simple, because they are likely to have been there all the time, fighting devils behind the scenes.

PCs who have come up short in an encounter with a devil might find this class appealing.

Of all the classes, clerics and paladins are the most likely to branch into soulguard.

However, rangers who select evil outsiders as a favored enemy, druids, and even favored souls might find sufficient cause to lay aside their normal class progression to take up a fight against the devils.

ADAPTATION

Though designed to address the capabilities and techniques employed by baatezu, soulguards can be adapted to oppose other types of outsiders.

For example, in campaigns featuring slaadi as principal opponents, you can change the class features so that they specifically affect chaotic outsiders.

Dispel evil becomes *dispel chaos*, and purging radiance would deal damage to chaotic outsiders rather than evil outsiders.

TABLE 3-5: THE SOULGUARD HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	<i>Pierce deception</i>	—
2nd	+1	+3	+0	+3	Divine rebuke, immunity to charm	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	<i>Dispel evil</i> 1/day	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	<i>Absolution</i>	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Immunity to compulsion	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	<i>Dispel evil</i> 2/day	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Purging radiance	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Resistance aura	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	<i>Dispel evil</i> 3/day	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Dimensional anchor	+1 level of existing divine spellcasting class

FORGOTTEN REALMS CAMPAIGN SETTING (3.0)

ARCANE DEVOTEE

Every major faith numbers sorcerers and wizards among its fervent followers.

While some wizards ally themselves with churches close to their own beliefs out of caution and convenience, others are devout representatives of their faith and willingly subordinate their own causes to those of their patron deity, becoming arcane devotees.

Arcane devotees complement the divine magic of a church's clerical leaders and are among the most important and respected members of a deity's following.

They provide much of the magical firepower of their faith and collaborate with the church's clerics in the creation of magic items requiring both arcane and divine spells.

Arcane devotees provide support for the church's armies in time of war, divine the intentions of the enemies of the faith, and often take the front line to decimate enemy troops or destroy spellcasters of rival faiths.

Naturally, arcane devotees are always arcane spellcasters. Sorcerers and wizards are the most common type, but some music-oriented deities tend to have more bard devotees, and a rare few of the more evil deities have been known to have assassin devotees that focus on cruel and terrible forms of death magic.

Hit Die: d4.

REQUIREMENTS

To qualify to become a arcane devotee (Dev) of a particular deity, a character must fulfill all the following criteria.

Spellcasting: Ability to cast 4th-level arcane spells.

Skills: Knowledge (religion) 8 ranks, Spellcraft 8 ranks.

Feats: Enlarge Spell.

Patron: An arcane devotee must have a patron deity, and it must be the deity of which she is a devotee.

CLASS SKILLS

The arcane devotee's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the arcane devotee prestige class.

Weapon and Armor Proficiency: Arcane devotees gain no proficiency in any weapon or armor.

Spells per Day: An arcane devotee's training focuses on arcane spells.

Thus, when a new arcane devotee level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on).

This essentially means that he adds the level of arcane devotee to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became an arcane devotee, he must decide to which class he adds each level of arcane devotee for the purpose of determining spells per day.

Enlarge Spell: The arcane devotee may cast a spell as if it were under the effects of the Enlarge Spell feat.

He does not need to prepare this spell in advance, and it does not increase the casting time or use a higher spell slot. This ability can be used a number of times per day equal to 1 + the arcane devotee's Charisma bonus (minimum of once per day).

Sacred Defense: Add this value (+1 at 2nd level, +2 at 4th level) to the arcane devotee's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Alignment Focus: A 2nd-level arcane devotee chooses one component of his deity's alignment.

He now casts spells of that alignment at +1 caster level. If his deity is neutral, he chooses one component of his alignment for this focus.

If the arcane devotee and his deity are neutral, the character chooses chaos, evil, good, or law for his focus.

Bonus Feat: At 3rd level, an arcane devotee can choose any one item creation feat or any feat from the following list: Spell Focus, Greater Spell Focus, Spell Penetration, Greater Spell Penetration, Improved Counterspell, Magical Artisan, or Shadow Weave Magic (devotees of Shar only).

Divine Shroud (Su): Once per day, a 5th-level arcane devotee may surround himself with a shroud of glowing divine power that protects him against enemy spells.

The shroud is of a color appropriate to the arcane devotee's patron's alignment: constant blue for law, shimmering white for good, wavering black for evil, or flickering yellow for chaos.

The shroud grants spell resistance of 12 + the character's caster level as if he were under the effects of a *spell resistance* spell.

This ability can be invoked as a free action and lasts a number of rounds equal to the arcane devotee's Charisma bonus + 5.

TABLE I—7: THE ARCANES DEVOTEE

Class	Base	Fort	Ref	Will	Special	Spells per Day
Level	Attack Bonus	Save	Save	Save		
1st	+0	+0	+0	+2	Enlarge Spell	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Sacred defense +1, alignment focus	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Bonus feat	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Sacred defense +2	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Divine shroud	+1 level of existing arcane spellcasting class

ARCHMAGE

The highest art is magic—often referred to as *the Art*. Its most advanced practitioners are frequently archmages, bending spells in ways unavailable to other spellcasters. The archmage gains strange powers and the ability to alter spells in remarkable ways, but must sacrifice some of her spell capability in order to master these arcane secrets.

Hit Die: d4.

REQUIREMENTS

To qualify to become an archmage (Acm), a character must fulfill all the following criteria.

Spellcasting: Ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

Skills: Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.

Feats: Skill Focus (Spellcraft), Spell Focus in two schools of magic.

CLASS SKILLS

The archmage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), Search (Int), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the archmage prestige class.

Weapon and Armor Proficiency: Archmages gain no proficiency in any weapon or armor.

Spells per Day: When a new archmage level is gained, the character gains new spells per day as if she had also gained a level in whatever arcane spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on).

This essentially means that she adds the level of archmage to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before she became an archmage, she must decide to which

class she adds each level of archmage for the purpose of determining spells per day.

High Arcana: The archmage learns secret lore unknown to lesser wizards and sorcerers.

She gains the ability to select a special ability from among the following by permanently eliminating one spell slot.

For example, a 15th-level wizard normally can cast two 7th-level spells per day (not counting bonus spells for specialization or high Intelligence).

A Wiz13/Acm2 who chooses the arcane reach ability forfeits one 7th-level spell, and so can only cast one 7th-level spell per day, not counting bonus spells.

The archmage may choose to eliminate a spell slot of a higher level than that required to acquire the high arcana in question, if she so desires.

Arcane Fire (Su): The archmage gains the ability to channel arcane spell energy into arcane fire, manifesting as a bolt of raw magical energy.

The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of archmage) and deals 1d6 points of damage per level of archmage plus 1d6 points of damage per level of the spell channeled to create the effect.

Therefore, a 5th-level archmage that channels a 7th-level spell into arcane fire deals 12d6 points of damage to the target if it hits.

This ability costs one 9th-level spell slot.

Arcane Reach: The archmage can use touch spells on targets up to 30 feet away.

If the spell requires a touch attack (melee or ranged), the archmage must make a ranged touch attack.

If selected a second time as a special ability, the range increases to 60 feet.

This ability costs one 7th-level spell slot.

Mastery of Counterspelling: When the archmage counterspells a spell, it is turned back upon the caster as if it were fully affected by a *spell turning* spell.

If the spell cannot be affected by *spell turning* (for example, if it is an area or effect spell), then it is merely counterspelled.

This ability costs one 7th-level spell slot.

Mastery of Elements: The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally does.

For example, an archmage could cast a *fireball* that does sonic damage instead of fire damage.

This ability can only alter spells with the acid, cold, fire, electricity, or sonic descriptors.

The spell's casting time is unaffected.

The caster decides whether or not to alter the spell's energy type and chooses the new energy type when she begins casting.

This ability costs one 8th-level spell slot.

Mastery of Shaping: The archmage can alter area and effect spells that use the following categories: burst, cone, cylinder, emanation, or spread.

The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell.

The minimum dimension for these spaces is a 5-foot cube.

For example, the archmage could cast a *fireball* and leave a hole where her ally stands, preventing any fire damage.

Furthermore, any shapeable (S) spells have a minimum dimension of 5 feet instead of 10 feet.

This ability costs one 6th-level spell slot.

Spell Power +1: This ability increases the DC for saving throws against the archmage's arcane spells and caster level checks for her arcane spells to overcome spell resistance by +1.

This ability can only be selected once, and stacks with spell power +2 and spell power +3, as well as spell power effects from other sources, such as from the Red Wizard prestige class.

This ability costs one 5th-level spell slot.

Spell Power +2: As spell power +1, except the increase is +2 instead of +1.

This ability can only be selected once, and stacks with spell power +1 and spell power +3, as well as spell power effects from other sources.

This ability costs one 7th-level spell slot.

Spell Power +3: As spell power +1, except the increase is +3 instead of +1.

This ability can only be selected once, and stacks with spell power +1, spell power +2, as well as spell power effects from other sources.

This ability costs one 9th-level spell slot.

Spell-Like Ability: The archmage can use one of her arcane spell slots (other than the slot expended to learn this high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day.

The archmage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP.

This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level.

For example, the archmage can make *lightning bolt* into a spell-like ability by using a 3rd-level spell slot to do so, or a maximized *lightning bolt* into a 6th-level spell-like ability.

The archmage may use an available higher-level spell slot to be able to use the spell-like ability more often.

Using a slot three levels higher than the chosen spell allows her to cast it four times per day, and a slot six levels higher lets her cast it six times per day.

For example, Hezark (Wiz15/Acm2) is a pyromaniac and never wants to be denied the ability to cast *fireball*, so she permanently uses a 9th-level spell slot to get *fireball* as a spell-like ability usable six times per day.

She forfeits a 5th-level spell slot to master the ability.

If selected more than one time as a special ability, this can apply to the same spell or to a different spell.

TABLE 1-8: THE ARCHMAGE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	High arcana	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	High arcana	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	High arcana	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	High arcana	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	High arcana	+1 level of existing arcane spellcasting class

DIVINE CHAMPION

Divine champions are mighty warriors who dedicate themselves to their deity's cause, defending holy ground, destroying enemies of the church, and slaying mythical beasts and clerics of opposed faiths.

For deities that do not count paladins among their followers, divine champions fill the role of the church-sponsored warrior.

Most divine champions come from a combat or military background.

Barbarians, fighters, monks, paladins, and rangers are the most common divine champions, but some of the more militant clerics and druids decide to become divine champions.

Bards, rogues, sorcerers, and wizards rarely become divine champions unless they are particularly devout and skilled in warfare.

Hit Die: d10.

REQUIREMENTS

To qualify to become a divine champion (Chm) of a particular deity, a character must fulfill all the following criteria.

Base Attack Bonus: +7.

Skills: Knowledge (religion) 3 ranks.

Feats: Weapon Focus in the deity's favored weapon.

Patron: A divine champion must have a patron deity, and it must be the deity of which she is a champion.

CLASS SKILLS

The divine champion's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the divine champion prestige class.

Weapon and Armor Proficiency: A divine champion is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Lay on Hands (Sp): As a defender of the faith, a divine champion may lay on hands to heal herself or another creature following the same patron deity as himself. The ability works like a paladin's ability to lay on hands, except the divine champion may heal 1 point of damage per divine champion level times her Charisma bonus.

If the divine champion is a paladin, she can combine this healing with her paladin class's *lay on hands* ability.

Fighter Feat: At 2nd level and again at 4th level, a divine champion may choose any one feat (except Weapon Specialization) from the fighter class bonus feat list in Chapter 3 of the *Player's Handbook* or any feat with the [Fighter] designator in this chapter.

Sacred Defense: Add this value (+1 at 2nd level, +2 at 4th level) to the divine champion's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Smite Infidel (Su): Once per day, a divine champion may attempt to smite a creature with a different patron deity (or no patron deity at all) with one normal melee attack.

She adds her Charisma bonus to the attack roll and deals 1 extra point of damage per divine champion level. If the divine champion accidentally smites someone of the same patron, the smite has no effect but is still used up for that day.

If the divine champion is also a paladin, she may use smite evil and this ability separately or combine them into a single strike if the target is evil and of a different faith.

Divine Wrath (Su): The divine champion channels a portion of her patron's power into wrath, giving her a +3 bonus on attack rolls, damage, and saving throws for a number of rounds equal to her Charisma bonus.

During this time, the divine champion also has damage reduction 5/-.

This ability can be used once per day and is invoked as a free action.

TABLE 1-9: THE DIVINE CHAMPION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Lay on hands
2nd	+2	+3	+3	+0	Fighter feat, sacred defense +1
3rd	+3	+3	+3	+1	Smite infidel
4th	+4	+4	+4	+1	Fighter feat, sacred defense +2
5th	+5	+4	+4	+1	Divine wrath

DIVINE DISCIPLE

The most zealous, devout, and pious clerics, druids, and paladins possess the ability to serve their deity as intermediaries between the deity's mortal and divine servants.

They interpret the divine will, act as teachers and guides to other members of the clergy, and arm the lay followers of their deity with the power of their patron.

Eventually they transcend their mortal nature and embody the divine on the face of Toril.

Divine disciples are always divine spellcasters.

Clerics and druids are the most common candidates for becoming divine disciples, but paladins and rangers have been known to become divine disciples, and evil deities such as Bane have been known to elevate blackguards as divine disciples in the ranks of their dark faiths.

Hit Die: d8.

REQUIREMENTS

To qualify to become a divine disciple (Dis) of a particular deity, a character must fulfill all the following criteria.

Spellcasting: Ability to cast 4th-level divine spells.

Skills: Diplomacy 5 ranks, Knowledge (religion) 8 ranks.

Patron: A divine disciple must have a patron deity, and it must be the deity of which she is a divine disciple.

CLASS SKILLS

The divine disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Profession (Wis), Scribe (Int, exclusive skill), Spellcraft (Int), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the divine disciple prestige class.

Weapon and Armor Proficiency: Divine disciples gain no proficiency in any weapon or armor.

Spells per Day: A divine disciple's training focuses on divine spells.

Thus, when a new disciple level is gained, the character gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

This essentially means that she adds the level of divine disciple to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one divine spellcasting class before she became a divine disciple, she must decide to which class she adds each level of divine disciple for the purpose of determining spells per day.

New Domain: The divine disciple may choose a new domain from her deity's available domains.

The divine disciple receives the domain's granted power and may choose the domain's spells as domain spells.

(The disciple now has three choices each level for domain spells instead of two).

Divine Emissary: Divine disciples can telepathically communicate with any outsider within 60 feet, as long as that outsider serves the disciple's deity or has the same alignment as the disciple.

Sacred Defense: Add this value (+1 at 2nd level, +2 at 4th level) to the divine disciple's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Imbue With Spell Ability (Sp): As the spell, except a divine disciple does not need to use any 4th-level (or higher) spell slots to activate this ability.

(She transfers currently prepared spells to her targets on a one-for-one basis without having to use a spell slot for the *imbue with spell ability* spell).

The only limit to the number of spells the divine disciple can transfer is the disciple's available 1st- and 2nd-level spells.

Transcendence: The divine disciple, through long association with her deity's outsider servants and direct intervention by her deity, transcends her mortal form and becomes a divine creature.

Her type changes to outsider, which means that she acquires some immunities and vulnerabilities based on her type (see Native Outsider, under the planetouched race description).

As a free action she can ward herself with a *protection from chaos/evil/good/law* spell.

(She chooses which form to have when she gains the transcendence power and cannot change it thereafter).

Upon achieving transcendence, the divine disciple's appearance usually undergoes a minor physical change appropriate to her alignment and deity.

For example, the eyes of a disciple of Lathander, the Morninglord, might change to glowing gold.

Anyone who shares the disciple's patron, including outsider servants of her patron, immediately recognize her transcendent nature, and she gains a +2 bonus on all Charisma-based skill and ability checks in regard to these creatures.

TABLE 1-10: THE DIVINE DISCIPLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	New domain, divine emissary	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Sacred defense +1	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Imbue with spell ability	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Sacred defense +2	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Transcendence	+1 level of existing divine spellcasting class

DIVINE SEEKER

Sometimes a church cannot act openly, either because of political constraints, bureaucracy, or because it doesn't want its presence known in an area.

During these times, the abilities of discretion, stealth, and speed are more valuable than the direct manifestation of power.

The divine seeker fills this role, infiltrating dangerous places to rescue prisoners, reclaim stolen relics, or eliminate enemy leaders.

Quiet and protected by the power of her deity, a divine seeker can often accomplish what a direct assault could not. Divine seekers may be of any class, though they favor monks, rangers, and rogues.

Barbarians and bards often have the skills to become divine seekers, but they tend to be too undisciplined or have abilities that rely on noise.

Sorcerers and wizards with subtle and stealthy magic sometimes become divine seekers, but they are rare.

Hit Die: d6.

REQUIREMENTS

To qualify to become a divine seeker (Skr) of a particular deity, a character must fulfill all the following criteria.

Skills: Hide 10 ranks, Knowledge (religion) 3 ranks, Move Silently 8 ranks, Spot 5 ranks.

Patron: A divine seeker must have a patron deity, and it must be the deity of which she is a divine seeker.

CLASS SKILLS

The divine seeker's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the divine seeker prestige class.

All of the divine seeker's spell-like abilities function as if cast by a cleric with a caster level of the divine seeker's class level plus her Charisma bonus.

Weapon and Armor Proficiency: Divine seekers gain proficiency in all simple weapons and light armor.

Sanctuary (Sp): Once per day a divine seeker can ward herself with a *sanctuary* spell.

Thwart Glyph: A divine seeker gains a +4 bonus on all Search and Disable Device checks to locate, disable, or bypass magic glyphs, runes, and symbols.

Sacred Defense: Add this bonus (+1 at 2nd level, +2 at 4th level) to the divine seeker's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Sneak Attack: As the rogue's ability.

This stacks with any sneak attack ability from another class.

Locate Object (Sp): Once per day, a divine seeker can use the *locate object* spell.

Obscure Object (Sp): Once per day, a divine seeker can use *obscure object*, which prevents her from being tracked by locating a stolen item she carries.

Locate Creature (Sp): Once per day, a divine seeker can use the *locate creature* spell.

Divine Perseverance: Once per day, if the divine seeker is brought to -1 or lower hit points, she automatically is cured of 1d8+5 points of damage.

TABLE 1—11: THE DIVINE SEEKER

Class	Base	Fort	Ref	Will	Special
Level	Attack Bonus	Save	Save	Save	
1st	+0	+0	+2	+0	Sanctuary, thwart glyph
2nd	+1	+0	+3	+0	Sacred defense +1, sneak attack +1d6
3rd	+2	+1	+3	+1	Locate object, obscure object
4th	+3	+1	+4	+1	Sacred defense +2, sneak attack +2d6
5th	+3	+1	+4	+1	Locate creature, divine perseverance

GUILD THIEF

Guild thieves are thieves who operate in urban areas as part of an organized thieves' guild.

They control and manipulate almost all the crime in their home cities.

Guild thieves are usually organized into divisions (assassins, beggars, bounty hunters, burglars, con artists and tricksters, cutpurses and pickpockets, enforcers and thugs, racketeers, scouts and spies, and fences, pirates, and smugglers), each of which is led by a guildmaster responsible for crimes of that type.

The guildmasters report to a head guildmaster.

Guild thieves generally only know their own minions, their coworkers, and their superior.

This web of secrecy preserves the organization, because any that are captured can only sell out a few others.

Most guild thieves are rogues, although specialists in some divisions are more likely to be fighters or rangers.

Clerics of evil deities (particularly Mask and Shar) take roles in many divisions, and sorcerers and wizards also have important roles, but their prominence is dependent on the land in which they operate.

(Some lands have few sorcerers and wizards or discourage them from staying or developing by placing many restrictions on them).

Guild thieves excel at working with others, intimidating common folk, administering punitive beatings, and acquiring important contacts.

Hit Die: d6.

REQUIREMENTS

To qualify to become a guild thief (Gld), a character must fulfill all the following criteria.

Skills: Gather Information 3 ranks, Hide 8 ranks,

Intimidate 3 ranks, Move Silently 3 ranks.

Special: Membership in a thieves' guild.

CLASS SKILLS

The guild thief's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Forgery (Int), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (local), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the guild thief prestige class.

Weapon and Armor Proficiency: Guild thieves gain proficiency in all simple weapons and light armor.

Sneak Attack: As the rogue's ability.

This stacks with any sneak attack ability from another class.

Doublespeak: A guild thief gains a +2 bonus on all Bluff, Diplomacy, and Innuendo checks.

Bonus Feat: A guild thief gains a feat from the following list: Alertness, Blind-Fight, Cosmopolitan, Education, Exotic Weapon Proficiency (hand crossbow), Leadership, Lightning Reflexes, Track, Skill Focus (any guild thief class skill), Still Spell, Street Smart, Weapon Finesse, Weapon Focus.

Uncanny Dodge: As the rogue ability.

If a guild thief has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

Reputation: Add this value to the character's Leadership score (see the Leadership feat in Chapter 2 of the *DUNGEON MASTER's Guide*).

Most guild thieves with an interest in collecting followers have a permanent base of operations within a city, which gives an additional +2 bonus on their Leadership score according to Table 2–26: Leadership Modifiers in the *DUNGEON MASTER's Guide*.

TABLE 1—12: THE GUILD THIEF

Class	Base	Fort	Ref	Will	Special
Level	Attack Bonus	Save	Save	Save	
1st	+0	+0	+2	+0	Sneak attack +1d6, doublespeak
2nd	+1	+0	+3	+0	Bonus feat, uncanny dodge (Dex bonus to AC)
3rd	+2	+1	+3	+1	Sneak attack +2d6, reputation +1
4th	+3	+1	+4	+1	Bonus feat, reputation +2
5th	+3	+1	+4	+1	Sneak attack +3d6, uncanny dodge (can't be flanked), reputation +3

HARPER SCOUT

Harper scouts are members of the Harpers, a secret society dedicated to holding back evil, preserving knowledge, and maintaining the balance between civilization and the wild. Harper scouts learn arcane spells and many skills to help them in their duties of espionage, stealth, and reporting information.

Many Harper scouts are bards, but by no means all.

Ranger, rogue, sorcerer, and wizard are common vocations for Harper scouts, since these classes tend to have versatility and mobility.

All have some skill at manipulating others, a resistance to outside mental influences, acute abilities of perception, and a talent for solving problems.

Not all Harpers are members of the Harper scout prestige class, and rank within the organization does not depend on a character's level in this or any other class.

However, most of the higher-ranked Harpers have at least one level in the Harper scout prestige class.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Harper scout (Hrp), a character must fulfill all the following criteria.

Alignment: Any nonevil.

Skills: Bluff 4 ranks, Diplomacy 8 ranks, Knowledge (local) 4 ranks, Perform 5 ranks, Sense Motive 2 ranks, Wilderness Lore 2 ranks.

Feats: Alertness, Iron Will.

Special: Sponsorship by a member of the Harpers, approval of the High Harpers.

CLASS SKILLS

The Harper scout's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Harper scout prestige class.

Weapon and Armor Proficiency: A Harper scout is proficient with all simple weapons and light armor.

Spells per Day: Beginning at 1st level, a Harper scout gains the ability to cast a small number of arcane spells.

The Harper scout's ability to cast these spells works exactly like a bard's ability to cast spells.

(They are Charisma-based and do not need to be prepared).

A 1st-level Harper scout learns two spells from the Harper scout 1st-level spell list.

She learns two new Harper scout spells of any spell level she can cast at each Harper scout level thereafter.

There is no limit to the number of these spells the Harper scout can know from this list.

She may learn more by studying arcane scrolls or spellbooks.

HARPER SCOUT SPELL LIST

1st level—*change self*, *charm person*, *comprehend languages*, *erase*, *feather fall*, *jump*, *light*, *message*, *mount*, *read magic*, *scatterspray*, *sleep*, *spider climb*.

2nd level—*cat's grace*, *darkvision*, *detect thoughts*, *eagle's splendor*, *invisibility*, *knock*, *locate object*, *magic mouth*, *misdirection*, *see invisibility*, *shadow mask*.

3rd level—*clairaudience/clairvoyance*, *nonetection*, *suggestion*, *tongues*, *undetectable alignment*.

Harper Knowledge: Like a bard, a Harper scout has a knack for picking up odds and ends of knowledge.

This ability works exactly like the bardic knowledge ability of the bard class.

If a Harper scout has bard levels, her Harper scout levels and bard levels stack for the purpose of using bardic knowledge.

Favored Enemy: A Harper scout selects a favored enemy from the following list of evil organizations that oppose the Harpers' goals: the Church of Bane, the Cult of the Dragon, the Iron Throne, the malaugryms, the Red Wizards, or the Zhentarim.

This ability works exactly like the favored enemy ability of the ranger class.

If a Harper scout with ranger levels chooses a favored enemy that she already has chosen as a ranger, the bonuses stack.

When the Harper scout reaches 4th level, the bonus against her first favored enemy increases to +2, and she gains a new favored enemy at +1.

Deneir's Eye (Su): A Harper scout gains a +2 holy bonus on saving throws against glyphs, runes, and symbols.

Skill Focus: A Harper scout gains the Skill Focus feat for her Perform skill and any one other Harper scout class skill.

Tymora's Smile (Su): Once per day, a Harper scout can add a +2 luck bonus on a single saving throw.

This bonus can be added after the die is rolled and after success or failure of the unmodified roll is determined.

Lliira's Heart (Su): A Harper scout gains a +2 holy bonus on saving throws against compulsion and fear effects.

Craft Harper Item: A specialized form of the Craft Wondrous Item feat, this allows a Harper scout to create magic musical instruments, Harper pins, and certain potions (*Charisma*, *detect thoughts*, *glibness*, *tongues*, and *truth*). This ability replaces the need for any other item creation feat for the item.

The Harper scout's casting level for these items is her Harper scout level plus all other caster levels from her other spellcasting classes.

All the normal requirements for an item (such as race or spells) remain the same.

All other rules for creating wondrous items or potions apply.

EX-HARPER SCOUTS

It is possible for a character to violate the code of conduct of the Harpers, endanger other Harpers through negligence or deliberate action, or intentionally turn away from the Harpers.

Such an individual quickly gains a reputation among the other Harpers and can no longer progress in the Harper scout prestige class.

Furthermore, the former Harper scout can no longer use the Deneir's eye, Lliira's heart, or Tymora's smile abilities.

A petition to the High Harpers, a suitable quest decided upon by that group, and an *atonement* spell from a deity chosen by the High Harpers brings the former Harper scout back into good standing, and she can thereafter gain levels in the prestige class.

TABLE 1-13: THE HARPER SCOUT

Class	Base	Fort	Ref	Will	Special	Spells per Day		
Level	Attack Bonus	Save	Save	Save		1st	2nd	3rd
1st	+0	+0	+2	+2	Harper knowledge, 1st favored enemy	0	—	—
2nd	+1	+0	+3	+3	Deneir's eye, Skill Focus	1	—	—
3rd	+2	+1	+3	+3	Tymora's smile	1	0	—
4th	+3	+1	+4	+4	Lliira's heart, 2nd favored enemy	1	1	—
5th	+3	+1	+4	+4	Craft Harper Item	1	1	0

HATHRAN

Hathrans comprise an elite sisterhood of spellcasters who lead Rashemen.

They are also known as the Witches of Rashemen.

Within the borders of Rashemen, their powers are greater than other spellcasters of their level.

In Rashemi society, hathrans occupy the place reserved for powerful clerics in most Faerûnian cultures.

They heal the sick and wounded, care for the souls of their followers, recruit champions from other planes, and raise the dead.

Within the hathran class (which means “learned sisterhood” in the language of Rashemen), 1st-level characters are called blethran (“sisterkin”).

The 9th- and 10th-level hathrans are called othlor (“true ones”) and have complete authority over all other Witches. Hathrans have the power of life and death over all citizens of Rashemen, although to misuse this authority is a serious offense against the sisterhood.

When traveling in Rashemen, hathrans always wear masks. Many are sent outside their homeland to study other cultures and keep watch on important figures.

To be a hathran requires a certain depth of knowledge in arcane and divine magic.

Usually hathrans are cleric/wizards, but some of the sisters have developed their powers as bards, druids, rangers, or sorcerers.

The concept of rivalry between spellcasters is considered insane by hathrans, and they share spells with any hathran they deem able to handle the responsibility.

In Rashemi society, the creation of magic items is left to the male spellcasters, and hathrans are not allowed to learn item creation feats.

(To do so causes expulsion from the sisterhood and banishment from Rashemen, so great is the social stigma).

The only exceptions are scrolls, which are used to train lesser members in arcane and divine magic.

Rashemi wizards who hope to become hathran use their bonus feats for metamagic feats or Spell Mastery.

Hit Die: d4.

REQUIREMENTS

To qualify to become a hathran (Hth), a character must fulfill all the following criteria.

Alignment: Lawful good, lawful neutral, or neutral good.

Race: Human female of Rashemen or Rashemi descent.

Spellcasting: Able to cast 2nd-level arcane spells and 2nd-level divine spells.

Feats: Ethran.

Patron: Chauntea, Mielikki, or Mystra.

Special: Member in good standing of the Witches of Rashemen.

CLASS SKILLS

The hathran's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha), Concentration (Con), Craft (Int), Intuit Direction (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Scry (Int), Swim (Str), Speak Language, Spellcraft (Int), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the hathran prestige class.

Weapon and Armor Proficiency: Hathrans gain Exotic Weapon Proficiency (whip).

They gain proficiency in no new armor.

Spells per Day: A hathran's training focuses on arcane or divine spells.

Thus, when a new hathran level is gained, the character gains new spells per day as if she had also gained one level in a spellcasting class (her choice) she belonged to before becoming a hathran.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

This essentially means that she adds the level of hathran to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly.

Since all hathrans are multiclass spellcasters, some choose to expand their skill in the arcane, others the divine, and the remainder strike a balance between the two.

The hathrans also have a short custom spell list.

These spells are arcane spells and must be acquired like any other arcane spell.

They use spell slots of the appropriate level in the hathran's arcane spellcasting class.

HATHRAN SPELL LIST

1st level—*scatterspray*.

2nd level—*moonbeam*.

3rd level—*flashburst*, *moon blade*.

5th level—*moon path*.

Cohort: The hathran gains a cohort as if she had the Leadership feat (see Chapter 2 of the *DUNGEON MASTER's Guide*).

This cohort is either a Rashemi female with the Ethran feat or a Rashemi male with at least one level of barbarian.

This cohort does not count against any cohorts (or followers) the hathran may acquire by taking the Leadership feat.

Place Magic: The hathran's ties to the land of Rashemen are so strong that when in her homeland, she can draw upon the power of the land and its spirits to allow her to cast spells without preparing them.

When using place magic, she may cast any arcane spell she knows or any divine spell on her spell list.

The spell uses spell slots as normal.

Casting with place magic is a full-round action.

If the spell has a casting time of 1 action or longer, 1 full round is added to the casting time of the spell.

If the hathran wishes to use a metamagic feat she knows on a place magic spell, 1 additional full round is added to the casting time of the spell.

Note that when on her home soil, a hathran may use divine spell slots of the appropriate level to cast any of the spells on the hathran spell list, even if she doesn't know the spell as an arcane spell.

Fear (Su): A hathran can cast *fear* as a sorcerer of her highest spellcasting level.

The ability is usable once per day at 3rd level, twice per day at 6th level, and three times per day at 8th level.

Circle Leader: The hathran gains the ability to become a circle leader, who is the focus person for hathran circle magic.

See Chapter 2: Magic for a description of circle magic.

Greater Command (Su): The hathran can cast a quickened *greater command* once per day as a sorcerer of her highest spellcasting level.

TABLE 1-14: THE HATHRAN

Class	Base	Fort	Ref	Will	Special	Spells per Day
Level	Attack Bonus	Save	Save	Save		
1st	+0	+2	+0	+2	Cohort, place magic	+1 level of existing spellcasting class
2nd	+1	+3	+0	+3		+1 level of existing spellcasting class
3rd	+1	+3	+1	+3	Fear (1/day)	+1 level of existing spellcasting class
4th	+2	+4	+1	+4	Circle leader	+1 level of existing spellcasting class
5th	+2	+4	+1	+4		+1 level of existing spellcasting class
6th	+3	+5	+2	+5	Fear (2/day)	+1 level of existing spellcasting class
7th	+3	+5	+2	+5		+1 level of existing spellcasting class
8th	+4	+6	+2	+6	Fear (3/day)	+1 level of existing spellcasting class
9th	+4	+6	+3	+6		+1 level of existing spellcasting class
10th	+5	+7	+3	+7	Greater command	+1 level of existing spellcasting class

HIEROPHANT

A divine spellcaster who rises high in the service of his deity gains access to spells and abilities of which lesser faithful can only dream.

The hierophant prestige class is open to powerful divine spellcasters who are approaching access to the strongest and most difficult divine spells.

They delay the acquisition of these greatest gifts in exchange for a deeper understanding of and ability to control the power they channel.

Hit Die: d8.

REQUIREMENTS

To qualify to become a hierophant (Hie) of a particular deity, a character must fulfill all the following criteria.

Spellcasting: Able to cast 7th-level divine spells.

Skills: Knowledge (religion) or Knowledge (nature) 15 ranks.

Feat: Any metamagic feat.

CLASS SKILLS

The hierophant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the hierophant prestige class.

Weapon and Armor Proficiency: Hierophants gain no proficiency in any weapon or armor.

Spells and Caster Level: Levels in the hierophant prestige class, even though they do not advance spell progression in the character's base class, still stack with the character's base spellcasting levels to determine caster level.

Special Ability: Every level, a hierophant gains a special ability of his choice from among the following: *Blast Infidel*: The hierophant can use negative energy spells to their maximum effect on creatures with a different patron from the hierophant.

Any spell with a description that involves inflicting or channeling negative energy (*inflict* spells, *circle of doom*, *harm*) cast on such creatures works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot).

Undead affected by this ability heal the appropriate amount of damage, regardless of their patron (if any).

Divine Reach: The hierophant can use touch spells on targets up to 30 feet away.

If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead.

If selected a second time as a special ability, the range increases to 60 feet.

Faith Healing: The hierophant can use healing spells to their maximum effect on creatures with the same patron as the hierophant (including the hierophant himself).

Any spell with the healing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot).

Any creature that falsely claims to be a follower of the hierophant's patron in hopes of gaining extra benefit instead receives none of the effects of the spell and must make a Will save (against the spell's DC) or be stunned for 1 round.

Gift of the Divine: The hierophant may transfer one or more uses of his turning ability to a willing creature.

(Hierophants who rebuke undead transfer uses of rebuke undead instead).

The transfer lasts anywhere from 24 hours to a tenday (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the hierophant is reduced by the number transferred.

The recipient turns undead as a cleric of the hierophant's cleric level but uses her own Charisma bonus.

Mastery of Energy: The hierophant channels positive or negative energy much more effectively, increasing his ability to affect undead.

Add a +4 bonus to the hierophant's turning checks and turning damage.

Metamagic Feat: The hierophant can choose a metamagic feat.

Power of Nature: Available only to hierophants with druid levels, this ability allows the hierophant to temporarily transfer one or more of his special druidic powers to a willing creature.

The transfer lasts anywhere from 24 hours to a tenday (chosen at the time of transfer), and while the transfer is in effect, the hierophant cannot use the transferred power. He can transfer any of his druidic special abilities except spellcasting and animal companions.

The *wild shape* ability can be partially or completely transferred.

For example, he may transfer the ability to *wild shape* once per day to the recipient and retain the rest of his uses for himself.

If the hierophant can assume the form of Tiny, Huge, or dire animals, the recipient can as well.

As with the *imbue with spell ability* spell, the hierophant remains responsible to his deity for any purpose the recipient uses the transferred abilities.

Spell Power +2: This ability increases by +2 the DC for saving throws against the hierophant's divine spells and for caster level checks for his divine spells to overcome spell resistance.

This ability can be selected multiple times, and stacks with itself and other spell power effects that affect divine spells.

Spell-Like Ability: The hierophant can use one of his divine spell slots to permanently prepare one of his divine spells as a spell-like ability that can be used two times per day.

The hierophant does not use any components when casting the spell, although a spell that costs experience points to cast still does so, and a spell with a costly material component instead costs him 10 times that amount in experience points.

The spell normally uses a spell slot of the spell's level (or higher if the hierophant chooses to permanently attach a metamagic feat to the spell chosen).

The hierophant can use an available higher-level spell slot to use the spell-like ability more than twice per day.

Allocating a slot three levels higher allows him to cast the spell four times per day, and a slot six levels higher lets him cast it six times per day.

For example, Lonafrin the hierophant is a follower of Velsharoon and wants to be able to create undead whenever he has the opportunity, so he permanently uses a 9th-level spell slot to get *animate dead* as a spell-like ability usable six times per day.

If selected more than one time as a special ability, this ability can apply to the same spell or to a different spell.

TABLE 1-15: THE HIEROPHANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Special ability
2nd	+1	+3	+0	+3	Special ability
3rd	+1	+3	+1	+3	Special ability
4th	+2	+4	+1	+4	Special ability
5th	+2	+4	+1	+4	Special ability

PURPLE DRAGON KNIGHT

The famous Purple Dragons of Cormyr are regarded across Faerûn as exemplars of disciplined, skilled, loyal soldiers. Their reputation is deserved partly because of the heroic actions of their leaders, the Purple Dragon knights. Purple Dragon knights develop uncanny skills related to coordinating and leading soldiers.

Most are fighters, rangers, or paladins, but a few bards, clerics, and rogues have been known to become Purple Dragon knights.

Sorcerers and wizards tend to join the War Wizards, Cormyr's elite brigade of fighting spellcasters, while barbarians are too undisciplined, and druids and monks too "uncivilized" in Cormyr to enter this career.

In general, NPC knight commanders are responsible for leading the troops of the nation of Cormyr.

Player character knights either are retirees, special liaisons to the army, or recipients of honorary titles.

A character's level in this prestige class is irrelevant to his rank in the military, although higher-ranked knights tend to be of higher level.

It is not necessary to have this prestige class to serve in the Purple Dragons at large.

This prestige class can be used as a model for officers in other countries, members of knightly orders, and so on.

It is not necessary to have this prestige class to be an officer of the Purple Dragons, but most high-ranking officers do.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Purple Dragon knight (Prp), a character must fulfill all the following criteria.

Alignment: Any nonevil and nonchaotic.

Base Attack Bonus: +4.

Skills: Diplomacy or Intimidate 1 rank, Listen 2 ranks, Ride 2 ranks, Spot 2 ranks.

Feats: Leadership, Mounted Combat.

Special: Membership in the Purple Dragons.

CLASS SKILLS

The Purple Dragon knight's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Swim (Str).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Purple Dragon knight prestige class.

Weapon and Armor Proficiency: A Purple Dragon knight is proficient with all simple weapons, light armor, medium armor, and shields.

Rallying Cry (Su): The knight can utter a powerful shout (typically "For Cormyr!") that causes all allies within 60 feet to gain a +1 morale bonus on their next attack roll and increases their speed by 5 feet until the knight's next turn. Traditionally, the rallying cry is used when a formation of soldiers is about to charge.

This mind-affecting ability may be used up to three times per day.

Heroic Shield: A knight can use the aid another action (see Chapter 8 of the *Player's Handbook*) to give an ally a +4 circumstance bonus to AC instead of the normal +2.

Inspire Courage (Su): This ability has the same effect as the bard ability of the same name.

The knight makes an inspirational speech, bolstering his allies against fear and improving their combat abilities.

To be affected, an ally must hear the knight speak for a full round.

The effect lasts as long as the knight speaks and for 5 rounds after the knight stops speaking (or 5 rounds after the ally can no longer hear the knight).

While speaking, the knight can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands).

Affected allies receive a +2 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls.

Fear (Su): Once per day, a knight can evoke a *fear* effect (DC 13 + the officer's Charisma modifier).

His allies are immune to the effect.

Oath of Wrath (Su): Once per day, a knight can select a single opponent within 60 feet and swear an oath to defeat him.

For the duration of the encounter, the knight has a +2 morale bonus on melee attack rolls, weapon damage rolls, saves, and skill checks made against the challenged target. The effect is negated immediately if the knight makes an attack or casts a spell targeted at any creature except the challenged opponent (attacks of opportunity do not count) or if the knight uses a full-round action to move away from the challenged opponent.

Final Stand (Su): Once per day, a knight can inspire his troops to a heroic effort, temporarily increasing their vitality.

All allies within 10 feet of the knight gain 2d10 temporary hit points.

This ability affects a number of creatures equal to the knight's class level + his Charisma modifier and lasts an equal number of rounds.

TABLE 1-16: THE PURPLE DRAGON KNIGHT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Rallying cry, heroic shield
2nd	+2	+3	+0	+0	Inspire courage (1/day)
3rd	+3	+3	+1	+1	Fear
4th	+4	+4	+1	+1	Oath of wrath, inspire courage (2/day)
5th	+5	+4	+1	+1	Final stand

RED WIZARD

The Red Wizards are the masters of Thay, the conquerors of that land's native Rashemi, and the would-be magical overlords of Faerûn.

They focus on a school of magic more intently than any specialist, achieving incredible mastery of magic within a very narrow focus.

Seen as cruel and evil tyrants by people across Toril, a few choose to leave their region, assume secret identities, and practice magic without having to worry about political alliances and possible slave uprisings.

Early in their careers, would-be Red Wizards specialize in a school of magic and acquire the Tattoo Focus feat that prepares them for entry into the full Red Wizard prestige class.

All Red Wizards have some skill as a specialist wizard, and most follow that path exclusively, but a few dabble in other sorts of learning (such as combat or divine magic).

While it is possible for a sorcerer or bard to become a Red Wizard, such misfits are ridiculed in their homeland and are incredibly rare.

Hit Die: d4.

REQUIREMENTS

To qualify to become a Red Wizard (Red), a character must fulfill all the following criteria.

Alignment: Any nongood.

Race: Human from Thay.

Spellcasting: Ability to cast 3rd-level arcane spells.

Skills: Spellcraft 8 ranks.

Feats: Tattoo Focus and a total of three metamagic feats or item creation feats.

CLASS SKILLS

The Red Wizard's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Red Wizard prestige class.

Weapon and Armor Proficiency: Red Wizards gain no proficiency in any weapon or armor.

Spells per Day: A Red Wizard's training focuses on arcane spells.

Thus, when a new Red Wizard level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on).

This essentially means that he adds the level of Red Wizard to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became a Red Wizard, he must decide to which class he adds each level of Red Wizard for the purpose of determining spells per day.

Enhanced Specialization: Upon becoming a Red Wizard, the character increases his devotion to his wizard school of specialization.

In exchange for this, the Red Wizard must sacrifice study in one or more schools.

The Red Wizard must choose an additional prohibited school or schools using the rules in Chapter 3 of the *Player's Handbook*.

He can never again learn spells from those prohibited schools.

He cannot choose the same prohibited schools he chose as a 1st-level wizard.

He can still use the prohibited spells he knew prior to becoming a Red Wizard, including using items that are activated by spell completion or spell trigger.

For example, Ghorus Toth is specialized in the school of Transmutation.

His prohibited schools are Abjuration and Enchantment (option 3).

When he becomes a Red Wizard, he must choose one of the other categories of prohibited schools for Transmutation listed in the School Specialization sidebar the *Player's Handbook*.

His options are (1) Conjunction, (2) Evocation, or (4) any three schools.

He cannot choose option (3) because there is no way to select that option without selecting schools from which he is already prohibited.

If he chooses option (4), he cannot choose Abjuration or Enchantment because those are already prohibited schools for him.

He decides to select Conjunction as his additional prohibited school.

Specialist Defense: Add this value to the Red Wizard's saving throws against spells from his specialist school.

Spell Power: For spells involving the Red Wizard's specialist school, add this value to the DC for saving throws and to caster level checks to overcome spell resistance.

The value starts at +1 at 1st level and goes up to +2 at 4th level, +3 at 6th level, +4 at 8th level, and +5 at 10th level.

This ability stacks with other spell power effects that affect spells from the Red Wizard's specialist school.

Bonus Feat: The Red Wizard can choose an item creation feat, metamagic feat, or Spell Mastery (see Chapter 3 of the *Player's Handbook*).

Circle Leader: The Red Wizard gains the ability to become a circle leader, who is the focus person for Red Wizard circle magic.

See Chapter 2: Magic for information on circle magic.

Scribe Tattoo: The Red Wizard gains the ability to place the Thayan wizards' magic tattoos upon qualified novices, allowing them to select the Tattoo Focus feat and inducting them into his circle.

Great Circle Leader: The Red Wizard can be the center of a great circle, which can have up to nine assistants instead of just five.

See Chapter 2: Magic for information on circle magic.

TABLE 1-17: THE RED WIZARD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Enhanced specialization, specialist defense +1	+1 level of wizard
2nd	+1	+0	+0	+3	Spell power +1	+1 level of wizard
3rd	+1	+1	+1	+3	Specialist defense +2	+1 level of wizard
4th	+2	+1	+1	+4	Spell power +2	+1 level of wizard
5th	+2	+1	+1	+4	Bonus feat, circle leader	+1 level of wizard
6th	+3	+2	+2	+5	Spell power +3	+1 level of wizard
7th	+3	+2	+2	+5	Specialist defense +3, scribe tattoo	+1 level of wizard
8th	+4	+2	+2	+6	Spell power +4	+1 level of wizard
9th	+4	+3	+3	+6	Specialist defense +4	+1 level of wizard
10th	+5	+3	+3	+7	Great circle leader, spell power +5	+1 level of wizard

RUNECASTER

A skill originally developed by the dwarves and giants, the ability to create runes of power has spread beyond the hills and mountains.

Those that choose to master this ability are runecasters, creating incredibly potent symbols that last for multiple uses and can be triggered without being touched.

An established runecaster's goods are usually adorned with many runes, making his equipment very impressive-looking and a true threat to thieves.

Most runecasters are clerics or adepts because a majority of the practitioners of this ability are dwarves and giants. Some rangers and paladins have chosen to become runecasters, particularly since the Thundering has resulted in many young dwarves leaving home to explore the wilderness.

A few rare druids have chosen the path of the runecaster as well, although generally only in areas where druids are so scarce that they have to rely on runes to protect a large area. Runecasting clerics and paladins use their abilities to protect their temples and holy items, while ranger

runecasters use them to guard trails, lairs of threatened animals, and natural refuges.

Hit Die: d8.

REQUIREMENTS

To qualify to become a runecaster (Rnc), a character must fulfill all the following criteria.

Spellcasting: Ability to cast 3rd-level divine spells.

Skills: Spellcraft 8 ranks, Craft 8 ranks (see the Rune Magic section of Chapter 2: Magic for appropriate Craft skills).

Feats: Inscribe Rune.

CLASS SKILLS

The runecaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana), (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the runecaster prestige class.

Weapon and Armor Proficiency: Runecasters gain no proficiency in any weapon or armor.

Spells per Day: A runecaster's training focuses on divine spells.

Thus, when a new runecaster level is gained, the character gains new spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

This essentially means that he adds the level of runecaster to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly. If a character had more than one divine spellcasting class before he became a runecaster, he must decide to which class he adds each level of runecaster for purposes of determining spells per day and caster level.

Rune Craft: Add this bonus to the runecaster's Craft checks made to inscribe runes.

Improved Runecasting: As a runecaster rises in level, he can create runes that function more than once and have different means of being triggered.

The extra features increase the cost of the rune, however, as shown on the table below.

Number of Uses/Trigger	Runecaster Base Price	Level**
One	Spell level* × caster level × 50 gp	—
Chargest†	Spell level* × caster level × charges × 50 gp	3
Charges per day†	Spell level* × caster level × charges × 400 gp	8
Permanent (until dispelled)††	Spell level* × caster level × 2,000 gp	8
Works when touched	Base cost	—
Works when read or passed	Base cost × 2	3

*A 0-level spell counts as 1/2 level.
 **The minimum runecaster level to inscribe a rune of this type. "—" indicates the default ability granted by the Inscribe Rune feat.
 †If the spell has a component or XP cost, add that cost times the number of charges to the base price of the rune.
 ††If the spell has a component or XP cost, add 100 times that cost to the base price of the rune.

Works When Read or Passed: Any attempt to study, identify, or fathom a rune's meaning counts as "reading" the rune.

Passing through a portal that bears a rune counts as "passing" the rune.

A rune must have an unbroken line of effect to a target to affect that target, and the target must be within 30 feet.

A rune that is triggered when passed can be set to almost any special conditions the runecaster specifies.

Runes can be set according to physical characteristics (such as height or weight) or creature type, subtype, or species (such as "drow" or "aberration").

Runes can also be set with respect to good, evil, law, or chaos, or patron deity.

They cannot be set according to class, Hit Dice, or level.

Runes respond to invisible creatures normally but are not triggered by those who travel past them ethereally.

When placing a rune with a "pass" trigger, a runecaster can specify a password or phrase that protects a creature using it from triggering the rune.

Rune Power: For runes created by the runecaster, add this value to the DC of all saves and attempts to erase, dispel, or

disable the rune, and to caster level checks to overcome the spell resistance of a target.

Maximize Rune: The runecaster can create runes that are maximized, as if under the effects of a Maximize Spell feat, without altering the level of the spell being used to create the rune.

Maximizing a rune adds +5 to the DC of the Craft check required to inscribe it.

Rune Chant: Whenever the runecaster casts a divine spell, he may trace a rune in the air as an extra somatic component for the spell.

This allows the runecaster to gain the benefit of his rune power ability for the spell.

For spells with a casting time of 1 action, this increases the casting time to 1 full round.

All other spells have their casting time increased by 1 round.

This ability cannot be used on stilled spells, and it does not function with the maximize rune ability.

TABLE 1-18: THE RUNECASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Rune craft +1	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Rune power +1	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Improved runecasting	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Rune craft +2	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Rune power +2	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Maximize rune	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Rune craft +3	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Improved runecasting	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Rune power +3	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Rune chant	+1 level of existing divine spellcasting class

SHADOW ADEPT

Some spellcasters who discover the existence of the Shadow Weave are cautious, altering their magic slowly. Others are more reckless, and hurl themselves into the abyss of the Shadow Weave, immediately acquiring all the gifts available to the casual student and discovering secrets unavailable to all but the most dedicated.

These spellcasters are the shadow adepts, who make great sacrifices in some aspects of the Art in order to reap greater benefits elsewhere.

Most shadow adepts are sorcerers or wizards, and they gain the greatest power from this path.

However, any spellcaster can tap the Shadow Weave, and a few bards, druids, and rangers have been known to make this choice.

Among clerics, only the followers of Shar are common in the ranks of the shadow adepts.

Hit Die: d4.

REQUIREMENTS

To qualify to become a shadow adept (Sha), a character must fulfill all the following criteria.

Alignment: Any nongood.

Spellcasting: Ability to cast 3rd-level arcane or divine spells.

Skills: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

Feats: Shadow Weave Magic and any metamagic feat.

CLASS SKILLS

The shadow adept's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the shadow adept prestige class.

Weapon and Armor Proficiency: Shadow adepts gain no proficiency in any weapon or armor.

Spells per Day: A shadow adept's training focuses on magic. Thus, when a new shadow adept level is gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

This essentially means that he adds the level of shadow adept to the level of whatever other spellcasting class the character has, then determines spells per and caster level accordingly.

If a character had more than one spellcasting class before he became a shadow adept, he must decide to which class he adds each level of shadow adept for the purpose of determining spells per day.

Shadow Feats: A shadow adept gains the Insidious Magic, Pernicious Magic, and Tenacious Magic feats.

Low-Light Vision (Su): A shadow adept gains low-light vision if he doesn't already have it.

Shadow Defense: Add this value to a shadow adept's saving throws against spells from the schools of Enchantment, Illusion, and Necromancy, and spells with the darkness descriptor.

Darkvision (Su): A shadow adept can see in the dark as though he were permanently affected by a *darkvision* spell.

Metamagic Feat: The shadow adept can choose any one metamagic feat.

Spell Power: Add this value to the DC for saving throws and to caster level checks to overcome spell resistance for spells the shadow adept casts from the schools of Enchantment, Illusion, or Necromancy, and spells with the darkness descriptor.

This stacks with other spell power effects that affect the specified spells.

Shield of Shadows (Su): A shadow adept can create a mobile disk of purple-black force as a standard action.

The shield of shadows has the effects of a *shield* spell and also provides three-quarters concealment (30% miss chance) against attacks from the other side of the shield. As with the *shield* spell, the shadow adept can change the defensive direction of the shield of shadows as a free action once per round on his turn.

The shadow adept can see and reach through the shield, so it does not provide cover or concealment to opponents.

The shield of shadows lasts 1 round per caster level per day and need not be used all at once.

Creating or dismissing the shield of shadows is a standard action.

At 8th level, the shield also grants spell resistance of 12 + the character's shadow adept level on attacks against the shadow adept that originate from the other side of the shield, as if the shadow adept were under the effect of a *spell resistance* spell.

Shadow Walk (Sp): A shadow adept can cast the *shadow walk* spell once per day.

Shadow Double: Once per day, a shadow adept can use a standard action to create a double of himself woven from shadowstuff.

The double has the ability scores, base AC, hit points, saves, and attack bonuses as its creator, but no equipment.

(Any apparent clothing or equipment is nonfunctional).

The double can attack the creator's enemies if given a weapon or items (since it can use anything its creator can) or function as the target of a *project image* spell, duplicating the creator's actions and acting as the origin of the creator's spells when it is within a direct line of sight.

Mentally commanding the double is a free action.

Using it as the originator of a spell counts as an action for the creator and the double.

Causing the creator or the double to leave the plane they share dismisses the double.

The double lasts 1 round per caster level.

The death of the double does not affect the shadow adept or vice versa.

The double still lasts to the end of its duration if its creator dies.

TABLE 1—19: THE SHADOW ADEPT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Shadow feats	+1 level of existing class
2nd	+1	+0	+0	+3	Shadow defense +1, low-light vision	+1 level of existing class
3rd	+1	+1	+1	+3	Spell power +1	+1 level of existing class
4th	+2	+1	+1	+4	Shield of shadows	+1 level of existing class
5th	+2	+1	+1	+4	Metamagic feat, shadow defense +2	+1 level of existing class
6th	+3	+2	+2	+5	Spell power +2	+1 level of existing class
7th	+3	+2	+2	+5	Shadow walk, darkvision	+1 level of existing class
8th	+4	+2	+2	+6	Shadow defense +3, greater shield of shadows	+1 level of existing class
9th	+4	+3	+3	+6	Spell power +3	+1 level of existing class
10th	+5	+3	+3	+7	Shadow double	+1 level of existing class

FROSTBURN (3.5)

CLOUD ANCHORITE

The remote mountaintops of the world represent one of the harshest incarnations of the frostfell, for in these locations not only does one struggle for shelter, food, and warmth, but also for the air itself.

Yet for many, the isolation and beauty of the tallest mountains is an irresistible draw, especially to those who seek to hone and perfect their own bodies and minds far from the busy distractions of civilization.

The cloud anchorites are just such an order of monastic recluses who have established monasteries on the slopes of many high mountains.

Cloud anchorite monasteries are never constructed at altitudes of less than 12,000 feet.

There, they train in the rarefied chill air under the belief that conditions in lower altitudes and warmer climates serve only to accelerate the aging process and quell the quest for self-perfection.

A cloud anchorite is quick to point out how the body of a person who dies in the tropics quickly rots away into corruption, but if the same person were to die atop one of the tallest mountain peaks, his body would become preserved for the ages.

The cloud anchorite simply seeks a way to achieve this immortality while maintaining life and awareness.

Although most cloud anchorites were at one point in their lives monks, this is not a strict requirement to join one of their remote monasteries.

All the cloud anchorites require of prospective members is a proven self-sufficiency and a willingness to seek immortality.

Nevertheless, their teachings are natural extensions of many of the more common place monastic orders' teachings.

Rangers, bards, and rogues can qualify for this prestige class fairly quickly as well, but the skill requirements make it difficult for most other classes to join a cloud anchorite monastery.

NPC cloud anchorites can be found in their monasteries on distant mountaintops, from which they only rarely leave to return to the lowlands.

Those few cloud anchorites who do travel to lower altitudes do so to seek out prospective students, to gather necessary supplies for the monastery, or rarely, to bring the

knowledge they have learned to the lowlanders in an attempt to open their eyes to the dangers of life below the treeline.

Hit Die: d8.

REQUIREMENTS

To qualify to become a cloud anchorite, a character must fulfill all the following criteria.

Alignment: Any nonchaotic.

Base Fortitude Save: +5.

Skills: Climb 9 ranks, Jump 9 ranks, Knowledge (religion) 9 ranks, Survival 4 ranks.

Feats: Improved Unarmed Combat, Mountaineer.

Special: The prospective student must live for a week on her own in a wilderness region, during which time she can travel no lower than 12,000 feet in altitude.

CLASS SKILLS

The cloud anchorite class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Spot (Wis), Survival (Wis), Tumble (Dex), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the cloud anchorite prestige class.

Weapon and Armor Proficiency: Cloud anchorites gain no proficiency with any weapon, armor or shield.

Monk Abilities: A cloud anchorite's class levels stack with her monk levels for determining her unarmed damage and AC bonus.

Climb Speed (Ex): At 1st level, a cloud anchorite gains a climb speed of 10 feet.

She gains a +8 racial bonus on all Climb checks.

A cloud anchorite must make a Climb check to climb any wall or slope with a DC of more than 0, but she can always choose to take 10, even if rushed or threatened while climbing.

She cannot use the run action while climbing.

She retains her Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against her while she is climbing.

A cloud anchorite in armor (even light armor) or carrying a medium or heavy load loses this extra speed.

As the cloud anchorite gains levels, her climb speed increases.

At each odd-numbered level, she gains a +10-foot bonus to her current climb speed.

If the cloud anchorite already possesses a climb speed (for example, if she possessed a racial climb speed before becoming a cloud anchorite), these bonuses stack with her current climb speed.

Wisdom of the Mountain (Ex): A cloud anchorite adds her Wisdom modifier on Balance, Climb, and Jump checks made in mountain terrain.

In addition, the cloud anchorite can always take 10 on a Balance, Climb, or Jump check, even if circumstances would normally prevent her from doing so.

Slow Breath (Ex): At 2nd level, a cloud anchorite's breathing slows to a fraction of what it used to be. She can hold her breath twice as long as normal, and gains a +2 bonus on all Fortitude saving throws against inhaled poisons, fatigue caused by high elevation, and altitude sickness.

At 6th level, her bonus on these Fortitude saving throws increases to +6.

Bonus Feat: At 3rd level and again at 7th level, a cloud anchorite gains a bonus feat.

This feat must be selected from the following list, and she must qualify for any prerequisites the feat to be chosen might require: Acrobatic, Agile, Athletic, Cold Endurance, Endurance, Great Fortitude, Improved Cold Endurance, Self-Sufficient, Skill Focus (in any class skill), or Track.

Resistance to Cold (Su): At 4th level, a cloud anchorite gains resistance to cold 5.

This increases to resistance to cold 10 at 8th level.

Fast Movement (Ex): At 4th level, a cloud anchorite gains a +10-foot enhancement bonus to her land speed.

A cloud anchorite in armor (even light armor) or carrying a medium or heavy load loses this extra speed.

At 8th level, this bonus increases to +20 feet.

Empty Stride (Su): At 5th level, a cloud anchorite's stride is nearly weightless.

She gains a +4 bonus on all Balance checks.

More impressively, she can walk on the surface of any material into which she would normally sink, such as powdery snow, thin ice, and even water.

She may continue to walk on this surface as long as she makes a DC 15 Concentration check.

Normally, the Concentration check for this activity is a standard action, so a cloud anchorite may make one move action per round while using her empty stride ability.

If she makes a DC 30 Concentration check, she may concentrate on her Empty Stride ability as a move action instead, allowing her to use it and still take one standard action in a round.

She does not trigger traps that use pressure plates while using empty stride, nor is her speed impacted by deep snow.

Acrobatic Charge (Ex): At 6th level, a cloud anchorite gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement.

This enables her to run down steep rock faces, leap down from an outcropping, or tumble over small boulders to get to the target of her charge.

Depending on the circumstances, she may still need to make appropriate checks (Jump or Tumble checks in particular) to successfully move over the terrain.

Walk on the Clouds (Su): At 9th level, a cloud anchorite can use her empty stride ability as a free action at all times.

Additionally, once per day she may use *air walk* as a quickened spell-like ability.

This effect manifests at a caster level equal to her cloud anchorite level.

Immortality of the Mountain (Su): Upon reaching 10th level, a cloud anchorite has achieved the apotheosis she has sought.

She no longer has a maximum age, and will never die of old age.

Additionally, she no longer has to make saving throws to avoid altitude sickness or fatigue from thin air, and gains a +2 sacred bonus on all Wisdom checks and all saving throws while in mountain terrain.

TABLE 3-2: THE CLOUD ANCHORITE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Climb speed +10 ft., wisdom of the mountain
2nd	+1	+3	+3	+0	Slow breath
3rd	+2	+3	+3	+1	Climb speed +20 ft., bonus feat
4th	+3	+4	+4	+1	Resistance to cold 5, fast movement +10 ft.
5th	+3	+4	+4	+1	Climb speed +30 ft., empty stride
6th	+4	+5	+5	+2	Improved slow breath, acrobatic charge
7th	+5	+5	+5	+2	Climb speed +40 ft., bonus feat
8th	+6	+6	+6	+2	Resistance to cold 10, fast movement +20 ft.
9th	+6	+6	+6	+3	Climb speed +50 ft., walk on the clouds
10th	+7	+7	+7	+3	Immortality of the mountain

CRYOKINETICIST

The cryokineticist is the master of cold psionic energy. He finds beauty in the crystalline structure cold imposes on all it touches, and has learned to harness the life-altering power of this much-overlooked source of dire energy.

A cryokineticist calls on the power of cold for protection, transfiguration, and attack, developing his abilities to the point where he can harness the most pure elemental cold for his bidding.

Few psionicists are drawn to the life of a cryokineticist, for many who come from temperate climates fail to see the hidden power in seasonal—and therefore ephemeral—cold and ice.

Most who become cryokineticists come from frostfell environments, typically polar civilizations or planar cities that exist in areas dominated by elemental cold or ice where the frigid temperatures continually reveal the limitless power of cold.

NPC cryokineticists spend most of their time in freezing regions, and therefore are rarely found in temperate climes.

Some bring their unique control of cold to warm or even hot environments, charging dearly for their cold-generating powers.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Any lawful.

Skills: Concentration 8 ranks, Craft (alchemy) 1 rank,

Knowledge (psionics) 2 ranks.

Powers: Able to manifest the *energy emanation* power.

CLASS SKILLS

The cryokineticist's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (any) (Int), Intimidate (Cha), Jump (Str), Knowledge (psionics), and Psicraft (Int).

See Chapter 4 of the *Player's Handbook* or Chapter 3 of the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the cryokineticist prestige class.

Weapon and Armor Proficiency: Cryokineticists gain no proficiency with any weapons, armor, or shields.

Glacial Ray (Ps): A cryokineticist can launch a frigid ray that freezes water and damages living creatures.

The ray does 1d12 points of cold damage to any living creature on a successful ranged touch attack (up to 15 feet).

The ray also freezes one pint of water per level of cryokineticist.

Cold Adaptation (Ex): At 2nd level, the cryokineticist becomes resistant to cold, gaining a +4 bonus on all saving throws against cold and cold spells and spell-like abilities.

In addition, the cryokineticist gains resistance to cold 10.

Frozen Fist (Ps): At 2nd level, the cryokineticist can activate this psi-like ability as a move action.

One of the cryokineticist's clenched fists freezes into a solid block of ice that does him no harm, but causes his unarmed attacks to be treated as armed.

A Medium cryokineticist deals 1d6 points of bludgeoning damage and 1d8 points of cold damage instead of any other special damage from the unarmed attack.

The bludgeoning damage changes based on size, but the cold damage remains 1d8.

This ability lasts a number of rounds equal to the cryokineticist's class level.

Bolt of Cold (Ps): Beginning at 3rd level, three times per day, the cryokineticist can launch a bolt of psionically manifested cold up to 60 feet at any target in line of sight as a standard action.

This psi-like ability is treated as a ranged touch attack and deals 3d6 points of cold damage.

Weapon Afrost (Ps): At 4th level, as a move action, the cryokineticist can cause a melee weapon he wields to become sheathed in a layer of intense cold, granting the weapon the frost special ability (+1d6 points of cold damage on a successful strike).

If he lets go of the weapon, the frost dissipates immediately, otherwise it lasts for a number of rounds equal to his cryokineticist class level.

Frostfell Creature Insight (Ex): At 5th level, the cryokineticist gains a +2 insight bonus on attack and damage rolls against all creatures with the cold subtype.

Cold Walk (Ps): Starting at 6th level, the cryokineticist can walk on air that is 32° F or colder (cold, severe cold, extreme cold or unearthly cold temperatures).

He moves at his normal speed in all directions, including vertically, but cannot move more than double his speed in a single round.

A coldwalker leaves footprints of coldfire in the air that disperse in 2 rounds, but his tread does not deal damage.

He must pay 1 power point per round traveled in this fashion.

Fear No Cold (Ex): At 7th level, the cryokineticist is perfectly at home in cold temperatures.

He now has a +8 bonus on all saving throws against cold and cold spells and spell-like abilities, and resistance to cold 20.

Greater Weapon Afrost (Ps): At 8th level, the cryokineticist's weapon afrost ability improves, dealing +2d6 points of cold damage on a successful strike.

In addition, the cryokineticist can instead choose to apply this ability to his *frozen fist* (see above), which increases the cold damage of *frozen fist* from 1d8 to 2d8.

Wall of Ice (Ps): At 9th level, the cryokineticist gains the ability to create walls of ice, as the spell *wall of ice*.

It is a full-round action to use this psi-like ability, and the cryokineticist must expend his psionic focus.

The cryokineticist manifests this as a psi-like ability but otherwise it is just as if a 9th-level sorcerer cast the spell *wall of ice*.

Bone Chill (Ps): At 10th level, the cryokineticist gains the ability to create a massive burst of supernal cold around him, flash-freezing everything in the area.

Once per day, the cryokineticist can use this psi-like ability to deal 9d6+21 points of cold damage in a 30-foot-radius burst emanating from himself (Fortitude save DC 15 + Cha modifier for half damage).

Any creature failing its Fortitude saving throw against *bone chill* must succeed on a second Fortitude saving throw at the same DC or die due to the extreme shock of the intense cold.

TABLE 3-3: THE CRYOKINETICIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Glacial ray
2nd	+1	+3	+3	+0	Cold adaptation, frozen fist
3rd	+2	+3	+3	+1	Bolt of cold
4th	+3	+4	+4	+1	Weapon afrost
5th	+3	+4	+4	+1	Frostfell creature insight
6th	+4	+5	+5	+2	Cold walk
7th	+5	+5	+5	+2	Fear no cold
8th	+6	+6	+6	+2	Greater weapon afrost
9th	+6	+6	+6	+3	Wall of ice
10th	+7	+7	+7	+3	Bone chill

DISCIPLE OF THRYM

Thrym, Lord of the Frost Giants, rules from his colossal ice citadel in Jotunheim.

His servants include a dedicated clergy that travels the multiverse preaching about Fimbulwinter, an enduring cold that heralds the end of the world.

Aside from predictions of Ragnarok, disciples of Thrym spend a large portion of their time undermining those who serve Thor and Loki, the deities who conspired against Thrym, thwarting his efforts to win the goddess Freya as his bride.

This ancient grudge still stands, and all who venerate Thrym take every opportunity to settle the score against the enemies of the Lord of the Frost Giants.

Given Thrym's moniker, it comes as little surprise that the majority of those who become his disciples are frost giants. A few rare individuals of various races, especially barbarians hailing from frostfell environments, join the ranks of Thrym's clergy, finding strength and security in his temples, which relentlessly prepare for the end of the multiverse.

Only those who stand with Thrym will survive into the frozen world that follows.

As NPCs, disciples of Thrym are almost always found in the enormous fortresses and secret temples dedicated to the deity.

In these locations, forges fueled by coldfire operate day and night crafting arms and armor for the final battle.

A few disciples of Thrym may be found venturing through the planes hunting down new sources of coldfire or carrying out missions against the followers of Thor and Loki.

Hit Die: d10.

REQUIREMENTS

To qualify to become a disciple of Thrym, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Intimidate 4 ranks, Survival 8 ranks.

Base Attack Bonus: +4.

Feat: Weapon Focus (greataxe).

Special: Cold Endurance feat or cold subtype.

CLASS SKILLS

The disciple of Thrym's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), and Survival (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the disciple of Thrym prestige class.

Weapon and Armor Proficiency: Disciples of Thrym are proficient with all simple and martial weapons, with all types of armor, and with shields.

Spells per Day: A disciple of Thrym can cast a small number of divine spells.

To cast a spell, the disciple must have a Wisdom score of at least 10 + the spell's level.

The disciple of Thrym's spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the disciple's Wisdom modifier.

A disciple of Thrym otherwise casts spells as a cleric does, although he cannot swap out prepared spells to spontaneously cast *cure* or *inflict* spells.

The disciple's spell list appears at the end of this prestige class description; when he prepares spells, he may select from any of the spells on this list.

Detect Fire (Sp): At 1st level, the disciple of Thrym can detect fire at will as a cleric of a level equal to his class level.

Protection of Winter (Su): At 1st level, the disciple of Thrym gains greater protection based on the local temperature.

In cold areas (temperature at or below 40° F), he gains +1 sacred bonus on all saving throws and a +1 bonus to Armor Class.

In areas of extreme cold (below -20° F), the sacred bonus is increased to +2 on all saves and AC.

Resistance to Fire (Ex): At 2nd level, the disciple of Thrym gains resistance to fire 5.

At 6th level, this increases to resistance to fire 10.

Powerful Grip (Ex): At 3rd level, the disciple of Thrym gains a damage bonus equal to half his Strength bonus when he attacks with a greataxe.

This means he adds 2 times his Strength bonus on his damage rolls instead of 1-1/2 times his Strength bonus when wielding the weapon in two hands.

Frost Greataxe (Sp): At 4th level, as a move action, the disciple of Thrym can cause a greataxe he wields to become sheathed in a layer of intense cold, granting the axe the frost special ability (+1d6 points of cold damage on a successful strike).

If he lets go of the axe, the frost dissipates immediately; other wise it lasts for a number of rounds equal to his class level.

Agonizing Strike (Su): At 5th level, the disciple of Thrym gains the ability to focus all the anger and hatred in his frozen heart into a single blow once per day.

He makes a normal melee attack; if he hits, he deals +1d6 points of cold damage for every two class levels (+2d6 at 5th, +3d6 at 6th, +4d6 at 8th, and +5d6 at 10th level).

If the attack misses, the agonizing strike is still used up for the day.

At 9th level, the disciple can perform this strike twice per day.

Dispel Fire (Sp): At 7th level, the disciple of Thrym can dispel fire as a cleric of the same level a number of times per day equal to 1 + his Charisma modifier.

Icy Greataxe (Sp): At 8th level, as a move action, the disciple of Thrym can cause a greataxe he wields to become sheathed in a layer of intense cold, granting the axe the icy burst special ability (+1d6 points of cold damage on a successful strike, plus an extra 2d10 points of cold damage on a successful critical).

If he lets go of the axe, the frost dissipates immediately, otherwise it lasts for a number of rounds equal to his class level.

Immunity to Fire (Ex): At 10th level, the disciple of Thrym gains immunity to fire, becoming prepared for the burning flames of Surtur that will destroy the multiverse.

DISCIPLE OF THRYM SPELL LIST

Disciples of Thrym choose their spells from the following list:

1st Level: *cause fear*, *corrupt weapon*, *detect fire**, *divine favor*, *doom*, *ease of breath**, *lesser frostburn**, *magic weapon*, *obscuring mist*, *protection from good/law*, *lesser shivering touch**.

2nd Level: *blood snow**, *bull's strength*, *chill metal*, *conjure ice object**, *eagle's splendor*, *fog cloud*, *frost weapon**, *zone of glacial cold**.

3rd Level: *binding snow**, *ice shape**, *lesser aura of cold**, *meld into ice**, *shivering touch**, *sleet storm*.

4th Level: *boreal wind**, *glacial globe of invulnerability**, *frostburn**, *hibernal healing**, *summon giants**.

5th Level: *dispel fire**, *dispel good/law*, *entomb**, *frostbite**, *ice storm*, *stoneskin*, *wall of ice*.

* New spell described in Chapter 5.

TABLE 3-4: THE DISCIPLE OF THRYM

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	Spells per Day				
							2nd	3rd	4th	5th	
1st	+1	+0	+0	+2	<i>Detect fire</i> , protection of winter	1	—	—	—	—	—
2nd	+2	+0	+0	+3	Resistance to fire 5	2	—	—	—	—	—
3rd	+3	+1	+1	+3	Powerful grip	2	1	—	—	—	—
4th	+4	+1	+1	+4	<i>Frost greataxe</i>	3	2	—	—	—	—
5th	+5	+1	+1	+4	Agonizing strike 1/day	3	2	1	—	—	—
6th	+6	+2	+2	+5	Resistance to fire 10	3	3	2	—	—	—
7th	+7	+2	+2	+5	<i>Dispel fire</i>	4	3	2	1	—	—
8th	+8	+2	+2	+6	<i>Icy greataxe</i>	4	3	3	2	—	—
9th	+9	+3	+3	+6	Agonizing strike 2/day	4	4	3	2	1	—
10th	+10	+3	+3	+7	Immunity to Fire	4	4	3	3	2	—

FROST MAGE

Frost mages usually hail from lands of cold, snow, and ice: tundra, glaciers, even outer planes perpetually shrouded in winter.

Others become obsessed with the power of glacial cold and focus all their energy into discovering the mysteries of the frostfell and its magic.

All frost mages, however, eventually become adapted to cold environments as their skin slowly turns to frost.

They learn to take advantage of the natural or magically enhanced frostfell environment, harnessing the existing cold to further empower their own spells.

As members of this prestige class must have the ability to cast arcane spells, frost mages come from a narrow group, usually bards, sorcerers, and wizards.

Some frost mage sorcerers believe silver dragon blood runs in their veins, while others feel they possess an innate talent for works of cold and ice magic.

Most wizards who become frost mages see the frostfell as a mysterious and undiscovered frontier of arcane power, one from which they can draw strong magic for their own purposes.

As NPCs, frost mages live and study in complexes of ice caverns, towers constructed in frozen reaches of the outer planes, or within dungeons they have magically altered into frostfell environments.

Sometimes they serve more powerful evil characters singly or in a group, such as frost giants, cryohydras, or deities of cold or ice.

More often, the evil frost mage commands his own forces of ice and cold, growing a frostfell army as he prepares to bring about a new ice age and become overlord of a frozen world.

Hit Die: d4.

REQUIREMENTS

To qualify to become a frost mage, a character must fulfill all the following criteria.

Feats: Frozen Magic.

Skills: Knowledge (arcana) 8 ranks.

Spells: Able to cast 1st-level arcane spells.

Special: The character must spend 24 hours unprotected in a blizzard.

CLASS SKILLS

The frost mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int),

Knowledge (all skills, taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the frost mage prestige class.

Weapon and Armor Proficiency: Frost mages gain no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: At every level gained in the frost mage class, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation bonus feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting.

If a character has more than one spellcasting class before becoming a frost mage, he must decide to which class he adds the new level for purposes of determining spells per day and spells known.

Natural Armor Increase (Ex): At 1st, 4th, 7th, and 10th level, a frost mage's body becomes more like the ice he venerates.

His skin turns whiter and colder to the touch as the permanent layer of frost grows deeper.

This provides an increase to the character's existing natural armor, as indicated on Table 3-5 (the numbers represent the total increase gained to that point) and he takes no damage from cold environments.

In warm temperatures, the frost continually evaporates and replenishes itself, enshrouding the frost mage in a wispy vapor.

Resistance to Cold (Ex): Starting at 2nd level, the frost mage's icy skin grants him resistance to cold 10.

Gain Knowledge (Ex): Beginning at 3rd level, the frost mage gains knowledge of the spell *conjure ice beast* I, if he does not already have it.

Former wizards get to add this spell to their spellbooks for free, and former sorcerers and bards get to add this spell to their spells known, even if this takes them over their normal limit.

For each two levels gained in the prestige class, he gains knowledge of the next higher level in the *conjure ice beast* spell progression (*conjure ice beast* II at 5th level, *conjure ice beast* III at 7th level, and *conjure ice beast* IV at 9th level).

At 7th level, in addition to gaining *conjure ice beast* III, the frost mage gains *animate snow* as a spell known.

At 9th level, in addition to gaining *conjure ice beast* IV, the frost mage gains *frostfell* as a spell known.

This class feature does not change the level of the spell.

A frost mage still must have a spell slot of the appropriate level to prepare or cast a spell acquired through the gain knowledge ability.

Piercing Cold: At 4th level, the frost mage gains Piercing Cold as a bonus metamagic feat.

In addition to the normal benefits of the feat, the frost mage bypasses all resistances and immunities to cold

granted by spells and spell-like effects of magic items (for example, a *ring of minor energy resistance* [cold]).

One with Cold (Ex): At 10th level, the frost mage's body has become perfectly adapted to cold energy.

He gains the cold subtype, granting him immunity to cold. His oneness with cold, however, makes him more susceptible to flame.

Just like any other creature with the cold subtype, he gains vulnerability to fire, which means he takes half again as much (+50%) damage as normal from fire, regardless of whether or not a saving throw is allowed, or if the save is a success or a failure.

TABLE 3-5: THE FROST MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Natural armor increase (+1)	+1 level of existing class
2nd	+1	+0	+0	+3	Resistance to cold 10	+1 level of existing class
3rd	+1	+1	+1	+3	Gain knowledge	+1 level of existing class
4th	+2	+1	+1	+4	Natural armor increase (+2), Piercing Cold	+1 level of existing class
5th	+2	+1	+1	+4	Gain knowledge	+1 level of existing class
6th	+3	+2	+2	+5		+1 level of existing class
7th	+3	+2	+2	+5	Natural armor increase (+3), Gain knowledge	+1 level of existing class
8th	+4	+2	+2	+6		+1 level of existing class
9th	+4	+3	+3	+6	Gain knowledge	+1 level of existing class
10th	+5	+3	+3	+7	Natural armor increase (+4), one with cold	+1 level of existing class

FROSTRAGER

Many barbarian tribes have members whose ferocity and rage impress and terrify even their fellow barbarians, and the tribes of the frostfell are no different.

The frostragers are powerful and dangerous warriors believed by some to be gifted from (and others cursed by) the frost giant deity Thrym with an unstable but powerful supernatural battle rage.

This terrible fury not only causes the frostrager to increase in size when he enters his battle rage, but infuses his fists and weapons with cold shards of ice.

Those tribes that view a frostrager's prowess as a gift point to the fact that their skills in battle can be matched by few, while those that view these abilities as a curse point to the fact that while in a rage, frostragers tend to revel in destruction and slaughter a little too much to make them trustworthy.

In truth, frostragers retain control of their actions while in a frostrage...the simple fact is that most frostragers enjoy causing mayhem and destruction.

All frostragers are barbarians to some degree, although many are multiclass barbarian/druids.

Stories of such characters who activate their frostrage and wild shape abilities in succession abound in the frostfell; a frostraging character in the shape of a dire bear is a terrible opponent indeed.

Other barbarians pick up some levels of fighter or ranger to further focus their combat prowess before becoming frostragers, and a rare few barbarian/sorcerer frostragers exist in some tribes that embrace arcane magic, but other combinations are virtually unknown.

Hit Die: d12.

REQUIREMENTS

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

Base Attack Bonus: +6.

Skills: Intimidate 4 ranks, Survival 4 ranks.

Feats: Frozen Berserker, Improved Unarmed Strike, Power Attack.

Special: Rage as a class ability.

Special: The character must have been reduced to fewer than 0 hit points by cold damage (either from magical cold attacks or by taking enough damage from exposure to extreme cold environments).

Whether or not this trauma is what allows the frostrage to take root in the character's soul, or if the trauma merely unhinges the character's mind enough that he decides to become a frostrager, is unknown.

CLASS SKILLS

The frostrager's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Survival (Wis), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the frostrager prestige class.

Weapon and Armor Proficiency: Frostragers gain no proficiency with any weapon, armor, or shields.

Frostrage (Su): While raging, the character grows larger and more massive, and his freezing sweat forms icicles as it streams out of his pores, coating his body in a glittering crust of ice.

The frostrager's actual size category does not change (nor does his space/reach), but he does gain a +4 natural armor bonus to Armor Class from the sheets of ice that form over his body.

In addition, a frostrager's unarmed attacks deal 1d6 points of damage plus 1d4 points of cold damage on a successful hit.

If the frostrager is Small, his unarmed attack deals 1d4 points of damage, and if the frostrager is Large, his unarmed attack deals 1d8 points of damage.

Freezing Blood (Su): At 1st level, a frostrager's blood becomes freezing cold.

His wounds instantly freeze over and stop bleeding; he is immune to attacks that cause wounding effects.

If reduced to negative hit points, he automatically stabilizes.

He still takes 1 point of damage if he takes any actions while at 0 or negative hit points, however.

One-Two Punch (Ex): At 2nd level, while making an unarmed attack, the frostrager may make one extra attack in a round at his highest base attack bonus, but each attack made in that round (the extra one and the normal ones) take a -2 penalty.

Absorb Cold (Su): At 3rd level, while raging, the frostrager not only gains immunity to cold, but it heals him.

For every 2 points of cold damage that would have otherwise have been dealt by an attack, the frostrager heals 1 point of damage.

Improved Frostrage (Su): At 4th level while raging, the frostrager's natural armor bonus increases to +6.

His unarmed attacks deal 1d8 points of damage plus 1d6 points of cold damage on a successful hit.

If the frostrager is Small, his unarmed attack deals 1d6 points of damage, and if the frostrager is Large, his unarmed attack deals 2d6 points of damage.

Rend (Ex): At 5th level, a frostrager gains the ability to rend a target.

In any round that the frostrager hits the same foe with two or more unarmed attacks, he immediately deals an additional 2d8 points of damage (plus 1-1/2 times his Strength bonus), plus an additional 1d6 points of cold damage.

If he is Small, his rend deals 2d6 points of damage; if he is Large, his rend deals 3d8 points of damage.

TABLE 3-6: THE FROSTRAGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Frostrage, freezing blood
2nd	+2	+3	+0	+0	One-two punch
3rd	+3	+3	+1	+1	Absorb cold
4th	+4	+4	+1	+1	Improved frostrage
5th	+5	+4	+1	+1	Rend

KNIGHT OF THE IRON GLACIER

Many mercenary companies operate in the frostfell regions of the world, but most of them are poorly organized groups of thugs and exiled soldiers who bring no sense of duty or honor to their post.

A few groups have risen above this level, though, and of those none have achieved the same magnitude of respect and ire as the Knights of the Iron Glacier.

This order was founded nearly two hundred years ago by an exiled general named Aengrist and his loyal band of knights and followers.

Forced to flee their homeland after a particularly vicious coup, these knights spent several years wandering from outpost to outpost in the frostfell.

They helped protect settlers against attacks by barbarians and orcs, but this activity was as much a justification for their continued purpose as anything else.

As they traveled, word of their deeds grew.

The knights gratefully accepted monetary rewards for their work but never demanded them.

It was at this time that a large band of orc barbarians, hungry for the knights' defeat, ambushed the group atop a vast glacier that carried inside it swaths of iron ore.

The ambush was expertly laid, and General Aengrist died in the first moments of the battle.

The death of their leader only enraged the knights, and they fought back with a fury that surpassed the rage of the orc barbarians and defeated them to the last.

It was only in the aftermath that despair began to overtake the knights, until one charismatic knight by the name of Sarah Korlaskin rallied her fellow troops.

She called upon them to honor the death of their general and this final great battle by putting an end to their wandering.

She called upon them to build a great fortress at the edge of the iron-filled glacier, a fortress that would serve as both a memorial to their losses and as a bastion for fellow exiles and wandering warriors.

On that battlefield, the order of the Knights of the Iron Glacier was born.

Since that day, Knights of the Iron Glacier continued to honor the memory of General Aengrist in their deeds and actions.

In time, this hero-worship had an amazing result; some few devout knights began to receive spells in response to their prayers to Aengrist.

Today, Aengrist represents a relatively young deity whose influence in the frostfell is growing with surprising speed.

The Knights of the Iron Glacier continue to operate in the frostfell, and have established many smaller fortresses throughout the frostfell.

They have no illusions that they can bring order to the frostfell, but they do realize that they can provide pockets of shelter and law for those forced for whatever reason to flee into the harsh frozen lands.

They also regularly patrol known trade routes between outposts and other civilized fortresses, riding atop war-trained megaloceroses and constantly seeking wrongs to right and people to aid.

In honor of Aengrist's favored weapon, all Knights of the Iron Glacier train extensively with the bastard sword, although they are not expected to always use the weapon in combat.

They must also be excellent riders, often a difficult task in frostfell environments.

Most Knights of the Iron Glacier have some training as fighters, since the requirements for entry into the order are difficult for those who don't have much martial skill.

Rangers and clerics of martial deities can also qualify, but the paladins of the Iron Glacier remain the most iconic members of the group.

Paladins of the Iron Glacier remain the most respected members of the order, and are often granted privileges and honors reserved only for the highest-ranking members.

A paladin can freely take levels in the Knight of the Iron Glacier prestige class and still take paladin levels at a later time if she wishes.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Knight of the Iron Glacier, a character must fulfill all the following criteria.

Alignment: Lawful good or lawful neutral.

Skills: Handle Animal 5 ranks, Ride 9 ranks, Survival 2 ranks.

Feats: Animal Affinity, Exotic Weapon Proficiency (bastard sword), Mounted Combat, Ride-By Attack.

Special: Before a character is accepted into the Order of the Iron Glacier, she must first prove to the order that her intentions are noble and true.

Typically, this means the character must undertake some form of task or quest in a region of the frostfell, such as defending a remote village from an attack by orcs or slaying a white dragon that has been menacing a region.

Usually, high-ranking knights will send aspiring knights on a particular quest, but sometimes they waive this requirement for someone they have seen upholding Iron Glacier ideals even though she has not herself approached the order for membership.

CLASS SKILLS

The Knight of the Iron Glacier class skills (and the key ability for each skill) are Craft (Wis), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Knight of the Iron Glacier prestige class.

Weapon and Armor Proficiency: Knights of the Iron Glacier gain no proficiency with weapons, armor, or shields.

Warmount: Upon becoming a Knight of the Iron Glacier, the character is awarded his own specially bred and trained mount, a war megaloceros.

The character is expected to care for, feed, and protect his warmount; when a mission does not require the aid of the warmount, it can be stabled at no cost at any Iron Glacier stronghold.

War Megaloceros: Large animal; HD 7d8+28; hp 59; Init +1; Spd 50 ft.; AC 14, touch 10, flat-footed 13; Base Atk +5; Grp +15; Atk or Full Atk +10 melee (1d8+9, gore); Space/Reach 10 ft./5 ft.; SA improved grab, stampede, toss; SQ combative mount, low-light vision, scent; AL N; SV Fort +10, Ref +8, Will +6; Str 23, Dex 12, Con 19, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +9, Spot +9; Alertness, Lightning Reflexes, Run.

Combative Mount (Ex): A rider on a war megaloceros gains a +2 circumstance bonus on all Ride checks.

A war megaloceros is trained for war.

Skills: A war megaloceros gains a +1 racial bonus on Listen and Spot checks.

If the knight has enough paladin levels that he has a paladin's special mount, the character has the option of dismissing his current special mount and replacing it with a war megaloceros special mount.

In this case, the warmount functions identically to the paladin's special mount except for the improved base statistics given above.

The character's paladin levels and Knight of the Iron Glacier levels stack for purposes of determining what sort of bonus Hit Dice, natural armor adjustments, Strength adjustments, base Intelligence, and special abilities the special mount gains.

Frostfell Awareness (Ex): A Knight of the Iron Glacier trains extensively on how to notice signs of danger in the frostfell, and is quite adept at spotting ambushes and similar danger.

Starting at 2nd level, as long as he is in the frostfell, he gains a +2 competence bonus on all Initiative, Listen, and Spot checks.

This bonus increases to +4 at 5th level and to +6 at 8th level.

Rally the Troops (Su): At 4th level, the Knight of the Iron Glacier's ability to inspire allies has become so potent that his words take on a supernatural divine power.

Once per day, the knight may speak to a number of listeners equal to his class level plus his Charisma modifier. He must speak for at least one minute, after which all listeners are filled with hope and bravery.

For the next hour, these creatures gain a +2 morale bonus on attack rolls and Will saving throws, and have immunity to fear (magic or otherwise).

Oath of Wrath (Su): Beginning at 7th level, as a free action, the Knight of the Iron Glacier may select a single opponent within 60 feet and swear an oath to defeat him.

For the duration of the encounter, the knight gains a +2 morale bonus on melee attack rolls, weapon damage rolls, saving throws, and skill checks made against the challenged target.

This effect ends immediately if the Knight of the Iron Glacier makes an attack or casts a spell targeted at any hostile creature other than the challenged target.

Attacks of opportunity and spells cast on allies do not end the effect, nor do area spells such as *fireball* that catch other creatures in the area (as long as the challenged target is included in the area).

The Knight of the Iron Glacier can use oath of wrath once per day.

Overwhelming Odds (Ex): A 10th-level Knight of the Iron Glacier has expelled from his mind and soul the very notion of a hopeless battle; no matter how slight, there is always a chance for victory.

Whenever the Knight of the Iron Glacier faces an enemy in combat that has 3 or more Hit Dice or levels than he does, the knight's faith that he shall prevail grants him damage reduction 3/- and a +2 insight bonus to his Armor Class and all saving throws.

These benefits apply only against attacks made against the knight from a creature whose levels or Hit Dice exceed the knight's by 3 or more; if a creature with fewer Hit Dice or levels attacks the knight, he does not receive these benefits.

TABLE 3–7: THE KNIGHT OF THE IRON GLACIER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Warmount
2nd	+2	+3	+0	+3	Frostfell awareness +2
3rd	+3	+3	+1	+3	
4th	+4	+4	+1	+4	Rally the troops
5th	+5	+4	+1	+4	Frostfell awareness +4
6th	+6	+5	+2	+5	
7th	+7	+5	+2	+5	Oath of wrath
8th	+8	+6	+2	+6	Frostfell awareness +6
9th	+9	+6	+3	+6	
10th	+10	+7	+3	+7	Overwhelming odds

PRIMEVAL

The primeval is a warrior who has tapped into his racial memories to find and forge a bond with an ancient creature.

He draws incredible power and strength from this bond, and finds that he can change his form into this creature with increasing skill.

Many neanderthal tribes count primevals among their strongest warriors.

Primevals completely eschew spells and special training, instead embracing the inherent strength and quickness of their animal nature.

They often find themselves in conflict with civilization when it encroaches into their territory; a fair number of rumors about lycanthrope attacks on frontier towns are probably based on the actions of a primeval.

Just as often, though, a primeval manages to control or hide his alternate form and remain a helpful and valued member of a society.

In any case, he retains full capacity of his actions and mental state in his alternate form.

Hit Die: d10.

REQUIREMENTS

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

Alignment: Any nonlawful.

Base Attack Bonus: +8.

Skills: Handle Animal 5 ranks, Knowledge (nature) 5 ranks, Survival 5 ranks.

Feats: Endurance, Self-Sufficient, Toughness.

CLASS SKILLS

The primeval class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the primeval prestige class.

Weapon and Armor Proficiency: Primevals gain no proficiency with weapons, armor, or shields.

(They are proficient with their natural weapons while in primeval form, though).

Primeval Form (Su): The primary ability of the primeval is the supernatural ability to assume an alternate form.

This functions similarly to the druid's wild shape ability, except the alternate form chosen must be selected when the character takes his first level of primeval and cannot be changed after that.

Each time the character changes form with this ability, he assumes the same form.

At 1st level, he may change shape into his primeval form once per day.

He can use this ability one additional time each day at 4th level, 7th level, and again at 10th level.

This ability functions like the *polymorph* spell, except as noted here.

It lasts for 1 minute per primeval level, or until he changes back.

Changing form (into either form) is a standard action and doesn't provoke attacks of opportunity.

The primeval does not assume the animal's physical ability scores.

Instead, he adds the animal's ability score –10 (for even scores) or –11 (for odd scores) to his own ability scores.

For example, a primeval with a Strength score of 16 who assumes the form of a dire lion (Strength 25) adds +14 to his normal Strength of 16 to determine his Strength score in his primeval form.

Remember, items that enhance the character's ability scores may be rendered inoperative by his change in form. The primeval loses his ability to speak while in primeval form because he is limited to the sounds that the form can make naturally.

The primeval form chosen must be a prehistoric animal of some sort (dinosaur, dire animal, or other creature approved by the DM).

The primeval form chosen must have no more than 8 HD and cannot be more than one size category larger than the primeval (so a Small character is limited to Medium animals or smaller, and a Medium character is limited to Large or smaller animals).

The primeval form can be from any terrain familiar to the character.

Appropriate primeval forms for a frostfell environment from the *Monster Manual* and this book include the dire lion, dire wolf, dire wolverine, and megaloceros.

If the primeval has the wild shape ability from other class levels, he may use wild shape to assume his primeval form. He cannot use his primeval form ability to wild shape, however.

Animal Empathy (Ex): In any form, the primeval can communicate with animals of his chosen primeval form (or related types).

For example, a primeval whose primeval form is a dire wolf may communicate with wolves and dire wolves.

He gains a +4 bonus on Charisma-based checks against animals of his chosen primeval form and related animals.

Regression (Su): As a primeval gains levels, he begins to physically regress into a more primal, feral version of himself.

At 2nd level, the primeval reduces his Intelligence and Charisma scores by 1 point (to a minimum of 3) and gains 1 point of Strength, Dexterity, Constitution, and Wisdom.

At 5th level, he repeats his regression, losing an additional point of Intelligence and Charisma, and gaining an additional point to the rest of his ability scores.

At 8th level, the primeval regresses again, losing a third point of Intelligence and Charisma but gaining a third point to the rest of his ability scores.

Low-Light Vision (Ex): In any form, the primeval gains low-light vision at 2nd level.

He can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

If the primeval already has racial low-light vision, he can instead see four times as far as a human.

Feral Power (Ex): As the primeval gains levels, his primeval form grows stronger and tougher, as shown below:

Characteristic	Primeval Class Level		
	3rd	6th	9th
Strength	+2	+4	+6
Dexterity	+2	+2	+2
Constitution	+2	+4	+4
Natural armor	+2	+4	+8

These bonuses are not cumulative.

For example, a 6th-level primeval whose primeval form is a dire lion has Str 29, Dex 17, Con 21, and a natural armor bonus of +8, instead of Str 25, Dex 15, Con 17, and natural armor +4.

Scent (Ex): At 5th level, the primeval form gains the scent special quality in any form.

Fast Movement (Ex): As he grows closer to his animal spirit, the primeval becomes quicker in his humanoid form. At 8th level, his base land speed improves by 10 feet.

This benefit does not apply if the primeval is wearing heavy armor or carrying a heavy load.

Primeval Shapechanger (Su): The primeval unites with his animal spirit at 10th level.

His type changes to magical beast (shapechanger), which means that he is no longer subject to spells that affect humanoids.

In addition, he gains damage reduction 10/magic in any form.

His natural attacks (but not weapon attacks) overcome damage reduction as if they were magic weapons.

TABLE 3-8: THE PRIMEVAL

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Primeval form 1/day, animal empathy
2nd	+2	+3	+0	+0	Regression 1, low-light vision
3rd	+3	+3	+1	+1	Feral power
4th	+4	+4	+1	+1	Primeval form 2/day
5th	+5	+4	+1	+1	Regression 2, scent
6th	+6	+5	+2	+2	Feral power 2
7th	+7	+5	+2	+2	Primeval form 3/day
8th	+8	+6	+2	+2	Regression 3, fast movement
9th	+9	+6	+3	+3	Feral power 3
10th	+10	+7	+3	+3	Primeval form 4/day, primeval shapechanger

RIMEFIRE WITCH

Untold ages ago, a powerful uldra deity of the frostfell by the name of Hleid was defeated by her nemeses Iborighu. But Iborighu failed to destroy her existence completely, and the last fragments of her being scattered into the polar seas in a desperate attempt to escape destruction.

These spheres of magical cold energy were the first rimefire eidolons, and as they struck the seas they manifested great icebergs to further hide and protect themselves from Iborighu and his minions.

They waited, patient but potent, for the time to come when Hleid could be reborn and vengeance against Iborighu could be realized.

The rimefire eidolons strive to achieve this goal by sending out hidden signals to touch the last few devoted worshippers of Hleid in hope of recruiting their aid.

A character who follows this mysterious call to its source, the core of a rimefire iceberg, becomes infused with great power by the rimefire eidolon.

This action forms a powerful bond between the character and the eidolon; once this bond has been created, the character can draw magical power and strength from the iceberg surrounding the eidolon.

This grants her several magical abilities, including the ability to channel rimefire as a ranged attack.

At the same time, she slowly begins to take on aspects of the rimefire eidolon itself, transforming over time into a devoted guardian of the eidolon to which she has become bonded.

These fey guardians represent the final apotheosis of the rimefire witch.

The only people who have been able to follow the rimefire call and forge a bond with the eidolon within are worshippers of Hleid, and among them, females are the most

likely to hear the call of the rimefire, since the priesthood of Hleid is typically made up of women. Males who answer this call are not unknown, but are much less common; they are known as rimefire warlocks. Originally, uldras were the only worshipers of Hleid, but since her near destruction she has opened her arms to any who would revere her.

Rimefire witches are not bound to remain physically on the iceberg home of their bonded eidolon; in fact, many rimefire witches rarely visit their eidolon.

Instead, they spend much of their time crusading against the cult of Iborighu or researching methods to restore Hleid to her proper glory.

Hit Die: d6.

REQUIREMENTS

To qualify to become a rimefire witch, a character must fulfill all the following criteria.

Skills: Concentration 6 ranks, Knowledge (history) 6 ranks, Knowledge (religion) 9 ranks, Spellcraft 6 ranks.

Feats: Iron Will, Mark of Hleid.

Spells: Able to cast 1st-level divine spells.

Patron Deity: Hleid.

Special: Once a character meets all the requirements listed above, she soon has a vivid dream in which she receives a call from a rimefire eidolon.

Once she wakes from the dream, she knows the most direct route to the rimefire eidolon's iceberg, as if she had cast *discern location* to find it.

This call does not force the character to answer, but until she travels to the iceberg and accepts the bond of the rimefire eidolon that dwells within, she cannot take any levels of rimefire witch.

The journey to the iceberg should be played out as a minor quest, perhaps with some encounters with Iborighu cultists bent on preventing the rise of a new rimefire witch.

CLASS SKILLS

The rimefire witch's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the rimefire witch prestige class.

Weapon and Armor Proficiency: Rimefire witches gain proficiency with the trident.

The trident is the favored weapon of Hleid, and many rimefire witches choose to wield tridents as well.

They gain no other proficiency with weapons, armor, or shields.

Spells per Day/Spells Known: When a new rimefire witch level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spell-casting class she belonged to before adding the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming a rimefire witch, she must decide to which class she adds the new level for purposes of determining spells per day and spells known.

Rimefire Bond (Su): A rimefire witch becomes bonded on a deeply spiritual level with the rimefire eidolon that selected her as its guardian.

Both the witch and the eidolon are constantly aware of the other's location and condition, as if both were under the effects of a *status* spell.

This is a permanent effect that cannot be dispelled or destroyed.

The bond also shores up the mind and will to live of the witch and her eidolon; both gain a +2 morale bonus on all saving throws against mind-affecting and death effects while the other is alive.

A rimefire bond is powerful enough that it even extends across planes.

If a rimefire witch or her eidolon is killed, this bond is broken.

A surviving rimefire witch loses all her supernatural and spell-like abilities granted by this class (but not her spellcasting ability) until she restores the slain eidolon to life and returns it to its iceberg.

A surviving eidolon does not lose any of its abilities, and typically waits for a year before sending out a call for a new guardian.

If the slain member of the bond is brought back to life within a year of death, the rimefire bond instantly reforms itself despite any physical distance between the two.

If more than a year has passed, the rimefire witch does not regain her powers but within a week she is contacted in her dreams by a new rimefire eidolon; once she travels to its iceberg and accepts its bond of rimefire she immediately regains her lost powers.

Detect Minion of Iborighu (Sp): A rimefire witch possesses the spell-like ability to detect minions of Iborighu at will. This spell-like ability functions like *detect evil*, except that it detects the presence or absence of devotion to Iborighu in a living creature's aura and soul.

Undetectable alignment can block this ability, as can certain magic items that have similar effects, such as the *mantle of hidden faith*.

Rimefire Bolt (Su): At 3rd level, a rimefire witch's bond with her eidolon becomes powerful enough that she can summon and direct a bolt of rimefire, as long as she is currently in the boundaries of a frostfell.

Summoning and directing a rimefire bolt is a standard action.

Rimefire bolts have a range of 30 feet and attack as ranged touch attacks, dealing damage equal to 1d6 + the witch's Charisma modifier.

Half this damage is cold damage and half is fire damage; for more information on rimefire, see page 17.

At 6th level, a rimefire witch deals cold damage equal to 2d6 + her Charisma modifier with her rimefire bolt.

At 9th level, a rimefire witch deals cold damage equal to 3d6 + her Charisma modifier with her rimefire bolt.

Ice Skate (Sp): At 4th level, a rimefire witch gains the ability to use *ice skate* as a spell-like ability.

She can use this ability a number of times each day equal to her Charisma modifier (minimum of once per day), at a caster level equal to her rimefire witch level.

Word of Recall (Sp): At 7th level, a rimefire witch gains the ability to use *word of recall* as a spell-like ability.

She can use this ability once per day, and it always recalls her to the chamber of her bonded rimefire eidolon.

Iceberg (Sp): At 10th level, a rimefire witch gains the ability to use *iceberg* as a spell-like ability.

She can use this ability once per day, at a caster level equal to her rimefire witch level.

Rimefire Apotheosis (Su): Upon achieving 10th level, a rimefire witch undergoes a dramatic transformation as the bond with her eidolon physically changes her into a fey creature.

Her type immediately changes to fey, and she can no longer be affected by effects that target her old type; she does become susceptible to attacks and effects that harm or aid fey.

She gains low-light vision, damage reduction 5/cold iron, and a +2 racial bonus to her Charisma score as her skin and hair become light blue or white in color.

Once she undergoes rimefire apotheosis, the death of her bonded eidolon does not cause the loss of her supernatural or spellcasting abilities.

TABLE 3-9: THE RIMEFIRE WITCH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Rimefire bond, <i>detect minion of Iborighu</i>	+1 level of existing class
2nd	+1	+3	+0	+3		+1 level of existing class
3rd	+1	+3	+1	+3	Rimefire bolt (1d6)	+1 level of existing class
4th	+2	+4	+1	+4	<i>Ice skate</i>	+1 level of existing class
5th	+2	+4	+1	+4		+1 level of existing class
6th	+3	+5	+2	+5	Rimefire bolt (2d6)	+1 level of existing class
7th	+3	+5	+2	+5	<i>Word of recall</i>	+1 level of existing class
8th	+4	+6	+2	+6		+1 level of existing class
9th	+4	+6	+3	+6	Rimefire bolt (3d6)	+1 level of existing class
10th	+5	+7	+3	+7	<i>Iceberg</i> , rimefire apotheosis	+1 level of existing class

STORMSINGER

The stormsingers have learned secret methods of harnessing the magic powers of music to influence and control the weather.

These songs seem to have greater effects and potency in the frostfell than in more temperate or tropical regions, so most stormsingers prefer to dwell in the frostfell so they can practice their special form of magic.

Ships that ply the seas of the frostfell often hire on a stormsinger partially to serve as entertainment for long sea voyages, but mostly so the stormsinger can protect the ship from powerful storms.

The music used by stormsingers to control the weather derives from a specific form of bardic music; as a result, all stormsingers have at least a little bit of training as bards. Many of them are actually multiclass bard/druids, although bard/clerics and bard/sorcerers make excellent stormsingers as well.

They depend upon their sharp wits and ability to control weather for protection, so it is fairly unusual to encounter a stormsinger with any levels of fighter or similar classes.

Hit Die: d6.

REQUIREMENTS

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

Skills: Concentration 8 ranks, Knowledge (arcana) 8 ranks, Knowledge (geography) 4 ranks, Knowledge (nature) 4 ranks, Perform (sing) 8 ranks, Spellcraft 4 ranks.

Feats: Magical Aptitude, Storm Magic.

Special: The stormsinger must have the bardic music class ability.

CLASS SKILLS

The stormsinger's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Jump (Str), Knowledge (arcana) (Int),

Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the stormsinger prestige class.

Weapon and Armor Proficiency: Stormsingers gain no proficiency with any weapon, armor, or shields.

Spells per Day/Spells Known: At each stormsinger level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming a stormsinger, she must decide to which class she adds the new level for purposes of determining spells per day and spells known.

Bardic Music: A stormsinger's class level stacks with any levels of bard she has for purposes of determining the number of times per day she may use bardic music.

Many of the stormsinger's high-level abilities require her to use bardic music as well.

When a stormsinger uses her bardic music ability to create a stormsong effect (see below), it counts as one (or more) uses of her bardic music for the day.

Stormsong: The stormsinger can use her bardic music ability to create various storm-related effects in addition to the normal uses of bardic music.

Additionally, the stormsinger can detect the approach of a natural storm 24 hours in advance of it reaching the character's current location.

Gust of Wind (Sp): A stormsinger of 1st level or higher with 9 or more ranks in Perform (sing) can use bardic music to generate a *gust of wind*, as the spell of the same name. Her caster level is equal to her ranks in Perform (sing), with a maximum caster level of 20th.

Thunderstrike (Su): At 3rd level, a stormsinger with 11 or more ranks in Perform (sing) can use bardic music to unleash a deadly thunderbolt.

The bolt can be targeted at any one creature within 60 feet, and the stormsinger must make a successful ranged touch attack to hit the target.

If she hits, the stormsinger then makes a Perform (sing) check; the result indicates how much electricity damage the thunderbolt deals.

A Reflex save (DC 10 + stormsinger's class level + Cha modifier) halves the damage.

If the creature fails its Reflex save, it must make a Fortitude save (same DC) or be deafened for a number of rounds equal to the damage dealt.

Control Winds (Sp): At 5th level, a stormsinger with 13 or more ranks in Perform (sing) can use bardic music to cast *control winds*.

This functions like the spell of the same name, except that the duration of the effect is concentration plus 3 rounds, and the save DC is 10 + the stormsinger's class level + Charisma modifier.

The stormsinger's caster level is equal to her ranks in Perform (sing), with a maximum caster level of 20th.

Winter's Ballad (Su): At 7th level, a stormsinger with 15 or more ranks in Perform (sing) can use bardic music to cast *control weather*.

This functions like the spell of the same name, except that the duration of the effect is concentration plus 1d6 hours.

The stormsinger's caster level is equal to her ranks in Perform (sing), with a maximum caster level of 20th.

Great Thunderstrike (Su): At 9th level, a stormsinger with 17 or more ranks in Perform (sing) can use bardic music to unleash a terrible stroke of lightning, followed by a deafening clap of thunder.

The great thunderstrike affects a line 60 feet long from the stormsinger.

The stormsinger makes a Perform (sing) check; the result indicates how much electricity damage the great thunderstrike deals.

A Reflex save (DC 10 + stormsinger's class level + Cha modifier) halves the damage.

If a creature fails its Reflex save, it must make a Fortitude save (same DC) or take an additional 2d6 points of sonic damage and be permanently deafened.

The great thunderstrike is very strenuous, and uses up two of the stormsinger's bardic music uses for the day.

Storm of Vengeance (Sp): At 10th level, a stormsinger with 18 or more ranks in Perform (sing) can use bardic music to cause a *storm of vengeance*, as the spell of the same name (DC 10 + stormsinger's class level + Cha modifier).

Her caster level is equal to her ranks in Perform (sing), with a maximum caster level of 25th.

This potent ability is quite exhausting to use; each time it is activated, the stormsinger uses four of her bardic music uses for the day.

Stormpower (Ex): At 2nd level, a stormsinger gains a +2 bonus on Perform (sing) checks made to use her stormsong powers and adds a +2 bonus to her caster level with stormsong powers when the temperature is cold or colder (40° F or lower) or when she is in a storm.

For information on storms, see Table 3–24: Wind Effects, page 95 of the *Dungeon Master's Guide*.

Resistance to Electricity (Ex): At 4th level, a stormsinger gains resistance to electricity 5.

This increases to resistance to electricity 10 at 6th level, and resistance to electricity 15 at 8th level.

TABLE 3–10: THE STORMSINGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Bardic music, stormsong (<i>gust of wind</i>)	+1 level of existing class
2nd	+1	+0	+3	+3	Stormpower	+1 level of existing class
3rd	+1	+1	+3	+3	Stormsong (thunderstrike)	+1 level of existing class
4th	+2	+1	+4	+4	Resistance to electricity 5	+1 level of existing class
5th	+2	+1	+4	+4	Stormsong (<i>control winds</i>)	+1 level of existing class
6th	+3	+2	+5	+5	Resistance to electricity 10	+1 level of existing class
7th	+3	+2	+5	+5	Stormsong (winter's ballad)	+1 level of existing class
8th	+4	+2	+6	+6	Resistance to electricity 15	+1 level of existing class
9th	+4	+3	+6	+6	Stormsong (great thunderstrike)	+1 level of existing class
10th	+5	+3	+7	+7	Stormsong (<i>storm of vengeance</i>)	+1 level of existing class

WINTERHAUNT OF IBORIGHU

The cult of Iborighu is a menace not only in the frostfell, but in any region they target with their cold desires. As minions of the Frozen King, the winterhaunts of Iborighu lust for nothing less than eternal winter; they aim to bring down upon the world an eternal ice age, a never-ending winter ruled and maintained by their dread deity. While such grand designs might make one dismiss the cult of Iborighu as a collection of harmless lunatics, the terrible truth is that they have made significant strides in the

frostfell areas of the world...many of which were actually created by the cult.

Winterhaunts are especially feared in the frostfell for their ability to wield cold magic so powerful in nature that it can even harm creatures normally immune to cold.

Most winterhaunts were either clerics of Iborighu or druids, although a fair number also take several levels of barbarian or ranger to enhance their combat prowess.

The most sought-after winterhaunts, though, are wizardly winterhaunts, for the magic they wield is especially potent. Iborighu is traditionally a deity of the uldra, although he has always accepted worshipers of all races.

Evil uldras remain his most common worshipers, but a fair number of humans, neanderthals, and frost giants worship the Frozen King as well.

All prospective winterhaunts must first prove their skill to the Frozen King's cult by successfully crafting an *iceheart*, a magic item capable of maintaining supernatural cold in an area and bestowing resistance to cold upon its owner.

Supplicants gain the ability to craft this item, even if they are not uldras.

Winterhaunts generally build fortified temples into the sides of glaciers, icebergs, and permanently frozen lakes, constructing huge ice buildings and dungeons in which to dwell.

From these icy temple-fortresses they launch attacks on the frostfell, seeking suitable sacrifices for Iborighu.

In particular, they seek out rimefire witches in an eternal holy war to finish the job that their deity began so long ago—the final eradication of the cult of Hleid from the ice.

Lone winterhaunts are often encountered far from the naturally occurring frostfell regions, in temperate and even tropical regions where they use *icehearts* to seed magically sustained miniature frostfell areas in their ongoing project to bring down perpetual winter to the world.

Hit Die: d8.

REQUIREMENTS

To qualify to become a winterhaunt of Iborighu, a character must fulfill all the following criteria.

Alignment: Chaotic neutral, chaotic evil, or neutral evil.

Skills: Concentration 8 ranks, Knowledge (arcana) 5 ranks, Knowledge (religion) 8 ranks.

Feats: Chosen of Iborighu, Craft Wondrous Item, Piercing Cold.

Spells: Able to cast 1st-level divine spells.

Patron Deity: Iborighu.

Special: The character must successfully create an *iceheart*.

This can be either a *minor iceheart* or a *major iceheart*; most prospective cultists opt to create a *minor iceheart*, naturally.

The *iceheart*, once created, serves as the winterhaunt's badge of office in the cult; if it is lost or destroyed, he must replace it with a new one within a week.

Failure to do so results in the loss of all spellcasting and supernatural abilities granted by this prestige class.

Regaining these abilities is possible only if the winterhaunt gains a new *iceheart* and then receives an *atonement* spell.

CLASS SKILLS

The winterhaunt of Iborighu's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the winterhaunt of Iborighu prestige class.

Weapon and Armor Proficiency: Winterhaunts of Iborighu gain proficiency with all simple weapons, as well as proficiency with the scythe (the favored weapon of Iborighu).

Winterhaunts are proficient with light armor, but not shields.

Spells per Day/Spells Known: When a new winterhaunt level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level

in a spellcasting class she belonged to before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming a winterhaunt, he must decide to which class he adds the new level for purposes of determining spells per day and spells known.

Cloak of Winter's Chill (Su): As a free action, a winterhaunt can shroud himself in a sphere of cold a number of times per day equal to 3 + his Charisma modifier.

This cloak of winter's chill lasts for a number of rounds equal to the winterhaunt's class level + his Charisma modifier.

While cloaked in winter's chill, the winterhaunt gleams with a frosty radiance that is both alluring and terrifying. He gains a +2 profane bonus on Will saving throws and all Charisma-based checks, including all Charisma-based skills and rebuke or command undead checks.

Resistance to Cold (Ex): A winterhaunt gains resistance to cold 5 at 2nd level.

This increases to resistance to cold 10 at 5th level.

This resistance to cold granted to this ability stacks with a character's natural cold resistance, if any.

Frozen Skin (Su): At 3rd level, the winterhaunt's skin becomes as hard (and cold) as frozen flesh, while retaining its flexibility.

His skin appears to be coated with a fine layer of frost, and flecks of snow seem to float from his flesh at times.

He gains a +2 natural armor bonus to his Armor Class, which increases to +4 while he is cloaked in his winter's chill ability.

Coldstrike (Su): Starting at 4th level, every time a winterhaunt deals cold damage with a spell, spell-like ability, or supernatural ability (including an uldra's icy touch or a white dragon's breath weapon), he deals an additional 1d6 points of cold damage.

Magic weapons that deal cold damage (such as frost weapons) do not trigger this additional cold damage, since the source of the cold damage is the weapon itself, not the winterhaunt.

The winterhaunt's coldstrike damage increases to +2d6 points of cold damage at 8th level.

When his cloak of winter's chill is active, he adds an additional 1d6 points of damage with his coldstrike ability (to a total of +2d6 at 4th level and +3d6 at 8th level).

Constant Piercing Cold (Su): At 6th level, all spells with the cold descriptor cast by the winterhaunt are automatically enhanced by the Piercing Cold feat, with no change to the spell's actual level.

Cold Subtype (Ex): At 7th level, the winterhaunt gains the cold subtype.

He gains immunity to cold, but also has a vulnerability to fire, which means he takes half again as much (+50%) damage as normal from fire, regardless of whether or not a saving throw is allowed, or if the save is a success or a failure.

Summon the Entombed (Sp): At 9th level, a winterhaunt gains the spell-like ability to summon one of the entombed to do his bidding.

Treat this as a *summon monster IX* spell, except that the winterhaunt can only summon entombed with it. The caster level of this ability is equal to the winterhaunt's class level plus his Charisma modifier. The winterhaunt may use this spell-like ability once per day.

For more information on entombed, see page 128.

Wintry Apotheosis (Su): At 10th level, the winterhaunt undergoes a powerful and unholy transformation as his flesh and bones become consumed by the frozen wrath of Iborighu, only to be replaced by snowy flesh and icy bones. The winterhaunt has become a powerful supernatural servant of Iborighu.

Once this apotheosis takes place, the winterhaunt's type changes to elemental, and he gains the evil subtype. As a being composed of living, profane ice and snow, he is immune to poison, sleep effects, paralysis, and stunning. He is also not subject to extra damage from critical hits or flanking.

The winter haunt cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life).

The winterhaunt also gains dark vision out to 60 feet. The winterhaunt's natural weapons, as well as any weapons he wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

TABLE 3–11: THE WINTERHAUNT OF IBORIGHU

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Cloak of winter's chill	+1 level of existing class
2nd	+1	+3	+0	+3	Resistance to cold 5	+1 level of existing class
3rd	+1	+3	+1	+3	Frozen skin	+1 level of existing class
4th	+2	+4	+1	+4	Coldstrike +1d6	+1 level of existing class
5th	+2	+4	+1	+4	Resistance to cold 10	+1 level of existing class
6th	+3	+5	+2	+5	Constant Piercing Cold	+1 level of existing class
7th	+3	+5	+2	+5	Cold subtype	+1 level of existing class
8th	+4	+6	+2	+6	Coldstrike +2d6	+1 level of existing class
9th	+4	+6	+3	+6	<i>Summon the entombed</i>	+1 level of existing class
10th	+5	+7	+3	+7	Wintry apotheosis	+1 level of existing class

GHOSTWALK (3.0)

ARBOREAL GUARDIAN

Within the Spirit Wood are the Arboreal Guardians, men and women dedicated to protecting and ministering the living repositories of elf and half-elf spirits.

The Guardians are the wood's first line of defense against outsiders and act as the hands and eyes of the spirit trees, vowing to protect a particular tree with a mystical pledge called a Green Bond.

Mystically linked with a chosen tree, an Arboreal Guardian sees the recipient of her Green Bond as the closest member of her family, someone worth dying for.

This bond extends to a lesser extent to any other spirit tree. Most Arboreal Guardians are druids or rangers.

A few clerics of Galaedros become Guardians, as does the occasional multiclassed barbarian, but only those with close ties to nature consider taking the Green Bond.

Arboreal Guardians are a well-known but little-understood secret society in the *Ghostwalk* campaign.

While they guide people through the Spirit Wood to the city of Manifest, they are completely ruthless when it comes to dealing with violators of the forest.

They may bicker among themselves over the proper way to nurture and preserve the Spirit Wood, but they are united in their oath to preserve it at all cost.

Hit Die: d8.

REQUIREMENTS

To qualify to become an Arboreal Guardian, a character must fulfill the following criteria.

Race: Elf or half-elf.

A creature of another race who does a great service for the Arboreal Guardians or the spirit trees may be allowed to join this elite society of protectors.

Skills: Intuit Direction 5 ranks, Knowledge (nature) 8 ranks, Wilderness Lore 8 ranks.

Feats: Great Fortitude, Green Bond, Point Blank Shot.

Spells: Able to cast *entangle*.

Patron Deity: Any but Nessek or Orcus.

CLASS SKILLS

The Arboreal Guardian's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Arboreal Guardian prestige class.

Weapon and Armor Proficiency: Arboreal Guardians gain proficiency with shortbows (but not composite shortbows). A druid who becomes an Arboreal Guardian can use a shortbow without violating her spiritual oaths.

Arboreal Guardians gain no proficiency with any armor or shields.

Spellcasting: An Arboreal Guardian continues training in magic.

Thus, at every other Arboreal Guardian level starting at 2nd, the character gains new spells known and spells per day as if she had also gained a level in a divine spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, additional uses of wild shape, and so on).

This essentially means that she adds the level of Arboreal Guardian to the level of some other divine spellcasting class she has, then determines spells per day and caster level accordingly.

Bond's Call (Su): An Arboreal Guardian may make an Intuit Direction check (DC 15) to determine the direction to her spirit tree.

This can be done once per round.

Forestwalk (Su): When an Arboreal Guardian is within the Spirit Wood, her land speed increases by 10 feet.

This benefit stacks with any other bonuses to speed the character may have.

Nature's Water (Ex): An Arboreal Guardian of 2nd level or higher can acquire potions from her bonded spirit tree if she provides the necessary herbs and ingredients.

Essentially this means she can purchase potions from her tree for the cost to create instead of the market price.

Natural Armor (Ex): At 2nd level, an Arboreal Guardian gains a natural armor bonus to her Armor Class.

When this bonus improves to +3 (at 6th level), her skin gains the coloration of her spirit tree, although this does not provide any additional benefit.

Unhindered Charge (Ex): When making a charge or taking the run action, an Arboreal Guardian of 3rd level or higher can pass unhindered through normal inanimate living plants, similar to a druid's woodland stride ability.

Unlike woodland stride, she can also pass unhindered through larger plants such as trees, including her own spirit tree, when using this ability.

Wood Speech (Su): An Arboreal Guardian of 3rd level or higher can telepathically communicate with her spirit tree or with any of its other Arboreal Guardians at a range of 1 mile.

This allows the Guardian to initiate the telepathic contact (previously she could be contacted by her spirit tree, but could not initiate this contact).

Hunter's Mercy (Su): Once per day as a standard action, a Guardian of 5th level or higher can focus her concentration so her first successful attack with a bow in the next round is automatically a critical hit.

This works like the *hunter's mercy* spell, except that activating this ability does not provoke an attack of opportunity.

Blindsight (Su): Like her bonded spirit tree, a Guardian of 5th level or higher can sense creatures without using her eyes, giving her the blindsight ability with a range of 30 feet.

She can activate this ability once per day as a free action, lasting a number of rounds equal to her class level.

Nature's Defender (Ex): A Guardian of 7th level or higher gains a +1 morale bonus on attack rolls, weapon damage, checks, and saving throws when within 500 feet of her bonded tree.

Quench (Sp): A Guardian of 7th level or higher can use the *quench* ability (as the spell) once per day.

Tree Stride (Sp): A Guardian of 9th level or higher can use the *tree stride* ability (as the spell) once per day.

TABLE 1-3: THE ARBOREAL GUARDIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+0	Bond's call, forestwalk	
2nd	+1	+0	+3	+0	Nature's water, +1 natural armor	+1 level of existing divine spellcasting class
3rd	+2	+1	+3	+1	Unhindered charge, wood speech	
4th	+3	+1	+4	+1	+2 natural armor	+1 level of existing divine spellcasting class
5th	+3	+1	+4	+1	Hunter's mercy, blindsight	
6th	+4	+2	+5	+2	+3 natural armor	+1 level of existing divine spellcasting class
7th	+5	+2	+5	+2	Nature's defender, <i>quench</i> 1/day	
8th	+6	+2	+6	+2	+4 natural armor	+1 level of existing divine spellcasting class
9th	+6	+3	+6	+3	<i>Tree stride</i> 1/day	
10th	+7	+3	+7	+3	+5 natural armor	+1 level of existing divine spellcasting class

THE GREEN BOND

Each of the Arboreal Guardians is linked to a particular spirit tree, and through this tree to a handful of other Arboreal Guardians. Each of these groups acts like a family; Guardians of the same tree generally get along well and can call upon each other in times of need. Likewise, the Guardians love and protect their chosen tree (and the elf and half-elf spirits within it) like a respected senior member of the family. The Green Bond is a very strong emotional link to another being, stronger than the link to a twin. A Guardian is expected to be loyal to his tree (and its other Arboreal Guardians) first and all others second. Those who ignore the needs of the tree in order to travel the world or adventure are likely to be ostracized by the other Guardians and may (if this behavior is not curtailed) eventually break their bond and lose all abilities of this prestige class. Fortunately, each spirit tree has several Arboreal Guardians, so each tends to get a reasonable amount of free time to devote to personal matters.

Characters who have a Green Bond but are not Arboreal Guardians are called bondfellows and are like extended members of the spirit tree's family. They are on friendly terms with the Arboreal Guardians but do not have the same requirements of devotion that the Guardians do, although if their spirit tree is in danger, they are expected to come to its aid.

Having a Green Bond is a mixed blessing in terms of cohorts and followers. Bondfellows of the same spirit tree (and druids and rangers unassociated with other spirit trees) treat the bonded character as if she had a special power (Leadership modifier +1). All other characters treat the bonded character as if she had a familiar, a paladin's warhorse, or an animal companion (Leadership modifier -2). Thus, it is easier for a bonded character to recruit cohorts and followers who are themselves bonded or at least respect the bond with nature, but it is harder to recruit those who have little or no interest in nature or are prejudiced against those who devote themselves to plants over civilized beings.

BONE COLLECTOR

A bone collector is a person who draws personal power from the destruction of undead.

Bearing tokens and trophies of her kills, the bone collector is often mistaken by the ignorant for a common necromancer, when in truth most oppose necromancy and seek to undo its works.

A rare few are parasites to necromancers, using cast-off bits of discarded experiments in undeath to increase their own power.

A bone collector is usually a fighter, cleric, or paladin, although some good-aligned beings avoid this career because of the constant association with undead and negative energy.

Some rogues, bards, and monks become bone collectors, adorning themselves with strange icons to advance their other skills.

Rarely do barbarians, druids, rangers, sorcerers, or wizards become bone collectors, either opposing the gathering of residual undead energy or else having more effective ways to do so.

Bone collectors are usually loners, although in places where undead are more common, they sometimes gather in groups to plan their attacks and trade items.

Such groups either oppose (if good) or ally with (if evil) active groups of necromancers and undead.

More than once has a cabal of necromancers been undone from within by their supposed allies who found a sudden need for undead parts.

Hit Die: d8.

REQUIREMENTS

To qualify to become a bone collector, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Alchemy 2 ranks, Concentration 3 ranks, Craft (armorsmithing, bowmaking, or weaponsmithing) 1 rank, Heal 5 ranks, Knowledge (arcana) 3 ranks.

Feats: Endurance, Great Fortitude.

Special: The character must have been knocked unconscious or killed by an undead creature or necromancy spell, or must have received a negative level or ability damage or drain from an undead or a necromancy spell.

CLASS SKILLS

The bone collector's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), and Sense Motive (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the bone collector prestige class.

Weapon and Armor Proficiency: Bone collectors gain no proficiency with any weapons, armor, or shields.

Spells: A bone collector has the ability to cast a small number of divine spells.

To cast a spell, the bone collector must have a Wisdom score of at least 10 + the spell's level, so a bone collector with a Wisdom of 10 or lower cannot cast these spells.

Bone collector bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the bone collector's Wisdom modifier (if any).

When the bone collector gets 0 spells of a given level, such as 0 1st-level spells at 1st level, she gets only bonus spells.

The bone collector's spell list appears below.

A bone collector prepares and casts spells just as a cleric does.

Recognize Undead (Ex): A bone collector has trained her senses to such an extent that she can more easily recognize an undead creature for what it is.

She gains a +4 bonus on Spot checks or Will saving throws to penetrate an undead's disguise or an illusion spell that changes its appearance.

If an undead creature is not attempting to disguise its nature or naturally appears much like a living creature, the bone collector gains a Spot check (DC 10 + undead's Cha modifier) to realize the creature is undead.

See the description of the Disguise skill in the *Player's Handbook* for information on repeat attempts to penetrate a disguise.

Lesser Bone Armor: Using her knowledge of undeath and magic, a bone collector can craft certain kinds of magical armor (including shields) that imitate or hamper undead abilities.

She can craft armor with a +1 enhancement bonus or imbue magic armor with any of the following properties: *death ward*, *energy drain*, *shadow*, *silent moves*.

This ability works as if she had the Craft Magic Arms and Armor feat and met all prerequisites for the abilities being added (so she could create *shadow* armor even if she didn't otherwise have access to the *invisibility* prerequisite of the *shadow* property).

All other rules for creating magic armor apply (cost to create, creation time, and so on).

Any armor the bone collector crafts bears a noticeable motif of death; it may be decorated with actual bones, bear images of skulls, and so on.

A bone collector with another spellcasting class and the Craft Magic Arms and Armor feat adds her class level to her other spellcasting class level to determine her effective caster level for meeting the special requirement for crafting armor with enhancement bonuses, so a Clr8/Bone collector 4 is counted as a 12th-level spellcaster for the purpose of crafting magic armor and therefore could craft armor with a +4 enhancement bonus (see *Creating Armor* in Chapter 8 of the *DUNGEON MASTER's Guide*).

Lesser Bone Weapon: In a fashion similar to the lesser bone armor ability, a bone collector of 2nd level or higher can craft certain kinds of magic weapons that imitate undead attacks or harm undead.

She can craft weapons with a +1 enhancement bonus or can imbue magic weapons with any of the following properties: *flaming*, *ghost touch*, *truesilver*.

This ability works as if she had the Craft Magic Arms and Armor feat and met all prerequisites for the abilities being added (so she could create a *flaming* weapon even if she didn't otherwise have access to the *fireball* prerequisite of the *flaming* property).

All other rules for creating magic weapons apply (cost to create, creation time, and so on).

Any weapon the bone collector crafts bears a noticeable motif of death; it may be decorated with actual bones, bear images of skulls, and so on.

A bone collector with another spellcasting class and the Craft Magic Arms and Armor feat adds her class level to her other spellcasting class level to determine her effective caster level for meeting the special requirement for crafting weapons with enhancement bonuses, so a Clr8/Bone collector 4 is counted as a 12th-level spellcaster for the purpose of crafting magic weapons and therefore could craft a weapon with a +4 enhancement bonus (see Creating Weapons in Chapter 8 of the *DUNGEON MASTER's Guide*).

Negative Energy Shroud (Su): By surrounding herself with a weak aura of negative energy, a bone collector of 3rd level or higher can confuse attempts to discern her living nature. Undead creatures perceive her as a fellow undead, spells such as *detect undead* and *deathwatch* perceive her as an undead creature, and so on.

Mindless undead ignore her unless they have specific orders to attack other undead creatures, and intelligent ones are likely to assume she is a vampire or other sort of undead that looks alive.

The shroud gives her a +2 bonus on saving throws against attacks based on negative energy (such as *enervation* and *inflict* spells), but causes all healing spells cast upon her to cure only half the normal damage.

Actions by the bone collector may give observers clues to her living state (such as reacting to pain or holding her breath when entering water).

Attacking an undead creature causes this ability to end immediately.

This ability may be used once per day and lasts up to 10 minutes per class level.

Greater Bone Armor: In a fashion similar to the lesser bone armor ability, a bone collector of 4th level or higher can craft armor (including shields) with up to a +3 enhancement bonus or with the following properties: *absorbing*, *cold resistance*, *etherealness*, *ghost touch*.

Greater Bone Weapon: A bone collector of 5th level or higher can craft weapons with up to a +3 enhancement

bonus or with the following properties: *disruption*, *flaming burst*, *ghost bane*, *undead bane*, *vampiric*.

Undead Channel (Su): Once per day, a 6th-level bone collector may absorb any one magical effect from an undead creature's attack, such as an ability score drain or damage, a negative level, a corrupting touch, or a paralyzing touch.

This absorption does not require a readied action and can be activated by a bone collector in response to an attack by an undead.

The absorbed attack has no effect upon the bone collector, but remains as a stored magical effect within her body up to 24 hours after the attack.

She may activate this stored effect as a free action and discharge it upon a target by making a touch attack, affecting the target as if the original undead creature were making the attack.

Once activated, the stored effect works like a touch spell and triggers upon the next creature or object she touches.

For example, Shelda the bone collector is attacked by a vampire and decides to use her undead channel ability to absorb the creature's energy drain attack.

She later slays the vampire and hunts down Tellon the enchanter, with whom she has an old grudge.

Finding him, she activates the latent energy drain within her and makes a successful touch attack.

Tellon immediately gains two negative levels, just as if the vampire had struck him personally.

BONE COLLECTOR SPELL LIST

Bone collectors choose their spells from the following list.

1st Level: *bonerattle*, *chill touch*, *cure light wounds*, *detect undead*, *disrupt undead*, *invisibility to undead*, *magic stone*, *protection from possession*.

2nd Level: *consecrate*, *endurance*, *ghoul touch*, *ghost touch armor*, *lesser restoration*, *shroud of undeath*.

3rd Level: *forced manifestation*, *negative energy protection*, *searing light*, *vampiric touch*.

TABLE 1-4: THE BONE COLLECTOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day		
						1st	2nd	3rd
1st	+0	+0	+0	+2	Lesser bone armor, recognize undead	1	—	—
2nd	+1	+0	+0	+3	Lesser bone weapon	2	0	—
3rd	+2	+1	+1	+3	Negative energy shroud	2	1	—
4th	+3	+1	+1	+4	Greater bone armor	2	2	0
5th	+3	+1	+1	+4	Greater bone weapon	2	2	1
6th	+4	+2	+2	+5	Undead channel	2	2	2

DEATHWARDEN CHANTER

The Deathwarden chanters are the most prestigious, respected, and mysterious members of the dwarven Deathwarden clan.

They lead the rituals to prepare bodies for their journey into the afterlife (the *Hallowing*), and they direct the actions of other dwarves when the physical remains of their charges or the *Veil of Souls* itself is threatened.

Most chanters are clerics or fighter/clerics.

Sometimes a dwarf bard takes up the mantle of the Deathwarden chanter, and even less common are the paladins or rangers that become chanters.

Members of other classes are either too undisciplined, too focused on the world of the living, or have incompatible philosophies with the Deathwardens.

The chanters, like the Deathwardens as a whole, are an enigma to most people of Manifest.

The common folk know that the dwarves protect the bodies of the fallen and guard the *Veil of Souls*, but none know their methods or why guarding the gate against the living is so important.

As the leaders of the clan, the chanters are more aloof and reserved toward outsiders than all others and go about their strange business without feeling the need to explain themselves to those outside the clan.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Deathwarden chanter, a character must fulfill the following criteria.

Race: Dwarf.

Alignment: Any lawful.

Base Attack Bonus: +4.

Skills: Concentration 5 ranks, Knowledge (ghost lore) 3 ranks, Knowledge (the planes) 3 ranks, Knowledge (religion) 5 ranks, Perform (sing).

Feats: Iron Will, Spell Focus (Evocation).

Spells: Able to cast 3rd-level divine spells.

Patron Deity: Any but Orcus.

Special: Must have participated in a Hallowing with the permission of the Deathwarden dwarves; must have destroyed one undead of 3 HD or more through the use of positive energy.

CLASS SKILLS

The Deathwarden chanter's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (ghost lore) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), and Scribe (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Deathwarden chanter prestige class.

Weapon and Armor Proficiency: Deathwarden chanters gain no proficiency with any weapons, armor, or shields.

Spellcasting: A Deathwarden chanter continues training in divine magic.

Thus, when a new Deathwarden chanter level is gained, the character gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (additional uses of wild shape, metamagic or item creation feats, and so on).

This essentially means that he adds the level of Deathwarden chanter to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

Smite Undead (Su): With this ability, a chanter can attempt to smite undead with a normal melee attack.

He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level.

This extra damage is from positive energy and is not affected by damage reduction.

If the chanter accidentally smites a creature that is not undead, the smite has no effect but is still used up.

If the chanter has a smite ability from another class (such as paladin), he may use that smite ability separately or combine them into a single strike if the target meets all criteria for all smites (such as evil and undead for a paladin/chanter).

Undead's Foe: A chanter's class level stacks with his cleric and paladin levels for the purpose of turning undead.

Iron Soul (Ex): Upon attaining 2nd level, a Deathwarden chanter gets a +4 bonus on saving throws against death effects and on saving throws to remove a negative level.

Great Rune (Sp): Deathwarden chanters come to understand how to create powerful runes, which they can inscribe on items and locations.

At 3rd, 6th, and 9th level, the chanter chooses one rune from Table 1–6: Deathwarden Chanter Runes.

TABLE 1–6: DEATHWARDEN CHANTER RUNES

Level + Wis Modifier	Rune
1	Spell rune
2	Ward rune
3	Turning rune
4	Armor rune
5	Thunder rune
6	Law rune
7	Clan rune
8	Veil rune
9	Song rune
10	Ancestor rune

His level + Wisdom modifier determines how many runes he can choose from at any given time.

He can't choose the same rune twice.

A rune must be drawn, painted, or engraved on a solid surface or object.

Some are active runes, which begin functioning as soon as they are completed, while others are passive runes, triggered by certain conditions set at the time of the rune's creation.

Passive runes are given triggering conditions similar to a *glyph of warding* and protect an area up to 5 square feet per caster level.

This area may be a flat surface, an object, a doorway, or a section of corridor.

Some runes require a sacrifice by the chanter.

For example, a rune that functions like a *spell glyph* from a *glyph of warding* requires the chanter to use one of his spell slots to power that rune.

Until the rune is triggered or negated, the chanter cannot use that spell slot.

Once the rune is triggered or negated, the chanter can once again prepare spells with that slot after his next period of rest and time of prayer.

Drawing a rune takes 10 minutes and requires concentration, just as if the chanter were casting a spell.

A chanter can finish all but the last symbol of a rune, allowing him to finish it later as a single standard action (a chanter can complete another chanter's rune only if he knows that rune and succeeds on a Spellcraft check against DC 20).

However, an incomplete rune is vulnerable to outside interference—any creature walking upon or disturbing the incomplete rune negates it entirely, just as if it were a spell that had been interrupted during casting.

A completed rune is anywhere from 1 to 5 feet in diameter, depending on the desires of the chanter who created it. Once completed, a rune is no more difficult to notice than an ordinary drawing.

Safely removing a rune requires the use of *dispel magic* or a similar spell (the dispel check is made against the caster level of the chanter who created it) or a Disable Device check (DC 25 + 1/2 chanter's class level + chanter's Wis modifier).

For runes that have saving throws, the DC of the save is equal to 10 + 1/2 chanter's class level + chanter's Wis modifier.

A chanter can dissipate one of his own runes by touching it and spending a standard action concentrating on it.

If the dissipated rune requires a sacrifice to create it (such as a spell slot), the sacrificed ability cannot be used until the rune is discharged or dissipated, after which it returns at the normal rate for its type (such as after 8 hours of rest, when other spells are prepared).

All runes have a duration of "permanent until discharged" unless otherwise stated.

Ancestor Rune (Active): This powerful rune calls one of the chanter's dead ancestors back from beyond the Veil to fight on his behalf.

The rune acts as a *planar ally* spell, but always summons a dwarf cleric or fighter with the celestial or fiendish template and with a class level no greater than the chanter's caster level.

Completing this rune is very draining, and for an entire week after its completion, the chanter gains two negative levels.

These negative levels never result in actual level loss and cannot be removed in any way (including by *restoration* spells) before the week is over.

During the creation of this rune, the chanter sacrifices 100 gp worth of treasure or magic items per level of the ancestor called.

The ancestor remains for no more than 6 hours.

A chanter can use this rune no more than once per week.

Armor Rune (Active): When completed, the rune emanates a *magic vestment* spell to a radius of 5 feet, affecting all allies of the chanter within this emanation.

The power of the rune lasts 12 hours.

A chanter can have only one of these runes in effect at any time; creating a second one causes the first one to dissipate.

Clan Rune (Active): All dwarves within 30 feet of this rune gain a +2 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks.

This effect begins once the rune is inscribed and lasts 24 hours.

A chanter can have only one of these runes in effect at any time; creating a second one causes the first one to dissipate.

Law Rune (Active): This rune affects creatures within 60 feet of it, providing all lawful beings a +2 competence bonus on saving throws and increasing the DC of all law spells cast from within this area by 2.

A chanter can have only one of these runes in effect at any time; creating a second one causes the first one to dissipate.

Song Rune (Active): This rune constantly emits a low chant in the language of the Deathwardens.

All allies of the chanter within 60 feet of the rune gain three benefits.

First, they are immune to *fear* effects.

Second, they stabilize automatically when their hit points drop to -1 or lower (as if wearing a *periapt of wound closure*).

Third, they gain a +2 bonus on saves against sonic effects. The rune lasts 1 minute per class level.

A chanter can have only one of these runes in effect at any time; creating a second one causes the first one to dissipate.

Spell Rune (Passive): This rune functions like the *spell glyph* version of a *glyph of warding*.

The chanter sacrifices a cleric spell slot of the stored spell's level to power the rune, so a rune of *hold person* would use one of the chanter's 2nd-level cleric spell slots.

The target's save DC is based on the chanter's rune save DC and not the save DC of the spell.

Thunder Rune (Active): When this rune is completed, a loud peal of thunder erupts from it.

All enemies within 60 feet of the rune are dazed for 1 round and must make Fortitude saves or be deafened.

This is a sonic effect.

The deafness is similar to that caused by a thunderstone (permanent, but cannot be negated with *dispel magic* or similar spells, although *remove deafness* works).

A chanter can draw this rune once per day.

Turning Rune (Passive): A chanter must sacrifice one use of his turn undead ability to create this rune.

When triggered, the rune activates as if the chanter himself were using his turn undead ability at that location.

This rune is often used to protect sites that suffer frequent attacks by undead that otherwise would not have a cleric protecting them.

Veil Rune (Active): This rune draws upon the power of the Veil itself.

Living creatures within 60 feet of the rune are fatigued as the power of the Veil saps their life energy (leaving the area negates the fatigue).

Ghosts within 60 feet of the rune must make a Will saving throw (DC 10 + 1/2 chanter's class level + chanter's Cha modifier) every round or succumb to the Calling.

Up to 20 creatures can be excluded from this effect; the names of these creatures are written into the rune during its creation.

A chanter can draw this rune once per day.

Ward Rune (Passive): A chanter must have the deep chant ability to learn this rune.

The ward rune is a powerful alarm with two effects.

First, the creature that triggers the rune must make a Fortitude save or be stunned for 1d6 rounds.

Second, the rune acts as the first form of the deep chant ability (see below), transmitting a short message to all Deathwarden dwarves within 1 mile.

A chanter can have only one of these runes in effect at any time; creating a second one causes the first one to dissipate.

Deep Chant (Su): This ability, gained by a chanter at 5th level, has two different functions, both of which require a full-round action and only one of which can be used per day.

First, it can be used to send a telepathic message to all Deathwarden dwarves within a 1-mile radius of the chanter's location.

This message can be no more than ten words long.

Second, a deep chant can act as a boosted turn undead attempt, as if the chanter had the Divine Energy Focus feat. This does not count toward his normal number of turning attempts per day and does not stack with the Divine Energy Focus feat.

Shepherd Soul (Su): Once per day, a chanter of 7th level or higher can force a ghost within 50 feet to depart the Material Plane and enter the True Afterlife, as if using a *dismissal* spell.

The chanter uses his caster level, not his chanter level, to determine the modifier to the effect's save DC.

This ability works even if the ghost is within the Manifest Ward.

TABLE 1-5: THE DEATHWARDEN CHANTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Smite undead 1/day, undead's foe	+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	Iron soul	+1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	Great rune	+1 level of existing divine spellcasting class
4th	+3	+1	+1	+4	Smite undead 2/day	+1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	Deep chant 1/day	+1 level of existing divine spellcasting class
6th	+4	+2	+2	+5	Great rune	+1 level of existing divine spellcasting class
7th	+5	+2	+2	+5	Shepherd soul	+1 level of existing divine spellcasting class
8th	+6	+2	+2	+6	Smite undead 3/day	+1 level of existing divine spellcasting class
9th	+6	+3	+3	+6	Great rune	+1 level of existing divine spellcasting class
10th	+7	+3	+3	+7	Deep chant 2/day	+1 level of existing divine spellcasting class

GHOST SLAYER

Within and near the city of Manifest, the disembodied souls of the dead walk among the living.

Some people think this is unnatural and wish the dead would take their proper places in the True Afterlife.

The ghost slayer is such a person, one who studies ghosts so that they can be easily dispatched and no longer bother the living with their presence.

Most ghost slayers are barbarians, fighters, rangers, or rogues, although there is at least one religious cult that feels ghosts are an abomination and must be driven out.

Few sorcerers or wizards become ghost slayers, since they have more effective means of dealing with ghosts.

Ghost slayers are not necessarily evil; some focus on eliminating only evil ghosts, while others consider any kind of ghost an obscene mark upon the face of the earth.

Ghost slayers are never themselves active as ghosts, although one may remain around long enough to inform others of his death, of the location of his body, and that he wishes to be raised from the dead.

While there are folk in Manifest that would rather see fewer ghosts, only madmen suggest killing them all to restore the proper state of things.

Therefore, ghost slayers, like assassins, must conceal their nature and goals.

Some work alone, some are members of a secret organization such as the Knights of the Quiet, and others work with outside factions such as the yuan-ti and undead to promote their cause.

Hit Die: d8.

REQUIREMENTS

To qualify to become a ghost slayer, a character must fulfill the following criteria.

Base Attack Bonus: +4.

Skills: Gather Information 4 ranks, Innuendo 4 ranks,

Knowledge (ghost lore) 5 ranks, Spot 5 ranks.

Feats: Alertness plus either Ghost Fighting or Incorporeal Spell Targeting.

Special: Must have been knocked unconscious by or failed a saving throw against an attack from a ghost; a character who is a ghost cannot take the ghost slayer prestige class.

CLASS SKILLS

The ghost slayer's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Knowledge (ghost lore) (Int), Listen (Wis), Profession (Wis), Read Lips (Int), Sense Motive (Wis), Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the ghost slayer prestige class.

Weapon and Armor Proficiency: Ghost slayers gain no proficiency with any weapons, armor, or shields.

Untainted Spirit (Ex): A ghost slayer is immune to all forms of possession.

Silver Aura (Su): Once a slayer has attained 2nd level, all of his melee weapons (including unarmed strikes) are treated as silver for the purpose of their ability to stun a ghost with a successful critical hit or sneak attack.

Protected Vessel (Ex): A slayer of 3rd level or higher gains a +3 bonus on all saving throws against ghost powers.

Furthermore, he reduces ability damage or drain caused by ghost powers by 1 point for each attack (minimum 0).

Detect Ghost (Sp): At 4th level and higher, a ghost slayer can use *detect ghost* at will as a spell-like ability.

Ghost Touch Aura (Su): As a move-equivalent action, a ghost slayer of 4th level or higher can cause his weapon to glow with a dull violet aura for 1 round (if unarmed strike is the weapon chosen, the aura affects one of the slayer's limbs).

This aura makes the weapon act as if it had the *ghost touch* property.

A slayer may use this ability at will.

Ghost Bane Fires (Su): As a free action, a 5th-level ghost slayer may invoke blue flames upon his weapon that last for 1 round (if unarmed strike is the weapon chosen, the aura affects all of the slayer's limbs, allowing all unarmed strikes by the slayer to be affected).

These flames grant the weapon the *ghost bane* property.

This ability can be used a number of times per day equal to the slayer's class level + his Charisma modifier.

TABLE 1-7: THE GHOST SLAYER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Untainted spirit
2nd	+2	+3	+0	+3	Silver aura
3rd	+3	+3	+1	+3	Protected vessel
4th	+4	+4	+1	+4	Detect ghost, ghost touch aura
5th	+5	+4	+1	+4	Ghost bane fires

HEROES OF BATTLE (3.5)

COMBAT MEDIC

"My mission is pretty straightforward: Make sure they all come back alive."

—Cradle, a combat medic

On the front lines of battle, injury is inevitable.

Where the carnage is at its worst, the combat medic can be found, keeping her allies alive and tending to the fallen.

For a combat medic, the goal is not to kill the enemy but to make sure the enemy does not kill her troops.

Her ability to keep forces fighting makes her invaluable to an army.

She is entrusted with the care of the best forces available, sometimes even assigned to elite strike teams.

BECOMING A COMBAT MEDIC

Clerics of the gods of healing and war are the quickest to adopt the abilities of the combat medic, since clerics have Heal as a class skill.

The spontaneous healing ability she gains from the cleric class allows her more opportunities to use her new combat medic class features.

Bards are also very good candidates for the combat medic class, because they spontaneously cast spells as well.

The bard's support abilities mesh nicely with the abilities of the prestige class, but a bard needs to multiclass into a class that offers Heal as a class skill if he wants to be a combat medic as a mid-level character.

Healers (see the *Miniatures Handbook*) make fine combat medics as well.

Rangers and paladins can pursue the path of the combat medic, though they must sacrifice some of their martial prowess to do so.

Wisdom is the key ability for most combat medics, since it impacts their Heal skill modifier and (typically) their spellcasting ability.

Combat medics typically have a good Dexterity score as well, since Armor Class is important for all who find themselves near a battle.

ENTRY REQUIREMENTS

Alignment: Any nonevil.

Skills: Concentration 4 ranks, Heal 8 ranks.

Feats: Combat Casting, Dodge.

Spells: Ability to cast *cure light wounds*.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Diplomacy, Heal, Knowledge (history), Knowledge (religion), Profession, Ride, Spellcraft, and Spot.

CLASS FEATURES

As she advances in level, a combat medic gains abilities that enhance her healing skills.

She also continues to gain spellcasting power.

Spellcasting: As you attain more levels, you continue your training in your chosen spellcasting field.

You get new spells per day, spells known, and an increase in caster level as if you had also gained a level in any one spellcasting class that includes *cure light wounds* on its spell list, provided you belonged to that class previously.

You do not, however, gain any other class feature a character of that class would have gained.

This essentially means that you add the level of combat medic to the level of whatever eligible spellcasting class you have, and then determine spells per day and caster levels accordingly.

If you had more than one eligible spellcasting class before becoming a combat medic, you must decide to which class you add each level of combat medic for the purposes of determining spells per day, spells known, and caster level.

Healing Kicker (Su): You hate to see your careful work ruined by an attack made right afterward.

Thus, you can choose to add a short-term protective effect to your healing spells, allowing a healed target to more easily survive the rigors of combat.

Whenever you cast a conjuration (healing) spell on an ally, you can choose to imbue the spell with a secondary effect as described below.

You can use this ability once per round, up to a total number of times per day equal to your class level + your Wisdom modifier (minimum once per day).

In each case, the secondary effect lasts for 1 round unless otherwise noted.

Only one secondary effect can be imbued into any single spell.

You can't apply this secondary benefit to yourself.

At 1st level, you can imbue a healing spell with a *sanctuary* effect (as the spell).

The Will save DC to overcome this effect is equal to 15 + class level + Wisdom modifier.

At 3rd level, you can grant the target of your healing spell a competence bonus on Reflex saves equal to your class level.

At 5th level, you can imbue a healing spell with a maximized *aid* effect (as the spell, but the quantity of temporary hit points granted is equal to 8 + your class level).

This effect lasts for 1 minute or until the temporary hit points are depleted, whichever comes first.

Defensive Casting (Ex): Starting at 2nd level, you are capable of spellcasting even under the most dangerous circumstances.

You gain a competence bonus equal to your class level on Concentration checks made to cast spells defensively.

Field Healer (Ex): At 2nd level, you become adept at administering first aid quickly and while under duress.

You can make a Heal check to provide first aid as a move action (rather than a standard action) and can take 10 on such checks even when stress or distraction would normally prevent you from doing so.

Mobility: You frequently find it necessary to dive into a pitched melee in order to heal a comrade.

As a result, you gain Mobility as a bonus feat at 3rd level.

Evasion (Ex): Beginning at 4th level, you can avoid damage from certain attacks with a successful Reflex save.

See the monk class feature, page 41 of the *Player's Handbook*.

Spontaneous Heal: At 5th level, you gain the ability to "lose" any prepared spell or spell slot of 6th level or higher in order to cast *heal*, even if that spell is not normally on your spell list.

If you do not have the ability to cast 6th-level spells, you can't use this class feature.

This ability otherwise functions identically to the cleric's spontaneous casting class feature (see page 32 of the *Player's Handbook*).

PLAYING A COMBAT MEDIC

Nobody stays down, nobody gets left behind.

The lives of your comrades are in your hands, and each life is as important as your own.

The longer your allies stay alive, the more war they can wage.

You employ your skills and magic to help your comrades overcome their foes in battle, but should one of your own be grievously wounded or fall, you shift your attention from the enemies at hand to the true enemy—death. Most combat medics begin their careers by volunteering to serve in an army to support the troops.

As an officer in the military, you are allocated to a particular regiment and you report to the commander of that force. All too often, your army will have only a few true combat medics and accordingly will group them with key personnel or units while they assign lower-level clerics to assist the rank and file.

As you succeed in bringing back your comrades after a battle, your responsibilities will grow, and you'll be assigned to more important (and dangerous) missions. Alternatively, you might have learned the way of the combat medic from a retired veteran, and you apply the same principles to your comrades in arms while you adventure in a more traditional way.

Nevertheless, when war is imminent, your mentor might call on you, enlisting your aid in the cause.

COMBAT

As a combat medic, try to stay close to your allies.

Use your spells defensively, to reduce the number of blows taken by your comrades.

If you are primarily a cleric or paladin who wears heavy armor, position yourself near the front ranks.

If you are a lightly armored ranger or druid, stay behind the front ranks, attacking those foes who break through.

If you are a bard, provide support from a more central position, where the largest number of your company is in range of your songs and spells.

Constantly scan the battlefield, keeping track of the health of your group.

When you are entrusted to watch over a large group in a pitched battle, move among them, trusting to your defensive abilities while you tend to those that are injured or have fallen.

As a combat medic, you are still an effective combatant, especially when using your spells and abilities to enhance your combat capability.

After all, if you reduce the number of attacking enemies, then that means fewer potential sources of damage.

If your attack bonus isn't that high, fight defensively or help out your allies by using the aid another action while in a flanking position.

ADVANCEMENT

An army intent on getting the most out of its soldiers will assign acolytes of war or healing gods to each of its combat units.

Just as heroism and victory are rewarded for soldiers, so too are the most skilled of these healers rewarded for their success.

When you start on the path of the combat medic, you have already shown your ability to keep your fellows breathing. You undergo training by experienced officers and by war-trained clergy, and that training enhances your ability to respond to injury.

Initially, your experience as a combat medic is much like that of any other healer in battle.

However, the groups you march with henceforth will tend to be more experienced and usually have more tactical responsibility.

Instead of walking through the aftermath of battles looking for survivors, you will find yourself in the center of the melee, providing support where the fighting is thickest. You spend some of your time healing those who can continue the fight, and some of it wrapping bandages about the fallen.

Eventually you will be assigned to smaller, more mobile strike teams or ordered to protect officers or high-ranking advisors.

During times of peace, you yearn for action and fill your time seeking adventure with likeminded companions. Nevertheless, you periodically check in with your commander to see if any other opportunities require your specific skills.

RESOURCES

Throughout your career, you save many lives.

Some of these people might be scions of nobility, members of important merchant guilds, or simply good people who value their lives.

They will never forget who saved them and will gladly help with favors in the future.

(Consider their starting attitude friendly; see page 72 of the *Player's Handbook*).

Your military connections can also provide information or leads on quests and the like.

During missions sponsored by the military, you will usually be provided with wands or scrolls of healing magic to aid you in achieving your objectives.

A well-funded army or church might even grant the use of a *staff of healing* or an equivalent item if your team or mission is of supreme importance.

COMBAT MEDICS IN THE WORLD

"I should be dead.

At least twice.

And that was just last week.

I owe all my lives to those combat medics!"

—Lieutenant Wellast Huldane, of the Nyrondal Cavalry 1st Regiment

A well-equipped army should have at least a few combat medics, and PCs who fight in a few skirmishes or battles might benefit from readily available healing.

If the PCs take on missions as mercenaries, the leaders might provide a combat medic to assist them if the mission is vital.

Combat medics are a good source of information about a battle or a war, since they circulate through an army and tend to gather up news from soldiers they treat.

ORGANIZATION

Combat medics are part of a military organization.

Though many of them are officers, few actually command troops in battle.

While an army might have many combat medics, each typically works alone, with one combat medic supporting a group of up to fifty soldiers.

High-level combat medics find themselves assigned to key forces, such as cavalry or strike teams.

During peacetime, combat medics like to travel with adventuring companies, to keep their healing skills honed. Nevertheless, they are quick to answer the call if the military once again requires their services.

As members of a military hierarchy, combat medics defer to the chain of command.

Within an army, the highest-ranking cleric is the Commander Hospitaler.

In addition to serving as the spokesperson for all combat medics, the Commander Hospitaler assigns duties to the combat medics and other clerics who might report to him or her.

Formally referred to as the Officers Hospitaler, this organization is charged with tending the wounded during and after a battle.

Orders of the Commander Hospitaler carry the same weight as orders from any superior officer, but in matters related to healing they can override the orders of anyone but the general of the army.

When an army is on the road, combat medics move among the rank and file, using their skills to help make travel easier for the weary soldiers.

When battle is joined, they stand with their assigned troop and try to keep as many alive as possible.

In the aftermath of a battle, they search through the battlefield for survivors and set up field hospitals to care for the wounded.

The healing magic at their disposal can get most soldiers who survive the initial combat back on their feet by the next dawn.

Combat medics labor to stave off death, so their most abhorred enemy is the undead.

A skeleton or zombie represents a life that could not be saved, and a perversion and desecration of what that life once was.

Other more powerful undead such as shadows or wraiths are worse; they not only bring death but also spread undeath when they create spawn from their victims.

Combat medics do not hesitate to take the fight to undead foes if their help is needed, using the positive energy they exude to destroy these perversions for once and for all.

NPC REACTIONS

Current soldiers or veterans who have served with combat medics usually have a starting attitude of friendly toward a member of the class, though some might be bitter about comrades who could not be saved.

Officers, especially, see the value of a combat medic and will do what they can to recruit one into their force.

If a combat medic is captured by human or humanoid forces, she is usually treated with respect, and not harmed, unless the captors are particularly cruel or vile; occasionally she might even be pressed into service by her captors.

NPCs with no particular affiliation to an army still treat a combat medic with the deference due a cleric of healing, having a starting attitude of indifferent.

Any creature or person with a tie to death or evil will be unfriendly to combat medics, if not outright hostile.

This group includes sentient undead as well as clerics of those dark domains.

COMBAT MEDIC LORE

Characters with Knowledge (history) can research combat medics to learn more about them.

When a character makes the skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "Most larger armies have clerics moving with the regular troops.

The best ones of those are called combat medics".

DC 15: "Combat medics are highly valued on the battlefield because they imbue their healing with extra protection, like casting more than one spell at a time!

They call themselves Officers Hospitaler".

DC 20: Characters who achieve this level of success learn which armies of the region employ combat medics and know tales of prominent combat medic exploits.

A PC attempting to contact the Officers Hospitaler should make a DC 20 Gather Information check to discover the nearest post where a combat medic might be stationed, or a DC 25 check to find where a retired veteran combat medic might live.

A PC already in a military organization that includes Officers Hospitaler need not make any skill checks and instead can request contact through his or her chain of command.

A DC 20 bardic knowledge check could be employed to recall tales of combat medics, perhaps even supplying the name of a prominent Officer Hospitaler, while a DC 20 Knowledge (local) check reveals whether any combat medics call the area home.

COMBAT MEDICS IN THE GAME

Combat medics can easily be added to an ongoing campaign.

The Officers Hospitaler might have been recently employed by the PCs' superiors, or a similar group of healers could be a new offshoot of a healing god's priesthood organized to meet a wartime crisis.

The combat medics could be serving in a different army recently allied with the PCs' own, or a grizzled veteran might come out of retirement to pass on combat medic lore to the PCs.

On its surface, the prestige class appeals to players who want to provide more healing options within the party.

As a combat medic increases in level, her abilities help to make her healing powers more efficient, which means that fewer of her spells are used up by healing attempts, and thus more of her spells can be used for purposes other than healing.

ADAPTATION

The combat medic can fit into most standard fantasy worlds.

If your world does not have massive armies that employ high-level clerics, the combat medic might instead be a tradition taught to a select few clerics of a healing god, and the trappings of the military need not be used.

Table 5-2: The Combat Medic

Hit Die: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+0	Healing kicker (sanctuary)	+1 level of existing eligible spellcasting class
2nd	+1	+0	+3	+0	Defensive casting, field healer	+1 level of existing eligible spellcasting class
3rd	+1	+1	+3	+1	Healing kicker (Reflex saves), Mobility	+1 level of existing eligible spellcasting class
4th	+2	+1	+4	+1	Evasion	+1 level of existing eligible spellcasting class
5th	+2	+1	+4	+1	Healing kicker (aid), spontaneous heal	+1 level of existing eligible spellcasting class

DREAD COMMANDO

"Get in, do the job, get out.

If they're lucky, they won't know I'm there.

If not, they'll wish I wasn't."

—Gregor Antus, of the 1st Scouting Regiment

Dread commandos are the elite scouts and strike force of a well-trained mercenary band.

They combine stealth with protection, quickly moving through the battlefield even while heavily armored, and they are deadly when they catch an opponent unawares. Dread commandos are called upon when a mission requires an excursion deep into enemy territory and conflict is inevitable.

BECOMING A DREAD COMMANDO Most dread commandos begin their adventuring careers as rangers or rogues, since those classes have the requisite class skills. Barbarians and fighters make good dread commandos, though they typically multiclass as rangers or rogues to gain the requisite stealth.

Monks also function well in this class, so long as they are willing to give up improvement in many of their key class features.

The scout and ninja classes (from *Complete Adventurer*) also find the path of the dread commando to their liking.

Dexterity is a key ability score, since the dread commando relies on agility for many of his class skills (as well as his Armor Class).

A dread commando who finds himself frequently in melee combat wants high Strength and Constitution scores, while one who prefers skilled and subtle incursion favors a high Intelligence and/or Wisdom score.

ENTRY REQUIREMENTS

Base Attack Bonus: +5.

Skills: Hide 6 ranks, Move Silently 6 ranks.

Feats: Dodge, Mobility.

CLASS SKILLS

(6 + Int modifier per level): Climb, Craft, Disable Device, Disguise, Escape Artist, Hide, Jump, Knowledge (geography), Listen, Move Silently, Open Lock, Profession, Search, Spot, Swim, Use Rope.

CLASS FEATURES

As he advances in level, a dread commando gains abilities that steadily increase his effectiveness against unsuspecting foes, while at the same time increasing his maneuverability while armored.

He becomes an even more capable infiltrator or member of a shock troop as he advances in level.

Sudden Strike (Ex): If you can catch an opponent when she is unable to defend herself effectively from your attack, you can strike a vital spot for extra damage.

Whenever your target is denied her Dexterity bonus to AC against your attack (whether the target actually has a

Dexterity bonus to Armor Class or not), you deal an extra 1d6 points of damage with your attack.

The extra damage increases to 2d6 at 3rd level and to 3d6 at 5th level.

Ranged attacks count as sudden strikes only if the target is within 30 feet; you can't strike with deadly accuracy from beyond this range.

You can only use sudden strike against living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to extra damage from critical hits is not vulnerable to sudden strike damage.

You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot.

You cannot make a sudden strike while striking a creature with concealment or striking the limbs of a creature whose vitals are out of reach.

You can't use sudden strike to deliver nonlethal damage.

Weapons capable of dealing only nonlethal damage don't deal extra damage when used as part of a sudden strike.

The extra damage from the sudden strike ability stacks with extra damage from a sneak attack whenever both would apply to the same target.

SUDDEN STRIKE AND SNEAK ATTACK

For the purpose of qualifying for feats, prestige classes, and similar options that require a minimum number of sneak attack damage dice, treat the dread commando's sudden strike ability as the equivalent of sneak attack.

Team Initiative Bonus (Ex): You are skilled at keeping a team organized and ready for danger.

All allies within 30 feet who can see you (including yourself) gain a competence bonus on initiative checks equal to your class level.

Armored Ease (Ex): You learn to adapt your movements to the restrictive nature of armor.

Beginning at 2nd level, you reduce the armor check penalty of any armor with which you are proficient by 2 (to a minimum of 0).

At 4th level, this reduction increases to 4 points (to a minimum of 0).

Stealthy Movement (Ex): You learn to remain quiet and hidden even while mobile.

Beginning at 4th level, you take no penalty on Hide or Move Silently checks while moving at up to your normal speed, and you take only a –10 penalty on Hide and Move Silently checks when running or charging (instead of the usual –20).

PLAYING A DREAD COMMANDO

Your mission is clear.

You have to reach your objective as quickly as possible, perform your task, and get out alive.

You take on rescue missions, demolition missions, raids, scouting, or anything else that lets you do your work. Let the rank and file slog it out on the front lines while you scale the castle wall and set fire to the enemy's artillery. The best missions for you are those that put you behind enemy lines.

A few dread commandos work alone, but most operate in teams consisting of other commandos.

Away from the hierarchy of an army, a dread commando might journey with a typical adventuring party, since the goals and methods of such groups fit the class's mindset. Dread commandos are a bit more independent-minded than a typical soldier, but you still report to, and receive your missions from, a ranking officer.

Such missions typically have a simple goal, and how you accomplish it is left for you to determine.

COMBAT

You are most effective when you can attack first or from hiding.

As soon as you can afford it, invest in magic or masterwork breastplate or scale mail (mithral is best).

You can then use your ranger or rogue abilities (such as combat style and evasion) while enjoying good protection, with your armored ease ability reducing or negating any armor check penalty.

You'll be more heavily armored than a typical ranger or rogue, so you can survive a bit longer when foes rush into melee.

If you have both the ranger's woodland stride ability and the Spring Attack feat, use them together to leap out of undergrowth, attack, and then rush back into concealment without allowing a full round of retaliatory attacks by your opponent.

ADVANCEMENT

When you begin the path of a dread commando, you have already spent time developing your hit-and-run skills.

An army's commander monitors the progress of each of her scouts and determines which ones would work best as a member of an elite group.

Once you are chosen, you are sent on missions that test your skill and ensure you fit the mold.

When you've taken 1st level in the dread commando class, you should feel ready for anything.

Your first missions will be straightforward.

Typically, you are ordered to take out a fortification or artillery emplacement while a battle is underway.

These missions are especially dangerous because the enemy is alert and on guard, but you can use the battle as a distraction, getting you closer to your goal.

As you advance in the dread commando prestige class, your assignments become more covert and require you to utilize the stealth and speed you've been developing.

You might be assigned to rescue a prisoner, sent to destroy a heavily guarded depot, or tasked with obtaining maps or plans from the enemy's command tent.

You will want high modifiers in Hide and Move Silently to ensure that you remain undetected until battle erupts.

Open Lock, Disguise, and Search are valuable if your missions focus on infiltrating enemy encampments.

Disable Device not only helps you bypass traps but allows you to sabotage siege engines.

Gloves of Dexterity and items that provide a bonus to Hide or Move Silently, such as boots or a cloak of elvenkind, are ideal for a dread commando.

Your constant movement about the battlefield increases the value of weapons that deal extra damage, such as bane weapons and holy weapons, so you can maximize your effectiveness with a single attack when you don't have time to take a full attack action (Power Attack also helps in this regard).

Your familiarity with armors makes mithral armor particularly valuable: a high-level dread commando with mithral full plate would have no armor check penalty and could use up to a +3 Dexterity bonus to AC.

RESOURCES

When you are given an assignment, your superiors supply you with as much intelligence as they can regarding your objectives.

You can expect to know guard schedules, typical foes, distances to targets, and so on.

When the mission is important enough, your commander will furnish you with gear appropriate to its completion.

For example, when you are sent on a demolition mission, you will typically have *blast disks* (see page 131) allocated to your team.

In the same manner, *potions of invisibility* might be provided for scout missions.

The very best is expected of you, and so the very best is supplied to you.

You might also receive gold or items as a reward for a mission accomplished.

In addition, your organization could fund freelance activities, such as adventuring, if they help increase your breadth of experience.

DREAD COMMANDOS IN THE WORLD

"Just before dawn that ballista battery went up in a ball of fire. Those explosions removed the danger of artillery fire on the approach to the gatehouse and cleared the way for our troops, giving us our only chance of victory."

—General Haus Ballard, commander of the Army of the Alliance

Strike teams and covert forces are likely places to find dread commandos.

PCs working as mercenaries for a military force might be assigned a dread commando to help guide them behind enemy lines or to toughen up their unit for work as a heavy strike force.

ORGANIZATION

Dread commandos work alongside, but slightly outside of, the standard military structure, reporting to a chief lieutenant of the army's commander.

While they might work with other troops and units of the army, they do not adhere to the typical chain of command.

Each group of commandos adopts an evocative name, such as the Rugged Rangers, the Wolfpack, Varduun's Company, or Grunnag's Gang.

In many cases these outfits are not actually commissioned military units.

Instead, they are hired by an army as a mercenary band would be, with the commandos' leader taking an advisory role to the general or commander of the army.

The leader of the commando forces in an army is a soldier who has survived many commando missions, earning the respect of his colleagues and his superiors.

He outlines missions for the dread commandos who serve under him and arranges for resources to help in mission completion.

He is also responsible for selecting strike teams for each mission, employing mercenaries as appropriate. The Rugged Rangers are a prototypical organization of dread commandos and their compatriots. The Rangers are led by Denkar, the best of the best. Denkar keeps five strike teams ready for action; each team consists of at least one dread commando along with others appropriate to the mission at hand. Denkar enlists the aid of the scouting corps (itself led by a former Rugged Ranger) for overland missions, but the Rangers have rogues and other specialists available for urban undertakings.

At any time, up to three teams might be in the field simultaneously, completing missions both covert and overt. Gregor Antus is a rogue who received training as a dread commando.

His specialty is eliminating enemy siege engines. He claims to have pulled the wheels off a siege tower when it was being moved into position, and he enjoys taunting enemy engineers after he has disabled their catapults. Most of the other Rugged Rangers enjoy hearing of his exploits but fear that eventually he's going to make a mistake that could be costly for the team—and on the battlefield, the currency is blood.

In other less reputable organizations, Gregor might eventually be sent on a mission from which he would be unlikely to return, a probability that would be increased if key pieces of information were left out of the mission briefing.

He would be sent out with a group of expendable mercenaries and then forgotten.

However, Denkar doesn't run his operation that way. He sees the value in every commando, even those as brash as Gregor.

Regardless of experience, most dread commandos within a group see each other as equals, elite brothers and sisters a step above members of more common classes.

Separate outfits, however, could see each other as rivals. These groups sometimes try to outdo each other, taking on ever more dangerous missions to show up the other team and in some cases even sabotaging their competitors in various ways.

In addition, subcommanders in the larger military force might disprove of the relative independence that dread commandos enjoy and so try to undermine them. Particularly ruthless officers might not be above taking actions likely to lead to the injury or death of commandos when it means fewer losses among their own troops.

NPC REACTIONS

Officers and other soldiers in the military tend to be wary of dread commandos and have a starting attitude of indifferent toward them (particularly distrustful officers should be considered unfriendly).

By contrast, locals at the tavern love to hear about the exploits of dread commandos because such tales are filled with harrowing escapes, spectacular battles, and odds-defying victories.

The enemies of the dread commandos are those on the other side of the battlefield.

Dread commandos form quick and mobile strike teams, and any opponent who learns that these tactics are being implemented will surely organize a shock troop of their own to counter the commandos, who become hunters and hunted all at once.

DREAD COMMANDO LORE

Characters with Knowledge (history) can research the dread commandos to learn more about them.

When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: "Some armies have commando teams that can cover great distances even when heavily armed and armored".

DC 15: "I heard a tale of a dread commando that snuck past a picket line, knocked out the guards at the enemy's command tent, stole the troop movement maps, and fled into the night.

While wearing full plate.

And when they tried to hit him with catapult shots as he fled, the weapons all misfired".

DC 20: Characters who get a result this high will learn the names of prominent commando teams and the armies they might work for.

DC 30: A character with this level of success learns the names of the leaders of commando troops who serve in the region.

A PC with ties to the military can make use of her contacts within an organization to gain a +5 bonus on Knowledge checks related to dread commandos.

Bards can also uncover the DC 20 and DC 30 information through the use of bardic knowledge.

DREAD COMMANDOS IN THE GAME

Dread commandos could be an existing institution in your campaign world, one that the PCs are introduced to when they begin working more closely with a military organization.

Alternatively, dread commandos could travel in exclusive troops, such as the Rugged Rangers, who might coincidentally be arriving in the region to ally with local armies.

A mentor of the PCs might have once been a dread commando and now shares his secrets in the hopes that a PC carries on the tradition.

This prestige class appeals to players who like their characters to sneak around a bit but also like to engage in pitched battles.

The DM should allow a dread commando character plenty of opportunities to utilize his stealth abilities prior to the commencement of hostilities.

If not all the PCs are good at moving quietly, the party might be able to come up with a plan that allows the sneaky PCs to move around to a rear or flank position while the others draw out the enemy.

ADAPTATION

The dread commando is a heavily armored quick-strike specialist.

For characters who are not strong enough to avoid being encumbered by heavy armor, you could replace the class's armor abilities with a concealment progression, in which dread commandos benefit from a cumulative 5% miss chance per level when in natural terrain.

This benefit allows unarmored or lightly armored commandos an opportunity to join a quick-strike team and provides them a defensive benefit to make up for their lack of the heavier armor.

Table 5-3: The Dread Commando Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Sudden strike +1d6, team initiative bonus
2nd	+2	+0	+3	+0	Armored ease 2
3rd	+3	+1	+3	+1	Sudden strike +2d6
4th	+4	+1	+4	+1	Armored ease 4, stealthy movement
5th	+5	+1	+4	+1	Sudden strike +3d6

LEGENDARY LEADER

"Hold your lance up, keep your shield steady, and follow me to victory!"

—Henrik Yensen, of Henrik's Horseriders

Legendary leaders are the stuff of bards' tales come to life. Their heroic exploits bring followers to their side, and they create groups that embody their ideals.

Members of this class represent not only the knight in shining armor atop the battlefield hill but also the cunning prince of thieves leading his own guild and the swashbuckling privateer captain with his hand-picked crew.

Legendary leaders recruit like-minded individuals to their cause and become familiar with the politics and intrigue of running a small organization.

BECOMING A LEGENDARY LEADER

Any character with an above-average Charisma score can enter the legendary leader prestige class at 7th level if he has taken the Leadership feat at 6th level.

A high Charisma increases a character's Leadership score, allowing him to recruit even more followers; hence, bard is an effective entry path for becoming a legendary leader. Paladins and fighters also make good legendary leaders, gaining a significant number of benefits for the sacrifice of a bit of base attack bonus.

Rogues are effective as well when focused on interaction skills such as Bluff, Diplomacy, and Sense Motive, but their ability to get past locks and traps will suffer (spending skill points cross-class mitigates the problem).

A member of the marshal class (from the *Miniatures Handbook*) also makes a fine legendary leader.

Few spellcasters enter the class; the sacrifice of spell progression is seen as too high a cost for most, even though sorcerers make excellent leaders.

Charisma (for interpersonal skills and Leadership score) is a key ability for the class, but the other high ability scores a legendary leader could have depends on the type of leader the character is best suited to be: the mighty warrior, the plotting master spy, the outgoing bard, and the wise mentor are all examples of legendary leaders.

ENTRY REQUIREMENTS

Feats: Iron Will, Leadership.

Special: Base Leadership score of 7 or higher.

CLASS SKILLS

(4 + Int modifier per level): Bluff, Craft, Diplomacy, Gather Information, Handle Animal, Intimidate, Knowledge (history), Knowledge (nobility and royalty), Profession, Ride, Sense Motive.

CLASS FEATURES

As legendary leaders advance in level, they gain abilities that help them perform deeds worthy of the songs of bards. The confidence a legendary leader exudes is manifested in the loyalty of his allies.

Many legendary leaders are more capable than other leaders and commanders in recruiting cohorts and followers.

Fearless (Ex): Because of their supreme confidence in their own abilities, legendary leaders are not subject to effects that would shake others' resolve.

When you enter this class, you become immune to fear effects.

Hero's Luck (Ex): Upon becoming a legendary leader, you gain a +1 luck bonus on all saving throws.

This bonus improves to +2 at 3rd level and to +3 at 5th level.

Natural Commander (Ex): As a legendary leader, your commander rating equals your class level (unless your rank would normally grant you a higher commander rating). See page 75 for information on commander ratings.

Legendary Reputation (Ex): As you advance in the prestige class, tales of your exploits begin to circulate.

When people match your face with your reputation, they are more likely to be friendly toward you.

You add your class level to any Diplomacy check you make to influence the attitude of any NPC who is not already unfriendly or hostile.

Greater Command (Sp): Beginning at 2nd level, you can focus your powers of persuasion to use *greater command* (as the spell) once per day (save DC 16 + Cha modifier).

At 4th level and higher, you can use this ability twice per day.

Quick Rally (Ex): Starting at 2nd level, you can perform a rally check (see page 73) as a free action once per round.

Bonus Feat: At 3rd level, you gain a bonus feat from among the feats with the leader type (see page 96).

You must meet the normal prerequisites for the feat.

Heroic Success (Ex): When you reach 4th level, your deeds become truly legendary, and you demonstrate your ability to beat the odds even when the situation looks bleak.

Once per day, you can choose to automatically succeed on a single saving throw instead of rolling the dice.

Additional Commander Aura (Ex): At 5th level, you can select a secondary commander aura, which can be any commander aura for which you qualify (see page 75 for more information on commander auras).

Your followers benefit from both commander aura effects, though any bonuses granted follow the normal rules for stacking.

If you further increase your commander rating at another time and choose to gain a new commander aura, you can replace either of your existing commander auras.

To Hell and Back (Ex): Your followers will accompany you to the ends of the world, and beyond.

When you reach 5th level, any followers or cohorts gained from your Leadership feat are immune to fear effects (including morale checks) when they have line of sight to you.

PLAYING A LEGENDARY LEADER

As a legendary leader, you have many followers who look up to you and follow your example.

As a result, you must always attempt to maintain that ideal. When you take action, you proceed swiftly and decisively. Even when you aren't sure of yourself, it's important that others perceive that you know what you're doing.

You strive to provide examples of acts and traits to which your disciples should aspire, acts that are legendary in their own right.

Your cohorts and followers are your family, and you care for them as you would your brothers or sisters.

You trust them with your life.

Legendary leaders do not so much belong to an organization as they begin an organization.

You are defined by how you lead others.

From the moment your first cohort is recruited, you create a band of like-minded followers who adhere to your principles.

You aren't restricted to any particular ethos, and the group you lead could be a mercenary warrior troop, a team on a religious crusade, or the core of a new thieves guild.

Many of your followers will be of your previous profession, but nothing stops you from recruiting new members from other classes.

COMBAT

Legendary leaders always strive to perform heroic acts in battle.

You seek out the most powerful opponent in a fight or the most difficult task to perform—within reason, of course.

You are not bound to any code of honor that might require you to defeat a foe in single combat, so you use the abilities at your disposal to quickly eliminate the enemy, whether through spells, uses of smite evil, sneak attacks, or some other ability.

The benefits you gain from the legendary leader prestige class can affect nearby allies, so you should fight closely with your cohorts.

When the time is right, you gird yourself to perform a heroic exploit that turns the tide of battle.

As you advance, you can help your allies even more.

You can stand in the face of fear and prevent the morale of your allies from flagging.

Your cohorts become more valuable as they keep pace with your level, and you should take advantage of their new abilities—for example, setting up a rogue cohort with a flanking opportunity or stepping aside so your halfling outrider can make a spirited charge.

Eventually, you can take your company of followers into battle, safe in the knowledge that they will not be afraid as long as you are there to lead them.

Your heroic exploits become legendary, and your cohorts gain some notoriety in their own right.

ADVANCEMENT

Serving as a legendary leader simply requires the will and dedication to see the task through.

You start by finding a like-minded individual who has heard tales of your exploits, and you convince her to join you for a while.

As those tales circulate, slowly becoming legendary, more and more petitioners approach you with a desire to follow you.

You establish your organization, adopting a name, and seek out new deeds that can add to your legendary status and draw more people to your cause.

At first, you have a single cohort who works with you, while you in turn work with a group of adventurers.

As you gain more followers, you spend much of your spare time making sure they are all kept busy, setting tasks for new members of the organization, or finding sponsors who can provide work.

You might even send groups of your followers on adventures of their own, either to scout potential adventuring sites or to follow up on loose ends left after your own adventures.

As you gain more levels in the class, you become more suited to the role of party spokesperson while still maintaining a high level of combat prowess.

You'll want to focus on Diplomacy and Gather Information, both of which aid your endeavors when making contacts with NPCs or finding employment for your troop.

Tailor your skills to suit your role.

If you are running a thieves guild, then Bluff and Intimidate might be paramount, whereas if you are training a cavalry company, you might instead focus on Handle Animal and Ride.

Choose feats appropriate to your style, but consider taking Improved Cohort (see page 98) more than once to gather a retinue of highly skilled supporters.

RESOURCES

The resources you gain from your organization depend on the kinds of jobs your followers perform.

You might have your thief followers steal key magic items, or you might receive a magic weapon in payment for having your cavalry assist an army.

As you develop your extensive contact list, those contacts can feed you information about jobs, rumors, legends, or other news.

The things you learn could very well kick off a new adventure and more opportunities for heroic exploits.

LEGENDARY LEADERS IN THE WORLD

"I was sure we were dead, but Henrik got us through. Come to think of it, he does that all the time!"

—Light Cavalry Sergeant Karsten, of Henrik's Horsemen

In a war campaign, most legendary leaders the PCs meet will be leaders of mercenary companies, but such characters are not restricted to the ranks of the military.

A legendary leader could be a monk establishing a new monastery, a charismatic priest working within a church's hierarchy, or a wizard founding a new arcane college.

Legendary leaders might assist the PCs when their goals are compatible, or the PCs might join the leader's organization for a time and learn from his example.

ORGANIZATION

The organizations of legendary leaders are as diverse as the leaders themselves.

The leader leads by example, and the others follow because they respect his ideal or wish to help him attain their shared goal.

Followers and cohorts work to impress the leader of the company; receiving praise validates the decisions they have made and the path they follow.

The group's mission, defined by the legendary leader, is clearly stated for all the followers.

The leader usually adopts a name for the group, often one that hints at its goals or purpose.

A thieves guild might be called the Shadow Hands or the Silent Eye, while a mercenary company might choose an aggressive name such as the Blades of Doom or Bearers of the Shining Light.

Sometimes the band refers to the leader in its name, such as Henrik's Horsemen or Gunther's Dragoons.

Henrik Yensen, the founder of Henrik's Horsemen, first gained fame by riding headlong into a squad of ogres to rescue three cavalymen stuck behind enemy lines.

One of those rescued stays with him to this day and leads the light cavalry of the Horsemen, which now numbers close to one hundred.

Henrik has befriended many kings, queens, and lesser lords by signing on with their armies in times of need.

One of his closest friends is General Ballard, leader of the Army of the Alliance (see page 59), a multiracial army that combats invasions of evil orc and giant foes.

Because the legendary leader is the ideal to which his followers aspire, he is seldom supplanted.

However, he might eventually retire and turn the organization over to his top cohort.

In very rare cases a leader fails to uphold his own standards and his followers disperse, founding their own groups modeled after the ideal.

NPC REACTIONS

A legendary leader with high Charisma and good social skills is ideally situated to influence NPCs.

Such characters typically have a starting attitude of indifferent, usually because they have not yet connected the face to the name.

Nobles and officers who have benefited from the leader's actions will be more aware of who he is and have a starting attitude of friendly; those he has worked against could be unfriendly or even hostile.

An NPC who shares a patron with a legendary leader might sometimes work covertly against him, motivated by greed or petty jealousy.

In such cases, the NPC typically refrains from physically confronting the legendary leader but instead opposes his suggestions or speaks out against his actions in an attempt to undermine the support he receives from their mutual benefactor.

LEGENDARY LEADER LORE

Characters with the Gather Information skill can research a legendary leader to learn more about him.

When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: This result provides only hints that a legendary leader has recently been nearby; any described exploits could be those of any heroic adventurer.

DC 15: Characters with this level of success hear tales of specific legendary leaders and might discover the names of the organizations they run.

DC 20: The character learns that the legendary leader consistently performs heroic exploits and that the loyalty of the leader's followers is reinforced by these actions.

DC 30: With this measure of success, a character can learn the story of a legendary leader, piecing together bits that comprise the tale, from his origins to his current whereabouts and activities.

The stories of a legendary leader's heroic exploits are the staple of bardic tales.

Therefore, a bard gains a +5 bonus to uncover legends or tales of a legendary leader on these Gather Information checks.

Depending on the type of leader involved, a Knowledge (history), Knowledge (local), or Knowledge (nobility and royalty) check might also provide the same information at the given DCs.

Every legendary leader can be researched using the *legend lore* spell, since they are all aptly considered "legendary".

LEGENDARY LEADERS IN THE GAME

Legendary leaders belong to no specific preexisting organization, making this prestige class easy to add to an ongoing campaign.

In fact, there is no reason why a PC couldn't be the first legendary leader in the campaign world.

Conversely, the PCs as a whole could be followers or cohorts of a legendary leader.

Being a legendary leader encourages a PC to foster development in his followers.

Instead of being merely part of a mass of nameless 1st-level NPCs, each follower should have a name and position.

The presence of the legendary leader's organization allows the DM an opportunity to create a side adventure for which the players each create new PCs who are followers of the legendary leader.

These temporary PCs might be sent on a mission that helps to further the campaign's story by providing background information from a different perspective.

The DM could also set up encounters where the followers must call upon the original PCs for aid.

Conversely, the new PCs might be sent into a dungeon that the higher-level party has already cleaned out, to locate any treasure or secrets that might have been overlooked.

The DM should provide a PC legendary leader with time to manage his organization, but at the same time try not to bog down the entire party with one PC's concerns.

The leader should be able to bring along cohorts on adventures, but the rest of his followers should remain out of the spotlight unless the party is leading the whole troop into battle.

ADAPTATION

If the DM would rather not dramatically increase the size of the adventuring party by adding cohorts into the mix, he can allow a legendary leader's organization to run without the character always being there.

In such a case, the class could be adapted by swapping in a couple of abilities that would help the party—for example, by removing the quick rally, greater command, and to hell and back features, and instead giving the legendary leader the ability to inspire allies in a fashion similar to bardic music.

The legendary leader would need a Leadership score equal to the ranks in Perform normally required for the bardic music effect to be usable, and he could emulate the bardic music effects a number of times per day equal to one-half his level plus his Charisma modifier.

Table 5-4: The Legendary Leader Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Fearless, hero's luck +1, natural commander, legendary reputation
2nd	+1	+0	+0	+3	Greater command 1/day, quick rally
3rd	+2	+1	+1	+3	Bonus feat, hero's luck +2
4th	+3	+1	+1	+4	Greater command 2/day, heroic success
5th	+3	+1	+1	+4	Additional commander aura, hero's luck +3, to hell and back

WAR WEAVER

"On my count, climb out of the trench and charge toward that hill. Don't worry about the fire raining from the sky—I've got you covered."

—Arvena, war weaver

By weaving together strands of pure arcane power, the war weaver becomes a force to be reckoned with on the battlefield.

A war weaver can establish an eldritch tapestry among her comrades and quickly aid them with her magic.

BECOMING A WAR WEAVER

Entering this prestige class is a relatively straightforward matter: The class is open to any 5th-level wizard who has made the appropriate feat and skill point choices.

It's a little harder for sorcerers and bards to get into the class.

Sorcerers don't have as many feats as wizards, and bards don't get access to 3rd-level spells until 7th level.

ENTRY REQUIREMENTS

Skills: Craft (weaving) 6 ranks, Knowledge (arcana) 6 ranks

Feats: Enlarge Spell Spells: Ability to cast 3rd-level arcane spells.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Knowledge (arcana), Profession, Spellcraft.

CLASS FEATURES

As a war weaver, you gain abilities that allow your spells to affect multiple allies at once.

Eldritch Tapestry (Su): Upon entering the class, you gain an understanding of the rudiments of the war weaver's craft.

You can thread together unseen strands of life force to connect willing allies in a magically resonant network known as an eldritch tapestry.

Doing so takes 10 minutes and requires a DC 15 Craft (weaving) check.

(Most war weavers take 10 on the check).

When you weave an eldritch tapestry, you can connect a number of allies equal to your bonus in your arcane spellcasting ability score (Intelligence for wizards, Charisma for sorcerers and bards).

Creatures must be within line of sight to have their life force woven into an eldritch tapestry, and they must be living creatures.

An eldritch tapestry lasts for 24 hours or until you weave a new one.

You're always connected to your own eldritch tapestry, and you don't count against the limit of allies that can be connected.

Once you have woven an eldritch tapestry, you can send your spells across the life-force strands to your allies.

Although you cast but a single spell, you can have it affect every creature in your eldritch tapestry as if the group were a single creature.

The maximum level of spell you can cast into an eldritch tapestry is equal to your class level.

For example, a 5th-level wizard/2nd-level war weaver with an Intelligence of 16 could cast a 2nd-level spell such as *bull's strength* and have it affect herself and the three allies connected to her eldritch tapestry.

Each of the four characters would gain a +4 enhancement bonus to Strength—at the cost of a single spell, not four separate castings.

Only spells with the "harmless" designation in their saving throw entry or ones requiring willing targets can be cast into an eldritch tapestry.

In addition, spells with a range of personal cannot be cast through an eldritch tapestry.

If a spell has a costly material component or an XP cost, you must expend one casting's worth of the material component or pay the XP cost for each creature targeted by the spell (including yourself).

For example, sharing a *stoneskin* spell with four allies requires the expenditure of diamond dust worth a total of 1,250 gp.

An eldritch tapestry doesn't change the range of a spell.

To cast *bull's strength*, for example, you must touch all your allies.

You can touch as many willing targets as you can reach as part of the casting, but all targets must be touched in the same round you finish casting the spell.

You can exclude specific creatures connected to an eldritch tapestry from a spell if you like.

If the spell requires decision-making on your part, you must make the same decision for everyone the spell is meant to affect.

For instance, if you cast *protection from energy* through the eldritch tapestry, you must choose the same energy type for everyone affected by the spell.

An eldritch tapestry doesn't allow your spells to affect illegal targets.

You can't affect objects with spells cast into your eldritch tapestry, even if those objects are held by your allies (for instance, you can't use eldritch tapestry to deliver a *greater magic weapon* spell).

Quiescent Weaving (Su): Beginning at 2nd level, you can weave a single spell into your eldritch tapestry for later use. For each level you gain beyond 2nd, you can store one additional spell as a quiescent weaving in your eldritch tapestry.

The maximum level of spell that you can weave into your eldritch tapestry with this ability is equal to your class level. Quiescent weaving enables you to prepare beneficial spells you know your allies will need in a crisis.

You can release the quiescent spells right away at the beginning of a fight, then commence with more offensive spellcasting.

To make a quiescent weave, you must designate the eldritch tapestry as the target for the spell as you cast it (regardless of what the spell's normal target is).

The spell is now woven into the eldritch tapestry in a dormant state; it doesn't use up its duration or affect targets in any way.

As a move action, you can release all the spells in your quiescent weaving.

They immediately and instantaneously take effect in the order they were cast.

The same restrictions apply to a quiescent weaving that apply to any other spell woven into an eldritch tapestry (they must be "harmless", cannot have a range of personal, and require separate expenditures of material components or XP for each target).

The quiescent spells affect only legal targets at the time you release them.

For example, if you have *bull's strength* and *protection from energy* in your eldritch tapestry as quiescent weavings, you

still have to touch your allies during the move action to target them with the spells.

Spellcasting: At each level other than 1st level, you gain new spells per day (and spells known, if applicable) and an increase in caster level as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other class feature a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming a war weaver, you must decide to which class to add each level for the purpose of determining spells per day, spells known, and caster level.

Enlarged Tapestry (Su): At 5th level, you can stretch your magic across your eldritch tapestry beyond normal distances.

Spells you cast through an eldritch tapestry have their range category increased: touch spells become close range, close-range spells become medium range, and medium-range spells become long range.

Long-range spells and spells with fixed ranges are unaffected.

PLAYING A WAR WEAVER

The stereotypical battlefield wizard blasts his enemies with fireballs and lightning bolts, and so do you.

However, you spend a round or two caring for your comrades first, making them stronger, faster, and better able to survive the rigors of war.

That willingness to help others is what separates you from your fellow arcane spellcasters.

You have mastered the esoteric techniques of the eldritch tapestry so you can channel helpful magic to your comrades as efficiently as possible.

Your magical assistance doesn't necessarily make you any less effective at blasting the enemy, however.

Because a single *bull's strength* from you can affect multiple allies, you have more spell slots available for offensive magic.

The theory behind eldritch tapestries is well understood by most powerful arcane spellcasters, but few take up the mantle of the war weaver because it requires familiarity with real-world textile weaving.

Your techniques don't get a lot of respect from wizards who crave personal power at all costs, because you're at your best when you have allies to connect to your eldritch tapestry.

Selfish wielders of arcane magic would rather learn new spells for themselves than spend time studying techniques that help only others.

COMBAT

In the early rounds of a typical fight, you'll use your eldritch tapestry to cast beneficial spells on your allies while relying on them to protect you from enemy attacks. Once your allies have received your magical boosts and protections, you're free to let fly with the attack spells in your repertoire.

Your ability to "buff" your allies gets even stronger once you gain the quiescent weaving ability.

Quiescent weaving is ideal for spells with short durations, because the clock won't start ticking until battle is imminent.

Rather than spending multiple rounds casting beneficial spells, then charging the enemy, your team can charge right away, relying on the spells in the quiescent weaving to aid them.

You're effectively packing multiple rounds of spellcasting into a single move action (potentially dozens of rounds of spellcasting once you attain higher levels).

While you might often want beneficial spells in effect at the beginning of a fight, you can instead save the spells in a quiescent weaving until a critical point in the battle.

Just when your enemies think they have you and your allies figured out, you can release a quiescent weaving and turn all your friends invisible while giving them the ability to fly.

ADVANCEMENT

No globe-spanning organization of war weavers exists. You probably learned the rudiments of eldritch weaving from one of countless arcane texts or from a helpful mentor.

Through self-experimentation, you eventually learned to twist the unseen strands of eldritch power into a tapestry that would accept your spells.

As you attain more levels in the prestige class, you learn to manipulate those strands in more complex ways and eventually stretch them across greater distances.

You also start to collect spells (in your spellbook or your spells known list) that work with an eldritch tapestry.

In time, you become a repository of arcane knowledge about beneficial spells of all sorts.

For wizards, gaining access to tapestry-friendly spells is relatively easy—it's just a matter of paying the inking costs to have the spells put in your spellbook.

However, if you were a bard or a sorcerer before you became a war weaver, spell choice becomes a trickier task. You must carefully balance the "buff" spells on your spells known list with the usual staples of a sorcerer or bard's repertoire—evocations and enchantments that affect enemies, not allies.

RESOURCES

You might be able to cast beneficial spells much faster than other spellcasters, but many of those spells have a range of touch.

Until you become a 5th-level war weaver, you'll have to stay within a few paces of your allies to use your beneficial spells effectively.

Accordingly, you'll want to invest in items that improve your maneuverability on the battlefield (such as *boots of striding and springing*) and ones that protect you from enemy attack (anything that improves your Armor Class, for example).

WAR WEAVERS IN THE WORLD

"Arvena, our war weaver, is too clever by half, and that cleverness keeps us alive.

I just wish she'd tell us what's in the weaving ahead of time. It's disconcerting when you're suddenly 20 feet up in the air."

—Grumaik, sergeant in Von Hault's Sabers

War weavers are a good addition to a warfare-based campaign because their key power—the ability to benefit multiple allies at once—is extremely useful on the battlefield.

ORGANIZATION

There's no cabal of war weavers anywhere in the world, but individual war weavers are keen to join organizations of other kinds.

They know firsthand that they're at their best when they have allies (or minions, at least) on whom they can cast beneficial spells.

Many war weavers can be found attached to elite squads within a national army—especially if such squads are specialized for infiltration or fast-response missions. The size of the squad is often tailored to the war weaver's relevant ability bonus.

A war weaver who can include five people in her eldritch tapestry, for example, is almost always put in a squad with five soldiers.

NPC REACTIONS

War weavers keep rank-and-file soldiers alive, so they're accorded great respect in most armies.

NPCs in the same army as a war weaver have a starting attitude of friendly (see page 72 of the *Player's Handbook*) so long as they're aware of a character's status as a war weaver. In general, the war weaver's techniques are too esoteric to draw much attention, good or bad, from other spellcasters and those outside the military structures.

Even enemy soldiers don't have any particular ire for war weavers beyond the "get the wizard" attitude prevalent among soldiers everywhere.

WAR WEAVER LORE

Characters with Knowledge (arcana) can research the war weavers to learn more about them.

When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: "War weavers are adept at quickly casting beneficial spells on their comrades".

DC 15: "War weavers can create something called an eldritch tapestry that can store spells.

It lets them cast a single spell on multiple allies at once".

DC 20: "The eldritch tapestry works only on beneficial spells.

They're called war weavers because multiple-cast beneficial spells are more useful on the battlefield than anywhere else".

Knowledge (history) checks can yield similar information, but because the war weavers are relatively obscure, the DCs are 5 higher than those given above.

WAR WEAVERS IN THE GAME

Table 5-5: The War Weaver Hit Die: d4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Eldritch tapestry	—
2nd	+1	+0	+0	+3	Quiescent weaving 1	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Quiescent weaving 2	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Quiescent weaving 3	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Enlarged tapestry, quiescent weaving 4	+1 level of existing arcane class

HEROES OF HORROR (3.5)

CORRUPT AVENGER

"I don't care what it does to me, I only care what I can do to them."

—Shovan the Marked, a corrupt avenger

Born to the sword, the corrupt avenger has experienced firsthand the devastation that violence can cause.

He survived, but someone close to him was not so lucky.

War weavers are easy to work into an ongoing battlefield adventures campaign.

A would-be war weaver might unearth the eldritch weaving techniques during training between battles.

Or perhaps an enemy war weaver surrenders rather than fighting to the death, offering to teach a PC the secrets of war weaving in exchange for her life.

Once she has joined the prestige class, that war weaver is ready to add members of her unit to her eldritch tapestry. Over time, the DM should enable a PC war weaver to gain access to enough beneficial spells to allow for multiple clever combinations.

The player of a war weaver will enjoy the class more if she's not casting the same spells into the eldritch tapestry each time.

Encounters in which the PCs can gain an advantage (such as higher ground or cover) if they act quickly make a war weaver feel important.

The other characters can rush headlong toward the objective, confident that the war weaver is already covering them with beneficial spells.

ADAPTATION

It's easy to invent an organization of war weavers—perhaps arcane spellcasters who venerate a god of war.

Such an organization would have two faces: the war weavers who direct affairs and the minions that benefit from the war weavers' spells.

The war weavers might have rank-and-file soldiers at their command, or they might be monster collectors with strange creatures attached to their eldritch tapestries.

One potential adaptation deserves a caution.

The war weaver isn't balanced if you simply replace the arcane magic requirement with a divine magic requirement.

Divine spellcasting war weavers can cast *cure* spells too efficiently for the class to be balanced with respect to clerics who don't partake in the prestige class and other divine healers.

As a result, he has sworn vengeance against whoever or whatever caused his loss, whether it's a specific individual or every representative of a specific kind of monster. He accepts any cost to have his vengeance, even to the forfeit of his very soul.

What does not kill him makes him stronger.

BECOMING A CORRUPT AVENGER

There are few requirements to becoming a corrupt avenger. The class presumes a martial background, but even a high-level wizard or sorcerer can qualify.

The most significant requirement is a considerable degree of corruption—enough that the character has already experienced the downward slide of moral and physical decay.

By swearing an oath of vengeance and pursuing the course of the corrupt avenger, the character can begin turning this flaw to his advantage.

ENTRY REQUIREMENTS

Alignment: Non-evil Base attack bonus: +6

Taint: Moderate corruption

CLASS SKILLS

(2 + Int modifier per level): Bluff, Climb, Concentration, Diplomacy, Intimidate, Jump, Knowledge (local), Listen, Ride, Sense Motive, Spot, and Survival.

CLASS FEATURES

Your thirst for vengeance drives you.

Combined with your willing embrace of the taint you acquire in pursuit of your goal, it also powers your abilities, from the fury that fills you when you battle your foes to the spells you cast.

Spellcasting: You have the ability to cast a small number of arcane spells.

To cast a corrupt avenger spell, you must have a corruption score equal to or greater than the spell's level.

Bonus spells are based on a number equal to 10 + your corruption score, and saving throws against these spells have a DC of 10 + spell level + your Charisma modifier. When you get 0 spells per day of a given level, you gain only any bonus spells you would be entitled to based on your corruption score.

You prepare and cast spells just as a wizard does; your spell list appears below.

You can also prepare and cast corrupt spells (see page 125). You record your corrupt avenger spells in a spellbook, just as a wizard does.

At 1st level, your spellbook contains two 1st-level spells of your choice, selected from the corrupt avenger spell list on page 90.

At each new corrupt avenger level, you gain two new spells of any spell level or levels that you can cast (based on your new corrupt avenger level) for your spellbook.

At any time, you can also add spells found in other corrupt avengers' spellbooks to your own, and you can also add spells from another character's spellbook (such as a wizard's or a wu jen's book) to your own as long as those spells appear on your class spell list.

Armored Casting: Because the somatic components required for corrupt avenger spells are simple, you can cast corrupt avenger spells while wearing light armor without incurring the normal arcane spell failure chance.

However, wearing medium or heavy armor, or using a shield, imposes the normal chance of spell failure if the spell in question has a somatic component (most do).

Wearing even light armor still imposes the normal arcane spell failure chance for arcane spells derived from other classes.

Detect Sworn Foe (Sp): You have the spell-like ability to detect the presence of your sworn foe.

This ability is similar to the *detect evil* spell (see page 218 of the *Player's Handbook*) in range, area, and duration.

In the first round of concentration, you can ascertain the presence of a sworn foe within the area.

In the second round, you can determine the number of foes in the area and the power of the strongest one (as per the *detect evil* spell).

In the third round, you can determine the strength and location of each foe.

Sworn Foe (Ex): At 1st level, you must choose a specific kind of monster or an organization as your sworn foe.

This cannot be a broad category such as aberrations but must be a single creature type, like bugbears.

You gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks relating to your sworn foe.

This bonus increases to +4 at 4th level, to +6 at 7th level, and to +8 at 10th level.

Unlike a ranger's attack against a favored enemy, you do not gain a bonus on damage rolls against your sworn foe.

Instead, whenever you face your sworn foe in combat, you enter a ragelike fury.

You gain a +2 bonus to your Strength and Constitution scores.

This fury lasts for a number of rounds equal to your corruption score, or until none of your sworn foes remain within sight (or within 60 feet if they are invisible or otherwise hidden from your sight).

At the conclusion of your fury, you must make a Fortitude save with a DC equal to 15 + 1 per round that you were in your frenzy.

If you fail this save, your corruption score increases by 1.

Taint Suppression: While you are likely to accumulate high corruption and depravity scores over the course of your career, this taint is not immediately obvious to onlookers.

Your depravity manifests in the normal range of mental symptoms, but you can replace any physical symptom of corruption with the internal corruption symptom.

If you enter a tainted area, your corruption immediately manifests externally, and you regain the physical symptoms you exchanged for internal corruption.

These physical symptoms disappear 1d4 days after you leave a tainted area.

It is otherwise impossible to tell, based on your external appearance, that you carry corruption.

Tainted Strike (Ex): Beginning at 2nd level, you can infuse a melee attack with the power of your taint, adding 1/2 your class level to the damage you deal with the attack.

If you strike a creature immune to the effects of taint (such as an undead creature or a creature with the evil subtype), the tainted strike has no effect.

You can use this ability once per day at 2nd level, twice per day at 6th level, and three times per day at 10th level.

Grim Resolve (Ex): Starting at 3rd level, you gain a bonus equal to your Charisma bonus (if any) on all saving throws.

This benefit does not stack with other effects that allow you to add your Charisma bonus to saves (such as divine grace).

Frightful Fury (Ex): Beginning at 5th level, when you face your sworn foe and enter your fury, all opponents within 30 feet of you must succeed on a Will save (DC 10 + your corrupt avenger level + your Cha modifier) or become shaken, taking a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Unnerving Fury (Ex): When you reach 9th level, your fury becomes even more fearsome.

Opponents within 30 feet of you who fail a Will save (DC 10 + your corrupt avenger level + your Cha modifier) become unnerved, taking a -4 penalty on attack rolls, saving throws, skill checks, and ability checks.

FALLEN PALADINS

All too often in a horror campaign, paladins become so obsessed with their crusade against a particular evil foe that they lose their good alignment.

Perhaps fortunately for them, they can retain some of their powers or replace them with similar abilities by becoming corrupt avengers.

A fallen paladin who becomes a corrupt avenger gains all the following abilities that apply, according to the number of paladin levels the character has.

1–2: Tainted strike 1/day.

(This use is in addition to, and stacks with, the ability granted to all corrupt avengers at 2nd level).

3–4: Lay on hands.

Once per day, you can use this supernatural ability to cure yourself of damage equal to one-half your corruption score + your combined corrupt avenger and paladin levels.

5–6: You gain an additional bonus use of tainted strike.

In addition, your sworn foe bonus increases by +2.

These bonuses stack with bonuses bestowed by corrupt avenger class levels.

7–8: Bonus tainted feat.

Choose any tainted feat from the Feats section starting on page 119.

You must meet the prerequisites for this feat.

9–10: Death knell.

Whenever you use a coup de grace to kill a living creature, you gain the benefit of the *death knell* spell (see page 217 of the *Player's Handbook*).

In addition, you gain an additional bonus use of tainted strike per day.

CORRUPT AVENGER SPELL LIST

The corrupt avenger's spell list appears below.

1st Level: *Cause fear*, *detect magic*, *detect poison*, *detect taint**, *detect undead*, *doom*, *endure elements*, *magic weapon*, *read magic*, *resistance*

2nd Level: *Bear's endurance*, *bull's strength*, *darkness*, *death knell*, *false life*, *resist energy*, *scare*, *shatter*, *summon swarm*, *undetectable alignment*, *vampiric touch*

3rd Level: *Bestow curse*, *deeper darkness*, *discern lies*, *dispel magic*, *fear*, *greater magic weapon*, *haste*, *protection from energy*, *remove curse*, *slow*, *speak with dead*

4th Level: *Cloak of hate**, *crushing despair*, *death ward*, *enervation*, *Evard's black tentacles*, *freedom of movement*, *phantasmal killer*, *pronouncement of fate**

* New spell (see *Dread Magic*, starting page 125).

PLAYING A CORRUPT AVENGER

A single-minded dedication to exterminating your sworn foe defines your actions and reactions, consumes your thoughts, and haunts your restless sleep.

Most corrupt avengers are grim and dour, but a few manage to keep up a facade of joviality, laughing and drinking in apparent merriment as their calculating eyes remain ever watchful for signs of their enemies.

COMBAT

Particularly when facing your sworn foe, in melee is where you want to be, fighting in a state of fury and making tainted strikes.

Your superior (d12) Hit Dice, as well as the Constitution bonus you gain in your fury, help to make up for the relatively low AC you have when limiting yourself to light armor.

Against opponents other than your sworn foes, or when the situation calls for some discretion, you prefer to hang back and soften up your enemies with spells, at least at first.

Fear-related spells (*cause fear*, *doom*, *scare*, and so on) can help disperse large groups of opponents, while personal improvement spells (*bull's strength*, *bear's endurance*, *false life*,

haste, and others) can be worth the investment in time to improve your performance when you enter melee.

By the time you reach the highest levels of the class, your spells can sometimes kill opponents safely from a distance (*phantasmal killer*), you can perform multiple tainted strikes, and you can seriously hinder your sworn foes merely by entering melee, thanks to your unnerving fury.

ADVANCEMENT

Becoming a corrupt avenger is a fairly straightforward process, with few requirements that involve any decisions on your part.

If you have a high enough base attack bonus, the key requirement is simply allowing your corruption to build up to the moderate level without taking steps to remove it. Think of this process as letting the anger and grief you feel fester within you, taking a physical toll on your body as it drives you to acts of greater and greater desperation.

As you advance in levels, your grief and rage continue to burn, but you have found a way to channel them into the external world, so that your corruption no longer warps and deforms your body.

Instead, it smites your enemies, manifests itself in debilitating magic, and strikes terror into the hearts of those around you.

Choosing your sworn foe should ideally be a story-driven concern, based on events in your past—either your previous adventures or your background before you began play.

That said, it's important to choose a sworn foe that you are likely to continue fighting over the course of ten levels in this class and beyond.

Don't be afraid to discuss this point with your DM beforehand.

Choosing black puddings might make a great deal of sense from a character perspective, but unless your DM is running a very unusual campaign, black puddings are unlikely to be a worthwhile sworn foe over the long term of your character's development.

Monsters that commonly advance by character class are often a good choice, because they are more likely to make appearances over a long period of time and remain important challenges over the entirety of your career.

RESOURCES

You provide for yourself.

You don't need help from anyone, and wouldn't accept it if they offered it—which they won't.

You always seem to find what you need, or take it if you have to.

Other corrupt avengers don't feel any responsibility to you, nor you to them.

You're on your own.

CORRUPT AVENGERS IN THE WORLD

"Shovan has gone too far—his desire to destroy evil has made him become a thing of evil himself."

—Alhandra

There's a fine line between an antihero and a true villain, especially when the antihero shares the heroes' goals up to a point but employs methods that shock them.

A corrupt avenger's unceasing thirst for vengeance can make him an interesting opponent, one able to arouse the sympathy of the player characters while nonetheless becoming their foe.

This kind of sympathetic villain is a staple of the horror genre and can add depth to a horror campaign.

ORGANIZATION

There is no organization of corrupt avengers, and members of the class tend to operate as loners.

They show no particular regard for one another, unless two corrupt avengers who share the same sworn foe meet and find their purposes compatible (a rare event).

Corrupt avengers are single-minded in pursuit of vengeance against their sworn foes, and this quest for vengeance dictates their lifestyle and day-to-day activities. An avenger who has sworn vengeance against an evil baron and his agents might not travel much, except to stay on the run from the baron's soldiers, lurking in villages or woodland hideouts within the baron's lands.

On the other hand, an avenger who has sworn vengeance against the githyanki might travel the length and breadth of the infinite planes in a never-ending quest to rid every plane of the vile githyanki.

The corrupt avengers most commonly mentioned in folklore serve as cautionary tales about allowing the thirst for vengeance to become all consuming.

For example, Talib al-Yawis took up the path of the corrupt avenger after his sisters were destroyed by a lich.

His quest to destroy all liches led him at last to seek undeath himself, in order to continue his crusade beyond his mortal body's demise.

NPC REACTIONS

Few people can identify a corrupt avenger from a casual glance or even careful visual examination.

Those who spend time interacting with one seldom leave the conversation with any great liking for this grim, vengeance-obsessed stranger.

When encountering a corrupt avenger, most NPCs start with an indifferent attitude that shifts to unfriendly once they have engaged the character in conversation and experienced his obsessive nature at first hand.

Characters who cling to high ideals of righteousness and seek to purge the taint of corruption wherever they find it are natural opponents of corrupt avengers.

They might have no quarrel with a particular avenger's aims but cannot abide the methods he uses and the price he is willing to pay.

Such characters always include paladins, purifiers of the Hallowed Doctrine (a prestige class described later in this chapter), and often other heroic characters as well.

From the corrupt avenger's viewpoint, these people are relevant only if they hinder him in his mission of revenge—otherwise, their animosity is meaningless.

CORRUPT AVENGER LORE

Characters with Knowledge (arcana) can research corrupt avengers to learn more about them.

DC 10: Some people are so driven by a thirst for vengeance that they embrace evil magic to attain it.

DC 15: A corrupt avenger is someone who has sworn an oath of vengeance and gains powers from it—powers that seem to come from an evil force that festers inside him.

DC 20: Corrupt avengers embrace the taint of evil and use it to power their spells and become more dangerous in combat, particularly against their sworn foes.

Characters with Knowledge (local) or bardic lore can use those abilities to learn about a specific corrupt avenger or one who has sworn vengeance against a local organization or monster.

CORRUPT AVENGERS IN THE GAME

Corrupt avengers, being loners with no elaborate supporting organization, can be dropped into an ongoing campaign with little explanation.

If taint has not previously been a part of your campaign, a corrupt avenger might serve to introduce it.

Perhaps some kind of demonic incursion wiped out a remote village—leaving one survivor, who became a corrupt avenger.

When the PCs stumble upon the site of the razed village, now festering with taint, the survivor might be the first tainted character the PCs meet.

His appearance could familiarize the characters with the mechanics of taint and introduce a horror-based story arc into an ongoing campaign.

If a player character adopts the corrupt avenger class, it is important to help him choose a sworn enemy that will remain an interesting opponent throughout the rest of the campaign (or at least the rest of that character's life).

Once you have helped the player choose an appropriate sworn foe, make sure you include suitable opponents at least once every adventure, to keep the player feeling like he made a worthwhile choice.

Naturally, an NPC corrupt avenger can have a more narrowly focused sworn foe than would be viable for a PC avenger.

In fact, his sworn foe could be the player characters themselves!

ADAPTATION

One great opportunity for customizing the corrupt avenger to your campaign is to think about the oath of vengeance a character must swear to enter the class.

If there is a god of vengeance in your campaign (such as Hoar in the Forgotten Realms, Re-Horakhty in the Pharaonic pantheon presented in *Deities and Demigods*, or even St. Cuthbert from the core deities), you might require that this oath be sworn in that deity's temple with a cleric of that deity as witness, and the class might gain a certain divine sanction.

If you prefer not to use the taint mechanics in your campaign, you could change the avenger's abilities so that they are powered by the sanction of this divine patron of retribution.

TABLE 5-3: THE CORRUPT AVENGER

HIT DIE: d12

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spellcasting—			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Armored casting, detect sworn foe, sworn foe +2, taint suppression	0	—	—	—
2nd	+2	+3	+0	+0	Tainted strike 1/day	1	—	—	—
3rd	+3	+3	+1	+1	Grim resolve	1	0	—	—
4th	+4	+4	+1	+1	Sworn foe +4	1	1	—	—
5th	+5	+4	+1	+1	Frightful fury	1	1	0	—
6th	+6	+5	+2	+2	Tainted strike 2/day	1	1	1	—
7th	+7	+5	+2	+2	Sworn foe +6	2	1	1	0
8th	+8	+6	+2	+2	—	2	1	1	1
9th	+9	+6	+3	+3	Unnerving fury	2	2	1	1
10th	+10	+7	+3	+3	Sworn foe +8, tainted strike 3/day	2	2	2	1

DEATH DELVER

"Many have gazed into the abyss, but how many have the strength to meet its stare when it gazes back at them?"

—Fortenus, Death Delver

The mystery of death and dying is one that occupies the attention of almost every race, regardless of that race's behaviors or beliefs.

The death delver is that rare individual who, rather than fearing and avoiding death, delves as deeply into its mysteries as he can, to better understand and eventually gain some small power over it.

Unlike necromancers and other classes associated with death magic, the focus of a death delver's studies—or, more accurately, his journey—is much more deeply personal. Rather than concentrating on using death and death magic to affect the outside world, a death delver seeks to attune himself to the ebb and flow of death itself, and thereby draw strength from his understanding and indomitable courage in the face of it.

BECOMING A DEATH DELVER

Unlike many prestige classes, the death delver is open and appealing to characters of any prior class; the only common thread is that the individual possess a reflective disposition and a keen interest in death.

The death delver's meditative nature perhaps makes it most appealing to priests, monks, and other philosophically minded individuals, but any character with a genuine passion for the exploration of death and dying is a good candidate for the class.

Wisdom (for spells), Constitution (for facing death without fear), and Charisma (for several class features) are key abilities for death delvers.

ENTRY REQUIREMENTS

Saving Throws: Base Will Save +2

Skills: Concentration 8 ranks, Heal 2 ranks, Knowledge (religion) 4 ranks

Special: Must have had at least one near-death experience (fallen below 0 hit points and lived)

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Gather Information, Knowledge (arcana), Knowledge (religion), Listen, Profession, Search, Spellcraft, and Spot.

CLASS FEATURES

As they advance in level, death delvers gain abilities that aid in understanding or mastering fear and death.

They also gain a limited spellcasting ability, which focuses on similar themes.

Spellcasting: As a death delver, you have the ability to cast a small number of divine spells.

To cast a spell, you must have a Wisdom score of at least 10 + the spell's level.

Death delver bonus spells are based on Wisdom, and saving throws against your spells have a DC of 10 + spell's level + your Wisdom modifier.

When you get 0 spells per day of a given level, you gain only the bonus spells you would be entitled to based upon your Wisdom score.

The death delver spell list appears on page 94.

You have access to any spell on the list and can freely choose which to prepare.

You prepare and cast spells just like a cleric does.

Death delvers must spend 1 hour each night in the contemplation of death to regain their daily allotments of spells.

Time spent resting has no impact on whether death delvers can prepare spells.

Deathsense (Ex): You have the infallible ability to detect the presence and condition of nearby life.

This ability functions as the spell *deathwatch* (see page 217 of the *Player's Handbook*) but can be invoked at will, with no cost, as a swift action.

Rebuke Undead: Like an evil cleric, you can rebuke undead.

Use your death delver level as the cleric level for determining success and damage.

You can do this a number of times per day equal to 3 + your Charisma modifier and can take the Extra Turning feat to gain additional turn attempts.

If you already have the ability to rebuke undead from a previous class, death delver levels stack with those class levels for the purposes of rebuking undead.

Deadened Soul (Ex): Upon reaching 2nd level, your understanding of death has progressed to the point where you no longer fear it, nor anything else.

You are immune to fear effects of any kind.

Spontaneous Casting: By 2nd level, your familiarity with the ebb and flow of death has blossomed to the point that, like a cleric, you can lose any prepared spell in order to cast any *cure* spell of the same level or lower.

An evil death delver can only spontaneously convert prepared spells into *inflict* spells of equal level or lower.

Neutral death delvers must choose whether they will cast spontaneous *cure* or *inflict* spells and can never change their selection once the choice has been made.

Death Ward (Su): At 3rd level, you gain the ability to mystically protect yourself or another from the depredations of death magic and life-draining attacks.

This supernatural ability functions exactly like the spell *death ward* (see page 217 of the *Player's Handbook*), save that the duration is 1 hour per death delver level.

Using this ability is a standard action.

You gain an additional use of this ability per day upon reaching 6th level, and again at 9th level.

Diehard: Death delvers of at least 4th level gain the benefit of the Diehard feat (see page 93 of the *Player's Handbook*), even if they do not meet the prerequisites.

Fear Aura (Su): Starting at 5th level, once per day you can emanate a nearly palpable aura of fear in a 30-foot radius.

The effect lasts for a number of rounds equal to your class level.

Enemies (not allies) within the area must make a Will save (DC 10 + class level + your Cha modifier) or be affected as if by a *fear* spell (see page 229 of the *Player's Handbook*).

Cheat Death (Ex): Upon reaching 7th level, your mastery over death and dying has progressed to the point where you can deny a foe the ability to send you into death's embrace in a single, cowardly blow.

Whenever anyone attempts a coup de grace on you, you automatically make the subsequent Fortitude save (see pages 153–154 of the *Player's Handbook*).

The attacker still deals just as much damage as she normally would, and you could still die from that damage.

Similarly, when you take massive damage (50 or more points of damage from a single attack), you automatically succeed on the Fortitude save to survive the associated trauma (see page 145 of the *Player's Handbook*), although you can be killed by sheer damage dealt.

Mantle of Life (Su): Beginning at 8th level, you gain the ability to project your own wisdom and confidence into your allies.

As a full-round action, you can send a surge of vitality through all companions within 60 feet.

This surge grants every ally in the area (including yourself) a +4 bonus on Will saves for 1 minute per class level.

Nine Lives (Ex): The pinnacle of achievement for a death delver is the remarkable ability to step back through death's door when forcibly pushed through it.

Upon reaching 10th level, you gain the ability to cheat death nine times—in effect, gaining nine bonus lives.

Every time a single attack, spell, or effect would drop you below –10 hit points or otherwise kill you, you lose one of your nine lives in lieu of taking the effects of whatever would have killed you; instead you drop to –9 hit points but are stable.

Continuing sources of damage, such as being dropped into lava or held under water, will of course burn through a character's nine lives in no time.

Keep track of how many lives you've used, because once they're gone, they're gone.

For example, consider a death delver with seven lives and 11 hit points remaining who is struck by a critical hit that deals 32 points of damage.

Since dropping to –21 hit points would kill him, he automatically loses one of his remaining bonus lives instead and stabilizes at –9 hit points, leaving him with six lives remaining.

Later in the adventure, after he has been fully healed, a dread witch hits him with a *disintegrate* spell, which would normally reduce him to a pile of dust.

He is once again reduced to –9 hit points and marks off another life (leaving five bonus lives remaining).

He's not having a very good week, but at least he's still around to complain about it.

DEATH DELVER SPELL LIST

Death delvers choose their spells from the following list.

1st Level: *bless*, *cause fear*, *detect poison*, *detect undead*, *hide from undead*, *lesser restoration*, *remove fear*

2nd Level: *bear's endurance*, *bull's strength*, *command undead*, *delay poison*, *remove paralysis*, *resist energy*, *rigor mortis**

3rd Level: *animate dead*, *deep slumber*, *halt undead*, *protection from energy*, *remove blindness/deafness*, *remove disease*, *speak with dead*

4th Level: *break enchantment*, *death ward*, *enervation*, *fear*, *freedom of movement*, *neutralize poison*, *restoration*

* New spell described on page 132.

PLAYING A DEATH DELVER

As a death delver, your primary focus is the furtherance of your understanding of death and dying.

While some death delvers are dour and humorless, others understand enough of death to feel they must exult in life, making them agreeable companions.

Your attitude, whether grim or gregarious, stems from a place of wisdom.

Even if you are deeply religious (and quite a few death delvers are), your understanding and experience aren't tied to your deity; they come from years of hard-won personal achievement.

The voyage of the death delver is a personal one; while you might be willing to bring other wisdom-seekers into the fold, each death delver is responsible for finding his or her own path.

Most death delvers are loners by inclination but can work well in parties that give them opportunities to further their ongoing experience.

Many belong to an organization called the Society of the Sacred Shroud.

The Sacred Shroud is a fellowship of like-minded death delvers, dedicated to pooling the knowledge of its members and aiding one another in times of need.

Not every death delver is a member, but almost all have at least heard of the group.

Rumors abound concerning a shadowy arm of the society composed solely of evil death delvers, but such an offshoot would run counter to the mission of the death delvers as a whole, and most death delvers disavow its existence (at least in public).

COMBAT

You make a truly frightful opponent in melee, since you have no fear of death.

You don't rampage like a barbarian but instead display a disturbingly icy demeanor for someone who's wading into mortal combat.

Much of what you do in combat depends on what class you belonged to before adopting the prestige class.

A wizard/death delver tends to hang back and cast spells, because that's the style of combat he has grown to trust.

Likewise, a paladin/death delver still valiantly charges in to the foe, because that's what she's always done.

The difference comes in how the battle progresses and, to a lesser extent, your specific foe.

If you're fighting undead, you'll have an extra set of tools at your disposal, and that will affect how you approach combat.

A rogue/death deliver, for example, won't bother positioning for a sneak attack, since undead are immune to critical hits. Rather, he'll probably try rebuking the enemy at the start of combat.

Once you get to 3rd level and acquire the ability to protect yourself or another with a *death ward*, you no longer need fear the energy-draining attacks of undead and can therefore close with them more safely than other party members.

By this level, you are already capable of converting prepared spells into healing spells, so you can supplement the PCs' healing potential.

If you are the party cleric, make sure your healing keeps every one of your allies on his or her feet over the course of combat.

Starting at 5th level, you have the ability to generate a powerful fear effect in all enemies within 30 feet.

Unless you specifically want to avoid sending away your opponents, scattering your enemies is a good way to start a combat.

By 7th or 8th level, you have access to more potent magic and can start using spells such as *deep slumber* and *enervation* against your party's foes.

ADVANCEMENT

The death deliver is largely an intuitive class, which is to say that most characters come to it without the aid of others.

Perhaps you learned of the death delvers and sought out one to whom you could apprentice yourself.

Or perhaps agents of the Sacred Shroud heard of an especially promising candidate and sought you out with an invitation to join their society.

However you came to the way of the shroud, by the time you take your first level in the prestige class you have become far more than just an eager mind: You are an explorer of an undiscovered country.

Only truly dedicated seekers ever find their way onto the path of the death deliver.

Before you were even eligible to begin studying its ways, you gained a familiarity with life and death that few achieve (or want) over the course of their entire lives.

It takes tremendous willpower to face death and not turn away when its true face begins to emerge from the darkness, and only those with enough depth and strength of character find it within themselves to take that important first step.

In addition, you must have a certain degree of practical, real-world experience with death and dying, experience rarely learned in a cloistered classroom or monastery.

Last, and perhaps most important, you must have experienced the cold hand of death yourself before you are ready to become a death deliver.

This is the point where many fail to qualify, balking when their own mortality is on the line.

Once you have become a death deliver, your studies have only just begun.

As you gain more levels in the death deliver prestige class, you'll want to keep raising your Knowledge skill ranks—not only is the acquisition of wisdom and understanding an essential part of the class's core concept, but understanding a foe is the key to defeating it.

RESOURCES

Perhaps the best resource the Sacred Shroud provides to its members is the knowledge that you are not alone.

You walk the path of the death deliver at your own pace, but guidance and support can strengthen your will to proceed. Your vocation can be a grim and even mind-addling pursuit, and a community of likeminded fellows can be a vital support network in times of doubt or need.

Beyond that, you are pledged to provide what aid you can to other death delvers, so long as it does not take you from your own path, so that they can learn and grow in the knowledge of death.

You must always give healing to a fellow death deliver, unless he refuses to accept aid or was hurt in attacking another death deliver.

Although each death deliver studies death in his own way, two items are common to every member of the class.

The first is the book in which you record your observations, insights, questions, and conclusions.

A death deliver's journal is called a testament, and all such testaments are written in first person declarative.

Another item carried by almost every death deliver is a simple hourglass, which you use to time the meditations that replenish your daily spells.

The hourglass is the symbol of the Sacred Shroud.

DEATH DELVERS IN THE WORLD

"Power is both our legacy and destiny, our past and our future. This is the promise of the Testament of Volculos."

—Zousha of Telos, journeyman of the Sacred Shroud
Even if your game doesn't revolve around horror or the macabre, death delvers make a great addition to any game world.

Every campaign setting has death (usually in spades), and wherever there is death there can be death delvers.

Due to their policy of dynamic exploration, death delvers travel everywhere in order to gain a ringside seat for the events they wish to study.

Got a major land war brewing between rival city-states?

Death delvers will certainly be drawn to the area to study the impending carnage.

Need a hired killer who doesn't fit the standard mold?

Consider an evil death deliver or, more sinister and deadly yet, a death deliver/assassin.

If the PCs get involved with plots that are even tangentially related to the interests of the Sacred Shroud, they are sure to cross paths with a death deliver eventually.

ORGANIZATION

When a death deliver isn't out exploring with an adventuring party, he is almost always either meditating on the lessons learned from his last mission or out on his current mission for the Sacred Shroud.

When the society does send its own on assignments, it sends them solo, in a pair, or in a trio.

The organization lacks the numbers or inclination to send more than three of its members out together for the same purpose, and even a group of three death delvers represents a hefty deployment of resources, reserved for only the most important tasks.

While the society maintains various bases of operation throughout the land, each has more in common with a lodge or temple's guest hall than a permanent dwelling.

By founding charter, the Sacred Shroud is a nondenominational organization, and members keep whatever faith they might have separate from their work and their dealings with fellow society members.

Although chapter houses differ slightly in methodology and appearance from one region to another, each one is

headed by a ferryman (see below), who is responsible for coordinating member efforts in his region. Below the ferryman is a loose hierarchy based primarily on experience, although some of the elder, more learned death delvers prefer to stay out in the field and leave administrative work to their younger and more community-minded fellows.

Active membership in the Sacred Shroud begins with a period of apprenticeship known as the caul.

Members of this rank wear a translucent shroud when meeting senior death delvers.

Once a death delver reaches 3rd level, his caul is ceremonially removed by the ranking death delver of the Shroud in his region and replaced by the deep purple shroud that signifies Shroud members the world over.

At this point, the death delver holds the rank of journeyman in the society.

Upon passing 6th level in the class, he returns his purple shroud to the death delver who presided over the ceremony in which he acquired it (if possible) and receives in exchange a black shroud with delicate silver cross-stitching.

Death delvers of this level are known as ferrymen and make up the inner circle of the society.

It is believed that death delvers who acquire the last level in this prestige class are exalted to some final rank, but nobody who is not of that innermost circle knows what title or privilege goes along with this exaltation.

Perhaps the most famous of all death delvers was the co-founder of the Sacred Shroud, an inscrutable man by the name of Volculos.

According to legend, Volculos was a high priest who suddenly renounced both his faith and his god after a lifetime of service.

Nobody knows what spurred this drastic change, but shortly after leaving the priesthood he co-founded the Society of the Sacred Shroud with two other thetanatological scholars.

After twelve years of building and expanding the organization—long enough for the brightest of the first crop of death delvers to advance to ferryman status—Volculos vanished from his chapter house without a trace. Even the best scholars of his own society were at a loss to explain where he'd gone.

According to legend, even their strongest divinations showed only empty pools of blackness.

NPC REACTIONS

To say that death delvers can expect a wide variety of reactions from NPCs is an understatement.

The death delvers' obsession with death and dying strikes many NPCs as bordering on the macabre, and there are many who would sooner listen to cats singing than spend an evening in the company of a death delver.

Others value the healing skills for which death delvers are known and appreciate having them around for obvious and practical reasons.

A few priesthoods disapprove of the Sacred Shroud's mission and thus respond negatively to the presence of a death delver.

For the most part, unless a given NPC has had prior interactions with a death delver, she will likely react to one in whatever manner befits the context of their first meeting.

For the archetypically grim death delver, this can result in an indifferent reaction; those who make an attempt at winning people over usually find their efforts rewarded with the other responding in kind.

Death delvers are generally friendly to one another once identities have been mutually revealed.

Sometimes a death delver has a standing order to pass along certain information or a certain request on behalf of the Sacred Shroud.

On these occasions, the death delver receiving the message is expected to take the information or do his best to accommodate whatever request was made, even if he must leave his party or otherwise inconvenience them in order to do so.

DEATH DELVER LORE

Characters with Knowledge (religion) or bardic knowledge can research the death delvers to learn more about them.

When a character makes a successful skill check, read or paraphrase the following information.

DC 10: Rumor tells of a secret society devoted to exploring the mysteries of death.

DC 15: Some death-obsessed truth-seekers, called death delvers, have powers that rival those of necromancers.

DC 20: Death delvers gather in a society called the Sacred Shroud, which has members scattered all over creation.

DC 30: According to legend, one of the founders of the Sacred Shroud—a man named Volculos—was a former priest who renounced his god in favor of the death delver way.

One night, he vanished without trace.

Any spellcaster who witnesses a death delver casting a spell can make a DC 20 Spellcraft check to notice that, even though the source of the magic seems to be divine, it lacks the stamp of any particular deity.

Likewise, those with Knowledge (religion) can make a DC 25 skill check to notice that a death delver's magical trappings do not correspond to that of any known deity. (Even clerical death delvers reveal the nature of their magic when casting death delver spells).

DEATH DELVERS IN THE GAME

The death delver prestige class appeals to players who want unusual or untraditional paths for their characters.

The fact that the death delver is not especially rooted in any one or two of the core classes is a testament to its versatility, and it remains an interesting option for those whose characters led complex or unorthodox lives at lower levels.

Almost every party can benefit from the inclusion of a death delver, because the class is designed to complement whatever core class preceded it, rather than extend or replace it.

ADAPTATION

The death delver was designed for horror campaigns but doesn't require any of the new systems or mechanics introduced in this book and can be dropped into just about any campaign world.

Want to run a game without corruption and depravity?

No problem—the death delver's focus has nothing whatever to do with taint.

In the event that your campaign world can't accommodate the notion of a divine caster with no specific divine patron, simply make the Sacred Shroud an organization within or an offshoot of the priesthood of whatever god of death exists in the setting.

TABLE 5-4: THE DEATH DELVER

HIT DIE: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spellcasting—			
						1st	2nd	3rd	4th
1st	+0	+2	+0	+2	Deathsense, rebuke undead	0	—	—	—
2nd	+1	+3	+0	+3	Deadened soul, spontaneous casting	1	—	—	—
3rd	+2	+3	+1	+3	Death ward 1/day	1	0	—	—
4th	+3	+4	+1	+4	Diehard	1	1	—	—
5th	+3	+4	+1	+4	Fear aura	1	1	0	—
6th	+4	+5	+2	+5	Death ward 2/day	1	1	1	—
7th	+5	+5	+2	+5	Cheat death	2	1	1	0
8th	+6	+6	+2	+6	Mantle of life	2	1	1	1
9th	+6	+6	+3	+6	Death ward 3/day	2	2	1	1
10th	+7	+7	+3	+7	Nine lives	2	2	2	1

DREAD WITCH

"Fear cuts more deeply than any sword, consumes more completely than any spell.

It rages like a conflagration, burning away the flesh of the weak, burning the weakness out of the strong.

Fear is power, and that power is mine."

—Illyra Zorren, dread witch, to her first apprentice

The dread witch is a spellcaster who manipulates fear as readily and effectively as other casters manipulate magic itself.

Drawing power from her own fear, she can cause even the brave to run screaming into the night or drop to their knees and beg for mercy.

A dread witch is at her most dangerous when cornered and overpowered; at high levels dread witches are among the most terrifying of opponents—literally.

BECOMING A DREAD WITCH

The path of the bard or sorcerer is the most efficient way to become a dread witch.

Most dread witches are innate spellcasters, and their various abilities based on force of personality (that is, Charisma) make such spellcasters more efficient.

Wizards can become dread witches as well, with the proper course of study, but it doesn't come to them quite as easily. Charisma is the primary requirement, in order to make the most efficient use of her class features.

Intelligence is useful for skill points (and for spells, if she is a wizard).

As always, Constitution grants hit points, the better to survive frightening circumstances.

ENTRY REQUIREMENTS

Saving Throws: Base Will save +4

Skills: Knowledge (arcana) 3 ranks

Spellcasting: Ability to cast *cause fear* and *scare*

Special: Must have suffered at least one fear effect against which she failed her save

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Craft, Intimidate, Knowledge (arcana), Knowledge (the planes), Profession, and Spellcraft.

CLASS FEATURES

Dread witches sacrifice a level of spellcasting advancement in order to gain immense power over fear itself—both their own and that of others.

Spellcasting: At every dread witch level except 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class you belonged to before you added the prestige class.

You do not, however, gain any other class benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a dread witch, you must decide to which class to add each level for the purpose of determining spells per day.

Master of Terror (Ex): Your fear-based spells become more potent.

The save DC of any spell you cast with the fear descriptor increases by 1.

This bonus stacks with Spell Focus.

Furthermore, add the spells *bane* and *doom* to your arcane spellcaster list as 2nd-level spells.

In addition, you become adept at making people uneasy with the right word, expression, or gesture.

You gain a bonus to all Intimidate skill checks equal to +2 per class level.

Unnatural Will (Ex): You gain Unnatural Will (see page 124) as a bonus feat, even if you do not meet the prerequisites.

Absorb Fear (Su): Starting at 2nd level, you can turn your own fear, whether natural or mystical in origin, into extra power for your spells.

(See Dread on page 59 for more on nonmagical fear).

Any time you are exposed to a condition that could make you shaken, all your spells function at +1 caster level; if the condition could make you frightened, they function at +2 caster level; if panicked, they function at +3 caster level.

These bonuses last for the duration of the fear effect, or for a number of rounds equal to your Charisma modifier, whichever is less.

(Of course, if you fail your saving throw against the condition, you might not be in a position to use the bonuses, but you do have them).

These bonuses are treated in all ways as though you had failed the save.

In other words, if you are subject to a spell that causes panic on a failed save but only frightens those who make the save, you gain the bonus from being panicked even if you make the save.

You can, instead of gaining these bonuses, choose to cast a single extra spell; this casting does not use up a spell slot. You must make this choice the instant you are subject to the fear effect, and once you have made your choice you must cast the spell within a number of rounds equal to your Charisma modifier.

You can cast an additional cantrip if shaken, an additional 1st-level spell if frightened, or an additional 2nd-level spell if panicked.

If you are subject to a second fear effect while still enjoying the effects of the first—either the granted benefits or

holding the extra spell—you must decide whether to keep the original effect or replace it with the new one; you cannot benefit from more than one fear effect at a time. Fearful Empowerment (Su): Starting at 3rd level, once per day you can add the fear descriptor to any spell you cast that has some sort of visual manifestation.

For example, you could apply it to a *fireball*, to a *summon monster* spell, or to any visual illusion, but not to *charm person*, since that spell does not directly create any visual effect.

Creatures targeted by a spell modified by fearful empowerment must make a Will save (DC equal to 10 + your class level + your Cha modifier) or become shaken for 1d4 rounds; this is in addition to any other effects the spell might have.

Your save DC bonuses from master of terror apply to this spell.

At 5th level, you can invoke this power twice per day.

Delay Fear (Su): Starting at 4th level, you can choose to delay the onset of any fear effect you impose on someone else, such as by casting a *cause fear* spell.

You can delay the onset up to a number of minutes equal to your Charisma modifier.

You must determine the onset time when casting the spell, and you cannot later change your mind.

Similarly, you can delay fear effects affecting you.

If you fail your save against a fear effect, you can delay its onset for a number of rounds equal to your Charisma modifier.

You still gain the advantages granted by the absorb fear class feature, even though you are delaying the negative effects.

You can invoke this version of delay fear twice per day.

Greater Master of Terror (Ex): Beginning at 4th level, the increased difficulty of all save DCs against all spells you cast with the fear descriptor increases from +1 to +2.

In addition, your fear spells are now so potent that they can even affect individuals normally immune to fear, such as paladins, although the subject still gains a saving throw to resist the spell's effect.

Only a target whose HD exceed your caster level by 4 or more is immune to your mastery of terror.

For instance, if you are a sorcerer 7/dread witch 4 (overall caster level 10), a paladin of 14th level or higher is immune to your fear spells.

Horrific Aura (Su): At 5th level, you radiate an aura of terror.

Creatures with 6 or fewer HD must succeed in a Will save (DC equal to 10 + your class level + your Cha modifier) or remain shaken as long as they are within 10 feet of you.

A creature who successfully saves is immune to your horrific aura for 24 hours.

Creatures of greater than 6 HD are unaffected.

Once per day per point of Charisma modifier, you can channel this aura into a potent touch attack.

Creatures struck by this horrific touch attack who fail their Will save (see above) are panicked for 1d4+1 rounds;

creatures who succeed on their save are shaken for 1 round. This touch attack, unlike the standard aura, functions against creatures of any HD and can even affect individuals normally immune to fear.

Reflective Fear (Su): At 5th level, any fear effect against which you successfully save is immediately targeted back at the source.

You still gain the benefits of absorb fear.

If the source of the fear effect fails its save, everyone else who might have been subject to the fear effect (such as your companions) immediately gains a second saving throw to shake off the effects, as they observe the object of their fear itself grow terrified.

PLAYING A DREAD WITCH

You are a practitioner of the occult arts who truly believes that fear is the most potent of all emotions.

Controlling your fear enables you to more effectively channel your spells.

Fear gives you strength and focuses your mind in a way that nothing else can.

You actively seek out dangerous experiences, for only through dread can you forge your mind and soul into the keenest of weapons.

You are neither foolhardy nor suicidal; you just recognize that overcoming danger is the most direct path to knowledge and power.

You probably give your companions the creeps, since you consider fear just another tool or experience and are frankly not bothered by sights and events that other people consider disturbing in the extreme.

(Or at least, you try to *appear* unbothered).

Dread witches have no organization or guild to speak of.

Each practitioner follows a tradition with its own line of descent, as masters pass their secrets and techniques on to apprentices.

Dread witches recognize one another as fellow students of a demanding discipline but other wise feel no strong connection with other members of the prestige class.

Sorcerers and bards who stumble upon the secrets of fear magic do not share any sense of camaraderie; dread witches who once were wizards, and who must deliberately choose to embark upon this path, sometimes feel a stronger bond.

COMBAT

Dread witches make use of the same general combat tactics as most arcane casters—that is, stay back from melee and use your spells to either destroy opponents or enhance your companions' abilities.

As you gain power as a dread witch, however, you acquire options that standard casters do not possess.

By exposing yourself to danger, you make yourself more powerful, all the while letting your enemy believe he has the upper hand before you suddenly turn the tables.

Combining standard offensive spells with fear effects enables you to drive dangerous foes away from your companions or possibly maneuver your foes into an ambush.

At higher levels, you can protect your allies from fear effects and sow chaos in enemy ranks by striking them with delayed fear effects.

With a sufficiently long delay time, the enemy might be completely ignorant of the source of their terror, failing to associate it with you and your companions.

This strategy can ruin any sort of coordination or tactics they might attempt, leaving them open to counterattack and other disruptions.

In addition, your various fear effects are useful as interrogation techniques, especially considering your hefty bonuses to Intimidate checks.

ADVANCEMENT

Since dread witches have no formal organization, no true recruitment occurs.

Spontaneous arcane casters such as bards and sorcerers discover they have an aptitude for fear spells, and either advance on their own through trial and error or seek out individual dread witches from whom they can learn. In the case of wizards, an apprentice might discover that her master studies an odd discipline of magic, or she might read of dread witches and seek one out to learn his secrets, or she might come across an old spellbook left behind by a dread witch.

In the case of an apprenticeship, it is the elder dread witch who decides whether an applicant is worthy, and she can set whatever conditions she chooses.

Training as a dread witch is much like advancement in any other arcane class, save that the student is inevitably exposed to more dangerous situations, illusions, and fear effects, the better to familiarize her with her own fear and enable her to control it.

RESOURCES

Other than the arcane versions of *bane* and *doom*, which wizard-based dread witches can only learn from other dread witches, there is nothing for which you must go to another dread witch.

DREAD WITCHES IN THE WORLD

"Creepy as an undead spider, powerful as all Hells—and crazy bastards, the whole lot of 'em.

Only thing scarier than facing a dread witch across a battlefield is having one fighting beside you."

—Tolliver Withers, former adventurer, now sheriff of the halfling community of Fairnuff

The dread witch is a viable addition to any setting but is particularly appropriate to a horror campaign.

Dread witches are a logical result of spellcasters dwelling in a world of great danger and fear, and they represent an occult and scholastic effort at not only controlling that fear but harnessing its emotional energies.

If your campaign involves horrors from other worlds, such as the strange alien entities of the Far Realm, the fear magic of the dread witch might be tied into those forces.

Alternatively, it might bear some relation to psionic studies, or to the arts practiced by fearsome and emotion-manipulating creatures such as mind flayers or the quori.

For players, this prestige class provides an opportunity to take advantage of the fear their characters experience, using it to empower a character and become a bogeyman to the monsters rather than the other way around, without weakening the mood of the game itself.

ORGANIZATION

No universal organization of dread witches exists, though many individuals believe one does.

This belief stems from the mysterious persona of many dread witches, the knowledge and abilities dread witches share, and superstition, which attributes guilds or cabals to many powerful casters.

Common folk often treat dread witches accordingly, assuming that each knows of (and supports) the activities of her fellows and has met them all personally.

Occasionally, some ambitious dread witch has attempted to take the various solitary practitioners and masters of this difficult discipline and forge them into a true organization. Every effort to date has failed; dread witches seem little disposed to band together.

Given the difficult situations required to advance their mastery of the craft, most dread witches prefer to travel and practice with companions of varied skills.

Furthermore, although the techniques of the dread witch differ from those of other spellcasters, the majority of their spells do not, making it unnecessary for most dread witches to spend much time in the company of their fellows. Still, some continue to try to build an organization.

The famed dread witch archmage Illyra Zorren, acknowledged in arcane circles as one of the most potent masters of dread magic alive, is the latest to attempt to unify this widespread and scattered discipline.

She has trained half a dozen apprentices in the course of her long life, and each of them is devoutly loyal to Zorren herself and to her dream of a united organization of dread witches.

Combined with a few others who have sporadically joined her over the years, Zorren leads a cabal of slightly over a dozen members.

Though hardly a true guild, this does represent the largest known assemblage of dread witches.

Zorren, now quite aged, is rumored to be seeking the ritual for lichdom so that she can continue building her society.

NPC REACTIONS

Most people know nothing of the difference between dread witches and standard arcane casters.

Such folk react to the dread witch no differently than they would to any other spellcasting character, although they might feel uneasy in her presence for reasons they cannot define.

Those who know of dread witches, however, tend to regard them with no small amount of suspicion and—appropriately enough—fear.

Not only do dread witches study a strange school of magic, they deliberately toy with the emotions of others.

They invoke terror and chaos with their magic and draw power from experiences that would set others to huddling in the corner.

Many of these people assume dread witches are evil, or at least uncaring and manipulative, and react accordingly. The average individual who knows of dread witches but has no reason to disbelieve the public perception begins any interaction with a known dread witch as one step less friendly than normal.

(For instance, someone who is normally indifferent to strangers would instead be unfriendly).

Such individuals never begin interaction with an attitude better than indifferent.

Many normal wizards and sorcerers distrust dread witches due to their strange methods of manipulating magic.

Certain monsters that have abilities to cause fear or otherwise manipulate emotions consider dread witches to be serious threats, and either avoid them or hunt them down.

DREAD WITCH LORE

Characters with Knowledge (arcana) can research dread witches to learn more about them.

DC 10: The dread witch is an arcane caster who focuses on the manipulation of fear.

DC 15: The dread witch is not only skilled at causing terror in others, her own power increases when she's frightened.

DC 20: The dread witch can evoke fear in others through apparently mundane spells, or cause someone to grow suddenly terrified long after she's cursed him.

The more dangerous the situation in which she finds herself, the more potent her magic becomes.

Alternatively, similar information might be learned through bardic knowledge checks, or Gather Information checks made in wizards guilds or high-magic communities.

DREAD WITCHES IN THE GAME

It's not difficult to work a dread witch into an ongoing campaign.

Their numbers are few, they are largely scattered, and their techniques do not appear, on casual inspection, to be all that different from those of other arcane casters.

It's entirely possible that dread witches have always existed, part of an ancient tradition, and the PCs have simply never encountered them before.

Alternatively, the study of terror magic might be a new art, perhaps introduced by research wizards in response to the appearance of taint in the campaign world or by a sorcerer who found she had spontaneously developed defenses against fear effects.

Dread witches are most useful when the PCs frequently engage in combat with large numbers of slightly weaker opponents (rendering the dread witch's fear effects most potent) or when the PCs face challenges slightly above their normal range (rendering the dread witch's spells more powerful).

Be certain to include a reasonable number of such encounters, or battles against fear-causing creatures, to give the dread witch the chance to shine.

ADAPTATION

Dread witches excel in campaigns that make use of the various fear and dread rules presented in Chapter 4.

In games that do not use those rules, the class becomes a bit less effective because less fear means fewer fear effects to empower her class abilities.

In these circumstances, the DM might consider creating more situations that invoke the dread witch's fear abilities or allowing the empowerment to last for longer periods.

TABLE 5-5: THE DREAD WITCH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Master of terror, Unnatural Will	—
2nd	+1	+0	+0	+3	Absorb fear	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Fearful empowerment 1/day	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Delay fear, greater master of terror	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Fearful empowerment 2/day, horrific aura, reflective fear	+1 level of existing spellcasting class

FIEND-BLOODED

"The power that flows through my veins was born of the Pit, but that power—like my soul—is my own to command."

—Ariana Crattus, daughter of the Marquis Teresius Crattus of the House of Crattus

Every now and then, a fiend or half-fiend will find its way to the lands of the humanoid races and, in the guise of a mortal man or woman (or, in especially rare and gruesome cases, not), take a native mortal for its lover.

Generations later, the mortal descendants of such a union occasionally display a natural talent for the arcane arts.

Those who pursue magical study in earnest begin to feel a calling from deep within their flesh, whispering of the hidden power of their fiendish heritage.

With careful exploration, such a spellcaster can slowly bring the power of that lineage to the surface, shaping it to his own purposes—to focus and empower his own magical advancement.

BECOMING A FIEND-BLOODED

Clearly, the sorcerer is the shortest path to becoming one of the fiend-blooded, but bards can also qualify with ease.

Both have Concentration and Knowledge (arcana) as class skills, and both can meet the spellcasting requirements before 6th level.

Charisma (for spellcasting and dealing with those who look askance at permitting characters with fiendish heritage in their midst) and Intelligence (for the skills required) are the key abilities for a potential fiend-blooded.

ENTRY REQUIREMENTS

Race: Any humanoid race (cannot already be a half-fiend)

Alignment: Any nongood alignment

Skills: Concentration 8 ranks, Knowledge (arcana) 8 ranks, Knowledge (the planes) 8 ranks

Feats: Blood Calls to Blood*, Eschew Materials

Spellcasting: Must be able to cast 2nd-level arcane spells without preparation

* New feat described on page 120.

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Intimidation, Knowledge (arcana), Knowledge (the planes), and Spellcraft.

CLASS FEATURES

The fiend-blooded bring aspects of their fiendish forebear to the surface as they advance in levels in this class.

This sinister heritage gives them strength in specific areas and lends their spellcasting a decidedly fiendish edge.

Spellcasting: At each new fiend-blooded level except for 10th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had gained a level in a spellcasting class to which you belonged before adopting the prestige class.

You do not gain any other class benefit a member of that class would normally gain, except that your fiend-blooded levels also stack with any other arcane spellcaster levels for the purpose of determining familiar abilities.

If you had more than one spellcasting class before becoming a fiend-blooded, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Fiendish Companion: Your familiar benefits from your fiendish heritage.

The fiendish template (described on page 108 of the *Monster Manual*) can be applied to your familiar, if you so desire.

Since this is not possession but rather a sympathetic link, the familiar's alignment need not shift to evil.

Fiendish Heritage (Ex): You draw strength from your fiendish ancestor's essence as you gain increased mastery over your lineage.

At 1st level, a subtle toughening of your physical form grants you a +1 natural armor bonus to AC.

At 3rd level, you gain a +1 boost to your Charisma score.

At 5th level, you gain a +1 boost to your Intelligence score.

At 7th level, you gain a +1 boost to your Dexterity score.

At 9th level, you gain a +1 boost to your Constitution score.

Fiendish Sorcery: You gain insight into the power of your fiendish heritage, and this insight strengthens your spellcasting prowess.

At 2nd level, and again at 4th, 6th, 8th, and 10th level, add one additional spell to your spells known list.

Each new spell must be of a level that you can cast but can be any spell having the fire descriptor or any spell from the schools of enchantment, illusion, or necromancy.

Thus, you could add *fireball* (a fire spell) or *speak with dead* (a necromancy spell) to your 3rd-level spells known (even though you are an arcane caster and *speak with dead* is normally a divine spell), but not *lightning bolt* (which neither carries the fire descriptor nor belongs to one of the three specified schools).

Blood of Fiends (Ex): Upon reaching 3rd level, you gain a +1 bonus on saves against poison.

You also reduce any damage taken from poison (whether hit point or ability damage) by 1 point.

Starting at 6th level, your fiendish essence grants you resistance to cold and fire 5.

Upon reaching 9th level, you have unlocked much of the power of your fiendish lineage, gaining resistance to acid and electricity 5.

Smiting Spell (Su): If you are a fiend-blooded of at least 4th level, you can as a free action, once per day, invest a portion of your fiendish power into any damaging spell you cast. The resulting spell will deal an additional number of hit points of damage equal to your fiend-blooded class level + Charisma modifier to all within the spell's area.

Starting at 8th level, you can use smiting spell twice per day.

Fiendish Exaltation (Ex): At 10th level, you unlock the final secrets buried within your lineage.

In addition to the ability boosts you gained from your fiendish heritage, you now gain an additional +1 to Dexterity, Constitution, and Intelligence, and +2 to Strength.

You also gain complete immunity to poison, and damage reduction 10/magic.

PLAYING A FIEND-BLOODED

Due to your fiendish lineage, and the questions such lineage inevitably raises, you have gotten used to playing your cards close to your chest.

Even if good-aligned, you know the price you might have to pay for someone else's ignorance and often find discretion the better part of valor.

You are not antisocial—far from it!—but you opt to be guarded in choosing with whom you interact and why.

Most of the time, it pays to play up the reputation of sorcerers and bards as chaotic and unusual individuals, the better to deflect otherwise dangerous suspicions from you and your activities.

Most members of this prestige class are solitary individuals, each as unique as your own unusual heritage would suggest.

You might never meet another fiend-blooded over the course of your adventuring career and, if you do, you might not realize it.

The exception lies in a fiend-blooded house, whose members tend to bear a family resemblance (see sidebar).

Good-aligned characters born into a fiend-blooded house typically distance themselves from their depraved kin.

Membership in such a family is a two-edged sword; those seeking to curry favor with your family might flatter or aid you, whereas those repulsed by your family's deeds might automatically be hostile.

If you belong to such a house, you have learned to suspect the motives of everyone you meet.

You find it hard to judge others on the basis of their behavior and not their ancestry.

COMBAT

Your fiendish heritage makes you a powerful spellcaster, proficient with a variety of deceptive and damaging spells.

Complementing this magical prowess is a physical capability beyond that of the average cloistered mage.

This is not to say that you should join the fighters on the front line, but the small edge you have might be enough to get the better of a startled opponent.

Thanks to the fiendish blood in your veins, you become resistant to poison and certain energy forms as you advance in levels, and you can put this ability to good use.

For example, you could comfortably grapple an opponent who was on fire, or run through a snowstorm with little fear of hypothermia.

Once you have become a high-level fiend-blooded, you are a devastating opponent.

Your spell selection is slightly larger than that of many spontaneous spellcasters, and you are capable of dealing extra damage once or twice per day by means of your smiting spell ability.

By 10th level, the damage reduction you have acquired means you can stand toe to toe with opponents who lack magical weapons.

ADVANCEMENT

When you began your training in the arcane arts, you felt an inmost tug, as of some secret voice within whispering messages of hidden power.

Once you had grasped enough of magic to realize what that secret voice signified, you made the willing choice to explore the nature of your calling, and in so doing embarked upon the path of the fiend-blooded.

As you advance in levels in the prestige class, you unlock more and more of the potential hidden within you.

You must either embrace your fiendish heritage—body and soul—as traits of your fiendish ancestor develop in both your physical form and your magic, or you must focus all your will to keep your independence as the negative aspects threaten to take control.

No outside force is necessary for your advancement, and indeed such a force would only complicate your extremely personal quest of self-transformation.

Few fiend-blooded abandon this path after having set foot on it, for the lure of self-discovery is great.

Nevertheless, some good-aligned fiend-blooded grow uncomfortable with the ways in which they are changing and choose to stop advancing in the class at some point.

For most, however, the notion of abandoning the class before reaching the highest possible level is a ludicrous one.

Members of fiend-blooded houses are particularly unlikely to abandon the prestige class, for advancement and opportunity within the family are inexorably linked with a house member's progress in the class.

RESOURCES

It's wisest to expect little in the way of aid from your fellow fiend-blooded.

Among solitary members of the prestige class, the discovery of a fellow fiend-blooded is more often an invitation to murder a potential rival as quickly as possible than to extend a helping hand.

If you are a member of a fiend-blooded house, you can expect to receive considerable aid, in the form of monetary endowments, training in new skills and spells, or inside information, so long as you stay in good standing with the head of the house.

Unfortunately, maintaining that status requires you to carry out all manner of unsavory tasks for the head of the house, from assassinations and murders to pinning various dire or disgusting crimes on those who stand in the way of the house's activities.

FIEND-BLOODED IN THE WORLD

"Oh, Ariana's a blast...literally.

If you want to see what I mean, just ask her about her daddy."

—Quip of Sigil, long-time adventuring and drinking companion

Given the prevalence of demons and devils in most campaign worlds, the existence of the fiend-blooded is easy to accept, requiring little explanation on introducing the class into your game.

Since the fiend-blooded appear much the same as ordinary sorcerers or bards, they could have existed in the campaign all along, although they might now be stepping up their activity.

In addition to making excellent, three-dimensional player characters, the fiend-blooded make terrific villains.

Any local noble family or great merchant house could turn out to be a family of the fiend-blooded, bent on directing all the money and power in an area into their own hands.

ORGANIZATION

The fiend-blooded are either loners or members of fiend-blooded houses.

The head of a given house is known by whatever term is common to the facade the house employs.

Among the more common male titles are Baron, Count, Duke, Guildmaster, Lord, Master, Majordomo, and Marquis, with female titles being more or less equivalent (Baroness, Countess, Duchess, and so forth).

Whatever he or she is called, the head of the house is the undisputed patriarch (or matriarch) of the family.

He alone communes with the house's fiendish patron, on whatever plane of existence it might reside, and he alone directs the fortunes of the house as a whole.

The role of patriarch only passes to another upon the death of the former patriarch, so the plotting and scheming in a house is intense and unending.

Much of a given house's daily operation depends on the lineage of its founder.

Houses with a demonic patron bear an echo of that fiend's chaotic sensibilities and can best be described as states of controlled anarchy.

Conversely, houses with infernal patrons tend to be much more ordered and hierarchical, with complex systems of

rank among family members based on an interaction between seniority and achievement.

Regardless of patron, fiend-blooded house members are expected to follow the dictates of their patriarchs—though the fiend-blooded, like their namesakes, are notorious for their capacity to pervert the spirit of an order while preserving the letter of the command.

Some houses, especially merchant houses, are largely merit-based.

In these houses, advancement goes to those who achieve the most or do the most to help the house prosper.

The fiend-blooded on the whole respect both ambition and strength of will; the surest way for a character to advance in the ranks of a fiend-blooded house is to unlock his own potential and prove to both the patriarch and fellow house members that he is worthy of status within the family.

After house loyalty, personal accomplishment is the surest path to glory.

Developing new spells, defeating rivals in such a way as to emerge unscathed from the final battle, or pulling off a spectacular act of treachery are all much admired.

NPC REACTIONS

Luckily for them, the fiend-blooded are not easy to detect on sight.

They strive to blend in, and the most adept and long-lived among them are accomplished at avoiding unwanted attention.

Average villagers or townsfolk will be hostile to anyone they know to be descended from a demon or devil, and with good reason, although they might fear to do anything overtly aggressive toward such a character.

The rare occasion when a fiend-blooded stands revealed as a descendant of fiends serves to reinforce common suspicions of sorcerers and other spontaneous arcane casters.

The fiend-blooded must endure the ignorance and prejudice of most humanoids, who assume that those descended from an Outer Planar being will be predisposed to think and behave like their ancestor.

In the face of this attitude, the fiend-blooded feel compelled to conceal their true nature.

The fiend-blooded often sympathize with half-elves and other persons of mixed heritage, particularly when those of mixed blood undergo abuse at the hands of the so-called pure-blooded members of other races.

It is an ironic fact that the greatest enemies challenging a member of a fiend-blooded house are his or her fellow fiend-blooded, who stand to benefit directly from a rival's falling in disgrace.

FIEND-BLOODED LORE

Characters with Knowledge (the planes) or bardic lore can research the fiend-blooded to learn more about them.

DC 10: Occasionally, fiends will come to the material plane and mate with humanoid partners.

DC 15: The sorcerously inclined descendants of such a union sometimes display fiendish qualities.

DC 20: The fiend-blooded are not fiends themselves, but mortals of great will who voluntarily explore their fiendish ancestry.

In so doing, they can draw great power from it.

DC 30: Marquis Teresius Crattus is one of the most powerful cambions, and his house grows strong despite the sheer willfulness of his only daughter, Ariana, and her cohorts.

Any spellcaster who witnesses a fiend-blooded's smiting spell in action can attempt a DC 20 Spellcraft check to discern that the character is more than likely one of the mysterious fiend-blooded.

Anyone who otherwise witnesses something fiendish about the fiend-blooded can attempt a DC 25 Knowledge (the planes) or DC 30 Knowledge (arcana) check to gain the same knowledge.

FIEND-BLOODED IN THE GAME

Because they have no outward signifiers, it's easy to add fiend-blooded to an ongoing game: they've been there all along, hiding among the sorcerers and bards of the world. This prestige class appeals to players who enjoy a rich backstory for their characters, or for whom a great part of the appeal of the sorcerer lies in the mysterious source of his power.

If you have a fiend-blooded in your game, make sure he has the opportunity to experience both the ups and downs of the class.

A player entering this prestige class is an invitation to the DM to work that character's fiendish ancestor into the game, whether directly or indirectly.

Perhaps the character eventually meets his ancestor, or is even forced to destroy his own progenitor.

Make sure to keep the threat of discovery ever present: Most humanoids will react poorly to the news that they have a fiend-blooded in their midst.

ADAPTATION

The fiend-blooded is designed for campaigns that feature Outer Planar creatures and their schemes.

The class assumes a Material Plane default, where the presence of the fiendish must be kept secret, but campaigns set on other planes or in the City of Doors would change that default considerably.

In such places, the fiend-blooded are much more commonplace and might even be able to live openly.

In settings where fiends never visit the Material Plane, substitute some other powerful, otherworldly creature—or, better yet, find an exciting way to rationalize the existence of a mortal with a fiendish ancestor.

TABLE 5-6: THE FIEND-BLOODED

HIT DIE: D4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Fiendish companion, fiendish heritage +1 AC	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Fiendish sorcery	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Blood of fiends +1 saves, fiendish heritage +1 Cha	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Fiendish sorcery, smiting spell 1/day	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Fiendish heritage +1 Int	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Blood of fiends cold/fire res. 5, fiendish sorcery	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Fiendish heritage +1 Dex	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Fiendish sorcery, smiting spell 2/day	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Blood of fiends acid/electricity res. 5, fiendish heritage +1 Con	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Fiendish exaltation, fiendish sorcery	—

FIEND-BLOODED HOUSES

A house is formed when a fiend-blooded discovers the identity of his fiendish ancestor and then successfully establishes contact with that fiend (or, less frequently, another fiend). He then pledges himself to that fiend, creating in effect a noble house whose patron is a denizen of the Outer Planes. Naturally, only a neutral or evil fiend-blooded would pledge loyalty to a fiend and thus found such a house.

Once a house is founded in mortal lands, it often grows to prominence through the aid of its patron fiend. The progeny

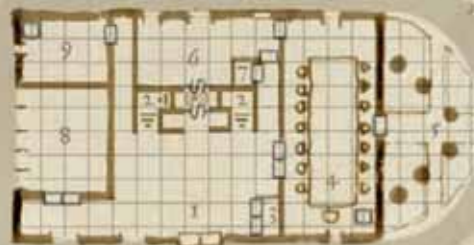
of the original fiend-blooded founder become the next generation of fiend-blooded in that house, and so forth. Some houses have been in existence for centuries and are now among the wealthiest and most well known of merchant and noble houses in humanoid areas. Behind closed doors, the inner workings of a family of fiend-blooded are often sick and degenerate by human comparisons. Incest is common, and the Machiavellian intrigues between rival house members (especially in houses whose patron fiend is a devil) are intense beyond belief.

FIEND-BLOODED MANSION

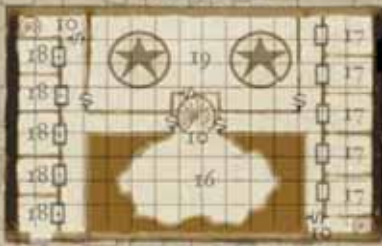
TOP FLOOR



MAIN FLOOR



BASEMENT



One square = 5 feet

- | | |
|--------------------------------|----------------------------|
| 1. Foyer | 11. Favored ones' chambers |
| 2. Gallery staircases | 12. Ordinary bedroom |
| 3. Closet | 13. Library |
| 4. Dining hall | 14. Master's chambers |
| 5. Garden with cobbled walkway | 15. Covered patio |
| 6. Kitchen | 16. Fake cellar |
| 7. Bathroom | 17. Animal pens |
| 8. Master's den | 18. Holding cells |
| 9. Servant's quarters | 19. Ritual chamber |
| 10. Secret basement entrance | |

PURIFIER OF THE HALLOWED DOCTRINE

"Though I walk in the midst of all that is unclean, though the shadow of evil falls over me, I shall not fear. For thou art with me, and thou shalt stand between me and harm."

—Brother Erland Buckley, Disciple of the Hallowed Doctrine

The holy warriors and miracle-workers known as purifiers of the Hallowed Doctrine represent the primary line of defense between the spreading horror and malevolence that is taint and the innocent people—and possibly even gods themselves—who would suffer if it goes unchecked. Although no less devoted and faithful than the clerics and paladins from which most of them come, purifiers of the Hallowed Doctrine consider themselves servants not of gods but of the spiritual well-being of the world itself. They wield divine energies in ways nobody else can, and they stand stalwart against the greatest corruption and depravity that evil itself has to offer.

Few followers of the Hallowed Doctrine live to old age—only those willing to sacrifice their own lives for the sake of those around them ever take up the purifier's mantle; many are the innocent lives and souls spared a horrible fate by the purifiers' efforts.

BECOMING A PURIFIER OF THE HALLOWED DOCTRINE

The path of the cleric is the most direct route toward becoming a purifier of the Hallowed Doctrine.

The faith required of that class, the call to service, and the ability to channel positive energies all grant a purifier the

tools needed to succeed in pursuing the Hallowed Doctrine.

Paladins also step easily into the role of the purifier, although some find it difficult to narrow their focus from battling all varieties of evil to focusing primarily on taint and tainted creatures.

Charisma (for the manipulation of positive energy and use with interpersonal skills) and Wisdom (for spell use and Will saves) are key abilities for purifiers.

Constitution is also important for resisting corruption.

ENTRY REQUIREMENTS

Alignment: Any good alignment or true neutral

Skills: Knowledge (arcana) 4 ranks, Knowledge (religion) 8 ranks

Feats: Pure Soul*

Special: Ability to turn undead

* New feat described on page 124

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Diplomacy, Heal, Knowledge (arcana), Knowledge (history), Knowledge (religion), Knowledge (the planes), Profession, and Spellcraft.

CLASS FEATURES

Purifiers of the Hallowed Doctrine gain spellcasting ability more slowly than do clerics, but they grow ever more potent at resisting and even nullifying taint, battling tainted creatures, and protecting those around them. They also gain lesser abilities against evil creatures in general.

Tainted Creatures: For purposes of your special abilities, a tainted creature includes any creature with a corruption or depravity score of 1 or more, any creature with a tainted feat, and any creature that has the ability to bestow corruption or depravity on another creature.

Spellcasting: At every odd-numbered level, you gain new spell levels and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class you belonged to before you added the prestige class.

You do not, however, gain any other class benefit a character of that class would have gained.

Determine spells per day, spells known, and caster level accordingly.

If you had more than one divine spellcasting class before you became a purifier of the Hallowed Doctrine, you must decide to which class to add each level of purifier for the purpose of determining spells per day.

Aura of Purity (Ex): You radiate an aura of holiness, making it difficult for you to hide your true nature.

Tainted creatures need only succeed on a Spot check (DC 20 minus your purifier class level) to recognize you for what you are (or at least as a threat).

Detect Taint (Sp): At will, you can use *detect taint* (see page 128 for spell description).

Turn Undead (Su): Your purifier class levels stack with any cleric or paladin levels you might have for purposes of turning undead.

Lay on Hands (Su): Starting at 2nd level, you can lay on hands as a paladin of your class level (see page 44 of the *Player's Handbook*).

If you also have paladin levels, these levels stack.

Smite Taint (Su): Beginning at 3rd level, you can smite tainted creatures as a paladin smites evil (see page 44 of the *Player's Handbook*).

If you have another smite ability, such as a paladin's ability to smite evil, you can choose as need dictates to use that power to smite taint instead of the power's original target. You gain additional uses of this power at higher levels (2/day at 6th level and 3/day at 9th level).

Aura of Sanctity (Su): Starting at 4th level, all allies within 10 feet of you gain a +2 sacred bonus on saves made to resist acquiring taint.

This bonus rises to +4 when you reach 10th level.

Turn Tainted (Su): At 5th level, you can turn any tainted creature as though it were an undead equal to the creature's HD +4.

Purify Soul (Su): Beginning at 6th level, you can cure a living being of 1 point of corruption or depravity by touching that individual and spending a use of your turn undead ability.

Unwilling creatures can attempt saving throws to resist: This is a Fortitude save if you are trying to cure them of corruption and a Will save if you are trying to cure them of depravity.

The DC of this save is equal to 10 + your purifier class level + your Charisma modifier.

This ability cannot remove so much corruption or depravity that it would move the target creature down to a lower taint category.

Creatures who are innately tainted (that is, creatures whose monster entries in this or another book describe them as possessing corruption or depravity scores, tainted feats, or the ability to bestow taint) are unaffected.

At 8th level, your purifying touch improves and henceforward cures 2 points of corruption or depravity per touch; at 10th level this improves still further to cure 3 points per touch.

Cleansing Flame (Su): Starting at 7th level, three times per day you can cast any offensive spell against a tainted creature as though it were maximized (as per the metamagic feat), without preparing in advance to do so and without increasing the effective spell slot of the spell. The spell functions as maximized only against tainted creatures; against any other creature in its area it functions normally.

Shield of Purity (Su): At 8th level, you can surround yourself and your companions with a shield of holy energy. This effect covers up to a 10-foot radius around you.

Any creature with even a single point of taint cannot enter this area, and all within gain a +6 sacred bonus on saves against spells or magical attacks made by tainted creatures from a distance.

This effect requires you to spend a use of your turn undead ability to activate and lasts for a number of rounds equal to your Charisma modifier (minimum 1).

PLAYING A PURIFIER OF THE HALLOWED DOCTRINE

You have a holy purpose, a cause you pursue with religious zeal.

Taint, and the evil it represents, is a cancer on the face of the world.

It is your divine mandate to stamp it out.

Even if you serve a specific deity, you do so in a very focused manner.

You are a man (or woman) of the cloth and a warrior for purity.

All evil should be fought, and all innocents helped—but if you must ever choose between battling back the tide of taint or thwarting any other sort of evil, you always choose taint as the greater threat.

You will not throw your life away, but if you must sacrifice yourself to advance the cause you have embraced, you would do so without hesitation.

Even given your mandate, however, your methods are steadfast: The ends do not justify the means, and using evil to battle taint is no more useful than using oil to douse a fire.

You must yourself remain pure, for to be seduced into evil methods is the same as succumbing directly to taint.

All characters with this prestige class are affiliated with the Covenant of the Hallowed Doctrine, a religious organization that spans multiple churches of various good-aligned deities.

The Hallowed Doctrine (dictated by Kardol Erzai, the first purifier, and now considered a true holy text) sets down the techniques of the purifier, establishes the code by which he or she must live and operate, and discusses the evils of taint. Many purifiers work directly for the Covenant, operating alongside other members (which include representatives of almost all character classes, not solely purifiers).

These groups roam the kingdoms and wilderness, seeking out and expunging taint and tainted creatures.

Other purifiers of the Hallowed Doctrine work alone, or with unaffiliated adventurers, thwarting smaller evils most of the time but always on the lookout for signs of taint.

Low-level purifiers are subject to the commands of the Covenant and might well be assigned to work with a specific group or in a particular region (as when, in a religious hierarchy, a bishop assigns a priest to a particular parish or church).

As you gain both levels and esteem within the organization, you'll be left to your own judgment as to where you're needed most.

Eventually, you could even be placed in charge of assigning other purifiers and members of the Covenant to specific tasks.

COMBAT

When engaged in combat with normal foes, your tactics are largely decided by the options made available by the class levels you had before becoming a purifier.

Then again, given your mission statement, it's unlikely you'll be fighting normal foes all that often.

Tainted creatures are extremely dangerous: Use your spells and, more important, your various supernatural abilities against taint to take them down hard and fast.

When facing a tainted creature, don't worry about saving your smite or other limited-use abilities; if you don't destroy this foe, you'll never have to worry about reaching the next one, and you don't want to let even a single carrier of taint escape your justice.

Several of your abilities, such as turn tainted, are effective at driving away tainted creatures.

Use these if you must to protect yourself from certain harm, or if you feel you have a good chance of actually reducing their level of taint.

Don't use these abilities all the time, though, or you'll never have the opportunity to destroy these abominations.

Given your combination of melee and spell abilities, your best bet is to use a few spells to bolster your defenses and weaken your foe from a distance, then move in and destroy it before it can regain its footing or escape.

Once you gain the ability to protect allies from taint, it's a good idea to coordinate with them as much as possible.

Odds are good that any arcane companions of yours have better offensive spells than you do (at least until you gain cleansing flame), so you might wish to focus on protecting them and weakening the foe while they bombard it with damaging spells.

Once you move in, coordinate with your fighter and paladin companions to take the foe down quickly; make certain, if you're facing multiple foes, that you convince your companions to concentrate on the tainted ones first. The others can only kill you, whereas your nemeses always carry the threat of infection.

At the class's highest levels, your ability to heal the taint of others provides a new batch of options against tainted creatures.

Your group can close with the enemy much sooner, because the chance of your companions taking long-term taint is minimal.

Your companions might also be more willing to battle tainted creatures, secure in the knowledge that you can reduce their taint so long as they don't gain too much at a time.

By properly positioning your shield of purity, you can block multiple tainted creatures from reaching your companions, allowing them to focus on one at a time.

ADVANCEMENT

The Covenant of the Hallowed Doctrine has members in most good-aligned priesthoods who keep an eye out for young acolytes and warriors of pure heart and stalwart disposition.

These recruiters attempt to include prospective members in dangerous tasks—although not beyond their abilities—to see how they react under pressure.

When the candidate proves brave, determined, trustworthy, and untainted, the Covenant invites him or her to join.

Members receive continual instruction in martial skills and spellcasting (as appropriate), as well as in history, religion, the holy texts of the Hallowed Doctrine itself, and in the nature of evil and taint.

Almost every moment you do not spend actively battling evil is devoted to study.

Only those who, like you, show great ability and determination are taught the techniques of the purifier, and purifiers are accorded great respect within the organization. Low-ranking members are usually assigned simple tasks, such as scouting, carrying messages, or accompanying a more powerful member as part of his entourage.

What little time you have to yourself is often devoted to the church from which you were originally drawn.

Purifiers have little in the way of personal lives.

You are expected to improve yourself constantly, and sloth and laziness are dismissible offenses.

As you advance through the ranks of the Covenant, and the levels of the purifier class, you'll want to keep your Knowledge (arcana) and Knowledge (religion) modifiers at peak levels—the first to maintain your knowledge of taint and its effects, the second to represent your studies of the Hallowed Doctrine.

Take ranks in Diplomacy as well, the better to sway others to your way of thinking, or at least to convince them that you really do have their best interests at heart and that they should not hinder you in your pursuits.

Magic items that boost your Wisdom and Charisma are invaluable if you can get them, with good armor and weapons falling a close second.

RESOURCES

The primary resources of the Covenant are training and information.

Without the Hallowed Doctrine, it's impossible to become a purifier.

Further, the organization offers religious instruction and advice on battling taint.

They have scouts constantly wandering, ever alert for any sign of spreading taint.

A truly zealous purifier, burning to root out and destroy such evil, need merely petition the Covenant for a suitable location.

The Covenant keeps track of more mundane forms of villainy as well, since such areas are particularly vulnerable to an outbreak of taint.

So if you must enter the territory of a tyrannical king or wish to rid the region of a vampire while searching for taint, they might be able to give you pertinent advice.

The Covenant also provides backup.

The organization is not huge—although widespread, it has relatively few members, given the duties and sacrifices required—so it often lacks the manpower to support its members as much as its leaders might like.

Still, should you come across a region or creature of taint too powerful for you (or your party) to destroy alone, the Covenant might provide additional assistance.

Finally, the local archimandrite can provide a few magic items to Covenant members who require them.

These are normally restricted to healing and restorative magic (such as *potions of cure wounds* and *scrolls of restoration*), but also include certain protective devices (*rings of protection*) and the potent *rod of sanctity*, an item unique to the Covenant of the Hallowed Doctrine.

The Covenant expects unused items to be returned, and expended or lost items to be paid back as the purifier has the means.

PURIFIERS OF THE HALLOWED DOCTRINE IN THE WORLD

"A purifier in my town terrifies me, because I know what his presence implies.

But I don't find the idea nearly as terrifying as the thought of a purifier not appearing in my town, should we need one."

—Danaran Kall, priestess and paladin of Pelor

If taint plays a major part in your campaign or setting, the presence of a purifier of the Hallowed Doctrine is a boon to DM and player alike.

His presence can enable the PCs to proceed farther into tainted regions than they otherwise might, and the purifier's focus on taint provides an easy, in-game hook to steer the campaign in that direction.

Further, you can base stories around the reactions to the purifier's presence: Although most individuals recognize the necessity of the purifier's actions, the ignorant among the populace might actually blame the purifier for drawing taint to their doorstep.

ORGANIZATION

The Covenant of the Hallowed Doctrine is made up of numerous local groups called monasteries, although many of them are based in temples or even private homes.

Each Covenant monastery consists of anywhere from a single individual (in a small town) to a dozen souls (in only the largest monasteries in major cities).

Most members have duties in various local temples or churches and devote themselves to those duties so long as they aren't actively engaged in Covenant activities.

The high priest (or priestess) of each monastery dictates the activities of those beneath him, supervises their training and studies, and essentially rules them just as any religious leader commands his flock.

So long as he obeys the dictates of the Hallowed Doctrine, maintains his monastery's readiness to battle taint, and does not use his position to advance his own temple's agenda over those of his underlings, a high priest can run his monastery as he wishes.

Most monasteries are named after fallen members of the Covenant, although some simply take the name of the town or community in which they are located.

In order to keep matters simple, and to avoid potential rivalries that might dilute the members' focus, the Covenant only recognizes three ranks.

Acolytes are relatively new members to the Covenant; they are usually, but not always, of low- to mid-level.

Disciples are proven members of the Covenant, having served with distinction for years or having completed many dangerous assignments; disciples tend to be mid- to high-level.

Finally, the archimandrite is a leader in the Covenant, someone who has spent many decades in service and moved into an administrative position.

Archimandrites are also of mid- to high-level.

The high priest of a given monastery is usually the highest-level local purifier, cleric, or paladin.

In larger monasteries, the high priest always holds the rank of archimandrite; smaller monasteries might be led by a disciple.

High priests have little time for personal agendas; their lives are wholly devoted to supporting the Hallowed Doctrine and battling taint.

Most high priests of the Covenant are people of faith and determination, not of ambition, since the position holds little temporal power.

The high priest coordinates the information and activities of those who serve under him and remains in constant communication with other monasteries.

It is ultimately his decision where to devote the resources and manpower of his monastery, and which threats should be dealt with first.

The archimandrites come down hard on any conflicts that arise within or between monasteries, for they know that inner turmoil can hamper the Covenant's ability to battle evil.

They have adversaries enough outside the order, such as evil cults and priesthoods, some of which seek to spread taint, while others simply dislike the notion of a good-aligned religious organization becoming widespread.

The Covenant also sometimes faces opposition from governments and even good-aligned temples that do not truly understand the nature of taint and see only a strange organization taking root in their backyard.

Finally, rustic villagers who have no notion of taint at all find it easy to blame the purifiers for the strange happenings around their homes, not realizing the Covenant has actually come to help them.

NPC REACTIONS

Clerics, nobles, and others who understand what the Covenant represents usually have a starting attitude of friendly when dealing with purifiers; this might go as far as helpful in situations where the individual is aware of the specific threat that the purifier is attempting to thwart.

Common folk tend to be friendly as well, as purifiers are usually clerics or paladins of good-aligned deities.

Nobles and commoners of suspicious bent might be indifferent, and a few—those who secretly venerate evil deities or who believe the purifiers responsible for the evils they have come to destroy—are unfriendly or even hostile. Most nobles and priests will put on at least a show of courtesy, if only to avoid being perceived as rude to a member of the clergy.

Adventurers, or at least those who recognize the value of the purifier, are usually friendly.

A fellow member of the Covenant is automatically helpful in all but the most bizarre of circumstances.

The chief enemies of the purifiers are followers of evil deities, and tainted creatures or those who have embraced taint.

Purifiers run up against more mundane villains, but these are usually standard evildoers who oppose the purifier because he's in the way of their villainous schemes, not out of hatred for the purifier's calling.

PURIFIER OF THE HALLOWED DOCTRINE LORE

Characters with Knowledge (religion) can research the purifiers to learn more about them.

DC 10: Purifiers are members of a religious organization called the Covenant of the Hallowed Doctrine.

They span many churches, priesthoods, and communities and are devoted to ridding the world of taint and similar evils.

They organize themselves in groups called monasteries. DC 15: The purifiers are reasonable spellcasters, but their most potent abilities are focused specifically against taint and tainted creatures.

They're capable of driving off or destroying such creatures through sheer faith, and they can channel positive energy in ways other divine casters cannot.

DC 20: Purifiers are fanatical in their battle against taint. Although they can offer their companions protections nobody else can, they can also put those companions in danger due to their single-mindedness.

You should never expect a purifier to compromise or bargain in the face of tainted creatures.

DC 30: At this level of success, characters can learn specific names and details of purifiers and Covenant members in your campaign, including histories and past exploits, as well as current duties and locations.

A DC 20 Gather Information, Knowledge (local), or bardic knowledge check will enable a character to locate a local member of the Covenant, should she need to contact one. If the character is actively seeking aid in thwarting a taint-based threat, and makes this fact known, she gains a +5 circumstance bonus to the check.

The PC also gains this +5 circumstance bonus if she is herself a purifier or member of the Covenant.

If both these things are true, the circumstance bonus is +8.

PURIFIERS OF THE HALLOWED DOCTRINE IN THE GAME

Since the Covenant is a small albeit widespread organization, and the purifiers have a specific focus, it's easy to introduce them into even a long-running campaign. So long as the PCs have had few run-ins with taint or tainted creatures, there's no reason for them to have ever before encountered a purifier.

Because of the purifiers' narrow focus, they can benefit campaigns that make heavy use of taint.

Make certain to include enough tainted encounters for the purifier to remain useful; if a player picks up this prestige class in preparation for a major encounter but never again needs its abilities, she is not going to stick with it very long. Remember that the purifier might sometimes be the only reason the PCs survive unscathed in a tainted region; give her the occasional opportunity to shine by protecting her companions from tainted beasts or curing companions who might otherwise be lost to taint.

ADAPTATION

Purifiers are designed for taint-heavy campaign settings. If you'd like to use them in a campaign in which taint is not a factor, consider focusing their abilities against a specific form of evil entity instead.

A category like outsiders or even fiends is probably too broad, given the intensely focused nature of this prestige class, but perhaps demons would be appropriate.

The purifier's save bonuses, turning, and smite abilities would then apply to the supernatural and spell-like abilities of that specific creature type.

This adaptation can be especially useful in a game that employs a particular kind of evil creature as its primary villain.

TABLE 5-7: THE PURIFIER OF THE HALLOWED DOCTRINE HIT DIE: D8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Aura of purity, detect taint, turn undead	+1 level of existing divine class
2nd	+1	+3	+0	+3	Lay on hands	—
3rd	+2	+3	+1	+3	Smite taint 1/day	+1 level of existing divine class
4th	+3	+4	+1	+4	Aura of sanctity +2	—
5th	+3	+4	+1	+4	Turn tainted	+1 level of existing divine class
6th	+4	+5	+2	+5	Purify soul 1 pt/touch, smite taint 2/day	—
7th	+5	+5	+2	+5	Cleansing flame	+1 level of existing divine class
8th	+6	+6	+2	+6	Purify soul 2 pt/touch, shield of purity	—
9th	+6	+6	+3	+6	Smite taint 3/day	+1 level of existing divine class
10th	+7	+7	+3	+7	Aura of sanctity +4, purify soul 3 pt/touch	—



TAINTED SCHOLAR

"Cost?"

Gold is a cost.

Servitude is a cost.

My soul is not a cost—or it's one I don't mind paying."

—Thavik of Donegan, a tainted scholar

Great secrets await those minds skilled enough to unearth them, and great secrets unlock great power.

Let others speak in fearful whispers of secrets humanity was not meant to know.

No secret is barred from a tainted scholar's grasp, and if such forbidden knowledge comes at the cost of his soul, he's willing to pay that price.

BECOMING A TAINTED SCHOLAR

Any arcane spellcasting class provides relatively easy access to the path of the tainted scholar.

Because they are more inclined toward scholarship than many other arcane spell casters, dread necromancers and wizards (particularly specialist necromancers) are the most common tainted scholars, but sorcerers, wu jen, warmages, and even warlocks find their way into the class.

The most significant requirement is having a moderate or greater amount of depravity, which the character might experience as a drawback until he acquires enough depravity to enter this class (at which point it helps rather than hinders him).

ENTRY REQUIREMENTS

Skills: Concentration 8 ranks, Knowledge (arcana) 4 ranks

Spellcasting: Ability to cast 1st-level arcane spells or use least invocations (warlock)

Taint: Moderate or greater depravity

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Decipher Script, Intimidate, Knowledge (all skills, taken individually), and Spellcraft.

CLASS FEATURES

Like the loremaster class in the *Dungeon Master's Guide*, your class features are built around uncovering secrets.

Your secrets, however, relate to magical practices that many consider abhorrent—and indeed, your use of blood in your spellcasting is an abomination to most.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you belonged to more than one arcane spellcasting class before becoming a tainted scholar, you must choose to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Blood Component (Su): You can substitute a drop of your own blood for a spell's material component (if any), and in so doing increase the spell's power.

The pinprick or minor knife cut to draw the requisite blood is a free action (just like using a material component) that becomes a normal part of casting the spell.

Using this ability deals 1 point of damage to the tainted scholar but raises the spell's caster level by 1.

Damage reduction, if you have any, doesn't apply to this damage.

If a spell has a costly material component (greater than 1 gp), you must still provide it but can use this ability to enhance the spell if you desire.

You can similarly enhance a spell that has no material component.

Level Advancement: The power of taint is seductive.

Once you have tasted its attractions, it is hard to resist.

If you wish to advance a level in another class after taking your first level as a tainted scholar, you must succeed on a Will save (DC = 10 + your depravity score).

If you fail, you must stay in this prestige class and advance another level in tainted scholar instead.

If you succeed, you can advance the level in another class, although you must still attempt the saving throw the next time you gain a level or default back to this prestige class.

Once you reach 10th level as a tainted scholar, you can freely advance in other classes.

Tainted Spellcasting (Su): Rather than using a key ability score for spellcasting, you use your corruption and depravity scores.

To cast a spell, you must have a depravity score at least equal to the spell's level.

Your bonus spells are based on a number equal to your depravity score + 10, and saving throws against your spells have a DC of 10 + spell level + 1/2 your corruption score.

For example, a tainted scholar with a depravity score of 3 would gain bonus spells as a wizard with an Intelligence score of 13 or a sorcerer with a Charisma score of 13.

You accumulate taint for casting your spells.

Each time you cast an arcane spell, you must make a Will save (DC 10 + spell level) or increase your depravity score by 1.

All arcane spells you cast are evil spells.

Taint Suppression: You are likely to accumulate high corruption and depravity scores, but this taint is not immediately obvious to onlookers.

Your depravity manifests in the normal range of mental symptoms, but you can replace any physical symptom of corruption with the internal corruption symptom.

If you enter a tainted area, your corruption immediately manifests externally again, and you regain the physical symptoms you exchanged for internal corruption, if any. These physical symptoms disappear again 1d4 days after you leave a tainted area.

Otherwise, it is impossible to tell from external appearance that you carry corruption.

Secret: In your studies, you unearth all sorts of useful forbidden knowledge.

At 2nd level, and again at 4th, 6th, 8th, and 10th level, choose a secret from the table below.

Your class level plus your depravity score determines which secrets you can choose: The table shows the minimum requirement for each secret.

You can't choose the same secret twice.

The details of each secret are given after the table.

TAINTED SCHOLAR SECRETS

Min. Level +

Depravity

Secret

1

Blooded metamagic

2

Stanch

3

Death knell

4

Clarity of true madness

5

Wholesome corruption

6

Bloodseeking spell

7

Thicker than water

8

Tainted knowledge

9

Forbidden arcana

10

Greater forbidden arcana

Blooded Metamagic: This secret allows you to apply a metamagic feat you know to a spell you cast by paying an additional cost in blood.

By draining your own blood, you can enhance your spells without using a higher-level spell slot.

The cost is a number of points of Constitution damage equal to the spell slot adjustment of the metamagic feat.

Thus, casting an empowered *vampiric touch* spell costs you 2 points of Constitution damage, because an empowered spell uses up a spell slot two levels higher than normal.

You cannot enhance a spell to a level higher than you can cast.

For example, you must be at least a 9th-level caster to cast an empowered *vampiric touch* spell (or at least 10th-level, if you are casting as a sorcerer), since the empowered spell would require a 5th-level spell slot.

If you do not have a Constitution score, you cannot use this ability.

Stanch (Ex): This secret allows you to become stable automatically when your hit points drop below 0.

You still die if you reach -10 hit points or below.

Death Knell (Sp): This secret grants you the ability to use *death knell* once per day as a spell-like ability (see page 217 of the *Player's Handbook*).

Clarity of True Madness (Su): Once per day, this secret allows you to add your depravity score as a bonus on one Wisdom-based skill check or Will save.

You must choose to use this benefit before the check or save is rolled.

Wholesome Corruption (Su): Once per day, this secret allows you to add your corruption score as a bonus on one Concentration check or Fortitude save.

You must choose to use this benefit before the check or save is rolled.

Bloodseeking Spell (Su): This secret grants you the ability to imbue your spells with the ability to draw blood from their targets.

To use this ability, you must inflict a minor wound on yourself; this is a free action that deals 3 points of damage to you and becomes a normal part of casting the spell.

Damage reduction, if you have any, doesn't apply to this damage.

A bloodseeking spell deals an extra 1d6 points of damage to each target that takes damage from the spell.

You can't apply this ability to any spell that doesn't deal damage.

This extra damage applies only to spells that deal hit point damage, not to spells that deal ability damage, ability drain, or other kinds of damage.

Constructs, elementals, oozes, plants, undead, and any creatures without blood or a similar substance within their bodies are immune.

Thicker Than Water (Su): This secret grants you partial conscious control over your own vital fluids.

When you are injured, your blood withdraws from the wound, preventing some damage.

This effect gives you damage reduction 1/piercing and slashing.

Tainted Knowledge: This secret grants you a bonus tainted feat, chosen from the list of tainted feats on page 121.

Forbidden Arcana: This secret grants you the ability to use one additional 1st-level spell per day, as if gained through having a high ability or depravity score.

Greater Forbidden Arcana: This secret grants you the ability to use one additional 2nd-level spell per day, as if gained through having a high ability or depravity score.

Lore: Tainted scholars gather knowledge.

At 3rd level, you gain the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge.

You add your tainted scholar class level and your Intelligence modifier to this lore check.

You can add your depravity score instead of your Intelligence modifier to any lore check dealing with supernatural, horrific, tainted, or otherwise forbidden subjects, at the DM's discretion.

See page 28 of the *Player's Handbook* for more information on bardic knowledge.

Outré Lore (Sp): Beginning at 5th level, your knowledge of lore beyond the realm of common experience is broadened and magically augmented.

Once per day, you can use *contact other plane* (see pages 212–213 of the *Player's Handbook*) as a spell-like ability.

If your Intelligence and Charisma temporarily decrease as a result of using this ability, you must make a Will save or have your depravity score increased by 1.

The DC for this Will save equals the DC of the Intelligence check to avoid the ability score decrease +10.

Thus, if you contact an Elemental Plane (spell DC 7), the DC is 17; if you contact a greater deity on an Outer Plane (spell DC 16), the DC is 26.

Aberrant Lore: At 7th level, you gain an innate understanding of objects, places, and creatures that carry the taint of evil.

By concentrating as a full-round action and focusing your attention on a creature, object, or specific site within 60 feet of you, you can determine if it carries or transmits taint.

In the case of a creature, you can determine the strength of its higher taint score (corruption or depravity): mild, moderate, or severe (see pages 62–66).

In the case of an object, by spending a full hour examining it you can determine its magic properties as if you had cast an *identify* spell on it (see page 243 of the *Player's Handbook*).

In the case of a location, you can determine its magical properties, if it has any, in the same way as with an object.

If it has no magical properties but is tainted by some horrific event in the past, you receive a vision of the event. Examining a location requires you to spend 1 hour in the location.

Heretical Lore: Beginning at 9th level, you gain contacts among the evil creatures of the planes.

These beings can rescue you from extreme situations or otherwise grant your wishes.

As often as once per day, you can call upon these entities to grant you a *limited wish* (see page 248 of the *Player's Handbook*), with no XP cost attached.

However, using this ability increases your corruption and depravity scores by 1d3 points each, and results in the imposition of a *geas/quest* (see page 234 of the *Player's Handbook*) that requires you to perform some evil act in repayment for the favor.

PLAYING A TAINTED SCHOLAR

Your years of delving into dark and forbidden secrets have taken a toll on your mental well-being.

You are more than a little insane.

You pay scant heed to the whispers in the back of your mind, the threatening nightmares, or the things you see that others don't seem to notice—these are simply occupational hazards.

So what if a full-blown hallucination unfolds before your unseeing eyes as you contemplate the passage you have just read in Kazerabet's *Art of Necromancy*, muttering snippets from its dark lore under your breath?

The power and knowledge you seek is worth any price.

COMBAT

Spellcasting remains your greatest strength, and progresses at its full rate as you advance.

Thus, your place in combat is not likely to change much—if you are like most wizards, you will hang back from melee in order to blast opponents with the most debilitating necromantic spells you can manage.

Several of the secrets available to you enhance your spellcasting ability, including a number of ways (through blooded metamagic or bloodseeking spells) to make your spells simply deal more damage—always good in a straightforward fight against a physically powerful foe.

One of the best ways to improve your chances in combat involves actions you can take before combat begins.

You have a variety of ways, from common spells to your outré lore at medium levels, to gain information that might influence the outcome of a battle.

At the highest levels of this class, your access to heretical lore might save your entire party from a desperate situation, in the form of a *limited wish* through your dark contacts.

ADVANCEMENT

Tainted scholars come from a variety of backgrounds.

Many are inexperienced spellcasters who stumble across or seek out the forbidden secrets of magic in libraries or ancient crypts.

Others are little more than hedge wizards who learn sinister secrets from an aging mentor or a darker, otherworldly force.

What they all have in common is a fascination with the interweaving of magic, life, death, blood, knowledge, and power—a delicate balance, an intricate dance.

With that fascination comes a lust for more knowledge, a lust that quickly overpowers any concerns about morality, safety, or sanity.

As a tainted scholar, you spend much of your time seeking out ancient scrolls containing forbidden secrets, lost tombs with esoteric inscriptions, undead wizards and the vanished arts they might yet preserve, and other sources of arcane mysteries.

Between adventures, you pore over the lore you have uncovered, opening your mind to its incomprehensible secrets and bending your thoughts to navigate its warped logic.

Your fragile sanity falls casualty to this exploration, and your soul slowly disintegrates under depravity's rasp, but you give no consideration to the price you pay for your knowledge and all the power that comes with it.

As you advance, you have frequent opportunities to choose the secrets you will pursue and the powers you will unlock as a result.

The secrets you choose depend on your interests and desires.

If you enjoy using metamagic and know a handful of metamagic feats, blooded metamagic enables you to use those feats without expending precious higher-level spell slots.

Bloodseeking spell makes your spells more dangerous, and forbidden arcana secrets give you more spellcasting power—always a boon.

You can combine forbidden arcana with blooded metamagic to wring every drop from these additional low-level spells.

If you find yourself too often paying the price for your high taint scores, clarity of true madness and wholesome corruption can turn a handicap into an advantage.

If you're something of a scrapper, you might instead consider secrets that enhance melee fighting, such as stanch, death knell, and thicker than water.

RESOURCES

The one resource you covet above others is knowledge.

If you have other tainted scholars in your acquaintance—or even other wizards, dread necromancers, or similar characters whose interests run in the same vein—the exchange of knowledge can be highly profitable for all of you.

There is no structured organization of tainted scholars, and you might feel competitive animosity toward others who hoard their knowledge and keep their secrets from your grasp.

If you can overcome this emotional reaction, you'll find sharing spells, tomes of forbidden lore, and clues to the locations of ancient secrets a worthwhile enterprise.

Besides, keeping in touch with your peers puts you in a good position to seize their effects (and possibly some dark knowledge) should some sad fate befall them.

TAINTED SCHOLARS IN THE WORLD

"His books should be torched, his tower toppled, and as for the man himself—well, I think Thavik of Donegan should be burned at the stake."

—Brother Erland Buckley, Disciple of the Hallowed Doctrine

The tainted scholar is an example of a classic archetype in horror fantasy—the wizard who delves too deeply into forbidden lore.

The class builds on the idea that some knowledge is beyond mortal ability to comprehend, along with the concept that power is a corrupting influence on the human soul.

ORGANIZATION

There is no general organization of tainted scholars. Secret cabals exist where like-minded scholars come together to share their explorations into forbidden lore, but these are small, egalitarian organizations with little structure.

One feature shared by all such cabals is a strict requirement of secrecy, with violations punished by painful, grisly death.

Cabals of tainted scholars are true communities of equals. If the knowledge of one member exceeds that of the others, he has little or nothing to gain from the association and usually leaves it (often traveling far away to avoid any possible repercussions of his departure).

The scholar with the strongest personality often adopts some kind of leadership role, but this amounts simply to setting a time and possibly declaring a topic for the next gathering of the cabal.

In a community of depraved, often paranoid, power-mad spellcasters, leadership is best handled with a very light touch.

NPC REACTIONS

Even if their calling is not obvious—and few tainted scholars wear their profession on their sleeves—tainted scholars are typically greeted with nervousness, dislike, or outright disgust.

Their corruption might be invisible, but their depravity has manifestations that are often abundantly clear even to casual acquaintances.

As a result, most NPCs have an initial reaction of unfriendly when encountering a tainted scholar, even if they can't put a finger on the reason for their dislike.

Champions of good are natural enemies of tainted scholars, and this applies particularly to those groups of wizards who seek to promote the use of magic for good in the world.

TAINTED SCHOLAR LORE

Characters with Knowledge (arcana) can research tainted scholars to learn more about them.

DC 10: Some wizards and other spellcasters are obsessed with uncovering secrets that mortal minds were not meant to know—to their ultimate ruin.

DC 15: Tainted scholars practice an ancient and evil form of magic that uses blood as a component.

In their obsessive drive to uncover secrets and mysteries of magic, they destroy their own souls to gain greater power.

DC 20: These scholars embrace the taint of evil and use it to power their spells.

They learn secrets that improve their spellcasting, toughen their bodies, and grant them unearthly knowledge.

DC 30: A success at this DC grants information about the activities of a local cabal of tainted scholars or a prominent individual scholar.

TAINTED SCHOLARS IN THE GAME

Tainted scholars work well as solitary villains in a horror game or as part of a mysterious evil cabal unleashing horrors upon an unwary world.

True to the theme of many horror stories, a tainted scholar villain might, like Victor Frankenstein in Mary Shelley's novel, have no idea that the knowledge he is exploring and putting to use could have unintended and disastrous consequences.

As with the corrupt avenger, a lone tainted scholar could be an interesting way to introduce your players to the taint mechanics.

ADAPTATION

The tainted scholar presented here is an adaptation of a class that has appeared in two earlier versions.

The maho-tsukai prestige class in *Oriental Adventures* was part of the first exploration of the taint mechanics in D&D,

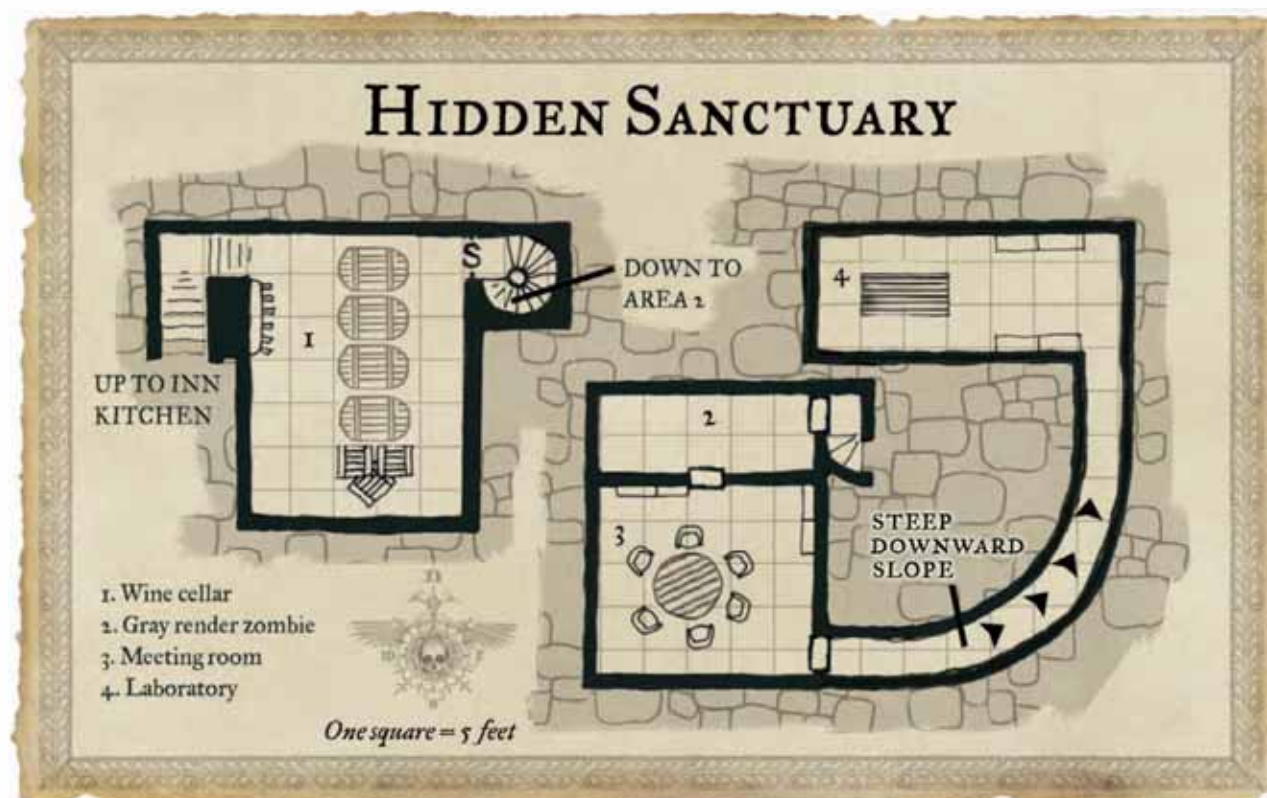
and that class was revised and adapted for a more general D&D campaign in *Unearthed Arcana*. Comparing these different implementations of the same general concept is an interesting study in adapting a class to different settings and even genres of play.

The tainted scholar is intentionally built like the loremaster class, as a way of highlighting the horror-genre role of a scholar who explores secrets too horrible for the human mind to grasp.

TABLE 5-8: THE TAINTED SCHOLAR

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Blood component, level advancement, tainted spellcasting, taint suppression	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Secret	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Lore	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Secret	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Outré lore	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Secret	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Aberrant lore	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Secret	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Heretical lore	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Secret	+1 level of existing arcane spellcasting class



LIBRIS MORTIS (3.5)

DEATH'S CHOSEN

"For the glory of the Deathless One!"

From time to time, mortal beings choose to pledge their lives to the service of a powerful undead creature. Some are terrified of their own mortality and hope that in return for faithful service, the master will consent to make the chosen into one of its spawn in due time.

Others are hateful folk who view service to an undead master as an instrument of vengeance against those who have slighted them, whether those slights are real or imagined.

A rare few death's chosen exist to support an undead creature they perceive as having special knowledge or value, and thus they serve as a matter of duty and honor. If accepted by his would-be master, a death's chosen serves as the master's living minion.

The chosen gains great vigor and power in the service of his master, but slowly becomes tainted by close proximity to his master's unholy power.

Becoming a death's chosen necessitates turning one's back on life and the living. The demands of the master are all that matter—even if the master hungers for the blood or souls of the living. A loyal death's chosen can be a great boon to a powerful and predatory undead.

He can go places the master cannot, and can help his master overcome its supernatural vulnerabilities.

For example, a death's chosen in the service of a vampire can lure unsuspecting victims into the vampire's lair, spy on those plotting against his master in the sanctity of a hallowed church, or move his master's coffin to a new lair during the hours of hateful sunlight.

Fighters are the most common death's chosen, since most undead understand the utility of a bodyguard.

Barbarians, rogues, assassins, and monks can also serve effectively as a death's chosen.

Spellcasters rarely become death's chosen, though some clerics dedicated to gods of death take up this mantle.

NPC members of this prestige class typically remain close to their masters, though they sometimes venture forth on important missions.

Individual death's chosen don't have any special allegiance to one another.

They serve their masters above all else.

Hit Die: d10.

REQUIREMENTS

To qualify to become a death's chosen, a character must fulfill all the following criteria.

Type: Aberration, dragon, giant, humanoid, magical beast, or monstrous humanoid.

Alignment: Any nongood.

Base Attack Bonus: +5.

Skills: Knowledge (religion) 1 rank, Spot 2 ranks.

Special: The character must be accepted as a death's chosen by a sentient undead creature with at least as many Hit Dice as the character.

CLASS SKILLS

The death's chosen's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the death's chosen prestige class.

Weapon and Armor Proficiency: Death's chosen gain no proficiency with any weapons, armor, or shields.

Shield of the Master (Ex): Whenever the master of a death's chosen casts a spell or uses an extraordinary, supernatural, or spell-like ability, it can choose (as a free action) to exempt the death's chosen from its effects.

The master must make this choice when it casts the spell or uses the ability.

If the ability is always active, the master can choose to exempt its death's chosen from the effect; this immunity remains in effect until the master chooses otherwise.

For example, a mummy could (and probably would) choose to make its death's chosen immune to its despair ability.

An undead spellcaster casting a *fireball* into a fight that included its death's chosen could choose when casting the spell to have it not affect the death's chosen.

Vigor of the Chosen (Ex): The physical needs of a death's chosen are greatly reduced.

He needs to consume only one-tenth the normal amount of food and water each day—a few grubs and a mouthful of water make a full meal.

He can subsist on a mere 2 hours of sleep each night without becoming fatigued (though spellcasters require the normal amount of rest to regain spells).

He gains Endurance as a bonus feat (or, if he already has the feat, the bonuses granted by the feat increase to +8).

He also gains a +4 bonus on Fortitude saves to resist disease.

Will of the Chosen (Ex): Starting at 2nd level, a death's chosen serves his master with inhuman intensity.

He gains a +2 morale bonus on Will saves as long as he is within 60 feet of his master.

Bravery of the Chosen (Ex): When within 30 feet of his master, a death's chosen who has attained 3rd level gains a +1 morale bonus on melee attack rolls and melee damage rolls.

If his master has been reduced to half or less of its full normal hit points, this bonus increases to +2.

The bonus disappears if his master is destroyed.

Unnatural Aura (Su): When a death's chosen reaches 3rd level, wild or domesticated animals can sense his unnatural presence out to a distance of 30 feet.

The animals do not willingly approach nearer than that and become panicked if forced to do so.

They remain panicked as long as they are within that distance.

TABLE 3-1: THE DEATH'S CHOSEN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Shield of the master, vigor of the chosen
2nd	+2	+3	+0	+0	Will of the chosen
3rd	+3	+3	+1	+1	Bravery of the chosen, unnatural aura

DIRGESINGER

Dirgesingers voice melodies not of celebration and joy, but of sorrow and grief.

They seek to spread this melancholy outlook far and wide, believing that only those who give in to their sadness can truly understand the world.

Dirgesingers hold high positions in death-obsessed cultures.

Serving as members of a secret guild or as part of a hierarchy of death priests, they are entrusted with the serious responsibility of composing suitable laments for the dead.

The more important the deceased, the more sorrowful and moving her lament is expected to be.

No one will remember the dead queen in a few short generations, but a great lament might be sung a thousand years hence.

However, most dirgesingers do not belong to any special hierarchy or guild.

Instead, they are rootless wanderers who travel from place to place, wrapped in inconsolable grief from some personal tragedy.

These sad wanderers seek to express their grief through songs that teach the hearts of their listeners the meaning of true sorrow.

Some of these fallen bards want nothing more than for others to understand the depths of their loss.

A few are sinister creatures who believe that, since joy has been extinguished for them, they must in turn extinguish the joy of others by using their powers to teach folk the folly of love, the futility of hope, and the finality of the grave.

Dirgesingers of this last sort often associate themselves with powerful undead, serving in the courts of vampire lords or lich-kings.

All dirgesingers must have at least some expertise as a bard. Some are also trained as rogues or clerics before entering this class.

Hit Die: d6.

REQUIREMENTS

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

Alignment: Any nongood.

Skills: Knowledge (religion) 4 ranks, Perform (any) 8 ranks.

Feat: Requiem.

Special: Bardic music class feature.

CLASS SKILLS

The dirgesinger's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Listen (Wis), Perform (Cha), Sense Motive (Wis), and Speak Language (n/a). Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the dirgesinger prestige class.

Weapon and Armor Proficiency: Dirgesingers gain no proficiency with any weapons, armor, or shields.

Dirgesong (Su): A dirgesinger gains the dirgesong ability.

Dirgesong follows the same rules as bardic music (see Bardic Music, page 29 of the *Player's Handbook*).

Dirgesinger levels stack with bard levels for the purpose of determining how often a character can use dirgesong or bardic music.

Dirgesinger levels do not stack with bard levels for determining which bardic music effects and spells a bard has access to.

Each of these songs counts as a use of bardic music.

Song of Sorrow: A dirgesinger can evoke sorrow and lament in his enemies.

To be affected, an enemy must be able to hear the dirgesinger perform.

The effect lasts for as long as the enemy hears the dirgesinger perform and for 5 rounds thereafter.

An affected enemy takes a –2 penalty on Will saving throws and a –2 penalty on attack rolls and weapon damage rolls.

A successful Will save (DC 10 + the dirgesinger's ranks in Perform) negates the effect and makes the character immune to that dirgesinger's song of sorrow ability for 24 hours.

Song of sorrow is a mind-affecting ability.

Song of Bolstering: At 2nd level and higher, a dirgesinger can bolster undead creatures against turning, much as an evil cleric does.

All undead within 30 feet of the dirgesinger gain a bonus on their turn resistance equal to the dirgesinger's class level plus the dirgesinger's bard class level.

The bolstering lasts for as long as the dirgesinger performs and for 10 rounds thereafter.

An undead dirgesinger can bolster himself in this manner.

Song of Grief: A dirgesinger of 3rd level or higher can use song or poetics to inspire maddening grief in a living creature.

The creature must be within 60 feet of the dirgesinger and able to hear him.

Unless the target succeeds on a Will save (DC 10 + the dirgesinger's ranks in Perform), she becomes confused for as long as the dirgesinger performs and for 5 rounds thereafter.

Song of grief is an enchantment (compulsion), mind-affecting ability.

Song of Horror: At 4th level and higher, a dirgesinger can strike a horrifying chord in the hearts of his enemies.

Any enemy within 60 feet who can hear the dirgesinger must succeed on a Will save (DC 10 + the dirgesinger's ranks in Perform) or take 1d6 points of Strength damage and 1d6 points of Dexterity damage.

A creature that is affected by a dirgesinger's song of horror or a creature that successfully saves against this effect cannot be affected by the same dirgesinger's song of horror for 24 hours.

Song of Awakening: At 5th level, a dirgesinger can animate the recently slain corpse of a creature within 30 feet.

This requires the dirgesinger to make a Perform check (DC 10 + target creature's HD).

The slain creature can have no more Hit Dice than the dirgesinger's character level.

If the attempt fails, the dirgesinger can try again in a later round.

The corpse to be awakened must have been dead for no more than 1 hour.

The awakened creature's type becomes undead, and it retains any subtypes it had.

The creature retains all class features, as well as any supernatural or spell-like (but not extraordinary) abilities it possessed in life (though any spells cast or daily uses expended before the creature's death count against its normal limits).

The awakened creature is completely loyal to the dirgesinger and obeys any commands given it (if no commands are given, it simply attacks the dirgesinger's foes).

The creature remains animate as long as the dirgesinger continues to perform.

A dirgesinger can animate no more than one awakened corpse at a time.

If he awakens a second one while the first is still active, the first one falls dead as if the dirgesinger had ceased to perform.

TABLE 3–2: THE DIRGESINGER

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+0	+0	+2	Song of sorrow
2nd	+1	+0	+0	+3	Song of bolstering
3rd	+2	+1	+1	+3	Song of grief
4th	+3	+1	+1	+4	Song of horror
5th	+3	+1	+1	+4	Song of awakening

EPHEMERAL EXEMPLAR

Ephemeral exemplars are paragons of incorporeality. They gain greater resistance to attacks and turning, and eventually gain the ability to manipulate solid objects as easily as corporeal beings can.

Most ephemeral exemplars are ghosts, spectres, or dread wraiths.

Some advanced allips, shadows, and wraiths can also qualify for this class.

NPC ephemeral exemplars often serve as leaders of weaker undead creatures, particularly those it can spawn.

They typically lair in dark, haunted places, waiting for unsuspecting victims to pass by.

Hit Die: d12.

REQUIREMENTS

To qualify to become an ephemeral exemplar, a character must fulfill all the following criteria.

Type: Undead (incorporeal subtype).

Base Attack Bonus: +3.

Base Save Bonus: Will +5.

CLASS SKILLS

The ephemeral exemplar's class skills (and the key ability for each skill) are Hide (Dex), Listen (Wis), Search (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the ephemeral exemplar prestige class.

Weapon and Armor Proficiency: Ephemeral exemplars gain no proficiency with any weapons, armor, or shields.

Improved Deflection (Su): An ephemeral exemplar adds its class level to its deflection bonus to AC.

Turn Resistance (Ex): An ephemeral exemplar adds its class level to its turn resistance.

Enhanced Spawn (Su): Any spawn created by an ephemeral exemplar of 2nd level or higher gains a +4 enhancement bonus to its Dexterity score.

If the exemplar is destroyed, the spawn loses this bonus.

Ghostly Grasp: At 3rd level, an ephemeral exemplar gains Ghostly Grasp (see page 27) as a bonus feat, even if it doesn't meet the prerequisite.

TABLE 3-8: THE EPHEMERAL EXEMPLAR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Improved deflection, turn resistance
2nd	+1	+0	+0	+3	Enhanced spawn
3rd	+1	+1	+1	+3	Ghostly Grasp

LURKING TERROR

Most people fear things that goes bump in the night.

Lurking terrors give greater reason to fear things that can't be heard.

These horrible monsters are the quintessential hunting undead, displaying great prowess with their special abilities and amazing powers of stealth.

Any undead creature with a modicum of stealth can become a lurking terror.

Mohrgs, nightshades, vampires, wraiths, dread wraiths, and advanced ghastrs commonly enter this prestige class.

NPC lurking terrors are more active than traditional undead, seeking out living prey rather than waiting for it to come to them.

They can be found anywhere that darkness exists.

Hit Die: d12.

REQUIREMENTS

To qualify to become a lurking terror, a character must fulfill all the following criteria.

Type: Undead.

Skills: Hide 8 ranks, Move Silently 8 ranks.

Special: If the character possesses the incorporeal subtype, it need not meet the Move Silently requirement.

CLASS SKILLS

The lurking terror's class skills (and the key ability for each skill) are Climb (Str), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the lurking terror prestige class.

Weapon and Armor Proficiency: Lurking terrors gain no proficiency with any weapons, armor, or shields.

Deathly Power (Ex): A lurking terror adds its class level to any save DCs for the extraordinary and supernatural special attacks possessed by an undead creature of its kind.

This ability has no effect on the lurking terror's spells or spell-like abilities, nor on any special abilities gained from its nonundead kind (such as a vampiric medusa's petrifying gaze), feats, or class features (such as the assassin's death attack).

For example, a vampire that becomes a 1st-level lurking terror increases the DC of its dominate and energy drain special attacks by 1.

If the vampire were also a sorcerer with the Stunning Fist feat, neither its spell save DCs nor the save DC for its stunning attacks would be affected.

Improved Darkvision (Ex): At 2nd level, the effective distance of a lurking terror's darkvision improves to 90 feet. (If the lurking terror doesn't already have darkvision, it gains darkvision out to 60 feet).

Hide in Plain Sight (Ex): At 3rd level, a lurking terror can use the Hide skill even while being observed, as long as it has cover or concealment.

TABLE 3-9: THE LURKING TERROR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Deathly power
2nd	+1	+0	+0	+3	Improved darkvision
3rd	+2	+1	+1	+3	Hide in plain sight

MASTER OF RADIANCE

Masters of radiance channel the pure, undiluted power of the sun.

Often originating in a good-aligned druid sect that reveres the sun, they have a holy purpose to scour the earth clean of undead.

Wielding the sun's radiance as a weapon, they are the bane of any evil creature that lurks in the darkness.

Most masters of radiance are druids, due to their historical connection to sun-worshipping sects.

Clerics with the Animal or Plant domain have Knowledge (nature) as a class skill and can easily qualify to enter the class; such clerics often revere Pelor or another sun deity and choose Sun as their second domain.

Some cleric/rangers and even rare paladin/rangers can also qualify for this class, bringing a combination of holy zeal and reverence for nature to their crusade against the undead.

Other characters rarely have the combination of skills and spellcasting to become masters of radiance.

NPC masters of radiance prefer to work proactively against evil, seeking out the lairs of undead and other darkness-dwelling monsters and destroying them with ruthless efficiency.

They often cluster in druid sects to pool their efforts, and frequently ally themselves with other religious groups that share their outlook, such as temples of Pelor.

Hit Die: d8.

REQUIREMENTS

To qualify to become a master of radiance, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Skills: Knowledge (nature) 8 ranks, Knowledge (religion) 5 ranks.

Spells: Able to cast *daylight* as a divine spell.

CLASS SKILLS

The master of radiance's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the master of radiance prestige class.

Weapon and Armor Proficiency: Masters of radiance gain no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: Beginning at 2nd level, a master of radiance gains new spells per day (and spells known, if applicable) as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats and so on; but see Turn Undead, below).

If she had more than one divine spellcasting class before becoming a master of radiance, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Turn Undead (Su): Master of radiance class levels stack with levels of all other classes that grant the ability to turn undead for the purpose of determining the character's effective cleric level for turning.

See Turn or Rebuke Undead, page 159 of the *Player's Handbook*.

For example, a 7th-level cleric/5th-level master of radiance turns undead as a 12th-level cleric.

Radiant Aura (Su): A master of radiance can emanate an aura of brilliant light that weakens undead creatures.

The aura provides bright illumination in a 30-foot radius around the character, and shadowy illumination for an additional 30 feet beyond that.

Creatures that take penalties in bright light also take them while within the radius of the bright aura.

In addition, undead creatures within the radius of bright light take a –2 penalty on attack rolls, damage rolls, and saving throws.

Activating the radiant aura is a free action that does not provoke attacks of opportunity.

While her radiant aura is active, a master of radiance casts spells with the light descriptor at +2 caster level.

A master of radiance can use this ability once per day at 1st level, twice per day at 3rd level, and three times per day at 5th level.

Each use lasts 1 minute.

The radiant aura is the equivalent of a 5th-level spell with the light descriptor for the purpose of interacting with spells and effects with the darkness descriptor.

Searing Light (Sp): Beginning at 2nd level, a master of radiance can use *searing light* as a standard action once per round as long as her radiant aura is active.

Treat the character's caster level for this effect as equal to her highest divine caster level, including the +2 caster level adjustment for the radiant aura (for example, a 7th-level druid/2nd-level master of radiance would use this effect as a 10th-level spellcaster).

Beam of Sunlight (Sp): A 5th-level master of radiance can evoke a dazzling beam of intense light (the equivalent of a beam from the *sunbeam* spell) once per round as a full-round action as long as her radiant aura is active.

Treat the character's caster level for this effect as equal to her highest divine caster level, including the +2 caster level adjustment for the radiant aura (for example, a 7th-level druid/5th-level master of radiance would use this effect as a 13th-level spellcaster).

TABLE 3–3: THE MASTER OF RADIANCE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Radiant aura 1/day, turn undead	—
2nd	+1	+3	+0	+3	<i>Searing light</i>	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Radiant aura 2/day	+1 level of divine spellcasting class
4th	+3	+4	+1	+4		+1 level of divine spellcasting class
5th	+3	+4	+1	+4	<i>Beam of sunlight</i> , radiant aura 3/day	+1 level of divine spellcasting class

MASTER OF SHROUDS

The master of shrouds is an evil spellcaster who magically seizes incorporeal undead and sets them to do her bidding. Plucking vile creatures such as wraiths and shadows from their restless haunts, she summons them to her presence and commands them to work her will.

Furious at their forced servitude, the wrathful undead spread fear and death in their wake.

Most masters of shrouds have experience as clerics.

Paladins never become masters of shrouds, though ex-paladins may do so, particularly if they turn far enough from their lawful good roots to become blackguards.

Multiclass clerics are also common followers of this path, including cleric/fighters and cleric/rogues.

A small number of cleric/necromancer/mystic theurges take up the role of master of shrouds at their highest levels.

NPC masters of shrouds operate in secret, pursuing their evil plans under cover of darkness.

They may work individually or in groups, depending on their alignment.

They rarely stay in one place for long, and rarely work in groups larger than four, to avoid attracting too much attention from paladins and good clerics, not to mention hunters of the dead.

Hit Die: d8.

REQUIREMENTS

To qualify to become a master of shrouds, a character must fulfill all the following criteria.

Alignment: Any nongood.

Base Save Bonus: Will +5.

Skills: Concentration 5 ranks, Knowledge (religion) 5 ranks, Spellcraft 5 ranks.

Feats: Augment Summoning, Spell Focus (conjunction).

Spells: Able to cast *protection from good* as a divine spell.

Special: Able to rebuke undead.

CLASS SKILLS

The master of shrouds's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the master of shrouds prestige class.

Weapon and Armor Proficiency: Masters of shrouds gain no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: Beginning at 2nd level, a master of shrouds gains new spells per day (and spells known, if applicable) as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats and so on; but see *Rebuke Undead*, below).

If she had more than one divine spellcasting class before becoming a master of shrouds, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Extra Rebuking (Ex): A master of shrouds may use her rebuke undead ability four additional times per day.

Rebuke Undead (Su): Master of shrouds class levels stack with levels of all other classes that grant the ability to rebuke undead for the purpose of determining the character's effective cleric level for rebuking.

See *Turn or Rebuke Undead*, page 159 of the *Player's Handbook*.

For example, a 7th-level cleric/5th-level master of shrouds rebukes undead as a 12th-level cleric.

Summon Undead (Sp): At 2nd level and higher, a master of shrouds can summon one or more incorporeal undead creatures a number of times per day equal to 3 + her Charisma modifier (minimum 1).

This ability is otherwise identical to the *summon monster* spells, except that a master of shrouds adds her Charisma modifier (if positive) to the duration of the effect.

At 2nd level, a master of shrouds can summon a single shadow.

At 4th level, she can summon one wraith or two shadows.

At 6th level, she can summon one spectre, two wraiths, or four shadows.

At 8th level, she can summon one greater shadow, two spectres, four wraiths, or four shadows.

At 10th level, she can summon one dread wraith, two greater shadows, four spectres, four wraiths, or four shadows.

Improved Summoning (Ex): Beginning at 5th level, a master of shrouds summons more powerful undead creatures than normal.

Whenever she casts a *summon undead* spell or when she uses her *summon undead* class ability, the summoned creature gains a +2 enhancement bonus on attack rolls and damage rolls.

TABLE 3-4: THE MASTER OF SHROUDS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Extra rebuking, rebuke undead	—
2nd	+1	+0	+0	+3	<i>Summon undead</i> (shadow)	+1 divine spellcasting level
3rd	+2	+1	+1	+3		+1 divine spellcasting level
4th	+3	+1	+1	+4	<i>Summon undead</i> (wraith)	+1 divine spellcasting level
5th	+3	+1	+1	+4	Improved summoning	+1 divine spellcasting level
6th	+4	+2	+2	+5	<i>Summon undead</i> (spectre)	+1 divine spellcasting level
7th	+5	+2	+2	+5	—	+1 divine spellcasting level
8th	+6	+2	+2	+6	<i>Summon undead</i> (greater shadow)	+1 divine spellcasting level
9th	+6	+3	+3	+6	—	+1 divine spellcasting level
10th	+7	+3	+3	+7	<i>Summon undead</i> (dread wraith)	+1 divine spellcasting level

MASTER VAMPIRE

Any vampire can create spawn, but it takes a very special vampire to rule over an entire gang of minions. The master vampire uses its force of personality to control more spawn than any normal vampire could hope to rule. As the name suggests, the master vampire must be a vampire, but the class of the master vampire can vary greatly.

Master vampires are most common among charismatic character classes, including sorcerer, blackguard, rogue, and bard.

An NPC master vampire invariably rules a gang, tribe, or clan of lesser vampires and vampire spawn.

It uses these minions as soldiers, guardians, or gatherers, depending on its goals.

Hit Die: d12.

REQUIREMENTS

To qualify to become a master vampire, a character must fulfill all the following criteria.

Special: The character must be a vampire (not a vampire spawn).

Special: The character must control at least two vampires or vampire spawn that it has created by means of its create spawn ability.

CLASS SKILLS

The master vampire's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Cha), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the master vampire prestige class.

Weapon and Armor Proficiency: Master vampires gain no proficiency with any weapons, armor, or shields.

Spells Per Day/Spells Known: At each odd-numbered level, a master vampire gains new spells per day (and spells known, if applicable) as if it had also gained a level in a spellcasting class to which it belonged before adding the prestige class level.

It does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the creature had more than one spellcasting class before becoming a master vampire, it must decide to which class to add each level for the purpose of determining spells per day and spells known.

More Spawn (Su): A master vampire adds its Charisma modifier to its Hit Dice to determine how many spawn it can have enslaved.

For example, a master vampire with 10 HD and a Charisma of 18 is treated as having 14 HD for the purpose of determining its limit of controlled spawn, and therefore can enslave up to 28 HD of spawned vampires.

Turn Resistance (Ex): A master vampire's turn resistance is increased by 1 for each of its spawn within 60 feet.

Enhanced Spawn (Su): Any vampire or vampire spawn created by a master vampire of 2nd level or higher gains a +2 enhancement bonus to its Strength and Dexterity scores. If the master vampire is destroyed or releases the spawn from service, the spawn loses this bonus.

Master's Chosen (Su): At 3rd level, a master vampire can designate a single vampire or a vampire spawn that it created with its create spawn ability as its chosen.

Doing this requires a 1-hour ritual during which the chosen must consume a small portion of the master's flesh.

The chosen gains a +6 enhancement bonus to its Strength and Dexterity scores.

The master can remove this designation as a standard action.

If the master vampire is destroyed or releases the chosen from service, the chosen loses this bonus.

TABLE 3-10: THE MASTER VAMPIRE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	More spawn, turn resistance	+1 level of existing spellcasting class
2nd	+1	+3	+0	+3	Enhanced spawn	—
3rd	+1	+3	+1	+3	Master's chosen	+1 level of existing spellcasting class

PALE MASTER

Necromancy is usually a poor choice for arcane spellcasters—those who really want to master the deathless arts almost always pursue divine means.

However, there is an alternative for those who desire power over the undead but refuse to give up their arcane craft completely.

Enter the pale master, who draws on a font of special lore that provides a macabre power all its own.

Virtually all pale masters are former wizards or sorcerers, due to the arcane talents required for entry into the class.

Some have also dabbled in divine magic, perhaps multiclassing as clerics, before following this path.

NPC pale masters head special strike groups containing lesser undead, supplemented as needed with more powerful summoned undead.

Sometimes they serve or act in collusion with powerful evil characters, such as true necromancers or divine spellcasters with Death as one of their domains.

Wherever pale masters go, undead follow.

Often it is difficult to tell a pale master from the undead that he surrounds himself with.

Hit Die: d4.

REQUIREMENTS

To qualify to become a pale master, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skill: Knowledge (religion) 8 ranks.

Feat: Skill Focus (Knowledge [religion]).

Spells: Able to cast *command undead* and *vampiric touch* as arcane spells.

Special: The candidate must have spent three or more days locked in a tomb with animate undead.

This contact may be peaceful or violent.

A character who is slain by the undead and later raised still meets the requirement, although the resulting level loss may delay compliance with other prerequisites.

CLASS SKILLS

The pale master's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), and Spellcraft (Int). Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the pale master prestige class.

Weapon and Armor Proficiency: Pale masters gain proficiency with light and medium armor.

They gain no proficiency with any weapons or shields.

Spells per Day/Spells Known: Beginning at 2nd level, a pale master gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If he had more than one arcane spellcasting class before becoming a pale master, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Animate Dead (Sp): Starting at 2nd level, a pale master begins to exercise control over the undead.

Once per day, he can use *animate dead*, as the spell, without need of a material component.

Use the pale master's highest arcane caster level as the caster level for this effect.

All other level restrictions of *animate dead* still apply.

For example, a 6th-level sorcerer/3rd-level pale master can animate up to 16 HD of undead with a single use of this ability.

Likewise, he can control up to 32 HD of undead created using this ability, the *animate dead* spell, or both.

Darkvision (Ex): At 3rd level, the dark begins to lose its mysteries to a pale master, who gains darkvision out to 60 feet.

If he already has darkvision, its effective distance increases by 60 feet.

Undead Armor Affinity (Ex): A pale master has an instinctive feel for undead armor.

At 4th level and higher, he treats the undead armor as if its arcane spell failure chance were 10% less.

At 8th level, this reduction improves to 20%.

Control Undead (Sp): Once per day, a pale master of 5th level or higher can gain control over an undead creature (with Hit Dice equal to or less than his highest arcane caster level) by making a successful touch attack against it. The undead creature receives no saving throw to resist this effect.

The control lasts for 1 round per class level.

When the duration expires, the undead creature returns to its former allegiance, if any.

The newly controlled undead can still be turned or rebuked as normal.

This effect is otherwise identical to the *control undead* spell.

This ability is in addition to the number of undead a pale master can control using his *animate dead* ability.

Deathless Vigor (Ex): Beginning at 5th level, a pale master's body becomes more akin to the undying flesh of his undead associates.

The character gains a +4 bonus on Fortitude saves except against effects that also work on objects.

Undead Graft (Su): At 6th level, a pale master gives in to terrible necrophiliac urges.

He cuts off his arm and replaces it with an undead prosthetic, which may be skeletal in form or preserved flesh stitched in place like that of a flesh golem.

Regardless of its composition, the graft grants a +4 inherent bonus to the character's Strength score.

Additionally, the undead graft allows him to deliver horrible touch attacks.

A pale master can use this ability once per day at 6th level, twice per day at 8th level, and three times per day at 10th level.

The character must declare that he is using this ability before making the attack roll; a failed attack roll still expends that use of the ability.

Each time he makes a touch attack using this ability, the pale master can select from any of the effects described below for which he meets the prerequisite class level.

The save DC for the pale master's touch attacks is 10 + his pale master class level + his Cha modifier.

Paralyzing Touch: Any living foe except for an elf that is hit by a pale master's touch attack must succeed on a Fortitude save or be paralyzed for 1d4+1 rounds.

Prerequisite: Class level 6th.

Weakening Touch: A living foe hit by a pale master's touch attack takes 1d6 points of Strength damage (no save).

A creature reduced to Strength 0 dies.

Prerequisite: Class level 7th.

Degenerative Touch: A living foe hit by a pale master's touch attack receives one negative level (no save), and must make a Fortitude save 24 hours later to avoid losing the level permanently.

Prerequisite: Class level 8th.

Destructive Touch: A living foe hit by a pale master's touch attack must succeed on a Fortitude save or take 1d6 points of Constitution drain.

Prerequisite: Class level 9th.

Deathless Master's Touch: A living foe of up to one size category larger than a pale master hit by the pale master's touch attack must succeed on a Fortitude save or die.

A slain creature automatically animates 1 round later as a zombie (see page 265 of the *Monster Manual*) and is under the pale master's control as if he had animated it.

Undead created using this power do not count against a pale master's HD total for controlling undead.

Prerequisite: Class level 10th.

Tough as Bone (Ex): On reaching 7th level, a pale master takes on even more of the qualities of an undead creature. He becomes immune to disease, nonlethal damage, and stunning.

Undead Cohort: A 9th-level pale master gains the service of a loyal undead cohort.

The cohort follows the rules for undead cohorts described under the Undead Leadership feat (see page 31).

The pale master does not gain any followers from this ability, only a single cohort.
The cohort's effective character level is determined by the pale master's Leadership score and character level exactly as if the cohort had been gained by means of the Undead Leadership feat.
Deathless Mastery (Ex): On reaching 10th level, a pale master gains the virtues of his deathless arts.

TABLE 3-5: THE PALE MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	—	
2nd	+1	+0	+0	+3	<i>Animate dead</i>	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	<i>Darkvision</i>	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	<i>Undead armor affinity (10%)</i>	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	<i>Control undead, deathless vigor</i>	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	<i>Undead graft, paralyzing touch</i>	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	<i>Tough as bone, weakening touch</i>	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	<i>Undead armor affinity (20%), degenerative touch</i>	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	<i>Undead cohort, destructive touch</i>	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	<i>Deathless mastery, deathless master's touch</i>	+1 level of existing arcane spellcasting class

SACRED PURIFIER

Sacred purifiers are priestly characters who specialize in destroying undead.
They belong to a loose-knit order affiliated with the church of Pelor (or another similar faith), though they disdain hierarchical bureaucracy in favor of action and forthrightness.

Many pursue an "act first, ask questions later" approach, which occasionally frustrates the more traditional-minded clerics in the church's chain of command.

Most sacred purifiers are clerics (often of Pelor), but paladins have also been known to take up the call.

Fighter/clerics also make good sacred purifiers, as do barbarian/clerics (who appreciate the order's forthright nature).

NPC sacred purifiers may work alone or in groups, either with other purifiers, with devotees of Pelor, or with any who share their goals.

Hit Die: d8.

REQUIREMENTS

To qualify to become a sacred purifier, a character must fulfill all the following criteria.

Alignment: Any good.

Base Will Save Bonus: +5.

Skill: Knowledge (religion) 8 ranks.

Feat: Extra Turning.

Spells: Able to cast 2nd-level divine spells.

Special: Able to turn undead.

CLASS SKILLS

The sacred purifier's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the sacred purifier prestige class.

His body becomes partly mummified (though he is not truly undead), and he becomes immune to poison, sleep effects, paralysis, death effects, critical hits, ability drain, and energy drain, as well as damage to his physical ability scores (Str, Dex, and Con).

He still needs to breathe, eat, and sleep as normal for his type, and he still ages normally.

Weapon and Armor Proficiency: Sacred purifiers gain no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: Beginning at 2nd level, a sacred purifier gains new spells per day (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats and so on; but see Turn Undead, below).

If he had more than one divine spellcasting class before becoming a sacred purifier, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Greater Turning (Su): Once per day, a sacred purifier can perform a greater turning against an undead in place of a regular turning.

The greater turning is like a normal turning, except that the undead creatures that would be turned are destroyed instead.

If the character already has this ability (such as from the Sun domain), he can use it one additional time per day.

Turn Undead (Su): Sacred purifier class levels stack with levels of all other classes that grant the ability to turn undead for the purpose of determining the character's effective cleric level for turning.

See Turn or Rebuke Undead, page 159 of the *Player's Handbook*.

For example, a 7th-level cleric/5th-level sacred purifier turns undead as a 12th-level cleric.

Sacred Strike (Su): Whenever a sacred purifier of 3rd level or higher successfully strikes an undead creature in melee, he can spend a turning attempt as a free action to deal an extra 2d6 points of damage with that attack.

He can deliver such sacred strikes any number of times per round, but no more than once per attack.

If the sacred purifier accidentally attempts a sacred strike against a nonundead creature, the turning attempt is lost with no effect.

Positive Energy Burst (Su): As a full-round action, a 5th-level sacred purifier can spend two turning attempts to create a positive energy burst.

This energy deals 10d6 points of damage to all undead creatures within a 30-foot-radius burst centered on the sacred purifier.

A successful Reflex save (DC 10 + sacred purifier's class level + sacred purifier's Cha modifier) halves this damage.

TABLE 3-6: THE SACRED PURIFIER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Greater turning, turn undead	—
2nd	+1	+3	+0	+3	—	+1 divine spellcasting level
3rd	+2	+3	+1	+3	Sacred strike	+1 divine spellcasting level
4th	+3	+4	+1	+4	—	+1 divine spellcasting level
5th	+3	+4	+1	+4	Positive energy burst	+1 divine spellcasting level

Sabim Salvi, a sacred purifier

TOMB WARDEN

Tomb wardens serve as selfless, undying protectors of the dead.

Each one dedicates itself to the eternal guardianship of a tomb, graveyard, or similar repository of the dead, and gains great powers while within that area.

Most tomb wardens are mummies, because the role comes naturally to them.

Advanced wights may become tomb wardens, and some privacy-seeking liches also take up this mantle.

On rare occasions, a ghost might be doomed to protect a crypt or graveyard, and might become a tomb warden as part of its service.

NPC tomb wardens are always solitary, private individuals. They have little use for companions, though some keep minions nearby for additional assistance in their appointed task.

Hit Die: d12.

REQUIREMENTS

To qualify to become a tomb warden, a character must fulfill all the following criteria.

Type: Undead.

Alignment: Any nonchaotic.

Base Attack Bonus: +3.

Base Save Bonus: Will +5.

Feat: Toughness.

Special: A tomb warden must dedicate itself to the protection of a tomb, graveyard, or similar resting place of the dead.

CLASS SKILLS

The tomb warden's class skills (and the key ability for each skill) are Hide (Dex), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the tomb warden prestige class.

Weapon and Armor Proficiency: Tomb wardens gain proficiency with simple and martial weapons, and with light, medium, and heavy armor.

Turn Immunity (Ex): As long as it is within the tomb, graveyard, or similar resting place that it protects, a tomb warden is immune to turning or rebuking attempts.

It can still be bolstered as normal.

Tomb Sense (Su): While it is within the tomb, graveyard, or similar resting place it protects, a tomb warden of 2nd level or higher automatically knows the precise location of all intruders within that tomb.

This ability is similar to blindsense, except that it functions without regard to line of effect and its effect extends to every portion of the tomb.

Power of the Dead (Su): While it is within the tomb, graveyard, or similar resting place it protects, a 3rd-level tomb warden can call upon the spirits of the dead to gain insight from them.

This ability requires only a free action to activate, and grants the tomb warden an insight bonus on attack rolls, damage rolls, and saving throws equal to its Charisma modifier (minimum +1).

A tomb warden can use this ability once per day, and its effects last for 10 minutes.

EX-TOMB WARDENS

If a tomb warden leaves the tomb it protects for longer than seven days, or if it relinquishes guardianship of the tomb, it loses all class features (except for armor proficiencies).

It must undergo *atonement* to regain these class features.

TABLE 3-11: THE TOMB WARDEN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Turn immunity
2nd	+2	+3	+0	+0	Tomb sense
3rd	+3	+3	+1	+1	Power of the dead

TRUE NECROMANCER

Power corrupts.

Power over life and death corrupts absolutely.

The power to raise an undying servant from the husk of the formerly living is darkly tempting—and certainly evil.

Those who seek such unyielding obedience from the dead willingly tread the path of necromancy.

Characters who wish to become true necromancers must take levels in both arcane and divine spellcasting classes, usually cleric and wizard or cleric and sorcerer.

Only then do they begin their sinister schooling, learning how to combine the foulest aspects of both disciplines into a single, necromantic whole.

NPC true necromancers are usually found singly—living in an abandoned graveyard, hidden in the depths of a

centuries-old catacomb, or lurking in an unhallowed mausoleum.

Occasionally, true necromancers gather into small societies or evil associations, but eventually most such groups are stamped out.

At least, so hope those concerned with the triumph of good over evil in the world.

Hit Die: d6.

REQUIREMENTS

To qualify to become a true necromancer, a character must fulfill all of the following criteria.

Alignment: Any nongood.

Skills: Knowledge (arcana) 8 ranks, Knowledge (religion) 8 ranks.

Feat: Spell Focus (necromancy).

Spells: Able to cast *summon undead* II as a divine spell and *command undead* as an arcane spell.

Special: Able to rebuke undead.

Special: Access to the Death domain.

CLASS SKILLS

The true necromancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the true necromancer prestige class.

Weapon and Armor Proficiency: True necromancers gain no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: A true necromancer gains new spells per day (and spells known, if applicable) as if she had also gained a level in either an arcane spellcasting class she belonged to before adding the prestige class, a divine spellcasting class she belonged to before adding the prestige class, or both, according to the accompanying table.

She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats and so on; but see Improved Rebuking and Necromantic Prowess, below).

If she had more than one arcane or divine spellcasting class before becoming a true necromancer, she must decide to which class she adds the new level for purposes of determining spells per day and spells known.

Rebuke Undead (Su): True necromancer class levels stack with levels of all other classes that grant the ability to rebuke undead for the purpose of determining the character's effective cleric level for rebuking.

See Turn or Rebuke Undead, page 159 of the *Player's Handbook*.

For example, a 5th-level cleric/3rd-level sorcerer/2nd-level true necromancer rebukes undead as a 7th-level cleric.

The bonus from her necromantic prowess ability, once it is gained, also applies.

Create Undead (Sp): On attaining 2nd level, a true necromancer can cast *create undead* once per day, as the spell of the same name.

She can use this ability one additional time per day at 5th level and higher.

She must still supply the requisite material components. The true necromancer's caster level equals her character level plus the bonus from her necromantic prowess ability, once it is gained.

Necromantic Prowess (Ex): At 3rd level, a true necromancer gains unsurpassed power over death.

When she rebukes undead, casts a necromancy spell, or uses a spell-like ability that mimics a necromancy spell, her effective caster level increases.

The bonus is +1 at 3rd level, +2 at 6th level, +3 at 9th level, and +4 at 12th level and higher.

Zone of Desecration (Su): At 4th level, a true necromancer begins to exert her authority over undead.

This aura is identical to the effects of the *desecrate* spell (see page 218 of the *Player's Handbook*) except that it affects only allied undead.

Major Desecration (Su): At 7th level, a true necromancer extends her authority over undead.

The supernatural aura of negative energy surrounding her (see Zone of Desecration, above) now extends to a radius of 10 feet per true necromancer class level.

Create Greater Undead (Sp): On reaching 8th level, a true necromancer can cast *create greater undead* (see page 215 of the *Player's Handbook*) once per day, as the spell.

She can use this ability one additional time per day at 11th level and higher.

She must still supply the requisite material component. The true necromancer's caster level equals her character level plus the bonus from her necromantic prowess ability.

Horrid Wilting (Sp): At 10th level and higher, a true necromancer can use *horrid wilting* once per day, with a caster level equal to her character level plus her bonus from the necromantic prowess ability.

Energy Drain (Sp): At 13th level and higher, a true necromancer can use *energy drain* once per day, with a caster level equal to her character level plus her bonus from the necromantic prowess ability.

Wail of the Banshee (Sp): At 14th level, a true necromancer can use *wail of the banshee* once per day, with a caster level equal to her character level plus her bonus from the necromantic prowess ability.

TABLE 3-7: THE TRUE NECROMANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Rebuke undead	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Create undead 1/day	+1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	Necromantic prowess (+1)	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
4th	+2	+1	+1	+4	Zone of desecration	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	Create undead 2/day	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	Necromantic prowess (+2)	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Major desecration	+1 level of existing divine spellcasting class
8th	+4	+2	+2	+6	Create greater undead 1/day	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	Necromantic prowess (+3)	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
10th	+5	+3	+3	+7	Horrid wilting	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
11th	+5	+3	+3	+7	Create greater undead 2/day	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
12th	+6	+4	+4	+8	Necromantic prowess (+4)	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
13th	+6	+4	+4	+8	Energy drain	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
14th	+7	+4	+4	+9	Wail of the banshee	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class

LORDS OF DARKNESS (3.0)

DARKMASK

Most of the surface drow worship Vhaeraun.

Some strike a balance between their faith and their skills at stealth, becoming a specialized sort of cleric/rogue called a darkmask.

The darkmasks are the elite of Vhaeraun's clergy, and they are called upon to handle very special missions for the Masked Lord.

A darkmask is a divine spellcaster skilled in the arts of hiding, sneaking, and stealing.

Mysterious and secretive, the darkmasks are the enigmatic special agents of Vhaeraun, flitting from place to place under the shadow of night to enact the will of Vhaeraun. They usually wear black masks and favor shades of black and gray in their clothing.

Most darkmasks have levels in rogue and cleric, but a few rangers and ranger/clerics have heeded the call of Vhaeraun.

Very few arcane spellcasters become darkmasks, choosing to develop their powers along different lines.

Darkmasks rarely work together, although a rumor is circulating about one group of drow in Cormanthor that is led by four darkmasks of equal power.

This group has no permanent camp and spends most of its time hunting Lolth raiders who come to the surface.

Hit Die: d6.

REQUIREMENTS

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

Race: Drow or half-drow.

Skills: Hide 8 ranks, Move Silently 6 ranks, Pick Pocket 4 ranks, Wilderness Lore 2 ranks.

Feats: Daylight Adaptation (drow only), Stealthy.

Special: Must have survived a combat encounter against one or more clerics of Lolth.

Spellcasting: Must be able to cast 2nd-level divine spells.

Patron: Vhaeraun.

CLASS SKILLS

The darkmask's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the darkmask prestige class.

Spell-like abilities use the darkmask's divine caster level.

Weapon and Armor Proficiency: Darkmasks gain no proficiency in weapons, armor, or shields of any type.

Spellcasting: A darkmask continues training in divine magic while practicing his secret skills.

Thus, when a new darkmask level is gained, the character increases his spellcasting ability as if he had also gained a level in a divine spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking or commanding undead, favored enemy, and so on).

This essentially means that he adds the level of darkmask to the level of some other divine spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one divine spellcasting class before he became a darkmask, he must decide to which class he adds each level of darkmask for purposes of determining spellcasting when he adds the new level.

Darkfire (Sp): A darkmask can use the *darkfire* spell once per day as a spell-like ability.

Pass without Trace (Sp): A darkmask can use the *pass without trace* spell once per day as a spell-like ability.

Change Self (Sp): A darkmask of 2nd level or higher can use the *change self* spell once per day as a spell-like ability.

Skill Focus (Ex): A 2nd-level darkmask gains the Skill Focus feat, which must be applied to one of the darkmask class skills.

Dark Embrace (Su): A darkmask of 3rd level or higher has the ability to invoke dark embrace once per day, which manifests as a mask of shadow that girds the darkmask's face.

The darkmask then casts a divine spell, which is absorbed by the mask of shadow; the spell must be a touch spell or a target spell.

As a free action, the darkmask may command the mask to fly at a single creature within 100 feet, at which point that creature is affected by the absorbed spell (saving throws and spell resistance apply normally to the spell) and the dark embrace ends.

The dark embrace can remain for 10 minutes.

If it vanishes before its stored spell is unleashed, the spell is lost.

Sneak Attack (Ex): A darkmask of 3rd level or higher gains the sneak attack ability (as per the rogue class feature).

Resist Illusions (Ex): A darkmask of 4th level or higher gains a +4 bonus on saving throws against illusions.

Cloak of Shadows (Su): A darkmask of 4th level or higher can create a cloak seemingly woven out of mundane shadows.

The cloak provides a resistance bonus on saving throws and a profane bonus on Hide checks equal to +1 per class level of the darkmask.

The cloak lasts 1 round per class level of the darkmask and can be created once per day.

Bladebend (Su): This defensive ability causes the weapon of a single creature attacking the darkmask to turn back and strike its wielder.

The darkmask selects the target creature as a free action.

If the target creature attacks the darkmask, it makes an attack roll as normal, but the attack is made against the target creature's AC, and if the attack succeeds, the target creature suffers the damage instead of the darkmask.

This ability can be activated once per day and lasts 5 rounds. It only affects slashing and piercing weapons, and does not affect natural weapons of any kind.

THE DARKMASK

Class	Base	Fort	Ref	Will	Special	Spells per Day
Level	Attack Bonus	Save	Save	Save		
1st	+0	+0	+2	+2	<i>Darkfire, pass without trace</i>	+1 level in existing class
2nd	+1	+0	+3	+3	<i>Change self, Skill Focus</i>	+1 level in existing class
3rd	+2	+1	+3	+3	Dark embrace, sneak attack	+1 level in existing class
4th	+3	+1	+4	+4	Resist illusions, cloak of shadows	+1 level in existing class
5th	+3	+1	+4	+4	Bladebend	+1 level in existing class

ENTROPIST

As the Karanoks explore their new spellcasting abilities, some of the most advanced students gain an attunement to the body of Entropy or its daughters.

These students develop strange powers and new uses for their divine link, and although doing so retards their progress as spellcasters, they see their new abilities as worth the cost.

An entropist is a cleric of the aspect of Tiamat known as Entropy, which is manifested as a large *sphere of annihilation*.

Obsessed with destroying wizards, they harness the power of the sphere and learn how to protect themselves against its effects.

Like all clerics of Entropy, they wear white robes, sometimes marked with a single black circle.

Most entropists have gained some levels as a cleric, and most are aristocrats from the Karanok family in Luthcheq. It is possible for others to join this prestige class if they prove their worth to the Karanoks and their loyalty to Entropy.

Sorcerers, wizards, elves, and dwarves are never entropists. Entropists work together and with clerics of Entropy.

Most followers of Entropy hold them in awe for the powers they possess and their strange link to the Great Nothing.

Hit Die: d8.

REQUIREMENTS

To qualify to become an entropist, a character must fulfill all the following criteria.

Alignment: Lawful evil.

Skills: Concentration 5 ranks, Knowledge (arcana) 5 ranks, Scry 4 ranks.

Feats: Education, Great Fortitude.

Special: Must have killed an elf, sorcerer, or wizard, either in combat or by burning in a witchweed execution.

Spellcasting: Able to cast 4th-level divine spells.

Patron: Entropy (Tiamat).

CLASS SKILLS

The entropist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (local), Knowledge (religion) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the entropist prestige class.

Spell-like abilities use the entropist's divine caster level.

Weapon and Armor Proficiency: Entropists gain no proficiency with weapons, armor, or shields of any type.
Spells per Day: An entropist continues training in divine magic while attuning himself to the powers of entropy. Thus, when the character reaches 2nd level or 4th level in this class, he increases his spellcasting ability as if he had also gained a level in a divine spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking or commanding undead, favored enemy, and so on).

If a character had more than one divine spellcasting class before she became an entropist, she must decide when she reaches 2nd level or 4th level to which class she adds these spellcasting levels.

Control Sphere (Su): An entropist has the ability to control a *sphere of annihilation* as if he were using a *talisman of the sphere*.

Sanctity of Body (Su): An entropist is protected against spells or effects that would destroy or radically transform the shape of his body, such as *disintegrate*, *implosion*, petrification, or *polymorph*.

These effects cannot affect the entropist unless he wishes them to.

He is also unaffected by a *sphere of annihilation*, passing through it as if it were empty air.

A *hand of entropy* or eye of entropy (see below) has no effect on him.

Arcane Resistance (Su): An entropist of 2nd level or higher gains a +2 bonus on all saving throws against arcane spells, whether they originate from the Weave or the Shadow Weave.

Hand of Entropy (Sp): By expending an available spell slot, an entropist of 3rd level or higher channels the power of Entropy into a black haze around one hand.

The *hand of entropy* can be used to make a melee touch attack as a standard action, and deals 1d6 points of damage + 1 point per level of the spell slot used to create it.

The hand can be used on the round it is created and lasts up to a number of rounds equal to the entropist's divine caster level.

For example, a Clr7/Entropist3 could expend a prepared *cure moderate wounds* spell (2nd level) to create a *hand of entropy* that deals 1d6+2 points of damage and lasts 10 rounds.

The hand otherwise functions like a touch spell.

The entropist can use this ability multiple times per day as long as a spell slot is expended each time.

Arcane Disruption (Sp): Once per day, an entropist of 4th level or higher can create a magical field of energy, which manifests as a slight smoky haze that interferes with the casting of arcane spells.

The field is a 30-foot emanation centered on the entropist. Anyone attempting to cast arcane spells within the field must succeed at a Concentration check as if casting on the defensive (DC 15 + spell level).

If the check fails, the spell is lost.

The field lasts for a number of rounds equal to the entropist's divine caster level.

Eye of Entropy (Su): Once per day, for a maximum of 5 rounds, an entropist of 5th level can create a miniature sphere of entropy.

The eye of entropy is absolutely black, 2 inches in diameter, and can be moved up to 30 feet by the entropist as a standard action.

Against objects, the eye deals 3d6 points of damage, bypassing the object's hardness.

Against creatures, the entropist must make a ranged touch attack to hit, and if successful the eye deals 3d6 points of damage to the target (Fortitude half, DC 12 + the entropist's Wis modifier); this bypasses damage reduction since it is a magical effect.

The eye appears in the entropist's square when it is created, and can be moved and used to attack on the round it is formed.

If the entropist stops concentrating on the eye, it vanishes.

THE ENTROPIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Control sphere, sanctity of body	
2nd	+1	+3	+0	+3	Arcane resistance	+1 level of existing class
3rd	+2	+3	+1	+3	<i>Hand of entropy</i>	
4th	+3	+4	+1	+4	<i>Arcane disruption</i>	+1 level of existing class
5th	+3	+4	+1	+4	Eye of entropy	

SPUR LORD

Cyricists who survive to reach higher levels usually show devotion to their deity by advancing in the arcane devotee, divine champion, divine disciple, divine seeker, or hierophant prestige class.

In recent years a unique military order has arisen within the church called the Company of the Ebon Spur, composed of fighters and warriors of at least 3rd level who favor armor spikes and shield spikes.

Fanatics to the extreme, this group is led by evil men and women with the ability to channel Cyric's power.

These strange and terrifying agents of the Dark Sun are called Spur Lords.

The Spur Lords are the elite zealots of the church, wielding the dark power of Cyric and commanding the attention of even the most fanatical clerics.

Some consider them the future dark saints of the church, destined to become powerful extraplanar servants of Cyric after their deaths.

Protected by Cyric's power against threats within the church, the Spur Lords are free to pursue their agendas and watch over the trained soldiers in their care.

Because they can ignore clerical powers with impunity, the Spur Lords work with the clerics without fear of betrayal to promote the cause of Cyric.

Some Spur Lords pursue their own course, with a small contingent of Ebon Spurs in tow.

When not acting as the martial arm of the unholy power of Cyric, a Spur Lord is charismatic, confident, and persuasive. Most Spur Lords are fighters, rangers, rogues, or some combination thereof.

Clerics have never been known to become Spur Lords, perhaps because their connection to Cyric prematurely spoils the part of their soul that Cyric must touch to create a leader of this caliber.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Spur Lord, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Bluff 3 ranks, Concentration 3 ranks, Knowledge (religion) 3 ranks, Sense Motive 3 ranks, Tumble 5 ranks.

Patron: Cyric.

Feats: Iron Will, Leadership, Lightning Reflexes, Quick Draw.

Special: The character must have either made peaceful contact with an evil outsider that served Cyric or received a prophetic dream from Cyric.

CLASS SKILLS

The Spur Lord's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Move Silently (Dex), Profession (Wis), Ride (Dex), Sense Motive (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Spur Lord prestige class.

Weapon and Armor Proficiency: Spur Lords gain proficiency with the longsword and one other simple or martial weapon of their choice.

They gain no proficiency in armor or shields of any type.

Dark Bond (Su): A Spur Lord is immune to any harmful spell, spell-like ability, or supernatural ability that originates from the power of Cyric.

Such effects act as if the Spur Lord is not included in their area.

This includes spells waiting to be triggered (such as *glyph of warding*) but not magic items created by worshipers of Cyric.

Whenever this ability is triggered, a brief manifestation of a skull surrounded by black flames appears above the Spur Lord's head.

Secret Blade (Su): At 2nd level, a Spur Lord has the ability to magically hide an item as if he were wearing a *glove of storing*.

Only one item can be concealed at a time in this manner, although the Spur Lord can cause the item to reappear in either hand as a free action, regardless of which hand was used to store the item.

Dark Flames (Su): A Spur Lord of 3rd level or higher can invoke black flames of negative energy from his hands. The flames are a ranged touch attack with a range of 10 feet and deal 1d6 points of damage per Hit Die of the user (maximum 15d6).

Undead are healed rather than damaged by this effect.

A Spur Lord can use this ability a number of times per day equal to 1 + his Charisma modifier.

Cyric's Glory (Sp): This ability allows a Spur Lord of 4th level or higher to temporarily increase his presence and determination to phenomenal levels once per day. He gains +4 to Charisma and a +2 morale bonus on Will saves.

Cyric's glory lasts for a number of minutes equal to 1 + the character's (newly improved) Charisma modifier.

Flesh of the Prince (Su): Usable once per day, this extreme manifestation of Cyric's power shows that the Spur Lord has reached the pinnacle of Cyric's favor.

When it is invoked, his skin turns chalk-white and his eyes turn dark and blaze with infernal energy.

In addition to all the abilities of the *Cyric's glory* ability, any weapon wielded by the Spur Lord becomes a +1 *flaming weapon*, trailing dark flames (this does not increase the bonus of a weapon with an enhancement bonus, but does add the *flaming* ability if the weapon does not have it).

The Spur Lord also gains a +2 natural armor bonus and a +2 deflection bonus to AC.

This ability lasts for a number of rounds equal to 1 + the character's (newly improved) Charisma modifier.

When the power ends, the Spur Lord is fatigued until he is able to rest for 1 minute.

Using this ability does not count toward his ability to call upon his *Cyric's glory* ability.

THE SPUR LORD

Class	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Dark bond
2nd	+2	+3	+0	+0	Secret blade
3rd	+3	+3	+1	+1	Dark flames
4th	+4	+4	+1	+1	<i>Cyric's glory</i>
5th	+5	+4	+1	+1	Flesh of the prince

THAYAN KNIGHT

While the Red Wizards are not opposed to blasting their opponents with deadly spells or shredding the minds of their enemies with dark magic, there are times when they need protectors who have mastered the art of swordplay. These protectors are the Thayan knights, familiar with magic and loyal to none but the tattooed mages.

The Thayan knights act as bodyguards and enforcers for the Red Wizards and as an extension of their reach.

They lead common Thayan troops into battle and help guard the wizard enclaves.

Although they are referred to as knights, they have no code of conduct, and the only rule that binds them is that their lives are worth nothing compared to the safety of the Red Wizards.

Almost all Thayan knights are fighters, although monks and rangers have been known to pursue this career.

Barbarians are typically too reckless to concentrate on defense, and the Red Wizards consider other individuals too weak for the duties of a Thayan knight.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Thayan knight, a character must fulfill all the following criteria.

Race: Human.

Region: Thay.

Base Attack Bonus: +5.
 Skills: Intimidate 2 ranks, Knowledge (arcana) 2 ranks, Knowledge (local, Thay) 2 ranks.
 Social Status: No slaves.
 Feats: Iron Will, Weapon Focus (longsword).
 Alignment: Any nongood.
 Special: Sworn allegiance to the Red Wizards of Thay.

CLASS SKILLS

The Thayan knight's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Gather Information (Cha), Handle Animal (Cha), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (local, Thay), Profession (Wis), Ride (Dex), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Thayan knight prestige class.

Weapon and Armor Proficiency: Thayan knights are proficient with all simple and martial weapons, with all types of armor, and with shields.

Horrors of Thay (Ex): Because of long exposure to the cruelty of her homeland, a Thayan knight gains a +2 morale bonus on saving throws against *fear* effects and a +1 morale bonus on saving throws against *charm* effects.

At 4th level, these bonuses increase to +4 and +2, respectively.

None of these bonuses apply against attacks from Red Wizards.

Zulkir's Favor (Su): At 1st level, a knight undergoes a long and painful tattooing ritual.

This magic tattoo, placed either on the back or the forehead, provides a +2 resistance bonus on Reflex saves.

The tattoo also marks the knight as someone loyal to the Red Wizards.

The knight automatically fails all saving throws against mind-affecting spells cast by a Red Wizard.

When the tattoo is visible, the knight gains a +2 morale bonus on Intimidate checks as an extraordinary ability. The tattoo does not count as using a space for a magic item, but it does count toward the limit of magic tattoos permitted by the *create magic tattoo* spell.

Zulkir's Defender (Ex): A knight of 2nd level gains a +2 morale bonus on attacks and damage against any creature that attacks or that she has previously seen attack a Red Wizard.

Fighter Feat: At 3rd level, a Thayan knight may choose any one feat (except Weapon Specialization) from the fighter bonus feat list in Chapter 3 of the *Player's Handbook* or any feat with the [Fighter] descriptor from the FORGOTTEN REALMS Campaign Setting.

Final Stand (Su): Once per day as a standard action, a knight of 4th level or higher can inspire her troops.

Allies within 10 feet of the knight gain 2d10 temporary hit points.

This ability affects a number of creatures equal to the knight's class level + Charisma modifier and lasts the same number of rounds.

Zulkir's Champion (Su): At 5th level, the knight receives a large magic tattoo across her face signifying her devotion to the protection of the Red Wizards.

Once per day, the knight can take a +2 luck bonus on a single saving throw.

This bonus can be taken after the die is rolled and after other modifiers have been applied to the roll.

When the tattoo is visible, the knight gains a +4 morale bonus on Intimidate checks as an extraordinary ability.

The tattoo does not count as using a space for a magic item, but it does count toward the limit of magic tattoos permitted by the *create magic tattoo* spell.

THE THAYAN KNIGHT

Class	Base	Fort	Ref	Will
Level	Attack Bonus	Save	Save	Save
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1

Special

Horrors of Thay (+2 *fear*, +1 *charm*), zulkir's favor

Zulkir's defender

Fighter feat

Horrors of Thay (+4 *fear*, +2 *charm*), final stand

Zulkir's champion

ZHENTARIM SKYIMAGE

Every Zhentarim caravan is said to be watched over by a spellcaster of some skill.

Many mages join the Zhentarim for the political power it offers and the access to a large library of spells.

Some of these sorcerers and wizards become Zhentarim skymages, powerful spellcasters who ride strange flying beasts and serve the Zhentarim by performing acts of espionage and causing unrest on the frontiers of civilization.

A Zhentarim skymage is an arcane spellcaster who serves the Zhentarim as a spy or armed deterrent.

Easily recognized by their strange and exotic flying mounts, skymages blast their foes from extreme range, can

read the minds of possible enemies, and frequently spy on foes or summon monsters to harass settlements without drawing attention to the Zhentarim.

Most Zhentarim skymages are wizards, with a good number of sorcerers in the ranks.

A small number of bards become skymages, despite the rigid lawful nature of the Zhentarim.

There are few rivalries among the skymages, mostly focused on the merits of different flying steeds.

Owners of larger mounts brag about their size and power, while those who ride smaller creatures tout the better speed and maneuverability of their pets.

Hit Die: d4.

REQUIREMENTS

To qualify to become a Zhentarim skymage, a character must fulfill all the following criteria.

Skills: Diplomacy 2 ranks, Handle Animal 2 ranks, Knowledge (geography) 2 ranks, Ride 2 ranks, Scry 3 ranks, Spellcraft 4 ranks.

Feats: Combat Casting, Iron Will, Mounted Combat.

Special: Member in good standing of the Zhentarim.

Spellcasting: Must be able to cast *detect thoughts*, *invisibility*, and *suggestion*, plus one *summon monster* spell of 3rd level or higher.

CLASS SKILLS

The Zhentarim skymage's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Innuendo (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (geography) (Int), Profession (Wis), Ride (Dex), Scry (Int), Spellcraft (Int), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Zhentarim skymage prestige class.

Weapon and Armor Proficiency: Zhentarim skymages gain no proficiency in weapons, armor, or shields of any type.

Spells per Day: A skymage continues training in magic while developing a bond with a flying monster and making political advances within the Black Network.

Thus, when a new skymage level is gained, the character increases his spellcasting ability as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (bardic knowledge, metamagic or item creation feats, and so on).

This essentially means that he adds the level of skymage to the level of some other spellcasting class the character has, then determines spells per day, spells known (if appropriate), spells added to his spellbook, familiar abilities, and caster level accordingly.

If a character had more than one spellcasting class before he became a skymage, he must decide to which class he adds each level of skymage for purposes of determining spellcasting when he adds the new level.

Bonus Scrolls (Ex): At each level of Zhentarim skymage gained, the Zhentarim awards the character a scroll of two spells of any level he could cast.

If the character has a spellbook, he may instead add these spells to his spellbook immediately at no cost or time spent.

Flying Mount (Ex): A Zhentarim skymage can call a flying monster to serve as his personal mount.

The mount cannot have more Hit Dice than the Zhentarim skymage's class level + his Charisma modifier + 1.

The mount serves the skymage loyally as if it were a druid's or ranger's animal companion, and carries the skymage into combat if desired (if the creature is strong enough to carry the skymage).

Should a flying mount die, the character can replace it after gaining two levels in any spellcasting class.

Necromancer skymages sometimes use undead monsters as mounts (including the animated corpse of a slain flying mount), and certain powerful conjurer skymages even have enslaved fiends as mounts.

If the skymage suffers permanent Charisma damage or loses enough levels that he could no longer have his flying mount, the mount flees at the first opportunity, often attacking its former master before doing so.

Suitable mounts (and Hit Dice) include chimera (9), criosphinx (10), dire bat (4), dragonne (9), dragons (varies), giant eagle (4), giant owl (4), griffon (7), hieracosphinx (9), hippogriff (3), mantichore (6), nightmare (6), peryton (5; see *Monsters of Faerûn*), roc (18), sinister (4; see *Monsters of Faerûn*), spider eater (4), wyvern (7), and yrthak (12).

Flying Feat (Ex): The skymage gains one of the following feats: Flyby Attack, Mounted Archery, Ride-By Attack, Spirited Charge, or Trample.

The skymage must meet all prerequisites for the feat before it can be selected.

The Flyby Attack feat applies to the mount, not to the skymage, and cannot be used if the skymage is flying without a mount (such as with a fly spell).

Spell Focus (Ex): The skymage gains the Spell Focus feat.

Share Spells (Su): The skymage can share spells with his flying mount as if the mount were his familiar.

This ability only works if the skymage is riding the mount, and a shared spell ends for the mount instantly if the skymage is no longer riding it.

Skill Focus (Ex): The skymage gains the Skill Focus feat, which must be applied to one of the Zhentarim skymage class skills.

Enlarge Spell (Ex): The skymage gains the Enlarge Spell feat.

THE ZHENTARIM SKYIMAGE

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day
1st	+0	+2	+0	+0	Bonus scrolls, flying mount	+1 level in existing class
2nd	+1	+3	+0	+0	Bonus scrolls, flying feat, Craft Wand	+1 level in existing class
3rd	+1	+3	+1	+1	Bonus scrolls, Spell Focus, share spells	+1 level in existing class
4th	+2	+4	+1	+1	Bonus scrolls, Skill Focus, flying feat	+1 level in existing class
5th	+3	+4	+1	+1	Bonus scrolls, Enlarge Spell	+1 level in existing class

LORDS OF MADNESS (3.5)

ABOLISHER

I have tracked the foul illithid cult for many months now, have waded through the brainless dead they leave in their wake and the empty settlements from which they have recruited their thralls. Yet each time, they leave behind clues to their weaknesses and hints to their goals, and soon indeed I shall be ready to end their lives in the only way they deserve.

When I am done, nothing shall remain, not even the memory of their taint.

They shall not haunt the campfire tales of children.

It shall be as if they never were.

—Aurah Lirilian, Circle of the True

The abolisher is more than merely a devoted servant of the natural world.

She is a crusader against that which taints, usurps, and replaces the ordered nature of things with alien desires and monstrous needs.

She opposes aberrations with all her will and might in a constant battle to preserve what is pure in nature from that which lurks beyond the rim of sanity.

BECOMING AN ABOLISHER

Although the ranger class provides the easiest path to becoming an abolisher, most abolishers favor the druid class since it enhances spellcasting and the wild shape class feature.

Rarest are those characters who possess only one level of druid or ranger, yet focus the majority of their time in other classes.

No barbarian abolishers exist, since all abolishers oppose the terrible chaos that personifies the taint of the Far Realm, and cannot allow even the slightest hint of such chaos into their own hearts.

Wisdom (for divine spellcasting and observational skills, and to aid in resisting the terrible mental attacks of aberrations), Charisma (for the various special abolisher abilities), and Strength (to better fight against the enemy) are key abilities.

ENTRY REQUIREMENTS

Type: Cannot be an aberration.

Alignment: Any nonchaotic.

Skills: Knowledge (dungeoneering) 4 ranks, Knowledge (nature) 9 ranks.

Feat: Track.

Special: Wild empathy class feature.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Escape Artist, Gather Information, Heal, Intimidate, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (nature), Knowledge (the planes), Listen, Sense Motive, Spot, and Survival.

CLASS FEATURES

All of the following are class features of the abolisher prestige class.

Spellcasting: At each level except 1st and 6th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one divine spellcasting class before becoming an abolisher, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Favored Enemy (Ex): At 1st level, your hatred of aberrations grants you a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against aberrations.

Likewise, you gain a +2 bonus on weapon damage rolls against such creatures.

At 4th level, and then again at 8th level, this bonus increases by 2.

If you possess the favored enemy (aberrations) feature from another source, these bonuses stack.

Wild Shape (Su): You gain the druid ability to use wild shape once per day.

Your abolisher wild shape is somewhat more limited than a full druid's wild shape ability, though, and you are limited to Medium animals.

The ability otherwise works as detailed on page 37 of the *Player's Handbook*.

As you gain levels, you gain additional uses of this ability per day.

At 4th level, you can use wild shape two times per day, and at 8th level you can do so three times per day.

If you already have wild shape uses from another class, such as druid, these wild shape uses stack.

If you have druid levels, each time you gain a level of abolisher, you add 1 to your effective druid level to determine the maximum Hit Dice of a creature you can wild shape into and how long each use of wild shape lasts. The type and size of animal that you can wild shape into does not improve from abolisher levels.

Animal Companion: If you have an animal companion, your abolisher levels stack with your previous class levels (usually druid or ranger) to determine the animal companion's abilities.

If you do not already have an animal companion, you do not gain one from this ability.

Winds of Nature's Grace (Ex): At 2nd level and higher, you gain a +1 bonus on all saving throws made against attacks from aberrations.

The bonus increases to match your Charisma bonus, if any (minimum of +2) when you use wild shape or other magic to assume the form of an animal, elemental, or plant.

Pierce Aberrant Defense (Ex): Many aberrations possess some degree of spell resistance, and abolishers train to overcome this spell resistance.

Beginning at 3rd level, you gain a +1 bonus on caster level checks made to overcome an aberration's spell resistance. This bonus increases to +2 at 6th level, and then to +3 at 9th level.

These bonuses stack with those granted by the Spell Penetration and Greater Spell Penetration feats.

Crystals of Nature's Wrath (Su): At 5th level and higher, your wild shape natural attacks are enhanced with jagged crystals.

These crystals are harmless to most creatures, but to aberrations they cause terrible welts and acidlike burns. An aberration struck by one of your natural weapons must make a Fortitude save (DC 10 + abolisher level + Cha modifier) or become sickened for 1 minute.

An aberration that makes its saving throw is immune to this effect for the duration of that use of wild shape. Waves of Nature's Purity (Su): Beginning at 7th level, you can create a rippling aura of white vapor that spreads in a 20-foot radius.

The vapor does not obscure vision, and it is cool and refreshing against the skin of nonaberrations.

Against aberrations, the waves of nature's purity are foul and unsettling.

An affected aberration must make a Fortitude save (DC 10 + abolister level + Cha modifier) each round or become nauseated for that round.

You can use this ability once per day, and the power lasts for a number of rounds equal to your Charisma modifier (minimum 1 round).

Activating this ability is a standard action that does not provoke attacks of opportunity.

Fires of Nature's Rage (Su): At 10th level, you can infuse your wild shape form with flickering ghostly fire three times per day.

The fires of nature's rage burn any aberration that comes in contact with them.

Your natural attacks do an extra 3d6 points of fire damage against aberrations, and an aberration that hits you, even with a weapon, takes 3d6 points of fire damage.

You can activate the fires of nature's wrath as a free action, as long as you are in wild shape form.

Doing so does not provoke attacks of opportunity, and each activation lasts for 1 round.

PLAYING AN ABOLISHER

An abolister is grim, determined, and often pessimistic.

You remain devoted to your cause at all times, but the fact that your enemies are so ancient and powerful weighs upon your soul.

This realization, combined with the fact that you and your fellow abolishers see aberrations at their worst and most mind-numbing, tends to leave most abolishers cold, distant, and difficult to befriend.

COMBAT

Abolishers live to fight aberrations.

When you face an aberration in combat, you should do everything in your power to defeat the creature.

Since you have fewer hit points and a lower base attack bonus than a fighter, though, you want to be careful about engaging in melee with aberrations, especially since many of them have dangerous special attacks.

An abolister is strongest in a fight while in wild shape, and you should take advantage of this fact by spending much of your time in the form of an animal (or plant, if you can) selected for its capabilities against the kind of aberration you expect to fight.

For example, if you're going after aboleths, the form of a shark or a squid might work best.

On the other hand, if you're fighting mind flayers, some fast creature that has several attacks, such as a deinonychus or tiger, is a good choice; you can get up close and tear into an illithid more quickly that way.

Against beholders, it's probably best to assume the form of Small (or Tiny) animals, since the size and Dexterity bonuses to your Armor Class help you avoid their eye ray attacks.

If you are of good alignment, the few good-aligned aberrations (such as silthilar; see page 168) pose a great difficulty to you.

Some good-aligned abolishers are comfortable with simply forcing good-aligned aberrations to relocate, but others take pity on such creatures and do what they can to remove the taint of the aberration from them.

Some good-aligned abolishers merely observe good-aligned aberrations closely to make sure they don't cause trouble, while others have gone so far as to convince a good-aligned aberration to voluntarily submit to a *reincarnation* spell.

Ultimately, how you react to good-aligned aberrations is something you must decide for yourself.

ADVANCEMENT

Although you don't have to take any druid levels to qualify for the abolister prestige class, the fact that so many of your powers as an abolister are tied to the wild shape ability means that you should at least consider taking a few druid levels to augment this feature.

Reaching at least 5th level as a druid before taking abolister levels works best, since your abolister levels eventually grant you an effective bonus of +3 to your druid level for the purpose of determining how many times per day you can use your wild shape ability.

If you don't have it already, you should take the Natural Spell feat as soon as possible so you can spend the majority of your time in wild shape form and still be able to cast spells.

Since many aberrations have spell resistance, Spell Penetration and Greater Spell Penetration are good choices as feats as well.

Combat feats that can be used in wild shape form are useful too, especially feats such as Improved Grapple and Weapon Finesse if you prefer to wild shape into dexterous creatures. Spend your earnings on items that are equally useful to you in wild shape form as they are in your natural form.

Armor with the wild special ability (see page 219 of the *Dungeon Master's Guide*) and *ioun* stones are obvious choices, as are animated wooden shields.

A *druid's vestment* is helpful as well, since it directly augments your wild shape ability.

RESOURCES

The Circle of the True is your best resource as an abolister. You don't need to establish an allegiance to this group before you take your first abolister level, but a representative of the group should contact you before you reach 3rd level if you don't seek one out yourself.

As a member of the Circle, you have access to more information about aberration activity in the area, as well as emotional and logistical support from a group of like-minded individuals.

ABOLISHERS IN THE WORLD

Abolishers are solitary individuals for the most part, gathering together only occasionally for meetings of the Circle of the True.

The PCs have a greater chance of encountering abolishers the more they fight against aberrations, and if they build a reputation as aberration-slayers, they might even be contacted by the Circle with an offer to join its ranks.

A less likely way that the PCs can run into an abolister is if they or one of their allies or cohorts is an aberration; in this case, an abolister serves as a powerful and dangerous enemy.

ORGANIZATION

With the exception of the Circle of the True, abolishers operate on their own in the world, focusing their attentions

on the unsettled wildlands where aberrations more easily hide.

See page 217 for details about the Circle of the True.

NPC REACTIONS

Most people don't recognize an abolisher for what she is on sight, and assume simply that she is a particularly moody and humorless druid.

Other abolishers, as well as keepers of the Cerulean Sign (see page 194), immediately recognize her for what she is, though, and have a starting attitude of friendly toward her. Likewise, an abolisher's body language and tone of voice make it very difficult for her to get along well with aberrations, and they have a starting attitude of hostile toward an abolisher as a result.

Even those who would not normally wish her harm rarely, if ever, have a starting attitude better than unfriendly.

ABOLISHER LORE

Characters with Knowledge (nature) can research abolishers to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "Abolishers are druids who have dedicated their lives to fighting and slaying aberrations".

DC 15: "Abolishers are accomplished shapechangers.

They know a vast amount of information about aberrations, and are valuable allies to have on your side if you plan on fighting aberrations".

DC 20: "Most abolishers belong to a group called the Circle of the True.

This group aids those who aren't abolishers, as long as they oppose aberrant creatures".

DC 30: Characters who achieve this level of success can learn important details about powerful abolishers and the Circle of the True in your campaign, including the names of powerful members and locations of hidden bases of operation.

ABOLISHERS IN THE GAME

TABLE 9-4: THE ABOLISHER

Base					HIT DIE: D8	
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Favored enemy (aberrations +2), wild shape +1/day, animal companion	—
2nd	+1	+0	+0	+3	Winds of nature's grace	+1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	Pierce aberrant defense +1	+1 level of existing divine spellcasting class
4th	+3	+1	+1	+4	Favored enemy (aberrations +4), wild shape +2/day	+1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	Crystals of nature's rage	+1 level of existing divine spellcasting class
6th	+4	+2	+2	+5	Pierce aberrant defense +2	—
7th	+5	+2	+2	+5	Waves of nature's purity	+1 level of existing divine spellcasting class
8th	+6	+2	+2	+6	Favored enemy (aberrations +6), wild shape +3/day	+1 level of existing divine spellcasting class
9th	+6	+3	+3	+6	Pierce aberrant defense +3	+1 level of existing divine spellcasting class
10th	+7	+3	+3	+7	Fires of nature's rage	+1 level of existing divine spellcasting class

BEHOLDER MAGE

A normal beholder can become a wizard or sorcerer.

The more ancient beholders are powerful arcanists (see Elder Orbs, above) that have used magic to extend their lifespans.

Nevertheless, two practical limitations keep beholders from becoming spellcasters.

This prestige class is naturally tied to the amount of aberration activity in your campaign.

If aberrations are rare or absent from your world, abolishers won't have a place there.

If, on the other hand, you're running an aberration-heavy game, abolishers might be one of the most powerful organizations in the world, perhaps even the power behind the throne.

In the standard D&D world, aberrations are fairly prevalent but operate behind the scenes or in distant locations.

In this case, an abolisher should be equally subtle and obscure.

It's not hard to envision a city locked in a mortal war between the abolishers and a hidden cult of neogi slavers in the sewers below, while only a few of the city's citizens ever suspect that such a war is going on around them.

ADAPTATION

If you don't feature aberrations in your game, it's a fairly simple matter to adapt the abolisher to be a devoted enemy of another kind of creature.

You should make sure to select this replacement favored enemy with care; undead, evil outsiders, and giants are all good examples, since these types of creatures work in large groups and are usually evil.

Animals, constructs, elementals, magical beasts, oozes, plants, and vermin are poor choices, since these creatures tend to be unintelligent and unorganized.

Dragons, fey, humanoids, and monstrous humanoids might make interesting choices, although since each of these creature types has a fairly even spread among alignments, you should focus the abolisher in this case on a specific kind of creature such as kobolds, minotaurs, or red dragons. If you do so, make sure that this creature is encountered enough in your campaign so that the abolishers have something to fight against.

A sample abolisher appears in the description of the Circle of the True on page 217.

First, their lack of hands makes it hard for them to use large numbers of spell components.

Second, their central eye's antimagic cone makes the study and use of arcane magic difficult.

However, an increasing number of beholders are embracing a practice once held to be vile and unthinkable to their kind.

Through ritual destruction of its central eye, a beholder can learn to channel and use magic much more quickly and efficiently than can almost any other race.

These are the members of the beholder mage prestige class, and the power they wield is truly impressive.

ENTRY REQUIREMENTS

Race: True beholder (beholderkin cannot become beholder mages).

Special: Must put out central antimagic eye.

CLASS SKILLS

(2 + Int modifier per level): Appraise, Concentration, Craft (alchemy), Decipher Script, Knowledge (any), Speak Language, Spellcraft, and Use Magic Device.

CLASS FEATURES

All the following are class features of the beholder mage prestige class.

Spells: A beholder mage gains the ability to cast arcane spells.

These spells are drawn from the sorcerer/wizard spell list. At 1st level, a beholder mage masters all the cantrips detailed in the *Player's Handbook* and also knows two 1st-level spells.

Each time it gains a level, it automatically learns two more spells of any level it can cast.

To learn or cast a spell, a beholder mage must have an Intelligence score equal to at least 10 + the spell level.

The Difficulty Class for a saving throw against a beholder mage's spell is 10 + the spell level + the beholder mage's Intelligence modifier.

A beholder mage's spells function at a caster level equal to twice its beholder mage level.

A beholder mage can cast only a certain number of spells of each spell level per day.

Its base daily spell allotment is given in Table 3-1.

In addition, it receives bonus spells per day if it has a high Intelligence score.

A beholder mage combines the best of two worlds; it can learn new spells as a wizard can, and there is no upper limit to the number of spells it can learn and know.

However, it casts its spells on the fly like a sorcerer.

A beholder mage of high level typically knows a huge number of spells and can call upon any one of them at any time, providing it has a spell slot open of the appropriate spell level.

Starting at 1st level, whenever a beholder mage gains the ability to cast a new level of spells, it must sacrifice the use of its eye rays from one of its ten small eyestalks.

From then on, that eyestalk casts spells of that level and is referred to as a spell-stalk.

At 10th level, all of its eyestalks are spell-stalks.

As with its eye rays, casting a spell from a spell-stalk is a free action (although a single spell-stalk can cast only one spell per round).

The spell is technically considered a cast spell (as opposed to the use of a spell-like ability), and thus the act of casting provokes attacks of opportunity normally.

A spell cast from a spell-stalk otherwise resolves normally; unlike an eye ray, it does not need to make a ranged touch attack to successfully strike a target (unless the spell itself requires a touch attack).

The standard beholder limitation against turning more than three eyestalks in any particular direction (that is, forward, backward, left, right, up, or down) still applies. Beholder mages do not require material components to cast their spells.

The ruined central eye acts as an arcane focus for all the creature's spells.

If a spell normally requires a material component that carries with it a gold-piece cost, the beholder mage instead spends a number of experience points equal to one-fifth of the normal gold-piece cost (minimum of 1 experience point).

The somatic components of a beholder mage's spells are supplied by the weaving and waving of its spell-stalks.

The verbal component of a beholder mage's spells is the creature's special spellcasting song.

The song takes effort; a beholder mage that is casting spells cannot speak or use its mouth to do anything else that round, including making bite attacks.

Arcane Hands (Su): A beholder mage develops the ability to manipulate objects as if with a *mage hand* spell.

This ability is constantly active and can not only manipulate objects but also use magic items like wands, staves, rods, and some wondrous items (like a *bag of tricks*).

The hand cannot activate items that must be worn to utilize an effect (such as a *helm of brilliance*).

A beholder mage's arcane hand has an effective Strength score equal to the creature's beholder mage class level.

An arcane hand can be used to perform any attack or defensive action for which a regular hand can be used.

Using an arcane hand to make an unarmed strike provokes attacks of opportunity unless the beholder mage has the Improved Unarmed Strike feat.

Theoretically, a beholder mage with monk levels could use its arcane hand for its unarmed attacks.

Ocular Transformation (Su): At 10th level, a beholder mage's ruined central eye undergoes a supernatural transformation and can absorb magic energy directed at the beholder.

This grants the beholder spell resistance equal to its Hit Dice +5 (maximum spell resistance of 30).

If the creature's spell resistance succeeds in preventing the effect of a spell, its central eye begins to glow with red light equivalent to that of a torch.

While it glows, the eye no longer grants spell resistance.

In order to regain spell resistance, the beholder must spend a full-round action to absorb the energy stored in the eye.

At the end of the full-round action, the eye stops glowing, and the beholder's spell resistance is again effective.

Absorbing the energy stored in the eye does not provoke attacks of opportunity, and it heals the beholder of 5 points of damage per spell level absorbed.

Hit points gained in excess of the beholder's normal maximum are lost.

TABLE 3-1: THE BEHOLDER MAGE

HIT DIE: D4

Level	Base				Special	Spells Per Day									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Arcane hands	6	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	—	6	5	3	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	—	6	6	5	3	—	—	—	—	—	—
4th	+2	+1	+1	+4	—	6	6	6	3	—	—	—	—	—	—
5th	+2	+1	+1	+4	—	6	6	6	6	5	3	—	—	—	—
6th	+3	+2	+2	+5	—	6	6	6	6	6	5	3	—	—	—
7th	+3	+2	+2	+5	—	6	6	6	6	6	6	5	3	—	—
8th	+4	+2	+2	+6	—	6	6	6	6	6	6	6	5	3	—
9th	+4	+3	+3	+6	—	6	6	6	6	6	6	6	6	5	3
10th	+5	+3	+3	+7	Ocular transformation	6	6	6	6	6	6	6	6	6	5

DARKRUNNER

See that?

The circular patch of ground that's all muddy and smooth, when all the stone around it is rough and solid?

One of them gibbering mouthers jumped someone here, and recently.

Hand me that shovel.

Sometimes they leave their victims buried in the mud they make, and they don't take the poor fool's gear when they're done.

—Jasper Ringlerock of the Darkrunner Guild

Darkrunners devote their lives to traveling the haunted underground depths.

Some hire out their services as guides to those who wish to navigate the lightless ways, while others are lone wolves who simply wish to explore the deepest reaches of this wondrous and dangerous realm.

They understand the lay of the subterranean world like no other, and use its terrain and features to great advantage in combat.

BECOMING A DARKRUNNER

The ranger class is the easiest path to becoming a darkrunner.

Despite having to take cross-class ranks in Knowledge (dungeoneering), barbarians and druids both can qualify fairly quickly (unless they multiclass into a class that has this as a class skill).

Intelligence is perhaps the most important ability for a darkrunner, since it grants bonus skill points and enhances several of the darkrunner's class features.

After Intelligence, Charisma and Dexterity are likely the best abilities for a darkrunner, since both contribute to many of the character's class skills.

Due to the darkvision requirement, most darkrunners come from races already adapted to underground life (dwarves, half-orcs, drow, and the like).

Creatures with the Aberration Blood and Inhuman Vision feats might also find surprising welcome in the Darkrunner Guild.

ENTRY REQUIREMENTS

Skills: Knowledge (dungeoneering) 5 ranks, Search 5 ranks, Survival 7 ranks.

Feats: Alertness, Track.

Special: Darkvision as a racial trait or class feature.

Special: You must seek out a chapter house of the Darkrunner Guild and successfully petition to join the guild.

Once you are a member, you gain your first level of darkrunner.

If at a later time you lose membership in the guild, you become a darkrunner exile.

You can still gain levels in this prestige class, but you can no longer rely upon the support of the guild.

CLASS SKILLS

(6 + Int modifier per level): Balance, Bluff, Climb, Craft, Diplomacy, Escape Artist, Gather Information, Heal, Hide, Intimidate, Jump, Knowledge (architecture and engineering), Knowledge (dungeoneering), Knowledge (geography), Knowledge (local), Knowledge (nature), Listen, Move Silently, Search, Sense Motive, Speak Language, Spot, Survival, Swim, and Tumble.

CLASS FEATURES

All of the following are class features of the darkrunner prestige class.

Weapon and Armor Proficiency: You gain proficiency with light armor and with martial weapons.

Direction Sense (Ex): You possess an incredible sense of direction.

If you study a single underground location for at least 8 hours, that location becomes your directional focus until you choose a new location and study it for 8 hours.

You must be within your directional focus to successfully study it.

You can use *find the path* (as the spell) to determine the shortest, most direct physical route to your directional focus, as long as you are within 5 miles of your focus.

This ability works only as long as you remain underground.

Spelunking (Ex): You are well trained in moving in and through natural caverns.

You gain a competence bonus equal to your class level on Climb, Escape Artist, Jump, Survival, and Swim checks as long as you remain underground.

In addition, you are treated as one size category smaller than your actual size for the purpose of squeezing into narrow tunnels or confined areas.

Darkrunner Emblem: Upon becoming a darkrunner, you are granted a *darkrunner emblem* by the Darkrunner Guild. This minor magic item is detailed in the accompanying sidebar.

If your emblem is lost or destroyed, you can purchase a replacement from any guild chapter house at a 50% discount.

Aberration Lore (Ex): You have picked up a trove of knowledge concerning aberrations.

Beginning at 2nd level, you gain a +2 competence bonus on any skill check, attack roll, or saving throw made against an aberration.

Darkvision (Ex): Starting at 2nd level, the extent of your darkvision increases by 10 feet.

It increases by an additional 10 feet every other level.
Cavefighting (Ex): Beginning at 3rd level, you are so familiar with the terrain features of the subterranean world that you can use them to enhance your combat ability. While underground, you gain a bonus on initiative checks equal to your Intelligence bonus, and you can move over difficult terrain (see page 148 of the *Player's Handbook*) at normal speed.

Additionally, as long as you stand in a square of difficult terrain, such as rubble or thick undergrowth, you gain a +2 circumstance bonus to your Armor Class.

Tunnelport (Sp): At 3rd level and higher, you can use an enlarged *dimension door* effect as a spell-like ability once per day.

You cannot pass through solid barriers as you normally could with a *dimension door* spell.

Additionally, the route you take when using *tunnelport* must follow an opening no more than 10 feet wide.

Your caster level equals twice your darkrunner class level.

Tremorsense (Ex): Beginning at 4th level, you have tremorsense out to 30 feet.

You are sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Lore of the Stones (Sp): At 5th level, you gain an affinity with unworked stone.

You treat unworked stone as very soft ground when making Survival checks to track quarry, and can use *stone tell* as a spell-like ability (caster level equal to your class level) once per day.

Aberration Specialist (Ex): At 6th level, your knowledge about a particular kind of underground-dwelling aberration increases.

You must select a specific kind of aberration that has an environment entry of Underground, such as gibbering moulder, mind flayer, or umber hulk.

Against this kind of aberration, your bonuses from your aberration lore ability increase to +4.

Deepsong (Su): All that occurs in the depths of the earth is witnessed by the stone.

Over the ages, an infinite legion of events have occurred, and in their passing they have left their mark upon the stone.

Beginning at 7th level, you can attune your mind to experience the deepsong.

The deepsong can be seen, felt, heard, and tasted, and it even makes itself known in mystical ways.

While underground, the deepsong fills you with a sense of belonging and welcome.

This effect grants you a +2 morale bonus on all Will saving throws.

In addition, your *stone tell* spell-like ability becomes much more powerful than the normal spell.

When you use this ability, the stones relate complete descriptions of events when asked.

You can gain knowledge of up to three facts from among the following topics with each use: the layout of caverns and tunnels; the presence of plants and fungi, minerals, bodies of water, or people; local animal population; and the presence of elemental creatures, powerful abominations, or undead.

Improved Cavefighting (Ex): At 8th level, your cavefighting techniques improve further.

You can take 10 at any time with any of the following skills while underground, even if you are threatened or distracted: Balance, Climb, Escape Artist, Jump, and Swim. In addition, you master a style of fighting that incorporates the terrain into your attacks.

You might cause an opponent to slip with a successful attack and twist an ankle on loose rocks or to stagger into a sharp stalactite.

You might brace yourself against a cave wall to get a little bit of extra pull on your bow.

In any case, this fighting style works only if you are standing in a square of difficult terrain.

As long as you do so, you add a circumstance bonus equal to your Intelligence bonus (minimum +1) to damage rolls with all melee weapons and any ranged weapon attacks at a range of 30 feet or less.

Greater Tunnelport (Sp): Beginning at 9th level, your *tunnelport* ability functions like *greater teleport*, although you are still bound by the restrictions on the width of passages you can teleport through.

Your caster level equals twice your darkrunner class level.

Stonewalking (Su): At 10th level, you no longer need confine your underground exploration to caverns and passageways.

For a limited number of rounds per day, you can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.

While stonewalking, you have a burrow speed equal to your base land speed; this burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of a presence.

A *move earth* spell cast on an area where you are stonewalking flings you back 30 feet and stuns you for 1 round if you fail a DC 15 Fortitude save.

You can stonewalk for a number of rounds each day equal to 10 + your Intelligence modifier.

These rounds need not be continuous; you can activate this ability for 4 rounds to pass through a collapsed tunnel and still have the remainder of your rounds available for use later in the same day.

Activating and deactivating stonewalking is a free action. If you are still burrowing when you run out of time, you are immediately ejected into the nearest open surface large enough to contain you.

Distance is not a factor, but the ejection is quite painful and forces you to make a successful Fortitude save (DC 10 + 1 per 5 feet traveled to reach the open area) or be stunned for 1d4 rounds.

PLAYING A DARKRUNNER

You are first and foremost an explorer.

You express a near-constant curiosity about what might lie beyond the next bend in the tunnel.

At the same time, you serve as a diplomat, since your wanderings put you in contact with strange and secluded societies.

You should probably try to be friendly and easygoing, someone who can be trusted as a guide and even a friend. Yet beneath the surface, you are a resourceful, solid realist. The deep earth is no place for the naive, and its travelers should constantly suspect danger even when they feel safest.

COMBAT

You should focus your combat skills on fast, quick strikes. Your strength lies in your mobility in confined spaces.

Ranged weapons aren't as useful to you for two reasons: The lightless environs make long-range fighting spotty at best, and the winding tunnels and ample cover mean that you can never count on being able to get a good shot at something more than a few dozen feet away.

As you gain levels, you should focus on feats that allow you increased mobility on the battlefield.

Dodge, Mobility, and Spring Attack are all excellent choices, since you can move through difficult terrain with ease to reach a creature, make your attack, then skitter away before it can retaliate effectively.

Since other creatures can't move as quickly in such cramped conditions, you can easily maintain the advantage in combat.

Feats that enhance charges can also be useful, since the cavefighting ability lets you charge over difficult terrain with ease.

Although you are most at home underground, many of your abilities work just as well in dungeons closer to the surface or in aboveground structures.

Always be on the lookout for difficult terrain from which to establish your combat dominance.

ADVANCEMENT

As you gain levels as a darkrunner, don't forget to keep up your ranks in various Charisma-based skills such as Bluff, Diplomacy, and Intimidate.

Your wanderings underground put you in contact with suspicious or outright hostile settlements, and unless you intend to fight everything (a poor choice for anyone below the earth), you will be called upon to present yourself and your companions as friendly visitors.

Any feats that aid these skills are likewise good choices as you gain levels.

Remember that Speak Language is a class skill for you.

Picking up one or two obscure languages per level is a good idea, for the sake of being able to communicate with some of the creatures you might encounter.

Since you will be wandering through unexplored areas, it's a good idea to be able to carry a lot with you, either supplies from your last visit to town or magic items and other objects you discover on your travels.

Some sort of extradimensional container, such as a *bag of holding* or a *portable hole*, is a wise investment.

You should also collect magic to augment your various movement modes.

A *helm of underwater action*, a *ring of swimming*, *slippers of spider climbing*, and *wings of flying* are all quite useful when navigating unexplored tunnels.

RESOURCES

See the presentation of the Darkrunner Guild, page 218.

DARKRUNNERS IN THE WORLD

Although darkrunners are content to simply explore underground, those who belong to the guild (which accounts for over ninety percent of darkrunners) offer their services as guides to merchants, pilgrims, or adventurers who need to traverse the gloomy underground regions of the world.

They are also called upon to serve as mercenaries in armies that move through the deep earth.

PCs might want to hire a darkrunner for any of the above reasons, or they might encounter one alone during an adventure.

ORGANIZATION

See the presentation of the Darkrunner Guild, page 218.

NPC REACTIONS

The Darkrunner Guild has a powerful, well-known charter to those who dwell below.

A darkrunner is honor-bound to serve and protect his charges from the dangers of the wild, on threat of expulsion and exile from the guild.

As a result, most nonaberration underground races react favorably to a darkrunner, and have an initial attitude of no worse than indifferent despite any racial tensions that might exist between the individuals.

Aberrations that recognize a character as a darkrunner have an initial attitude of unfriendly at best, since the darkrunners sometimes serve as spies against these races.

DARKRUNNER LORE

Characters with Knowledge (local) can research darkrunners to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "The darkrunner is an explorer, guide, and spy who focuses his skills on the realm below".

DC 15: "Most darkrunners belong to a powerful guild. This guild has chapter houses underground, including many in otherwise hostile cities; these houses are excellent places to rest and hide out if you happen to be allied with them".

DC 20: "All darkrunners are expected to wear a magic badge that proclaims their allegiance to the guild.

Some darkrunners have broken their ties with the guild.

These darkrunners are dangerous, but one can tell them apart from others by the red glow their emblems emit.

Someone who refuses to display his emblem even though he claims to be a darkrunner is probably lying about something".

DC 30: Characters who achieve this level of success can learn important details about powerful darkrunners and their guild in your campaign.

They also know certain passwords that can smooth over initial contacts with a darkrunner and grant a +6 circumstance bonus on Diplomacy checks made to adjust a darkrunner's initial attitude.

DARKRUNNERS IN THE GAME

A darkrunner spends most of his time in the vast region of caves and tunnels below the surface world.

If the PCs wish to explore underground, they might wish to secure the aid of a darkrunner as a guide.

Darkrunners are naturally much sought after as guides to various aberration outposts.

A darkrunner NPC could easily ally with adventurers or hire on with them to lead them to an aboleth city or mind flayer stronghold.

ADAPTATION

If your campaign world doesn't include a subterranean region, you can still use the darkrunner after you make a few adjustments.

Simply pick an area of inhospitable terrain, such as a swamp or a high mountain, and base the guild in this region.

You can even have the darkrunners serve as a highly specialized guild within the confines of a particularly large city.

In this case, the guild would function more like a thieves guild, although one more interested in helping visitors

adapt to the city than profiting from them in an illegal manner. Several of the darkrunner's abilities can be adapted to work in alleys or dense crowds, although the class's aberration

lore feature should be changed to something more appropriate for the city in question. A sample darkrunner appears in the description of the Darkrunner Guild on page 218.

TABLE 9-5: THE DARKRUNNER

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Direction sense, spelunking, <i>darkrunner emblem</i>
2nd	+1	+3	+0	+0	Aberration lore, darkvision +10 ft.
3rd	+2	+3	+1	+1	Cavefighting, <i>tunnelport</i>
4th	+3	+4	+1	+1	Tremorsense, darkvision +20 ft.
5th	+3	+4	+1	+1	<i>Lore of the stones</i>
6th	+4	+5	+2	+2	Aberration specialist, darkvision +30 ft.
7th	+5	+5	+2	+2	Deepsong
8th	+6	+6	+2	+2	Improved cavefighting, darkvision +40 ft.
9th	+6	+6	+3	+3	<i>Greater tunnelport</i>
10th	+7	+7	+3	+3	Stonewalking, darkvision +50 ft.

FLESHWARPER

The flesh is the key.

It holds the secrets, the hidden words.

It is the constant between man and beast and monster.

It is a simple matter, once the way of the flesh is understood and embraced, to use it to your will.

It should not be abhorred simply for its differences, because the eye can be retrained to find beauty in all things.

For what is more beautiful than the primal flesh?

It is simply the purest form of expression one can hope to achieve.

—Erkin Tiorki, fleshwarper

The fleshwarper is destined to walk a lonely path, for few have the stomach to accept what he considers enjoyable. To a fleshwarper, there is no greater canvas than flesh itself. To reshape, reform, and rebuild the flesh into a new form is a closer step to divinity.

To a fleshwarper, there are no taboos, only possibilities.

BECOMING A FLESHWARPER

Most fleshwarpers are primarily wizards or sorcerers with a level of cleric (or, more rarely, druid); this cleric or druid level raises your maximum ranks in Heal to your character level + 3 even if you were forced to buy several of the required ranks as a cross-class skill.

The adept NPC class from the *Dungeon Master's Guide* has access to both Heal and Knowledge (arcana), as well as the summon familiar class feature, and thus can qualify for this class by 6th level without multiclassing.

Such dedication pays in the long run.

The fleshwarper learns countless eldritch and disturbing secrets that most people can never even guess at.

Intelligence is perhaps the most important of the class's abilities, since many of the fleshwarper's class skills are keyed to it.

The ability keyed to the fleshwarper's spellcasting is also important, as is Constitution, since he has fewer hit points than most other characters.

ENTRY REQUIREMENTS

Alignment: Any nonlawful.

Skills: Heal 4 ranks, Knowledge (arcana) 8 ranks.

Feat: Graft Flesh†.

Special: Summon familiar class feature.

† New feat described on page 216.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Craft, Decipher Script, Heal, Knowledge (all skills taken individually), Search, Speak Language, Spellcraft, and Use Magic Device.

CLASS FEATURES

All of the following are class features of the fleshwarper prestige class.

Spellcasting: At each level above 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a fleshwarper, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Aberrant Familiar (Su): Your familiar (if you have one) becomes tainted by your magic.

The familiar's type changes to aberration, it gains darkvision out to 60 feet, and its form becomes warped.

Your aberrant familiar gains one of the abilities described below, as chosen by you.

At every third level you gain above 1st, your aberrant familiar gains another ability from those described below. You can't choose the same ability twice.

If your familiar is killed and you obtain a new one, you can choose new aberrant abilities for your new familiar based on your current fleshwarper level.

Your aberrant familiar grants you a +2 bonus on all saving throws against mind-affecting spells and abilities as long as the familiar is within arm's reach.

Your fleshwarper class levels stack with all other class levels used to determine the familiar's other attributes (see page 53 of the *Player's Handbook*).

The abilities your aberrant familiar can have are as follows:

Amorphous Form: A familiar with this ability is immune to extra damage from critical hits and sneak attacks.

Scales: The familiar's natural armor bonus improves by 4.

The familiar gains a +2 bonus on Fortitude saves.

Size Increase: The familiar's size becomes larger by one category.

Consult the *Monster Manual* for the effects of this size increase on the familiar's ability scores and other statistics.

Tentacle: The familiar gains a tentacle attack with a reach of 5 feet.

The attack deals 1 point of damage (assuming Tiny size). It cannot combine this attack with its other natural attacks.

Wings: The familiar can fly at a speed of 40 feet with good maneuverability.

(If the familiar already has a fly speed, use whichever speed is higher and whichever maneuverability is better).

The familiar gains a +2 bonus on Reflex saves.

Graft Reserve (Ex): You receive a pool of points you can spend instead of experience points when creating a new graft with your Graft Flesh feat.

Each time you gain a class level, you receive a new graft reserve; leftover points from the previous level do not carry over.

If the points are not spent, they are lost.

You can also use your graft reserve to supplement the XP cost of a graft you are creating, taking a portion of the cost from your graft reserve and a portion from your XP.

Elder Secret (Su): Your continuous self-experimentation in grafting results in occasional improvements to your form.

At 2nd level and every three levels thereafter, you make a powerful discovery in your research and learn how to improve your body in a subtle, minor way.

Choose one elder secret from those described below when you reach 2nd, 5th, and 8th level.

Secret of the Aboleth: You gain a swim speed equal to your base land speed.

You also gain a +8 racial bonus on Swim checks, and can always choose to take 10 on a Swim check even when rushed or threatened.

Secret of the Beholder: Your eyes protrude grotesquely from your head and move independently of each other.

You gain a +4 racial bonus on Search and Spot checks, and you can't be flanked.

Secret of the Choker: You become preternaturally quick and alert to danger.

You gain a +4 racial bonus on initiative checks and a +1 racial bonus on Reflex saving throws.

Secret of the Destrachan: You gain immunity to damage from sonic energy.

Secret of the Ettercap: You gain a climb speed equal to your base land speed and a +8 racial bonus on Climb checks, and you can always choose to take 10 on Climb checks even if rushed or threatened.

Secret of the Gibbering Moulder: Your form becomes partially amorphous.

You have a 25% chance to ignore the extra damage dealt by a critical hit or a sneak attack.

Secret of the Mind Flayer: You gain a +4 racial bonus on saves against mind-affecting spells and abilities.

Secret of the Otyugh: You gain immunity to disease.

Secret of the Umber Hulk: You gain a +2 racial bonus to your natural armor.

Graft Mastery (Ex): You learn how to create and apply grafts normally not available to your race by studying forbidden tomes and consulting ancient nameless sources.

When you first gain the Graft Flesh feat, you choose a specific type of graft to associate with the feat (most likely silthilar grafts, or beholder or undead grafts from the *Fiend Folio* or *Libris Mortis*).

At 3rd level, you can select a new type of graft to add to the list.

If you choose a graft type that normally requires the creator to be a member of that race (such as aboleth and illithid grafts, or fiendish or yuan-ti grafts from the *Fiend Folio*), you ignore that restriction completely.

You can select a new graft type every time you gain an odd-numbered fleshwarper level higher than 3rd.

Rapid Grafting (Ex): Starting at 6th level, you can create grafts with shocking speed.

Creating a graft with Graft Flesh now requires only 1 hour for each 1,000 gp.

Aberrant Apotheosis (Su): At 10th level, you undergo a transformation into an aberration.

Your type changes to aberration, and you gain darkvision out to 60 feet.

You also gain a +2 racial bonus to your Constitution score.

PLAYING A FLESHWARPEN

While merely becoming a fleshwarper is by no means an evil act, you need to quickly come to terms with the fact that most people are disgusted and afraid of what you define as beauty.

You take pride in your work, and you defend your body's improvements and those that you gift to others until your dying breath.

Yet you need not do so cruelly or with violence; that is far from the best way to bring word of your experiments to the world at large.

At best, others think of you as a mad scientist of sorts.

You are convinced that your experiments are performed for the betterment of your kind, and that only by improving and refining what the deities have gifted to the world can humanoids hope to survive.

You tend not to be distracted by morality, ethics, or compassion, yet need not be evil.

You find delight in what repulses others, and in so doing you find ways to improve yourself that others could never appreciate.

COMBAT

Although you're far from helpless in a fight, the time you spend ensconced in your laboratory and investigating new methods to improve the flesh does not improve your combat skills.

Therefore, you should usually try to avoid direct combat.

Instead of just wading into melee, use your grafts and spells to attack at range or to offset your inherent weaknesses before entering combat.

If you choose the latter route, you can become quite a menace in combat if you protect yourself beforehand with spells such as *bear's endurance*, *bull's strength*, *stoneskin*, *mage armor*, and the like.

Once you are forced into melee, any number of grafts can give you a significant advantage in combat.

ADVANCEMENT

As you gain levels, don't be afraid to create new grafts for yourself or your allies.

The combination of grafting and the various elder secrets you can learn make you more versatile than your companions.

Take care not to generalize too much; you should decide early on what your goal should be with your grafts.

Do you want to be a better fighter?

A better scout?

A better spellcaster?

Focus your elder secrets and grafts along these lines, and you'll find yourself in a much stronger position than if your grafts and secrets aren't complementary.

Regarding interactions with others, keep in mind when selecting new grafts for yourself how extreme they appear. If you choose grafts that involve major changes to your appearance, you might find yourself spending resources and time just keeping others from attacking you on sight. One way to combat this problem, of course, is to invest in items such as a *hat of disguise* or a *robe of blending* that you can use to disguise your grafts.

If you can use them, a *wand of polymorph* or *alter self* can be similarly helpful.

If you're not interested in how others react to your true appearance, though, your best bet is to focus your purchases on items that augment the particular type of grafts you select for yourself.

RESOURCES

While most people are repelled by the fleshwarper's work, a fleshwarper is usually an arcane spellcaster of no small skill. Consequently, a fleshwarper is often tolerated in wizards' guilds or other arcane associations, or even welcomed in a guild of evil spellcasters who aren't very squeamish about a fleshwarper's peculiar interests.

As a member of a guild or similar organization, a fleshwarper can often contribute to the organization by teaching new spells, acquiring rare material components, or capturing interesting creatures for study and vivisection. The exact nature of the benefits available in return for those efforts depend on the guild in question.

FLESHWARPERS IN THE WORLD

Fleshwarpers don't make new friends easily; their bizarre obsession with alien grafts makes them difficult creatures to approach.

As a result, fleshwarpers live in out-of-the-way places, deep in the wilderness or underground.

The few who live in large urban areas tend to be shut-ins and rely on allies or minions to run errands for them.

Of course, exceptions exist; rare fleshwarpers take glee in displaying their bodies and discoveries to the world.

Too often, the lonely life of a fleshwarper leads to cruelty or insanity.

Evil fleshwarpers are sadists who enjoy the torments they inflict on others as much as they enjoy the thrill of creating new grafts.

The PCs might find themselves pitted against a small army of graft-enhanced minions with a fleshwarper as their leader.

Aberrations are drawn to this prestige class as well; a fleshwarper mind flayer or grell would make a memorable villain.

ORGANIZATION

The study of the fleshwarper's art is a solitary pursuit. No organization composed exclusively of fleshwarpers exists.

However, evil fleshwarpers sometimes strike bargains with powerful aberrations such as aboleths or mind flayers, trading their service and fealty for knowledge of new grafts.

NPC REACTIONS

Fleshwarpers have difficulty interacting with others, especially with the keepers of the Cerulean Sign or the abolishers of the Circle of the True.

They are taken to be aberrations themselves, even well before they actually reach apotheosis.

Such individuals have initial reactions of hostile to a fleshwarper; most others have initial reactions of unfriendly.

This extends even to other fleshwarpers; they guard their secrets jealously and fear the interest of other fleshwarpers more than anything else.

FLESHWARPERS LORE

Characters with Knowledge (arcana) can research fleshwarpers to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "Fleshwarpers are spellcasters who specialize in the construction of grafts".

DC 15: "Fleshwarpers have several minions that they use as guardians and experimental stock for their projects".

DC 20: "Not all fleshwarpers are evil; some merely seek ways to enhance their bodies.

The majority of them are cruel and sadistic, though, and society as a whole should fear these individuals".

DC 30: Characters who achieve this level of success can learn important details about specific fleshwarpers, including the nature of their researches and possibly even what kind of grafts they and their minions have.

FLESHWARPERS IN THE GAME

Fleshwarpers make excellent villainous masterminds.

Their minions can have numerous bizarre and deadly grafts to make them more dangerous, and the fleshwarper himself can be a memorable and unique villain.

Yet they can also make interesting allies; a friendly fleshwarper can give PCs powerful grafts and assistance as rewards for accomplishing tasks, or as payment.

ADAPTATION

Fleshwarpers are fairly insulated from the external factors of a campaign world; as long as your world has grafts in it, the fleshwarper can thrive more or less unadapted from the way he is presented here.

TABLE 9-6: THE FLESHWARP

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Graft Reserve	Spellcasting
1st	+0	+2	+0	+0	Aberrant familiar	500	—
2nd	+1	+3	+0	+0	Elder secret	700	+1 level of existing spellcasting class
3rd	+1	+3	+1	+1	Graft mastery	900	+1 level of existing spellcasting class
4th	+2	+4	+1	+1	Aberrant familiar	1,200	+1 level of existing spellcasting class
5th	+2	+4	+1	+1	Elder secret, graft mastery	1,500	+1 level of existing spellcasting class
6th	+3	+5	+2	+2	Rapid grafting	2,000	+1 level of existing spellcasting class
7th	+3	+5	+2	+2	Aberrant familiar, graft mastery	2,500	+1 level of existing spellcasting class
8th	+4	+6	+2	+2	Elder secret	3,000	+1 level of existing spellcasting class
9th	+4	+6	+3	+3	Graft mastery	4,000	+1 level of existing spellcasting class
10th	+5	+7	+3	+3	Aberrant apotheosis, aberrant familiar	5,000	+1 level of existing spellcasting class

KEEPER OF THE CERULEAN SIGN

The enemy is ancient, eternal, and forever.

Yet they are not without weakness, for they have been put down before and shall be put down again.

The power of the Cerulean Sign has not faded over the eons; it has grown.

With its power within my soul, I cannot help but prevail against the Elder Evils, and they cannot help but fall against my might.

—Selsharra Derissor, a keeper of the Cerulean Sign

The Cerulean Sign is an ancient rune of power, created untold eons ago by a race or deity long since vanished.

This ancient race or deity clearly opposed the rise of the aberrant races, yet its efforts were ultimately a failure.

The aberration races prosper, while their ancient adversary is forgotten.

All that remains is the Cerulean Sign and its still-potent power against creatures from outside the realm of sanity.

The power of the Cerulean Sign draws a small group of loyal keepers.

These people work to keep the knowledge of the Cerulean Sign alive, for without it, the ancient aberrations cannot be opposed.

But a keeper does far more than protect the Cerulean Sign. She takes the fight to the aberrations, and specifically to those they have seduced.

She seeks out aberration cults and crushes them, ensuring that the foul taint from beyond can never supplant what is pure in the world.

BECOMING A KEEPER

Since the keeper of the Cerulean Sign prestige class requires both spellcasting and a large number of skill points, the easiest path to entering this prestige class is through the bard class.

Most other spellcasting classes either need to wait until they're at least 16th level so they can acquire 8 ranks in a cross-class skill, or they need to multiclass.

A character of a class that cannot cast spells must multiclass into a spellcasting class, but since all spellcasting classes can cast the required spell to craft a *cerulean sign*, the choice of spellcasting class is wide open.

Charisma is the most important ability for a keeper of the Cerulean Sign, since it affects many of her skills and most of her class features.

Bard keepers also rely on Charisma for their spellcasting and bardic music powers.

After Charisma, Intelligence and Wisdom are perhaps the most important ability scores.

Keepers of the Cerulean Sign rely on their magic and skills to avoid conflict, and thus the physical ability scores aren't as important to them.

ENTRY REQUIREMENTS

Type: Cannot be an aberration.

Skills: Gather Information 5 ranks, Knowledge (arcana) 8 ranks, Knowledge (dungeoneering) 8 ranks, Sense Motive 5 ranks.

Feats: Aberration Banemagic†, Craft Wondrous Item.

Special: Must create a *cerulean sign* without aid.

† New feat described on page 178.

CLASS SKILLS

(6 + Int modifier per level): Bluff, Concentration, Decipher Script, Disguise, Forgery, Gather Information, Hide, Intimidate, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (history), Knowledge (local), Knowledge (religion), Knowledge (the planes), Listen, Move Silently, Search, Sense Motive, Spellcraft, Spot, and Use Magic Device.

CLASS FEATURES

All of the following are class features of the keeper of the Cerulean Sign prestige class.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a keeper of the Cerulean Sign, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known. **Cerulean Focus:** Before becoming a keeper of the Cerulean Sign, you must successfully craft your own personal version of the sign.

Once created, this item functions as a *cerulean sign* (see the sidebar).

In addition, it serves as a focus for most of your class features.

Without this focus, these abilities do not function.

Detect Aberrant Taint (Sp): As long as you wear your cerulean focus, you can detect the taint of aberrations.

This ability functions as the spell *detect aberration* (see page 211), except that it also allows you to detect the presence or absence of any mind-affecting spells or supernatural

abilities in effect on any creature, as long as the effect in question was placed there by an aberration. Additionally, it reveals any creature that willingly belongs to a cult that knowingly worships aberrations. A cultist who believes he is worshipping Pelor when in fact his devotions are led by a mind flayer in disguise would not register as tainted by the use of this ability, but a cultist who worships knowingly under a mind flayer would be revealed.

You can use this ability a number of times per day equal to your class level.

Greater Banemagic (Su): At 2nd level, you gain the greater banemagic feature.

This ability works like the Aberration Banemagic feat (see page 178), except that once per day you can triple the benefit gained.

The damage increases by 6d6 instead of 2d6 and the save DC increases by 6 instead of by 2.

You gain an extra use of this ability at every even-numbered class level (two times per day at 4th level, three times per day at 6th level, and so on).

Word of Revelation (Su): Starting at 3rd level, you can utter a word of revelation as a standard action once per day.

This supernatural ability duplicates the effect of an area *dispel magic* that targets all spells or effects from the school of illusion that were originally cast by an aberration or aberration cultist within a 30-foot burst centered on you. Additionally, any aberration or aberration cultist in the area must make a Fortitude save (DC 10 + keeper level + Cha modifier) or take 1d4 points of Charisma damage.

Portal Warding (Su): Starting at 5th level, you can place a potent warding effect on any doorway or magic portal once per day.

An aberration can pass through a warded doorway or magic portal only if it makes a successful Will saving throw (DC 10 + keeper level + Cha modifier); otherwise it cannot use the doorway or portal and takes 3d6 points of damage.

An attempt to destroy the door or magic portal counts as an attempt to pass through it.

You know whenever an aberration attempts to pass through the door or portal, and you also know if the aberration is successful or not, provided you are on the same plane as the warding.

You can maintain this effect indefinitely, but you can sustain only one warded portal at any time.

Mental Backlash (Su): Beginning at 7th level, once per day you can reflexively lash out at any aberration or aberration cultist that targets you but fails to affect you with a mind-affecting spell or ability.

You can do so only if you make a saving throw against a mind-affecting spell or ability directed at you by an aberration or aberration cultist.

When this power is activated, the aberration or cultist must make a Fortitude saving throw (DC 10 + keeper level + Cha modifier) or take 1d6 points of damage per keeper level and become nauseated for 1d4 rounds.

A successful saving throw halves the damage and negates the nausea.

Cleanse Aberration (Sp): At 10th level, as a standard action once per day you can attempt to utterly destroy a single aberration within 30 feet.

The aberration must make a Fortitude save (DC 20 + your Cha modifier) or be killed.

If the aberration is destroyed, you heal a number of hit points equal to the number of hit points the aberration had when it died.

PLAYING A KEEPER OF THE CERULEAN SIGN

You tend to be enigmatic, yet intrigue others with your words.

Your beliefs are based on ideals and concepts that predate the world's current governments, religions, and societies, yet those ideas remain as compelling as anything those societies have to offer.

The Cerulean Sign has survived the eons not only because of the power it carries but for the primal ideals and needs it represents.

You can be rather mysterious regarding your motives and needs.

You know that the tendrils of aberrant taint can slip unseen into the minds of the unsuspecting, so you keep what you know to yourself for fear of exposing your plans and secrets to the enemy.

Your enemies include not only beholder cultists, slavers who sell to the neogi, and thralls of the illithids, but also the aberrations themselves, and their ageless, unknowable, primal masters that lurk beyond the veil of reality.

Yet, unlike the abolishers of the Circle of the True, you and your fellows are not pessimistic and dour people.

On the contrary, you have a powerful personality and are quite passionate about what you believe in.

You must be, if you want to combat the insidious aberration cults that fester in the suggestible corners of the world.

COMBAT

As a keeper of the Cerulean Sign, you are best at using your magic and your skills to fight enemies.

In most combats you fall back to a supporting role, using your spells to augment the better fighters in the group or to tend to the injured.

Against aberrations and those who forsake their kin to throw in their lot with aberrations, you can be a terrible foe indeed.

Many keepers take one or two levels in a fighting class just to augment their combat skills for the inevitable conflicts with aberrations and their cultists, but even without such measures, your ability to smite cultists can rapidly turn the battle against these foes.

If you have bard levels, the Music of the Outer Spheres feat (see page 181) is an excellent choice to aid in your struggles against aberrations.

ADVANCEMENT

As you gain levels in this prestige class, you should maintain maximum ranks in Bluff to trick cultists into thinking you're one of them, in Decipher Script to make sense of weird tomes and messages you uncover while investigating a cult, in Knowledge (dungeoneering) to keep up on aberration lore, and in Sense Motive to aid in detecting if people are being magically manipulated. Spell Penetration and Greater Spell Penetration are good choices for feats, since many aberrations have spell resistance.

Likewise, since many aberrations have powerful mental attacks, Iron Will is always a good choice.

Since you will be fighting cultists more often than not, it's probably a good idea to improve your combat skills by taking feats such as Weapon Focus and Dodge.

Similarly, it can't hurt to invest in an *aberration bane* weapon.

Such a weapon can quickly take apart most of the creatures you will end up fighting.

You might want to look into buying items that enhance your skills, as well, such as a *circlet of persuasion* or a *rod of splendor*.

A *rod of rulership* can go a long way toward wresting control of a large number of cultists away from their unhuman leaders.

You should also not hesitate to seek out magic items that specifically defeat common aberration attacks.

A *vest of escape* can aid in getting out of grapple attacks, for example, and a *scarab of protection* is invaluable when you face an aberration with instant death attacks (such as a beholder).

Finally, don't forget to upgrade your *cerulean sign* as you gain levels.

This magic item is quite helpful, and enhancing its bonuses only makes it more so.

RESOURCES

As a keeper of the Cerulean Sign, you do not have an organization or guild to back you up.

You are guided purely by your own conscience and your need to oppose the aberration cults that constantly threaten society.

Yet you are not alone in the world.

The Circle of the True supports the keepers as best they can, providing a safe place for you to rest and recover, or sending along fighters or abolishers to help eradicate a cult when one is discovered.

See page 217 for more information on the Circle of the True.

KEEPERS IN THE WORLD

The PCs normally won't attract the attentions of a keeper of the Cerulean Sign—unless, of course, one of them is an aberration cultist (or an aberration).

It's far more likely that the PCs find themselves working with a keeper, even if they do not realize it at first.

They might be working to infiltrate a cult base, encounter an undercover keeper already established in the cult, and join forces with her to achieve their common goal.

ORGANIZATION

Although the keepers of the Cerulean Sign operate alone, they understand the value of having friends and allies.

A keeper often offers her services to an organization that has goals similar to her own, such as the Circle of the True or a good-aligned religion.

In such cases, the keeper is afforded a place on the periphery of the organization.

Despite not being a true member, she is nonetheless treated as an equal.

Her quarters on site are set off from the rest of the barracks, more out of respect than for any other reason.

Keepers tend not to be interested in achieving or maintaining positions of power among the leadership of an allied organization.

Likewise, they feel no urge to follow the orders of an allied organization's commanders, but they usually do so nonetheless to maintain goodwill.

NPC REACTIONS

A keeper of the Cerulean Sign who displays the sign, either by wearing her personal *cerulean sign* openly or wearing clothing or armor emblazoned with the rune, can expect others who recognize the sign to react appropriately.

Aberrations, and those allied with them, almost always have an initial attitude of hostile toward a keeper.

Druids, good clerics, members of the Circle of the True, and similarly minded individuals have an initial attitude of helpful.

Strangely, government leaders, paladins, and others with investment in a lawful society distrust those who wear the sign, most likely because their efforts to uproot and destroy aberration cults can completely disrupt the social order, especially when members of the cult also happen to be high-ranking officials.

The keepers of the Cerulean Sign have a reputation for not helping to sort out the mess this creates, since they would rather turn their efforts toward tracking down the remnants of the cult who might have escaped judgment. As a result, while government officials, paladins, and clerics of lawful deities can have a wide range of initial attitudes toward a keeper (usually indifferent), the keeper takes a -4 penalty on all skill checks made to adjust such an individual's initial reaction.

KEEPER OF THE CERULEAN SIGN LORE

Characters with Knowledge (history) can research the keepers of the Cerulean Sign to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: "The keepers fight against the formation of cults founded by aberrations".

DC 15: "The keepers aren't an organized group; each of their members operates alone.

They do share a common devotion to a strange rune".

DC 20: "The Cerulean Sign that the keepers revere is an ancient rune that is said to predate the gods themselves". This result should also show the character what the Cerulean Sign looks like.

DC 30: Characters who achieve this level of success can learn important details about powerful keepers, including their names, who they ally themselves with, and details of the cults they have disrupted.

KEEPERS OF THE CERULEAN SIGN IN THE GAME

A keeper of the Cerulean Sign might appear whenever a cult of aberration worshipers figures in the storyline.

The keeper might not be an obvious part of the story, but her presence should nonetheless be felt at some point by the PCs.

Perhaps they need to convince the keeper of their honorable intentions to progress in their quest.

Likewise, a keeper might have run into a dead end in her investigations and could make contact with the PCs herself to recruit their aid.

ADAPTATION

If your campaign doesn't feature cultists who worship aberrations or are easily dominated by them, you can still use this prestige class by adjusting its focus.

Perhaps the keepers oppose a specific evil religion in your campaign world or a corrupt government.

One possible way to adapt this prestige class is to reverse its role.

Perhaps the keepers serve an ancient philosophy that would see the aberrations rule the world.

They infiltrate churches and organizations and use their skills to subtly twist and taint the members into worshipping

and supporting aberrations, effectively becoming that

which the keeper described here works so hard to oppose.

TABLE 9-7: KEEPER OF THE CERULEAN SIGN HIT DIE: D6

Level	Base				Special	Spellcasting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Cerulean focus, detect aberrant taint	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Greater banemagic 1/day	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Word of revelation	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Greater banemagic 2/day	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Portal warding	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Greater banemagic 3/day	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Mental backlash	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Greater banemagic 4/day	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	—	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Cleanse aberration, greater banemagic 5/day	+1 level of existing spellcasting class

SANCTIFIED MIND

The foes of man are many and varied.

Some seek simple conquest, others desire the fruits of our civilization, and still others want nothing more than to wipe us from the face of this world.

Foes worse, horrifically worse, than these exist.

These foes seize the minds of the innocent and bend them to their own wills, seeking to take our very minds from us.

Some of these evil beings raid civilization for the living, intelligent brains upon which they feed.

Others seek power by controlling our political and religious leaders.

This is the horror we stand against.

We shall bear eternal vigilance to ward our home from these abominations; such is our duty and our honor.

—Sir Jeremy Costineux, founder of the Society of the Sanctified Mind

The Society of the Sanctified Mind is a collection of elite clerics, fighters, monks, paladins, psions, psychic warriors, soulknives, and others who view the threat posed by the presence and goals of evil psionic-using creatures to be the most dire menace facing civilized races today.

Members of this organization consider their cause to be a crusade to rid the world of the awful and invisible influence of those who would seek to corrupt and pervert an individual's right to think for herself.

A sanctified mind believes that all evil-aligned psionics-using creatures (those that have psionic abilities or that use psionic power points) must be crushed.

All members share this devotion, and the most fervent of the order's elite warriors take the name of the society itself as their name.

This way, they say, they can never forget the vital importance of their chosen mission.

The group's emblem is a silhouette of a human head (or a humanoid one, depending on the race of the member bearing the device) with a sword and a mace crossed above it.

This emblem signifies the society's pledge to fight in protection of civilized lives and minds.

BECOMING A SANCTIFIED MIND

While the order includes a wide variety of classes, the martial tradition of the society makes entering the ranks of this prestige class easier for similarly themed classes.

Monks, fighters, paladins, clerics, psychic warriors, and psions make up the bulk of the order's membership.

All applicants must have some amount of psionic capability, so even characters who have focused exclusively on their martial skills must take a level or two in a psionic class, or the Wild Talent feat, to enter.

An applicant need not pass a specific test to begin training as a sanctified mind, but a fierce devotion to eliminating evil psionics-using creatures must be evident in the potential recruit's words and deeds.

Applicants undergo (with their knowledge and approval) rigorous magical and psionic examination to ensure that each is acting of his own free will and is not coerced by the powers of evil psions or evil psionic creatures, or those of such a creature's minions.

Once a potential recruit passes these exams, he joins one of the society's ward houses to begin training.

ENTRY REQUIREMENTS

Alignment: Any nonevil.

Base Attack Bonus: +4.

Skills: Knowledge (dungeoneering) 2 ranks, Knowledge (psionics) 2 ranks, Sense Motive 2 ranks.

Feat: Iron Will.

Proficiency: Proficient with all martial weapons.

Psionics: Must have a power point reserve of at least 1 power point.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Disguise, Gather Information, Intimidate, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (psionics), Listen, Psicraft, Search, Sense Motive, and Spot.

CLASS FEATURES

All of the following are class features of the sanctified mind prestige class.

Spellcasting/Manifesting: At each level above 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one divine spellcasting class before becoming a sanctified mind, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Alternatively, at each level above first, you gain new powers per day, an increase in manifester level, and powers known

as if you had also gained a level in a manifesting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one manifesting class before becoming a sanctified mind, you must decide to which class to add each level for the purpose of determining powers per day, manifester level, and powers known. If you have both divine spellcaster levels and manifester levels upon gaining a level as a sanctified mind, you must choose which class gains the benefit of this ability. You cannot increase both your spellcasting and manifesting levels.

At each level that grants this ability, however, you can choose to improve either your divine spellcaster level or your manifester level.

Choosing one way does not restrict you to the same choice when you gain your next level.

Partition Mind (Su): You can create a bastion of determination and resolve that helps you reduce the effects of mind-affecting spells and abilities.

As an immediate action, you can choose to partition your mind even if dazed or stunned.

While your mind is partitioned, you can choose to be *slowed* instead of suffering the normal effect of the mind-affecting spell or ability.

Attacks with a duration—for example, a *hold person* spell, a *deep slumber* spell, or the stunning effect of a mind flayer's *mind blast*—are only held in abeyance.

If the duration of your partitioned mind expires while the effect is still operative, you suffer the normal consequences for the balance of the effect's duration.

You can keep your mind partitioned for a number of rounds per day equal to your class level plus your Charisma bonus (minimum 1 round per day).

For example, a 2nd-level sanctified mind with a Charisma score of 13 is subjected to a *mind blast* and is stunned for 6 rounds.

If he uses his partition mind ability, he can spend 3 rounds *slowed* instead of stunned.

His partition mind ability then runs out, and he is stunned for the next 3 rounds.

Cleansing Strike (Su): Beginning at 2nd level, you can expend your psionic focus to smite a psionics-using creature with one melee attack (including melee touch attacks).

You add your Wisdom bonus (if any) to your attack roll and deal an extra 1d6 points of damage per sanctified mind class level.

If you smite a creature that does not use psionics, the smite has no effect but the ability is still used up for the day.

Disrupting Blow (Su): Starting at 3rd level, you can attempt a disrupting blow against a psionics-using creature in melee combat once per day.

You have been taught the weak points and vulnerable areas of a psionic-using creature's source of mental power, and this ability allows you to take advantage of that knowledge. The disrupting blow attempt must be declared prior to the attack roll.

On a successful hit, the target must succeed on a Fortitude save (DC 10 + sanctified mind level + Wis modifier) or lose access to all its psionic or psi-like abilities for 1d4 rounds due to the psychic disruption dealt by the blow.

If the attack fails, the disrupting blow attempt is still used up for the day.

At 5th level and higher, you can use this ability two times per day.

Hard to Hold (Ex): Beginning at 4th level, you know how to wriggle free of the deadly tentacles that are so common among aberrations and other psionics-using creatures.

You gain a bonus equal to your class level on all grapple checks to resist or escape from a grapple.

Power Resistance: At 6th level, you gain power resistance equal to 5 + your character level.

PLAYING A SANCTIFIED MIND

You adhere to one of two schools of thought within the Society of the Sanctified Mind.

The first is the traditional human member, likely a cleric or paladin of St. Cuthbert.

You believe that while not all psionics-users are evil, the potential is always there, lurking in the background, and you likely distrust psionics-using creatures in general (even those within your organization).

You probably qualified for the prestige class by taking the Wild Talent feat, and you probably advance your divine spellcasting class rather than any manifesting class.

Taking a level in a psionic class would bring you away from your devotion to your deity, and closer in some ways to the enemy you have vowed to fight.

Your involvement in the church, the society's proselytizing about the dire threat posed by evil psionics-using creatures, and the order's urgent need for sturdy warriors drew you to join the ranks of the society.

Not all members of the church's hierarchy share the order's views, but the society's supporters are vocal even as a minority.

This faction suggests that joining the society is the highest honor a worshiper of their deity could hope to achieve; this fact alone reduces the amount of support the order garners from the church at large.

The new commandant, a dwarf fighter named Albaric, takes a different tack.

Neither human nor affiliated in any formal way with St. Cuthbert's church, Albaric opened the ranks of the society to all races and classes.

Albaric has been especially enthusiastic about recruiting members of psionic classes into the order, believing that the best way to confront the mental powers of evil psionics-using creatures is by using warriors who possess similar abilities.

If you subscribe to this second school, you are less bound to the old traditions of the order and its rigidly militaristic, religious history.

You are less likely to be lawful-aligned than old-school members, but Albaric values your fresh perspective, even if you receive the occasional cold stare or social slight from a long-time member of the order.

You likely qualified for the prestige class by taking a level (or more) in a psionic class.

You share Albaric's belief that the best way to battle the threat of evil psionics-using creatures is to use their most potent weapon against them.

COMBAT

Regardless of the circumstances that brought you to the order, you understand that the society considers itself at war with all creatures that would use psionics to enslave or

control, with their servant creatures, and with their mind-controlled thralls everywhere.

You know from your thorough studies or from bitter experience just how horrible a foe an evil psionics-using creature can be, and you seek to interpose yourself and your special training between such vile entities and their next intended victims.

You do your utmost to destroy any such creature you encounter.

You shouldn't mistake devotion to your cause for reckless bravery.

The society is not a large organization, and the number of sanctified minds, while growing, is still small.

No one in the order receives kudos for needlessly risking his own life or the lives of his comrades by seeking petty glory.

Only ultimate victory over the use of psionics for evil is an achievement worthy of the society and its sanctified members.

Many of the special abilities of this prestige class are usable only in melee.

Remaining alive and in one's own mind long enough to confront your foes can be a difficult task.

Your own psionic abilities and class features give you the ability to fend off the attacks of evil psionics-using creatures until you are close enough to bring your cleansing strike and disrupting blow abilities into play.

ADVANCEMENT

Depending on the class or classes you had levels in before taking levels as a sanctified mind, advancing in this prestige class is not without cost.

A fighter or other martial character loses the opportunity to pick up bonus feats and other combat-related special abilities.

While a sanctified mind is a potent melee opponent against psionics-users, your repertoire is limited against most other creatures.

For those who are disinclined to strictly pursue levels in the prestige class, multiclass options exist.

If you want to gain several feats quickly, a few levels of fighter or psychic warrior nicely round out the melee capabilities of a sanctified mind.

For those willing to abide with little or no mundane armor, levels of sorcerer or even monk complement your sanctified mind levels well.

If you would prefer to keep wearing armor, cleric levels improve your Will save and impart spellcasting ability.

Levels of psion likewise enable you to wear armor, provided you have proficiency with it, while also enabling you to advance your manifesting ability.

RESOURCES

While the sanctified minds are still officially sanctioned by the church of St. Cuthbert, the church's hierarchy has withdrawn much of its support since Albaric became commandant.

Fortunately for the order, government bodies recognize the value of having a society ward house nearby.

Many cities and nations waive taxes on the order and even help it pay some of its maintenance costs (property rental or taxation, foodstuff, gear, weapons, minor magic items, and so on).

The society asks that members tithe some of the earnings from their adventures back to the society, but under Albaric, such tithing is strictly voluntary.

Most members contribute ten percent to twenty percent of their income anyway, either from habit, in gratitude and recognition for the training they receive, or for both reasons.

SANCTIFIED MINDS IN THE WORLD

The society does its best to maintain open channels of communication to local and regional governments, and has its own network of scouts and spies.

Of particular concern to the group is news of any incursions from underground.

Evil psionics-using creatures seem to favor the dark places beneath the earth, and any hint of illithid or aboleth activity brings a society member or ally to investigate further.

If circumstances warrant and a ward house is nearby, the order dispatches a group containing at least one sanctified mind to determine the extent of the incursion and eliminate the threat themselves if possible.

In cases where the full resources of the society cannot be brought to bear, agents invite or even hire independent adventuring groups to take up the matter.

ORGANIZATION

The society's activities revolve around its ward houses.

These places contain sanctuaries, barracks, training grounds, and recruitment offices for the order.

While most ward houses are found in heavily populated areas, some exist on the frontiers or in the wildlands, near underground entrances or mountain cave systems where psionic creatures are likely to lair.

All members of the Society of the Sanctified Mind are welcome to live within the ward house, which is often a converted military barracks, fortified temple, or other defensible site.

Some ward houses lie within religious complexes dedicated to St. Cuthbert, although both Albaric and some among the church's hierarchy would like to see that situation change.

All society members share equally in the tasks of maintaining the ward house, such as kitchen duty, garrison and patrol, or facility maintenance and repair, based on individual background and skill.

As the order itself is led by a commandant, so is each ward house.

A small number of adjutants aids the commandant.

Below them come the sanctified minds; all members of this class technically outrank all nonmembers of the class, but Albaric considers this arrangement unfair and has begun striving to phase out that rule.

The ward house commandant is often, although not always, the highest-level sanctified mind (especially since Albaric became the order's overall commandant) or occasionally the highest-level cleric of St. Cuthbert attached to that ward house.

Other members of the society are given respect and rank based on their experience level.

NPC REACTIONS

In the past, the society was viewed in much the same light as the church that supported it.

If you admired or respected St. Cuthbert and his teachings, you got along well with the society.

This, too, has changed recently.

Albaric's distancing of the order from the church has helped to broaden its support.

Viewed as less rigidly confined to military tradition and a strict code of law, the society now enjoys backing from neutral good and chaotic good races and governments. More groups have begun to view the order in a positive light since members of more races and classes were permitted to join the Society of the Sanctified Mind. Some still feel the society is too narrowly focused; its operations and personnel would better serve civilization if its members weren't so obsessed with such a rare, though admittedly despicable, group of creatures as evil psionics-users.

Given this devotion, the group has occasionally, and with hesitation, worked with other foes of the mind flayers: the githzerai.

The society admires the zeal with which the githzerai seek out and destroy the illithids.

However, the evil nature of the githyanki prevents the order from making the same sorts of alliances with that race, which sanctified minds seek to destroy as much as any other evil psionics-using race.

Information about the Society of the Sanctified Mind has even made its way to Limbo, and some nonevil githzerai have become very interested in a group that loathes their two most hated enemies as much as they do.

Word has recently reached Albaric's ears that a handful of githzerai have applied for membership in the society, and that at least one hopes to begin sanctified mind training soon.

The Society of the Sanctified Mind is not large, but it is not a secret society.

As noted above, Albaric's changes have increased the order's public profile.

The commandant hopes that this results in broader backing, more members, and a higher level of consciousness among the public regarding the threat posed by evil psionics-using creatures.

There are no known instances of evil psionics-users directly attacking order members to assassinate them, nor of outright assaults on society ward houses.

Members of the society remain aware of the possibility of such actions.

They remain vigilant to any attempts evil psionics-using creatures might make to insinuate a spy or other informant into a ward house.

SANCTIFIED MIND LORE

Characters who succeed on a Knowledge (dungeoneering) check can learn the following information, including the information from lower DCs.

DC 10: "The church of St. Cuthbert sponsors an order known as the Society of the Sanctified Mind that fights evil psions and psionics-using creatures".

DC 15: "The society's leadership has recently changed, and the new commandant welcomes all heroes of brave heart and strong mind to join the battle against evil psionics-using creatures".

DC 20: "The society gives special training to its elite members.

These members take the name of the group when their training begins".

DC 25: "Sanctified minds specialize in melee combat with psionics-using creatures, using unique and powerful abilities to protect themselves and kill the creatures up close".

DC 30: This level of success rewards the character with campaign-specific details and information, to be determined by the DM.

SANCTIFIED MINDS IN THE GAME

In campaigns in which psionics or psionics-using creatures play a significant or even a major role, incorporating the Society of the Sanctified Mind into your game makes sense. Even if the PCs do not become sanctified minds or join the society itself, the order always welcomes stalwart, reliable heroes as allies.

The society is small and has limited resources; hiring a worthy band of adventurers to explore a set of caverns or investigate rumors of mass abductions allows the group's members to remain focused on their crusade.

The society can also provide gear, minor magic items, and healing and other restorative magic to parties in need.

ADAPTATION

In your campaign, the society's present level of affiliation with the church of St. Cuthbert remains open.

Your game's Albaric might sever all ties completely (alienating society members in doing so), or he might have become a convert during his years with Sir Jeremy.

It's recommended, in any case, that Albaric's reforms allowing more diverse membership in the order and among the ranks of the sanctified mind class should stand.

In this way, the group and the class are more appealing to players and their PCs.

If you do not use the core game's pantheon, replace St. Cuthbert with any lawful good or good-inclined neutral deity that isn't afraid to bash a few heads.

If you use the FORGOTTEN REALMS setting, deities as such Helm, Ilmater, the Red Knight, Torm, or Tyr are suitable replacements, depending on your tastes and those of your players.

In the EBERRON setting, the Church of the Silver Flame, the deities of the Sovereign Host, and even the Undying Court are suitable sponsors for the society.

Good-aligned psion adherents of the Path of Light make particularly apt sanctified minds.

TABLE 9–8: THE SANCTIFIED MIND

HIT DIE: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting/Manifesting
1st	+1	+2	+0	+2	Partition mind	—
2nd	+2	+3	+0	+3	Cleansing strike	+1 level of existing divine spellcasting class or +1 level of existing manifesting class
3rd	+3	+3	+1	+3	Disrupting blow 1/day	+1 level of existing divine spellcasting class or +1 level of existing manifesting class
4th	+4	+4	+1	+4	Hard to hold	+1 level of existing divine spellcasting class or +1 level of existing manifesting class
5th	+5	+4	+1	+4	Disrupting blow 2/day	+1 level of existing divine spellcasting class or +1 level of existing manifesting class
6th	+6	+5	+2	+5	Power resistance	+1 level of existing divine spellcasting class or +1 level of existing manifesting class

SAVANT ABOLETH

Aboleths are powerfully strong creatures, but they do not value physical strength in their leaders.

Rather, they look to the eldest, the most intelligent, the wisest, and the most forceful of personality to lead them.

In short, they look to the savant aboleths.

Savant aboleths are highly arrogant creatures.

They organize and run aboleth society, rarely leaving the boundaries of their chosen city except to trade information or to train a new savant in the ways of the glyph.

Savants lust for magical lore and bend all of their city's resources to the acquisition of new magic—in particular, the capture of new slaves with the ability to cast arcane spells.

ENTRY REQUIREMENTS

Race: Aboleth.

Feats: Ability Focus (enslave), Ability Focus (slime), Craft Aboleth Glyph, Quickslime.

Spells: Ability to cast 3rd-level arcane spells.

CLASS SKILLS

(6 + Int modifier per level): Appraise, Bluff, Concentration, Craft, Decipher Script, Forgery, Gather Information, Intimidate, Knowledge (all skills, taken individually), Listen, Search, Sense Motive, Speak Language, Spellcraft, Spot, Swim, and Use Magic Device.

CLASS FEATURES

All the following are class features of the savant aboleth prestige class.

Spellcasting: At each level, a savant aboleth gains new spells per day as if it had also gained a level in an arcane spellcasting class it belonged to before adding the prestige class.

It does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting.

If an aboleth had more than one arcane spellcasting class before becoming a savant, it must decide to which class it adds the new level for the purpose of determining spells per day.

Glyph Mastery (Sp): At 1st level, a savant aboleth has mastered the ancient craft of the aboleth glyph.

When a savant aboleth creates an aboleth glyph, multiply the base cost of the glyph by 75% to determine its cost in XP and raw materials.

Additionally, a savant aboleth gains the ability to cast *glyph of warding* as a spell-like ability a number of times each day equal to its savant aboleth level.

Each use of this spell-like ability costs 200 gp in raw materials (rare inks, crushed shells, and powdered gemstones).

Alternatively, a savant aboleth can expend 8 XP instead of spending the 200 gp.

Although this ability mimics a divine spell, this spell-like ability uses arcane magic.

Ossification (Ex): As a savant aboleth grows more powerful, its body begins to transform and become more heavily armored.

Ridges of bone form atop its skull and run down its spine, eventually encasing the savant aboleth's brain and back in thick natural armor.

A savant aboleth's natural armor bonus improves by 2 points at 1st level, 3rd level, and 5th level.

Enlarged Enslave (Su): Beginning at 2nd level, the range of a savant aboleth's *enslave* special attack is doubled from 30 feet to 60 feet.

Recrudescence Memories (Ex): At 2nd level, a savant aboleth's memories surface in a sudden blast of forgotten and hidden knowledge.

The memories quickly return to the hidden depths of the aboleth's mind, but the flash of insight is enough to infuse the creature's mind with a powerful rush of inspiration and spontaneous evolution.

The aboleth can increase its Intelligence, Wisdom, or Charisma score by 2 points.

This is a permanent, untyped bonus, similar to those gained by advancing four character levels.

At 4th level, a savant aboleth's memories flare again, and it can increase its Intelligence, Wisdom, or Charisma score by 2 points.

Greater Glyph (Sp): Starting at 3rd level, a savant aboleth's *glyph of warding* spell-like ability improves and becomes a *greater glyph of warding* spell-like ability.

It must expend raw materials worth 400 gp (or 16 XP) each time it uses this spell-like ability.

A savant aboleth can voluntarily underpower this spell-like ability to cast a *glyph of warding* instead.

True Enslave (Su): Beginning at 4th level, a savant aboleth's *enslave* ability grows much more powerful.

An enslaved creature can no longer make a new Will saving throw each day to break free from the enslavement; the condition is permanent until successfully dispelled.

Additionally, the enslavement lasts no matter how far the savant aboleth moves from its slave.

Slaves on a different plane remain enslaved, but the savant aboleth cannot communicate with them telepathically until they return to the same plane.

Elder Glyph (Sp): At 5th level, a savant aboleth's *greater glyph of warding* spell-like ability improves and becomes an *elder glyph of warding* spell-like ability (see below). It must expend raw materials worth 1,000 gp (or 40 XP) each time it uses this spell-like ability.

A savant aboleth can voluntarily underpower this spell-like ability to duplicate either a *glyph of warding* or a *greater glyph of warding* instead.

TABLE 2-1: THE SAVANT ABOLETH

HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Glyph mastery, ossification +2	+1 level of existing arcane spellcasting class
2nd	+1	+3	+0	+3	Enlarged enslave, recrudescant memories	+1 level of existing arcane spellcasting class
3rd	+2	+3	+1	+3	Greater glyph, ossification +4	+1 level of existing arcane spellcasting class
4th	+3	+4	+1	+4	Recrudescant memories, true enslave	+1 level of existing arcane spellcasting class
5th	+3	+4	+1	+4	Elder glyph, ossification +6	+1 level of existing arcane spellcasting class

TOPAZ GUARDIAN

No evil that crawls on or below the face of the earth is the equal of our true and righteous wrath.

Be resolute, be determined, be relentless in your pursuit of creatures that enslave or devour human beings.

This is a war of extermination, and failure is unthinkable.

—Jasmindeer Aree, Grand Sunwarden

The Holy Order of the Supernal Topaz Defenders (or the Topaz Order, for short) is an organization of righteous knights, clerics, and champions united in the defense of humankind and its allies from the threat of unhuman monstrosities.

While it opposes all intelligent races that prey on humanity, the order reserves its special hatred for creatures that use mind-affecting magic to dominate and enslave humans and other good-aligned humanoids.

Followers of Heironeous, members of the order comprise an elite band of warriors.

Resolute crusaders, the topaz guardians are the elite initiates of the order.

They boldly confront unhuman predators such as mind flayers, beholders, aboleths, and neogi, their spies and agents, and any beings allied with the monsters, seeking to exterminate the creatures at every opportunity.

Other aberrations with similarly monstrous and evil schemes also have the enmity of the Topaz Order.

If mind flayers or aboleths aren't close at hand, topaz guardians are more than willing to seek out and destroy the outposts of aboleths, beholders, tsochari, and like creatures.

The Topaz Order is so named because its emblem is a brilliant oval yellow topaz on a field of cobalt blue.

The topaz symbolizes protection, resolve, and the sun, and is always used in the creation of the *topaz diadems* for which the order is renowned.

BECOMING A TOPAZ GUARDIAN

While the Topaz Order includes a number of good-aligned fighters, clerics, monks, and paladins, only a few of these stalwarts pursue the path of the topaz guardian.

Most topaz guardians are paladins, monks, or fighter/clerics.

A human paladin with a decent Intelligence score has the easiest time qualifying for the class.

An applicant must be a skillful warrior, strong of will, with keen perception, experience in underground exploration and movement, and the ability to shake off effects that would leave other characters stunned and unable to act. As with any combat-oriented character, he'll find that high Strength, Constitution, and Dexterity serve him well in this prestige class.

In addition, he'll most likely want at least one exceptional mental characteristic: Intelligence for the skill points, Wisdom for perception and mental resistance, or Charisma to obtain the best benefit of divine grace (if he is a paladin).

ENTRY REQUIREMENTS

Alignment: Any good.

Base Attack Bonus: +5.

Base Will Save: +3 OR divine grace class feature.

Skills: Knowledge (dungeoneering) 4 ranks, Sense Motive 4 ranks, Spot 2 ranks.

Feat: Quick Recovery†.

Special: Must be sponsored by an existing member and approved by a High Sunwarden of the order.

† New feat described on page 181.

CLASS SKILLS

(2 + Int modifier per level): Climb, Concentration, Craft, Intimidate, Jump, Knowledge (dungeoneering), Knowledge (religion), Profession, Sense Motive, and Spot.

CLASS FEATURES

All of the following are class features of the topaz guardian prestige class.

Spellcasting: At 2nd, 4th, and 5th levels, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a topaz guardian, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Topaz Diadem: All topaz guardians are given a topaz diadem as a symbol of their devotion and a shield against their foes. The diadem is a sturdy headband of finely tooled leather, with a large yellow topaz set in its center.

See the sidebar on this page for a description of the topaz diadem's effects.

At 3rd level, the sacred bonuses offered by the diadem increase to +2.

At 5th level, the bonuses increase to +3.

Topaz diadems function only for members of the topaz guardian prestige class.

If your diadem is lost or destroyed, you can obtain another one from the order at a cost of 6,000 gp and after a wait of twelve days.

Smite Aberration (Su): Beginning at 2nd level, you can attempt to smite an aberration once per day with one normal melee attack.

You add your Charisma bonus (if any) to your attack roll and deal an extra 2 points of damage per topaz guardian class level.

If you smite a creature that is not an aberration, the smite has no effect, but the ability is still used up for the day.

At 4th level, you can attempt to smite aberrations twice per day.

Hard to Hold (Ex): Beginning at 3rd level, you learn how to wriggle free of the deadly tentacles that are so common among aberrations and other psionics-using creatures. You gain a bonus equal to your class level on all grapple checks to resist or escape from a grapple.

PLAYING A TOPAZ GUARDIAN

You are a courageous and honorable defender of your people.

Compassion, piety, and love for your people have inspired you to dedicate yourself to the unending battle against the darkest and most terrible of foes.

While other warriors facing such enemies become grim and cynical, your faith in the righteousness of your cause shields you from such disillusionment.

You are fighting the good fight, and your certainty helps to anchor you against the foul darkness and mind-numbing horrors you must face.

While you embody the virtues of compassion and love for your fellows, you understand that your enemies—aboleths, mind flayers, and other unhuman monstrosities—are creatures of irredeemable evil, deserving of nothing but the swiftest and most thorough destruction you can deliver. You are an implacable foe, and when you confront your sworn enemies, you burn with a brilliant and righteous wrath that few can withstand.

By your courage and dedication you hope to set an unforgettable example, so that your zeal might serve to ignite in others the will to combat evil.

COMBAT

You live for the opportunity to bring aberrations and other such abominations within reach of your sword or fists. Thanks to your training and your diadem, you can resist the insidious mental attacks of such monsters.

Your superior combat skills provide you with an uncanny ability to oppose the hordes of minions employed by master aberrations.

While you possess no shortage of physical courage and zeal for your cause, you are not a witless thug.

It's true that you are inclined to surprise your aberration foes by battering through their defenses with speed and determination, but you will not recklessly throw away your life if you can help it.

The best weapon against an aberration outpost is a well-coordinated team of heroes with a variety of skills and strengths, not a solitary avenger whose only alternatives are to conquer or die.

Therefore, you look for opportunities to strip away the advantages of your enemies by the clever use of your companions' magic and skills so you can face them as you were meant to: holy steel against writhing tentacles, righteous zeal versus unhuman evil.

ADVANCEMENT

Qualifying for the topaz guardian prestige class requires forfeiting at least one feat that you are likely to miss.

As you gain levels, you will probably want to catch up on the good combat feats you missed earlier.

Weapon Focus and Improved Critical are quick ways to improve your combat ability.

Power Attack and Cleave are also good choices.

Don't overlook Improved Sunder; some creatures that attack with tentacles can be literally disarmed by a determined attack against their natural weapons.

If you want to multiclass while advancing as a topaz guardian, consider taking fighter levels.

You want to gain a lot of feats quickly, and the fighter class is simply the best for that.

A level or two of cleric is not bad, either, since it helps your Will save even more and gives you some spellcasting ability.

RESOURCES

The Topaz Order is naturally strongest and most well established in lands that face serious aberration threats. The church of Heironeous does all it can to support the order in such places.

In general, a topaz guardian can obtain healing (or other spellcasting services) from a cleric of Heironeous at 25% of the normal cost, and his companions can obtain healing at 75% the normal cost.

The church also goes to some trouble to provide topaz guardians with the magical firepower they need to fight their sworn enemies.

A topaz guardian with a reputation for success can borrow specific items necessary for his expeditions.

If the item is expended, the guardian is expected to compensate the church accordingly.

The specific items available are left to the DM's discretion, but in general, an item or items totaling no more than 10% of the wealth guidelines given on Table 5-1 in the *Dungeon Master's Guide* is not unreasonable.

For example, a 6th-level paladin/4th-level topaz guardian is a 10th-level character, so items up to 4,900 gp in value (10% of 49,000) could be borrowed.

To borrow items, a topaz guardian must establish a good personal relationship with the locally presiding cleric of Heironeous, and he must possess a reputation for successful adventuring and personal integrity.

Of course, it might take time to obtain unusual or specific items.

TOPAZ GUARDIANS IN THE WORLD

The Topaz Order remains constantly vigilant for signs of aberration incursions—specifically, aboleth raids, grell hunts, neogi slaving raids, and mind flayer attacks.

Individual members of the order seek out adventuring companies going into aberration-held areas and ask them to bring back news of mind flayer sightings or similar threats.

Order members also organize elite bands or companies (including adventurers) to raze aberration outposts and drive them back into the underground depths.

ORGANIZATION

The Holy Order of the Supernal Topaz Defenders is divided into a number of relatively small chapters.

Each chapter includes anywhere from five to twenty clerics, paladins, fighters, monks, and topaz guardians, all of whom share a chapter house or base of operations in a good-sized temple to Heironeous.

The members of a chapter make an effort to assemble once a month to share news, install new members, and recognize notable achievements.

It's not at all uncommon for the chapter house to be virtually deserted at most other times.

The order members have other duties and responsibilities scattered all over the region, and even those who don't have other duties are frequently engaged in efforts to ferret out the secret strongholds of their sworn enemies.

The order recognizes four ranks: Brother (or Sister), Guardian, Sunwarden, and High Sunwarden.

Brothers and Sisters make up about two-thirds of the membership; these are the fighters, clerics, paladins, and others who have sworn allegiance to the Topaz Order, but who have not actually taken levels in the topaz guardian prestige class.

Brothers and Sisters are the foot soldiers of the society, called upon to join companies attacking aberration strongholds, but otherwise left to their own devices.

Guardians have taken levels in the prestige class.

They are champions, commanders, and agents who have no other duties in the church of Heironeous.

The most experienced guardian in a chapter is appointed the chapter's Sunwarden, or leader.

A Sunwarden is considered equal in rank to the high priest of a temple of Heironeous, but defers to the ranking cleric of the temple that hosts his chapter house.

Sunwardens who lead chapters of more than twelve members, or who have been especially recognized by the head of the order, are referred to as High Sunwardens.

The leader of the Topaz Order is Grand Sunwarden Jasminster Aree (LG female human paladin 7/topaz guardian 10), who governs the Hall of the Supernal Topaz, a fortified abbey located near Verbobonc.

NPC REACTIONS

The knights who serve in the Topaz Order form only one of the knightly orders, martial societies, and dedicated fellowships to be found in a typical human kingdom.

Not many common folk know the specific cause or composition of the Topaz Order, and so commoners view topaz guardians in much the same way that they would view any temple-sworn knight or paladin in the service of Heironeous.

Good-aligned people look upon topaz guardians as valorous defenders of the common good—a little overzealous or aristocratic to be really likable, perhaps, but admirable nonetheless.

Evil-aligned creatures detest the crusading zeal of the order, and regard topaz guardians as self-righteous inquisitors who insist on making others adhere to their ridiculous standards of conduct and morality.

The topaz guardians get on well with the abolishers of the Circle of the True; members of the Circle hold a helpful attitude toward topaz guardians, even if they sometimes think that the guardians are a little too focused on master aberrations as opposed to the entire abominable class of monsters.

Keepers of the Cerulean Sign are also friendly toward members of the Topaz Order.

While they believe that the guardians have an overly simple notion about how to go about opposing the machinations of aberrations, the keepers certainly respect the topaz guardians' determination and zeal.

Naturally, any master aberration aware of the order's existence views its adherents in the worst possible light. Aboleths, mind flayers, and other such aberrations are without fail hostile to the topaz guardians and all who travel with them.

The Topaz Order is not particularly secretive, but it is not large either.

All but the most isolated clerics of Heironeous know of the order, but only those clerics who happen to serve in towns near chapter houses of the order know where members can be found.

Clerics of temples of Heironeous located in large cities (or large towns, if the region is subject to aberration activity) host chapters.

Clerics of temples in large towns (or larger communities) can point inquirers toward likely locations for Topaz Order chapter houses, while clerics of temples in smaller towns must ask their fellows in larger or more centrally located shrines to find out where inquiries should be directed.

TOPAZ GUARDIAN LORE

The Topaz Order is closely affiliated with the church of Heironeous.

Characters who succeed on a Knowledge (religion) check can learn the following information, including the information from lower DCs.

DC 10: "The church of Heironeous sponsors a knightly order known as the Topaz Order".

DC 15: "Knights of the Topaz Order are dedicated to fighting evil monsters such as mind flayers or aboleths. Members of the Topaz Order work to organize the defenses of humankind against these monsters, and they mount expeditions to go underground and burn out any outposts they find".

DC 20: "The elite champions of the Topaz Order are known as topaz guardians.

Each one carries a special topaz diadem, a magic gem that protects him against evil magic.

They're experts in fighting mind flayers and other aberrations".

DC 30: Characters who achieve this level of success learn important details about specific guardians, their exploits, and their enemies.

TOPAZ GUARDIANS IN THE GAME

The Topaz Order serves as an excellent patron or sponsor for adventuring parties fighting aberration threats.

Even if none of the PCs belong to the order, farsighted members always look out for good-hearted and capable heroes who can be rallied against aberration incursions. The topaz guardian prestige class appeals to players who like to roleplay virtuous and determined heroes, such as paladins or lawful good clerics or monks.

Make sure you give the player the opportunity to be pious, dedicated, and courageous in the face of the foulest horror. The player of a topaz guardian doesn't want to deal with a quagmire of moral ambiguities and hard choices; he wants the opportunity for his character to confront evil and pound it into jelly with his bastard sword.

Your adventures don't have to be simple-minded or absolutely lacking in shades of meaning—make sure you don't run too many adventures that force the PC to choose between evils or make it impossible for him to act courageously and confidently.

ADAPTATION

While the Topaz Order is presented as an arm of the temple of Heironeous here, there is no reason you couldn't make them followers of any lawful good deity.

TABLE 9-9: THE TOPAZ GUARDIAN HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+2	Topaz diadem +1	—
2nd	+2	+3	+0	+3	Smite aberration 1/day	+1 level of existing spellcasting class
3rd	+3	+3	+1	+3	Topaz diadem +2, hard to hold	—
4th	+4	+4	+1	+4	Smite aberration 2/day	+1 level of existing spellcasting class
5th	+5	+4	+1	+4	Topaz diadem +3	+1 level of existing spellcasting class

LOST EMPIRES OF FAERÛN (3.5)

CULTIST OF THE SHATTERED PEAK

"The pride of wizards and arcanists nearly doomed Faerûn once. Never again."

—Khemal Serist, Cultist of the Shattered Peak

The Cult of the Shattered Peak is a highly secretive society whose members are all direct descendants of the Netherese.

Cult cells are scattered all across Faerûn, but the majority are concentrated within and around the former boundaries of Netheril.

Many cultists live among the Bedine tribes of the Anauroch and the folk of the North and Tun.

Smaller cells operate across the Western Heartlands, monitoring Netherese ruins both known and unknown.

Most of the tales about secret Netherese cults depict their members as power-mad wizards bent on raising the Empire of Magic once again, or exploiting its secrets for personal gain.

But the Cult of the Shattered Peak bears no resemblance to the cults in these stories, since its membership includes not a single arcane spellcaster.

The members of this cult recall the hubris of Netheril and its citizens' oppression of those they viewed as "lesser races", and they seek to ensure that the ways of old Netheril remain dead and buried.

To that end, they employ a variety of tactics—spreading misinformation, discrediting scholars who get too close to resurrecting some aspect of Netherese life, and even outright assassination, if necessary.

Their methods may be ruthless at times, but the cultists firmly believe that they are working toward the greater good.

BECOMING A CULTIST OF THE SHATTERED PEAK

Cultists of the Shattered Peak possess skill at arms, stealth, and a smattering of ancient lore.

In the FORGOTTEN REALMS setting, the deities Tyr, Helm, or Torm serve as good patrons for the Holy Order of the Supernal Topaz Defenders.

In the EBERRON setting, the Church of the Silver Flame boasts the greatest number of topaz defenders, who are joined in their battles by adherents of Boldrei and Dol Arrah of the Sovereign Host.

Most of those now operating in Faerûn began their careers as fighter/rogues.

Single-class rogues or ranger/rogues are also fairly common, though they must wait until they have gained the requisite combat training.

The cult's sometimes ruthless tactics make paladins rare in its ranks, and arcane spellcasters are simply not permitted.

ENTRY REQUIREMENTS

Race: Human of Netherese descent (home region Anauroch, Halruaa, Nimbral, the North, the Ride, Uthgardt Tribesfolk, or the Western Heartlands).

Base Attack Bonus: +5.

Skills: Decipher Script 4 ranks, Disable Device 4 ranks, Knowledge (history) 4 ranks, Speak Language (Loross).

Special: Sneak attack +1d6.

Special: You may not have any levels in an arcane spellcasting class.

CLASS SKILLS

(6 + Int modifier per level): Appraise, Bluff, Climb, Craft (any), Decipher Script, Disable Device, Escape Artist, Gather Information, Hide, Intimidate, Jump, Knowledge (history), Listen, Move Silently, Open Lock, Profession (any), Sleight of Hand, Spot, and Use Rope.

CLASS FEATURES

As a cultist of the Shattered Peak, you are focused on preventing arcane spellcasters from rediscovering the old ways of Netheril.

Because that goal sometimes places you in direct conflict with arcane spellcasters, cult training grants you a number of abilities aimed at ensuring victory against such foes.

All the following are class features of the cultist of the Shattered Peak prestige class.

Weapon and Armor Proficiency: You are proficient with all simple and martial weapons, as well as with light armor and bucklers.

Spellcasting: You have the ability to cast a small number of arcane spells.

To cast a cultist spell, you must have an Intelligence score of at least 10 + the spell's level, so if you have an Intelligence of 10 or lower, you cannot cast these spells.

Bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + your Int modifier.

When you get 0 spells per day of a given level (for instance, 0 1st-level spells at 1st level), you gain only the bonus spells you would be entitled to based on your Intelligence score for that spell level.

You can learn sorcerer/wizard spells from the schools of abjuration or enchantment only.

You have access to any spell on those lists and can freely choose which to prepare, just as a wizard can.

You prepare and cast spells just as a wizard does.

Ominous Presence (Ex): When adventurers or explorers come too close to discovering some great Netherese secret, you prefer to frighten them off rather than kill them if at all possible.

Upon becoming a cultist of the Shattered Peak, you gain a bonus equal to your class level on all Bluff and Intimidate checks.

Zeal (Ex): You gain a +1 morale bonus on attack rolls against arcane spellcasters and a +1 morale bonus on saving throws against arcane spells and effects.

The bonus on attack rolls does not apply to a creature with arcane spell-like abilities unless it is also an arcane spellcaster.

Sneak Attack (Ex): Beginning at 2nd level, you deal extra damage when you are flanking an opponent or at any time when the target would be denied its Dexterity bonus.

This extra damage applies to ranged attacks only if the target is within 30 feet.

See the rogue class feature, page 50 of the *Player's Handbook*.

Smite Mage (Su): If you are forced into battle with an arcane spellcaster, your life depends on quick and decisive action.

Starting at 3rd level, you can attempt to smite an arcane spellcaster with one normal melee attack once per day.

You add your Charisma bonus (if any) to your attack roll, and you deal an extra 1 point of damage per cultist level you possess on a successful attack.

If you accidentally smite a creature that is not an arcane spellcaster, the smite has no effect, but the ability is still used up for that day.

Death Attack (Ex): Sometimes the only way to stop especially determined foes from acquiring forbidden knowledge is to kill them.

At 5th level, you gain a death attack that works like the assassin ability of the same name, except that the DC of the Fortitude save to avoid the kill or paralysis effect is 15 + your Int modifier.

See the assassin class feature, page 180 of the *Dungeon Master's Guide*.

PLAYING A CULTIST OF THE SHATTERED PEAK

Certain objects and places are best left undisturbed, and sorcerers and wizards are the most likely to disturb them. Your task is to stop such individuals from doing so by any means necessary.

This goal places you in direct or indirect conflict with many of Faerûn's arcane spellcasters.

Not all mages are opposed to your cause, but until you know that a particular arcane spellcaster isn't going to abuse his power, it's only wise to treat him as a potential adversary.

Secrecy allows you to do your work with a minimum of resistance from your adversaries and also protects you from reprisals.

Thus, you usually operate covertly, as part of a hidden cell within the organization.

You receive information and orders through the one or two other cell members you know, or through messages left for you by comrades you never see.

You might also be assigned to protect and assist other members without their knowledge.

This high degree of secrecy means that if you or any of your colleagues are captured or questioned, none of you can reveal much about the cult.

Combat: You admire efficiency.

When combat seems the best way to achieve the cult's goals, you don't shrink from it, but you can often accomplish the same ends through stealth, guile, or distraction.

Your fighting skills are on a par with the rogue's, and you excel in any fight in which a rogue would do well.

A carefully planned sneak attack is your best way to begin any violent encounter, and you should actively seek opportunities to flank opponents so that you can make even more use of sneak attacks.

A well-aimed enchantment spell, such as *charm person* or *sleep*, may allow you to avoid a fight altogether, but save such assaults for weaker foes that are more likely to prove susceptible to them.

Defensive spells such as *shield* can give you a nice edge in a fight and may prove more reliable than offensive spells.

At 5th level, your death attack becomes one of the most powerful weapons in your arsenal.

Studying your foe before you strike is essential, so don't be in a hurry to enter combat if you think you could watch from concealment and strike a decisive blow before the fight really begins.

Advancement: Cultists of the Shattered Peak believe in the value of information.

Upon joining the cult, you receive few orders other than "Keep your eyes open" and "Report back when you find information of interest, especially concerning powerful magic or mages".

Later, you may be called upon to join your fellow cultists on a mission of particular importance.

At this point, you might be asked to steal a dangerous artifact from the vaults of a powerful mage, or attack the camp of an evil adventuring party looking for old magic in Netherese tombs, or assassinate someone who knows too much.

As you advance, you may want to add levels of rogue, fighter, or ranger as well as levels of cultist because increasing your stealth, your combat skills, or both is always a good idea.

Pay attention to your spell selection as well.

Aim for a mix of defensive spells (such as *resist energy* and *nondetection*), offensive spells (such as *touch of idiocy* and *deep slumber*), and generally useful spells (such as *dispel magic*, *rage*, *arcane lock*, and *heroism*).

The more varied your spell selection, the more flexibility you have.

Resources: Upon joining the Cult of the Shattered Peak, you receive a badge or other identifying mark that you must wear on your clothing at all times, so that other cultists can easily recognize you.

The Cult of the Shattered Peak has at least twenty such identifiers, ranging from scarves tied in a certain manner to brooches set with a specific type of stone.

A DC 15 Spot check is sufficient to recognize a cultist's secret sigil, provided that the observers know what to look for.

In certain special circumstances (such as the pursuit of a traitor to the cult who knows the sigils), you may choose not to wear the mark for a short time, but if you forgo it without good reason, you face stringent loyalty tests and questioning from cult leaders.

You can also deliver messages to other cult members by means of a variety of special signs and signals.

For example, flowers tied with a green ribbon and hanging upside down in a window might indicate a cult member in trouble, or a discolored stone in a cobbled street might indicate a safe house nearby.

CULTISTS OF THE SHATTERED PEAK IN FAERÛN

The Cult of the Shattered Peak consists of no more than a few dozen individuals of widely disparate origins.

Of necessity, they must sift through countless tidbits of from informants, rumormongers, and the stories of travelers for clues as to who might be seeking ancient Netherese lore.

Cultists often assume cover identities as traveling merchants, peddlers, sellswords, hunters, or other folk who can wander over great distances without inviting suspicion.

Organization: The organization of the cult is simple.

All members, called Brothers or Sisters, are free to act as they see fit to achieve the organization's goals.

Bitter rivalries sometimes spring up between individuals who embrace different methods for accomplishing those goals.

For example, members inclined toward evil tend to favor assassination and intimidation, while those inclined toward good prefer misdirection and suggestion.

The leader of the organization, known as the Master of the Shattered Peak, is the most senior Brother who is willing to take on the mantle of leadership.

He coordinates the efforts of dozens of individuals scattered over many lands, communicating through traveling cult members and secret signs.

The Cult of the Shattered Peak maintains a secret stronghold in the southern reaches of the Scimitar Spires. There, within the legendary Shattered Peak, lies a mountain fortress hidden beyond gaping chasms and torturous cliffs.

NPC Reactions: The few people who are aware of the cult generally view it as an organization of dangerous, wizard-hating zealots.

Arcanists of any sort are likely to hold unfriendly attitudes toward known cultists, but most other individuals are indifferent toward the organization and its goals.

In the past, the cult has often interfered with the activities of Zhentarim wizards skulking about in the sands of Anauroch, and so the Zhentarim are almost always hostile toward members of the cult.

Cultists of the Shattered Peak regard magelords (see page 17) as cruel and dangerous, and most magelords return the sentiment.

CULTIST OF THE SHATTERED PEAK LORE

Characters with Knowledge (local) can research the Cult of the Shattered Peak to learn more about it.

When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 15: "A mysterious organization of magic-hating zealots sometimes interferes with adventurers and wizards searching for old lore".

DC 20: "The organization is known as the Cult of the Shattered Peak.

Its members hunt those who seek out the secrets of old Netheril".

DC 25: "The Cult has a stronghold or base somewhere in the Scimitar Spires, in the legendary mountain known as the Shattered Peak.

The Bedine tribesmen of the surrounding desert are allies of the Cult and often conceal cult members in their midst".

DC 35: Characters who achieve this level of success can learn important details about specific members of the cult in your campaign.

CULTISTS OF THE SHATTERED PEAK IN THE GAME

Any time the PCs seek out the lost lore or magic of fallen Netheril, they risk drawing the attention of the Cult of the Shattered Peak.

The cultists take a dim view of adventurers recklessly opening Netherese tombs or unearthing powerful Netherese magic.

If intimidation and deception fail to turn the intruders away, the cult takes decisive action to remove them, either via its own members or through intermediaries such as mercenaries or paid assassins.

Conversely, PCs pursuing a villain who seeks ancient Netherese power, or who simply wields arcane magic cruelly or recklessly, may find a secret ally in the cult. Cultists might provide the heroes with information about their adversary's whereabouts and activities, or even offer the services of a cult scout or assassin to ensure the defeat of their common foe.

A player character cultist is apt to receive orders or requests for aid at unexpected times.

Not all the character's cult activities should occur as a result of orders from the cult hierarchy; the cultist should have plenty of opportunities to discover situations or information that allow proactive advancement of the cult's interests.

As the cultist accumulates successes in the field, the character should acquire more cult contacts.

Eventually, he should be in a position to get information through a network of junior cultists and have the authority to direct their activities to some degree.

ADAPTATION

The Cult of the Shattered Peak could be active throughout Faerûn because foolish, irresponsible, and greedy arcane spellcasters can be found almost everywhere.

Cult cells could monitor (and counter) the magical activities of the Zhentarim and the Red Wizards of Thay wherever they operate, and both organizations cover a lot of territory.

Likewise, the cult might be active anywhere arcane spellcasters hold the reins of power, from the Elven Court to Rashemen and from the Vilhon Reach to Waterdeep.

TABLE 1-2: THE CULTIST OF THE SHATTERED PEAK

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting		
						1	2	3
1st	+0	+0	+2	+2	Ominous presence, zeal	0	—	—
2nd	+1	+0	+3	+3	Sneak attack +1d6	1	—	—
3rd	+2	+1	+3	+3	Smite mage	2	0	—
4th	+3	+1	+4	+4	Sneak attack +2d6	3	1	—
5th	+3	+1	+4	+4	Death attack	3	2	0

GLORIOUS SERVITOR

"Let the enemies of my lord and god fall before my might. I am his chosen, and I shall let none stand who dare oppose his will!"

—Netheris Ket, Glorious Servitor of Sebek

Glorious servitors are exceptionally loyal and devout servants of the Mulhorandi gods.

Exalted above most other mortals, a glorious servitor strives to live an exemplary life that embodies her deity's beliefs and values.

She has many rivals and enemies both inside and outside her deity's cult, but she welcomes any challenge that gives her an opportunity to demonstrate her faithfulness and dedication.

BECOMING A GLORIOUS SERVITOR

Most glorious servitors are chosen from the multitude of paladins, clerics, fighters, and monks dwelling throughout the Mulhorandi lands.

Of these, clerics and paladins have the easiest route into the prestige class, since they have Diplomacy and Knowledge (religion) as class skills.

Monks and rangers also take up this holy cause from time to time, although some of the required skills are cross-class for them.

Those who were rogues or rogue/assassins before entering this class usually serve Set, while those who were sorcerers or wizards typically serve Thoth.

The key abilities for a glorious servitor are Charisma (to lead and influence her deity's church), Wisdom (to understand the motivations of her religious and political enemies), and Strength (to fight the battles ahead).

ENTRY REQUIREMENTS

Race: Aasimar, human, or tiefling (home region Mulhorand).

Base Attack Bonus: +7.

Skills: Diplomacy 6 ranks, Knowledge (Mulhorand local) 6 ranks, Knowledge (religion) 6 ranks.

Feats: Godsight (see page 8), Improved Turning.

Spells: Ability to cast 2nd-level divine spells.

Patron Deity: Any from the Mulhorandi pantheon.

Special: You must have the approval of your patron deity's church.

CLASS SKILLS

(2 + Int modifier per level): Bluff, Craft (any), Diplomacy, Handle Animal, Intimidate, Knowledge (history), Knowledge (local), Knowledge (religion), Listen, Profession (any), Sense Motive, Spot, Survival.

CLASS FEATURES

As a glorious servitor, you dedicate your life to the service of a single deity.

To that end, you gain a variety of abilities that allow you to advance your deity's agenda in Faerûn.

All the following are class features of the glorious servitor prestige class.

Weapon and Armor Proficiency: You are proficient with the short sword, longsword, and khopesh, as well as with all types of armor and all types of shields except tower shields.

Bestial Form (Su): You can assume the bestial form of your patron deity (animal, vermin, or magical beast, as given on Table 1-4, below) as a standard action and remain in that form for up to 1 hour.

TABLE 1-4:

BESTIAL FORMS OF MULHORANDI DEITIES

Deity	Bestial Form
Anhur	Lion
Bast	Leopard
Geb	Brown bear
Hathor	Bison
Horus-Re	Giant eagle
Isis	Giant eagle
Nephthys	Huge viper snake
Osiris	Brown bear
Sebek	Giant crocodile
Set	Large monstrous scorpion
Thoth	Giant owl

This ability functions like a *polymorph* spell (caster level equals your glorious servitor level), except that you can use it only on yourself, you do not regain hit points for changing form, and you can assume only the designated shape.

This ability is usable once per day per glorious servitor level.

Your natural attacks in your bestial form are treated as magic weapons for the purpose of overcoming damage reduction.

Fearlessness (Su): Because the power of your deity suffuses both your body and your mind, you are immune to fear effects.

Spell Resistance (Su): Your deity's glory makes you more resistant to magic than other mortals.

You gain spell resistance equal to 12 + your glorious servitor level.

Divine Shield (Su): At 2nd level, you gain a +2 deflection bonus to AC when you are in animal form.

This bonus increases to +4 at 4th level and to +6 at 6th level.

Increased Strength (Ex): Your connection to the divine grants you great physical strength.

At 2nd, 4th, and 6th level, you gain a +1 inherent bonus to Strength in both your normal and your bestial form.

Divine Voice (Ex): Beginning at 3rd level, you can speak any languages you know with your normal human voice while in bestial form.

This ability allows you to cast spells with verbal components normally while in bestial form, although you cannot cast spells that require somatic components unless you use the Still Spell or Natural Spell feat.

True Seeing (Sp): Upon attaining 3rd level, you gain the ability to use *true seeing* once per day (caster level equals your character level).

Greater Command (Sp): At 5th level and higher, you can use *greater command* once per day (caster level equals your character level).

Divine Transformation (Su): When you attain 7th level, your deity rewards you for your faithful service by changing your type to outsider (native).

Immunity to Poison (Ex): Your devotion to your deity has rendered you immune to poison.

Mass Cure Serious Wounds (Sp): At 7th level, you can use *mass cure serious wounds* (or *mass inflict serious wounds* if your patron is Set or Sebek) once per day (caster level equals your character level).

UNFAITHFUL SERVITORS

If you willfully violate the orders of your deity, you lose all supernatural and spell-like abilities of the prestige class and cannot progress further as a glorious servitor.

In much the same way as a paladin, you regain your abilities and advancement potential if you atone for your violations. You can also regain your abilities if you switch allegiance to one of your deity's rivals in the Mulhorandi pantheon—a tactic that earns you the unending enmity of your previous deity's church.

PLAYING A GLORIOUS SERVITOR

Because you maintain such a deep connection with the divine, each action you perform is in fact an act of your deity.

Those outside Mulhorand may perceive you as just a god's pawn, but they are wrong.

In Mulhorand, you are more than a hero—more even than a guardian of the people.

You are a champion of all that Mulhorand was, is, and will be.

From the moment you become a glorious servitor, you play a variety of roles on behalf of your god and your church—messenger, emissary, guardian of the sacred tombs, and more.

As you earn greater trust and accumulate ever more glorious accomplishments, your duties expand to include recruitment, crusading, spying, assassination, and any other tasks that advance your deity's agenda in Mulhorand and the rest of Faerûn.

When you reach the pinnacle of your power, you may be placed in charge of your own church or awarded a high position within the government or military.

Combat: The wishes of your deity dictate your approach to combat.

Horus-Re demands fairness and righteousness from his minions, while Set encourages deception and trickery.

Your spell resistance can ward off some magical attacks, especially from low-level spellcasters, allowing you to concentrate your defenses on more formidable foes.

Furthermore, your Godsight feat and your *true seeing* ability allow you to pierce false illusions, identify your enemies, and see the world as it truly is.

Your ability to change shape is one of your god's greatest gifts to you.

In bestial form, you can travel unnoticed, especially through wilderness lands, and fight using the natural attacks of your bestial form.

If your form allows you to fly or swim, you gain still more strategic options in combat.

When you reach 2nd level, you gain greater protection against attacks while in your bestial form, and that defense grows stronger as you attain higher levels.

At 3rd level, your ability to speak in your bestial form allows you to communicate strategic information to your allies and even cast spells without changing back to humanoid form.

At 5th level, you can use your *greater command* ability to stop enemies in their tracks before they can attack you. Finally, your transformation to outsider at 7th level renders you immune to many effects that work only against humanoids, though you are still vulnerable to *holy word* and other spells and effects that target outsiders.

Advancement: Before naming a glorious servitor, the church carefully screens and tests initiates for their loyalty, combat ability, and faithfulness.

Thus, by the time you enter the class, you are fully aware of your place in your deity's grand scheme.

Your role upon entering the prestige class is to serve as a special emissary, agent, and troubleshooter for your church. Your routine duties are likely to involve delivering messages to outposts, other churches, and the far-flung armies of Mulhorand.

In addition, you may be tasked with hunting down the enemies of your deity, seeking out lost artifacts and treasures that might bring glory to your faith, and spying on your church's enemies to discover their secrets.

Keeping your ranks maximized in Diplomacy and one or more Knowledge skills is an excellent strategy, since knowledgeable and politically savvy glorious servitors make the most effective emissaries of the gods.

You may also wish to buy ranks in Bluff and Intimidate if you plan to work in foreign lands where your deity may not have such a fearsome reputation.

Resources: The best resource you have to offer your compatriots is the full support of your church.

In addition to gear, money, and shelter in times of need, the church can offer a wealth of information.

Knowing that you would never willingly cause harm to your church, the faithful rarely question your actions and provide whatever support they can without reservation. You are also an asset to any group that must navigate the great bureaucracy of Mulhorand.

Because of your high status, your requests are handled with greater urgency than those of lesser citizens.

Finally, you may be able to use your bestial form to spy on others and access forbidden areas inconspicuously, thus reducing the risk to yourself and your comrades.

GLORIOUS SERVITORS IN FAERÛN

Glorious servitors are found primarily in the larger cities of Mulhorand, and to a lesser extent in Murghôm, Semphar, and the conquered lands of Unther.

The glorious servitors of Horus-Re and Anhur may also be encountered in border outposts defending Mulhorand from outside threats.

Many of those who have attained high levels in the prestige class also hold positions of importance in Mulhorand

society and act on matters of state on behalf of their patron deities.

Set's glorious servitors, however, tend to assume less prominent positions in Mulhorand so that they can carry out their deity's poisonous plans from the shadows.

Glorious servitors who travel to other regions of Faerûn sometimes serve as ambassadors and spies for Mulhorand, accumulating information while carrying out their deities' plans.

Many of those who have attained high levels in the prestige class hold positions of importance in Mulhorand society and act on matters of state on behalf of their patron deities. Glorious servitors have no common organization, since each is first and foremost a member of her particular church.

NPC REACTIONS

A glorious servitor is a champion of her faith just as a paladin or a high-level cleric is, and she is treated in much the same way by the allies and enemies of her church. Anyone favorably disposed toward a cleric of Anhur, for instance, should also be favorably disposed toward a glorious servitor of Anhur.

Almost all Mulhorandi begin with a helpful attitude toward glorious servitors of any deities except Set and Sebek. Clerics, paladins, and servants of non-Mulhorandi deities are generally suspicious of a glorious servitor's motives and begin with an indifferent or unfriendly attitude toward her.

GLORIOUS SERVITOR LORE

Characters with Knowledge (religion) can research the various Mulhorandi deities to learn more about their glorious servitors.

When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: "Mulhorandi gods are served by special champions known as glorious servitors".

DC 15: "Glorious servitors often begin their careers as clerics or paladins but later become elite emissaries and agents of their gods.

Many high-ranking Mulhorandi bureaucrats, generals, and officials are glorious servitors of one god or another".

DC 20: "Glorious servitors have a number of special powers, including the ability to take on the form of creatures sacred to their gods".

DC 30: Characters who achieve this level of success can learn important details about specific glorious servitors in your campaign.

GLORIOUS SERVITORS IN THE GAME

Most glorious servitors undertake missions on behalf of their churches in the lands of the Old Empires.

In addition, they sometimes investigate matters of interest to the Mulhorandi in foreign lands.

They often explore newly discovered dungeons, work against Thayan agents, and spy out the strength of various rulers and wizards.

As a character attains higher levels in the prestige class, she gains increasing fame among the faithful.

This added recognition means that she receives an increasing number of requests for assistance and advice from rank-and-file members of her church.

Likewise, she becomes a target for enemies of the faith—particularly the glorious servitors of rival gods.

But fame isn't all bad—the character can expect a warm welcome and a good dose of hospitality whenever she visits a place where her patron is venerated.

Members of the faithful may also be able to provide useful information or timely warnings of impending trouble.

Requests for aid aren't always troublesome, either—the character can accept or reject tasks at her own discretion (though she can't expect to go far if she makes a habit of flatly refusing orders from superiors), and some missions can lead to satisfying and profitable adventures as well as increased rank and status in the faith.

A senior glorious servitor seldom gets ordered around, and she may even get a chance to give a few orders of her own.

ADAPTATION

In campaigns set outside Mulhorand and its environs, most glorious servitors have connections with a Mulhorandi enclave of some kind.

Some such enclaves are mercantile (a group of Mulhorandi families conducting business in a foreign land, for example); others have a diplomatic function (such as the neighborhood around a Mulhorandi embassy in a foreign capital).

A glorious servitor operating in foreign lands might be asked to serve as a scout or spy, or to carry out some other clandestine mission.

She can also serve as a missionary for her faith outside her own country.

TABLE 1-3: THE GLORIOUS SERVITOR

HIT DIE: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Bestial form, fearlessness, spell resistance
2nd	+1	+0	+0	+3	Divine shield +2, increased Strength +1
3rd	+2	+1	+1	+3	Divine voice, <i>true seeing</i>
4th	+3	+1	+1	+4	Divine shield +4, increased Strength +2
5th	+3	+1	+1	+4	<i>Greater command</i> , immunity to poison
6th	+4	+2	+2	+5	Divine shield +6, increased Strength +3
7th	+5	+2	+2	+5	Divine transformation, <i>mass cure light wounds</i>

MAGELORD

"So they ran me out of Secomber.

They said I wasn't good enough.

They said my spells were too weak.

Now they will see what kind of wizard I've become.

They'll see.

Who'll be sorry then?"

—Rimmen the Magelord

Quick to anger, haughty, and proud of his Art, the magelord is an arcane spellcaster who studies an ancient magical tradition known for extremely fast and versatile spellcasting.

Sometimes a spellslinger for hire, sometimes a professional arcane duelist, the typical magelord believes he has the right to wring respect, wealth, and power from the world around him through the use of arcane force.

In reality, he is little more than a cruel bandit lord who uses his magical gifts to dominate and intimidate less talented individuals.

Like a school of fencing or a martial arts style, the magelord tradition has been passed down over the centuries from one practitioner to another.

Few magelords give away such knowledge—indeed, anyone who would study this aspect of the Art must either bribe a magelord with princely gifts and service or undertake years of research to unearth ancient texts describing the techniques.

The way of the magelord rewards ambition and recklessness, and it tends to encourage a certain contempt for the risks of power.

Thus, most magelords regard their power as a tool with which to fulfill their own desires as opposed to a gift they can use to serve others.

A few, however, study magelord lore in hopes of using their magic against tyranny and injustice.

Magelords are relatively rare, but societies and fellowships of them have arisen in many lands over the centuries.

The most famous of these was based in the old realm of Athalantar, the Kingdom of the Stag.

Bards still sing of the cruelty and evil of the magelords who ruled over the nation, evoking terrible images of a century when tyranny and deadly ambition reigned.

The wizards of the Stag Kingdom were cruel, avaricious, driven men with an exceptional talent for magic.

Ostensibly, they served as high officials of the realm who brutally enforced their prince's will, but in truth they ruled the Stag Kingdom from behind the throne.

BECOMING A MAGELORD

You must find a practicing magelord and persuade her to teach you the secret techniques of using magic in the magelord style.

This process usually requires you to spend at least ten days in that wizard's company and either pay her at least 10,000 gp or offer a service of equivalent value.

If you cannot find a magelord willing to tutor you, you can research the secret traditions of the magelords on your own.

To do so, you must locate and obtain rare tomes and treatises costing at least 10,000 gp and spend 1 month practicing the techniques described therein.

You can fulfill this requirement at any point in your arcane career prior to adding a level of magelord, so you need not wait until you are ready to advance to do so.

Wizards, wizard/rogues, and wizard/assassins make excellent magelords, and wizard/blackguards are also good candidates for this class.

Wizard/fighters are more rare, though their fighting ability lends itself well to this prestige class.

Intelligence is the most important ability for a magelord, since it bears directly on spellcasting.

Constitution is also important, since magelords tend to live in uncivilized lands and often engage in combat, making Concentration checks a frequent necessity.

ENTRY REQUIREMENTS

Skills: Intimidate 3 ranks, Knowledge (history) 6 ranks, Knowledge (arcana) 6 ranks.

Feats: Improved Initiative, Spell Mastery, Signature Spell, Weapon Focus (ray).

Spells: Ability to cast 5th-level arcane spells.

Special: You must have the evasion special quality as either a class feature or a racial trait.

Special: You may not be lawful in alignment.

Special: You must be tutored by a magelord or obtain rare tomes to study the tradition.

Either option costs no less than 10,000 gp or a service of equivalent value.

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Craft, Hide, Intimidate, Knowledge (all skills, taken individually), Move Silently, Sense Motive, Spellcraft, Spot, Tumble.

CLASS FEATURES

The magelord tradition emphasizes mastery of a variety of spells and teaches practitioners to employ mastered spells with greater speed and flexibility.

All the following are class features of the magelord prestige class.

Weapon and Armor Proficiency: You gain no new proficiency with weapons, armor, or shields.

Spellcasting: At each magelord level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming a magelord, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Sneak Attack (Ex): Beginning at 1st level, you deal extra damage when you are flanking an opponent or at any time when the target would be denied its Dexterity bonus.

This extra damage applies to ranged attacks only if the target is within 30 feet.

See the rogue class feature, page 50 of the *Player's Handbook*.

Bonus Mastered Spell (Ex): When you attain 2nd level, you can choose one spell that you already know.

From that point on, you can prepare that spell without referring to a spellbook, as if you had chosen to master it with the Spell Mastery feat.

You can choose another known spell to master in this manner at 4th, 6th, and 8th level.

Signature Supremacy (Ex): By 3rd level, you have become so familiar with your mastered spells that you can convert any 4th-level or lower prepared spell into any 4th-level or lower mastered spell, just as a good cleric can spontaneously cast prepared spells as *cure* spells.

Upon attaining 7th level, you can convert any 9th-level or lower prepared spell into a 9th-level or lower mastered spell in the same manner.

Magelord Mastery (Ex): At 10th level, you can apply one or more metamagic feats that you know to a spell that you have converted to a mastered spell by means of either the signature supremacy ability or the Signature Spell feat.

The level of the prepared spell to be converted must equal or exceed that of the mastered spell with the desired metamagic feats applied.

For example, you could convert the 5th-level prepared spell *teleport* into the 1st-level mastered spell *magic missile* modified by the Empower Spell, Still Spell and Silent Spell feats.

PLAYING A MAGELORD

To survive and thrive in their treacherous world, the original magelords of Athalantar developed a highly resourceful means of handling spells.

Their new ways of managing magic gave them more personal power, a better chance to survive, and a variety of ways to eliminate foes.

Now those first magelords are gone, and their power is yours.

You can be as intimidating as a thug, as stealthy as a rogue, and as murderous as an assassin without sacrificing the ability to cast potent arcane spells.

You answer to no one and use your power as you see fit.

Though you aid others when doing so suits your purpose, no organization supports your ways or offers you resources. Combat: You have learned to wield magic in an incredibly flexible manner.

Initially, you can use spells that keep you out of sight (such as *invisibility*) to increase your opportunities for sneak attacks.

At 3rd level, you can swap out a mid-level or low-level prepared spell for a mastered spell on the fly, and at 7th level, you can swap out any prepared spell for any mastered spell.

The key to success as a magelord is to select your mastered spells carefully.

If you prefer a defensive approach to combat, master spells that provide instant protection or a quick escape.

If you want to be ready for a fight at any time, master a good selection of offensive spells.

With the offensive option, for example, you should master attack spells such as *magic missile*, *scorching ray*, *fireball*, *phantasmal killer*, and *cloudkill*.

You can then prepare defensive or generally useful spells, such as *shield*, *protection from arrows*, *fly*, *globe of invulnerability*, and *wall of stone*, and swap them out for attack spells as needed.

This approach to spell selection allows you to be prepared for most situations you might face and still have a good selection of spells available for attack.

Finally, when you reach the pinnacle of magelord power, you can apply metamagic feats to mastered spells during casting.

Advancement: Your versatile command of magic is your greatest asset, so maximizing the advantage it provides is the wisest course.

Whenever you become eligible for another feat, consider taking Spell Mastery again.

After all, the more spells you master, the less you must rely on a spellbook—a distinct advantage if you must travel light or if your spellbooks are stolen.

If you plan on taking Spell Mastery multiple times, increase your Intelligence to maximize the benefit it offers.

In addition, you should consider taking metamagic feats that power up your already formidable spellcasting ability.

A number of skills can also provide considerable benefit for you.

Improving your stealth-oriented skills aids you in making sneak attacks, which augment your combat prowess considerably.

In addition, purchasing some ranks in Bluff and Intimidate to back up the threat of your magic is a wise move.

Resources: Like all magelords, you are a loner.

Anyone else who follows this path is a rival, not an ally.

You must rely on yourself, because no one else is trustworthy—and that is as it should be.

MAGELORDS IN FAERÛN

Because magelords often hire themselves out to anyone willing to meet their prices, they can be found almost anywhere in Faerûn.

However, their generally greedy and ambitious nature makes them likely to switch employers on the spot when a better deal presents itself.

In fact, it's not uncommon for a hired spellslinger to become the master of the house if his employer proves weak or foolish.

Magelords flourish in lands without a strong central authority, particularly places where an individual's wits, skill, and ruthlessness offer the best opportunities for personal gain, and where issues of law are settled by tests of individual strength.

The fact that no societies or fellowships of magelords exist in Faerûn today is probably a result of the fact that most magelords are loners.

However, if a group of them were to find common cause, a new society could arise at any time.

NPC REACTIONS

Most people regard hired spellcasters as cold-hearted mercenaries who are reliable only to the limits of their own self-interest.

Magelords in Faerûn are viewed in much the same way. All too often, these wizard-robed thieves and tyrants use their power to plunder and dominate those who lack the strength to stop them.

On the bright side, very few nonarcanists can really distinguish between a magelord and any other kind of wizard, so few people are prejudiced against magelords in particular.

Thus, a magelord can expect the same welcome that any wizard would receive in a town or city.

Other wizards are usually indifferent or unfriendly toward the magelord because of his obvious contempt for the Art in its traditional form.

MAGELORD LORE

Characters with Knowledge (arcana) or Knowledge (history) can research the magelord tradition and find information on notable magelords (or magelord societies) and their actions.

When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: "Wizards who call themselves magelords are skillful, quick, and often quite proud and cruel as well".

DC 15: "At best, magelords are spellslingers or duelists-for-hire.

More often, however, they are petty tyrants and villains who use their magic to plunder and dominate the weak.

In the past, societies of magelords have virtually ruled kingdoms, such as ancient Athalantar".

DC 20: "Their magical tradition emphasizes the alteration or exchange of spells on the fly, so that they always have

battle-spells ready and are rarely caught without a good offense or defense at hand”.

DC 30: Characters who achieve this level of success can learn important details about specific magelords in your campaign.

MAGELORDS IN THE GAME

Evil magelords make excellent adversaries for good-aligned adventurers.

Defeating a black-hearted wizard whose spells and hired swords are terrorizing a town is a classic adventure.

Magelords may also appear as “hired muscle” in the service of other, more powerful lords.

Despite their tarnished reputation, many magelords are perfectly content to work for good- or neutral-aligned princes and nobles.

Such magelords tend to remain quite loyal as long as their employer rewards them handsomely for their services.

Most magelords don’t require much in the way of specialized adventures to be happy.

However, having a magelord in the game can provide lots of adventure opportunities.

As a magelord gains power and accumulates successes, the demand for his specific abilities increases.

Likewise, a high-profile magelord tends to attract rivals in much the same way that notorious gunfighters once did in the American west.

Finally, most magelords (particularly those who delight in mayhem) are natural foes for the Cult of the Shattered Peak.

ADAPTATION

Experienced magelords can be found almost anywhere in Faerûn, but prospective magelords might find it necessary to visit a locale where wizards congregate in order to locate tutors or acquire the necessary research materials.

Such locales include regions in which wizards are a preferred class (see page 28 of the FORGOTTEN REALMS Campaign Setting).

TABLE 1—5: THE MAGELORD HIT DIE: d4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+0	Sneak attack +1d6	+1 level of existing arcane spellcasting class
2nd	+1	+0	+3	+0	Bonus mastered spell	+1 level of existing arcane spellcasting class
3rd	+1	+1	+3	+1	Signature supremacy	+1 level of existing arcane spellcasting class
4th	+2	+1	+4	+1	Bonus mastered spell	+1 level of existing arcane spellcasting class
5th	+2	+1	+4	+1	Sneak attack +2d6	+1 level of existing arcane spellcasting class
6th	+3	+2	+5	+2	Bonus mastered spell	+1 level of existing arcane spellcasting class
7th	+3	+2	+5	+2	Signature supremacy	+1 level of existing arcane spellcasting class
8th	+4	+2	+6	+2	Bonus mastered spell	+1 level of existing arcane spellcasting class
9th	+4	+3	+6	+3	Sneak attack +3d6	+1 level of existing arcane spellcasting class
10th	+5	+3	+7	+3	Magelord mastery	+1 level of existing arcane spellcasting class

OLIN GISIR

“Hush!

Know that we walk in the ruins of the temple of Astaroth, a demon lord of the Abyss.

It is said that the demon sleeps here still, seeking to poison the words of those who wander in.

Luckily, I know just the spells to ensure that he remains asleep...”

—Meraera of the Olin Gisiae

As all Faerûnians know, elves have very long memories. Events that took place thousands of years ago and have been largely forgotten by the shorter-lived races are still fresh in the minds of the elves, since they occurred only a generation or so ago from their perspective.

Along with such clear memories comes considerable knowledge, some of which is best kept secret.

The Olin Gisiae (which means “secret keepers” in Elven; singular Olin Gisir) are elite elf mages who have taken it upon themselves to guard these dark secrets from the rest of the world, ensuring that ancient demons remain bound away in protective circles, unholy artifacts remain forgotten, and places of dark power remain unvisited by mortals.

BECOMING AN OLIN GISIR

The Olin Gisiae have an informal organization.

As inveterate collectors of useful information, they’re quick to notice elves and half-elves who might qualify for the class and just as quick to welcome newcomers into their ranks.

Olin Gisiae are recruited exclusively from the ranks of wizards and other arcane casters.

The ideal candidate possesses a keen mind and an irresistible curiosity that sends her hunting for ancient mysteries on her own.

Usually, a seasoned secret-keeper watches prospective recruits for some time to determine their motives and desires.

Those who seem to be seeking power or personal glory are ignored, or sometimes even killed if their searches threaten to reveal dangerous secrets to the world.

Those who respect the secrets they discover are contacted and offered training.

The quickest and easiest path to Olin Gisir is via the wizard class.

A wizard gains access to new spell levels faster than a bard or sorcerer does, and her bonus feats allow her to pick up a second metamagic feat at an earlier level than other spellcasters.

Sorcerers take up this path on occasion, though they must purchase some cross-class skills to meet the requirements.

While bards have easy access to the required skills, their slower spell progression means that they cannot take this class before 13th level.

Intelligence is a key ability, since an Olin Gisir relies heavily upon spellcasting and ancient knowledge.

Charisma is also a key ability for sorcerers who choose to follow this path.

ENTRY REQUIREMENTS

Race: Elf or half-elf.

Skills: Concentration 8 ranks, Knowledge (arcana) 10 ranks, Knowledge (history) 10 ranks.

Feats: Iron Will and any two metamagic feats.

Spells: Ability to cast 3rd-level arcane spells.

Special: Abjuration must not be a prohibited school for you.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft (any), Decipher Script, Heal, Knowledge (all skills, taken individually), Profession (any), Spellcraft.

CLASS FEATURES

Olin Gisirae focus on knowledge, both arcane and mundane. Though they are not front-line combatants, their ability to read signs and banish single threats enable them to protect the secrets of the ancients with great efficiency.

All the following are class features of the Olin Gisir prestige class.

Weapon and Armor Proficiency: You gain no new proficiency with weapons, armor, or shields.

Spellcasting: At each Olin Gisir level, you gain new spells per day, and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class that granted you access to 3rd-level spells before you added the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you have access to 3rd-level spells from more than one arcane spellcasting class when you gain a level as an Olin Gisir, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Ancient Knowledge (Ex): You have studied ancient lore in considerable depth.

You gain a +1 bonus on all Knowledge (arcana), Knowledge (history), and Use Magic Device checks.

You also gain the same bonus on bardic knowledge checks if you possess that class feature.

The bonus increases to +2 at 4th level, to +3 at 7th level, and to +4 at 10th level.

Secret (Ex): You have picked up countless bits of forgotten lore from ancient tomes you have uncovered, the whispers of imprisoned fiends you have been set to guard, and other even more dangerous sources.

Add your Intelligence modifier to your Olin Gisir level.

You can choose any one secret for which that result equals or exceeds the number in the left column of Table 1-7.

TABLE 1-7: OLIN GISIR SECRETS

Level + Int	Mod	Secret	Effect
1		Lore of tongues	Learn 3 new languages (any except secret languages)
2		Secret of health	+3 hit points
3		Secret of inner strength	+2 bonus on Will saves
4		Lore of true stamina	+2 bonus on Fortitude saves
5		Dungeon navigation	Trap sense +2 (as the rogue ability, page 50 of the <i>Player's Handbook</i>)
6		Sight of the hidden	+4 bonus on Search checks
7		Ancient artifice	Any item creation feat as a bonus feat
8		Forgotten spell lore	Any metamagic feat as a bonus feat
9		Fiend warding	+2 sacred bonus to AC and on saves against attacks made by evil outsiders
10 or higher		Focused mind	Spell resistance 20 against enchantment spells

You can choose another secret in the same manner at 4th, 7th, and 10th level, though you may not select the same secret more than once.

Signs and Portents (Sp): At 2nd level, you learn to ferret out ancient, hidden evils by reading mystic omens in the world around you.

Three times per day, you can use *augury*, as the spell (caster level equals your character level).

Word of Dispel (Sp): At 5th level, you gain additional power against the old perils you seek to destroy or subdue.

You can add *dispel chaos*, *dispel evil*, or *dispel law* (your choice) to the 5th-level arcane spells that you can cast.

If you cast spells as a wizard, you simply add the spell to your spellbook.

If you cast spells as a sorcerer, you acquire it as a bonus spell known at that level.

The spell you have chosen is now an arcane spell for you.

Word of Might (Sp): At 8th level, you can use words of power against your enemies.

You can add *dictum*, *holy word*, or *word of chaos* (your choice) to the 7th-level arcane spells that you can cast.

If you cast spells as a wizard, you simply add the spell to your spellbook.

If you cast spells as a sorcerer, you acquire it as a bonus spell known at that level.

The spell you have chosen is now an arcane spell for you.

PLAYING AN OLIN GISIR

You are silent and somber most of the time—after all, the tasks you're charged with aren't trivialities.

You tend to keep silent about what you know, as much for the sake of your companions' sanity as for the preservation of secrets.

If your knowledge can help your companions, though, you freely offer as much as they need, provided that doing so does not compromise a secret.

You keep a detailed journal of odd portents and omens that you see while traveling, so that you can return later and investigate.

Your initiation into the ranks of the Olin Gisiae was almost a seamless transition.

After you had spent years seeking knowledge for its own sake, you were approached by an Olin Gisir, who offered you membership in an association dedicated to seeking knowledge and using it to protect and serve the elf race. Though you have no particular obligation to other members, you are always willing to share information with them, assist them with missions, and offer them hospitality as needed.

Combat: You are a scholar and watcher, not a fighter, so you prefer to rely on allies or mystically summoned creatures to deal with intruders who are attempting to delve into the secrets you guard.

Many of your fellow Olin Gisiae who do not travel learn the art of creating golems, shield guardians, and other loyal constructs that can serve as warriors while their masters stand back and rain down magical destruction on their foes. Your knowledge of history and magic allows you to identify ruins, read inscriptions on ancient tombs, and activate even the most outlandish magical artifacts.

Remain aware of your surroundings—you may be able to avoid perils, elude foes, or summon aid by making good use of the secrets you find in ancient places.

Divination spells help you stay alert and prepared for any danger that might be heading your way.

Spells such as *see invisibility*, *detect thoughts*, *arcane sight*, and *true seeing* help monitor your immediate surroundings, and *clairaudience/clairvoyance*, *arcane eye*, *screying*, and *prying eyes* help you look farther afield.

You can never have too many allies, so don't overlook the various *summon monster* spells, and make sure you take spells that can boost your allies' abilities.

Haste gives a big boost to your allies in combat, as do *heroism* and *rage*.

Glitterdust is also advantageous for making invisible foes visible to those who fight on your side.

Advancement: As an apprentice secret-keeper, you learn the lore of long-forgotten places of power and how to harden your mind against ensorcelment by powerful demons and undead lords.

In addition, you learn the abjuration spells needed to keep such beings bound and sleeping.

As you gain levels in the Olin Gisir class, you should learn as many abjuration spells as possible.

Spells such as *magic circle* and *dismissal* are invaluable for keeping creatures of darkness at bay, and other abjurations can help keep you alive if you are forced into combat.

Spell Penetration, Greater Spell Penetration, Spell Focus, and Greater Spell Focus are excellent feat choices, since the creatures you are likely to guard tend to have spell resistance and high saving throw bonuses.

Metamagic and item creation feats are also useful, since they can give your spells some extra punch in emergencies.

Resources: As an Olin Gisir, you are part of a respected fellowship of magical guardians and watchers scattered throughout elf towns and cities.

You can expect a warm welcome in any elf realm, and if you discover that you need immediate and significant help to avert a major catastrophe (such as the escape of a demon or the rising of a lich lord), your fellow elves will do everything in their power to assist you.

Such assistance might come in the form of skilled warriors to guard you, potions or scrolls to provide you with magical

aid, or even the loan of powerful magic items for your confrontation with the forces of evil.

Outside elf settlements, the Olin Gisiae are not widely known.

However, a small number of human sages and scholars are aware of your order and inclined to aid you if so requested.

OLIN GISIAE IN FAERÛN

Olin Gisiae can fill many roles in your campaign.

They make excellent NPC advisors, since they can provide information about dungeons the PCs might explore or artifacts they might retrieve.

They can also function as reinforcements for a group on a difficult mission or even as adversaries, should the party be unfortunate enough to wander into a protected area.

Few secret-keepers subscribe to a philosophy of "Strike first and ask questions later", but even reasonable Olin Gisiae can be drawn into conflict with PCs intent on meddling in the secrets they guard.

Olin Gisiae are loosely organized, usually coming together only if a truly terrible secret they have been protecting seems about to emerge.

The typical secret-keeper chooses to guard a single site or a group of nearby sites, such as a demon's prison or a tomb complex that serves as a lair for several powerful undead creatures.

A few, however, prefer to travel with adventuring groups, seeking out places that even their fellows have forgotten.

These roving secret-keepers usually arrange some means, either magical or mundane, to regularly report their findings back to a fellow Olin Gisir, who can quickly send a team to investigate should the missives suddenly cease.

Now and then, an old and very powerful Olin Gisir chooses to sacrifice her mortal life and undergo the transformation into a baelnorn—a powerful, good-aligned elf lich who eternally guards a site important to her people.

Such fearsome guardians usually choose to stand vigil over the most dangerous of sites, such as the ruins of Myth Drannor.

NPC REACTIONS

Most elves understand the mission of the Olin Gisiae and support it wholeheartedly.

Thus, an Olin Gisir can expect a friendly or helpful welcome in almost any elven community.

Among non-elves who know about the Olin Gisiae's mission and duties, good-hearted folk are usually friendly, but those who see the secret-keeper as an obstacle for some reason are usually unfriendly or hostile.

Characters who are unaware of a secret-keeper's appointed task are usually indifferent.

Olin Gisiae get along well with loremasters but find the ambitious magelords reckless and arrogant.

OLIN GISIR LORE

Characters with Knowledge (history) or Knowledge (geography) can research the Olin Gisiae to learn more about them.

When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: "The Olin Gisiae are elf spellcasters who guard dangerous sites on behalf of their secret fellowship".

DC 15: "An Olin Gisir's protectorate is considered sacrosanct.

Anyone entering one risks the secret-keeper's wrath".

DC 20: "Secret-keepers know powerful magic for binding and banishing demonic beings".

DC 30: Characters who achieve this level of success can learn specific, detailed information about important Olin Gisiae in your campaign.

OLIN GISIAE IN THE GAME

Because Olin Gisiae operate in relative isolation and seclusion, adding one to your game is simple.

It's entirely possible that characters with levels in this prestige class have always existed in the campaign world, but the PCs simply haven't come across one before.

This prestige class appeals to PCs who like to know what mortals were not meant to know.

If one of your PCs takes levels in the Olin Gisir class, be sure to give her an opportunity to use that knowledge from time to time, whether by allowing her to uncover some extra information about an adventure site, or by creating a full-blown adventure focused around slumbering horrors and ancient mysteries.

ADAPTATION

Some Olin Gisiae range far beyond elf lands.

If your campaign is set in an area far from the Elven Court and Evereska, it's a good bet that any Olin Gisiae operating in the area are seeking out lost lore or trying to track down a foe from ancient times.

In addition, one or two Olin Gisiae usually live with any sizable enclave of elves.

TABLE 1-6: THE OLIN GISIR HIT DIE: d4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Ancient knowledge +1, secret	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	<i>Signs and portents</i>	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	—	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Ancient knowledge +2, secret	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	<i>Word of dispel</i>	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	—	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Ancient knowledge +3, secret	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	<i>Word of might</i>	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	—	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Ancient knowledge +4, secret	+1 level of existing arcane spellcasting class

SUNMASTER

"The Netherese of old knew Amaunator, the great sun lord, whose light and order filled the world for an age.

We know him now as Lathander.

For centuries we have thought of Lathander as a god of morning, but his glory now ascends toward its noontide height.

Just as the sun brightens while it climbs into the sky, so will Lathander's glory and radiance grow as he resumes the glory and mastery that were his of old.

All who worship him will see an end to this long night in which we live."

—Andar, Sunmaster

The sunmasters are members of a sect within the church of Lathander who believe that the Morninglord is the living reincarnation of Amaunator, the long-vanished sun god who stood high in the ancient Netherese pantheon.

Sunmasters revere this ancient vision of Lathander as a deity of glory, light, and perfect order—a regal god who might one day lay claim to lordship over the Faerûnian pantheon.

Through their deeds and faith, they hope to demonstrate that Lathander's ascent is nearly complete, and that Amaunator's long noontime reign is soon to begin.

Although the sunmasters have served Lathander loyally and well for fifteen centuries now, their doctrinal differences with the rest of the Morninglord's clergy have caused discord and created schisms on more than one occasion.

Most Lathanderites see their deity as a good power—a god of renewal, hope, and rebirth.

Sunmasters view Lathander (or Amaunator, as they often call him) as a deity that brings order to the world, just as the sun provides the regularity of day and night, season after season, year after year.

BECOMING A SUNMASTER

Clerics, especially former Lathanderites, are best suited to take on the role of sunmaster.

The most difficult and important step in entering this prestige class is turning aside from the accepted tenets of Lathander's faith by choosing the Servant of the Fallen feat, then devoting prayers and faith to Amaunator as an aspect of Lathander.

A small number of nonclerics who oppose darkness, chaos, and disorder (usually paladins and wizard/clerics) become sunmasters because they believe that Lathander will reward their faith with triumph over their shadowy adversaries.

As with clerics, sunmasters benefit from high scores in Wisdom and Charisma.

ENTRY REQUIREMENTS

Alignment: Any lawful.

Skills: Knowledge (history) 8 ranks, Knowledge (geography) 4 ranks, Knowledge (religion) 4 ranks, Speak Language (Loross).

Feats: Servant of the Fallen (Amaunator) (see page 9).

Spells: Ability to cast 2nd-level divine spells.

Domains: Law, Sun.

Patron Deity: Amaunator.

Special: You must own a holy symbol of Amaunator, either personally recovered from a ruined temple of that deity or given to you by an existing sunmaster.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft (any), Decipher Script, Diplomacy, Gather Information, Knowledge (history), Knowledge (religion), Profession (any), Spellcraft.

CLASS FEATURES

Since sunmasters wield the unbridled power of the noonday sun, their abilities center around the properties of heat and light.

The following are class features of the sunmaster prestige class.

Weapon and Armor Proficiency: You gain no new proficiency with weapons, armor, or shields.

Spellcasting: At each sunmaster level, you gain new spells per day, and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one divine spellcasting class before becoming a sunmaster, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Sun Spells: You can prepare any Sun domain spell as if it were on your divine spell list.

The spell uses a spell slot of a level equal to its level in the Sun domain list.

Glaring Eyes (Sp): Starting at 2nd level, your eyes glow with the brilliant orange color of the sun.

You can produce a *searing light* effect from your eyes once per day (caster level equals your character level).

Additionally, you can never be blinded or dazed by spells or effects with the light descriptor, or by natural light of any kind.

You can use *searing light* twice per day at 5th level and three times per day at 8th level.

Resistance to Fire (Ex): Your link to the sun gives you increasing resistance to its fire.

At 3rd level, you gain resistance to fire 5.

Your fire resistance increases to 10 at 6th level and to 15 at 9th level.

Law Spells: Beginning at 4th level, you can prepare any Law domain spell as if it were on your divine spell list.

The spell uses a spell slot of a level equal to its level in the Law domain list.

Planning Domain: At 7th level, you gain access to the Planning Domain and acquire its granted ability (see *Player's Guide to Faerûn*).

On any given day, you can choose spells from the Planning Domain or from one of the domains you chose as a 1st-level cleric to fill your domain spell slots.

You do not gain additional domain spells each day, only a broader choice of domain spells at each spell level.

Sunform (Sp): Upon reaching 10th level, you gain the ability to become an insubstantial ball of bright, glowing light the size of a Medium creature.

This effect is identical to that of the *gaseous form* spell, except as follows.

In *sunform*, you radiate *daylight* as the spell, gain a fly speed of 120 feet (perfect), and have immunity to fire, light, and air effects.

In addition, you gain a melee touch attack that deals 6d6 points of fire damage.

You can remain in *sunform* for up to 10 rounds.

Sunform is the equivalent of an 8th-level spell and is usable once per day.

PLAYING A SUNMASTER

Like the morninglords of Lathander, you represent an elite sect of clerics and holy warriors.

Your task is to demonstrate the superiority of Lathander's faith through your own actions, thereby hastening the day when he completes his millennia-long ascension and once again shines forth as the supreme lord over Faerûn's squabbling and fractious pantheon.

Many of your fellow Lathanderites shrink from the grandeur of your vision for Amaunator's emergence from Lathander's faith, arguing that no one deity can know what is right for all creatures under the sun—but you know they are wrong.

Only your bold action and glorious triumphs in the never-ending war against chaos and darkness will illuminate the truth of your belief for all to see.

The sun will rise tomorrow, as it does every day.

This glowing orb is the absolute representation of your faith, and its supreme dependability is your guide.

Be lawful.

Know what is right, and support the right path in all your doings.

Rid the world of darkness with the sun's perfect fire.

You can expect trouble from rival sects within Lathander's faith and also from followers of Horus-Re, who mistakenly believe that their deity is Faerûn's only sun god.

As a sunmaster, you are still part of Lathander's church, and as such, you are loyal to both its precepts and its officials.

As a new member, you can expect to receive plenty of advice on proper deportment and actions.

Later on, you gain respect and admiration from your fellow sunmasters simply by virtue of your increasing power, which clearly demonstrates your deepening relationship with the sun.

Since the hierarchy within your sect is based largely on merit, however, you can gain even more status by actively promoting its interests, achieving victories in the ongoing battle against chaos, and recruiting new members to the cause.

As you gain more status, junior members may begin coming to you for advice, and elder members may ask you to undertake special missions.

Combat: Your spells and abilities can banish darkness and restore order to chaos.

You possess more offensive spell ability than most clerics because you can prepare spells from the Sun and Law domains as cleric spells.

Your preferred mode of combat is to attack with spells such as *searing light* and *order's wrath*, smiting your foes with the pure power of the sun.

To use *searing light* most effectively, consider taking feats such as *Precise Shot* and *Weapon Focus* (ray).

The former allows you to use *searing light* more readily against foes in melee combat with your allies, and the latter improves your chance to hit.

If you take care to choose lawful allies, you can aim *order's wrath* nearly anywhere you wish without hurting your friends, because the spell doesn't harm lawful creatures.

When you reach the pinnacle of your power as a sunmaster, you receive the *sunform* ability, which makes you a formidable melee opponent against any foe that is susceptible to fire damage.

However, your ability to cast spells is severely curtailed while you're using *sunform* unless you have the Still Spell, Silent Spell, and Eschew Materials feats.

Advancement: Your recruitment into the sunmasters sect was like a burst of brilliant sunlight.

As you listened to the words of another sunmaster, the truth became dazzlingly clear.

You joyfully undertook a quest to find a true holy symbol of Amaunator and were welcomed with open arms by your fellow sunmasters once you had succeeded.

As you attain higher levels in the prestige class, you take on responsibility for advancing those aspects of Lathander's worship that most directly reflect the glory of Amaunator. In particular, you must begin recruiting new followers and clerics for your order, lest Amaunator's worship die out again.

The old temples of Amaunator were called courts, and each was headed by a high priest who held the title of Righteous Potentate.

When you rule over your own army of the faithful, you can make that title your own.

Your abilities closely match those of most typical clerics, so any tool that would serve a cleric well should also aid you. Feats such as Spell Penetration and Spell Focus can help you become a more effective spellcaster in combat, and feats such as Craft Wondrous Item and Craft Magic Arms and Armor allow you to create powerful tools for use in your crusade against the foes of order.

Resources: The Church of Lathander is widespread and powerful, and its members generally support your efforts. While many Lathanderites are uncomfortable with your "heretical" beliefs, they recognize that the sectarian differences within the faith are relatively minor compared with the need to curtail the abominable acts of Faerûn's many evil gods and their clergy.

Unless you make a point of browbeating all the Lathanderites you meet about the inaccuracy of their beliefs, you can expect food, lodging, and shelter in almost any shrine or temple of Lathander.

Your fellow sunmasters are even more inclined to offer you help when needed than is the mainstream Church of Lathander.

Other sunmasters are often willing to assist you in short missions, loan you useful magic items, or heal you when you cannot heal yourself, and they expect the same courtesy in return.

You can also find allies in the Order of the Sun Soul, an organization of monks based in Waterdeep whose origins can be traced to the worship of ancient Amaunator.

SUNMASTERS IN FAERÛN

No proof exists that Amaunator has returned from the dead except the words of the sunmasters.

Lathander has not proclaimed himself the new incarnation of Amaunator, but neither has he denied it.

The god is keeping his own counsel on the matter for now, although he has made it clear to both morninglords and sunmasters that he considers all who follow him true believers, thus heading off the worst of the sectarian infighting.

Organization: The sunmasters are more formally known as the Brotherhood of the Glorious Sun, a recognized knightly and cleric order within Lathander's faith.

Chapter houses and shrines dedicated to the worship of Lathander's sun aspect are often entrusted to the keeping of the brotherhood.

Thus, a sunmaster often reports to the ranking cleric of Lathander in the area, as well as a superior brother of the Glorious Sun who might be located in a different city. A typical chapter house of the Glorious Sun is headed by a handful of sunmasters who are attached to a large temple of Lathander.

A typical chapter consists of one to five sunmasters, plus two to five clerics and acolytes who have accepted Amaunator as their deity but have no levels in the prestige class yet, and two to ten fighters, paladins, or warriors who adhere to the sunmaster beliefs.

NPC REACTIONS

Most non-Lathanderites view the sunmasters as simply one more faction within Lathander's church, hardly worth distinguishing from groups such as the morninglords or the Order of the Aster.

Thus, a sunmaster can expect the same sort of reaction that any cleric of Lathander would receive from a given group or individual.

Evil characters take a dim view of sunmasters, since they know that Lathander's clerics crusade against evil wherever they find it.

Good folk are sometimes put off by the zeal of the sunmasters but generally admire the good works they accomplish.

SUNMASTER LORE

Characters with Knowledge (religion) can research the sunmasters to learn more about them.

When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: "The sunmasters are a particular sect or order within the Church of Lathander".

DC 15: "Sunmasters especially venerate Lathander's aspect as a deity of the sun and crusade fervently against creatures of evil and darkness.

They wield powers of light and fire".

DC 20: "Sunmasters believe that Lathander is the incarnation or continuation of Amaunator, the old god of the sun, who was a powerful deity in the time of ancient Netheril.

They also believe that Lathander's power is ascending, and that he will soon reincarnate himself as Amaunator, claiming the mantle of lordship over the rest of the gods. Their views are considered somewhat heretical by many other Lathanderites".

DC 30: Characters who achieve this level of success can learn important details about specific chapter houses or fellowships of sunmasters in your campaign.

SUNMASTERS IN THE GAME

While sunmasters strongly lean toward lawful neutral as opposed to lawful good, they typically appear as allies rather than adversaries or rivals to good-aligned adventurers.

This prestige class appeals to players who like to play "offensive-minded" clerics—that is, divine spellcasters who use their spells to attack first and heal later.

Because sunmasters are determined, confident, and sometimes overzealous in confronting evil, players who like to be out front and in charge should enjoy playing them.

ADAPTATION

Sunmasters function openly wherever Lathander is venerated.

They are often covertly active in places where churches of evil deities hold sway or in locales where Horus-Re worshipers wield secular influence.

Their secret activities involve establishing and protecting groups of Lathander worshipers, confronting and eliminating rival clerics, and fighting the spread of chaos in any way they can.

TABLE I—8: THE SUNMASTER HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Sun spells	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	<i>Glaring eyes</i> 1/day	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Resistance to fire 5	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Law spells	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	<i>Glaring eyes</i> 2/day	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Resistance to fire 10	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Planning domain	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	<i>Glaring eyes</i> 3/day	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Resistance to fire 15	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	<i>Sunform</i>	+1 level of existing divine spellcasting class

MAGIC OF FAERÛN (3.0)

GNOME ARTIFICER

Gnome artificers dabble in technology to create fantastic devices, delving into shadow magic when their mundane equipment is insufficient for the task.

Their weapons, armor, and tools require frequent maintenance and repair but produce nonmagical effects that rival some arcane spells.

Most gnome artificers are skilled artisans and craftsmen, usually rogues, bards, or wizards (illusionists in particular make good artificers because of their access to shadow magic).

A few rangers and clerics explore this field, but it is very rare for other classes to become artificers because of the breadth and depth of skills needed.

Gnome artificer NPCs enjoy trading information and share a healthy competition for invention and attention.

Sometimes they work together in teams, while others prefer isolation and private study.

Some artificers who retire from active invention study magic or become advisors on large engineering projects such as bridges and castles.

While this prestige class is called the gnome artificer, a few humans are known for their artificer skills, all of them from the island nation of Lantan.

They refer to themselves as “Lantanese artificers” but otherwise have the powers of this prestige class.

Hit Die: d6.

REQUIREMENTS

To qualify to become a gnome artificer, a character must fulfill all the following criteria.

Race: Gnome (or human from the Lantan region).

Skills: Alchemy 3 ranks, Craft (armorsmithing, blacksmithing, gemcutting, locksmithing, metalworking, trapmaking, or weaponmaking) 8 ranks, Craft (any other two from the previous list) 4 ranks, Disable Device 2 ranks,

Knowledge (architecture) 4 ranks, Knowledge (engineering) 4 ranks, Profession (apothecary, engineer, or siege engineer) 3 ranks.

Feats: Lightning Reflexes, Skill Focus (any of the above Craft skills).

Spellcasting: Able to cast 1st-level arcane spells of the Illusion school.

CLASS SKILLS

The gnome artificer’s class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Wis), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (architecture and engineering) (Int), Listen (Wis), Profession (Wis), Search (Int), and Use Rope (Dex). See Chapter 4: Skills in the *Player’s Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the gnome artificer prestige class.

Weapon and Armor Proficiency: Gnome artificers are proficient with all simple weapons, light armor, medium armor, and shields.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Artificer Item: A gnome artificer has the ability to craft nonmagical devices that duplicate the effects of certain spells.

Rather than using magic to accomplish this, he uses his knowledge of pistons, gears, lenses, and other simple mechanical inventions.

As a result, an artificer item usually appears unwieldy and complex, with many attachments, lenses, protrusions, wires, and hoses.

By default, all artificer devices use two item spaces: any one space plus either the “belt” or “cloak” space.

It is possible to build devices that take up only one space, but they cost twice as much.

An artificer can only craft artificer devices that duplicate the effects of the artificer device powers he knows (see below).

All artificer devices have charges, representing fuel and other substances needed to provide the effect.

After a certain number of uses, the device ceases to function until the artificer expends more time and money to rebuild it.

For example, an artificer creates a bracerlike device that gives its wearer the equivalent of a *bull's strength* spell; the device has 50 charges, and when those charges are used, the device's power no longer functions until an artificer rebuilds it.

Rebuilding a device costs half as much as it would cost to make it from scratch.

Making artificer devices requires time and expenditure of resources as if the artificer were creating a magic item (1 day per 1,000 gp of the base price).

However, unlike crafting a magic item, the artificer does not spend XP as a part of this process.

He merely spends the appropriate time and gold to create the item, using the table below to determine the base price of the device:

Effect	Base Price
50 charges*, use-activated	Power level** × artificer level*** × 1,000 gp
Uses only one space	Multiply entire cost by 2
*An artificer can create a device with as few as 5 charges, with the cost reduced proportionally.	
**A 0-level device power is half the value of a 1st-level device power for determining price.	
***An artificer can create a device with an effective artificer level lower than his own, as long as it is the minimum artificer level necessary to learn that device power.	

For example, a 3rd-level artificer wishes to make a *bull's strength* device (as described above).

Bull's strength is a 2nd-level device power (see below), so creating this device with 50 charges at the minimum level costs $2 \times 3 \times 1,000$ gp, or 6,000 gp, and 6 days of work.

Once these charges are used, the device becomes useless. Artificer devices follow the rules on page 243 of the *DUNGEON MASTER's Guide* for determining costs of items with multiple abilities.

Artificer devices use the same space limitations as magic items (bracer, helmet, cloak, and so on), so a character cannot wear a device that uses a bracer space at the same time she wears a pair of *gauntlets of ogre power*.

Artificer devices are large and bulky.

Multiply the level of the device power (with 0-level device powers counting as 1/2 level) by 1 cubic foot and 5 pounds to get the total volume and weight of the device (add together the weights and volumes of devices with multiple powers).

They are large enough to be considered a separate object for the purposes of the strike an object action.

A device has 5 hit points per cubic foot of volume and hardness 10.

A device can be made out of special materials (such as adamantine or mithral) to increase its hardness or hit points; treat each cubic foot of the device as a longsword for the purpose of determining the modifier to the initial base

price (the special materials do not affect the rebuilding price of the item).

Gnome Artificer Device Powers: While mages wield arcane power and clerics manipulate divine energy, the artificer uses mundane tools and strange reagents to produce impressive results.

Like a neophyte wizard with a small repertoire of spells, an artificer starts with a few technological tricks that he has mastered.

As he gains levels, the artificer learns new device powers automatically as shown on Table 3-1: The Gnome Artificer. The artificer can also purchase information on other device powers from other artificers or find them in books of crafting, with the prices and value of such objects equal to a scroll of the equivalent spell level.

For example, Hendark Steelwire is a 1st-level gnome artificer.

During his travels he encounters Waywicket Gemcracker, another gnome artificer, and he pays her 25 gp for the secret to one of the 1st-level device powers he doesn't know.

To learn a device power or create an item with it, an artificer must have an Intelligence score of at least 10 + the power's level.

The Difficulty Class for saving throws is 10 + the level of the device power + the ability bonus of the minimum ability score needed to learn that device power.

Activating a device is a standard action that does not draw an attack of opportunity.

Most device powers rely upon completely nonmagical methods.

Devices that use these powers function normally in an *antimagic field* and cannot be counterspelled or disrupted.

A few device powers push the boundaries of mundane technology and actually dip into the powers of the school of Illusion (shadow).

Such powers are marked in the list below with double asterisks and are treated as supernatural abilities—they do not function within an *antimagic field*, but cannot be counterspelled or disrupted.

The gnome artificer must be at least 9th level to incorporate these powers in one of his devices.

Because the device powers duplicate the abilities of the appropriate spells exactly, their effects overlap (do not stack) with the effects of the spell they duplicate.

Therefore, a device that grants *cat's grace* does not stack with the arcane spell *cat's grace*.

GNOME ARTIFICER DEVICE POWERS LIST

0-level—*acid splash**, *detect poison*, *electric jolt**, *flare*, *Horizikaul's cough**, *launch bolt**, *light*, *mage hand*, *ray of frost*.
 1st-level—*burning hands*, *detect undead*, *corrosive grasp**, *endure elements*, *expeditious retreat*, *feather fall*, *grease*, *Horizikaul's boom**, *jump*, *Kaupae's skittish nerves**, *launch item**, *low-light vision**, *obscuring mist*, *shocking grasp*, *spider climb*.
 2nd-level—*battering ram**, *bull's strength*, *cat's grace*, *darkvision*, *daylight*, *flame dagger**, *fog cloud*, *glitterdust*, *Melf's acid arrow*, *see invisibility*, *shatter*, *speed swim**.
 3rd-level—*flame arrow*, *fly***, *gust of wind*, *haste***, *lightning bolt*, *shatterfloor**, *sleet storm***, *stinking cloud*, *water breathing*.
 4th-level—*ice storm***, *quench*, *rusting grasp*, *shout*, *solid fog*, *wall of fire***, *wall of ice***.

* New spell from this book.

** Requires the shadow effect ability.

Bonus Item: At 2nd level, the gnome artificer gains a single-function 50-charge device of any device power he knows. The item functions at his artificer level.

The artificer is assumed to have been working on this item in his spare time, and does not need to spend any money or time to acquire the item.

The gnome artificer gains another bonus item every even-numbered level thereafter.

Skill Focus: At 3rd level, the gnome artificer gains the Skill Focus (Disable Device) feat.

Salvage: An artificer of at least 5th level can dismantle a device (whether built by him or by another artificer) and use its pieces as parts for another device.

This reduces the base price of the new device by 1/2 the market price of the device being dismantled.

A device without full charges is worth only a percentage of its original market price equal to the percentage of charges remaining.

Prototype: Beginning at 7th level, an artificer can make a device that has a device power that he doesn't know.

These prototype items cost double the normal amount and are unreliable.

Every time an artificer uses a prototype ability, he must make an artificer level check (DC = device power's artificer level +1) to activate the device successfully.

Any other creature trying to activate the prototype device power has a -5 penalty on this check.

Artificer prototype mishaps

A device malfunctions when a mishap occurs, usually in a reversed or harmful manner. The DM determines what sort of mishap occurs, with the malfunction causing 1d6 points of damage per device power level as a default.

- If the device power is a ranged effect, it strikes the user or an ally instead of the intended target, or a random target nearby if the user was the intended target.
- If the device power is a ranged effect, it takes effect at some random location within range.

- Device causes 1d6 points of damage per device power level to the user.
- Device damages user as above and loses 1d10 additional charges.
- Device damages user as above and ceases to function until the artificer has rebuilt the device, costing 1/10 the normal base price.
- Device activates 1d4 rounds later than intended, selecting a random target if a ranged effect.
- Device activates 1d4 hours later than intended, selecting a random target if a ranged effect.

Failure indicates a mishap (see the Artificer Prototype Mishaps sidebar on the previous page).

If a mishap occurs, the charge for that attempted use is expended, regardless of the mishap's outcome.

The device power used in a prototype must be on the device power list, and the artificer can't build a prototype

that incorporates powers requiring the shadow effect ability until he reaches 9th level.

Shadow Effect (Su): Starting at 9th level, the artificer can make devices that draw upon the power of shadow to produce supernatural effects.

He may now incorporate powers on the list marked with double asterisks.

TABLE 3—1: THE GNOME ARTIFICER

Class	Base	Fort	Ref	Will		Device Powers Known				
Level	Attack Bonus	Save	Save	Save	Special	0	1	2	3	4
1st	+0	+0	+2	+0	Artificer item	4	2	—	—	—
2nd	+1	+0	+3	+0	Bonus item	5	2	—	—	—
3rd	+2	+1	+3	+1	Skill Focus	5	3	1	—	—
4th	+3	+1	+4	+1	Bonus item	6	3	2	—	—
5th	+3	+1	+4	+1	Salvage	6	4	2	1	—
6th	+4	+2	+5	+2	Bonus item	7	4	3	2	—
7th	+5	+2	+5	+2	Prototype	7	5	3	2	1
8th	+6	+2	+6	+2	Bonus item	8	5	4	3	2
9th	+6	+3	+6	+3	Shadow effect	8	5	4	3	2
10th	+7	+3	+7	+3	Bonus item	9	5	5	4	3

GUILD WIZARD OF WATERDEEP

The Watchful Order of Magists and Protectors is one of the most powerful guilds in Waterdeep, but most Waterdhavians are barely aware of its existence.

The Lady Master of the Order, Mhair Szeltune, chooses to take a strictly neutral stance in the political and economic affairs of the city.

She encourages the wizards of the order to pursue the art of magic and leave politics to others.

The wizards of the order study and exchange information, create magic items to help support the guild's financial independence, and offer their services to others in the city as watch-wizards or fire guards (wizards armed with spells and magic items to combat fires).

The order's strict political neutrality and assistance to others in the city has paid dividends, for although the populace may not know much about the order's members, neither do they have cause to fear them.

The majority of the order's members are wizards, but other arcane spellcasters are welcome as well.

Sorcerers are drawn to the order and bards are occasionally associate members, gaining access to much the same information as do the wizards, but deriving less immediate benefit from it, since they acquire their spells differently from wizards.

Guild wizards of Waterdeep are most likely permanent residents of or long-term visitors to the city of that name, though they can be found wandering across the lands. As many different personalities among the Order exist as there are wizards.

This prestige class can serve as a model for the DM to develop similar prestige classes for other possible guilds in the Forgotten Realms.

A member of the Arcane Brotherhood in Luskan may share some of the abilities of a member of the Watchful Order of Magists and Protectors in Waterdeep (most likely, access to a spellpool), but in other ways will be very different.

Hit Die: d4.

REQUIREMENTS

To qualify to become a guild wizard, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Skills: Alchemy 4 ranks, Knowledge (arcana) 8 ranks, Scry 4 ranks, Spellcraft 8 ranks.

Feats: Scribe Scroll, any one metamagic feat, and either Spell Penetration or Spell Focus (choice of school).

Spellcasting: Ability to cast 3rd-level arcane spells.

Special: Prospective members must pay an initiation fee of 1,000 gp.

CLASS SKILLS

The guild wizard's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the guild wizard prestige class.

Weapon and Armor Proficiency: Guild wizards gain no proficiency with any weapon or armor.

Spells per Day: A guild wizard's training focuses on magic. Thus, when a character gains a new level of guild wizard, she gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, for example).

If a character had more than one spellcasting class before she became a guild wizard, she must decide to which class she adds each level of guild wizard for purposes of determining spells per day when she adds the new level.

Membership: The character becomes a full member of the Watchful Order of Magists and Protectors.

She is entitled to vote on issues before the entire membership, use the order's library and workrooms (though access to these facilities is based upon seniority), and replenish her store of material components (common components are usually free or carry a nominal fee, while components that carry a gold piece value are available "at cost").

Membership in the order incurs the following duties and responsibilities:

- Monthly membership dues of 25 gp (payable up to 1 year in advance);
- Obedience to the rulings of the masters;
- Aid to other members in time of need (this normally means aiding other order members who are in danger, but can mean aiding them in their other endeavors as well);
- Defense of the city of Waterdeep when called upon by the Masters or legitimate authorities of the Waterdhavian government; and
- Devotion of personal time and energy to the order (10% XP penalty).

This last is usually considered the most onerous requirement of membership in the order.

Each season, a member must spend ten days directly aiding the order.

This can mean anything the Masters deem it to mean: working with the city guard, serving as an arcane guardian for a private concern, taking a turn as city fire watch, creating magic items, performing administrative duties, and so on.

The form this aid takes need not be detailed unless the DM and player wish to do so.

Regardless of its form, it results in an XP penalty of 10%, cumulative with any other penalty the character has incurred (such as from multiclassing).

This represents the cost of creating magic items solely for the order, XP costs for spellcasting, and other personal energies contributed to the order.

(The character still pays full gp and XP costs for any magic items created solely for her own use).

Improved Spell Acquisition: At each level of advancement in the guild wizard prestige class, a character gains three spells of her choice of any level she can cast to add to her spellbook.

Spellpool (Sp): Beginning at 2nd level, members of the Watchful Order of Magists and Protectors can call 1st through 3rd-level spells from a common source known as a spellpool.

At 6th level, they may call up to 6th-level spells from the spellpool, and at 10th level they may call spells of up to 9th level from the spellpool.

See the Spellpool description in the previous chapter.

Bonus Item Creation Feat: At 3rd level, a member of the order may select a bonus Item Creation feat (she must still meet the prerequisites for gaining the feat).

Bonus Language: Members of the order study the Art across cultural boundaries.

As such, they pick up other languages so that they may enhance their studies.

The character may add one additional language to the list of those she already knows.

She may include ancient languages (see the section on Language in Chapter 3: Life in Faerûn in the *FORGOTTEN REALMS Campaign Setting*).

Improved Counterspell Feat: At 5th level, the character gains the Improved Counterspell feat.

City officials call upon the order to assist in preventing widespread destruction when rogue spellcasters threaten the city.

As a result, the order has perfected its ability to use counterspell techniques to eliminate the threat of such reckless magic use.

The Masters feel that this is preferable to harming the irresponsible magic user, leaving the punishment of such a person to the city authorities.

Focused Dispel: Sometimes members of the order must deal with lingering magical effects.

Over the years, its members have developed more effective dispelling skills.

Beginning at 7th level, they may add +2 to any caster level checks made to dispel magic.

Break Enchantment Spell: At 9th level, the *break enchantment* spell is added to the 4th-level spell list of the guild wizard of Waterdeep.

He or she must still learn the spell in order to cast it, just as with any other spell.

TABLE 3—2: THE GUILD WIZARD OF WATERDEEP

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day
1st	+0	+0	+0	+2	Membership, improved spell acquisition	+1 level of existing class
2nd	+1	+0	+0	+3	<i>Spellpool I</i>	+1 level of existing class
3rd	+1	+1	+1	+3	Bonus item creation feat	+1 level of existing class
4th	+2	+1	+1	+4	Bonus language	+1 level of existing class
5th	+2	+1	+1	+4	Improved Counterspell	+1 level of existing class
6th	+3	+2	+2	+5	<i>Spellpool II</i>	+1 level of existing class
7th	+3	+2	+2	+5	Focused dispel	+1 level of existing class
8th	+4	+2	+2	+6	Bonus language	+1 level of existing class
9th	+4	+3	+3	+6	<i>Break enchantment</i> spell	+1 level of existing class
10th	+5	+3	+3	+7	<i>Spellpool III</i>	+1 level of existing class

HARPER MAGE

Wizards and sorcerers have been part of the Harpers since the organization's inception.

Many of its senior members today are powerful mages.

Among the organization's principal allies are several influential wizards and sorcerers who have made some of their accumulated knowledge available to the Harpers. Mystra, the deity of magic, is one of the patron deities of the Harpers; her predecessor was one of the deities who met at the Dancing Place centuries ago to inspire the founding of the organization.

With such a rich magical tradition, it is inevitable that Harpers would develop some of their own magical lore and techniques to pass on to their agents.

The Harper mage has two principal responsibilities.

The first of these is aiding the Harpers with spells and arcane knowledge.

This aid might include anything from casting spells in a battle in which Harper agents are involved to using divination magic to find a missing Harper to examining a vanquished Red Wizard's personal spellbooks.

Of course, many Harper mages are agents themselves, using their magic to investigate the activities of any number of evil groups.

The other primary responsibility of the Harper mage is to study, record, and pass on ancient lore, particularly that dealing with arcane discoveries.

Harper mages do not limit themselves to just the study of arcana, however.

Many a mage becomes an expert in other fields as well. Some study nature, supplementing the knowledge and wisdom offered by druids.

Others study history, synthesizing their understanding of ancient magical lore with an insight into what forces of history may have played a part in shaping a particular approach to magic.

Although perhaps not the equal of some of the more distinguished sages of the Realms, these Harper scholars are nevertheless respected in their own right.

Wizards, sorcerers, and bards all make fine Harper mages. Multiclassed rogue/wizards and rogue/sorcerers are also common among their ranks.

Harper mages generally travel in the company of other Harpers or allies of similar outlooks.

Even alone, the Harper mage can count on support from those friendly to the Harper cause.

Hit Die: d4.

REQUIREMENTS

To qualify to become a Harper mage, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Skills: Concentration 4 ranks, Knowledge (arcana) 8 ranks, Knowledge (any other) 4 ranks, Scry 4 ranks, Sense Motive 2 ranks, Spellcraft 8 ranks.

Feats: Alertness, Education, Extend Spell.

Spellcasting: Ability to cast 3rd-level arcane spells.

Special: Sponsorship by a member of the Harpers, approval of the High Harpers.

CLASS SKILLS

The Harper mage's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Innuendo (Wis), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Scry (Int), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Harper mage prestige class.

Weapon and Armor Proficiency: Harper mages are proficient with simple weapons.

They gain no proficiency in the use of any armor.
Spells per Day: A Harper mage's training focuses on magic. Thus, when a character gains a new level of Harper mage, she gains new spells per day as if she had also gained a level in whatever arcane spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, for example).

If a character had more than one arcane spellcasting class before she became a Harper mage, she must decide to which class she adds each level of Harper mage for purposes of determining spells per day when she adds the new level.

Harper Knowledge: Like a bard, a Harper mage has a knack for picking up odd bits of knowledge.

This ability works exactly like the bardic knowledge ability of the bard class.

If a Harper mage has bard levels (or levels in another class with the same ability, such as loremaster or Harper scout), her Harper mage levels and bard levels (or levels in the other appropriate class) stack for the purpose of using Harper knowledge.

Oghma's Insight: As lorekeepers, Harper mages develop a keen interest in many fields.

The Harper mage gains a free Skill Focus feat in any one Knowledge skill.

Arcane Theory: At 2nd level, the Harper mage gains a free Skill Focus feat in either Spellcraft or Knowledge (arcana). This represents an introduction to theories of magic from other civilizations through study and preservation of old lore.

Extend Spell: In their studies of history and lore, Harper mages have learned something of ancient magic, including rudimentary elements of the *mythal* magic of the elves. These discoveries allow them to power a few of their spells each day, allowing them to last longer than normal.

The Harper mage may cast a spell as if it were under the effect of the Extend Spell feat without affecting the casting time or spell slot of the spell.

The Harper mage can use this ability a number of times per day equal to 1 + his Charisma bonus.

Eschew Materials: Further studies into the secrets of magic give Harper mages the ability to cast their spells without resorting to material components.

This ability grants the Harper mage the Eschew Materials feat.

Mystra's Grace: Harper mages gain a +2 insight bonus on all saves against magical effects.

TABLE 3-3: THE HARPER MAGE

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day
1st	+0	+0	+0	+2	Harper knowledge, Oghma's insight	+1 level of existing class
2nd	+1	+0	+0	+3	Arcane theory	+1 level of existing class
3rd	+1	+1	+1	+3	Extend Spell	+1 level of existing class
4th	+2	+1	+1	+4	Eschew Materials	+1 level of existing class
5th	+2	+1	+1	+4	Mystra's grace	+1 level of existing class

HARPER PRIEST

Nearly every Harper recognizes the importance of the deities who inspired the creation of the Harpers: Deneir, Eldath, Lliira, Mielikki, Milil, Mystra, Oghma, Selûne, Silvanus, and Tymora; and the elven deities Aerdrie Faenya, Angharradh, Corellon Larethian, Erevan Ilesere, Fenmarel Mestarine, Hanali Celanil, Labelas Enoreth, Rillifane Rallathil, Sehanine Moonbow, and Solonor Thelandira. Some, however, choose to pursue a closer relationship with these deities who came together at the Dancing Place. Although most Harper priests are human, half-elven, or elven clerics who have selected one of the deities listed above as their patron, the Harpers recruit their members from many backgrounds, cultures, and religious affiliations, as long as those deities do not promote evil ends or wanton destruction.

Human druids, dwarven paladins, gnome rangers, halfling rogue/clerics of Brandobaris, and many others are all welcome.

Deities whose portfolios and interests particularly parallel those of the Harper patron deities include Akadi, Azuth, Chauntea, Gwaeron Windstrom, Lathander, Lurue, Red Knight, Savras, Shaundakul, Shiallia, Valkur, and many of the neutral- or good-aligned deities of the various racial pantheons.

Harper priests can be found on their own or in the company of other Harpers or allies of similar outlooks. Even alone, the Harper priest can count on support from those friendly to the Harper cause.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Harper priest, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Skills: Diplomacy 4 ranks, Knowledge (arcana) 4 ranks, Knowledge (religion) 8 ranks, Spellcraft 8 ranks.

Feats: Alertness, Iron Will.

Spellcasting: Ability to cast 3rd-level divine spells.

Special: Sponsorship by a member of the Harpers, approval of the High Harpers.

Also, the character's patron deity must be nonevil and not one devoted to wanton destruction.

CLASS SKILLS

The Harper priest's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (any) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Scry (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Harper priest prestige class.

Weapon and Armor Proficiency: Harper priests are proficient with all simple weapons.

They are also proficient with all types of armor (light, medium, and heavy) and shields.

Spells per Day: A Harper priest's training focuses on magic. Thus, when a character gains a new level of Harper priest, she gains new spells per day as if she had also gained a level

in whatever divine spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

If a character had more than one divine spellcasting class before she became a Harper priest, she must decide to which class she adds each level of Harper priest for purposes of determining spells per day when she adds the new level.

Blessings: At each level, a Harper priest may choose one blessing from Table 3–5: Harper Priest Blessings.

TABLE 3–5: HARPER PRIEST BLESSINGS

Level + Wis

Modifier	Blessing	Effect
1	Eldath's Pool	May create water 1/day as a cleric equal to her highest divine spellcasting level
2	Silvanus's Staff	Weapon Focus (quarterstaff) feat
3	Deneir's Eye	+2 holy bonus on saves against glyphs, runes, and symbols
4	Milil's Voice	+1 holy bonus on all Charisma-based skill checks
5	Mielikki's Step	Add +10 ft. to speed in light or medium armor
6	Lliira's Heart	+2 holy bonus on saves against compulsion and fear effects
7	Oghma's Insight	Skill Focus (any Knowledge) feat
8	Selûne's Radiance	Low-light vision (or double range of existing low-light vision)
9	Mystra's Grace	+2 insight bonus on saves against magical effects
10+	Tymora's Smile	Once per day may add +2 luck bonus to single saving throw (can be added after save result is known)

Her Harper priest level plus her Wisdom bonus determines which blessings she can select.

(She may select a lesser blessing than the highest possible if she so chooses).

She can't choose the same blessing twice.

Harper Knowledge: Like a bard, a Harper priest has a knack for picking up odd bits of knowledge.

This ability works exactly like the bardic knowledge ability of the bard class.

If a Harper priest has bard levels (or levels in another class with the same ability, such as loremaster or Harper scout), her Harper priest levels and bard levels (or levels in the appropriate other class) stack for the purpose of using bardic knowledge.

TABLE 3–4: THE HARPER PRIEST

Class	Base	Fort	Ref	Will	Special	Spells per Day
Level	Attack Bonus	Save	Save	Save		
1st	+0	+2	+0	+2	Blessing, Harper knowledge	+1 level of existing class
2nd	+1	+3	+0	+3	Blessing	+1 level of existing class
3rd	+2	+3	+1	+3	Blessing	+1 level of existing class
4th	+3	+4	+1	+4	Blessing	+1 level of existing class
5th	+3	+4	+1	+4	Blessing	+1 level of existing class

INCANTATRIX

The incantatrixes are the practitioners of metamagic in Faerûn, studying spells that affect other spells and having a particular fondness for magic that thwarts extraplanar beings.

Most incantatrixes are skilled wizards or sorcerers, although a small number of bards study this type of magic.

Few are multiclassed as clerics or druids because those classes often rely on extraplanar entities, which conflicts with the incantatrix's focus.

Incantatrix NPCs usually act independently, but sometimes join together to solve a common problem.

Since they dislike extraplanar intrusions on the Material Plane, most incantatrixes see the destruction of active *gates* to other planes as their responsibility, and an incantatrix is usually a knowledgeable source of information on functional *gates* in the area.

Because they have little offensive combat magic against normal creatures, they prefer to avoid combat or travel with companions who balance their shortcomings.

Hit Die: d4.

REQUIREMENTS

To qualify to become an incantatrix, a character must fulfill all the following criteria.

Skills: Concentration 4 ranks, Knowledge (arcana) 8 ranks, Knowledge (the planes) 8 ranks, Spellcraft 4 ranks.

Feats: Iron Will, any metamagic feat.
Spellcasting: Able to cast 3rd-level arcane spells.

CLASS SKILLS

The incantatrix's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the incantatrix prestige class.

Weapon and Armor Proficiency: Incantatrixes gain no proficiency with any weapon or armor.

Spells per Day: An incantatrix continues to study standard magic as well as pursuing studies in metamagic.

Thus, when a new incantatrix level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before becoming an incantatrix.

She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, for example).

If a character had more than one spellcasting class before she became an incantatrix, she must decide to which class she adds each level of incantatrix for purposes of determining spells per day when she adds the new level.

School Specialization: Upon becoming an incantatrix, the character chooses to focus her studies on protective and metamagic, forsaking other types of spells.

In effect, the incantatrix is a specialist in the school of Abjuration (gaining all the benefits of specializing in a school), and the incantatrix must choose an additional prohibited school or schools using the rules on page 54 of the *Player's Handbook* (although an incantatrix can never choose Transmutation as an opposed school).

The incantatrix can never again learn spells from that prohibited school or schools.

She can still use the prohibited spells she knew prior to becoming an incantatrix, including using items that are activated by spell completion or spell trigger.

If the incantatrix already is a wizard specialized in Abjuration, she does not need to choose another prohibited school.

A bard or sorcerer who becomes an incantatrix must still choose a prohibited school to gain the benefits of specialization.

Send Away (Ex): The incantatrix gains a +2 bonus to all dispel checks and caster level checks to harm, banish, or overcome the spell resistance of outsiders.

This includes dispel checks to dispel a *summon monster* spell.

Bonus Metamagic Feat: At 1st, 5th, and 10th level, the incantatrix may select a bonus metamagic feat.

See Ethereal (Su): Once per day, an incantatrix of 3rd level or greater can see into the Ethereal Plane for a number of rounds equal to her class level.

She can see ethereal creatures up to 60 feet away, although they appear gray and insubstantial (as objects on the Material Plane appear to ethereal creatures).

This does not give her any additional ability to attack ethereal creatures, but she can utilize spells and effects that affect ethereal creatures (such as force effects and abjurations) normally, so she could cast a *magic missile* at an ethereal creature.

Strike Ethereal (Su): Beginning at 4th level, the incantatrix can alter her spells so they strike ethereal targets that she can see.

Altering a spell in this way works similar to a sorcerer using a metamagic feat—spells with a casting time of one action become full-round spells, and spells with a longer casting time take an extra full-round action to cast.

The altered spell takes effect on the Ethereal Plane instead of the Material Plane.

Hardy Spirit (Su): At 6th level, the incantatrix becomes immune to death effects and energy drain attacks.

Instant Metamagic (Su): Once per day, the 7th-level incantatrix can use a single metamagic effect of any metamagic feat she knows on a spell without preparing it beforehand (if a wizard) or increasing its casting time (if a sorcerer or bard).

The wizard's prepared spell works as if prepared with the metamagic feat except it uses the same spell slot.

A sorcerer or bard's spell is cast without the adjustment to the casting time but works as if cast with the metamagic feat.

A 9th-level incantatrix can use this power twice per day.

Improved Metamagic (Su): At 8th level, the incantatrix has mastered metamagic to such an extent that whenever she uses a metamagic feat, the feat's level increase upon a spell is reduced by one (this can't reduce an increase to less than one level, or less than zero levels if the increase is already +0).

For example, an incantatrix wizard could prepare a quickened *fireball* as a 6th-level spell instead of a 7th-level spell.

Drain Item (Sp): An incantatrix of 10th level can drain a charge from a charged magic item, using the magic to heal herself.

If the item drained is a staff, the spell level is that of the lowest-level spell that uses a single charge.

She gains 1d6 hit points per spell level of the charge drained.

If the incantatrix has reached her maximum hit points, any additional hit points acquired are temporary hit points (maximum +20) that disappear after 10 minutes.

A creature gets to make a Will save (DC 10) to prevent one of its held or carried items from being drained.

TABLE 3—6: THE INCANTATRIX

Class	Base	Fort	Ref	Will	Special	Spells per Day
Level	Attack Bonus	Save	Save	Save		
1st	+0	+0	+0	+2	Bonus metamagic feat	+1 level of existing class
2nd	+1	+0	+0	+3	Send away	+1 level of existing class
3rd	+1	+1	+1	+3	See ethereal	+1 level of existing class
4th	+2	+1	+1	+4	Strike ethereal	+1 level of existing class
5th	+2	+1	+1	+4	Bonus metamagic feat	+1 level of existing class
6th	+3	+2	+2	+5	Hardy spirit	+1 level of existing class
7th	+3	+2	+2	+5	Instant metamagic 1/day	+1 level of existing class
8th	+4	+2	+2	+6	Improved metamagic	+1 level of existing class
9th	+4	+3	+3	+6	Instant metamagic 2/day	+1 level of existing class
10th	+5	+3	+3	+7	Bonus metamagic feat, drain item	+1 level of existing class

MAGE-KILLER

Mage-killers are a rare breed.

They master magic designed for combat against other spellcasters.

They learn not only combat skills such as might be taught to a warrior, but also spells that target the weaknesses of their foes.

Some use traps, others use weapons, but all hone their magical skills to a fine point, for it is those skills that distinguish them from the usual run of hunters and killers. They develop friendships with the sorts of people who can lead them to their foes, but the dirty business of overcoming those foes they take upon their own shoulders. Most mage-killers are essentially bounty hunters specializing in a particular sort of prey.

Some, however, follow such a path out of religious conviction.

Ironically, followers of both Azuth and Shar use mage-killers in the pursuit of their respective deity's aims.

The church of Azuth believes in the responsible use of magic.

This prevents others not gifted in the Art from treating all spellcasters as enemies, but also preserves the very Weave itself.

Azuth's followers usually first offer a warning to any spellcaster who abuses the powers he possesses.

Failing that, however, they increase the response, until at last they are forced to send a mage-killer to defeat the reckless spellcaster.

Shar's followers, of course, concern themselves with the Weave only insofar as it affects the Shadow Weave.

Their mage-killers instead seek out prominent Weave users and kill them publicly as a warning to those who oppose their deity and as a demonstration of the power of the Shadow Weave.

Through such means, Shar's followers hope to weaken Mystra's power over magic.

So far, her followers have had little success in weakening Mystra's might, since the sorts of spells they prefer are not all so well suited to overcoming other spellcasters.

What mages they have killed were as often as not taken down by her deadly Dark Moon sorcerer-monks.

But if they seem, on the surface, less well suited to the task of killing other spellcasters, their fanatical devotion to their deity's cause more than makes up for it.

Hit Die: d4.

REQUIREMENTS

To qualify to become a mage-killer, a character must fulfill all the following criteria.

Skills: Spellcraft 10 ranks.

Feats: Great Fortitude, Lightning Reflexes, Combat Casting, Martial Weapon Proficiency (any).

Spellcasting: Ability to cast 4th-level arcane or divine spells.

Ability to cast at least three spells that require Fortitude saves and at least three spells that require Reflex saves.

(A spell that inflicts damage but allows no saving throw can substitute for any of these required spells).

CLASS SKILLS

The mage-killer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Scribe (Int), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the mage-killer prestige class.

Weapon and Armor Proficiency: Mage-killers gain no proficiency with any weapon or armor.

Spells per Day: A mage-killer's training focuses on magic.

Thus, when a character gains a new level of mage-killer, she gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

If a character had more than one spellcasting class before she became a mage-killer, she must decide to which class she adds each level of mage-killer for purposes of determining spells per day when she adds the new level.

Improved Saves: The mage-killer learns to improve his resistance to the very sorts of spells he uses against others.

At 1st level, and every odd-numbered level thereafter, he gains a +1 bonus on either his Fortitude or Reflex save.

These bonuses stack.

Augment Summoning: At 2nd level, the character gains the Augment Summoning feat.

Spell Focus feat: At 4th level, the character gains a bonus Spell Focus feat in one of the following schools: Conjuration, Evocation, Necromancy, or Transmutation.

Every even-numbered level thereafter, the character gains another bonus Spell Focus feat in one of these schools, until at 10th level the mage-killer has Spell Focus for all four schools listed.

TABLE 3-7: THE MAGE-KILLER

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day
1st	+0	+0	+0	+2	Improved saves	+1 level of existing class
2nd	+1	+0	+0	+3	Augment summoning	+1 level of existing class
3rd	+1	+1	+1	+3	Improved saves	+1 level of existing class
4th	+2	+1	+1	+4	Spell Focus	+1 level of existing class
5th	+2	+1	+1	+4	Improved saves	+1 level of existing class
6th	+3	+2	+2	+5	Spell Focus	+1 level of existing class
7th	+3	+2	+2	+5	Improved saves	+1 level of existing class
8th	+4	+2	+2	+6	Spell Focus	+1 level of existing class
9th	+4	+3	+3	+6	Improved saves	+1 level of existing class
10th	+5	+3	+3	+7	Spell Focus feat	+1 level of existing class

MASTER ALCHEMIST

The master alchemist is a spellcaster who specializes in producing potions and elixirs that reproduce the effects of spells of 4th level or higher.

Even spellcasters who dabble in alchemy gain the ability to improve the rate at which they can produce potions, which for adventuring spellcasters can reduce the amount of time they must spend preparing for their next quest.

At its highest levels, the alchemist prestige class allows spellcasters to create potions that reproduce some of the most powerful magical effects available.

All master alchemists need sufficient space in which to work, as well as the right equipment and raw materials. A sizable work table is the minimum space necessary to create alchemical substances and brew potions.

Your Dungeon Master may also require that the character have an alchemist's lab (see page 110 of the *Player's Handbook*).

Finally, the character must provide the raw materials. These cost half the market price of the finished potion. Hit Die: d4.

REQUIREMENTS

To qualify to become a master alchemist, a character must fulfill all the following criteria.

Skills: Alchemy 10 ranks, Spellcraft 10 ranks.

Feats: Brew Potion, Magical Artisan (potions), Skill Focus (Alchemy).

Spellcasting: Ability to cast 4th-level arcane or divine spells.

CLASS SKILLS

The master alchemist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the master alchemist prestige class.

Weapon and Armor Proficiency: Master alchemists gain no proficiency in any weapon or armor.

Spells per Day: A master alchemist's training focuses on magic.

Thus, when a character gains a new level of master alchemist, she gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

If a character had more than one spellcasting class before she became a master alchemist, she must decide to which class she adds each level of master alchemist for purposes of determining spells per day when she adds the new level.

Brew 2/day: The master alchemist has perfected the art of brewing potions.

As such, she can brew two potions (totaling no more than 1,000 gp market value) in one day (an 8-hour period) instead of one.

Brew Potion (4th): Beginning at 2nd level, the master alchemist's advanced study of alchemy and magic allows her to brew potions of 4th-level spells.

The market price of such a potion is equal to 50 gp per spell level times the level of the caster.

Brew Potion (5th): As Brew Potion (4th), except that the master alchemist can brew potions of 5th-level spells.

Brew Potion (6th): As Brew Potion (4th), except that the master alchemist can brew potions of 6th-level spells.

Brew 3/day: As Brew 2/day, except that the master alchemist may brew three potions in one day.

Improved Identification: Beginning at 6th level, the master alchemist is so sure in her knowledge that she may use her Alchemy skill to identify potions and other such substances more quickly and simply than others.

This master alchemist needs no alchemical equipment, spends no gp, and requires only 1 minute to identify such a substance.

Add +10 to the normal DC required for identification. The master alchemist can't retry this improved identification (which means she can't take 20); if this identification fails, the master alchemist must use the

normal identification rules as described under the Alchemy skill.

Brew Potion (7th): As Brew Potion (4th), except that the master alchemist can brew potions of 7th-level spells.

Brew Potion (8th): As Brew Potion (4th), except that the master alchemist can brew potions of 8th-level spells.

Brew 4/day: As Brew 2/day, except that the master alchemist may brew four potions in one day.

Brew Potion (9th): As Brew Potion (4th), except that the master alchemist can brew potions of 9th-level spells.

TABLE 3—8: THE MASTER ALCHEMIST

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day
1st	+0	+0	+0	+2	Brew 2/day	+1 level of existing class
2nd	+1	+0	+0	+3	Brew Potion (4th)	+1 level of existing class
3rd	+1	+1	+1	+3	Brew Potion (5th)	+1 level of existing class
4th	+2	+1	+1	+4	Brew Potion (6th)	+1 level of existing class
5th	+2	+1	+1	+4	Brew 3/day	+1 level of existing class
6th	+3	+2	+2	+5	Improved identification	+1 level of existing class
7th	+3	+2	+2	+5	Brew Potion (7th)	+1 level of existing class
8th	+4	+2	+2	+6	Brew Potion (8th)	+1 level of existing class
9th	+4	+3	+3	+6	Brew 4/day	+1 level of existing class
10th	+5	+3	+3	+7	Brew Potion (9th)	+1 level of existing class

MYSTIC WANDERER

Mystic wanderers are divine spellcasters who eschew normal church hierarchies and instead embrace freedom, wanderlust, and independence.

They believe that to serve their deities they need to experience the world, learn about its hidden beauties and truths, and learn how their own inner selves relate to the outer world.

Mystic wanderers are known for their skill in creating potions and magic gems.

Most mystic wanderers begin as clerics, although some druids and rangers pursue the life of a mystic wanderer as well.

Because of the mystic wanderer's independence and disdain for authority figures, monks and paladins only become mystic wanderers if they have lapsed from their vows.

Most mystic wanderers follow deities of beauty, individualism, love, hedonism, charisma, self-perfection, darkness, the moon, joy, fertility, motherhood, dance, music, disease, poison, luck, misfortune, or the seasons. Mystic wanderer NPCs usually act alone, preferring to interact with people (including other mystic wanderers) on a person-to-person basis rather than in groups.

They sometimes acquire bodyguards or friends who can act as bodyguards to balance their weaknesses in combat.

Hit Die: d8.

REQUIREMENTS

To qualify to become a mystic wanderer, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Skills: Alchemy 3 ranks, Diplomacy 8 ranks, Knowledge (nature) 3 ranks, Perform 3 ranks, Profession (herbalist) 3 ranks.

Feats: Iron Will.

Spellcasting: Able to cast 2nd-level divine spells.

CLASS SKILLS

The mystic wanderer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Innuendo (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Perform (Cha), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the mystic wanderer prestige class.

Weapon and Armor Proficiency: Mystic wanderers gain no proficiency with any weapon or armor.

Many of the mystic wanderer's abilities rely on her ability to fully utilize the movements of her body and her confidence in her appearance.

When wearing any sort of armor or using a shield, her glory of the divine ability does not function and she cannot use any of her spell-like abilities.

Spells per Day: A mystic wanderer continues to study standard magic as well as pursuing her other studies. Thus, when a new mystic wanderer level is gained, the character gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before becoming a mystic wanderer.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, and so on).

If a character had more than one divine spellcasting class before she became a mystic wanderer, she must decide to which class she adds each level of mystic wanderer for purposes of determining spells per day when she adds the new level.

Glory of the Divine (Su): A mystic wanderer who wears no armor gains a sacred (or profane, if her patron deity is evil) bonus to AC equal to her Charisma bonus (if any).

Sleep (Sp): The mystic wanderer can use *sleep* once per day as a sorcerer equal to her mystic wanderer level plus her highest divine spellcaster level (DC = 11 + Cha modifier).

Familiar: Beginning at 2nd level, a mystic wanderer can obtain a familiar, just as a sorcerer or wizard can. A mystic wanderer with sorcerer or wizard levels can treat her mystic wanderer levels as sorcerer or wizard levels for determining her familiar's natural armor, Intelligence, and special abilities.

Lore of Nature: At 2nd level, the mystic wanderer gains a +2 competence bonus on all Profession (herbalist) and Knowledge (nature) checks.

Gem Magic (Su): A 3rd-level mystic wanderer learns the secret of gem magic, as described in the previous chapter. She gains the Attune Gem feat, and she can use the feat to store any spell she can cast, whether arcane or divine.

Resist Charm: Beginning at 3rd level, the mystic wanderer gains a +2 sacred (or profane, if her patron deity is evil) bonus on saving throws against enchantment (charm) effects.

Brew Potion: The mystic wanderer gains the Brew Potion feat at 4th level.

Suggestion (Sp): At 5th level, the mystic wanderer can use *suggestion* once per day as a sorcerer equal to her mystic wanderer level plus her highest divine spellcaster level (DC = 13 + Cha modifier).

Greater Potion I: The 6th-level mystic wanderer can brew potions as if she had access to all 0- and 1st-level sorcerer/wizard spells (even those not on her spell list). He need not have prepared the spell to brew the potion; instead, she must leave one spell slot (of the appropriate

level) open when brewing a potion of a spell not on her spell list.

He must still provide any material components or focuses needed.

Charm Monster (Sp): At 7th level, the mystic wanderer can use *charm monster* once per day as a sorcerer equal to her mystic wanderer level plus her highest divine spellcaster level (DC = 14 + Cha modifier).

Greater Potion II: As greater potion I, except that the 8th-level mystic wanderer can brew potions as if she had access to all 2nd-level sorcerer/wizard spells.

Mass Charm (Sp): The 9th-level mystic wanderer can use *mass charm* once per day as a sorcerer whose level is equal to her mystic wanderer level plus her highest divine spellcaster level (DC = 18 + Cha modifier).

Greater Potion III: As greater potion I, except that the 10th-level mystic wanderer can brew potions as if she had access to all 3rd-level sorcerer/wizard spells.

Timeless Body: After achieving 10th level, a mystic wanderer no longer suffers ability penalties for aging (see the *Player's Handbook*, Table 6–5: Aging Effects, page 93) and cannot be magically aged.

Any penalties she may have already suffered, however, remain in place.

Bonuses still accrue, and the mystic wanderer still dies of old age when her time is up.

TABLE 3–9: THE MYSTIC WANDERER

Class	Base	Fort	Ref	Will		
Level	Attack	Save	Save	Save	Special	Spells Per Day
1st	+0	+0	+2	+2	Glory of the divine, <i>sleep</i>	+1 level of existing class
2nd	+1	+0	+3	+3	Familiar, lore of nature	+1 level of existing class
3rd	+1	+1	+3	+3	Gem magic, resist charm	+1 level of existing class
4th	+2	+1	+4	+4	Brew potion	+1 level of existing class
5th	+2	+1	+4	+4	<i>Suggestion</i>	+1 level of existing class
6th	+3	+2	+5	+5	Greater potion I	+1 level of existing class
7th	+3	+2	+5	+5	<i>Charm monster</i>	+1 level of existing class
8th	+4	+2	+6	+6	Greater potion II	+1 level of existing class
9th	+4	+3	+6	+6	<i>Mass charm</i>	+1 level of existing class
10th	+5	+3	+7	+7	Greater potion III, timeless body	+1 level of existing class

SPELLDANCER

Spelldancers are an energetic sort of spellcaster who draw on the quasi-primal energy of song and dancing to power their magic.

Functioning similar to a sorcerer or bard, they create magic when they need it, drawing from a wide repertoire of spells but in a taxing manner.

Some call them spellsingers, but the primary component of their magic is the dance, and “spellsinger” is often confused with the slang term for a mage, “spellslinger”.

Most spelldancers are primarily sorcerers or bards, but some wizards find the path alluring, and clerics of deities such as Milil, Sharras, and Oghma sometimes walk the path of the spelldancer.

Characters of other classes almost never become spelldancers.

Most spelldancers are female.

NPC spelldancers often join traveling shows of minstrels, bards, and dancers.

Their mundane dancing abilities are remarkable and the mobility of the group prevents too much unwanted attention.

Some conservative spellcasters dislike spelldancers, and some common folk fear them and accuse them of consorting with fiends.

Hit Die: d6.

REQUIREMENTS

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

Skills: Concentration 4 ranks, Perform (dance) 6 ranks, Tumble 4 ranks.

Feats: Combat Casting, Dodge, Endurance, Mobility.

Spellcasting: Able to cast 3rd-level spells.

CLASS SKILLS

The spell dancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Jump (Str), Knowledge (arcana) (Int), Perform (Cha), Profession (Wis), Scry (Int), Spellcraft (Int), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the spell dancer prestige class.

Weapon and Armor Proficiency: Spell dancers are proficient with all simple weapons.

They are not proficient with any type of armor or shields.

Spell dance (Su): Spell dancing is a means of increasing the effectiveness of a spell by performing a vigorous magical dance before casting.

The spell dancer chooses one or more metamagic feats she knows to apply to a spell she wants to cast and begins her spell dancing.

(Spells from the schools of Invocation and Necromancy can't be enhanced via spell dancing).

When she finishes spell dancing, she makes a Perform check with a DC of 10 + spell level (as modified by the metamagic feats).

If she fails, the spell fizzles with no effect.

If she succeeds, she casts the spell and it is modified by the selected metamagic feats (without the level of the spell being altered).

For every spell level higher than normal that a metamagic feat alters a spell, one full round of spell dancing is required to alter the spell.

The spell dancer dances the required number of rounds, and on her next action she may cast a spell with the chosen metamagic feat (if she doesn't cast a spell that round, the spell dancing effect is lost).

For example, a spell dancer could choose to empower a *bull's strength* spell, spell dance for 2 full rounds (the spell level adjustment for Empower Spell), then cast *bull's strength* (as a standard action) with the benefits of Empower Spell.

Still Spell and Quicken Spell can never be used in conjunction with spell dancing.

A spell dancer needs to know the metamagic feat in question to spell dance the effects of that feat.

Spell dancing requires extended motion.

A spell dancing character has to move at least half her speed as part of her action on any round she spell dances.

This movement is included in the full-round action of spell dancing, and means the spell dancer cannot take a 5-foot step on any round she spell dances.

While spell dancing, the caster provokes attacks of opportunity normally, although she can still make Tumble checks to avoid attacks of opportunity.

A spell dancer can safely spell dance a number of rounds per day equal to her Constitution modifier plus her spell dancer class level.

Every spell she casts with spell dancing after that causes her to make a Fortitude save (DC 10 + total rounds spent spell dancing in the last day) to avoid taking 2 points of temporary Constitution damage and becoming fatigued (if

already fatigued, the character becomes exhausted and can't spell dance again until only fatigued).

Enthralling Dance (Sp): Once per day, a 2nd-level spell dancer can *enthrall* targets with a special dance. The effect is identical to the *enthrall* spell, except that it requires no vocal component and requires dancing as its somatic component.

The DC to resist is equal to 10 + spell dancer level + Charisma modifier.

The effect lasts as long as the spell dancer continues dancing (which is otherwise identical to spell dancing).

At 4th level, the spell dancer can use her *enthralling dance* twice per day.

Evasion (Ex): At 2nd level, a spell dancer gains evasion.

If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as *fireball*), she takes no damage with a successful saving throw.

Evasion can only be used if the spell dancer is wearing light armor or no armor.

Cooperative Dance (Ex): A 3rd-level spell dancer can coordinate with another dancing character to share some of the effort of casting spells with spell dancing.

The assisting character must dance during the same rounds as the spell dancer and then make a Perform check; for every 10 points of the check, the "cost" of the spell dance is reduced by 1 round (to a maximum reduction of 3 rounds for a check result of 30 or greater).

This doesn't decrease the number of rounds required for the spell dance; it simply means that not as many rounds are deducted from the spell dancer's total number of spell dancing rounds per day.

The cooperative dance can't reduce the number of rounds of spell dancing "spent" by the spell dancer to less than one for any casting, and the spell dancer can only coordinate with one character per spell dance.

Example: A spell dancer wishes to heighten a spell from 2nd to 5th level (+3 levels).

This requires 3 rounds of spell dancing.

If another character cooperates by dancing for the same 3 rounds as the spell dancer and rolls a 22 on his Perform (dancing) check, the spell dance only "costs" the spell dancer 1 round (of her limited number of spell dancing rounds per day), rather than the full 3.

Sleep Dance (Sp): Once per day, a 4th-level spell dancer can dance in such a manner as to put nearby creatures to sleep. This requires 1 full round of dancing (as spell dancing), after which all creatures in a 30-foot-radius emanation fall into slumber as the *sleep* spell (Will negates, DC 10 + spell dancer level + Charisma modifier) for 1 minute per spell dancer level.

Confusing Dance (Sp): The 5th-level spell dancer can confuse targets with a special dance once per day.

This requires 1 full round of dancing (as spell dancing), after which all creatures within 15 feet of the spell dancer are affected as the *confusion* spell (Will negates, DC 10 + spell dancer level + Charisma modifier) for 1 round per spell dancer level.

TABLE 3—10: THE SPELLDANCER

Class	Base	Fort	Ref	Will	Special	Spells per Day
Level	Attack Bonus	Save	Save	Save		
1st	+0	+0	+2	+2	Spelldance	+1 level in existing class
2nd	+1	+0	+3	+3	<i>Enthralling dance</i> , Evasion	+1 level in existing class
3rd	+1	+1	+3	+3	Cooperative dance	+1 level in existing class
4th	+2	+1	+4	+4	<i>Sleep dance</i>	+1 level in existing class
5th	+2	+1	+4	+4	<i>Confusing dance</i>	+1 level in existing class

SPELLFIRE CHANNELER

Spellfire is the raw energy of the Weave.

Most who bear this gift never have the time or opportunity to develop these skills.

Those who do practice their spellfire are able to hone their talent into a tool with fantastic abilities that most dabblers can only dream of.

Characters of all classes can become spellfire channelers, since that ability isn't selective about whom it appears in. Spellcasters of any sort have the easiest time qualifying for this class, however.

As NPCs, spellfire channelers are usually reclusive individuals, for powerful organizations are always on the hunt for beings with unusual abilities that can be turned to evil or experimented upon.

The Cult of the Dragon is one such group, and it has been responsible for driving into hiding many users of spellfire. The most famous of these is Shandril Shessair, who led a life on the run before finally destroying enough cultists to deter their interest in her.

Most spellfire channelers wish only to be left alone, although a rare few use their spellfire to acquire power and influence for themselves.

Hit Die: d4.

REQUIREMENTS

To qualify to become a spellfire channeler, a character must fulfill all the following criteria.

Skills: Concentration 8 ranks, Knowledge (arcana) 2 ranks, Spellcraft 2 ranks.

Feats: Endurance, Spellfire Wielder.

CLASS SKILLS

The spellfire channeler's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the spellfire channeler prestige class.

Weapon and Armor Proficiency: Spellfire channelers are proficient with all simple weapons.

They are not proficient with any type of armor or shields.

Drain Charged Item (Sp): As a standard action, a spellfire channeler can drain a single charge from a touched charged item (including single-use items such as potions and scrolls), converting the energy into a single stored spellfire energy level.

A fully drained item has no magical properties (a potion becomes water, a scroll becomes blank paper).

Only one feature of a multiple-use charged item (such as a scroll with several spells) can be drained per round.

A creature gets to make a Will save (DC 10) to prevent one of its held or carried items from being drained.

Increased Storage (Ex): The channeler's capacity for storing spellfire energy levels is multiplied by the listed value.

However, spellfire energy levels in excess of the channeler's Constitution score is dangerous, with different effects depending upon the number of levels stored:

Constitution +1 to Constitution ×2: The channeler's eyes glow brightly, and any creature, magic item, or spell effect that touches the channeler causes 1 spellfire energy level to be discharged as a harmless burst of light.

Once per day, the channeler must make a Constitution check (DC 10) or take 1d6 points of damage as one of her spellfire energy level backfires.

Constitution ×2+1 to Constitution ×3: As above, plus the channeler's skin glows (shedding light as a candle), a touch releases 1d4 spellfire energy levels as light, and the channeler must make the backfire Constitution check every hour.

Constitution ×3+1 to Constitution ×4: As above, except the channeler sheds light equal to a torch, feels a burning sensation within her body (treat as if distracted by nondamaging spell, DC 20 to concentrate), and must make the backfire Constitution check every minute.

A touch releases 1d6 spellfire energy levels as a *flare* spell (DC 10 + number of spellfire energy levels expended) against the channeler and all creatures within 5 feet of her.

Constitution ×4+1 to Constitution ×5: As above, except the character radiates a palpable (but nondamaging) heat to a radius of 20 feet, is in pain (treat as if distracted by nondamaging spell, DC 25 to concentrate), and must make the backfire Constitution check every round.

A touch releases 2d6 spellfire energy levels as a *flare* spell (DC 10 + number of spellfire energy levels expended) against the channeler and all creatures within 5 feet of her. The channeler must make a Will save (DC 25) every round or be forced to expend a maximum-strength blast of energy at a random target within 30 feet in preference to any other action.

Regardless of the number of spellfire energy levels stored, a channeler can voluntarily expend only a number of spellfire energy levels per round equal to her Constitution score.

(Involuntary expenditure, such as that noted above, isn't limited in this way).

Improved Healing (Su): At 2nd level, the spellfire channeler can release stored spellfire energy levels to heal by touch.

This restores 1d4+1 hit points per spellfire energy level expended (rather than the normal 2 points per spellfire energy level).

Weapon Focus (spellfire): The channeler gains the Weapon Focus (spellfire) feat at 3rd level.

Rapid Blast (Su): At 4th level, the spellfire channeler can release two blasts of spellfire as a standard action.

This increases to three blasts per standard action at 8th level.

Each blast after the first suffers a cumulative –2 penalty to attack rolls (–0 for the first blast, –2 for the second, and –4 for the third).

Drain Permanent Item (Sp): The channeler can drain power from permanent magic items by touch as a standard action. An item that creates spell effects (such as *boots of speed*) loses that function for 24 hours, and the channeler gains spellfire energy levels equal to half the caster level of the item.

A creature gets to make a Will save (DC 10) to prevent one of its held or carried items from being drained.

An item with all its permanent abilities drained for the day is still a magic item (for purposes of making saving throws when damaged, and so on).

Flight (Su): The channeler can expend spellfire energy levels to fly as the spell.

Each spellfire energy level expended allows the channeler to fly for 1 minute.

The flying channeler leaves a visible trail of light that fades after 1 round.

Deflect Arrows (Su): The channeler gains the Deflect Arrows feat, although rather than using a hand, a single spellfire energy level is expended to knock the missile away.

If the channeler has no spellfire energy levels available, she cannot use this ability.

Crown of Fire (Su): By expending 10 spellfire energy levels, a channeler can manifest the crown of fire, which appears as a halo of spellfire around her head and provides light equal to a *daylight* spell.

The crown of fire gives her damage reduction 10/+1 and automatically melts all nonmagical weapons that strike her (after inflicting damage, if any).

The crown of fire grants the channeler spell resistance 32 (as the *spell resistance* spell).

Maintaining the crown of fire requires expending 10 spellfire energy levels each round, which can be done as a free action.

The crown of fire does not interfere with the channeler's actions, including using other spellfire abilities.

Maelstrom of Fire (Su): The channeler can release spellfire energy in all directions as a 20-foot-radius spread, dealing 1d6 damage per spellfire energy level expended to all creatures in the area (Reflex half, DC 10 + class level + Charisma modifier).

TABLE 3—II: THE SPELLFIRE CHANNELER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	<i>Drain charged item</i> , increased storage 2
2nd	+1	+3	+0	+3	Improved healing
3rd	+1	+3	+1	+3	Weapon Focus (spellfire), increased storage 3
4th	+2	+4	+1	+4	Rapid blast 2
5th	+2	+4	+1	+4	<i>Drain permanent item</i> , increased storage 4
6th	+3	+5	+2	+5	Flight
7th	+3	+5	+2	+5	Deflect Arrows, increased storage 5
8th	+4	+6	+2	+6	Rapid blast 3
9th	+4	+6	+3	+6	Crown of fire
10th	+5	+7	+3	+7	Maelstrom of fire

WAR WIZARD OF CORMYR

The Cormyrean war wizards are some of the most respected battle-mages in all Faerûn.

Trained by experienced combat mages, they bring great power to the battlefield.

In the war against the Tuigan horde, they were instrumental in protecting the outnumbered allied troops fighting against the horde.

In the recent war in Cormyr against the dragon and her goblin minions, many war wizards lost their lives holding back the onslaught.

Since their creation, they have been one of Cormyr's most effective tools against subversion by foreign or hostile powers.

The road they must travel to achieve such ends is long, difficult, and often lonely, but the special people who follow this path are made of the stuff that can endure such hardships.

Their reward?

The respect of their peers and the people of Cormyr, and the gratitude of kings.

As expected, wizards make the best war wizards, but despite the name the class is not limited to wizards alone.

Sorcerers often select this path, for their dedication to a specific area of magic can make them powerful servants of Cormyr's crown.

Though bards can qualify, few find this path worthwhile.

Most war wizards serve the kingdom of Cormyr directly, and that duty rarely allows adventuring.

Still, some war wizards work more proactively, seeking out potential threats to Cormyr and rectifying them before the situation merits greater attention.

Hit Die: d4.

REQUIREMENTS

To qualify to become a war wizard, a character must fulfill all the following criteria.

Alignment: Any nonevil, nonchaotic.

Skills: Spellcraft 10 ranks.

Feats: Enlarge Spell, Widen Spell, Martial Weapon Proficiency (any).

Spellcasting: Ability to cast 4th-level arcane spells.

CLASS SKILLS

The war wizard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the war wizard prestige class.

Weapon and Armor Proficiency: War wizards gain no proficiency with any weapon or armor.

Spells per Day: A war wizard's training focuses on magic. Thus, when a character gains a new level of war wizard, she gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (increased familiar powers, metamagic or item creation feats, and so on).

If a character had more than one spellcasting class before she became a war wizard, she must decide to which class

she adds each level of war wizard for purposes of determining spells per day when she adds the new level.

Weapon Focus: The war wizard gains a free Weapon Focus feat for a martial weapon of her choice.

She must be proficient with that weapon in order to apply this feat to it.

Metamagic Feat: War wizards focus their studies of spellcasting efficiency.

In order to achieve that end, they develop expertise in a variety of metamagic techniques.

At 2nd level and again at 4th level, the war wizard gains a bonus metamagic feat of her choice to add to her repertoire of knowledge.

Widen Spell: Part of the war wizard's training involves study of the essence of magic.

In her training, she learns to adapt to the rapidly changing conditions of the battlefield.

Although she may prepare some of her spells with metamagic feats, sometimes she needs to modify a spell on the spur of the moment.

Beginning at 3rd level, a war wizard may cast a spell as if it were under the effects of the Widen Spell feat.

She does not need to prepare this in advance, and it does not increase the casting time or use a higher spell slot.

The war wizard can use this ability a number of times per day equal to 1 + her Charisma bonus (if any).

Enhanced Spell Area: Particularly important to war wizards is the ability to use fewer spells to defeat their enemies, so they perfect their understanding of spell dimensions to cast spells affected by the Widen Spell metamagic feat with even greater area.

Any time a war wizard of 5th level casts a spell modified by the Widen Spell feat, the spell area increases by 100% rather than 50%.

Thus, instead of a widened *fireball* spell having a 30-ft.-radius spread, it has a 40-ft.-radius spread.

TABLE 3-12: THE WAR WIZARD

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day
1st	+0	+2	+0	+2	Weapon Focus	+1 level of existing class
2nd	+1	+3	+0	+3	Metamagic feat	+1 level of existing class
3rd	+1	+3	+1	+3	Widen spell	+1 level of existing class
4th	+2	+4	+1	+4	Metamagic feat	+1 level of existing class
5th	+2	+4	+1	+4	Enhanced spell area	+1 level of existing class

MAGIC OF INCARNUM (3.5)

INCANDESCENT CHAMPION

"The greatest power in the cosmos is the power of the mortal spirit. The gods themselves cannot bear the brilliance of a single perfect soul."

—Sayyara na Retheil, Daughter of the Crescent Moon
Though incarnum is a potent tool, it is still a physical medium—an abstraction that stands between its wielder and the true power of the soul.

The incandescent champion seeks to dispense with barriers and obstacles both tangible and intangible so that she can touch the cosmic soul with her unveiled body, mind, and spirit.

By embracing the ultimate, irreducible energy of the multiverse in this manner, she becomes a living flame—a brilliant spirit whose body is little more than a shell for her true form.

The strength of her soul allows her to withstand almost any peril, scour her foes with deadly luminous blasts, and overcome the physical shackles of the world around her to accomplish miraculous feats.

An incandescent champion acknowledges that every creature harbors a spark of the universal spirit, and she believes that the beings known as deities simply possess a greater share of this precious spark than most others.

She reveres and respects the gods but does not offer them worship.

The incandescent champion considers it her responsibility to protect and aid less enlightened creatures and to serve as a force for good in the world.

BECOMING AN INCANDESCENT CHAMPION

Since an incandescent champion must rely on her fighting ability for most of her career, the best paths into the prestige class are from classes with good base attack bonuses, such as fighter, paladin, or soulborn.

Monks take longer to qualify, but the incandescent champion's class abilities complement their talents quite well, so they often pursue this path.

If the candidate's original class does not have meldshaping ability, she must select a feat that grants *essentia*—such as *Azure Touch*, *Azure Turning*, or *Midnight Dodge*—to qualify.

The key abilities for an incandescent champion include *Charisma* (for increasing the effectiveness of class abilities) and *Strength* (for melee attacks).

ENTRY REQUIREMENTS

Alignment: Any good.

Base Attack Bonus: +6.

Skills: Concentration 4 ranks.

Essentia Pool: 1.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Heal, Intimidate, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Ride

CLASS FEATURES

As an incandescent champion, you focus your efforts on battling evil and protecting the innocent.

You learn to use *incarnum* for both offense and defense in combat.

Furthermore, you can improve the potency of incandescent champion class features by investing *essentia* in them, as noted in the individual ability descriptions below.

Your *essentia* capacity for these abilities depends on your character level, as given on Table 2–1: *Essentia Capacity* on page 19.

All of the following are class features of the incandescent champion prestige class.

Weapon and Armor Proficiency: You gain no new proficiencies with weapons, armor, or shields.

Incandescent Strike (Su): You can channel *incarnum* to increase the damage dealt by your melee attacks.

For each such augmented attack, you gain a bonus on your damage roll equal to the number of points of *essentia* invested in this ability.

Whenever you have *essentia* invested in incandescent strike, your hands glow with a bright light equivalent to that produced by a *light* spell.

Fast Healing (Su): When you reach 2nd level, the irrepressible force of your soul restores your vitality whenever you are wounded, granting you fast healing at a rate equal to the points of *essentia* you invest in this ability. This fast healing is usable for a number of rounds per day equal to your incandescent champion level.

For example, a 5th-level incandescent champion who invests 2 points of *essentia* in this ability gains fast healing 2 for a maximum of 5 rounds per day.

Activating this ability requires no action, but investing *essentia* in it requires a swift action, as normal.

At 9th level, each ally who is adjacent to you when you activate the ability gains fast healing at the same rate and for the same duration as you do.

Unbearable Countenance (Su): When you attain 3rd level, inner power begins to shine forth from your face, giving you a radiant countenance that dismays your foes.

With a glance, you can render a single foe within 30 feet shaken for 1 round (Will negates; save DC 10 + invested *essentia* + Cha modifier).

Your glance becomes a mindaffecting fear effect, and using it requires a move action.

Any foe that successfully saves against this effect is immune to your unbearable countenance for 1 hour thereafter.

This ability is always active.

Incarnum Overload (Ex): At 4th level, you can temporarily boost the maximum *essentia* capacity of any soulmeld, *incarnum* feat, or special ability that allows *essentia* investment.

This effect lasts for 1 round, during which the *essentia* capacity of the chosen soulmeld, feat, or ability increases by an amount equal to your *Charisma* bonus (minimum +1).

This ability is usable once per day as a free action.

At 7th level, you can use this ability twice per day; at 10th level, you can use it three times per day.

Incandescent Ray (Su): Beginning at 5th level, you can channel *incarnum* into a ray of pure, brilliant soul energy at will.

Using this ability is a standard action; you must make a successful ranged touch attack to hit your target.

The incandescent ray has a range of 60 feet and deals 1d8 points of damage per point of *essentia* invested in this ability.

Incandescent Aura (Su): Once you attain 8th level, *incarnum* has become so integral to your physical form that your body constantly exudes pure, brilliant soul energy.

At the start of your turn, every creature adjacent to you that you designate as a foe takes 1d6 points of damage per point of *essentia* invested in this ability.

A successful Will save halves this damage (DC 10 + invested *essentia* + Cha modifier).

This ability is always active.

If you have *essentia* invested in your incandescent aura ability, you shine with a bright light equivalent to that produced by a *daylight* spell (caster level equals incandescent champion level).

Incandescent Transcendence: At 10th level, you forsake your mortal nature to fully embrace the power of your spirit.

Your type changes to outsider, and you gain the native and good subtypes.

Your natural weapons and any weapons you wield are treated as good-aligned for the purpose of overcoming damage reduction.

Furthermore, once per day as a standard action, you can transform your physical body into pure, luminous energy for a number of rounds equal to your *Charisma* modifier (minimum 1).

Upon assuming this form, you become incorporeal and gain a fly speed of 60 feet (perfect maneuverability).

You cannot make attacks, cast spells, or activate special abilities while in your energy form, though you can invest *essentia* as usual and your incandescent aura functions normally.

Once you activate this ability, you cannot choose to end the effect prematurely.

PLAYING AN INCANDESCENT CHAMPION

The single defining virtue that you share with all other incandescent champions is compassion.

You understand that that all beings are one, and that love—love of life, love of nature, and even love for one's enemies—is the true purpose of the universe.

Some insist that this belief makes you weak or irresolute, but you understand that cruelty, evil, and tyranny can be answered only with strength and conviction.

You do not enjoy destroying evil foes or fighting for your survival against those who would end your life, but you do so when you must.

After all, once a tortured soul is freed from its flawed and evil vessel, it might find redemption and renewal.

Your belief in the worth and divinity of all around you means that although you hope never to strike a single blow more than you absolutely must, you do not hesitate to protect the weak, oppose injustice, and aid all in need.

You are slow to answer violence with violence, and you show mercy to all but the most irredeemable of foes.

You are inclined to offer opponents the chance for surrender, to stabilize dying enemies at the end of a battle, and to offer trust even at the risk of betrayal.

You especially dislike undead creatures, since the imprisonment of a soul that should be free to proceed to its next rightful incarnation or existence is a terrible wrong indeed.

Like most incandescent champions, you are probably a member of an order or knightly chapter dedicated to the service of a particular kingdom, race, or creed.

This organization is a brother hood or fellowship of equals in which all receive respect and aid.

In your work, however, you are something of a knight-errant—a freelance agent of good expected to travel widely and serve with courage, zeal, and compassion.

COMBAT

Because you are primarily a melee combatant, you rely heavily on your incandescent strike ability to augment whatever skill at arms you brought into the class.

Taking levels in this class means trading attack prowess (in the form of a reduced base attack bonus) for damage (your incandescent strike), so look for other ways to enhance your attack rolls and make sure you hit.

If you can shape incarnate soulmelds, *incarnate weapon* might prove especially useful to you.

At the midpoint of your progress in the class, you gain the incandescent ray—a potent ranged attack.

If you employ your *incarnum* overload ability with this attack, you can easily deal 4d8 points of damage (or more) with each hit.

This ability works well in conjunction with your unbearable countenance ability, since you can use your move action to afflict an enemy with your glance and your standard action to attack another enemy at range.

The incandescent transcendence ability that you gain at the height of your power provides you with an extremely powerful attack.

Your incandescent aura combined with your ability to fly and become incorporeal lets you defeat your enemies simply by approaching them in your radiant form.

In like manner, approaching your allies in this form allows you to grant them your fast healing ability.

You incur little danger for doing so, since creatures without magic weapons cannot harm you while you are incorporeal.

ADVANCEMENT

Incandescent champions are born, not made.

After all, few individuals set out to “earn their spurs” by winning membership in a knightly order of incandescent champions.

When you begin to nurture the virtues of compassion, courage, and faith in others, and make an honest effort to live and fight by those principles, you demonstrate your readiness to become an incandescent champion.

Chapters of knights or holy warriors who espouse such virtues watch for heroes possessing the necessary qualities and invite them to join when the time is right.

As a member of an order of champions, you are dispatched on solitary crusades to help others deal with specific threats.

Incandescent champions simply aren't numerous enough to gather as a company and strike together against evil.

But although you rarely work with other members of your order, you are expected to ally yourself with other heroes of good heart and guide their efforts to defeat whatever evil is at hand.

Good knights of other orders, paladins, and clerics of good-aligned deities are your natural allies, and your reputation precedes you among these stalwart agents of good in any land where incandescent champions are known.

Your allies do not necessarily expect you to take command of any gathering of good forces you encounter, but they do expect you to advise, serve, and speak from your heart when appropriate.

As you attain higher levels, you should consider taking additional feats that increase your *essentia* or improve your fighting ability.

Weapon Focus (ray) or Improved Critical (ray) are particularly useful for augmenting your incandescent ray attack.

If you can, seek out magic weapons that have high enhancement bonuses and no special abilities—you would rather have a +3 *longsword* than a +2 *flaming longsword* because your incandescent strike provides extra damage but no attack bonuses.

RESOURCES

Incandescent champion orders rarely have many members or accumulate much wealth, so your fellow champions might not be able to assist you directly in your endeavors. However, membership carries a great deal of prestige in kingdoms where such orders exist.

For example, the Knights of the Crescent Moon might number only six or seven individuals, but you can be sure that the monarch and high nobles of the realm know that members of the order are faithful, trustworthy, and courageous.

Furthermore, a chapter of incandescent champions might have one or more noble patrons—high lords or ladies who can bring their wealth and influence to bear on behalf of any champion in need of aid.

INCANDESCENT CHAMPIONS IN THE WORLD

“Evil cannot prevail as long as one incandescent champion still stands on the field.”

—Lady Illeera Suntower, Marshal of the Eastern Marches

Incarnum-wielding characters who seek to serve the cause of good might find that their particular talents lead them along different paths than their divinely inclined fellows. While clerics, paladins, and rangers can choose from numerous knightly orders, church-sponsored fellowships, and elite companies, characters who use *essentia* have difficulty qualifying for membership.

Such holy-minded incarnum-wielders can easily find their niche, however, in the various orders of incandescent champions.

Membership in such an order gives a player character a great opportunity to play a strongly good alignment as an active choice, rather than simply as a reaction to evil. Members of this prestige class make the world a better place by promoting good, not just by destroying evil.

DAILY LIFE

Incandescent champions continue to pursue whatever avocations or interests they possessed before joining the order.

In particular, a character who functioned as an itinerant adventurer before becoming an incandescent champion is very likely to continue her travels and adventures with little interruption.

Different chapters have different expectations in this regard, but none impose terribly difficult requirements upon their members.

The Knights of the Crescent Moon, for example, require only attendance at a yearly gathering, so that all current members can renew their oaths of fellowship.

NOTABLES

No overarching fellowship of incandescent champions exists, but each chapter or order has its own history of great heroes, tragic figures, and noteworthy leaders.

For example, Prince Harel zur Karmaud, the youngest son of a sultan who was assassinated by his own brother, is revered as the founder of the Knights of the Crescent Moon.

Harel's uncle Yisfar killed or imprisoned all the prince's older siblings to secure his power, but Harel eluded capture and rose to lead a revolt against the usurper.

Though Yisfar was a sorcerer of formidable power, Prince Harel succeeded in overthrowing him.

But rather than assuming the throne, as his supporters urged him to do, Harel freed his sister Analya and surrendered power to her, saying only that he was not worthy to be sultan because he had spilled the blood of his uncle.

Harel is long dead now, but legend holds that he will return someday to defend the land in the hour of its greatest need.

Though she is not a member of the order, Lady Illeera Suntower is a noteworthy patron of the Knights of the Crescent Moon.

Her family has sponsored the organization for generations, providing the order with a small chapterhouse known as the Keep of the Moon in its home city of Daristin.

Lady Illeera's generous donations pay for maintenance of the keep, provide new members with *crescent moon clasps* (see page 121), and ensure that the order can keep a small staff of guards and servants on hand.

While the knights are not often present at the Keep of the Moon, they are generous in sharing their house with various low-level clerics, monks, soulborn, and paladins who minister to the city's needy.

ORGANIZATION

Small chapters and orders of incandescent champions can be found in many lands, particularly in elf and human kingdoms with chivalric traditions.

The Knights of the Crescent Moon is an excellent example of such an order, but similar organizations also exist in a number of other lands.

The rigorous egalitarianism espoused by the Knights of the Crescent Moon means that, at least in theory, all members of the order are equals and none may command her fellows. However, the knights recognize that this arrangement isn't always practical, so certain informal arrangements have evolved.

By tradition, one knight remains at or near the Keep of the Moon at all times.

The knight assigned to this post, known as the castellan, holds the keys to the keep for one year.

At that point, she hands off the task to the successor she has selected.

If a dire need arises, the castellan can call for any knight she deems ready and able to meet the challenge of the task at hand.

Very few knights disregard a summons of this sort.

The second tradition of leadership within the order is an informal council consisting of two or three of the most experienced knights.

Whenever the order as a whole cannot reach consensus about a particular issue, and the castellan cannot or will not exercise her authority to require action, these senior knights debate the issue and then present a recommendation to their fellows.

Since the appearance of unanimity is part of the knightly tradition, few Crescent Moon knights argue with decisions made in this manner.

The current castellan is Sayyara na Rethel (see Encounters, below).

She is frequently in attendance at the Sultan's court, and she also serves as a captain of the city watch, a bodyguard for royalty, and a keen-eyed watcher of politics and magical events in and around the city of Daristin.

Though Sayyara is a relatively junior knight, her fellows regard her as level-headed and resolute.

Differences of opinion with her free-minded compatriots have been few and far between—at least so far.

NPC REACTIONS

Nobles of neutral or good alignment are friendly toward known incandescent champions, since they recognize the orders sponsoring them as bastions of faithful service and compassionate courage.

By the same token, nobles and other powerful individuals of evil alignment resent the incandescent champions' meddling, and fear discovery or chastisement by the order. Such individuals are unfriendly toward known incandescent champions, though they might feign indifference to avoid raising suspicions.

Paladins and good-aligned clerics devoted to specific deities view incandescent champions as "loose cannons".

Because faithful servitors of established religions tend to distrust a tradition of service that places no importance on an individual's standing with the gods, they are indifferent to known incandescent champions.

However, good clerics who do not venerate specific deities (in other words, clerics who choose domains but not patron deities) hold incandescent champions in higher regard and are friendly toward them.

Incandescent champions have the same kinds of enemies paladins do—namely demons, devils, evil monsters, undead, and individuals of all races who serve evil causes. Such servants of darkness find incandescent champions who started their careers as paladins doubly offensive.

INCANDESCENT CHAMPION LORE

Characters with ranks in the Knowledge (nobility and royalty) skill can research the incandescent champions to learn more about them and their orders.

A character gains the information corresponding to all DCs equal to or below her Knowledge (nobility and royalty) check result.

DC 10: Some champions of good have souls so strong and pure that evil creatures can neither look them in the eye nor abide their touch.

DC 15: These enlightened warriors are known as incandescent champions because they glow with a holy aura or radiance when they use their magical powers. Most of them belong to special knightly orders or fellowships, such as the Knights of the Crescent Moon. The members of these orders are devoted to serving the common good, and they believe that all folk are of great worth.

DC 20: Incandescent champions can strike their enemies with rays of light, heal themselves and their allies, and even turn into radiant ghosts.

The most powerful among them are like angels in human form.

DC 30: Lady Illeera Suntower is the secret patroness of the Knights of the Crescent Moon.

She gives each new knight a magic cloak clasp as a gift, and the knights undertake missions at her behest.

In any given land, experienced paladins, nobles, and clerics know of at least one prominent incandescent champion, although they might not think of her as such.

In most cases, they regard her as a member of a small but valiant knightly order.

INCANDESCENT CHAMPIONS IN THE GAME

A chapter of incandescent champions makes a fine knightly society for a campaign, and its members can serve as allies or patrons for bands of player characters.

In fact, incandescent champions go out of their way to cultivate relationships with companies of good-aligned adventurers, providing them with useful information and contacts in exchange for their help in checking evil threats. If a character in your campaign has chosen the path of the incandescent champion, make sure you give her the opportunity to resolve some problems through faith, trust, and goodwill.

After all, if every foe whose life she spares repays her efforts by murdering townsfolk a few days later, you merely demonstrate to her that compassion and redemption have no place in your game.

Similarly, if she calls on foes to surrender but begins every fight flat-footed because the enemy shoots instead of talks,

she's likely to wonder why she bothered with the prestige class.

An incandescent champion is ultimately a warrior, so make sure you give her plenty of opponents that she can defeat with courage and swordplay, but don't punish her for attempting to show mercy and be compassionate.

ADAPTATION

Although the incandescent champion is designed to make use of *essentia*, you could strip out the *incarnum* aspects of the class and simply make the special abilities supernatural or spell-like.

To do so, you must create a method for determining the caster level of each ability's effect.

For example, you might decide that the incandescent ray deals damage based on the character's incandescent champion level instead of on the amount of *essentia* she invests.

You can easily adapt the Knights of the Crescent Moon to your campaign just by changing a few names.

The group could also be a special meritorious order, in which a character can gain full membership only by completing some great service to monarch or country. Or the order could be a masked fellowship of good-aligned nobles and knights who secretly oppose an evil tyrant.

CRESCENT MOON CLASP

Upon acceptance into the Knights of the Crescent Moon, each new member receives a *crescent moon clasp* as a gift from Lady Illeera Suntower, the noble patron of the order. This clasp is a silver brooch in the shape of a crescent moon partially obscured by clouds.

While wearing it, a character with an *essentia* pool gains a +1 sacred bonus on attack rolls against evil creatures.

The clasp uses the amulet, medallion, or brooch item slot.

Faint evocation; CL 6th; Craft Wondrous Item, *prayer*, creator must be good; Price 6,000 gp.

TABLE 6-1: THE INCANDESCENT CHAMPION HIT DIE: d10

Base	Attack	Fort	Ref	Will		Essentia
Level	Bonus	Save	Save	Save	Special	Pool
1st	+0	+0	+0	+2	Incandescent strike	1
2nd	+1	+0	+0	+3	Fast healing (self)	2
3rd	+2	+1	+1	+3	Unbearable countenance	3
4th	+3	+1	+1	+4	Incarnum overload 1/day	3
5th	+3	+1	+1	+4	Incandescent ray	4
6th	+4	+2	+2	+5	—	5
7th	+5	+2	+2	+5	Incarnum overload 2/day	6
8th	+6	+2	+2	+6	Incandescent aura	6
9th	+6	+3	+3	+6	Fast healing (allies)	7
10th	+7	+3	+3	+7	Incandescent transcendence, incarnum overload 3/day	8

Keep of the Moon

One square = 5 feet



Second Floor



Third Floor



Ground Floor



Fourth Floor



Key:

- | | | |
|------------------------------------|------------------|-----------------------|
| 1. Stone Door (Slides Into Ground) | 9. Cook's Room | 18. Master Bedchamber |
| 2. Courtyard | 10. Larder | 19. Atrium |
| 3. Well | 11. Dining Room | |
| 4. Barracks | 12. Privies/Bath | |
| 5. Stables | 13. Armory | |
| 6. Storage/Pantry | 14. Chapel | |
| 7. Main Hall | 15. Gallery | |
| 8. Kitchen | 16. Meeting Room | |
| | 17. Bedchamber | |



INCARNUM BLADE

"The spirits of a thousand heroes guide my sword."

—Baron Viktoran Malin, incarnum blade and leader of the Warriors Eternal

Using a secret passed down through the generations, the incarnum blade shapes soul energy drawn from the greatest warriors of the past into a special soulmeld that is incorporated into his melee weapon of choice.

By itself, this *blademeld* grants him amazing combat prowess.

When bound to his chakras, it also enhances his personal combat abilities, infusing them with the power of incarnum.

When he dies, the incarnum blade merges with the soul energy that powers his weapon, becoming part of the soul legacy upon which future heroes can draw.

BECOMING AN INCARNUM BLADE

Because the incarnum blade is a warrior at heart, the simplest and most obvious path into the prestige class is from a fighting class, such as fighter or paladin, that meets the base attack bonus requirement early.

A member of a combat-oriented class that has Concentration as a class skill (such as soulborn, paladin, or ranger) has a slight edge over the fighter in qualifying, though such characters must give up their own spellcasting or meldshaping progressions to pursue this path.

However, the abilities granted by this prestige class suit any character who focuses primarily on melee combat.

Thus, the occasional rogue, monk, or scout (see *Complete Adventurer*) might also be found wielding a *blademeld* for the Warriors Eternal.

Because incarnum blade is only a five-level prestige class, it allows a character to gain a new and unique ability while not venturing too far from a more career-defining base or prestige class.

ENTRY REQUIREMENTS

Alignment: Any except neutral.

Base Attack Bonus: +5.

Skills: Concentration 2 ranks.

CLASS SKILLS

(2 + Int modifier per level): Climb, Concentration, Craft, Intimidate, Jump, Knowledge (arcana), Swim

CLASS FEATURES

The primary benefits of this prestige class are the *blademeld* and the abilities granted by its chakra binds.

As you attain higher levels of incarnum blade, you unlock additional powers for your *blademeld*.

Eventually, you gain the ability to shift your chakra bind on the fly and even bind your *blademeld* to two chakras simultaneously.

All of the following are class features of the incarnum blade prestige class.

Weapon and Armor Proficiency: You gain no new proficiencies with weapons, armor, or shields.

Shape Blademeld (Su): At 1st level, you gain the ability to create a special soulmeld called a *blademeld* by wrapping incarnum into a melee weapon of your choice.

Doing so ties the chosen weapon more closely to your mind and soul and grants it special powers.

A weapon with a *blademeld* shaped on it appears to have a blue glow and is treated as a magic weapon for the purpose of overcoming damage reduction.

Its hardness improves by 5, and its hit points increase by 5 per level you possess in incarnum blade.

The weapon also gains a bonus on saving throws equal to your incarnum blade level.

Shaping the *blademeld* requires 8 hours of rest followed by 1 hour of meditation, just like shaping any other soulmeld does.

The *blademeld* remains shaped until you unshape it, though it unshapes automatically if the weapon to which it is attached is sundered or otherwise destroyed.

Simply losing possession of the weapon does not unshape the *blademeld*, and it still retains its enhanced hardness, hit points, and save bonuses even if you are not holding it. The wielder benefits granted by the *blademeld* do not apply to anyone else who might pick it up.

Blademeld Chakra Bind (Su): When you shape your *blademeld*, you can bind it to one of your body's chakras. Doing so grants you a special ability that lasts as long as the *blademeld* is shaped and the weapon is held.

Unlike most soulmelds, the *blademeld*'s appearance does not change while it is bound to a chakra, and the affected chakra is not apparent in any way to an onlooker.

Furthermore, the weapon to which the *blademeld* is attached is still wielded normally, even if it is bound to a chakra other than your hands.

You can be disarmed normally, and it can still be sundered in the usual way.

If you lose or put down the weapon while it is bound, it remains bound and retains the special characteristics it gains from the *blademeld*; you also retain the special ability gained from the bind.

No one else can benefit from the weapon's incarnum-based powers.

Unlike a typical chakra bind, this one does not close the corresponding body slot.

For example, a *blademeld* bound to your hands chakra does not prevent you from wearing a pair of magic gloves.

Blademeld chakra bind does not grant you the ability to bind soulmelds or other magic items to your chakras.

At 1st level, you can bind your *blademeld* to any of your least chakras (crown, feet, or hands); at 2nd level, you can bind it to any least or lesser chakra; and at 3rd level, you can bind it to any least, lesser, or greater chakra.

At 4th level, you can bind your *blademeld* to your heart chakra, and at 5th level, you can bind it to your soul chakra.

Binding your *blademeld* to a chakra grants you a special ability according to the chakra chosen, as detailed below.

Crown Chakra: As long as this chakra bind is in effect, you have uncanny battlefield insight.

Opponents that flank you do not gain the normal +2 bonus on attack rolls against you, though they still gain any other benefits they normally would, such as the ability to deliver a sneak attack.

You also gain a +4 insight bonus on opposed attack rolls made to avoid being disarmed of the weapon with the *blademeld* or to avoid having it sundered.

In addition, you gain a +4 insight bonus on Sense Motive checks made when someone attempts a feint against you in combat (see the Bluff skill description, page 68 of the *Player's Handbook*).

Feet Chakra: You react more quickly than usual to danger, gaining a +2 insight bonus on initiative checks while this chakra bind is in effect.

In addition, you can make attacks of opportunity with the *blademeld* weapon even while flat-footed.

Hands Chakra: You can deal precise blows in combat.

While the *blademeld* is bound to this chakra, you gain a +1 insight bonus on damage rolls made with the *blademeld* weapon.

Arms Chakra: You can deal devastating strikes in combat. While it is in effect, this chakra bind grants you a +4 insight bonus on attack rolls made to confirm a critical threat with the *blademeld* weapon.

Brow Chakra: You can more effectively battle foes that you can't see clearly while this chakra bind is in effect.

Every time you miss an attack with the *blademeld* weapon because of the opponent's concealment, you can reroll your miss chance percentile roll once to see if you actually hit. This ability functions much like the Blind-Fight feat.

If you already have Blind-Fight, you gain no additional benefit—that is, you are still entitled to only one reroll.

Shoulders Chakra: You gain the ability to avoid certain particularly deadly strikes.

Any time a melee attack would deal you a critical hit, you have a 25% chance to negate the extra damage from it.

This ability is active as long as this chakra bind is in effect. You need not be aware of the attack for the ability to function, but it grants no benefit if you are unconscious or otherwise helpless.

This chakra bind has no effect against sneak attacks, and its benefit does not stack with that of the fortification armor or shield special quality.

Throat Chakra: At will, you can brandish the weapon bearing the *blademeld* and utter a hearty battle shout that demoralizes foes.

Each enemy within 60 feet who can hear you must save or become shaken for 1 round (Will DC 10 + incarnum blade level + Con modifier).

You can use this ability at will as a standard action as long as the chakra bind is in effect.

Waist Chakra: As long as this chakra bind is in effect, you are incredibly stable and well balanced when wielding your *blademeld* weapon.

You gain a +10 insight bonus on checks made to avoid being bull rushed, grappled, tripped, or overrun.

You also retain your Dexterity bonus to AC (if any) even while flat-footed.

Heart Chakra: The weapon bearing the *blademeld* grants you improved health and well-being in combat as long as this chakra bind is in effect.

You gain bonus hit points equal to twice your character level (maximum +40).

These extra hit points are not lost first the way temporary hit points are; if you change the chakra bind of your *blademeld*, you lose them immediately.

Soul Chakra: Your *blademeld* weapon gains an alignment for the purpose of overcoming damage reduction.

When you activate the chakra bind, you can choose any single alignment component (chaos, evil, good, or law) that matches one of your own.

Thereafter, the choice cannot be changed until a new *blademeld* is shaped.

Against creatures with an alignment subtype (not just an alignment) opposed to the selected component, your weapon deals an extra 1d6 points of damage.

If the *blademeld* weapon would ordinarily deal extra damage to the opponent because of the bane special quality or any of the alignment weapon qualities, the extra damage dice stack.

For example, a lawful good incarnum blade who chooses this chakra bind could grant either the lawful or the good alignment to his *blademeld* weapon.

If he chose good, his weapon would deal an extra 1d6 points of damage to all creatures with the evil subtype (such as demons and devils), but not to an evil necromancer who does not have the evil subtype.

Rebind Blademeld (Su): At 3rd level, you gain the ability to change the chakra to which your *blademeld* is bound.

You can use this ability a number of times per day equal to 1 + your Constitution bonus (minimum 1/day).

Rebinding your *blademeld* is a standard action that does not provoke attacks of opportunity.

At 5th level, you can change one or both of your *blademeld*'s two chakra binds simultaneously as a standard action.

Dual Chakra Binding: Upon attaining 5th level, you can bind your *blademeld* to two of your chakras simultaneously. The second chakra bind must be one that was gained at a lower incarnum blade level than the first.

For example, if the first chakra bind is throat, the second cannot be waist; it must be lesser or least.

You gain the special abilities from both chakra binds as though you were using each independently.

PLAYING AN INCARNUM BLADE

You are the next in a long line of heroes, and you feel the presence of those who came before you each time you swing your weapon.

You do battle not for riches, but for the glory of your victories.

Each time you defeat a foe, you enhance your own legacy, thereby increasing the power that your eventual death will add to the soul energy that fuels the weapons of incarnum blades everywhere.

Because you know that you must live up to the ideals of the hundreds of departed heroes whose spirits power your weapon, you never enter battle needlessly and you are not a ruthless killer on the battlefield.

You choose fights that pit you against worthy opponents, and you are honorable enough to give quarter if your opponent pleads for it.

Like all your fellow incarnum blades, you are a member of the Warriors Eternal—the mercenary company that holds the secrets of manipulating *blademelds* and maintains the Eternal Host—the source of power for all *blademelds*.

The Eternal Host is a mass of soul energy created from the spirits of great heroes who have perished in battle.

Whenever a member of the company falls in battle, the Warriors Eternal do their best to recover both the body and the focus weapon of the slain member.

By sacrificing these to the host of warrior spirits in a special ritual, they add the fallen soul to the Eternal Host, thereby increasing its power.

Most of the time, the leaders of the Warriors Eternal are content to let you gain glory through your own adventures, but you might be called to serve the organization at any time.

You might be asked to deliver military documents to a local ruler, or to serve a tour of duty along a war-torn front, or even to retrieve the corpses and weapons of fallen Warriors Eternal from the battlefields where they died.

The key ability that you gain from this prestige class is the ability to shape a *blademeld*.

As you attain higher levels, your *blademeld* becomes ever more versatile.

Eventually, you gain the ability to shift its power to whichever combat ability needs enhancement at the time.

As your combat prowess increases, you garner favor with the Warriors Eternal, whose members might see fit to grant you support and assistance upon request.

COMBAT

The key aspect of your abilities is the versatility you gain from your *blademeld*.

Because this soulmeld can be applied to any melee weapon, you are not tied to one specific weapon throughout your adventuring career.

As soon as you become an incarnum blade, you can gain any one of three different combat benefits, depending upon which chakra bind you select.

Choosing which ability to manifest is an important daily decision that has a profound effect on your fighting style. Your *blademeld* can also work in concert with any magical properties the selected weapon might have.

For instance, binding a *blademeld* keen falchion to your arms chakra lets you make the most of the weapon's high threat range.

In like manner, a holy weapon with a soul-bound *blademeld* would deal an extra 3d6 points of damage to creatures with the evil subtype.

At higher levels, your combat versatility increases, allowing you to react to any situation by shifting your chakra binds to gain the most useful abilities for the situation at hand.

Moving a chakra bind to your heart chakra can be as effective as a moderate-level healing spell, while dual-binding to your soul and hands chakra is an excellent way to maximize the damage you deal.

With the wide variety of abilities available, you can be prepared for just about any situation.

ADVANCEMENT

The leaders of the Warriors Eternal select only those who have already demonstrated heroic potential to join their company.

Perhaps they deem you a good candidate you because you have already performed some quest at the company's behest, or perhaps it was because your deeds exemplify the company's ideals.

Whatever the reason, they make contact with you when they feel you are ready.

At that time, they discuss the concept of the Eternal Host with you, explaining how the souls of the greatest warriors of the past can help the heroes of today.

If you agree to allow the energy of your soul to join the Eternal Host upon your eventual death, you are accepted into their ranks and taught the secrets of the *blademeld*. After your indoctrination, your life changes little.

As a member of the Warriors Eternal, you are encouraged to seek your own destiny in your own way just as you did before you joined the company, though you must report back periodically.

Now and then the leaders ask you to perform some specific task, but for the most part, you can choose your own path to glory.

Adventurers of all sorts are your natural companions, though you sometimes feel drawn to military service when the need is great.

As you attain higher levels, you might want to take additional feats that increase your *essentia* or improve your fighting ability.

Cobalt Charge and Cobalt Critical are especially useful for augmenting your combat prowess.

RESOURCES

Because the members of the Warriors Eternal pride themselves on being among the best-equipped fighting professionals around, its leaders make every effort to ensure that you have weapons and armor befitting your station. They routinely provide masterwork armor or weapons, and they can help broker deals for magic arms and armor on request.

If you fall in battle, rest assured that the other members of the company will make every effort to retrieve your corpse and, in most cases, have it restored to life.

Though *raise dead* and similar spells certainly delay a soul's absorption into the Eternal Host, the leaders of the Warriors Eternal know that heroes brought back from the dead are likely to perform even greater heroics in the future, thereby enriching the Eternal Host that much more when they meet their final ends.

Falling a second time to the same foe, however, is clear evidence that your destiny has been met, and it is time for your soul to enrich the Eternal Host.

INCARNUM BLADES IN THE WORLD

"Dependable and virtuous—I'll count on the Warriors Eternal any day to watch my back."

—Duke Ferlandir, Major General of the Allied Army of the Five Nations

The incarnum blade provides an excellent means of introducing the concept of incarnum into a campaign. An NPC incarnum blade makes an interesting opponent, and fighting or traveling with one can help to interest PCs in this and other incarnum-wielding prestige classes. Once PCs become aware of the Warriors Eternal, that organization can serve as a source for adventures and provide a structured method for PCs to gain access to incarnum.

The exact nature of the ritual used to absorb a fallen member of the Warriors Eternal into the Eternal Host is left for you as DM to create if needed.

The only requirement is that some part of the slain warrior's mortal remains be present, along with the last weapon on which he shaped a *blademeld*.

DAILY LIFE

Incarnum blades are encouraged to undertake the same sorts of missions and quests that they did prior to gaining their *blademelds*, and they can choose their own companions as they always have.

However, all incarnum blades must frequently report back to the Warriors Eternal or be labeled as rogues and hunted down.

NOTABLES

Baron Viktoran Malin currently leads the Warriors Eternal, and he alone holds the power to decide who is invited to join the elite cadre.

Although individual members are encouraged to adventure and make names for themselves in battle, Viktoran envisions a time in the not-to-distant future when he will marshal all his troops under his banner at once.

In these visions of glory—or as some claim, delusions of grandeur—he leads the mightiest army of living heroes ever assembled into battle, accompanied by the spirits of heroes from every age.

Viktoran believes that the power of the Eternal Host grows ever stronger as more spirits are added, and that he alone knows the secret to pulling forth all of its power. Thus, though he despises needless death, he sends members of the company on errands that are fraught with peril.

In his mind, the company cannot lose—either the member grows stronger by defeating the challenges before him, or the Eternal Host gains power from absorption of a new soul.

As much as the Warriors Eternal try to guard the secrets of the incarnum blade, a few members of the prestige class operate outside the company.

Occasionally, a member who has learned the power of the incarnum blade "goes rogue", disappearing and going into hiding because he has decided not to make the ultimate soul sacrifice after all.

A few such rogues still draw upon the Eternal Host to power their weapons, but doing so reveals their presence to the leader of the company, and Viktoran wastes no time in tracking them down.

The only rogue member the baron has not pursued is a former Warrior Eternal known as Belgir Thraan, whom Viktoran raised from a young age.

Though Belgir has committed the ultimate act of heresy by going rogue, Viktoran still views the youth as a lost son and cannot bring himself to order his destruction.

ORGANIZATION

The Warriors Eternal is a loose mercenary force with two primary goals—to gain prestige in battle, and to maintain the Eternal Host, the pool of soul energy that fuels *blademelds*.

In return for the secrets of the *blademeld*, these mighty warriors have sworn that someday their own souls will join those who have gone before and help to power the weapons of tomorrow's heroes.

Not all members of the Warriors Eternal wield the power of the incarnum blade—the lower ranks consist primarily of hopeful fighters and paladins petitioning for the privilege of joining the *blademeld* wielders.

The Warriors Eternal utilizes the services of initiates in a variety of ways.

As an elite mercenary company, the organization deploys its forces alongside the armies of various nations, providing them with needed reinforcements while garnering new recruits.

The leaders of the company might send new members out as couriers to deliver military agreements or offers.

Occasionally (and more frequently than members care to admit), an initiate might be dispatched to recover the body and weapon of a fallen comrade and bring them back for the ritual that will make the slain warrior part of the Eternal Host.

Because the Warriors Eternal is a mercenary company, its members have military ranks.

They are so independent, however, that such titles garner little more than cordial respect from other members.

Reporting to the baron are five captains, who have gained his favor through valorous deeds.

When a platoon or company of Warriors Eternal is marshaled for war, one of these captains leads the detachment, appointing lieutenants of his own choosing. Because the officers of the Warriors Eternal look favorably upon deeds of honor and valor, performance is the key to

advancing within the ranks and obtaining the best assignments.

NPC REACTIONS

Veterans of wars gone by remember the heroism of previous Warriors Eternal, so they are likely to be friendly toward incarnum blades.

Soldiers and knights currently serving in armies also respect the prowess that the mercenary company represents.

Common folk, however, know little of such deeds beyond legends and rumors, so they tend not to associate those past heroics with present-day incarnum blades.

A rare few are privy to certain secrets of the Warriors Eternal through rumor or happenstance.

Perhaps they know that the body of a friend or family member who fell in service to the Warriors Eternal was spirited away for some ritual.

Perhaps a paladin or cleric in a particular town has been approached for membership and refused it because he believes that souls should be laid to rest properly, not reused in some macabre ritual.

Such individuals tend to be unfriendly to incarnum blades, believing the Warriors Eternal to be little more than a glorified death cult.

INCARNUM BLADE LORE

Characters with the bardic knowledge ability or ranks in Knowledge (history) might know of some past heroes who were incarnum blades, or something about the company known as the Warriors Eternal.

Such characters can also conduct research to learn more about incarnum blades and their organization.

A character gains the information corresponding to all DCs equal to or below his bardic knowledge or Knowledge (history) check result.

DC 10: While many great warriors have borne mighty magic weapons, only a few have wielded weapons that seemed to be laced with otherworldly energy.

DC 15: The warriors known as incarnum blades can wrap their weapons in a strange soul energy that grants them power beyond that of most magic weapons.

Such people are members of the Warriors Eternal, an elite mercenary band.

DC 20: The incarnum blades have sworn to forfeit their very souls upon death to power the next generation of Warriors Eternal.

DC 30: The leader of the Warriors Eternal, Baron Malin, seeks to gather the souls of the noblest and bravest heroes of the land.

His purpose sounds just, but those heroes must die to sacrifice their souls.

A DC 20 Gather Information check made near a settlement or fortification where a contingent of the Warriors Eternal operates is sufficient to find a contact within the mercenary company if a character seeks employment or admission.

INCARNUM BLADES IN THE GAME

Incarnum blades and their organization can be easily added to an ongoing campaign.

The Warriors Eternal could suddenly become interested in the realm where the PCs are adventuring, or a local ruler might ask them to provide military support for defense or war.

This prestige class gives players a way to dabble in the incarnum magic system without worrying about the complexities of essentia and meld capacity.

Since the prestige class has only five levels, a warrior can advance in incarnum blade without deviating too far from a classic fighter progression, and he can still adopt a more career-defining prestige class later in his career.

ADAPTATION

Although the incarnum blade is designed with the incarnum magic system in mind, the prestige class can also fit neatly into any standard campaign.

Much of its flavor can remain the same even if incarnum does not exist, but against such a backdrop, the Eternal Host might be better played as a darker, more malevolent force.

Perhaps it grants the Warriors Eternal temporary power in this life in exchange for their souls, which it consumes when they die.

Or perhaps the company collects the corpses of heroes to feed the Eternal Host without the consent of the fallen.

NEW FEATS: INCARNUM FEATS

Incarnum feats are a great way for players of incarnum blades to make further use of the incarnum rules.

Feats such as Cobalt Critical, Cobalt Power, and Midnight Dodge would certainly appeal to a fighter or other combat-oriented character looking for a way to use incarnum to his advantage.

TABLE 6-2: THE INCARNUM BLADE

HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Shape <i>blademeld</i> , <i>blademeld</i> chakra binds (crown, feet, hands)
2nd	+2	+3	+0	+0	<i>Blademeld</i> chakra binds (arms, brow, shoulders)
3rd	+3	+3	+1	+1	Rebind <i>blademeld</i> , <i>blademeld</i> chakra binds (throat, waist)
4th	+4	+4	+1	+1	<i>Blademeld</i> chakra bind (heart)
5th	+5	+4	+1	+1	Dual chakra binding, <i>blademeld</i> chakra bind (soul)

IRONSOUL FORGEMASTER

"In my axe dwell the souls of my fathers."

—Bazut Stonehewer, ironsoul forgemaster

Skilled smiths can produce weapons of steel, and some can create weapons incorporating both steel and magic, but only the ironsoul forgemaster can craft a weapon that combines these arts with the shaping of soul essence.

An ironsoul forgemaster can produce a weapon that is physical, magical, and soulmelded all at the same time, and in his hands it becomes a potent armament indeed.

All ironsoul forgemasters are dwarven mastersmiths who possess skill at crafting arms and armor, but they are also great champions of the dwarven people.

Resolute and determined, they serve as preservers of ancient lore, guardians of sacred places, teachers of craft and skill, and holy servants of the dwarf deities.

Because they can forge and wield weapons of terrible power, they embody the dwarven belief that skill coupled with courage can defeat any foe.

BECOMING AN IRONSOUL FORGEMASTER

Only a dwarf who is an accomplished armorsmith or weaponsmith can become an ironsoul forgemaster.

A character with skill points to spare (for example, a ranger or a rogue) can accumulate the necessary ranks in Craft without sacrificing other useful skills, but ultimately the forgemaster is not a skill-user.

A cleric, fighter, or other low-skill character with a good Intelligence score can also meet this requirement easily and is a much more appropriate candidate for the prestige class.

The second major requirement for entry is the ability to shape soulmelds.

Since one of the greatest benefits of this class is continuous improvement of the character's meldshaping abilities, taking a level of incarnate is a more effective way to meet this prerequisite than taking a feat that grants the ability to shape a soulmeld, or even taking a couple of levels in soulborn.

The ironsoul forgemaster is generally a better melee combatant than the typical incarnate, so the best candidate is one who combines fighter and incarnate levels, thereby gaining some fighting prowess as well as the ability to shape soulmelds that are useful in melee.

ENTRY REQUIREMENTS

Race: Dwarf.

Alignment: Any nonevil.

Skills: Craft (armorsmithing or weaponsmithing) 8 ranks, Knowledge (arcana) 2 ranks.

Meldshaping: Ability to shape soulmelds.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Diplomacy, Knowledge (arcana), Knowledge (religion), Profession, Sense Motive, Spellcraft

CLASS FEATURES

As an ironsoul forgemaster, you create special bonds with the items that you craft.

As long as you were the original creator of the armor, shield, or weapon in question, it doesn't matter if someone else grants it an enhancement bonus or other special quality later—the item is still considered to be crafted by you.

All of the following are class features of the ironsoul forgemaster prestige class.

Weapon and Armor Proficiency: You gain no new proficiencies with weapons, armor, or shields.

Meldshaping: At each ironsoul forgemaster level after 1st, you increase your meldshaper level, the number of soulmelds you can shape, the number of chakra binds you can create, and your essentia pool as if you had gained a level in the meldshaping class to which you belonged prior to gaining the ironsoul forgemaster level.

You do not, however, gain any other abilities of that class, such as new tiers of chakra binds.

If you had more than one meldshaping class before becoming an ironsoul forgemaster, you must decide to which class to add each level for the purpose of determining your essentia pool, meldshaper level, and the number of soulmelds and chakra binds available.

Shield Bond (Su): At 1st level, you create a special bond with any shield that you craft.

This bond allows you to invest essentia in the shield as if it were a soulmeld.

Doing so grants you resistance 5 per point of invested essentia against acid, cold, electricity, fire, and sonic damage.

You gain this ability only while using the shield for defense, not while carrying it on your back or in a container.

If you stop using the shield, you lose the ability until you use it again, though you can reinvest the essentia in another soulmeld or ability on your next turn, as normal.

Secrets of the Forge (Ex): At 2nd level, you gain Craft Magic Arms and Armor (see page 81 of the *Player's Handbook*) as a bonus feat, even if you do not meet the prerequisites.

Your effective caster level for the purpose of crafting magic arms and armor is three times your ironsoul forgemaster level.

For example, a 5th-level incarnate/2nd-level ironsoul forgemaster is treated as a 6th-level caster for the purpose of creating magic arms and armor.

These effective levels also stack with any other caster levels that might apply.

You must still meet any other prerequisites for creating the desired item, such as other feats or the casting of specific spells.

This stipulation might mean that you need the assistance of other characters to create a particular item.

Forge Lore (Ex): When you attain 3rd level, the soul energy flowing through your mind and body establishes a connection to the souls of your people's ancestral forgemasters.

This soul-to-soul communion grants you an insight bonus equal to your ironsoul forgemaster level on all Craft (armorsmithing) and Craft (weaponsmithing) checks.

Chakra Binds: Beginning at 4th level, you can bind your soulmelds or magic items to your arms chakra, in addition to any other chakras you have available.

When you attain 6th level, your waist chakra becomes available for chakra binds.

At 8th level, you can bind soulmelds or magic items to your shoulders chakra, and at 10th level, you can bind them to your heart chakra.

Armor Bond (Su): At 5th level, you create a special bond with any suit of armor that you craft.

This bond allows you to invest essentia in the armor as if it were a soulmeld.

Doing so grants you damage reduction $n/-$, where n is equals the points of essentia invested.

This damage reduction stacks with any damage reduction of the same kind granted by the armor.

For example, if you invest 1 point of essentia into your self-crafted adamantine full plate armor, you would have DR $4/-$ (3 from the armor +1 from essentia).

You gain this ability only while wearing the armor in the usual way.

If you stop wearing it or if it is destroyed, you lose the ability until you put it on again, though you can reinvest the essentia in another soulmeld or ability on your next turn as normal.

Weapon Bond (Su): At 9th level, you create a special bond with any weapon that you craft.

This bond allows you to invest essentia in the weapon as if it were a soulmeld.

Doing so grants you an insight bonus equal to twice the number of points of invested essentia on your damage rolls. If you have at least 1 point of essentia invested in the weapon, it also dazes any living opponent you strike with it

for 1 round (Fortitude negates, DC 10 + invested essentia + Con modifier).

You gain this ability only while wielding the weapon in the usual way.

If you stop wielding it, you lose the ability until you pick it up again, though you can reinvest the essentia in another soulmeld or ability on your next turn as normal.

PLAYING AN IRNSOUL FORGEMASTER

You are a stalwart champion of the dwarven people.

Though you are valiant in battle and rarely shy away from a fight, you know that your skill with hammer and meld is far and away your best weapon.

Like the other irnsoul forgemasters who came before you, your true power lies not in the strength of your arm, but in the depth of your skill and lore.

You understand better than most that although ferocity in battle certainly has its place, only a fool goes to war unprepared.

Every time a dwarf fails to provide himself with the best tools for the job at hand, he invites failure.

Your hard-earned skill at making arms and armor has made you deliberate, patient, and relentless in pursuit of whatever project you undertake—including making war on the enemies of the dwarven race.

Before undertaking any task, you carefully size up the job, decide which tools, tactics, or weapons will help you succeed, and then apply your solution in a methodical and efficient manner.

You regard a battle as nothing more or less than a job that must be undertaken correctly, with the right weapon and the right approach.

You rarely lose sight of why you're fighting or what you're trying to accomplish in a given battle.

Like your fellow irnsoul forgemasters, you belong to the Ironsoul Guild (known as the *bolzral alurdar* in Dwarven).

This hidden fellowship crosses clan lines and even kingdoms to unite dwarves who possess the skill to combine metalcraft with magic and soul force.

Upon joining the guild, you swore never to reveal the secret lore of your craft to outsiders, to aid fellow guild members in need, and to be a faithful servant of Moradin in your travels, your battles, and your work.

COMBAT

Your irnsoul forgemaster class abilities naturally lend themselves to carrying a shield, wearing armor, and wielding a melee weapon, leading you to act as a melee combatant first and a meldshaper second.

Much like a melee-oriented cleric, your baseline combat effectiveness is significantly lower than that of a fighter or barbarian of equivalent experience.

However, the use of soulmelds lets you approach the fighter's ability to deal out damage and also grants you some versatility and flexibility that he doesn't have.

Your chakra binds are a key part of your combat effectiveness, so make sure you are shaping soulmelds that play to your strengths and minimize your weaknesses.

If your meldshaping ability stems from previous levels of incarnate, the *bluesteel bracers* meld is an excellent choice.

A *vitality belt* becomes quite useful when you gain the ability to bind soulmelds to your waist chakra, and *adamant pauldrons* or *mantle of flame* makes good use of your shoulders chakra if you expect to be in melee combat.

You can also gain significant combat benefits from certain soulmelds even if they aren't chakra-bound.

For example, *airstep sandals* or *cerulean sandals* can help you overcome your natural lack of speed and reach opponents who might otherwise be safe from your melee attacks.

When you attain 9th level, you gain access to your weapon bond—perhaps the most powerful ability an irnsoul forgemaster has.

Though it doesn't let you deal an inordinate amount of damage, the ability to daze any living creature you strike is very potent, since few opponents can afford to be rendered inactive for a full round in the middle of a fight.

ADVANCEMENT

Since irnsoul forgemasters are few in number, they naturally keep their eyes open for other dwarves who demonstrate the rare combination of talents necessary to learn the deepest secrets of the forge.

If you are a skilled weaponsmith or armorsmith who can shape melds, the forgemasters of your home stronghold or native clan are likely to approach you at some point and invite you to join their ranks.

In communities where no irnsoul forgemasters are currently practicing, the clerics of Moradin keep watch for potential students of the forge and send word to the nearest forgemaster when a likely candidate appears.

Once accepted into the Ironsoul Guild, you study alongside an experienced forgemaster off and on for several months. Between adventures, you make your way back to the clanhold and work beside your mentor, learning the details of his art.

Such hands-on apprenticeship is not strictly necessary to learn the craft; irnsoul forgemasters can divine the secrets of the fellowship independently through their own mastery of incarnum and smithcraft.

However, experienced members of the guild place a great deal of importance on your "genealogy" of apprenticeship. For example, if you worked with Telzar, who worked with Adrulzul, who was the favored apprentice of the legendary master Idrilzgar, the other members of the guild automatically recognize you as a smith of some skill.

Because earning the trust, confidence, and respect of your fellows is difficult without the apprenticeship process, irnsoul forgemasters are loath to forego that tradition.

You have comparatively few choices to make as you advance your career, since meldshapers don't have to pick and choose which spells to learn.

You might, however, consider taking the occasional level in fighter, ranger, or rogue to reinforce your fighting ability and skill array.

A level or two in either cleric or wizard might also be helpful, granting you access to specific spells that you can incorporate in the weapons and armor you craft.

RESOURCES

As an irnsoul forgemaster, you are as skilled at crafting weapons as a spellcaster who takes the Craft Magic Arms and Armor feat.

Thus, your best resource is your ability to custom-design the arms and armor you want to use.

Because you can make such items for yourself, you have to pay only the cost to create rather than the market price of the desired item.

For example, the market price for a +3 *longsword* is 18,315 gp, but you can make one in nine days for only 9,315 gp, plus some experience points.

Make liberal use of this benefit by manufacturing the best weapons and armor you can and using them with pride.

Don't be afraid to sell your weapon-making skill to your adventuring companions either.

If you make items for your friends, you can give them a 20% or 30% break on the market price and still keep a comfortable profit for yourself.

You rarely want for money or equipment, since you can make the items you need and support yourself through your craft.

Largely for that reason, the guild doesn't supply cash or items to its members at all.

However, the clerics of Moradin hold your skills in the highest regard, so you can expect a 25% discount on spellcasting services or cleric-crafted magic items in the Soul Forger's temples.

In exchange, you are expected to lend your considerable skill to crafting weapons and armor for Moradin's servants from time to time.

IRONSOUL FORGEMASTERS IN THE WORLD

"What higher praise can we render the Soul Forger than to use the skills he has taught us to make items of beauty and strength? And who is better fitted to render that honor than the bolzral alurdar?"

The masters of the Iron Soul speak for all of us with each ringing blow of their hammers."

—FREDU GOLDBEARD, High Cleric of Moradin

The ironsoul forgemaster is an outstanding example of the dwarves' legendary skill at fashioning weapons and arms of power.

Though dwarf clerics and wizards who select the Craft Magic Arms and Armor feat create magic items, the most distinctive and powerful dwarven weapons are the handiwork of battlesmiths (see *Races of Stone*) or ironsoul forgemasters.

More so than most characters, the ironsoul forgemaster stands for the traditional dwarven ideals: valor, skill in battle, and the deep lore of creation.

Over the course of time, an ironsoul forgemaster might create dozens of magic items that can influence the course of the campaign.

Not only can he bestow the priceless gift of a handmade weapon on a protégé, ally, or cohort, but his skill can form the basis for adventures.

For example, imagine the ironsoul forgemaster's wrath when the dwarflord for whom he forged a unique sword is murdered and the weapon is stolen.

DAILY LIFE

Although an ironsoul forgemaster spends most of his time at his work, his adventuring career does not have to end when he takes up the smith's hammer and tongs.

Since ironsoul forgemasters are highly regarded advisors to clerics of Moradin and clanlords alike, they are asked to serve as envoys or ambassadors to other races and peoples. Such characters are also keenly aware of the great works of the past, and therefore eager to investigate any rumors or hints of long-lost dwarf-realms, dwarven treasures now in the hands of evil monsters, and secret lore hidden in puzzles or riddles.

Finally, the ironsoul forgemaster's combat prowess makes him a natural champion of the dwarven people.

Therefore, he can be called to defend dwarvenkind against threats ranging from orcs to dragons to giants.

Many adventurers take up their perilous calling because they have no other way to make money, but an ironsoul

forgemaster's skill allows him to live comfortably in a community of almost any size.

Typically, he establishes a foundry, smithy, or ironworks in a clanhold or dwarven district and retires there to create when he is not engaged in the service of Moradin or the dwarven people.

As his fame grows, other metalworkers and smiths might come to work at his side and learn from him, expanding his business and his fame.

When the ironsoul forgemaster is away, these apprentices and journeymen continue to turn out fine work on their own, and his smithy prospers.

NOTABLES

Adruzul Fireheart is perhaps the most famous ironsoul forgemaster alive today.

Almost one hundred fifty years ago, he traveled to the Elemental Plane of Fire to study the secret lore of the azer smiths.

In the decades since his return, he has personally tutored dozens of the most skillful and talented dwarf smiths alive today.

He has also forged a number of powerful weapons and magic suits of armor, which are now in the hands of various heroes and nobles all across the land.

Adruzul is said to be exceptionally selective in taking on apprentices and in deciding for whom to make his matchless weapons, and he requires oaths of service and secrecy from all he chooses to aid.

ORGANIZATION

The Ironsoul Guild is led by a conclave of grand masters who meet once every seven years to exchange new insights into the secret lore of metalworking and weaponsmithing. This staunchly conservative group is highly suspicious of other races, and its members look down upon dwarves—even younger members of their own guild—who associate too closely with nondwarves.

The grand masters encourage junior ironsoul forgemasters to support Moradin's clergy instead of spreading their works to other races, and to be voices of caution and watchfulness in their own communities.

Longevity of membership carries tremendous weight in the hierarchical fellowship of the *bolzral alurdar*.

Every seven years, the Grand Masters Conclave bestows the title of high master on ironsoul forgemasters who have been with the guild more than one hundred years and, in the joint opinion of the conclave, earned access to that exalted title through skill and deed.

In like manner, they elevate any high master who has shown outstanding skill, service, and devotion to the dwarven people to the level of grand master.

However, the grand masters have a habit of delaying the elevation of younger ironsoul forgemasters who seem a little too adventurous or friendly with other races.

Since ironsoul forgemasters are widely dispersed throughout the scattered dwarven realms and strongholds, most spend the bulk of their time advancing the organization's agenda on their own.

They do not normally report to superiors in the organization or undertake missions at the behest of higher-ranking members.

However, when two ironsoul forgemasters happen to meet, they confer at length, relating news of their own activities as well as those of other guild members with whom they are acquainted.

Since ironsoul forgemasters occasionally travel from realm to realm, this word-of-mouth system keeps all but the most isolated members reasonably well informed about the doings of their guild-brothers.

NPC REACTIONS

Dwarves hold the ironsoul forgemaster in very high regard indeed.

As the personification of the dwarven ideals about courage, skill, and wisdom, he is regarded in much the same way as a high-ranking cleric of Moradin would be.

Dwarves therefore begin with a friendly attitude toward a known ironsoul forgemaster, though the duergar are a notable exception.

Quick to resent the successes of others, the gray dwarves claim that the *bolzral alurdar* stole the secrets of the forge from the clergy of Laduguer long ago.

For this reason, an ironsoul forgemaster who falls into the hands of the duergar can expect only a long, slow death. Battlesmiths and ironsoul forgemasters enjoy a friendly rivalry.

When such characters meet, they loudly and aggressively debate the virtues of each method for working metal over many tankards of ale.

Clerics of Moradin, because of their traditional cooperation with the ironsoul forgemasters, almost always begin with a friendly or helpful attitude toward such a character.

The vast majority of nondwarves have no idea that an ironsoul forgemaster is more than a highly skilled dwarf crafter, so they hold no preconceptions about members of the class.

Therefore, creatures inclined to be friendly to dwarves tend to be friendly to an ironsoul forgemaster, and those inclined to be hostile to dwarves are hostile to him.

IRONSOUL FORGEMASTER LORE

Characters with ranks in the Knowledge (local) skill can research the ironsoul forgemasters to learn more about them and their guild.

DC 10: Some dwarven master smiths bestow the blessings of their ancestors' souls on the arms and armor they craft.

DC 15: Such master smiths are known as ironsoul forgemasters.

They are skilled at shaping soulmelds and have a special affinity for bestowing magical powers on the weapons or armor they craft with their own hands.

You can't find a more talented arms or armor crafter than an ironsoul forgemaster.

DC 20: In Dwarven, the ironsoul forgemasters are known as the *bolzral alurdar*.

Members of their guild dwell in dwarven citadels and serve as the keepers of dwarf craft-secrets.

Members of the *bolzral alurdar* are especially dedicated to the worship of Moradin, and they associate with the Soul Forger's clerics and champions.

DC 30: Bazut Stonehewer of the Gianthammer Hold is an ironsoul forgemaster.

He's looking for a long-lost magic warhammer called *Trollbane* that was made by the famous smith Adrulzul Fireheart.

A dwarf character can find an ironsoul forgemaster without too much trouble by asking around any good-sized dwarven community.

A nondwarf must succeed on a DC 20 Gather Information check in a dwarven community or temple of Moradin to get any clues leading to an ironsoul forgemaster.

IRONSOUL FORGEMASTERS IN THE GAME

Any time your players decide to commission a specific magic weapon or suit of magic armor, you have an excellent opportunity to introduce an ironsoul forgemaster into the campaign—especially if the PCs insist on obtaining the best work they can find.

Ironsoul forgemasters are also likely to appear wherever dwarven interests are at stake.

For example, an ironsoul forgemaster NPC might try to check the efforts of heroes who are seeking a long-lost dwarven stronghold so that the secrets of the dwarves stay buried.

Or he could ally himself with the heroes to combat an evil that threatens both a dwarven realm and a nearby human one.

An ironsoul forgemaster is a "dwarf's dwarf"—a physical embodiment of much that is admirable in the race. Such a character is not a good spellcaster, but he is good enough at combat to take the place of a fighter, barbarian, ranger, or paladin.

If you have an ironsoul forgemaster in your party, be sure you pace your campaign so that he has plenty of time available to craft masterwork weapons and create magic items.

If you never allow your player characters a few weeks of "down time" between adventures, you deny the ironsoul forgemaster one of his key abilities—namely, crafting signature weapons and armor.

ADAPTATION

In the FORGOTTEN REALMS campaign setting, ironsoul forgemasters dwell among the master armorers of Citadel Adbar and work in the vast foundries of the Great Rift.

In the EBERRON campaign setting, the halls of Clan Mroranon are home to a *bolzral alurdar* brotherhood.

The key benefits of this prestige class are the ability to shape soulmelds and the connection the character has to the weapons and armor that he crafts.

While the ironsoul forgemaster is a natural fit for a dwarf character, you could change (or drop) the racial and alignment requirements to make the prestige class available to a variety of other characters.

For example, you could make the ironsoul forgemaster neutral or evil in alignment and redesign the *bolzral alurdar* as a secretive clan of duergar smiths who provide magic weapons to a variety of evil creatures.

You could make the prestige class specific to elves and use it to create a high order of elf smiths.

Or you could reduce the reliance on personally crafted items and fit the prestige class to any incarnate who wants to improve his skills at melee combat.

TROLLBANE

One of the more famous works of the legendary ironsoul forgemaster Adrulzul Fireheart, *Trollbane* is a +3 adamantine flaming burst giantbane warhammer.

Three times per day, a wielder who has either an essentia pool or the ability to bind a soulmeld to his hands chakra can use *haste* as the spell (CL 9th; self only).

When this ability is activated, the weapon begins to smoke with a weird, blue, flickering flame whenever a troll comes within 100 feet of it.

This flame is harmless to the wielder or anyone else handling the weapon.

Strong evocation; CL 9th; Craft Magic Arms and Armor, essentia pool, *summon monster I*, *haste*, plus flame blade, flame

strike, or fireball; Price 86,000 gp; Cost 43,156 gp; Weight 5 lb.

TABLE 6-3: THE IRONSOU FORGEMASTER HIT DIE: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Meldshaping
1st	+0	+2	+0	+2	Shield bond	—
2nd	+1	+3	+0	+3	Secrets of the forge	+1 level of existing meldshaping class
3rd	+2	+3	+1	+3	Forge lore	+1 level of existing meldshaping class
4th	+3	+4	+1	+4	Chakra bind (arms)	+1 level of existing meldshaping class
5th	+3	+4	+1	+4	Armor bond	+1 level of existing meldshaping class
6th	+4	+5	+2	+5	Chakra bind (waist)	+1 level of existing meldshaping class
7th	+5	+5	+2	+5	—	+1 level of existing meldshaping class
8th	+6	+6	+2	+6	Chakra bind (shoulders)	+1 level of existing meldshaping class
9th	+6	+6	+3	+6	Weapon bond	+1 level of existing meldshaping class
10th	+7	+7	+3	+7	Chakra bind (heart)	+1 level of existing meldshaping class

NECROCARNATE

"Death is but the first of the agonies that I will visit upon your soul."

—Igalla Pallasi, necrocarnate

Dealers in death and torturers of souls, necrocarnates number among the most evil creatures in any world. Skilled in the arts of meldcraft, these twisted beings once drew upon the soul energy of incarnum. Their unbridled lust for power at any price has led them into dark rituals that corrupt soul energy into necrocarnum.

Necrocarnum is a dark reflection of incarnum, whose use gives even the most evil incarnates and totemists pause. An evil incarnate might draw upon the soul energies of evil creatures and planes, but a user of necrocarnum gains her power from the torture of good souls.

Indeed, the necrocarnate subjects pure souls to agony and torment far beyond the limits possible in mortal life, draining them of their very essence in pursuit of her hideous power.

BECOMING A NECROCARNATE

Almost all necrocarnates begin their careers as evil incarnates, but set their sights on the path of the necrocarnate early.

To more quickly master the power of necrocarnum, a candidate for this prestige class should take the Necrocarnum Acolyte feat as early as possible and seek out the Union of Darkened Souls at the first opportunity. Only a few meldshapers of other alignments dare to venture into the shadowy world of necrocarnum.

They might seek out its power after some great personal tragedy, or after a fiend has led them down a path of darkness and depravity, or after exposure to some other life-altering force or event.

Such individuals fall so far into depravity and evil that they lose any connections with good that they once had and take up the mantle of the necrocarnate.

Whether they come to the prestige class by choice or by fate, however, these fallen meldshapers are just as destructive and cruel as any necrocarnate who was evil from the start.

ENTRY REQUIREMENTS

Alignment: Any evil.

Skills: Knowledge (arcana) 5 ranks, Knowledge (religion) 5 ranks, Spellcraft 10 ranks.

Feat: Necrocarnum Acolyte.

Meldshaping: Ability to shape soulmelds, ability to bind soulmelds to the crown, feet, and hands chakras.

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Craft, Intimidate, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Spellcraft

CLASS FEATURES

As a necrocarnate, you improve as a meldshaper and gain special benefits when using soulmelds with the necrocarnum descriptor, which are known as necrocarnum melds.

You gain no essentia for attaining higher levels, but you do gain several special abilities that allow you to trap the soul energy of dying creatures and turn it to your own ends. All of the following are class features of the necrocarnate prestige class.

Weapon and Armor Proficiency: You gain no new proficiencies with weapons, armor, or shields.

Harvest Soul (Su): Unlike a traditional meldshaper who relies entirely on his own pool of soul energy to power his soulmelds, you tap the soul energy of others for your power.

Beginning at 1st level, you can perform a short ritual to capture the soul energy of a newly dead corpse.

This ritual requires 1 minute of uninterrupted concentration plus the corpse of a living creature that has been dead for no longer than 1 hour per necrocarnate level you possess.

At the end of the ritual, you gain a number of essentia points equal to one-half your necrocarnate level (rounded up).

This benefit lasts for 24 hours.

No corpse can be used for this purpose more than once.

At 10th level, you can perform this ritual as a full-round action that provokes attacks of opportunity.

Improved Meldshaper Level: Each time you gain a level of necrocarnate, you also increase your meldshaper level as if you had gained a level in the meldshaping class to which you belonged prior to gaining the necrocarnate level.

You do not, however, gain any other abilities of that class, such as additional melds, extra chakra binds, increased essentia, or new tiers of chakra binds.

Necrocarnum Soulshield (Su): Beginning at 2nd level, you can use the tortured souls that form necrocarnum soulmelds to help you avoid danger.

By tapping into this soul energy, you gain a profane bonus on all saving throws.

The value of this bonus equals the number of necrocarnum soulmelds that you currently have shaped.

This ability is usable a number of times per day equal to one-half your necrocarne level.

Chakra Binds: As you attain higher levels, you can bind your soulmelds and magic items to additional chakras, gaining new powers based on the combination chosen.

At 3rd level, you can bind your soulmelds or magic items to your lesser chakras (arms, brow, and shoulders), in addition to any other chakras you have available.

When you attain 8th level, your greater chakras (throat and waist) become available for chakra binds.

At 11th level, you can bind soulmelds or magic items to your heart chakra, and at 13th level, you can bind them to your soul chakra.

Extra Chakra Bind: Upon attaining 4th level, you gain one additional chakra bind.

At 8th level and again at 12th level, you gain one more extra chakra bind.

Extra Soulmelds: When you attain 4th level, the number of soulmelds that you can have shaped increases by one.

You gain this benefit again at 7th, 10th, and 13th level.

Essentia Trap (Su): Starting at 5th level, you can capture some of the soul energy from a creature that has just died and use it to give yourself a short-term increase in power. To activate this ability, you must be within 100 feet of the creature, have line of sight to it, and take an immediate action no more than 1 round after its death.

The essentia trap grants you a number of essentia points equal to one-half the creature's character level, which you can invest as part of the same action used to activate the ability.

This ability is usable once per round, and the extra essentia lasts until the end of your next turn.

Necrocarnum Zombie Master (Ex): Beginning at 6th level, you take only half the normal damage ($1/2$ the zombie's HD, minimum 1) when using the *necrocarnum circlet* crown chakra bind (see page 78) to create a necrocarnum zombie.

At 13th level, you can have up to two necrocarnum zombies animated simultaneously; the maximum HD of each zombie equals your necrocarne level.

Furthermore, each zombie's essentia pool increases by an amount equal to the points of essentia invested in your *necrocarnum circlet*.

Expanded Necrocarnum Meld Capacity (Ex): When you attain 9th level, the essentia capacity of each necrocarnum meld you shape increases by 1.

This increase stacks with the increase provided by the incarnate's expanded soulmeld capacity.

PLAYING A NECROCARNATE

As a necrocarne, you value personal power beyond all else.

You are willing to torture the souls of other creatures to harvest such power.

Because necrocarnum is formed from the agony of innocent souls, its use is an evil act.

That fact matters little to you, since you long ago renounced the pursuit of truth and light.

While many necrocarneates belong to a shadowy organization known as the Union of Darkened Souls, others prefer to follow their own agendas.

Thus, you are free to choose whether to go your own way or join with others who share your warped power.

COMBAT

You approach combat in much the same way other meldshapers do, using soulmelds to adjust your offensive and defensive capabilities according to the opposition you face.

Unlike other meldshapers, you also take every opportunity to turn your foes' soul energy into fuel for your own dark powers.

By the same token, you are perfectly willing to sacrifice the lives of your servants and allies to better your own combat prowess, especially if you control a necrocarnum zombie.

You also take a certain delight in horrifying your opponents into surrendering by using your necrocarnum zombie to demonstrate the fate that awaits them should they lose.

You employ a two-part approach to defeating a particular group of foes.

During the first encounter, you concentrate on destroying at least one of the opponents while observing the tactics and capabilities of the others.

You have no compunctions about fleeing the encounter and abandoning your necrocarnum zombie should the opposition appear too difficult to defeat.

When next you meet the same group, however, you secure a different zombie and choose soulmelds with an eye toward exploiting any weaknesses that your foes displayed in the first encounter.

At higher levels, you can refine this tactic even more.

By gathering information about your foes before meeting them in combat, you can prepare appropriate soulmelds for the first conflict.

ADVANCEMENT

You might have been drawn down the path of the soul-tormentor because you were already in service to a powerful necrocarne, or your descent into depravity might have been the result of some personal tragedy. However you first came to wield necrocarnum, you have hungered for more of its power ever since.

If you have a mentor, the relationship is fraught with distrust.

Though you need his instruction to increase your own personal power and he needs a willing and able servant, you both know that the arrangement cannot last.

At some point, one of you will try to slay the other, or you will strike out on your own.

Because of the hatred with which the rest of the world views necrocarneates, you must protect yourself from a wide variety of foes.

The more power you gain, the more likely it becomes that adventurers or members of some good organization will seek to stop you from harvesting souls and using necrocarnum soulmelds.

Regardless of your foes' combat prowess and dedication, your great versatility lets you adjust your abilities to meet almost any challenge.

By acquiring a necrocarnum zombie with particularly potent abilities, shaping soulmelds that exploit the weaknesses of a particular group of foes, and acquiring magic items with the right mix of abilities, you can emerge from the most trying of encounters with not only victory, but also the souls of your opponents.

RESOURCES

Reaching out to your fellow necrocarneates for aid would only make it clear that you were weak, and therefore easy prey for any who wanted more power.

For that reason, you seldom ask other necrocarnates for aid, nor do they make many requests of you.

For much the same reasons, you would not even think of contacting the Union of Darkened Souls for aid except as a last resort, since you would be far more likely to end up as someone else's necrocarum zombie than to receive the support you wanted.

NECROCARNATES IN THE WORLD

"No act is more evil, and no action less justified, than the torture of a soul.

Those foul creatures who deal with necrocarum are beyond redemption, beyond remorse.

I remain forever their most implacable foe."

—Meredythe Gorvabyn, Pentifex Monolith

Necrocarnates face suspicion and persecution anytime they encounter someone who understands the evil force behind their powers and abilities.

If members of this prestige class espouse any common purpose at all, it is the pursuit of individual power.

Because they put this single goal above all else in life, necrocarnates have little interest in fitting into society or working with others.

Since the use of necrocarum is an evil act, necrocarnates are best used as villains—or at best hostile NPCs.

A member of this prestige class makes a worthy foe for player characters, and encountering one can provide a strong impetus for PCs to learn about incarnum.

Furthermore, the fact that necrocarnates do not have to belong to an organization gives you as DM the freedom to include an NPC necrocarum in almost any setting.

DAILY LIFE

A necrocarum conducts her business by stealth and subterfuge; she is suspicious of everyone, including any temporary allies she might have.

If her use of necrocarum is discovered, she is likely to face opposition from adventurers or other stalwarts bent on driving her away from normal communities.

NOTABLES

Necrocarnates recognize Akker Zemd (NE male human incarnate 7/necrocarum 8) as the foremost member of the Union of Darkened Souls.

The organization has little in the way of rules or official structure, but its members follow the will of Akker.

From his secret lair beneath the sewers of a great human city, Akker continuously seeks to increase his own power and that of the union.

No other necrocarnates share this dwelling, but rumor holds that he has hordes of necrocarum zombies as guardians and servants.

Unlike other necrocarnates, who see only the opportunity for a moment of extra power in a fellow necrocarum's weakness, Akker is willing to offer protection and aid to lesser necrocarnates—provided that they bind themselves fully to his cause.

ORGANIZATION

Because necrocarnates are by nature a suspicious and treacherous lot, working together does not come easily to them.

Some, however, have chosen to band together into a loose society known as the Union of Darkened Souls.

Necrocarnates might choose to join this organization for many reasons, not the least of which is protection against those good creatures who understand the nature of necrocarum and have sworn to hunt down its users.

The origins of this organization are as shadowy and sinister as necrocarum itself.

Few know of its early days, but those who do whisper of an ancient and powerful creature that taught the first necrocarnates their craft and drew them together.

Necrocarnates believe that this being still exists and serves to this day as the driving force behind the union, guiding the hand of Akker Zemd.

On the rare occasions that they speak freely, these sages of necrocarum lore claim that the shadowy master behind the union desires nothing less than the destruction or corruption of every mortal soul.

Some claim that it is a powerful lich—the last survivor of some long-dead empire who has been driven insane by millennia of undeath.

Others insist that the union is just another facet of a plot designed by the devious mindflayers, and still others hint that some powerful demon lord or evil deity is behind the organization.

But whatever its origin, the union is clearly a force for utter evil built on a mutual lust for power.

NPC REACTIONS

Only evil creatures ever have friendly attitudes toward necrocarnates.

In normal society, they are shunned and even hunted by those who understand the evil that they represent.

Even people who do not understand necrocarum or the evil nature of its use are repulsed by the twisting, haunted visages that swim visibly beneath the surface of every necrocarum meld.

Necrocarnates wishing to enjoy the comforts and resources of ordinary civilized cities must conceal their activities, refrain from shaping necrocarum melds, and deal only with closely trusted associates or servants too cowed by their power to oppose them.

For this reason, necrocarnates looking for even a modicum of stability seek out communities and nations of evil creatures.

The risks inherent in living deep within a mind flayer enclave or among the dark towers of a drow city are great, but necrocarnates prefer to operate in the open among those who understand their ways than to endure the pressures of constant concealment.

Necrocarnates face a world full of enemies.

The most significant and organized of these is the Pentifex Order, an organization of incarnates, soulborn, totemists, and members of other classes who have dedicated their lives to preventing the misuse of incarnum.

To them, the use of necrocarum—the very antithesis of all that they strive to protect and preserve—is the greatest evil imaginable.

The Pentifex Order is described fully beginning on page 209.

Other enemies can arise from nearly every conceivable corner of the campaign world.

Adventurers might seek out a necrocarum in his lair with the express purpose of putting an end to his evil.

A necrocarum discovered living in normal society might become the target of military forces ranging from a town militia to an organized unit of the kingdom's regular army.

The most subtle and dangerous opposition, however, comes not from the ranks of good creatures, but from other necrocarnates scheming and plotting to gain ever more personal power, even at the expense of their own allies.

Necrocarnates sometimes join armies of evil creatures because nearby combat provides an opportunity for them to increase their own power.

Both the actual battles in which such an army engages and the infighting that invariably occurs within the ranks keep the necrocarnate supplied with fresh corpses from which to draw soul energy as well as a never-ending supply of potential necrocarnum zombies.

NECROCARNATE LORE

Characters with ranks in the Knowledge (arcana) skill can research necrocarnates, necrocarnum, or the Union of Darkened Souls to learn more about them.

DC 10: Necrocarnum is a dark and twisted form of incarnum.

Though it is a source of great power, its use is corrupt and evil.

DC 15: Those who use necrocarnum are called necrocarnates.

These evil men and women have great meldshaping ability, but they are dangerous and reclusive.

Some, though not all, belong to an organization known as the Union of Darkened Souls.

DC 20: Skilled necrocarnates can shape necrocarnum into many different melds, including one that allows them to flood a corpse with raw necrocarnum.

Such corpses rise as necrocarnum zombies—horrid undead that are capable of using soul energy on their own.

DC 30: The use of necrocarnum is evil because it involves the torment of souls.

Shaping or using a necrocarnum meld causes great pain to the pure souls tapped for energy.

NECROCARNATES IN THE GAME

Necrocarnates make excellent recurring villains.

With their diverse and sinister soulmelds, they offer dozens of intriguing combat options for use against PCs.

In addition, the fact that each PC's death means more power for the necrocarnate increases the threat posed by the encounter and ensures that the villain is a memorable one.

The horrific visuals of necrocarnum soulmelds also add atmosphere to any combat involving these dark wielders of stolen soul energy.

Necrocarnates know that they face opposition from good creatures who understand the nature of their powers, so they work hard to prepare escape routes in advance and magic that allows them to flee quickly when needed. Indeed, necrocarnates regard the ability to choose when and where a conflict takes place as an essential component of their personal power rather than a mark of cowardice.

ADAPTATION

Since necrocarnates are irrevocably evil, they are not suitable as player characters in most campaigns.

By stripping away the visual effects from necrocarnum soulmelds and renaming a few key abilities, however, you could create a parallel prestige class dedicated to the preservation and protection of pure souls.

This mirror-image class might use a substance called vivicarnum—a pure and holy version of necrocarnum channeled from the purest of unborn souls.

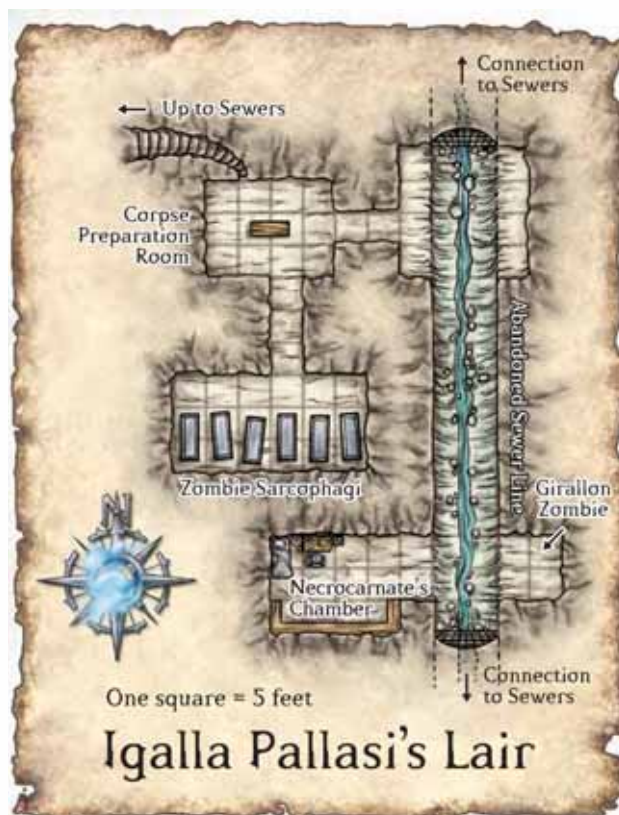
The actual mechanics of the class could remain the same, and even necrocarnum zombies could still be used.

Simply rename them (call them “reborn”, for example) and recast them as holy vessels given a second brief chance at life by the miracle of vivicarnum.

TABLE 6-4: THE NECROCARNATE

HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Harvest soul (1 minute), improved meldshaper level
2nd	+1	+0	+0	+3	Necrocarnum soulshield
3rd	+1	+1	+1	+3	Chakra binds (arms, brow, shoulders)
4th	+2	+1	+1	+4	Extra chakra bind, extra soulmeld
5th	+2	+1	+1	+4	Essentia trap
6th	+3	+2	+2	+5	Necrocarnum zombie master (half damage)
7th	+3	+2	+2	+5	Extra soulmeld
8th	+4	+2	+2	+6	Chakra binds (throat, waist), extra chakra bind
9th	+4	+3	+3	+6	Expanded necrocarnum meld capacity
10th	+5	+3	+3	+7	Extra soulmeld, harvest soul (full-round action)
11th	+5	+3	+3	+7	Chakra bind (heart)
12th	+6	+4	+4	+8	Extra chakra bind
13th	+6	+4	+4	+8	Chakra bind (soul), extra soulmeld, necrocarnum zombie master (2 zombies)



SAPPHIRE HIERARCH

“All is One—this single, unavoidable law governs the whole of the cosmos.

The myriad forms of flesh, the countless wonders of magic, the universal soul, matter and energy—all these concepts are merely derivations of this single, universal principle.

By suppressing the empty resistance of chaos, we hasten the day when all returns to the One, and by banishing the taint of chaos from our flesh and embracing the law that unites body, mind, and soul, we perfect the universe."

—Raezid, Supreme Hierarchy of the Sapphire Eidolon

In the monster-haunted wasteland of the Sulhaut Mountains, an ancient temple of weathered gray stone crowns the barren, black rock of an icy mountaintop. Within this structure stands an incredible sphere of blue, crystallized incarnum that measures a full 30 feet in diameter.

Illumined from depths that no being has ever plumbed, it has a life of its own and an intelligence almost alien in its purity.

This sphere is the Sapphire Eidolon, an emblem of perfect universal law that is said to be older than the cosmos.

No being manifested this sphere—in fact, no being *could* manifest it—and yet it exists.

According to legend, it fell to the ground from the stars and took up its position on the mountaintop under its own power.

The ancient temple that houses the Sapphire Eidolon is also home to an order of fervent priests of law whose ranks include clerics, incarnates, monks, and fighters.

Known as sapphire hierarchs, the elite members of this order defend the temple, contemplate the mysteries of the Sapphire Eidolon, and seek to fulfill its single command by perfecting themselves and bringing order out of chaos wherever they find it.

They are zealous crusaders against supernatural chaos who battle with single-minded determination against such creatures as demons, slaadi, and the servants of chaotic deities.

BECOMING A SAPPHIRE HIERARCH

In pursuit of the truth that is pure order, sapphire hierarchs combine the use of divine spells with the shaping of incarnum.

The easiest way to become a sapphire hierarchy is to take levels in both cleric and incarnate.

A character can also gain access to this prestige class by taking levels in soulborn rather than incarnate, or by taking feats that enable her to meet the meldshaping and essentia pool requirements, but these options are less than optimal. Since the chief strength of the sapphire hierarchy is the combination of a full divine spellcasting progression with a full meldshaping progression, a character who takes at least the minimum levels necessary in both cleric and incarnate can make the best use of what this class offers.

A sapphire hierarchy's cleric abilities are more dependent on her ability scores than her meldshaper abilities are.

A high Wisdom score is a prime consideration, though high Constitution is also valuable, as is high Charisma (for turning undead).

While any cleric enjoys having a good Strength score, it isn't strictly necessary for a sapphire hierarchy, since she's likely to cast spells in preference to making melee attacks.

ENTRY REQUIREMENTS

Alignment: Lawful.

Meldshaping: Ability to shape three soulmelds.

Spellcasting: Ability to cast 2nd-level divine spells.

Skills: Knowledge (arcana) 4 ranks, Knowledge (religion) 4 ranks.

Essentia Pool: 3.

Special: Access to the Law domain.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Diplomacy, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Sense Motive, Spellcraft

CLASS FEATURES

As a sapphire hierarchy, you have two missions: to battle chaos and to hasten the day when law reigns supreme. Your abilities focus on controlling your own body and dealing extra damage to chaotic foes.

All of the following are class features of the sapphire hierarchy prestige class.

Weapon and Armor Proficiency: You gain no new proficiencies with weapons, armor, or shields.

Meldshaping: At each sapphire hierarchy level, you increase your meldshaper level, the number of soulmelds you can shape, the number of chakra binds you can create, and your essentia pool as if you had gained a level in a meldshaping class to which you belonged prior to gaining the sapphire hierarchy level.

You do not, however, gain any other abilities of that class, such as new tiers of chakra binds.

If you had more than one meldshaping class before becoming a sapphire hierarchy, you must decide to which class to add each level for the purpose of determining your essentia pool, meldshaper level, and the number of soulmelds and chakra binds available.

Spellcasting: At each sapphire hierarchy level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If you had more than one divine spellcasting class before becoming a sapphire hierarchy, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Consultation: Beginning at 1st level, you can consult with the Sapphire Eidolon to gain advice about almost any subject.

This consultation functions like a *commune* spell, except that you need not be able to cast the spell to use it.

(In effect, you can use *commune* as a spell-like ability, but only while in the presence of the Sapphire Eidolon).

Contact with the creature's enormous intellect is draining, however, so you must pay the spell's XP cost as normal.

You can consult with the Sapphire Eidolon only three times at each sapphire hierarchy level from 1st to 9th.

Any unused consultations for a given level are lost as soon as you attain a new one.

Upon reaching 10th level, you can consult the Sapphire Eidolon once per month for the rest of your career.

Smite Chaos (Su): Beginning at 1st level, you can smite chaos once per day.

This ability is identical to the paladin's smite evil class feature on page 44 of the *Player's Handbook*, except that the bonuses apply against chaotic creatures rather than evil ones.

At 4th level, and at every three levels thereafter, you can smite chaos one additional time per day, as indicated on Table 6–5: The Sapphire Hierarchy.

Smite chaos attempts/day attained from multiple sources stack.

Favored of the Eidolon (Ex): By 2nd level, you have learned to arrest the actions of chaos and change within your own body.

You gain a +4 sacred bonus on saving throws against chaotic and transmutation effects.

Damage Reduction (Ex): When you attain 3rd level, your body begins to toughen, granting you damage reduction 1/adamantine.

Your damage reduction improves to 2/adamantine at 6th level, and to 3/adamantine at 9th level.

Sapphire Body (Ex): When you attain 5th level, the truth of the Sapphire Eidolon is graven into your flesh.

Any critical hit or sneak attack scored against you has a 25% chance to be negated, so that damage is rolled normally.

When you attain 10th level, this chance increases to 50%. Timeless Body (Ex): Beginning at 8th level, you no longer age.

See the druid class feature of the same name on page 37 of the *Player's Handbook*.

PLAYING A SAPPHIRE HIERARCH

In the beginning, all was one.

Sea and mountain, soul and body, deity and mortal—all these and more existed together in harmony.

But in the unfolding of the universe from that one perfect moment, some of this divine unity was lost.

Because the cosmos began as one entity, natural law clearly demands a constant progression from a disordered state to a more orderly and perfect existence.

Chaos, however, actively resists this great and inexorable reunification, and this interference does great harm to the universe.

Your task as a sapphire hierarchy, therefore, is to prevent the baleful influence of chaos from obstructing the natural progress of the universe.

Because chaos blights the face of the universe in countless forms, you are not likely to see the end of your work during your lifetime.

Still, you must valiantly labor to unify peoples and kingdoms, to find and restore knowledge that has been lost or forgotten, to undo the artificial corruption of natural laws through magic, and—most important—to battle creatures of supernatural chaos and destroy their works. Beings of primal chaos such as demons and slaadi have no place in the cosmos to come, and they are not to be considered part of the Cosmic All.

They are simply manifestations of disorder whose only purpose is to perpetuate their own existence.

As such, their power will wane to nothing as the cosmos approaches universal harmony once again.

If you are inclined toward good, you believe that harmony, peace, and tranquility are the universal goals of all people.

If you are inclined toward evil, you believe that conformity and obedience are of paramount importance.

But whatever your view on moral issues, you are methodical, deliberate, patient, and devoted to knitting together a world torn asunder.

You dislike those who kill or harm others without reason, and you especially loathe those who use magic to pervert natural laws—for example, spellcasters who prolong their lives through undeath, wizards who use spells to defy gravity or unbalance the weather, and deities who instruct their servants to promote agendas of chaos and disorder.

You are a faithful servant to the forces of law, and you seek to emulate their supernatural champions (such as inevitables and lawful deities) to the best of your ability. The sapphire hierarchs are rigidly regimented and adhere to a strict chain of command that has clearly defined responsibilities at each level.

You know the identity of your own superior, and his superior, and so on, all the way up to the supreme hierarchy himself.

You follow orders from those above you without hesitation because you know that your assigned tasks further the reunification of the universe.

However, the sapphire hierarchs recognize that their numbers are few and chaos is everywhere, so your superiors direct you to wage war against chaos in your own way.

After all, each sapphire hierarchy is a seed of order whose influence grows wherever it is planted.

By spreading such seeds far and wide, the sapphire hierarchs hope to bring about the Great Reunification all the more swiftly.

COMBAT

Your chief strength lies in your command of an extraordinarily versatile range of magic in the forms of cleric spells and meldshaping.

Since these two paths to power complement each other very well, your most effective tactic is to use soulmelds for personal defense or augmentation and cleric spells as your offensive arsenal.

After all, spells such as *hold person*, *summon monster*, *searing light*, and *order's wrath* are comparable to the offensive spells available to the sorcerer or wizard.

To your way of thinking, effective teamwork is the highest goal to which any small company of heroes can aspire.

Therefore, you strongly favor spells or tactics that help all members of the group fight together as one.

For example, you normally consider a *prayer* spell that aids all your allies a better spell choice than a *magic vestment* that wards only you.

But though you have a great capacity for strengthening your team as a whole, you must not be afraid to strike with your own hand when necessary.

Your damage reduction and fortification abilities make you difficult to injure, and your soulmelds and smite chaos ability can help you deliver deadly blows in melee.

As a high-level sapphire hierarchy, you should concentrate on casting cleric spells.

Upon attaining the top levels of this prestige class, you should have access to spells such as *flame strike*, *insect plague*, *blade barrier*, *harm*, *destruction*, *dictum*, and *hold monster* (from the Law domain).


These spells are your best weapons, so don't be afraid to use them freely.

ADVANCEMENT

The first qualifications for a prospective recruit are divine spellcasting ability and access to the Law domain.

In practice, the sapphire hierarchs are interested in clerics who choose to venerate the principle of law rather than a specific deity, since they have found that their teachings are incongruous with devotion to particular gods or powers. Thus, the order keeps an eye on clerics who choose the Law domain to see if they might eventually measure up to full membership.

In many cases, the sapphire hierarchs actively support and encourage such clerics early in their careers, hoping to



guide their growth and development in a manner harmonious with the order's teachings. Eventually, a sapphire hierarch approaches any cleric who shows promise, counsels her about taking up the practice of meldcraft, and explains the order's purpose.

Once you join the order, you are known as an aspirant until you meet the class's qualifications and are fully initiated.

As a low-ranking sapphire hierarch, you might be dispatched on a variety of missions designed to promote the well-being and safety of lawful folk or to halt the depredations of chaos.

For example, you might be directed to travel to a distant land and recruit a company of skilled adventurers to destroy a demonic cult, or you might be ordered to bolster the defenses of a frontier kingdom victimized by monstrous attacks and promote order by aiding its people. You might even be dispatched to seek out and secure powerful magic items and artifacts, since such devices in the wrong hands can promote disharmony in the extreme. As you advance in level, you actually have very few decisions to make.

Cleric spells and soulmelds, which make up the majority of your power, require no long-term decisions—you can prepare different spells or soulmelds each day, but you need not embark on any exclusive paths, such as choosing a critical feat tree.

Choose feats that make it easier for you to employ your magic and your soulmelds, such as Combat Casting, Spell Penetration, Spell Focus, and the various incarnum feats.

You might also consider taking the Bonus Essentia feat, since you probably won't be able to fill all your soulmelds to capacity as your meldshaping level improves.

RESOURCES

The sapphire hierarchs are very attentive to the needs of their agents, so they gladly provide you with any resources they have available when you request assistance.

However, the order faces one serious obstacle in providing such support—namely, geography.

Because the temple is so remote, receiving aid from the order during your missions is impractical.

At the temple, you can obtain spellcasting services for yourself and your companions at only 10% of the normal cost; in a real emergency, you can expect lifesaving healing or restoration free of charge.

In addition, the temple possesses deep vaults filled with potent magic items.

If you can convince your superiors that you need a particular item for the mission you have been assigned, you can borrow it for up to three months, provided that its value does not exceed 3,000 gp times your sapphire hierarch level.

Because others in the order might also need the item in question, you are expected to return it the moment you finish the mission, or within the three-month time limit, whichever is shorter.

If the item is expended, lost, or damaged, you must make full restitution for it—preferably within three months of the time you borrowed it, though the order does make allowances for extenuating circumstances.

SAPPHIRE HIERARCHS IN THE WORLD

"Respect the words of the blue-robed priests, my son, for they have traveled far and acquired great wisdom."

—Hetman Tergri Gnollkiller, chief of the Wind Dancer tribe

Depending on the nature of your player characters, sapphire hierarchs can fill any of several roles in your campaign.

You might, for example, choose to present the Sapphire Eidolon as a distant oracle that can provide vital information for the characters' latest quest.

A group of lawful heroes might even find patrons and allies within the order.

After all, sapphire hierarchs dealing with trouble far away from the temple must make do with whatever local resources are available, and reliable companies of adventurers can be valuable tools.

On the other hand, the order could provide dozens of resolute and capable enemies willing to take any actions needed to frustrate and impede a group of chaotic heroes. If you choose to incorporate the sapphire hierarchs in this manner, try to give the order a moral slant that places it clearly in opposition to the heroes.

For example, you could easily play the sapphire hierarchs as strongly lawful evil so that they could more readily oppose a party of chaotic good heroes.

DAILY LIFE

Sapphire hierarchs are permitted a fair amount of time to travel where they will and act as they see fit, within a properly managed framework of oversight and reporting. They can choose their own companions for the missions they undertake, though they are expected to ensure that the group functions in a manner that coincides with the order's ideals.

Even while members are away from the temple, however, the order keeps track of their activities.

When a sapphire hierarch is needed for a particular mission, she is expected to accept her orders and carry out the assignment with all possible speed.

NOTABLES

The most notable being in the temple is the Sapphire Eidolon itself—a sentient, telepathic creature with a vast repository of memories, an enlightened intelligence, and a predictably rigid and inflexible attitude.

However, people consult this being as an oracle because it is uncannily adept at predicting future events when provided with a set of facts or speculations.

ORGANIZATION

Sapphire hierarchs live at the Temple of the Sapphire Eidolon and belong to the order of acolytes, priests, and guards who call it home.

The lowest-ranking members of the order are called acolytes.

Not all those at this rank are clerics; in fact, most are monks, lawful fighters, or lawful wizards who have chosen to swear allegiance to the Sapphire Eidolon and obey its dictates.

The acolytes, who number in excess of one hundred, defend the temple and serve as guards and assistants to sapphire hierarchs engaged in particularly important or dangerous missions elsewhere.

Above the acolytes rank about thirty individuals known as initiates.

Clerics, favored souls, incarnates, and soulborn are accepted into the order as initiates rather than acolytes in recognition of their ability to channel or shape the divine power of law through divine spellcasting or meldshaping. Initiates ensure that the temple continues to function as a place of worship and learning, and many also devote their

efforts to creating various magic items for the temple's stores.

Above the initiates are up to twenty-four hierarchs, whose mastery of both divine spellcasting and meldshaping has earned them high rank in the order.

Upon taking her first level in the sapphire hierarch prestige class, a character is automatically awarded the rank of hierarch in the Temple of the Sapphire Eidolon.

She begins at the bottom of a carefully delineated pecking order based on seniority, merit, and accomplishment.

Even as a brand-new hierarch, the character can issue orders to initiates and acolytes, but the temple's chain of command clearly spells out to which hierarch any particular initiate (and her acolytes) reports.

Issuing orders to another hierarch's followers is considered disorderly and quickly earns the character censure from her own superiors.

Since hierarchs serve as agents, emissaries, crusaders, and troubleshooters for the temple, they travel more widely than other members of the order.

The hierarchs report to four lord hierarchs—specifically the lord hierarchs of the east, south, north, and west.

These older, highly experienced hierarchs coordinate the activities of the servants of law under their command.

They also advise the supreme hierarch and control access to the Sapphire Eidolon.

They carefully evaluate the problems that petitioners bring to the temple and determine whether each individual's questions are worthy of response.

The current supreme hierarch is a githzerai named Raezid (LN male githzerai cleric 7/incarnate 3/sapphire hierarch 10), who has held his position for almost forty years.

He harbors a special hatred for slaadi and looks favorably on any temple servant who defeats a powerful slaad or blocks its efforts to unleash chaos and disorder on the world.

Raezid wishes to retire, but he faces an unpleasant problem. The most senior of the lord hierarchs—the lord hierarch of the south—is a heartless human named Gethsered (LN male human cleric 5/incarnate 5/sapphire hierarch 7), who believes that order must be imposed on those who might choose otherwise.

Raezid believes that the Sapphire Eidolon does not embrace tyranny as the path to universal harmony, but to deny Gethsered his promotion would be unthinkable.

So Raezid has remained in his position for some years now for no other reason than to delay the day that Gethsered assumes control of the temple.

NPC REACTIONS

A sapphire hierarch's closest allies are other servants of law—specifically, clerics and other servants of lawful deities, plus monks, paladins, and even extraplanar creatures such as inevitables or rheids.

Though few people have heard of the order or the Sapphire Eidolon, each sapphire hierarch's demeanor and conduct speaks volumes about her loyalties; she can always expect a friendly reaction from others who fight for law.

On the other hand, beings of chaos have no use for sapphire hierarchs at all.

Slaadi, githyanki, demons, and servants of chaotic deities (especially those who directly oppose a particular sapphire hierarch's alignment) are hostile toward her.

Even less fantastic creatures that value individuality over conformity—for example, barbarians, elves, gnomes, and

even orcs—also don't respond well to the sapphire hierarch's message and are unfriendly toward her.

Many sapphire hierarchs are lawful neutral and therefore indifferent to distinctions of good or evil in chaotic beings or societies.

However, the leaders of the order realize that chaotic evil creatures (such as orcs or demons) are far more likely to be destructive and create disharmony than chaotic good creatures (such as elves or eladrins).

The organization therefore devotes more of its efforts to combating the depredations of chaotic evil creatures than it does trying to force conformity on chaotic good creatures.

SAPPHIRE HIERARCH LORE

Characters with ranks in the Knowledge (religion) skill can research the sapphire hierarchs or the Sapphire Eidolon to learn more about them.

A character gains the information corresponding to all DCs equal to or below her Knowledge (religion) check result.

DC 10: Legends speak of a hidden temple in the distant wastelands where a cult of law-priests worships an idol of blue metal.

DC 15: The idol is known as the Sapphire Eidolon, and it represents perfection.

The priests who attend it are known as sapphire hierarchs. Most of them are clerics of law, but in addition to their clerical abilities, they wield strange powers and can create soulmelds.

Every now and then, these blue-robed priests leave their hidden temple to undertake missions in the world.

DC 20: The sapphire hierarchs believe that all is one, and that every creature, object, and idea is derived from a single, perfect, cosmic principle.

They begin their quest to purge chaos from the cosmos by eliminating disorder from their own minds and bodies.

As a result, each sapphire hierarch becomes less and less human as she advances in her studies.

The Sapphire Eidolon—the center of their worship—is a great sphere of pure, crystallized incarnum whose infinite blue depths contain the answers to all questions.

DC 30: The master of the order is Supreme Hierarch Raezid, who harbors a special hatred for the slaadi and all their works.

A hero in search of the temple can garner clues to its whereabouts with a successful DC 20 Gather Information check.

The best places to ask are monasteries and the temples of lawful deities.

SAPPHIRE HIERARCHS IN THE GAME

The Order of the Sapphire Eidolon is a good model for a remote, somewhat odd cult.

If your campaign features ancient doorways that must be kept sealed to prevent the end of the world, the sapphire hierarchs are likely guardians.

If the heroes must undertake an arduous journey in search of long-hidden knowledge, the Temple of the Sapphire Eidolon is a good destination.

Just because the ultimate purpose of the sapphire hierarchs is more than a little quixotic doesn't mean that they can't be useful allies for heroes whose paths happen to cross their own.

If you have a sapphire hierarch PC in your campaign, supply her with plenty of opportunities to battle chaos and help lawful folk prosper.

To ensure that the other characters are willing to fight alongside her in such encounters, choose chaotic creatures that aren't likely to win any sympathy from the party as opponents.

PCs can usually agree to fight orcs or demons, but if you cast a good elf kingdom and its sylvan allies as the sapphire hierarchy's enemies, she might end up fighting all by herself.

Be careful about putting the sapphire hierarchy in situations that force her to choose between her society's mission and her loyalty to her adventuring comrades.

Many D&D characters are free spirits, and a sapphire hierarchy might sometimes be embarrassed or stymied by the actions of other characters who care little for the prospect of a lawful and harmonious cosmos.

If you think your group of players might make the sapphire hierarchy's life miserable, try using her as a conduit for major missions.

While the sapphire hierarchy might not approve of the group's disorderly tactics and behavior, she might be able to overlook the excesses of her comrades if she feels like she's doing a good job of directing the group's strategic efforts.

She might even feel that she is serving her order by turning chaos against chaos.

ADAPTATION

The key concept behind the sapphire hierarchy is the existence of an order of cleric/meldshapers devoted to the worship of law as a principle.

Details about the location of their temple—or even the Sapphire Eidolon itself—aren't as important and can be altered to suit your own campaign.

If you're willing to do some additional work, you could drop the class's focus on law and build a general cleric/meldshaper prestige class from its basic abilities. Since these two core classes work well together, you could also base the sapphire hierarchy on another alignment—or even no alignment at all.

In the FORGOTTEN REALMS campaign setting, the Temple of the Sapphire Eidolon lies in the remote Uthangol Mountains, overlooking the dusty plains of the Shaar.

In the EBERRON setting, it stands in the Endworld Mountains, beyond the Blade Desert.

TABLE 6-5: THE SAPPHIRE HIERARCHY

HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting/Meldshaping
1st	+0	+0	+0	+2	Consultation 3/level, smite chaos 1/day	+1 level of existing meldshaping class and +1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	Favored of the eidolon	+1 level of existing meldshaping class and +1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	Damage reduction 1/adamantine	+1 level of existing meldshaping class and +1 level of existing divine spellcasting class
4th	+2	+1	+1	+4	Smite chaos 2/day	+1 level of existing meldshaping class and +1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	Sapphire body (25% fortification)	+1 level of existing meldshaping class and +1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	Damage reduction 2/adamantine	+1 level of existing meldshaping class and +1 level of existing divine spellcasting class
7th	+3	+2	+2	+5	Smite chaos 3/day	+1 level of existing meldshaping class and +1 level of existing divine spellcasting class
8th	+4	+2	+2	+6	Timeless body	+1 level of existing meldshaping class and +1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	Damage reduction 3/adamantine	+1 level of existing meldshaping class and +1 level of existing divine spellcasting class
10th	+5	+3	+3	+7	Consultation 1/month, sapphire body (50% fortification), smite chaos 4/day	+1 level of existing meldshaping class and +1 level of existing divine spellcasting class

Temple of the Sapphire Eidolon

One square = 5 feet



Key

1. Entrance Foyer
2. Privies
3. Waiting Room/Cloak Room
4. Temple
5. Confessional
6. Holy Water Font
7. Initiate Quarters/Guest Quarters
8. Fountain
9. Dining Room
10. Kitchen
11. Greeting Hall
12. Meeting Room
13. Initiate Bedroom
14. Library/Study
15. Sapphire Eidolon

SOULCASTER

"Powered by energies you couldn't possibly fathom, my spells will shake your very soul."

—Edarril Larhastavil, elf soulcaster

From the arcane experiments of the wizards of the Last Watch arose the soulcasters, a cadre of arcane spellcasters who excel at incorporating soul energy into their magic. Those soulcasters still affiliated with the Last Watch dwell in crystal palaces on the Positive Energy Plane, where they work tirelessly to counter the machinations of the evil demon princes.

Other members of this prestige class, however, have brought the knowledge of how to combine incarnum with arcane magic into the world and put it to more practical uses.

BECOMING A SOULCASTER

Wizards or sorcerers who have also learned the secrets of incarnum are the most common candidates for the soulcaster prestige class.

Most choose the path of incarnate to acquire the necessary meldshaping ability, but occasionally a high-level soulborn with levels in wizard or sorcerer also elects to pursue this path.

Since a soulcaster is primarily an arcane spellcaster, a high Intelligence score is of paramount importance.

A high Constitution score maximizes the number of soulmelds that can be shaped, and a high Wisdom score ensures high save DCs against the offensive effects of those melds.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 8 ranks.

Feats: Incarnum Spellshaping.

Spellcasting: Ability to cast 2nd-level arcane spells.

Meldshaping: Ability to shape three soulmelds; ability to bind a soulmeld to a chakra.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Spellcraft

CLASS FEATURES

Both your spellcasting and your meldshaping abilities continue to grow as you attain higher levels in the soulcaster prestige class.

Your magic also becomes stronger because you gain more essentia to invest in your spells and in incarnum feats that affect your spells.

Eventually, you learn to transform your arcane power into temporary essentia boosts, thereby maximizing the utility of your soulmelds.

All of the following are class features of the soulcaster prestige class.

Weapon and Armor Proficiency: You gain no new proficiencies with weapons, armor, or shields.

Meldshaping: At each soulcaster level, you increase your meldshaper level, the number of soulmelds you can shape, the number of chakra binds you can create, and your essentia pool as if you had gained a level in a meldshaping class to which you belonged prior to gaining the soulcaster level.

You do not, however, gain any other abilities of that class, such as new tiers of chakra binds.

If you had more than one meldshaping class before becoming a soulcaster, you must decide to which class to add each level for the purpose of determining your essentia

pool, meldshaper level, and the number of soulmelds and chakra binds available.

Spellcasting: At each soulcaster level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming a soulcaster, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Arcane Investment (Su): Beginning at 1st level, you can invest *essentia* in your arcane spells to make them more powerful.

At the same time that you shape your soulmelds, you can choose to invest 1 point of *essentia* in any single spell that you know (and have prepared, if you prepare spells).

At any time in the next 24 hours, you can choose to use that invested *essentia* when you cast the chosen spell.

Doing so requires no action, but both the caster level of the spell and its save DC increase by 1.

Once so used, the *essentia* returns to your *essentia* pool and can be invested into soulmelds or other effects.

As you attain higher levels, the number of spells you can invest with *essentia* in this manner increases.

You can affect a number of spells equal to your soulcaster level, and you cannot invest *essentia* in the same spell more than once—that is, you can't invest *essentia* in two *lightning bolt* spells, even if you can prepare or cast that spell more than once per day.

This process is not the same as investing *essentia* in a spell as part of its casting (see page 52).

If you use your arcane investment ability to affect a given spell, you can also invest *essentia* in it as part of its casting if the spell allows it, but the two *essentia* investments are separate.

At 7th level, you can invest up to 2 points of *essentia* in each spell rather than only 1.

A 2-point investment boosts the spell's caster level and save DC by 2 each for a single casting.

Chakra Binds: As you attain higher levels, you can bind your soulmelds and magic items to your chakras, gaining new powers based on the combination chosen.

At 3rd level, you can bind your soulmelds or magic items to your least chakras (crown, feet, and hands), in addition to any other chakras you have available.

When you attain 8th level, your lesser chakras (arms, brow, and shoulders) become available for chakra binds.

Magical Distillation (Su): At 10th level, you can use the magical energy of your spells to augment your *essentia* pool.

By sacrificing one arcane spell slot (or one prepared arcane spell, if you prepare spells) of the highest level you can currently cast, you gain points of *essentia* equal to that spell's level for 1 round.

This *essentia* can be invested or otherwise used as normal, but it disappears at the start of your next turn.

This ability is usable once per round as a free action.

PLAYING A SOULCASTER

As a soulcaster, you retain the same convictions that you had when you first began to wield *incarnum*.

You are an evangelist for your cause, and you enjoy demonstrating the power of *incarnum* as manifested through your spells.

However, you also seek a balance between the power of your spellcasting and that of your meldshaping.

You know that the first soulcasters were born through the efforts of the Last Watch, an organization devoted to fighting the demon lords of the Abyss, and that the art of infusing soul energy into arcane magic has since spread well beyond that group.

Even if you are not directly involved in the continuing efforts of the Last Watch, you are aware of its clandestine fight against the demon princes and the danger allowing that war to spill out into the open represents.

Your philosophical viewpoint dictates your position on the war.

If you are inclined toward good, you favor working against the demon lords at all costs; if you are inclined toward evil, you prefer to curry the favor of the evil princes in hopes of gaining a reward in this life or the next.

If law is your cause, you strive to prevent the chaotic demons from gaining a foothold in the bastions of soul energy; if you lean toward chaos, you oppose the mindless destruction that the demons represent while remaining sympathetic to the cause of chaos.

As your power and influence grow and you become more aware of the demonic threat, you can more actively counter (or take part in) the schemes of the demon princes.

If you wish, you can try to contact the Last Watch and offer to work with its members to battle the demon lords; they will direct your power to where it is most needed.

If you are inclined to join the battle on the other side, the demon princes will be more than happy to accept your aid as well.

COMBAT

Your best combat tactic is to use your *incarnum*-infused spells first.

When you do so, the invested *essentia* is freed for other uses, and you can channel it into your shaped soulmelds.

Thus, your tactics change throughout an encounter to reflect the shift of power from your spells to your soulmelds.

Your ability to bind your soulmelds to your chakras significantly increases your versatility.

Some soulmelds might become constant companions for you.

In such cases, you must strike a balance between your favorite soulmelds and your spells with respect to *essentia* investment, and that balance might change throughout the day.

As a high-level soulcaster, you need never lack for *essentia* since you can sacrifice your spell slots to power your soulmelds on a temporary basis.

Though the levels of the spells you can cast might be slightly lower than those of a straight spellcaster, your arcane investment ability ensures that the saving throw DCs remain competitive.

ADVANCEMENT

While dabbling with combining *incarnum* and arcane magic, you inevitably stumble upon others who are doing likewise; through them, you learn of the soulcasters.

If you seek them out and prove yourself worthy, a soulcaster might adopt you as an apprentice.

During your apprenticeship, your soulcaster mentor teaches you how each spell becomes more powerful when infused with the soul energy of great spellcasters from other ages.

While instructing you in how the magic of your spells and the power of incarnum can interact, he tells you how the first soulcasters evolved from the wizards of the Last Watch.

As you learn more about the ways of the soulcaster, you begin to understand that the Last Watch is not just some ancient organization lost to history.

It still exists and is constantly looking for brave heroes who are capable of fighting the demon lords.

You might even receive an invitation to join the Last Watch on a crusade against the fiends, or be asked to fulfill some minor quest that helps to interrupt their schemes.

As long as you have no official ties to the Last Watch, however, you are free to undertake whatever adventures suit your fancy.

As your power increases, consider taking feats that further enhance your spellcasting through the investment of *essentia*.

Midnight Metamagic, for instance, lets you apply your metamagic feats to even your highest-level spells by investing *essentia* instead of increasing the spell's level. Soultouched Spellcasting helps you overcome the fact that your caster level is lower than that of a straight spellcaster by granting you a bonus on dispel checks and caster level checks made to overcome spell resistance.

Improved *Essentia* Capacity increases the versatility of your incarnum feats by allowing you to invest more *essentia* in each one.

RESOURCES

Initially, your best resource is your soulcaster mentor, who provides you with plenty of sage advice when you need it. If you accept a mission from the Last Watch, its members do what they can to outfit you for taking the fight to the demon lords.

They can provide survival gear to help you withstand the rigors of any plane to which you might be sent, or weapons and other equipment that are particularly suited to doing battle with fiends.

SOULCASTERS IN THE WORLD

"The purity of their spell power is intriguing.

If the demons don't kill them first, I shall have to perform an inquiry into these soulcasters."

—Cornered unnamed wizard

The soulcaster prestige class provides players with an opportunity to use the incarnum magic system in conjunction with the more familiar spell system.

The soulcasters' organization, the Last Watch, fits easily into almost any campaign because of its extraplanar headquarters, and it can become the starting point for numerous demon-slaying adventures.

DAILY LIFE

Unless she joins the Last Watch on the Positive Energy Plane, a soulcaster's life is much like that of any other arcane spellcaster.

She is free to adventure at will and choose her own companions, or to seclude herself for extended research.

Soulcasters maintain lifelong relationships with their mentors, keeping in contact and trading news on a regular basis.

In addition, soulcasters who maintain working relationships with the Last Watch frequently accept missions relating to the organization's ongoing battle with demonkind.

NOTABLES

Unlike most arcane societies, the Last Watch has no organized leadership, and none of its members rank above the others.

Its members prefer to work as a cooperative, each contributing his or her particular expertise to ensure the success of every enterprise.

However, a few independent soulcasters operating on the Material Plane have managed to make names for themselves.

Chief among these is Rorghas the Dark, an evil soulcaster who works to further the designs of the demon lord Graz'zt.

ORGANIZATION

A significant contingent of soulcasters still resides within the crystal palaces of the Last Watch on the Positive Energy Plane, though these arcane spellcasters make up only a small segment of the organization.

The Last Watch is dedicated to defeating the demon lords, and its membership includes paladins, warriors, clerics, and various other characters who stand against evil and chaos in the cosmos.

Since the crystal fortresses give ready access to the founts of pure soul energy on the Positive Energy Plane, soulcasters with a penchant for experimentation choose to perform their research there.

In fact, it was the wizards of the Last Watch who first discovered the secrets of combining incarnum with arcane magic.

While pursuing some minions of the demon prince Demogorgon, they discovered a fount of soul energy deep within the Positive Energy Plane that had beneficial effects upon their spellcasting.

After defeating the fiends and dealing a critical blow to Demogorgon's plans, a few of the wizards stayed behind to document their findings and conduct further research into the energy of incarnum.

These intrepid experimenters learned to weave incarnum into their spells, thereby becoming the first soulcasters. Though these first soulcasters remained allied with the Last Watch, their students carried the knowledge into the world.

Now, although many soulcasters still choose to take up the fight against the demon lords, others have moved on to safer environs.

The soulcasters who operate independently on the Material Plane are loosely organized through a network of couriers and contacts that they personally maintain.

Through this linkage, they trade news, information, and techniques on a regular basis.

New soulcasters are no longer expected to stand against the demons, but each character who takes up the prestige class is informed of the ongoing struggle and given the option of assisting the Last Watch.

Some choose to do so, while others are content to keep abreast of the news while staying out of the fiends' path. Periodically, however, when times are particularly dire, the Last Watch sends out a call for aid that reaches the ears of every soulcaster not of evil bent.

Not all soulcasters are inclined to work against the demons, and a few have actually fallen in with the evil horde.

Although the Last Watch does not have the resources to destroy all the evil soulcasters across the planes, they consider each one a threat and do what they can to prevent them from spreading the secrets of soulcasting to other, less noble spellcasters.

NPC REACTIONS

Ordinary people assume that a soulcaster is just another sort of wizard.

After all, arcane magic is strange and mystical anyway, and few understand that soulcasting is any different.

Thus, soulcasters are treated in the same way as wizards are in any given location.

Clerics, wizards, and other spellcasters recognize that an otherworldly force enhances a soulcaster's magic, so they are either cordially inquisitive or jealous of the new type of power, according to their individual natures and goals.

Membership in the Last Watch means little outside that organization, since its operatives do their best to keep their activities secret.

Whether or not a nonevil soulcaster belongs to the Last Watch, her most important enemies are the demon lords and their minions.

The princes of evil have long memories, and they associate the practice of soulcasting with the wizards of the Last Watch who handed them their defeat so many years ago.

Though the lesser demons would not recognize the difference between soulcasting and regular spellcasting, greater demons are much more informed.

Balors and mariliths, for example, can identify the nuances of soulcasting, and they mark casters who utilize those techniques as targets.

Evil soulcasters who do not actively work with the demon lords are likewise targeted as their enemies.

Those who accept alliances with the princes of evil, however, can expect to be treated with respect by demonkind.

SOULCASTER LORE

Characters with the bardic knowledge ability or ranks in the Knowledge (arcana) or Knowledge (the planes) skill can research the soulcasters to learn more about them and their organization.

A character gains the information corresponding to all DCs equal to or below his bardic knowledge, Knowledge (arcana) or Knowledge (the planes) check result.

DC 10: Some wizards and sorcerers can enhance their spells with a strange, extraplanar energy known as incarnum.

Their spell effects appear blue-tinged or have wispy tendrils of magical energy trailing from them.

DC 15: Those who augment their spells with incarnum are called soulcasters, and some of them belong to an organization known as the Last Watch.

DC 20: Soulcasters augment their spells by weaving pure soul energy together with arcane magic.

They learn the technique from mentors, who tell them of the Last Watch, an organization of heroes that stands quietly against evil.

DC 30: The first soulcasters were wizards of the Last Watch who discovered a font of soul energy on the Positive Energy Plane.

The Last Watch is an organization dedicated to battling the demon lords, and it maintains several crystalline fortresses on the Positive Energy Plane.

Characters wishing to contact a soulcaster or the Last Watch can find an appropriate person with a DC 25 Gather Information check.

SOULCASTERS IN THE GAME

Introducing soulcasters into your campaign is a relatively easy task.

NPC soulcasters can serve as mentors to characters who wish to pursue both meldshaping and spellcasting, and the Last Watch can actively assist the PCs when they encounter demonic forces.

A soulcaster can also be an effective member of an adventuring party.

Even though her overall spellcasting ability is not as good as that of a single-classed spellcaster, she can augment a few of her spells to great effect.

Furthermore, once she's out of spells, she can fall back on her not-insignificant array of soulmelds and continue to hold her own in encounters.

A party soulcaster need not be aligned with the Last Watch, but she can easily fit into that organization if desired.

As a hybrid character, a soulcaster is not as good at any given task as a single-classed meldshaper or spellcaster of equivalent character level, and that weakness becomes evident in encounters with creatures that have particularly high saving throw modifiers or spell resistance.

Although the rest of the party might be capable of handling such foes, make sure you also include encounters with lower-level creatures that are more likely to succumb to the soulcaster's powers.

ADAPTATION

If a focus on war with the demon lords does not fit your campaign, the Last Watch could easily be adapted to oppose some other evil (or even good) organization or foe.

Instead of tapping fonts of soul energy on the Positive Energy Plane, soulcasters could perform their magic by focusing the energies of past spellcasters' souls.

The research for that kind of soulcasting might involve macabre practices, such as locating and retrieving the bodies of archwizards from their trap- and horror-laden tombs.

PEARL OF INCARNUM POWER

Certain relics particularly suited for a soulcaster's skills have been passed down from mentors to novitiates for centuries.

Among these are *pearls of incarnum power*, which look like typical pearls except for a slightly cloudy sheen on their surfaces.

Like a *pearl of power*, a *pearl of incarnum power* enables the possessor to recall any one spell that he has already prepared and then cast.

In addition, however, he can restore any *essentia* that was previously invested in that spell as part of the same action used to recall it.

The spell is then prepared again, with its invested *essentia*, just as if it had not been cast.

Each *pearl of incarnum power* functions once per day, and only for spells of a particular level.

Strong transmutation; CL 17th; Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled, creator must have an *essentia* pool; Price 1,500 gp (1st), 6,000 gp (2nd), 13,500 gp (3rd), 24,000 gp (4th), 37,500 gp (5th), 54,000 gp (6th), 73,500 gp (7th), 96,000 gp (8th), 121,500 gp (9th).

TABLE 6-6: THE SOULCASTER

HIT DIE: d4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting/Meldshaping
1st	+0	+0	+0	+2	Arcane investment 1	+1 level of existing meldshaping class and +1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	—	+1 level of existing meldshaping class and +1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Chakra binds (crown, feet, hands)	+1 level of existing meldshaping class and +1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	—	+1 level of existing meldshaping class and +1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	—	+1 level of existing meldshaping class and +1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	—	+1 level of existing meldshaping class and +1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Arcane investment 2	+1 level of existing meldshaping class and +1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Chakra binds (arms, brow, shoulders)	+1 level of existing meldshaping class and +1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	—	+1 level of existing meldshaping class and +1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Magical distillation	+1 level of existing meldshaping class and +1 level of existing arcane spellcasting class

SPINEMELD WARRIOR

"Perfection of form requires proof.

What better proof than a foe bleeding at your feet?"

—Morgalle Tark, spine fighter

Even without proper training, a skarn can strike wicked blows with the pointed spines along his forearms.

Most, however, have a proclivity for martial discipline and an appreciation for spare and functional beauty.

The resultant culture has produced a combat style that is both lethally effective and aesthetically pleasing.

When a spinemeld warrior trains, he is participating in a tradition that has long been venerated in skarn society.

Public ritualized combats between spinemeld warriors draw large crowds and are the high points of holy days and feasts.

All spinemeld warriors are members of an organization known as the Hierarchy of Spinemeld Warriors, which manages their participation in public ritual combat and provides training in combat and forms.

BECOMING A SPINEMELD WARRIOR

Most spinemeld warriors begin their careers as incarnates, then take levels in fighter or even paladin.

Skarn soulborn can easily meet the entry requirements for the prestige class as well.

Since meldshaping is not required for entry, however, a paladin, ranger, or fighter can choose to qualify for the class by taking a feat that grants him access to his essentia pool.

ENTRY REQUIREMENTS

Race: Skarn.

Alignment: Any lawful.

Base Attack Bonus: +5.

Essentia Pool: 1.

CLASS SKILLS

(2 + Int modifier per level): Climb, Craft, Diplomacy, Handle Animal, Intimidate, Jump, Knowledge (nobility and royalty), Profession, Ride, Swim.

CLASS FEATURES

As you advance in the Hierarchy of Spinemeld Warriors, your training emphasizes the doctrine of mental and physical perfection at every stage.

The abilities you gain from this class advance that agenda in various ways.

All of the following are class features of the spinemeld warrior prestige class.

Weapon and Armor Proficiency: You gain no new proficiencies with weapons, armor, or shields.

Meldshaping: You have the ability to shape a small number of soulmelds.

At 3rd level, you can shape one meld at the beginning of each day, and at 7th level, you can shape up to two per day. The maximum number of soulmelds that you can have shaped simultaneously equals your Constitution score minus 10.

You select your soulmelds from the soulborn class list.

Your meldshaper level for these soulmelds equals your spinemeld warrior level, and the save DC (if applicable) is 10 + invested essentia + your Con modifier.

This ability otherwise follows the normal rules for meldshaping.

Twin Spine Fighting (Ex): At 1st level, you can attack with the spines on both of your arms as if you were fighting with two light weapons.

You cannot combine this ability with attacks using any other weapons.

Two-Weapon Fighting: You gain Two-Weapon Fighting (see page 102 of the *Player's Handbook*) as a bonus feat, even if you do not meet the prerequisites.

If you already have Two-Weapon Fighting, you can select any feat for which you qualify, as long as Two-Weapon Fighting is a prerequisite for your choice.

For example, you could choose Improved Two-Weapon Fighting or Two-Weapon Defense as your bonus feat.

Noble Familiarity: Because the oldest noble houses in skarn society support the Hierarchy of Spinemeld Warriors, you have at least a passing familiarity with issues relating to the aristocracy.

Beginning at 2nd level, you gain a competence bonus equal to one-half your spinemeld warrior level on Knowledge (nobility and royalty) checks.

In addition, your contacts among the nobility can put you in contact with someone selling almost any piece of equipment or magic item you seek.

To learn the name of a seller for a particular item, you must succeed on a Gather Information check (DC 15 + caster level for the item).

You gain a competence bonus equal to your spinemeld warrior level on this check.

Spine Enhancement (Su): Beginning at 2nd level, you can use your essentia to boost the power of your spines in combat.

As a swift action, you can invest essentia in your spines as if they were a soulmeld.

Doing so grants you an enhancement bonus equal to the points of essentia invested on attack rolls and damage rolls with your spines.

Unlike your soulmelds or other incarnum-fueled abilities, your spines have a special essentia capacity (and thus a maximum enhancement bonus) equal to one-half your spinemeld warrior level.

Spine Rend (Ex): Beginning at 5th level, you can deliver a rend attack with your spines.

Whenever you hit a single opponent with a spine attack from each arm in the same round, you tear the opponent's flesh and deal an additional 2d6 points of damage plus one and one-half times your Strength bonus.

Chakra Bind (Arms): Starting at 7th level, you can bind one of your shaped soulmelds to your arms chakra.

Adamantine Spines (Ex): By the time you attain 9th level, the constant flow of incarnum through your spines has rendered them incredibly tough and durable.

When used as weapons, they overcome damage reduction and hardness as if crafted from adamantine.

PLAYING A SPINEMELD WARRIOR

You are a member of an ancient order with an even more ancient quest.

Your progenitors, the mishtai, searched in vain for "perfection of form", and the members of your race see themselves as the rightful heirs to that quest.

You and all the other spinemeld warriors are members of your race's oldest and most venerated fighting order, and as such you are devoted to achieving perfection—both mental and physical.

As a spinemeld warrior, you understand that the word "form" in the phrase "perfection of form" means not just body shape, but also the combat styles of martial discipline, the patterns of thought necessary for a proper life, and the proscribed, stylized motions and stances used in ceremonial fighting tournaments.

Many skarns choose not to become spinemeld warriors because with that honor comes numerous responsibilities. For example, you might be asked to serve with an honor guard marching in the entourage of a noble during a feast day parade, or you might have to act as a bodyguard for an important individual.

In addition, you must participate in at least two of the formalized but still dangerous tournaments held annually as entertainment in skarn cities.

Nevertheless, your rewards for choosing this path are great.

Like your fellow spinemeld warriors, you enjoy celebrity status and are considered among your city's most eligible single individuals.

As such, you draw the suits of countless starstruck young nobles, many of whom are quite spoiled and prone to take umbrage at the slightest hint of rejection.

How you deal with the paradoxical combination of worshipful adulation from suitors and unforgiving scrutiny from society determines what kind of place you make for yourself in a skarn city.

COMBAT

Your spine attacks are your best weapons, so be sure to use them to best advantage in combat.

Against a foe with a high Armor Class, you might wish to forego fighting with two weapons (or both sets of spines) to avoid the associated attack penalties.

In such cases, either wield a single weapon exclusively, or attack one-handed with your spines.

At higher levels, attacking with your spines can be an effective tactic if they are more suited to penetrating your enemy's damage reduction than your main weapon is.

ADVANCEMENT

Your advancement in the Hierarchy of Spinemeld Warriors depends solely on your combat potency.

If you perform well in regular combat and in the public spectacles, you can count on gaining influence within the order rapidly.

If you fail to perform as required or sustain numerous losses in ritual combats, your status drops accordingly. Because you gain far fewer feats than a fighter or even a soulborn does, you must choose them wisely, so pay attention to both your own strengths and the kinds of combat scenarios you typically face.

Weapon Focus is a fine feat, but if you have a high Dexterity score, you can benefit much more from Weapon Finesse, since your spines are treated as light weapons.

If you are faced with large groups of opponents, Whirlwind Attack can enable you to deliver a dizzying number of spine attacks, though the prerequisites for that feat are onerous.

Improved Natural Attack (from the *Monster Manual*) is also a good choice, though Weapon Specialization (if you qualify for it) provides a bit more punch.

RESOURCES

The Hierarchy of Spinemeld Warriors resembles an athletic league steeped in ancient ritual.

In some ways, membership itself is the greatest resource that the organization offers, because with it come fame, social prestige, and gold.

But the price is high—not only must you perform in the public ceremonial combat events, but offers for private matches are also common.

These arranged private matches are bloodier than the ceremonial public contests, and rumors of deaths resulting from such matches are true, unsavory though they might be.

In addition, the Hierarchy of Spinemeld Warriors provides an excellent network through which to seek particular magic items.

Your contacts among the aristocracy can probably supply you with the name of a merchant or private citizen selling almost any kind of combat-related equipment.

SPINEMELD WARRIORS IN THE WORLD

"The spine fighters and their ceremonies are a living link to the age of the mishtai, when we were closer to perfection."

—Thrakkil Mav, noble spinemeld warrior enthusiast and front-row attendee at all major tournaments
Nearly all spinemeld warriors are celebrities in skarn popular culture.

Within skarn society, only the ruling aristocrats are more closely watched, emulated, and gossiped about. Thus, spinemeld warriors represent a good way to introduce the concept of incarnum into a campaign that includes skarn PCs or an adventure in a skarn-controlled area.

If you have a PC spinemeld warrior in your campaign and need a means to motivate him, play on his social status or enroll him in a public combat at one of the annual festivals. Be sure to offer plenty of encounters that encourage the use of his spines over other weapons, since spine attacks are among the best benefits the prestige class offers.

If you need a powerful, combative organization that actively promotes the use of incarnum in your campaign, the Hierarchy of Spinemeld Warriors is a perfect choice. Its leaders can serve as a source of adventures as well as provide access to skarn nobility.

DAILY LIFE

The life of a typical spinemeld warrior is regulated to the point of regimentation.

Training is both a daily requirement and a privilege, since mastering the ancient art of spine-fighting is considered among the greatest honors a skarn can earn.

The Hierarchy of Spinemeld Warriors might grant a member a particular mission, for which he can choose his own companions.

However, he is expected to select compatriots who will not impugn the honor of the hierarchy or the noble name of the spinemeld warrior in their midst.

More independent spinemeld warriors might eventually strike out on their own, and some of these are even excused from occasional public combats due to prolonged absences.

NOTABLES

Few spinemeld warriors are known outside the skarn culture.

Within the Hierarchy of Spinemeld Warriors, perfect of the south wind Vellok Dane has become notorious as a source of scandal because his wife, Torrana, has a roving eye.

Thus, he is constantly forced to seek satisfaction of his honor from other males.

ORGANIZATION

The Hierarchy of Spinemeld Warriors is dedicated to preserving the legacy of the mishtai and continuing their quest for perfection of form.

The members of this order believe that both perfection and form are broad terms that encompass the physical, mental, and spiritual realms.

The organization's leaders encourage members to develop the physical might necessary for combat, the mental acuity needed to shape soulmelds, and the spiritual strength to fuse the two together.

At the top of the order's internal hierarchy are the august perfects of roses.

These accomplished spinemeld warriors oversee the daily operations of the order, determine who should fight whom in which ceremonies, and maintain the organization's all-important relationships with the aristocracy.

Their direct assistants are the perfects of the north and south winds.

As might be expected, the hierarchy is quite strict and autocratic, with higher-ranked members commanding the complete respect and deference of those in the lower ranks. Private matches might be arranged between any two members, but challenging a higher-ranking member is considered the height of impudence.

Over the history of the organization, outrageous scandals have erupted in such a way, with younger spinemeld warriors challenging more established fighters—usually at the behest of infatuated admirers.

At least one such match has resulted in the upstart's death, and several have resulted in the defeated skarn leaving the community to strike out on his own.

Typically, each skarn city has one august perfect of roses, one perfect of the north wind, and one perfect of the south wind.

Larger cities have more ranking members, and smaller cities might do without one, two, or even all three officers. An up-and-coming spinemeld warrior with political ambitions might ascend to one of these positions only by defeating the skarn who currently holds that title in his region.

NPC REACTIONS

Within skarn society, spinemeld warriors almost universally receive impassioned approbation.

Groups of nobles with excess money and leisure time travel from city to city to watch their favored fighters in combat ceremonies throughout the year.

A spinemeld warrior who takes to adventuring in search of treasure or, more honorably, lost mishtai artifacts, is ushered out of the city gates with a flourish of horns and a shower of rose bouquets hurled from the parapets.

Outside of skarn society, spinemeld warriors receive the same sort of reception as soulborns, paladins, and rangers. Members of other races consider spinemeld warriors slightly more sophisticated and intellectual than fighters and much more civilized than barbarians.

However, like most skarns, members of this prestige class are typically thought to be supercilious perfectionists, whether their actions warrant such judgment or not.

The fact that they practice combat forms on a daily basis, regardless of their surroundings and anyone else's social agenda, tends to reinforce that prejudice.

SPINEMELD WARRIOR LORE

Characters with the ranks in Knowledge (arcana) skill can research the spinemeld warriors and their hierarchy to learn more about them.

Ranks in the Knowledge (local) skill can also yield the same information if a skarn city exists in the surrounding territory.

A character gains the information corresponding to all DCs equal to or below his Knowledge (nobility and royalty) or Knowledge (local) check result.

DC 10: While most skarns can slice you up a bit with their spines, a spinemeld warrior can deal much more damage. Comparing the two is like comparing a knife to a magic sword.

DC 15: The skarns known as spinemeld warriors take the dream of the mishtai seriously.

They want to be perfect in body, mind, and spirit.

DC 20: The Hierarchy of Spinemeld Warriors is an ancient organization whose members are said to have secret knowledge of the mishtai.

The skarn nobles and high priests have great respect for this organization and its leaders, who are known as august perfects of roses.

DC 30: The skarn nobles act as patrons for the spinemeld warriors, providing them with financial support.

Rumor also holds that illicit liaisons between nobles and warriors are common.

The local perfect of the north wind is outraged, and blood might well flow at this year's Mishtai Vespers combat.

SPINEMELD WARRIORS IN THE GAME

The Hierarchy of Spinemeld Warriors can provide an evening of active roleplaying interspersed with combat. Perhaps the august perfect of roses is looking for fighters of other races to challenge the best of his spinemeld warriors at an upcoming ceremony.

Characters who can not only survive the combat but also display the proper forms and rituals can expect a significant payout for their trouble.

A spinemeld warrior on a quest for a mishtai artifact might arrive in your campaign world and introduce incarnum to your PCs.

Alternatively, a haughty spinemeld warrior could belittle skarn PCs who are not spinemeld warriors and constantly challenge them to ceremonial combat.

If you keep in mind both the hard-hitting combat style of the spinemeld warriors and their roleplaying aspects—including their relationships with the nobility, their quest for knowledge of the mishtai, the politics of their order, and the scandals and infighting to which they are prone—these characters can fit into almost kind of campaign.

ADAPTATION

Spinemeld warriors can be employed in most campaigns with minimal changes.

In a campaign with no major cities, however, they lose some of their prestige because large audiences are not as readily available.

Whatever setting you use, the spinemeld warriors take on the dominant characteristics of the aristocracy.

If you play in a dark-and-doomed, abandon-all-hope world in which the PCs are good-aligned outlaws fighting against an overwhelming tide of evil, then the spinemeld warriors are part of the evil establishment.

Similarly, if your characters live in an enlightened kingdom that is a bastion of good, then the spinemeld warriors' order is largely benevolent.

LOCATION: THE MISHTORAN IN NOR

The Mishtoran amphitheater in Nor has hosted the elaborately staged combats of the spinemeld warriors for the past two centuries.

The cyclopean, horseshoe-shaped arena boasts eighteen thousand brass-fitted wooden seats for spectators.

Even from outside the stadium, passers-by can easily tell when a ceremony is in progress—the crowd inside roars,

and the massive torches placed around the upper perimeter emit purple smoke.

Of all the ceremonies recognized by the Hierarchy of Spinemeld Warriors, the Ceremony of Flaws is the holiest. Held once per year at the autumnal equinox, this combat ritual marks the failure of the mishtai to achieve perfection of form, and another year of failure in that same enterprise for the skarns.

Simultaneously, however, the ceremony refreshes and reinforces the spinemeld warriors' dedication to their millennia-old quest.

On average, one spinemeld warrior per year dies in the Ceremony of Flaws.

Some of these fallen warriors are restored to life through *raise dead* spells, but many consider it an honor to die in the Mishtoran.

Another notable ceremony is the Ritual of Sundering, which marks the split of the rilkan and skarn races and features a ritual in which rilkan are burned in effigy.

The Green Spine Tournament welcomes new spinemeld warriors into the Hierarchy of Spinemeld Warriors, and the Ceremony of Renewal allows old and frail skarn to choose an honorable death in ritualized combat over an ignominious descent into decrepitude.

Finally, the Ceremony of Proof invites all sorts of fighters to test their mettle against the best of the spinemeld warriors.

PC spinemeld warriors are required to compete in the Green Spine Tournament upon attaining 1st level in the prestige class, and characters of other combat-oriented classes might be invited to compete in the Ceremony of Proof.

The Mishtoran amphitheater features extensive training rooms, sparring facilities, and purifying salt baths located underneath the stands.

Around the periphery, various vendors sell icons, perfumes, ceremonial silks, and votive candles at individual stalls.

The perfects always worry that some outside source might corrupt the ceremonies by trying to "fix" the fights, so they might assign a PC to listen in the training rooms or outdoor areas and relay any conversations involving potential corruption back to them.

The current august perfect of roses in this area is Aqrom Orit (LN incarnate 2/fighter 4/spinemeld warrior 10), lord of the Mishtoran.

He is attended by three male skarn spines of snow (LG and LE soulborn 5/spinemeld warrior 5), two female skarn spines of rain (LG and LE soulborn 6/spinemeld warrior 4), and one female skarn flaw seeker (LN fighter 1/wizard 8/spinemeld warrior 3).

A cleric of Wee Jas (cleric 9) oversees the shops selling paraphernalia and tends to the fallen.

TABLE 6-7: THE SPINEMELD WARRIOR

HIT DIE: d10

Level	Base Attack				Special	Meldshaping			Level Title
	Bonus	Fort Save	Ref Save	Will Save		Soulmelds	Essentia	Chakra Binds	
1st	+1	+2	+0	+0	Twin spine fighting, Two-Weapon Fighting	0	0	0	Green spine
2nd	+2	+3	+0	+0	Noble familiarity, spine enhancement	0	1	0	Red spine
3rd	+3	+3	+1	+1	—	1	2	0	Flaw seeker
4th	+4	+4	+1	+1	—	1	3	0	Spine of rain
5th	+5	+4	+1	+1	Spine rend	1	3	0	Spine of snow
6th	+6	+5	+2	+2	—	1	4	0	Spine of mist
7th	+7	+5	+2	+2	Chakra bind (arms)	2	5	1	Spine fighter
8th	+8	+6	+2	+2	—	2	6	1	Perfect of the south wind
9th	+9	+6	+3	+3	Adamantine spines	2	6	1	Perfect of the north wind
10th	+10	+7	+3	+3	—	2	7	1	August perfect of roses



TOTEM RAGER

"I am the wrath of all beasts bound into one terrible form."

—Sikudhani, the Bringer of War

The totem rager embodies the wrath of nature in its most bestial form.

Like the barbarian, she can stir herself into a fierce rage to cleave her enemies, and like the totemist, she can shape the forces of nature into soulmelds that grant her the power of magical beasts.

But only in the totem rager do these abilities feed upon each other like the beasts of the wild, growing stronger from one another's essence.

She can use her rage to make her soulmelds better, and use her soulmelds to make her virtually unstoppable in combat.

BECOMING A TOTEM RAGER

Since a totem rager needs both the ability to rage and the ability to bind soulmelds to her totem chakra, the best path

into this prestige class is to combine the barbarian and totemist classes.

At least two levels of totemist and one of barbarian are required, but since the base attack bonus prerequisite mandates a character level higher than 3rd, most candidates take additional levels in those two classes.

A few levels in druid or ranger might also prove useful, but few candidates stray from the wilderness-oriented classes.

Since a totem rager is primarily a fighting character, she needs a high Strength score.

A high Constitution score is also vital, both for the additional hit points it provides and because it controls her meldshaping ability.

Finally, a high Charisma score can improve her wild empathy ability.

ENTRY REQUIREMENTS

Base Attack Bonus: +5.

Skills: Intimidate 5 ranks, Survival 9 ranks.

Feat: Cobalt Rage.

Special: Ability to bind soulmelds to totem chakra, rage class feature.

CLASS SKILLS

(4 + Int modifier per level): Climb, Concentration, Craft, Handle Animal, Intimidate, Jump, Knowledge (arcana), Knowledge (nature), Listen, Profession, Ride, Spot, Survival, Swim

CLASS FEATURES

As a totem rager, you depend heavily on your rage ability and your soulmelds, and the new abilities you gain allow those key features to work together more effectively.

Using your rage ability makes your totemist soulmelds better by giving you extra essentia to invest.

If you then invest that essentia in your rage ability, you can extend its duration and increase both your damage and your Will save modifier.

All of the following are class features of the totem rager prestige class.

Weapon and Armor Proficiency: You gain no new proficiencies with weapons, armor, or shields.

Meldshaping: At each totem rager level except 1st and 6th, you increase your meldshaper level, the number of soulmelds you can shape, the number of chakra binds you can create, and your essentia pool as if you had gained a level in the meldshaping class to which you belonged prior to gaining the totem rager level.

You do not, however, gain any other abilities of that class, such as new tiers of chakra binds.

If you had more than one meldshaping class before becoming a totem rager, you must decide to which class to

add each level for the purpose of determining your essentia pool, meldshaper level, and the number of soulmelds and chakra binds available.

Totem Rage (Su): You can enhance the power of your rage by tapping into the furious spirits of the beasts within you. The essentia capacity of your Cobalt Rage feat increases by 1.

Furthermore, as long as a soulmeld occupies your totem chakra, you gain a number of extra essentia points equal to one-half your totem rager level (minimum 1) while you rage.

At your option, you can invest some or all of this extra essentia into your Cobalt Rage feat as a free action. (This option is an exception to the normal rule that essentia can be invested in an incarnum feat only once every 24 hours).

You must make this decision when you begin your rage, and you cannot shift any essentia away from Cobalt Rage while you are raging.

You can invest any remaining extra essentia in other feats, soulmelds, or class abilities as normal.

When your rage ends, you lose this extra essentia, and all your essentia investments return to what they were initially.

For example, a totemist 2/barbarian 4/totem rager 6 has an essentia capacity of 4 for her Cobalt Rage feat (3 for her character level, +1 for totem rage) and has chosen to invest 2 points of essentia in Cobalt Rage.

When she enters a rage, she gains 3 extra points of essentia. She can immediately invest up to 2 points of this essentia in her Cobalt Rage feat for a total investment of 4 (the maximum capacity for the feat).

She can invest the remaining point elsewhere as normal. When her rage ends, the extra essentia gained from totem rage is lost.

Her essentia investment in Cobalt Rage returns to 2, and any other investment she made with the extra essentia returns to what it was before she raged.

Had her initial investment in Cobalt Rage been 1 or 0 points of essentia instead of 2, she could have invested all 3 extra essentia points in that feat.

Wild Empathy (Ex): Beginning at 1st level, you can improve the attitude of an animal.

See the druid class feature, page 35 of the *Player's Handbook*.

Your totem rager level stacks with levels of any other classes that grant the wild empathy ability for the purpose of determining the bonus.

Extra Rage: At 2nd level and again at 8th level, you gain one extra use per day of your rage ability.

Damage Reduction (Ex): Beginning at 3rd level, you gain the ability to shrug off some amount of injury from each blow or attack.

See the barbarian class feature, page 26 of the *Player's Handbook*.

If you already have damage reduction against damage of all types from another source, the amounts stack.

For example, a totemist 2/barbarian 7/totem rager 3 has DR 1/- from her barbarian levels and DR 1/- from her totem rager levels.

Thus, her total DR from these sources is 2/-.

This damage reduction does not stack with damage reduction specific to any one type of damage.

At 7th level, your damage reduction increases to 2/-.

This value stacks with other damage reduction abilities you might have as above.

Chakra Binds: Beginning at 4th level, you can bind your soulmelds or magic items to your crown, feet, or hands chakra.

When you attain 9th level, your arms, brow, and shoulder chakras become available for chakra binds.

Extended Rage (Ex): Beginning at 5th level, the duration of your rage increases by a number of rounds equal to the points of essentia you invest in your Cobalt Rage feat. This benefit does not stack with that of the *Extend Rage* feat (see *Complete Warrior* and the EBERRON campaign setting).

Totem Chakra Bind: When you attain 10th level, the essentia capacity for any soulmeld bound to your totem chakra increases by an additional point, adding to the expanded capacity from your totemist levels for a total of +2.

PLAYING A TOTEM RAGER

People talk about the wrath of a hurricane or the fury of a tsunami, but they are speaking in metaphors and have no inkling of the truth.

You know the real rage of nature—the fury that burns in the creatures of the wild when they fight to defend their lives, their lairs, and the lands they call home.

You might find the source of your own rage in any of these motivations—you could be a staunch defender of the wilderness against the encroachment of civilization, or you might fight like a fury for simple self-preservation.

Whatever your reason, you leap into battle as if you were a beast, raking with all four claws and sinking your teeth into your prey.

That visceral rage is the true form of nature's wrath, and you have made it your own.

COMBAT

Combat is your element, and you are most at home in the forefront of it.

You probably don't have a very high Armor Class, but you can soak up and deal out plenty of damage.

Rage as often as you can, and use your soulmelds to enhance your abilities in melee combat.

The best soulmelds for you are the ones that let you make natural attacks or increase the damage you deal, since those options fit naturally with your favorite tactics—namely, wading into combat and cutting down your opponents like wheat.

Even so, it's a good idea to shape at least one soulmeld that gives you an alternative to melee.

A meld that provides you with a distance weapon (such as *basilisk mask* or *frost helm*) gives you an attack that you can use at range and also lets you hurt opponents that can resist your melee attacks.

Progression as a totem ranger means you get better at what you do best.

You don't gain any unique special abilities, although the ability to bind soulmelds to your chakras makes your soulmelds both more versatile and more powerful.

You do gain additional uses per day of your rage ability, damage reduction to help you resist enemy attacks, better meldshaping, and the ability to extend your rage.

Be sure to take advantage of your increased damage-dealing ability by putting as much essentia into your Cobalt Rage feat as you can spare, especially against monsters that are difficult to take down.

ADVANCEMENT

If you started your career as a totemist, you discovered along the way that channeling incarnum derived from beast souls also opened a channel for an enhanced sort of rage.

A digression into the barbarian class was the next logical step.

If you started your career as a barbarian, the path of the totemist soon began calling to the beast within you.

In either case, you now know that you can infuse your rage with incarnum and use that heightened wrath to empower your soulmelds.

As you attain higher totem rager levels, you continue to hone the abilities you gained from your previous classes. You need neither formal training nor membership in any organization to enhance your combat prowess by following the totem rager's path—you simply draw from your personal essence to improve your meldshaping and increase the power of your rage.

Some totem ragers describe this process as "becoming one with the beast", and prefer to seek out their primal natures through long retreats in wilderness areas between adventures.

But such sabbaticals are not strictly necessary; the way that you mark your progress as a totem rager is up to you.

To maximize your effectiveness, choose feats that enhance your best abilities.

Feats that expand the essentia capacity of your Cobalt Rage and your soulmelds can dramatically improve your combat prowess.

More basic combat feats, such as those in the Power Attack tree, also complement your strengths.

As far as skills go, try to continue improving both

Intimidate and Survival throughout your career.

You are a frightening figure who is at home in the wild, and these skills help to reinforce that image.

RESOURCES

Like a barbarian, you can benefit greatly from a magic weapon, magic armor, and items that enhance your Strength and Constitution.

Magic boots or other items that increase your already high speed or grant you different forms of movement can help you build on your strengths in a different way.

Magic items that help to cover your weaknesses are useful as well—particularly those that compensate for the low Armor Class you probably have thanks to your lack of armor proficiencies and the AC penalty you take for raging.

TOTEM RAGERS IN THE WORLD

"Sikudhani, you come with me.

I like your magic."

—Krusk, half-orc barbarian

Totem ragers can function as tribal war leaders, wilderness hunters, trailblazers, or violent mystics.

But even a totem rager whose role among her native people is narrowly defined can find different uses for her talents in the world beyond her homeland.

DAILY LIFE

Though totem ragers typically begin their careers as totemists, they are more likely to serve as war leaders for their tribes than as spiritual guides.

In times of peace, they become loners and outcasts, wandering the wilderness alone to commune with the magical beasts they revere.

When war threatens again, though, they return to their people and lead the warriors into battle, inspiring the troops with their ferocity and courage.

Totem ragers who venture into civilized lands find work as caravan guards, guides, explorers, or hunters.

NOTABLES

The totem rager Hapuna-tantha was a great leader of the Mountain People in the far north.

He gained fame in the outside world for leading the entire tribe's warriors in defense of their homeland against an invading army of dwarves who sought new lands to mine.

In the Amedio Jungle, Kuntabwa the Red was a brutal totem rager who united thirteen Olman clans in a campaign of conquest.

Years later, she finally met her doom somewhere in the Hellfurnaces.

ORGANIZATION

Totem ragers have no more need of a unifying organization than totemists or barbarians do.

In foreign lands, however, a member of this prestige class might find comfort in the company of others from her homeland.

Since she comes from the wilderness, such individuals could be difficult to find, though any business or guild that caters to barbarians is a likely place to seek pleasant companionship.

NPC REACTIONS

The reaction of NPCs to a totem rager depends on their attitude toward her people.

Members of the totem rager's own tribe or a tribe friendly to hers treat her with respect bordering on reverence and begin encounters with a friendly attitude.

Members of enemy tribes greet her with hostile or at least unfriendly reactions, though fear prevents any overt hostility.

The reactions of people in civilized lands vary widely, but hover around the unfriendly side of indifferent, based on a general prejudice toward barbaric people.

TOTEM RAGER LORE

Characters with ranks in the Knowledge (nature) or Knowledge (the planes) skill can research totem ragers to learn more about them.

A character gains the information corresponding to all DCs equal to or below her Knowledge (nature) or Knowledge (the planes) check result.

DC 10: Totem ragers combine the totemists' worship of magical beasts with the raging fury of barbarians.

DC 15: Totem ragers can shape incarnum into soulmelds the way totemists do, but they also use soul energy to empower their barbarian rage and extend its duration.

They serve as war leaders for their people.

DC 20: Totem ragers draw on the soul energy of the beasts within, shaping soulmelds that mimic the special abilities of magical beasts.

Characters can also use the Knowledge (geography) skill to learn about the peoples and cultures that typically produce totem ragers in a given campaign world.

TOTEM RAGERS IN THE GAME

The totem rager prestige class explores the natural multiclass combination of barbarian and totemist—two classes that blend well both conceptually and mechanically.

The presence of totem ragers is a logical way to introduce the use of incarnum into any culture that includes barbarians.

The totem rager could appear as the new tribal war leader of a barbarian clan, or as a mysterious figure who comes to the aid of the tribes whenever danger threatens.

Either way, the totem rager can function as either a villain or a neutral or friendly NPC.

The totem rager is also a very player-friendly prestige class option.

Players who enjoy smashing enemies in combat are likely to enjoy the extra combat options that this prestige class presents.

At the same time, players who like to explore the inner world of a character's thoughts and emotions can have a field day with the totem rager.

Roleplaying the "fish out of water" aspect of a barbarian-type in the civilized world is a natural place to begin, but the spiritual connection between the totem rager and the magical beasts of the natural world is also excellent roleplaying fodder.

If you have a totem rager PC in your game, be sure to provide her with plenty of targets for her rage.

Cerebral encounters that must be solved by thinking or talking are likely to frustrate her, so be sure to include a few straight-up combats against foes frothing with bestial fury.

ADAPTATION

The totem rager need not be pigeonholed into a role as the barbaric outsider in the civilized world.

A civilized society in your campaign world might spawn a "back to nature" movement that encourages people to rediscover their primal connections with the forces of nature and unlock their inner rage.

The totem rager could add an extra dimension to the well-trained barbarian/fighter character model.

Such a character could function as a specialized soldier who has learned to trigger a primitive rage as a combat tactic.

On the other hand, giving a player the opportunity to bring a character into the main campaign area from a place far outside it can add depth and realism to a campaign world.

The player could help to develop the culture and history of her character's homeland, sharing the work of world-building so that you don't need to do it all.

TABLE 6-8: THE TOTEM RAGER

HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Meldshaping
1st	+0	+2	+2	+0	Totem rage, wild empathy	—
2nd	+1	+3	+3	+0	Extra rage	+1 level of existing meldshaping class
3rd	+2	+3	+3	+1	Damage reduction 1/—	+1 level of existing meldshaping class
4th	+3	+4	+4	+1	Chakra binds (crown, feet, hands)	+1 level of existing meldshaping class
5th	+3	+4	+4	+1	Extended rage	+1 level of existing meldshaping class
6th	+4	+5	+5	+2	—	—
7th	+5	+5	+5	+2	Damage reduction 2/—	+1 level of existing meldshaping class
8th	+6	+6	+6	+2	Extra rage	+1 level of existing meldshaping class
9th	+6	+6	+6	+3	Chakra binds (arms, brow, shoulders)	+1 level of existing meldshaping class
10th	+7	+7	+7	+3	Totem chakra bind (+2 capacity)	+1 level of existing meldshaping class

UMBRAL DISCIPLE

*"Shadows can be found anywhere—even in the soul.
Let me show you why you should be afraid of the dark."*

—Javarral Lyssselvedar of the Shadow Lion Sept

The umbral disciple is a student of shadow in both a literal and a metaphysical sense.

By infusing shadows with essentia, he can harness both the darkness of the world and the darkness of his own soul to meet whatever goals he has in mind.

Others might shrink from dark places and dread the creatures that stir when the light fades, but the umbral disciple stares into the heart of the night without flinching. Much like the monk, the umbral disciple seeks to explore his own nature and perfectly master the dark power he finds within himself.

The rare combination of stealth, mobility, and combat prowess that he cultivates makes him an excellent spy, burglar, magic-wielder, or assassin.

Some umbral disciples become freelance monster hunters or vigilantes dedicated to seeking out evildoers and teaching them to fear the dark.

Others become heartless killers who use their powers to prey on the weak and the defenseless.

But regardless of how their skills manifest, all umbral disciples are drawn to the shadows, where they can clearly see the potential of their own souls.

BECOMING AN UMBRAL DISCIPLE

First and foremost, an umbral disciple needs the ability to hide well, and he must be able to rely on his hearing when sight fails.

In addition, he must develop strong mental discipline and study at least a small amount of arcane lore.

Monks, rogues, or rangers can meet these requirements easily, though a few umbral disciples begin their careers as ninjas (described in *Complete Adventurer*).

An umbral disciple also needs a store of soul energy with which to shape the shadows.

Azurins and duskings meet this requirement automatically because of the racial trait that grants them essentia.

However, a candidate can also meet this prerequisite by taking an incarnum feat such as Indigo Strike or Sapphire Smite, or by taking a level in the incarnate or totemist meldshaping classes.

The key abilities for an umbral disciple include Dexterity (for stealth and agility in combat) and Constitution (for soulmelds).

Depending on the character's other classes and specific focus, a high Strength or Wisdom score can also prove useful.

ENTRY REQUIREMENTS

Skills: Concentration 4 ranks, Hide 8 ranks, Knowledge (arcana) 2 ranks, Listen 8 ranks.

Essentia Pool: 1.

CLASS SKILLS

(6 + Int modifier per level): Balance, Climb, Concentration, Craft, Diplomacy, Hide, Jump, Knowledge (arcana), Listen, Move Silently, Profession, Sense Motive, Spot, Tumble

CLASS FEATURES

As an umbral disciple, you are most comfortable in the shadows.

Thus, the abilities you gain focus on stealth, concealment, and the ability to strike by surprise.

Furthermore, you can improve the potency of umbral disciple class features by investing essentia in them, as noted in the individual ability descriptions below.

Your essentia capacity for these abilities depends on your character level, as given on Table 2–1: Essentia Capacity on page 19.

All of the following are class features of the umbral disciple prestige class.

Weapon and Armor Proficiency: You gain no new proficiencies with weapons, armor, or shields.

Essentia Pool: Your essentia pool increases in size as you progress in the umbral disciple prestige class, as given on Table 6–9: The Umbral Disciple.

This essentia can be invested into your class features to increase their power, or in incarnum feats and soulmelds, as normal.

Sept Knowledge: If you belong to a sept, you can draw upon its collected knowledge.

You gain a +2 bonus on any Knowledge or Gather Information checks made within 24 hours of speaking to another member of the same sept, or a +5 bonus if you visit the sept's citadel or stronghold.

Step of the Bodiless (Su): You can rely on the souls that grant you power to lighten your step and bear you up as you move.

Beginning at 1st level, you gain a +2 enhancement bonus on Balance, Climb, Jump, and Tumble checks for every point of essentia you invest in this class feature.

Sneak Attack (Ex): Beginning at 2nd level, you deal extra damage when you are flanking an opponent or at any time when the target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 feet.

See the rogue class feature, page 50 of the *Player's Handbook*.

Embrace of Shadow (Su): Starting at 3rd level, you can weave incarnum into an obscuring shadow that clings to you, providing you with a limited amount of concealment. While you are thus cloaked in shadow, each attack made against you has a 10% miss chance per point of essentia invested in this ability.

This miss chance does not stack with miss chances provided by any other ability or effect.

If the miss chance granted by this ability is 20% or higher, you also gain the ability to hide in plain sight—that is, you can use the Hide skill even while being observed.

See the ranger class feature, page 48 of the *Player's Handbook*.

Embrace of shadow is usable at will.

Sight of the Eyeless (Su): At 7th level, you can tap into the piercing vision of pure, bodiless souls to perceive what would otherwise be hidden.

Investing essentia in this ability grants you the blindsight ability (range 10 feet per point of essentia invested).

Sight of the eyeless is usable at will.

Soulchilling Strike (Su): At 9th level, you can imbue your melee attacks with a soulchilling essence.

For every point of essentia you invest in this ability, your attack deals 1 point of Strength damage to the target (Fortitude negates, DC 10 + invested essentia + your Con modifier) in addition to its normal damage.

Only one attack per round conveys this soulchilling effect.

If you are making a full attack, the effect is delivered by your first successful attack of the round, and the rest of your attacks are resolved normally.

This effect applies to all types of melee attacks made while essentia is invested, regardless of whether natural or manufactured weapons are used.

Kiss of the Shadows (Su): At 10th level, you learn to wield the shadows themselves as your weapons.

Tangible, incarnum-laced shadows of your weapons or fists follow your every strike, mirroring your attacks at range.

Your reach increases by 5 feet for every point of essentia invested in this class feature, but only on your turn.

While this ability is active, you are treated as if you were standing in the square adjacent to the target that is closest to your actual location for the purpose of flanking, attacking from higher ground, or similar situations.

At the end of your turn, your reach (and thus the area you threaten) returns to normal.

Multiclass Note: Monks who take levels in umbral disciple can continue to advance as monks.

PLAYING AN UMBRAL DISCIPLE

By peering into the darkness of your soul, you gain perfect understanding of the self and achieve a level of power to which few others can aspire.

Like the soundless and patient shadows, you are silent and watchful.

Through long meditation and endless practice, you have mastered the secrets of action without thought, of striking without hesitation, and of purpose unclouded by mortal longings and empty desires.

You are content to let others talk and plan, but when it is time to act, you strike first.

The shadows are your friends, and you use them as extensions of yourself to defeat your enemies.

Fearless and deliberate in battle, you do not fear death, but neither do you court it.

The best fight is one in which your enemy never knows you have been there and has no chance to defend himself. Like most umbral disciples, you probably started your training in the art of shadow manipulation as a member of an elite order or society known as a sept.

Your particular sept might be an introspective fellowship of ascetics, a thieves' guild, or even a cabal of deadly assassins, depending upon your personal goals and focus.

On finishing your initial training, you might choose to leave the sept behind and pursue your own interests, or you might swear unswerving loyalty and devotion to your sept master and serve at his discretion.

COMBAT

As a scout and spy of uncanny ability, you can best serve your adventuring companions by providing information.

By detecting obstacles and threats without alerting the enemy to the presence of intruders, you can greatly

improve your comrades' chances to defeat upcoming dangers.

Your natural stealth combined with your sneak attack ability means that you can begin a fight by attacking from concealment, then fade back into the shadows before your enemy can strike back.

In an open battle, look for opportunities to flank foes, and don't be afraid to draw back and hide so that you can attack from ambush later in the fight.

Your soulchilling strike ability is an excellent tool for weakening tough enemies so that your allies can defeat them more easily.

When faced with a group of foes, deal out all the Strength damage you can to enemy fighters or strong monsters early in the fight.

Look for ways to start a battle by using your soulchilling strike on multiple foes to weaken them all before your comrades have to face them in a stand-up fight.

Perhaps your best high-level ability, however, is kiss of the shadows, which allows you to engage large and dangerous foes without coming within their reach.

Combining that ability with Spring Attack or a high Tumble check result lets you strike and then fade away without ever coming within sword's-reach of your enemy.

ADVANCEMENT

Septs do not actively recruit new members, so you must seek one out on your own if you want to gain the skill and knowledge needed to become a master of the shadows. Rumors of a reclusive order of monks, a secret brotherhood of shadow-shaping thieves, or a cult of dark assassins could guide you to a sept, but be sure you are ready to walk the path of the umbral disciple when you arrive.

If you seek out a sept without the skills necessary to join, you hazard your life, since the members of many septs simply kill the unready without a second thought.

While you are a low-level umbral disciple, your activities might vary widely, depending on the exact nature of your sept.

If you belong to the Shadow Lion Sept (see page 160), you are expected to play the role of a wandering sellsword or ascetic—a traveler in search of a cause to serve.

As you travel about the land, you quietly observe matters of interest and report on them to your superiors.

For example, you might be asked to track the changing fortunes of nobles, high officials, and powerful merchants who are likely to seek the services (or the knowledge) of the Shadow Lion order.

From time to time, the leaders of your sept might ask you to spy on particular people, steal certain items, or even kill specific individuals.

(Though the umbral disciples of the Shadow Lion Sept are not assassins by trade, they are not above killing the enemies of their employers).

As you attain higher levels, you should try to increase your essentia pool at every opportunity.

Consider taking the Bonus Essentia feat, or any other feat that gives you an extra point of essentia.

To maximize your stealth potential, keep your embrace of the shadow and step of the bodiless class features invested with maximum essentia as much of the time as you can.

You might also want to seek out magic items that increase your Hide bonus, such as a *cloak of elvenkind*.

Keep your Hide skill maximized at all times too, because you need to hide quite a bit during your missions.

If you are not troubled by moral qualms about killing, you can easily graduate from umbral disciple to assassin.

If you choose that path, you'll find that the combination of great stealth and a death attack makes you a fearsome foe indeed.

RESOURCES

As a member of an umbral disciple sept, you are expected to exemplify a creed of self-reliance and initiative.

Septs provide few resources to members, even when a dangerous and important mission looms.

The best aid that a disciple can commonly expect from his fellows is information.

Umbral disciples spend a great deal of time observing and reporting to their sept leaders, and you can gain access to their store of knowledge simply by asking.

This benefit is reflected in the sept knowledge ability.

In addition to information, you can expect lodging and board in your sept's home stronghold for as long as you wish.

Conditions are austere, but because the stronghold is difficult to find, it is a safe retreat from external dangers.

On the other hand, spending a lot of time in the sept's stronghold makes you all the more accessible to the sept master if any important missions or errands should arise.

UMBRA DISCIPLES IN THE WORLD

"The thief escaped over the rooftops.

It looked like he ran across the shadows themselves!"

—Doreth, a guard of House Arcandos

A sept of umbral disciples is an excellent variation on the standard thieves' guild or evil monastery in the campaign world.

Umbral disciples can serve as spies, assassins, or wandering troubleshooters, depending upon the nature of their septs.

An evil sept might secretly amass influence, eventually becoming the power behind the throne in a strife-riven kingdom.

A neutral sept might simply serve as a conduit for information about the adventurers' evil nemesis, or its members might accept payment from that same nemesis to punish intrusive heroes.

DAILY LIFE

Since umbral disciples are wanderers at heart, they place little importance on material wealth and creature comforts. Because an umbral disciple travels lightly and often, it's a rare day when he awakens in the same town as he did the previous day.

Occasionally, however, he might be ordered by his sept master to serve a particular person or cause, sometimes for months or years at a time.

Septs accept commissions for various kinds of activities and provide personnel to carry them out.

For example, a sept might be retained by a powerful noble house to provide a guard for one of its important members, to supply a suitable spymaster to advise the leaders of the house, or to hide an important person or item in the safety of its hidden fortress.

When not actively working on an assignment, the members of a sept are expected to contribute to the organization's storehouse of information.

All members are exhorted to take a keen interest in the affairs of the people around them and report their discoveries to their superiors, who add that knowledge to the sept's wealth of hoarded information.

After all, who knows to what use a bit of information could be put someday?

ORGANIZATION

Different septs of umbral disciples have different motives and might use different methods.

For example, the Shadow Lion Sept is a fellowship of information brokers, spies, sellswords, and killers-for-hire who use their powers over shadow to aid the causes of their patrons and embarrass or harm their patrons' enemies. Any noble house that can afford the fee can hire the Shadow Lions, and they do not necessarily turn away commissions that might represent conflicts of interest. The leader of the Shadow Lion Sept is the fierce old Grand Master Therim (LE male human ninja 7/umbral disciple 9). He is far more aggressive than his predecessors were in advancing the sept's influence over the patrons who seek its services.

More than one prospective employer has found himself deeply indebted to the grand master, and Therim is not one to forget or forgive such debts.

In fact, he dreams of the day when the Shadow Lions will rise as the secret masters over the entire kingdom, taking power in a silent coup backed by his many unwilling debtors.

Below the grand master are four high masters, each of whom has specific responsibilities within the sept. The high master of the hold is in charge of the sept's stronghold and its defenses.

The high master of the tome, the sept's chief spymaster, collates the reports of wandering sept members from all over the land and gleans hidden truths from this sea of rumors.

The high master of the hand supervises the training of less experienced sept brothers and directs the Shadow Lions in assassinations, abductions, raids, and other such criminal activities.

The high master of the wind keeps track of sept brothers who are currently wandering abroad.

The current high master of the hold and high master of the wind actively oppose the grand master and his aggressive ways, arguing that he is endangering the sept with his reckless tampering in the affairs of the realm.

At this point, however, they lack the strength to do more than urge him toward caution.

Each high master oversees a small number of masters, disciples, and initiates.

Characters with one or two levels in the umbral disciple prestige class are considered initiates, characters with three to five levels are considered disciples, and characters with six or more levels are known as masters.

Rigorous tests of physical fortitude, cunning, and skill are required to win the belt of the next higher rank.

When a high master position becomes vacant (usually only through the death of the previous office holder), a competition is held to choose a new one from all the current masters.

The total strength of the Shadow Lion sept is about thirty umbral disciples, but no more than a dozen are ever in the hold at any one time.

NPC REACTIONS

Umbral disciples tend to be sinister characters who arouse suspicion in others.

Few good-hearted folk enfold themselves in shadow or seek to master the powers of darkness, and even the best-

intentioned disciple cuts an intimidating figure—especially when he makes use of his class abilities.

Taken together, all these factors make common folk and authority figures unfriendly toward umbral disciples who do not conceal what they are.

However, an umbral disciple who manifests no shadow-wielding powers can pass for a simple monk, ranger, or rogue, at least for a short time.

An umbral disciple who hasn't openly displayed his powers is treated with indifference by most people he meets.

The clerics of deities who battle against shadowy foes harbor a special dislike for umbral disciples.

Clerics of Pelor believe that anyone who turns away from the light must be a devotee of evil, and clerics of Saint Cuthbert resent the mercenary nature of umbral disciples. Furthermore, the practice of murder and skullduggery for pay contradicts the dogma of both those deities.

UMBRA DISCIPLE LORE

Characters with ranks in the Knowledge (local) skill can research the umbral disciples to learn more about them.

A character gains the information corresponding to all DCs equal to or below his Knowledge (local) check result.

DC 10: "Some martial artists and criminals are born to the shadows and can appear and disappear in the blink of an eye.

They're at home in darkness, and the shadows protect them from harm.

In perfect darkness, they can find you by the beating of your heart and kill you with a single strike".

DC 15: "The Shadow Lion Sept is a hidden brotherhood of shadow-warriors.

These assassins, man-hunters, and vengeance-takers sell their services to whichever lords or noble houses can afford them.

The Shadow Lions silence anyone who figures out too much about them.

Their calling card is a lion's-claw mark of black ink, drawn on the faces of their victims".

DC 20: "These shadow-warriors call themselves umbral disciples, and they're organized into numerous brotherhoods or orders called septs.

Some umbral disciples are black-hearted assassins, while others are spies and stalkers.

They can vanish into the shadows even when they have no real place to hide, and they are extremely good at attacking from concealment.

In fact, they can wield the shadows themselves as weapons".

Characters wishing to make contact with a sept of umbral disciples such as the Shadow Lions can reach the right contact by asking around in the sorts of places where criminals and killers-for-hire spend their time.

Though few sept members frequent such dismal places, they cultivate contacts who do.

A DC 20 Gather Information check made in such a place is sufficient to arrange a meeting with a representative of the Shadow Lions.

Characters can also approach the sept's chapterhouse openly—assuming they can find one.

Septs occupy remote monasteries or hidden strongholds in the wilderness, but a DC 20 Knowledge (geography) check can steer the seeker toward a likely spot.

The few travelers who come upon such places by accident typically assume that they've encountered an order of

sinister monks, but they are allowed to continue on their way without harm—provided they haven't been too nosy.

UMBRAI DISCIPLES IN THE GAME

You can easily introduce umbral disciples into a campaign as spies assigned to follow the heroes' movements, or as thieves or assassins sent to strike back at them for their success in thwarting an evil noble's plans, or even as elite guards who stand at an evil lord's side.

While umbral disciples make good rivals or opponents for PCs, they also work well as members of an adventuring party.

An umbral disciple player character does not drive events in any particular direction in most games, especially if his sept is more interested in gathering information than in manipulating events.

Most PC parties wander extensively anyway, and if the umbral disciple is keeping his eyes open for rumors of interest and items that seem out of place, he can serve as a ready-made conduit for feeding adventure hooks to the heroes.

Look for opportunities to create encounters in which the umbral disciple can show off his ability to sneak ahead of the party.

Make sure that he has at least an occasional opportunity to make a mission easier by taking out a sentry or creating a distraction that the other heroes can exploit.

And finally, an umbral disciple lives for the chance to get into a place where he isn't supposed to be and solve a problem on his own, so let him do so at least once in a while.

ADAPTATION

If your campaign does not support a shadowy, semicriminal sort of organization, you could easily convert a sept into a courageous band of freedom fighters whose members use stealth and steely resolve to evade the agents of a tyrannical overlord.

You could also create a large, powerful, and wealthy sept at the heart of an army of evil martial artists and rogues.

This option works especially well if one or more of the players at your table is running a good-aligned monk to oppose such an organization.

The army's warriors would be low-level monks or fighters in such an arrangement, and the umbral disciples would be the elite commanders.

An umbral disciple sept would also work well as a monastic order affiliated with an evil temple, such as the church of Shar in the FORGOTTEN REALMS campaign setting.

WITCHBORN BINDER

"Sorcery is deceitful and duplicitous.

I serve truth.

Which do you think will prove the stronger?"

—Arienne Thorngage, Witchborn Binder of the Vigilant Servants

Few creatures pose as much threat to human society as arcane spellcasters do.

A single wizard can easily destroy an entire town, subvert a kingdom, or twist the very laws of nature with a few well-placed spells.

Against this obvious threat stands a fellowship of royal agents known as the Vigilant Servants, whose members make it their business to frustrate the plans of the witchborn—namely sorcerers, wizards, and other users of arcane magic.

The organization's elite agents are the witchborn binders—incarnum-wielding mage-hunters who can use the power of soul energy to create shields, traps, and shackles that can smother the magical powers of the witchborn and render them helpless.

In most lands, witchborn binders are stern agents of good charged with hunting down those who employ arcane magic for evil purposes.

Though they are often grim and determined, these witchborn binders do not go out of their way to persecute arcane spellcasters who use their magic for the benefit of others.

In other nations, however, witchborn binders are solitary bounty hunters who hunt spellcasters for money with little thought as to whether their quarry might serve good or evil.

A rare few witchborn binders act as agents of oppressive regimes whose leaders wish to prevent any use of magic outside the purview of the land's tyrannical overlords.

BECOMING A WITCHBORN BINDER

The most direct path into the witchborn binder prestige class is to take six levels in incarnate or totemist and buy the appropriate feats and skills.

However, a character who does not have a good Intelligence score might have trouble purchasing enough skill ranks to qualify.

A low-level ranger with levels in incarnate, however, can meet the prerequisites much more easily.

Constitution is a key ability for shaping soulmelds, and it also provides extra resistance to many deadly spells.

Similarly, good Dexterity and Wisdom scores help the witchborn binder withstand magical attacks and get close to her quarry.

Because of the high meldshaping level required for the prestige class, a witchborn binder tends to lack combat prowess, so a good Strength score can help her to hold her own in battle.

ENTRY REQUIREMENTS

Meldshaping: Meldshaper level 6th.

Feats: Alertness, Track.

Skills: Knowledge (religion) 4 ranks, Search 4 ranks, Sense Motive 2 ranks, Survival 2 ranks, Use Rope 2 ranks.

Special: May not possess any arcane spellcasting class levels.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Craft, Escape Artist, Knowledge (arcana), Knowledge (religion), Listen,

TABLE 6-9: THE UMBRAL DISCIPLE

HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Essentia Pool
1st	+0	+0	+2	+2	Sept knowledge, step of the bodiless	1
2nd	+1	+0	+3	+3	Sneak attack +1d6	1
3rd	+2	+1	+3	+3	Embrace of shadow	2
4th	+3	+1	+4	+4	—	2
5th	+3	+1	+4	+4	Sneak attack +2d6	3
6th	+4	+2	+5	+5	—	3
7th	+5	+2	+5	+5	Sight of the eyeless	4
8th	+6	+2	+6	+6	Sneak attack +3d6	5
9th	+6	+3	+6	+6	Soulchilling strike	6
10th	+7	+3	+7	+7	Kiss of the shadows	7

Profession, Ride, Search, Sense Motive, Spellcraft, Spot, Survival, Use Rope

CLASS FEATURES

As a witchborn binder, you concern yourself with capturing and, when necessary, destroying arcane spellcasters.

Thus, the abilities of the prestige class focus on countering and defending against arcane magic, as well as physically restraining its users.

You can improve the potency of witchborn binder class features by investing *essentia* in them, as noted in the individual ability descriptions below.

Your *essentia* capacity for these abilities depends on your character level, as given on Table 2–1: *Essentia Capacity* on page 19.

All of the following are class features of the witchborn binder prestige class.

Weapon and Armor Proficiency: You gain no new proficiencies with weapons, armor, or shields.

Meldshaping: At each witchborn binder level indicated on Table 6–10, you increase your meldshaper level, the number of soulmelds you can shape, the number of chakra binds you can create, and your *essentia* pool as if you had gained a level in the meldshaping class to which you belonged prior to gaining the witchborn binder level.

You do not, however, gain any other abilities of that class, such as new tiers of chakra binds.

If you had more than one meldshaping class before becoming a witchborn binder, you must decide to which class to add each level for the purpose of determining your *essentia* pool, meldshaper level, and the number of soulmelds and chakra binds available.

Detect Magic (Sp): Beginning at 1st level, you can use *detect magic* at will.

See the spell, page 219 of the *Player's Handbook*.

Meldshield: Beginning at 1st level, you can use your *essentia* to protect yourself against magical attacks.

You gain an insight bonus equal to the *essentia* invested in this ability on all saving throws against spells and spell-like abilities.

Royal Purse: To finance your missions, you can draw out a sum of money equal to your witchborn binder level times 500 in gold pieces from the royal treasury (see Resources, page 165).

You can also withdraw or promise larger sums, but you must be prepared to explain your liberty with the ruler's gold if you do so, and you might be required to make restitution to the treasury if your explanation is found wanting.

You can withdraw these funds from any place where royal money is held—a government vault, a garrison's paychest, or the like—and you can issue IOUs in the monarch's name.

You can utilize this privilege only once at each witchborn binder level from 1st to 9th.

Any unused draws for a given level are lost as soon as you attain a new one.

Upon reaching 10th level, you can use this ability once per year for the rest of your career.

Dispelling Orb (Su): At 2nd level, you learn to shape a small orb of *incarnum* and hurl it at any target within 30 feet as a standard action.

If you succeed on a ranged touch attack, the dispelling orb functions as a targeted *dispel magic* spell (caster level equals your meldshaper level).

For every point of *essentia* you invest in the orb, you gain a +1 insight bonus on any *dispel* checks you make with it.

After the attack is resolved, the invested *essentia* returns to your *essentia* pool and can be reinvested as normal.

Essentia: At 2nd level and again at 6th level, you gain 1 extra point of *essentia*.

Mage Shackles (Su): Beginning at 4th level, as a standard action you can shape a set of shackles from *incarnum*.

With a successful melee touch attack, you can use these shackles to bind a creature capable of arcane spellcasting or using spell-like abilities, as long as it is within one size category of you.

You must overcome any spell resistance the target creature might have with a successful caster level check, using your meldshaper level as your caster level, or the attack fails.

Once so bound, the target creature is considered entangled by the mage shackles and is also effectively barred from planar movement, as if affected by a *dimensional anchor* spell.

In addition, the affected creature must succeed on a caster level check (DC 10 + your meldshaper level + *essentia* invested in the mage shackles) to cast an arcane spell or use any spell-like ability.

The mage shackles cannot be damaged or broken except by an effect that unshapes a soulmeld, but a bound creature can escape from them as if they were masterwork manacles (Escape Artist DC 35).

A creature incapable of casting arcane spells or using spell-like abilities is unaffected by the mage shackles.

You can use this ability as often as you desire, though you can have only one set of mage shackles shaped at any time, since shaping a second set causes the first to disappear.

After 24 hours, your mage shackles automatically unshape unless you remain within 1 mile of the shackled creature.

Otherwise, they remain shaped until you choose to unshape them (a free action).

No one except you can use the mage shackles you shape—they simply refuse to function at anyone else's command.

Word of Abrogation (Sp): Beginning at 6th level, you can use your command of *incarnum* to counterspell your enemies.

To do so, you must first ready an action.

If any creature within 60 feet of you casts a spell or uses a spell-like ability, you can attempt to negate the effect as an immediate action with a caster level check (DC 11 + the enemy creature's caster level), using your meldshaper level as your caster level.

You gain a +1 bonus on the check for every point of *essentia* you invest in this ability.

You can abrogate only one spell or spell-like effect with each use of this ability, so if you are facing multiple spellcasters, you must decide which one to target with your *word of abrogation* and wait until your chosen target takes its turn.

Spiritflay (Su): Beginning at 8th level, you can catch a tiny bit of an arcane spellcaster's soulstuff between your hands and mangle it.

You can use this attack against any arcane spellcaster or creature with spell-like abilities that is within 60 feet of you.

The target creature must make a successful Fortitude save (DC 10 + your witchborn binder level + your Con modifier) or take 1d8 points of damage per point of essentia you invest in the ability, and also be nauseated for 1 round. A successful Fortitude save halves the damage and negates the nausea.

A creature that has no arcane spells prepared, no arcane spell slots unused, and no spell-like abilities available is immune to this attack.

Grim Integument (Su): At 10th level, you can shape a coffinlike shroud of incarnum around a foe up to 30 feet away as a full-round action that provokes attacks of opportunity.

Your foe can attempt a Reflex save (DC 10 + invested essentia + your Con modifier) to escape the grim integument before it forms around him.

If the target creature has spell resistance, you must make a caster level check to overcome it, using your meldshaper level as your caster level.

A successful saving throw renders the target immune to your grim integument for 24 hours.

Once the grim integument forms, the subject is rooted to the spot and unable to move, with its arms bound to its sides.

It can still speak and use spell-like abilities, psionics, or spells requiring only verbal components, but each time it attempts to use an arcane spell or spell-like ability, it takes 1d6 points of damage per point of essentia invested in the grim integument.

A successful Fortitude saving throw (DC 10 + invested essentia + Con modifier) halves this damage.

Any damage the creature takes from this effect has the normal chance to disrupt its spell or spell-like ability.

Because the grim integument is opaque, it provides total cover and total concealment for the creature inside, but also prevents any one from seeing in or out.

The grim integument provides an unlimited supply of breathable air to its victim.

Unlike most creations of incarnum, the grim integument can be physically damaged.

The creature inside can burst it open with a successful Strength check (DC 20 + invested essentia), or it can be destroyed by damage in the same way as any object.

For every point of essentia invested in this ability, the grim integument has hardness 10 and 20 hit points.

Furthermore, any effect that unshapes a soulmeld destroys a grim integument.

If it is destroyed or unshaped by another, any essentia invested in it is lost for 24 hours, and you become fatigued. Otherwise, the grim integument persists for as long as you remain within 30 feet of the subject.

You can voluntarily unshape the grim integument as a full-round action.

If you do so, or if the creature inside escapes without destroying the grim integument, the incarnum shroud fades away into nothingness, but you suffer no loss of essentia or fatigue.

You can use this ability a number of times per day equal to 1 + your Constitution modifier (minimum once per day).

PLAYING A WITCHBORN BINDER

You know all too well the dangers posed by sorcerers and wizards who practice their craft irresponsibly.

The world has been scarred by countless magical catastrophes because mortals with no sense of respect and moderation are allowed to wield arcane power unchecked. While you grudgingly accept the idea that arcane magic can be wielded for good purposes, you are secretly convinced that the chance to achieve ultimate power eventually corrupts any arcanist.

Consequently, you keep half an eye on *any* sorcerer or wizard you meet—even those who claim to practice magic for the good of others—because you never know when they might turn to evil.

Though you are primarily concerned with protecting your countrymen from practitioners of evil magic, you are also a servant of the ruler and an enforcer of his laws.

You do not stand for injustice or wanton criminality in any form, and you are not above browbeating other agents of the government into performing their own duties.

However, you know that leading squads of soldiers into thieves' dens and the contraband-filled warehouses of crooked merchants is a poor use of your time.

After all, you are the realm's best defense against those who would seek to enslave or destroy others with arcane magic.

COMBAT

You are a specialist of sorts in combat.

If your opponents include a magic-wielding character or monster, you can do much to frustrate or contain that foe's efforts.

Against enemies who do not wield magic, however, you are no better a fighter than any incarnate or soulborn of equivalent experience.

If you became a witchborn binder by taking levels in incarnate, you must rely on your soulmelds to make you an effective combatant.

If you were a soulborn before becoming a witchborn binder, you remain a skillful fighter, but you command lesser meld shaping abilities.

Your dispelling orb is a powerful tool against enemies who rely on spells to improve their combat abilities.

Though useful against sorcerers and wizards, it truly shines when used against a spellcasters' allies, who benefit from spells such as *bull's strength* or *haste*.

Furthermore, you can use your dispelling orb repeatedly, but chances are good that the enemy spellcaster cannot restore her spell effects as easily.

When you gain access to your mage shackles ability, you'll find it a potent weapon against any kind of spell-using character or creature.

Ideally, you should try to begin every fight against such an opponent by binding her in your mage shackles.

Not only does it cripple her abilities, but it also leaves her entangled and subject to a *dimensional anchor* effect.

Your spiritflay ability is an excellent addition to your arsenal at higher levels.

While it does not deal a tremendous amount of damage, the chance to nauseate an opposing spellcaster represents a chance to win the battle in a single round.

Grim integument is even better, since it effectively shuts down all but the most determined spellcasters.

Furthermore, it can be used against any creature, whether it's a spellcaster or not.

For example, it can keep an outsider with spell-like abilities out of a battle while your companions fight its cohorts.

ADVANCEMENT

The leaders of the Vigilant Servants recruit watch-captains, army officers, temple servants, and others who demonstrate unusual loyalty and initiative in the service of authority. However, few recruits have what it takes to be a witchborn binder—namely, the ability to create soulmelds.

Consequently, the Vigilant Servants follow up on any rumors of incarnum-using heroes.

If they find any likely candidates, they lose no time in approaching them about joining the organization as one of its elite agents.

In fact, incarnum-users are so prized that such a recruit can negotiate very generous terms that allow her to pursue personal interests, such as adventuring.

Similarly, the Vigilant Servants are sometimes willing to overlook a lack of loyalty or reliability in an incarnum-wielding recruit, as long as they're confident that the prospective new witchborn binder is not an out-and-out murderer, traitor, or spy.

Once a new witchborn binder joins the Vigilant Servants (or is promoted from the organization's less-talented ranks), she becomes a roving center of royal authority.

She can arrest and interrogate suspects, commandeer local soldiers or watch officers, and investigate any sort of wrongdoing that catches her eye, whether it directly involves arcane magic or not.

She is expected to keep her superiors reasonably well informed as to her whereabouts, and she is obligated to drop any other business at hand to undertake whatever missions they assign her.

But beyond those restrictions, the organization's leaders believe that a witchborn binder does her best work when she is free to follow her own conscience and code.

Witchborn binders choose to progress through the class as directly as possible.

However, you might find it useful to intersperse your levels in witchborn binder with levels in a class that improves your fighting ability or skill use.

The combat abilities conferred by your meld shaping require you to be competent with physical attacks, so look for ways to improve your base attack bonus and learn new combat-oriented feats.

Consider taking the Bonus Essentia feat so that you can pour more essentia into your class abilities.

RESOURCES

Don't expect much help from other witchborn binders—each is a roving troubleshooter who represents the Vigilant Servants wherever she goes.

You do, however, receive a lot of support and assistance from the order itself, as well as the institutions of royal authority and lawkeeping in the realm—including the Church of Saint Cuthbert, which zealously supports the activities of the organization.

This assistance comes in three major forms: the power of arrest, the power of immunity, and the power of the royal purse.

Power of Arrest: You can arrest any person you suspect of wielding evil magic, of consorting with evil forces, or of plotting against monarch or realm.

Local watches or Royal Army garrisons hold persons you arrest for up to seven days without charges.

If you want someone to remain jailed longer, you must explain your suspicions and provide proof of wrongdoing to a royal magistrate, who then decides the merits of the case.

If you develop a habit of making false arrests, you might be censured by your superiors or even thrown out of the order. **Power of Immunity:** The crown recognizes that you might have to bend a few lesser laws to meet the greater goal of securing the land against evil sorcery.

To that end, neither the city watch nor the royal guard will hinder or restrain you unless someone with a rank of at least captain orders it.

In practice, you might be arrested if you are caught committing a violent crime, but you will likely be set free as soon as your credentials are proven.

You abuse this power at your own risk—the monarch can revoke it at any time and make you answerable for any crimes you have committed.

Power of the Royal Purse: You can draw from the realm's treasury to finance your missions (as per the royal purse ability).

However, you are expected to be diligent and conservative in the use of the realm's money.

Requisitioning funds to retain the services of an adventuring band to help you capture a notorious evil sorcerer is perfectly acceptable, but showering your friends with gifts of the ruler's gold is another matter altogether.

WITCHBORN BINDERS IN THE WORLD

"Cursed hound!

Will you never leave me in peace?"

—Ilphigor the Black, evil necromancer

The witchborn binder prestige class is an interesting choice for a witch-hunting hero.

Armed with incarnum powers to defend herself against magic, she makes a dangerous and dogged adversary for any character who uses arcane magic.

Realms that suffer from the depredations of reckless or evil spellcasters are the perfect setting for the Vigilant Servants and their relentless agents.

A witchborn binder also makes a good enemy for player characters who use spells—especially if they tend to be scofflaws who think their powerful magic makes them answerable to no one.

DAILY LIFE

Whatever other interests a witchborn binder pursues, she is expected to keep a sharp eye out for signs of evil magic or monstrous incursions and put a stop to them without delay. When trouble isn't obviously forthcoming, she should make a point of keeping her superior well informed about any happenings of note in her district.

Thus, she regularly visits local temples of good-aligned gods, checks in on garrisons and government offices, and spends the occasional evening lurking in the shadows of the local inn, listening and watching.

The witchborn binder is expected to deal with trouble whenever it arises, using whatever resources are handy.

Agents of the Vigilant Servants keep mercenary bands of adventurers on retainer and use their services to solve problems.

Others build up a network of comrades and old "war buddies" on whose services they can draw at need.

The best witchborn binders serve not only as the quick and sure hand of the crown, but also as a court of last resort for common folk who can't get a problem addressed in any other way.

More than once, a witchborn binder has arrested and imprisoned a crooked judge or a noble scofflaw because of a

commoner's complaint, letting the chips fall where they may.

NOTABLES

Arienne Thorngage, a halfling witchborn binder, has achieved a level of notoriety in her district for arresting several nobles who were later proven to have dabbled in necromancy.

Some doubted her evidence, but when a demon showed up at one noble's trial to serve in disguise as his counsel, she unmasked and captured him.

ORGANIZATION

The witchborn binders form the striking arm of a larger organization known as the Vigilant Servants that serves as a sort of secret service answering directly to the crown. While the organization was ostensibly created to monitor the use of arcane magic, its broad reach and sweeping powers ensure that its members are involved in intelligence-gathering, spying, and clandestine missions that have nothing to do with protecting the realm against evil magic.

Despite the fact that the organization is an arm of the government, it is not at all bureaucratic in nature. Its members are primed for action, not paperwork.

Low-ranking Vigilant Servants (those who are not witchborn binders) serve as spies and informants embedded in army garrisons, noble retinues, temples, or mercantile guilds.

These agents gather information and pass it along to the higher levels of the organization, revealing their presence only when they must take action to protect the realm or its interests.

Witchborn binders aren't employed in mundane spying missions such as these, but they check up on and watch over junior members of the organization.

The current leader of the organization is high vigilant Tomas Erst, a former witchborn binder.

Beneath him are six vigilant eyes, each of whom oversees the Vigilant Servants' activities in a different district or region of the realm.

Each vigilant eye supervises a handful of witchborn binders and numerous junior members of the organization.

Though High Vigilant Erst is loyal to the king, he is unapologetic about his efforts to garner more power for the Vigilant Servants and to suppress the wealthy nobles and merchants who resent his organization's reach and influence.

A rank-and-file Vigilant Servant might hold one of three ranks: apt, sergeant, or captain.

The witchborn binders exist outside the normal rank structure, answering directly to the vigilant eyes, but are considered equal to captains in rank and authority. Since only the best and most talented members can become witchborn binders, High Vigilant Erst and the other leaders of the organization are strongly inclined to trust their judgment and back them up on all but the most wrongheaded efforts.

NPC REACTIONS

As an elite agent of the crown, a witchborn binder can expect a friendly or helpful reaction from other servants of law and order in the realm, including government officials and officers of the watch or the army.

But because witchborn binders are sometimes perceived as high-handed and arrogant, the common townsfolk and citizens tend to be less enthusiastic about their activities.

Thus, unless the people in a particular town have been suffering the effects of evil magic, they greet the witchborn binder with indifference tinged with more than a little fear and concern.

Members of the noble class have an unfriendly attitude toward witchborn binders, since they represent the unfettered power of the crown and are free to do as they wish to anyone they wish.

Arcane spellcasters—even those who shouldn't have anything to fear from the witchborn binders—are extremely suspicious of them, because more than a few neutral- or good-aligned sorcerers and wizards have fallen under a witchborn binder's suspicions over the years. The clergy of Saint Cuthbert supports witch born binders in their work, so clerics of that deity are friendly toward them.

WITCHBORN BINDER LORE

Characters with ranks in the Knowledge (nobility and royalty) skill can research the witchborn binders to learn more about them.

A character gains the information corresponding to all DCs equal to or below her Knowledge (nobility and royalty) check result.

DC 10: "The Vigilant Servants are agents of the crown charged with watching out for the illicit use of arcane magic.

The order's elite mage-hunters, known as witchborn binders, work to ferret out and capture the witchborn—that is, people who use magic for evil ends".

DC 15: "Witchborn binders are incarnum-wielders who can sniff out magic, and they're relentless trackers.

They have the ability to shape soulmelds, which they use against the spellcasters they hunt".

DC 20: "Witchborn binders can create magic shackles with which to bind evil spellcasters, and they can dispel or counter magic even though they're not spellcasters.

The toughest witchborn binders can even attack a spellcaster's soul, or imprison him in a casket of magic metal from which he cannot escape".

DC 30: "The leader of the Vigilant Servants is High Vigilant Tomas Erst.

Some say that too many of his political enemies have been exposed as evil wizards and dealt with appropriately.

So people who ask lots of awkward questions about the order and its activities should be careful".

The Vigilant Servants do not maintain any offices or garrisons within the kingdom, so contacting them can be a bit difficult.

Officers in the royal army, high government officials, or high-ranking clerics of the Church of Saint Cuthbert can send for a witchborn binder at need, but it might take her several days to reach a town or settlement that's a long way from the capital.

A character must succeed on a DC 15 Gather Information check to find an officer or official who knows how to contact the Vigilant Servants.

WITCHBORN BINDERS IN THE GAME

You can easily introduce a witchborn binder into your campaign by setting her up as a nemesis of the PCs—a bloodhound who dogs their every step.

A witchborn binder can also serve as a good patron for a PC party, retaining the group to take care of problems she has identified.

The Vigilant Servants as an organization can also fill either of these roles, even if you don't create a particular NPC witchborn binder for the heroes to interact with.

A witchborn binder PC has chosen a difficult path—she doesn't really fight well, she doesn't cast powerful spells, and she's not even a very good meldshaper.

She excels only in the performance of her sworn mission: taking on evil magic-wielders.

If you have a witchborn binder in your party, make sure that you include plenty of sinister sorcerers, wizards, and spell-using monsters in your adventures, so that she is regularly rewarded (or at least, not punished) for choosing to specialize as she did.

After all, the player of a witchborn binder who never gets a chance to clap an evil enchanter in mage shackles is likely to feel unsatisfied with her character.

ADAPTATION

Witchborn binders can be run as written only if your campaign includes a well-organized realm or kingdom in which arcane spellcasters are regarded with some suspicion.

However, you can easily adapt the organization and the witchborn binder prestige class to realms of a different sort. First of all, you can shift the focus of the witchborn binder from arcane spellcasters to evil divine spellcasters—maybe the prestige class exists to root out dark cults.

Witchborn binders could even be portrayed as demon-hunters, since their class abilities are reasonably useful against outsiders with powerful spell-like abilities.

Secondly, the Vigilant Servants don't need to be agents of a well-organized monarchy; they could just as well serve a council of oligarchs, a parliamentary assembly, or a theocratic government.

For that matter, the organization might have no association with governing authority at all—it could be a secret order of vigilantes who act when others are paralyzed with fear.

If you choose this arrangement, simply downplay the organization's resources and use of royal authority.

Finally, the Vigilant Servants can easily become a nemesis for your heroes.

Imagine the witchborn binders as the cruel agents of a tyrannical, lawful evil theocracy, charged with rooting out and destroying good spellcasters who resist the high priests' rule.

TABLE 6-10: THE WITCHBORN BINDER

HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Meldshaping
1st	+0	+0	+0	+2	<i>Detect magic</i> , meldshield, royal purse 1/level	+1 level of existing meldshaping class
2nd	+1	+0	+0	+3	Dispelling orb, essentia +1	—
3rd	+2	+1	+1	+3	—	+1 level of existing meldshaping class
4th	+3	+1	+1	+4	Mage shackles	—
5th	+3	+1	+1	+4	—	+1 level of existing meldshaping class
6th	+4	+2	+2	+5	<i>Word of abrogation</i> , essentia +1	—
7th	+5	+2	+2	+5	—	+1 level of existing meldshaping class
8th	+6	+2	+2	+6	Spiritflay	—
9th	+6	+3	+3	+6	—	+1 level of existing meldshaping class
10th	+7	+3	+3	+7	Grim integument, royal purse 1/year	+1 level of existing meldshaping class

MANUAL OF THE PLANES (3.0)

DIVINE AGENT

God's Strong Right Hand.

The Goddess's Voice.

Servant of the Greater Powers.

The divine agent is a specially selected agent of her deity, and she acts in the service of that power or deity.

Divine agents are unrestricted by dogma or hierarchy, other than their accountability to their immediate (and highest) superior.

Clerics and paladins make excellent divine agents, but the class is not limited to them.

The deities have need for a variety of abilities and a variety of viewpoints.

A divine agent is often sent across the planes by her deity to attend to a crucial or delicate matter.

On such occasions, she is usually welcome to bring comrades along.

A low-level divine agent is often found on her native plane or the plane of her deity.

As divine agents progress in level, they are more common on other planes, where they perform missions at the behest of their deity.

Hit Dice: d8.

REQUIREMENTS

To become a divine agent, the character must fulfill the following criteria:

Base Attack Bonus: +4.

Skills: Knowledge (religion) 7 ranks.

Spells: Able to cast 2nd-level divine spells.

Special: The divine agent must have made peaceful contact with her deity or its direct agents (sometimes other divine agents acting on the deity's behalf).

Furthermore, a potential divine agent must have completed a specific task assigned by her deity in order to become a divine agent.

Once the task is completed, the character can become a divine agent at any point thereafter.

After a character has embarked on this path (as a 1st-level divine agent), a divine agent cannot become the divine agent of another deity.

CLASS SKILLS

The divine agent's class skills (and the key ability for each) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are features of the divine agent prestige class.

Weapon and Armor Proficiency: Divine agents are proficient with all simple weapons, and with all types of armor.

Furthermore, a divine agent gains proficiency with her deity's favored weapon, if she does not already have it.

Granted Domain: A divine agent gains access to one domain chosen from among those her deity offers, and with it the granted power of that domain.

Divine agents who were once clerics essentially gain a third domain this way and can prepare their domain spells at each level from the new domain's list if they wish.

No matter what their prior class was, divine agents gain the granted power of the domain they choose.

In cases where the granted ability relies on cleric levels or allows turning or rebuking, use the sum of a character's cleric and divine agent levels to determine the ability's effect.

Contact (Su): A divine agent of 2nd level or higher may be contacted mentally by her deity or its agents, usually to impart particular knowledge and orders to the divine agent. This contact only functions one way; the divine agent cannot initiate the contact, question the orders, or ask for clarifications.

The nature of the contact depends on the deity: Dreams, ghostly visions, and illuminations from above are all possibilities.

Contact from the deity rarely interrupts the divine agent's normal actions.

Spells per Day: A divine agent continues training in magic as well as gaining power from her deity.

At 2nd, 4th, 6th, 8th, and 10th level, the divine agent gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained.

This essentially means that she adds the level of divine agent to the level of whatever other spellcasting class the character has, then determines spells per day accordingly. If a character had more than one spellcasting class before she became a divine agent, she must decide to which class she adds each level of divine agent for the purposes of determining spells per day when she adds the new level.

Menacing Aura (Ex): At 3rd level, a divine agent gains the ability to generate an intangible, invisible aura of menace that weakens hostile creatures within a 20-foot radius.

Anyone about to attack the divine agent must attempt a Will save (DC = the divine agent's character level).

Those who fail the saving throw suffer a -2 morale penalty on attacks, checks, and saves for one full day or until they successfully damage the divine agent generating the aura.

A creature that made its initial save or damaged the divine agent is immune to that divine agent's aura for one day.

Godly Gift: At 3rd, 6th, and 9th levels, the deity bestows on the divine agent a gift.

Each deity's gift varies, but it is usually the ability to use a spell from one of the divine agent's domains as a spell-like ability.

The deity offers a spell of the divine agent's level or lower. In other words, a 3rd-level divine agent would gain one of her 1st-level, 2nd-level, or 3rd-level domain spells as a spell-like ability.

The divine agent may use this ability once per day.

The spell-like ability functions as a spell cast by a cleric of a level equal to the divine agent's character level.

Altered Appearance (Ex): At 4th level, a divine agent begins to show prominent physical modification to match the desires of her deity.

For good-aligned deities, this often takes the form of golden skin, hair, or eyes.

Divine agents of evil-aligned deities might gain horns, antlers, or a pointed tail.

Neutral deities may provide a copper or silver tone to the skin, while nature deities may cause a greenish pallor and barklike hair.

Elemental powers may alter their divine agents' appearance by giving a texture to the skin reflecting the element involved.

All such alterations are permanent, though disguise or spells may hide them.

Commune (Sp): A divine agent of 5th level or higher can activate this spell-like ability (as the spell of the same name) once per week.

This spell-like ability functions as a spell cast by a cleric of a level equal to the divine agent's character level.

Plane Shift to Deity's Plane (Sp): A divine agent of 5th level or higher may *plane shift* to her deity's home plane once per day, and from that plane to the divine agent's native plane. This spell-like ability functions as the spell cast by a cleric of a level equal to the divine agent's character level.

Plane Shift to Any Plane (Sp): Upon reaching 7th level, a divine agent may *plane shift* to any plane of existence, as per the spell, once per day.

This spell-like ability functions as the spell cast by a cleric of a level equal to the divine agent's character level.

Audience (Sp): Up to twice per year a divine agent of 8th level or higher may request an audience with her deity, which functions as a double-duration *commune* spell allowing a number of questions equal to double the divine agent's character level.

Alignment Shift: If a divine agent is not the same alignment as her deity, then her alignment shifts to match it as soon as the divine agent reaches 8th level.

Mystic Union: At 9th level, a divine agent becomes a magical creature.

She is treated as an outsider of the deity's home plane rather than as a humanoid.

For instance, *charm person* does not affect her.

Additionally, the divine agent gains damage reduction 20/+1.

This damage reduction does not stack with other forms of damage reduction.

Despite this outsider status, a divine agent may still be brought back from the dead if slain.

Gate (Sp): A 10th-level divine agent can activate this spell-like ability (as the spell of the same name, except it only reaches the home plane of the divine agent's deity) once per day.

This spell-like ability functions as the spell cast by a cleric of a level equal to the divine agent's character level.

FALLEN DIVINE AGENTS

Not all who follow a deity achieve that deity's goals.

It is possible to be cast out from (or to walk out on) service to one's deity.

The effects of being a fallen divine agent are as follows:

- The character loses all *commune*, *gate*, and *audience* abilities.

- The former divine agent retains her mystic union properties, altered appearance, and any godly gifts.

- Depending on the circumstances of the departure, the divine agent may or may not be hunted by agents of the deity in question.

- The divine agent class is forbidden to the character.

Another deity will not sponsor a former divine agent.

- The divine agent may be reinstated by the deity only upon completing some great quest determined by the DM.

Often the deity makes the entire process more difficult, just to test the devotion of the fallen divine agent.

TABLE 3-3: THE DIVINE AGENT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Granted domain	
2nd	+1	+0	+0	+3	Contact	+1 spellcaster level
3rd	+2	+1	+1	+3	Menacing aura, godly gift	
4th	+3	+1	+1	+4	Altered appearance	+1 spellcaster level
5th	+3	+1	+1	+4	<i>Commune</i> , <i>plane shift</i> to deity's plane	
6th	+4	+2	+2	+5	Godly gift	+1 spellcaster level
7th	+5	+2	+2	+5	<i>Plane shift</i> to any plane	
8th	+6	+3	+3	+6	<i>Audience</i> , alignment shift	+1 spellcaster level
9th	+6	+3	+3	+6	Mystic union, godly gift	
10th	+7	+3	+3	+7	<i>Gate</i>	+1 spellcaster level

GATECRASHER

Gatecrashers see themselves as cosmic free agents, independent forces who can influence the natives of the planes and even the dynamic forces of magic itself. They are the tricksters of the multiverse, often testing the valiant, derailing the grasping, and deflating the egotistical. Their instinctive understanding of the nature of the universe allows them to perform actions that would otherwise be beyond them.

Gatecrashers see what they do as an art, not a science. The ability to choose the right moment to strike, the correct word to utter, the right rock to move, is more intuition than conscious thought.

Gatecrashers can come from any class, although many learned the mischievous attitude of a gatecrasher when they were rogues or bards.

Gatecrashers can be found among other planar travelers, usually picking at the fabric of the universe and seeing what unravels.

Hit Dice: d6.

REQUIREMENTS

To become a gatecrasher, the character must fulfill the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +4.

Skills: Knowledge (the planes) 4 ranks, Use Magic Device 8 ranks.

Special: To qualify for the gatecrasher class, the character must have visited two planes of existence other than his native plane.

CLASS SKILLS

The gatecrasher's class skills (and the key ability for each) are: Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information

(Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Speak Language (None), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All the following are features of the gatecrasher prestige class.

Armor and Weapon Proficiency: Gatecrashers are proficient with all simple weapons and with light armor (but not shields).

Analyze Portal (Sp): A gatecrasher gains the ability to use *analyze portal* as a spell-like ability.

He may do this once per gatecrasher level per day.

This ability otherwise functions as the spell cast by a sorcerer of the gatecrasher's character level.

Bonus Language: A gatecrasher gains a free language commonly spoken on other planes.

Such languages include Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, and Terran.

The DM may expand this list to fit the cosmology of the campaign.

Additional bonus languages are gained at 4th, 7th, and 10th levels.

Comprehension: Upon reaching 2nd level, a gatecrasher understands the basic conflicts of forces and energies and can use this instinctive understanding to assist certain skills.

The gatecrasher gains a +2 insight bonus on Decipher Script and Use Magic Device checks.

The gatecrasher also gains a +2 insight bonus when searching for or disabling magic traps.

Open Portal (Su): At 3rd level, a gatecrasher's understanding of planar forces extends to the workings of magic portals, such that he may force them open without the correct device, spell, or key.

The gatecrasher makes an Open Lock check using his Intelligence modifier instead of his Dexterity modifier.

Portals typically have the following DCs:

Portal	DC
Typical keyed portal	30
Portal sealed by <i>seal portal</i> spell	20 + caster's level
Portal created by deity	50

Opening a portal takes 1 round of work and a successful check.

It is a full-round action.

The portal remains open for 1d4+1 rounds afterward.

Summon Spell Dampening (Su): Gatecrashers often aggravate demons and devils by inhibiting their ability to summon reinforcements.

Three times per day, a gatecrasher of 4th level or higher can create a dampening field that extends 100 feet in every direction.

Summoning and calling spells and spell-like abilities are suppressed within this radius, though creatures summoned outside the dampening field can enter it normally.

The dampening field lasts 10 rounds.

Creatures summoned or called before the gatecrasher creates the dampening field are unaffected.

Silver Tongue (Ex): A gatecrasher of 5th level or higher can deal with a variety of creatures and characters, gaining a +2 insight bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks.

Planar Survival (Ex): At 6th level, a gatecrasher becomes attuned to the nature of the planes he visits and personally immune to their natural planar effects.

Any effect that would be negated by the *avoid planar effects* spell is negated by the planar survival ability as well.

The gatecrasher is immune to the "normal" fires of the Elemental Plane of Fire, but fire-based attack forms and unusually fiery areas there still affect him.

Because this extraordinary ability is the result of attuning himself to a particular plane, the gatecrasher remains vulnerable to the same sort of damage in other planes where that attack form is not part of the natural order.

Fires on other planes, including the Material Plane, affect him normally.

Damage Reduction: A gatecrasher of 7th level or higher has damage reduction 5/+1.

This means that the character ignores (instantly regenerates) the first 5 points of damage from any attack unless the damage is dealt by a weapon with a +1 or higher enhancement bonus, by a spell, or by a form of energy (fire, cold, and so on).

This ability does not stack with other damage reduction abilities.

Scramble Portal (Sp): At 8th level, a gatecrasher gains the ability to scramble a portal (as the *scramble portal* spell cast by a sorcerer of the gatecrasher's level).

This ability is usable three times a day.

Plane Shift (Sp): At 9th level, a gatecrasher may move from plane to plane once per day as a spell-like ability.

This functions as the *plane shift* spell cast by a 15th-level sorcerer.

Planar Dampening (Sp): A 10th-level gatecrasher can emit a field that suppresses spells and spell-like abilities within a 30-foot radius that access other planes.

Existing spells and spell-like abilities are unaffected; a gatecrasher can't end a foe's *astral projection* just by moving nearby.

But spells cast after the gatecrasher emits the planar dampening field are affected: An opponent within 30 feet couldn't escape the gatecrasher with a *dimension door* spell or get reinforcements with a *summon monster* spell, for example.

The gatecrasher can activate *planar dampening* three times per day.

It lasts for 10 rounds.

The gatecrasher's *planar dampening* ability affects the following spells and spell-like abilities: *astral projection*, *banishment*, *blink*, *commune*, *contact other plane*, *dimension door*, *dismissal*, *ethereal jaunt*, *etherealness*, *gate*, *interplanar message*, *Leomund's secret chest*, *make manifest*, *mass manifest*, *maze*, *Mordenkainen's magnificent mansion*, *plane shift*, *reality maelstrom*, *rope trick*, *teleport*, *teleportation circle*, *teleport without error*, and *vanish*.

Furthermore, summoning and calling spells can only reach creatures from the same plane, and spells from the shadow subschool only work on the Plane of Shadow.

The banishment effects of *blasphemy*, *dictum*, *holy word*, and *word of chaos* are suppressed, although the spells otherwise function normally.

TABLE 3-4: THE GATECRASHER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Analyze portal, bonus language
2nd	+1	+0	+3	+3	Comprehension
3rd	+2	+1	+3	+3	Open portal
4th	+3	+1	+4	+4	Summon spell dampening, bonus language
5th	+3	+1	+4	+4	Silver tongue
6th	+4	+2	+5	+5	Planar survival
7th	+5	+2	+5	+5	Bonus language, damage reduction 5/+1
8th	+6	+2	+6	+6	Scramble portal
9th	+6	+3	+6	+6	Plane shift
10th	+7	+3	+7	+7	Bonus language, planar dampening

PLANAR CHAMPION

Warrior of a hundred worlds.

Mercenary captain of the Blood Wars.

Sword of celestial vengeance.

The planar champion moves between the planes, always driven to battle.

She may be driven by a quest for justice or a thirst for blood, but she is feared throughout the known universes for her prowess.

All planar champions were renowned for their martial prowess before they entered the prestige class, so those classes skilled with weapons gravitate to this class.

They specialize in fighting the natives of particular planes, learning as much as they can about their foes in order to defeat them.

Nonplayer character (NPC) planar champions are battling, recovering from a battle, or preparing for the next one.

They often travel from plane to plane on missions that further their larger crusade.

Hit Dice: d10.

REQUIREMENTS

To become a planar champion, the character must fulfill all the following criteria:

Base Attack Bonus: +6.

Skills: Knowledge (the planes) 4 ranks.

Feats: Weapon Specialization.

Special Requirements: The planar champion must have visited at least two planes other than her native plane before taking this prestige class.

The champion does not need to have been the instigator of these travels.

CLASS SKILLS

The planar champion's class skills (and the key ability for each) are: Climb (Str), Craft (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Speak Language (None), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are features of the planar champion prestige class.

Weapons and Armor Proficiency: Planar champions are proficient with all simple and martial weapons, with all types of armor, and with shields.

Favored Plane: The planar champion has studied the natives of a particular plane extensively.

She gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against a native of that plane.

Likewise, the planar champion gets the same bonus on weapon damage rolls against creatures native to the favored plane.

The planar champion only gets the damage bonus with ranged weapons if the target is within 30 feet.

The damage bonus does not apply to creatures immune to critical hits.

The champion chooses only one favored plane, and even identical creatures from other planes are not affected.

For example if a planar champion chooses the Nine Hells as her favored plane, she would gain the bonus against devils native to that plane, but not devils from the adjacent plane of Acheron.

The planar champion's studies help in noncombat settings as well.

The planar champion gets a +1 bonus on Diplomacy and Gather Information checks when interacting with natives of the favored plane.

Intuit Direction checks get a +1 bonus when performed on the favored plane.

The planar champion gains a second favored plane when reaching 5th level and a third favored plane when reaching 10th level.

When gaining a new favored plane, the bonuses for previous favored planes increase by +1.

For example, a 5th-level planar champion could choose Acheron as a new favored plane, earning a +1 bonus against its natives, and her bonus against natives of the Nine Hells would increase to +2.

The planar champion may not choose her native plane as a favored plane.

The bonuses from this ability stack with the ranger's favored enemy ability.

A ranger/planar champion with a favored enemy of devils and a favored plane of the Nine Hells adds both bonuses together when fighting a devil native to the Nine Hells.

See Invisibility (Su): Upon reaching 2nd level, a planar champion has the ability to see invisibility at will, as per the spell cast by a 5th-level sorcerer.

This ability allows her to see (but not affect) ethereal creatures.

Attack Ethereal (Su): A planar champion of 3rd level or higher can transform her weapon into a material force effect at will, enabling her to attack creatures on the Ethereal Plane.

The planar champion begins and ends this ability as a free action, but must use it on a melee weapon she has Weapon Specialization in.

If the planar champion is wielding a magic weapon, this ability also eliminates the 50% miss chance when attacking an incorporeal foe.

Planar Survival (Ex): At 4th level, a planar champion becomes attuned to the nature of the planes she visits and personally immune to their natural planar effects.

Any effect that would be negated by the *avoid planar effects* spell is negated by the planar survival ability as well.

The planar champion is immune to the "normal" fires of the Elemental Plane of Fire, but fire-based attack forms and unusually fiery areas there still affect her.

Because this extraordinary ability is the result of attuning herself to a particular plane, the planar champion remains vulnerable to the same sort of damage in other planes where that attack form is not part of the natural order.

Fires on other planes, including the Material Plane, affect her normally.

Ethereal Jaunt (Sp): A planar champion of 6th level or higher may step onto the Ethereal Plane three times per day.

This functions as the *ethereal jaunt* spell cast by a 13th-level sorcerer.

Rip Portal (Sp): Once per day, a planar champion of 7th level or higher can rip a portal through the Astral Plane to another plane of existence.

By tearing a hole in the fabric of the plane she's on, the champion may open a portal onto the Astral Plane or any plane that the Astral Plane touches that the champion has visited before.

As per the *plane shift* spell, the planar champion has no control over the precise destination on whatever plane she rips a portal to.

The portal appears as a ragged hole in space adjacent to the planar champion and lasts for 1d4+1 rounds before healing over.

Sunder Portal (Sp): Once per day, a planar champion of 8th level or higher has the ability to seal a dimensional gate or portal by severing the connection to the destination.

She may do with a successful level check (DC 5 + the caster level of the gate or portal).

The *gate* spell is destroyed as if dispelled, while portals are suppressed for 1d6 days.

Damage Reduction (Su): At 9th level, a planar champion gains damage reduction 20/+1.

This means that the character ignores (instantly regenerates) the first 20 points of damage from any attack unless the damage is dealt by a weapon with a +1 or higher enhancement bonus, by a spell, or by a form of energy (fire, cold, and so on).

This ability does not stack with other damage reduction abilities.

TABLE 3-5: THE PLANAR CHAMPION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Favored plane
2nd	+2	+3	+3	+0	See invisibility
3rd	+3	+3	+3	+1	Attack ethereal
4th	+4	+4	+4	+1	Planar survival
5th	+5	+4	+4	+1	Favored plane
6th	+6	+5	+5	+2	Ethereal jaunt
7th	+7	+5	+5	+2	Rip portal
8th	+8	+6	+6	+2	Sunder portal
9th	+9	+6	+6	+3	Damage reduction 20/+1
10th	+10	+7	+7	+3	Favored plane

PLANESHIFTER

The planeshifter is a magical scholar and expert in planar travel, and through arcane research develops not only the ability to sense planar portals, but also the ability to create his own demiplane.

(Being around long enough to use it is another matter).

Wizards and sorcerers, steeped in their arcane knowledge, make the best planeshifters, and some degree of arcane spellcasting ability is required to join their numbers.

They form loose organizations with titles such as the Eternal Book or the Study Group of Planar Entities.

These organizations are more like fraternal organizations than guilds or power groups, and they seem to appear (and disappear) with great frequency.

NPC planeshifters are rarely in the same place for long.

They're always going to see some new planar sight or phenomenon.

They sometimes hire adventurers as bodyguards, assistants, or troubleshooters.

Hit Dice: d4.

REQUIREMENTS

To become a planeshifter, a character must fulfill the following criteria.

Skills: Concentration 10 ranks, Knowledge (the planes) 4 ranks, Spellcraft 10 ranks.

Feats: Craft Wondrous Item.

Spells: Able to cast 5th-level arcane spells.

Special: Must have visited an Inner or Outer Plane before taking this prestige class.

CLASS SKILLS

The planeshifter's class skills (and the key ability for each) are: Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Intuit Direction (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Ride

(Dex), Scry (Int), Search (Int), Speak Language (none), Spellcraft (Int), and Swim (Str).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the planeshifter prestige class.

Weapon and Armor Proficiency: Planeshifters gain no proficiency with any weapon or armor.

Plane Shift (Sp): A planeshifter has the ability to plane shift (as the spell cast by a sorcerer of his character level) once per day.

At 8th level, the planeshifter can use this ability at will.

Spells per Day: A planeshifter continues training in magic as well as gaining power in the planes.

Thus, when a new level is gained (except for 1st, 5th, and 9th), the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained.

This essentially means that he adds the level of planeshifter to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one arcane spellcasting class before he became a planeshifter, he must decide to which class he adds each level of planeshifter for the purposes of determining spells per day when he adds the new level.

Analyze Portal (Sp): At 2nd level, a planeshifter gains the ability to use *analyze portal* as a spell-like ability.

He may do this once per planeshifter level per day.

This ability otherwise functions as the spell cast by a sorcerer of a level equal to the planeshifter's highest caster level.

Planar Survival (Ex): A planeshifter of 3rd level or higher becomes attuned to the nature of the planes he visits and personally immune to their natural planar effects.

Any effect that would be negated by the *avoid planar effects* spell is negated by the planar survival ability as well.

The planeshifter is immune to the “normal” fires of the Elemental Plane of Fire, but fire-based attack forms and unusually fiery areas there still affect him.

Because this extraordinary ability is the result of attuning himself to a particular plane, the planeshifter remains vulnerable to the same sort of damage in other planes where that attack form is not part of the natural order. Fires on other planes, including the Material Plane, affect him normally.

Morphic Stability (Ex): At 4th level, a planeshifter gains the ability to impose his will on his surroundings to a limited extent.

On planes with the highly morphic trait (such as Limbo in the D&D cosmology) or the magically morphic trait (such as the Plane of Shadow), the terrain stabilizes around the planeshifter.

The planeshifter automatically calms the terrain within a radius of 30 feet per planeshifter level.

This area moves with the planeshifter and is centered on him.

Permanent structures within the plane are unaffected, and the terrain can still be changed through normal activity.

Grant Planar Survival (Su): A planeshifter of 5th level or higher can extend the planar survival ability by touch to a number of others equal to his planeshifter level.

Once granted, the survival ability lasts for 24 hours.

Should the planeshifter’s companions wind up on a different plane than the planeshifter, their protection fades immediately.

Control Planar Flux (Su): At 6th level, a planeshifter gains an intuitive understanding of how creatures interact with the planes they’re on, and he can exploit small changes in the barriers between planes.

The planeshifter’s caster level is considered four levels higher when casting *dimensional anchor* and *dismissal* spells.

Telepathy (Su): A planeshifter of 7th level or higher can communicate telepathically with any creature within 100 feet that can speak a language.

Planar Area Swap (Sp): At 9th level, a planeshifter gains the ability to move sections of the landscape from one plane to another.

A spherical area of up to a 100-foot radius per planeshifter level, centered on the planeshifter, may be so moved.

Any unwilling individuals within the sphere can make a Will saving throw (DC 20) to negate the swap completely.

As with the *plane shift* spell, fine control of the destination is impossible.

When the fragment is brought onto the new plane, the traits of the new plane apply themselves within 1d4 rounds. A part of the Elemental Plane of Fire brought onto the Material Plane burns briefly (1d4 rounds), for example, then dissipates.

Because it’s a swap, an equal area of the destination plane appears in the plane of origination.

The plane of origination applies its planar traits to the new area in 1d4 rounds.

The swapped areas switch back in a number of days equal to 10 + planeshifter level.

Demiplane Seed: The demiplane seed is a small pocket dimension grown by a planeshifter who has reached 10th level.

This pocket dimension is often used as a base of operation. A planeshifter can own only one demiplane at a time, and cannot construct a new one unless all portals to the old one are destroyed.

The planeshifter must have a single flawless gemstone of at least 1,000 gp value and work on the demiplane for 100 consecutive days, for 8 hours per day.

Upon completion of the work, the seed opens into a minuscule spherical demiplane, 1 foot in radius.

It grows quickly, gaining 1 foot in radius per day up to a maximum radius of 10 feet × the planeshifter’s highest caster level.

After reaching that size, the demiplane continues to grow slowly, gaining 2 feet of radius per year.

If its creator perishes, the demiplane stops growing.

The planeshifter’s demiplane has the following planar traits: normal time, alterable, and normal magic.

At creation, the planeshifter can set whatever gravity trait, elemental traits, and alignment traits he likes, and can choose whether the plane is finite or self-contained.

While the demiplane isn’t morphic, the planeshifter has total control over the landscape at the moment of creation, so he can decide whether it will be a foreboding, mountainous wasteland or a bucolic forest.

The terrain set at creation extends itself as the demiplane grows.

While it’s not possible to fit jagged peaks into a 1-foot sphere, cliffs and summits appears as the demiplane grows.

The demiplane grown from the seed is unfurnished, so the planeshifter must provide what construction is necessary.

It has a single portal entry, which the planeshifter may control for access.

Demiplanes are often used as hiding places, research labs, and prisons for particular beasts.

TABLE 3–6: THE PLANESHIFTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+0	<i>Plane shift</i> 1/day	
2nd	+1	+3	+0	+0	<i>Analyze portal</i>	+1 1 level of existing class
3rd	+1	+3	+1	+1	Planar survival	+1 1 level of existing class
4th	+2	+4	+1	+1	Morphic stability	+1 1 level of existing class
5th	+2	+4	+1	+1	Grant planar survival	
6th	+3	+5	+2	+2	Control planar flux	+1 1 level of existing class
7th	+3	+5	+2	+2	Telepathy	+1 1 level of existing class
8th	+4	+6	+2	+2	<i>Plane shift</i> at will	+1 1 level of existing class
9th	+4	+6	+3	+3	<i>Planar area swap</i>	
10th	+5	+7	+3	+3	Demiplane seed	+1 1 level of existing class

MASTERS OF THE WILD (3.0)

Special Prestige Classes

Three of the prestige classes presented here—the animal lord, the foe hunter, and the king/queen of the wild—have a special rule. They each require a specialization that defines the character's focus. For example, a character who becomes a foe hunter must select a hated enemy. This choice defines her class—a hater of goblins becomes a goblin hunter, for example. Similarly, an animal lord with a bond to cats is a catlord. A queen of the wild who has focused on deserts is a queen of the desert.

ANIMAL LORD

For the animal lord, a humanoid form is simply an accident of birth.

In spirit, she belongs with the wild pack of wolves, the running herd of horses, or the dancing school of fish. Her nearly hairless, two-legged form is just a hindrance to being one with her true kind, but it is a hindrance she can overcome.

Each animal lord forms a bond with one group of animals. Apelords, bearlords, birdlords, catlords, equinelords, marinelords, snakelords, and wolflords all exist.

Animals in her selected group accept the animal lord as a sister and a leader.

They offer her their support, and she in turn watches over them.

Individual animal lords may approach their calling in very different ways.

Some are simple defenders of their kind, content to live as part of the natural cycle of predator and prey.

Others, believing that nature's creatures are meant to guard and ultimately improve this world, use their gifts to do good.

Still others lead their animal brothers and sisters down the path of selfishness or vengeance.

Because they are so close to nature, elves and half-elves are the most likely races to lay aside the burdens of the humanoid form.

Halflings and gnomes rarely become animal lords because of their strong community ties, and half-orcs are even less likely to do so because of their typically rapacious attitudes. Though rangers, druids, and barbarians are the most likely characters to adopt this class, some arcane spellcasters (especially bards) choose to become animal lords late in their adventuring careers.

A character can choose this prestige class more than once but must select a different group of associated animals and start at 1st level each time.

Levels of different animal lord classes do not stack when determining level-based class features.

Eight animal lords are presented here (the DM is free to create others).

The various kinds of animals from the *Monster Manual* they are associated with are as follows.

Apelord: ape, baboon, monkey.

Bearlord: black bear, brown bear, polar bear.

Birdlord: eagle, hawk, owl, raven.

Catlord: cat, cheetah, leopard, lion, tiger.

Equinelord: donkey, heavy horse, heavy warhorse.

light horse, light warhorse, mule, pony, warpony.

Marinelord: crocodile, giant crocodile, octopus, giant

octopus, porpoise, shark (all), squid, giant squid, whale (all).

Snakelord: constrictor, giant constrictor, viper (all).

Wolflord: dog, riding dog, wolf.

Hit Die: d8.

REQUIREMENTS

To become an animal lord, a character must fulfill the following criteria.

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Skills: Animal Empathy 6 ranks, Wilderness Lore 8 ranks, plus 2 ranks in the appropriate skill from the following list:

Apelord—Climb; Bearlord—Intimidate; Birdlord—Intuit

Direction; Catlord—Move Silently; Equinelord—Jump;

Marinelord—Swim; Snakelord—Escape Artist;

Wolflord—Hide.

Feats: Animal Control and the appropriate feat from the

following list: Apelord, Skill Focus (Climb); Bearlord,

Power Attack; Birdlord, Improved Flight; Catlord.

Weapon Finesse (any); Equinelord, Run; Marinelord.

Skill Focus (Swim); Snakelord, Resist Poison; Wolflord.

Expertise.

CLASS SKILLS

The animal lord's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Jump (Str), Listen (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the animal lord prestige class.

Weapon and Armor Proficiency: Animal lords gain no weapon or armor proficiencies.

Spells: An animal lord can cast a small number of divine spells.

Her spells are based on Wisdom, so casting any given spell requires a Wisdom score of at least 10 + the spell's level.

The DC for saving throws against these spells is 10 + spell level + the animal lord's Wisdom modifier.

When the table indicates that the animal lord is entitled to 0 spells of a given level (such as 0 1st-level spells at 1st level), she gets only those bonus spells that her Wisdom score allows.

An animal lord prepares and casts spells just like a druid does, but she must choose them from the spell list below.

Animal Bond: Beginning at 1st level, the animal lord develops a bond with animals of her selected group (see above).

For instance, the bearlord bonds with brown bears, black bears, and polar bears, and the apelord with monkeys, baboons, and apes.

The marinelord's bond extends to porpoises, whales, and other aquatic mammals as well as fish.

Because of this bond, all animals of the appropriate kinds automatically have a friendly attitude toward the animal lord.

Animal bond also allows the animal lord to have one or more animal companions chosen from among her selected group.

This aspect of animal bond is a spell-like ability that functions like the druid's *animal friendship* spell, except that the animal lord can acquire companions only from among her selected group, and her maximum Hit Dice of animal companions (whether or not she adventures) equals twice her animal lord level.

The character can train these animal companions just as the druid does (see Chapter 4 for details).

Animal Sense (Su): At 1st level, an animal lord can sense any animals of her selected group within a radius of miles equal to her animal lord level squared.

For example, a 6th-level bearlord can sense brown bears, black bears, and polar bears within thirty-six miles.

This ability does not allow the character to communicate with the animals she senses.

Animal Speech (Ex): At 2nd level, an animal lord can converse at will with any animals of her selected group as though a *Speak with Animals* spell were in effect.

The creatures' responses, of course, are limited by their intelligence and perceptions.

First Totem: At 2nd level, the animal lord gains a benefit related to her selected group from the list below.

Lesser Wild Shape (Sp): At 3rd level, an animal lord can use *wild shape* to take the form of any kind of natural animal in her selected group.

This ability otherwise functions like the druid's *wild shape*, except that the animal lord can use it as often as desired.

At 7th level, an animal lord can use this ability to adopt the dire form of an animal in her selected group, and at 10th level, she can use it to adopt the legendary form of an animal in her selected group.

Animal Farspeech (Sp): At 4th level, an animal lord can use her animal speech ability to converse telepathically with

any animal of her selected group that she can sense (see animal sense, above).

Summon Animal (Sp): Also at 4th level, an animal lord can summon 1d3 animals of her selected group once per day. This ability functions like the appropriate *Summon Nature's Ally* spell, except that the duration is 1 round per animal lord level.

At 6th level, the animal lord can use this ability twice per day, and at 8th level, she can use it to summon 1d3 dire animals of her selected group.

Share Lesser Form (Sp): Beginning at 5th level, an animal lord can share whichever animal form she is currently using with a number of willing individuals equal to her animal lord level.

This effect is identical to that of the *Polymorph Other* spell, except that its duration is 1 hour per animal lord level.

Second Totem: At 5th level, an animal lord gains a benefit related to her selected group from the list below.

Animal Perception (Sp): At 6th level, an animal lord can share the sensory input of any animal of her selected group that is within range of her animal sense.

Third Totem: At 8th level, an animal lord gains a benefit related to her selected group from the list below.

Share Greater Form (Sp): At 9th level, an animal lord can share her dire form with her allies.

This ability is otherwise identical to *Share Lesser Form*, above.

ANIMAL LORD SPELL LIST

Animal lords choose their spells from the following list.

1st level—*alarm*, *animal trick**, *calm animals*, *camouflage**, *cure light wounds*, *detect animals or plants*, *pass without trace*, *purify food and drink*, *Speak with Animals*.

2nd level—*adrenaline surge**, *animal reduction**, *cure moderate wounds*, *animal trance*, *endure elements*, *hold animal*, *invisibility to animals*, *natures favor**.

3rd level—*cure serious wounds*, *embrace the wild**, *lesser restoration*, *neutralize poison*, *protection from elements*, *remove disease*.

4th level—*awaken* (animals in selected group only), *animal growth* (animals in selected group only), *commune with nature*, *cure critical wounds*, *freedom of movement*.

* New spell described in Chapter 6 of this book.

TOTEMS

Each animal lord gains special abilities according to her selected animal type as she rises in level.

APELORD

First Totem: The apelord gains Brachiation as a bonus feat.

Second Totem: The apelord gains a +2 inherent bonus to Intelligence.

Third Totem: The apelord gains the spell-like ability to scare by howling, hooting, and beating her chest.

The Will save DC against this ability is 10 + the apelord's class level + her Charisma modifier.

In all other ways, this effect is identical to the *scare* spell.

BEARLORD

First Totem: The bearlord gains a +2 inherent bonus to Strength.

Second Totem: The bearlord gains Great Fortitude as a bonus feat.

Third Totem: The bearlord gains damage reduction 2/-. If she already has damage reduction, this does not stack with it.

BIRDLORD

First Totem: The birdlord gains a +2 inherent bonus to Dexterity.

Second Totem: The birdlord gains a +8 conditional bonus on Spot checks made in daylight.

Third Totem: The birdlord gains Improved Critical (claw) as a bonus feat.

CATLORD

First Totem: The catlord gains Skill Focus (Move Silently) as a bonus feat.

Second Totem: Once per hour, the catlord can use the sprint extraordinary ability to move at ten times her normal speed as a charge action.

Third Totem: The catlord gains a +2 inherent bonus to Dexterity.

EQUINELORD

First Totem: The equinelord gains a bonus to her speed of +10 feet.

Second Totem: The equinelord gains a +2 inherent bonus to Constitution.

Third Totem: The equinelord gains Trample as a bonus feat.

MARINELORD

First Totem: The marinelord gains the extraordinary ability to breathe water in her normal form.

(She cannot, however, breathe air while in a form that can breathe only water).

Second Totem: The marinelord gains Improved Swimming (see Chapter 2) as a bonus feat.

Third Totem: The marinelord gains a +2 inherent bonus to Wisdom.

SNAKELORD

First Totem: The snakelord gains Resist Poison (see Chapter 2) as a bonus feat.

Second Totem: The snakelord gains the extraordinary ability to produce poison once per day (Fortitude save DC 10 + class level; initial and secondary damage 2d6 temporary Constitution).

She can produce only one dose of poison per day.

The snakelord is skilled in the use of poison and never risks accidentally poisoning herself when applying poison to a blade.

Third Totem: The snakelord gains a +2 inherent bonus to Charisma.

WOLFLORD

First Totem: The wolflord gains Scent (see Chapter 2) as a bonus feat.

Second Totem: The wolflord gains a +4 circumstance bonus on Wilderness Lore checks made for tracking.

This bonus stacks with any modifier provided by Scent.

Third Totem: The wolflord gains a +2 inherent bonus to Constitution.

TABLE 5-1: THE ANIMAL LORD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+2	+2	+0	Animal bond, animal sense	0	—	—	—
2nd	+1	+3	+3	+0	Animal speech, first totem	1	—	—	—
3rd	+2	+3	+3	+1	Lesser wild shape	1	0	—	—
4th	+3	+4	+4	+1	Animal farspeech, summon animal (1/day)	1	1	—	—
5th	+3	+4	+4	+1	Second totem, share lesser form	1	1	0	—
6th	+4	+5	+5	+2	Animal perception, summon animal (2/day)	1	1	1	—
7th	+5	+5	+5	+2	Lesser wild shape (dire)	2	1	1	0
8th	+6	+6	+6	+2	Third totem, summon animal (dire, 2/day)	2	1	1	1
9th	+6	+6	+6	+3	Share greater form	2	2	1	1
10th	+7	+7	+7	+3	Lesser wild shape (legendary)	2	2	2	1

BANE OF INFIDELS

The bane of infidels is the leader of a xenophobic tribe. He wants nothing to do with the outside world because the way his people do things is the way they have always done them, and the way they always will.

Alone among his compatriots, the bane of infidels sees the possibilities of the outside world, but he considers progress dangerous.

Allowing his people to advance would surely endanger them and imperil his leadership.

Since visitors bring danger of change, they must die—and what better way than as sacrifices in the name of his tribe's religion?

The act of sacrifice empowers and rewards the bane of infidels and his tribe.

Usually visitors and conquered foes serve as sacrifices, though in a pinch a criminal will do (or even an innocent, though this a risky move).

Though he is often ruthless, the bane of infidels is nonetheless respected by the members of his tribe, to whom he provides healing, guardianship, and unwavering direction in return for absolute loyalty.

Druids are the most likely characters to embrace this lifestyle, though clerics, high-level rangers, and adepts can also adopt this prestige class.

The tribe of a bane of infidels often includes fighters, rangers, barbarians, bards, and sorcerers, but other classes may not be as welcome.

Hit Die: d8.

REQUIREMENTS

To become a bane of infidels, a character must fulfill the following criteria.

Alignment: Any nongood.

Skills: Intimidate 4 ranks; Knowledge (religion) 6 ranks or Knowledge (nature) 6 ranks.

Feats: Iron Will, Leadership.

Spells: Able to cast 3rd-level divine spells.

CLASS SKILLS

The bane of infidels's class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (any) (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the bane of infidels prestige class.

Weapon and Armor Proficiency: A bane of infidels gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each bane of infidels level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like), if the character had more than one spellcasting class before becoming a bane of infidels, the player must decide to which class to add each level for determining spells per day and spells known.

Energumen (Sp): Beginning at 1st level, the character may bestow a low-powered form of barbarian rage in any follower (as defined in Chapter 2 of the *DUNGEON MASTER'S Guide*) who is an adherent of the same religion. The follower gains a +2 bonus to both Strength and Constitution, as well as a +1 morale bonus on Will saves.

In all other respects, this effect is like barbarian rage.

Energumen is usable once per day per bane of infidels level.

Pyre (Sp): At 1st level, the bane of infidels may cause a 5-foot-square area to burst into flame.

Anyone in that area must succeed at a Reflex save (DC 10 + bane of infidels level + Wisdom bonus of bane of infidels) or suffer 1d4 points of damage per bane of infidels level.

This ability is usable once per day.

Hearth Protection (Sp): At 2nd level, the bane of infidels may perform an 8-hour ritual to designate an area with a radius of up to 5 feet per bane of infidels level as a hearth.

This area then functions as a permanent *zone of truth*, though the bane of infidels is immune to that effect.

The character may have only one hearth at a time.

Sacrifice (Su): Beginning at 2nd level, the bane of infidels may sacrifice any humanoid by killing it with a coup de grace in his hearth.

This ritual increases his effective caster level for all spells by +2 for 1 hour.

If the bane of infidels sacrifices a follower, he must make a Diplomacy check (DC 20).

Failure indicates that all his remaining followers desert; success means he retains their loyalty.

This effect does not stack with the bonuses gained from major sacrifice or mass sacrifice (see below).

Sacrifice is usable once per day.

Secrets of Stone (Sp): At 3rd level, the bane of infidels gains the ability to discern the affected spell and necessary sacrifice of any *standing stone* (see Chapter 3) within 100 feet of him as a free action.

Detect Loyalty (Sp): At 4th level, the bane of infidels may examine a follower for faithfulness.

If that individual has grossly violated the code of conduct that the bane of infidels has established or otherwise acted in a manner opposed to the latter's purposes and directions in the last 24 hours, the bane of infidels discovers it (no save, but spell resistance applies) and gains a +5 circumstance bonus on his Diplomacy check when sacrificing that follower.

Using *detect loyalty* does not provoke an attack of opportunity.

Major Sacrifice (Su): This ability, gained at 5th level, is like sacrifice, except that the bane of infidels can increase his effective caster level for all spells by +4 for 1 hour by sacrificing a sentient creature with 5 or more Hit Dice. This effect does not stack with that of sacrifice or mass sacrifice.

Wicker Man (Sp): At 6th level, the bane of infidels learns to create a sacrificial totem trap.

This ability produces the same effect as the *wall of thorns* spell, except as follows.

The thorny briars form a humanoid shape 10 feet square, with a height equal to 10 feet per bane of infidels level.

Anyone in that area when the *wicker man* appears gets a Reflex save (DC 10 + bane of infidels level + Wisdom bonus of bane of infidels) to avoid being caught in its body at a point halfway up its height.

The *pyre* and *bonfire* abilities of the bane of infidels count as magical fire for purposes of igniting the wicker man and do their normal damage to everyone trapped inside each round until the *wicker man* burns away (per the *wall of thorns* spell) or they escape.

This ability is usable once per day.

Bonfire (Sp): This ability, gained at 7th level, functions like *pyre*, except that it affects a 10-foot-square area.

Antipathy field (Sp): At 8th level, the bane of infidels may protect his hearth with an *antipathy field* once per day.

This functions like an *antipathy* spell, except that the target is the entire area of the hearth and the duration is 24 hours.

Mass Energumen (Sp): This ability (gained at 9th level) functions like *energumen* (above), except that it affects up to ten followers at once.

Mass Sacrifice (Su): At 10th level, the bane of infidels can increase his effective caster level by +2 (up to a maximum of +10) for each humanoid sacrificed within 10 rounds.

This ability is otherwise like sacrifice.

Its effect does not stack with that of sacrifice or major sacrifice.

TABLE 5-2: THE BANE OF INFIDELS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	<i>Energumen, pyre</i>	+1 level of existing class
2nd	+1	+3	+0	+3	<i>Hearth protection, sacrifice</i>	+1 level of existing class
3rd	+2	+3	+1	+3	<i>Secrets of stone</i>	+1 level of existing class
4th	+3	+4	+1	+4	<i>Detect loyalty</i>	+1 level of existing class
5th	+3	+4	+1	+4	<i>Major sacrifice</i>	+1 level of existing class
6th	+4	+5	+2	+5	<i>Wicker man</i>	+1 level of existing class
7th	+5	+5	+2	+5	<i>Bonfire</i>	+1 level of existing class
8th	+6	+6	+2	+6	<i>Antipathy field</i>	+1 level of existing class
9th	+6	+6	+3	+6	<i>Mass energumen</i>	+1 level of existing class
10th	+7	+7	+3	+7	<i>Mass sacrifice</i>	+1 level of existing class

BLIGHTER

When a druid turns away from the land, the land turns away from her.

Some ex-druids make peace with this change; others seek to restore the bond.

A few, however, actually embrace their disconnection from nature and become forces of destruction.

These few, called blighters, leave their mark wherever they tread.

A blighter gains her spellcasting ability by stripping the earth of life.

A swath of deforested land always marks her path through the wilderness.

The vast majority of blighters are nomadic loners constantly in search of green lands to destroy.

Some are grim; others laugh at the destruction they wreak. Almost all, however, are friendless and mad.

What puts them over the edge is the knowledge that nature gets the last laugh: To gain their spells, they must seek out the richest Forests of the land, even if it's only to destroy them.

Thus, even though they've turned away from nature, they must constantly return to it.

Only human ex-druids seem attracted in any number to the blighter's path.

Legends say that a few elven druids have also turned to destruction over the millennia—a terrifying prospect given how much land they could destroy in their long lifetimes.

Hit Die: d8.

REQUIREMENTS

To qualify as a blighter, a character must fulfill the following criteria.

Alignment: Any nongood.

Special: The character must be an ex-druid previously capable of casting 3rd-level druid spells.

CLASS SKILLS

The blighter's class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (herbalist) (Wis), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the blighter prestige class.

Weapon and Armor Proficiency: Blighters gain no weapon or armor proficiencies.

Spells per Day: At each blighter level, the character gains spells per day according to Table 5-3.

She does not, however, gain any other benefit that a druid of that level would have gained.

She must choose her spells from the blighter spell list, below.

The blighter's caster level is equal to her blighter level plus her druid level.

The blighter gains access to her daily spells through *deforestation* (see below), if she goes more than 24 hours without deforesting a wooded area, she cannot cast spells until she does so.

The default divine focus for any spell cast by a blighter is a desiccated sprig of holly or mistletoe.

Any material component for a blighter's spell must have been dead for at least a day before use.

Deforestation (Sp): Beginning at 1st level, the blighter can kill all nonsentient plant life within a radius of 50 feet per blighter level as a full-round action once per day.

If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wisdom bonus) to keep it alive.

Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance.

Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither.

Except for plants saved by a controller, nothing can grow in a deforested area until it has a hallow spell cast upon it and it is reseeded.

Deforestation enables the blighter to cast her daily allotment of spells.

This ability works in any terrain, but de-Foresting a sandy desert, ice floe, or other environment with only sparse vegetation does not empower the character to cast spells.

Burning Hands (Su): This ability, gained at 2nd level, functions like the *burning hands* spell, except that the blighter can use it as often as desired, turning it on or off as a move-equivalent action, and it does 1d4 points of fire damage per round.

Sustenance (Ex): At 2nd level, the blighter no longer needs food or water to survive.

Undead Wild Shape (Sp): At 3rd level, the blighter regains a version of the *wild shape* ability.

Undead wild shape functions like *wild shape*, except that the forms available are those of undead creatures (specifically skeletons) formerly of the animal type.

A skeletal animal has the statistics of a skeleton of the appropriate animal's size category (see the skeleton entry in the *Monster Manual*).

The blighter gains one extra use per day of this ability for every two additional blighter levels she acquires.

In addition, she gains the ability to take the shape of a Large skeletal animal at 5th level, an incorporeal skeletal animal (see *Incorporeality* in Chapter 3 of the *DUNGEON MASTER'S Guide*) at 7th level, and a Huge skeletal animal at 9th level.

Speak with Dead Animal (Sp): At 4th level, the blighter can converse with dead animals.

This ability functions like a *Speak with dead* spell cast by a cleric of a level equal to the total of the character's druid and blighter levels, except that it affects only corpses of animal creatures.

It is usable once per day.

Contagious Touch (Su): At 5th level, the blighter can produce an effect like that of a *contagious touch* spell once per day.

She gains 1 extra use per day of this ability for every two additional blighter levels she acquires.

Animate Dead Animal (Sp): This ability, gained at 6th level, functions like an *animate dead* spell, except that it affects only corpses of animal creatures and requires no material component.

It is usable once per day.

Unbond (Sp): At 8th level, the blighter can temporarily separate a bonded animal or magical beast (such as an animal companion, familiar, or mount) from its master once per day.

The target creature must be within 40 feet of both its master and the blighter.

If the master fails a Will save (DC 10 + blighter level + blighter's Wisdom modifier), the bond terminates as if the

servitor had died, though this does not cause experience loss in the case of a familiar.

Normally hostile creatures attack their masters but are otherwise unaffected.

The bond returns after 5 rounds per blighter level, restoring all benefits.

Alternatively, the master can regain the servitor through the normal methods of acquisition.

Plague (Su): At 10th level, the blighter can spread disease over a large area.

This ability functions like the contagious touch ability, except that no attack roll is required and it affects all targets the blighter designates within a 20-foot radius.

Plague is usable once per day and costs one daily use of the contagious touch ability.

BLIGHTER SPELL LIST

Blighters choose their spells from the following list.

0 level—*darkseed**, *detect magic*, *detect poison*, *flare*, *ghost sound*, *inflict minor wounds*, *read magic*.

1st level—*bane*, *burning hands*, *curse water*, *decomposition**, *detect undead*, *doom*, *endure elements*, *inflict light wounds*, *invisibility to animals*, *ray of enfeeblement*.

2nd level—*chill metal*, *chill touch*, *darkness*, *death knell*, *fire trap*, *flaming sphere*, *heat metal*, *inflict moderate wounds*, *miasma**, *produce flame*, *resist elements*, *warp wood*.

3rd level—*contagion*, *deeper darkness*, *desecrate*, *diminish plants*, *dispel magic*, *inflict serious wounds*, *poison*, *protection from elements*, *stinking cloud*, *vampiric touch*.

4th level—*antiplant shell*, *animate dead*, *blight**, *death ward*, *flame strike*, *inflict critical wounds*, *kiss of death**, *languor**, *repel vermin*, *rusting grasp*, *transmute mud to rock*, *transmute rock to mud*, *unhallow*, *wall of fire*.

5th level—*acid fog*, *antilife shell*, *circle of death*, *contagious touch**, *create undead*, *firestorm*, *forbiddance*, *greater dispelling*, *protection from all elements**, *repel wood*.

6th level—*antipathy*, *control undead*, *earthquake*, *epidemic**, *finger of death*, *foresight*, *horrid wilting*, *invulnerability to elements**.

* New spell described in Chapter 6 of this book.

TABLE 5-3: THE BLIGHTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day Special	0	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	<i>Deforestation</i>	2	1	0	—	—	—	—
2nd	+1	+3	+0	+3	<i>Burning hands</i> , <i>sustenance</i>	2	2	1	0	—	—	—
3rd	+2	+3	+1	+3	<i>Undead wild shape</i> 1 /day	3	2	2	0	—	—	—
4th	+3	+4	+1	+4	<i>Speak with dead animal</i> , <i>undead wild shape</i> 2/day	3	3	2	1	0	—	—
5th	+3	+4	+1	+4	<i>Contagious touch</i> 1/day, <i>undead wild shape</i> (Large)	4	3	3	2	0	—	—
6th	+4	+5	+2	+5	<i>Animate dead animal</i> , <i>undead wild shape</i> 3/day	4	4	3	3	1	0	—
7th	+5	+5	+2	+5	<i>Contagious touch</i> 2/day, <i>undead wild shape</i> (incorporeal)	5	4	4	3	2	0	—
8th	+6	+6	+2	+6	<i>Unbond</i> , <i>undead wild shape</i> 4/day	5	5	4	4	2	1	0
9th	+6	+6	+3	+6	<i>Contagious touch</i> 3/day, <i>undead wild shape</i> (Huge)	6	5	5	4	3	2	1
10th	+7	+7	+3	+7	<i>Plague</i> , <i>undead wild shape</i> 5/day	6	6	5	5	3	2	2

BLOODHOUND

A bandit king is raiding caravans on the road.

An ogre is pillaging the farms to the north.

A sorcerer has kidnapped the mayor's son and hidden him somewhere in the marsh.

And the soldiers of the king cannot seem to stem the tide.

The terrified citizens have only one choice, and it isn't cheap.

They call in a bloodhound.

The bloodhound tracks down wrongdoers and brings them to whatever justice awaits them.

Low-level bloodhounds depend on their keen senses and careful training to hunt their targets.

As they gain experience, their obsessive determination gives them supernatural abilities that make them nearly unstoppable.

Most bloodhounds work for money (usually a lot of it), but some accept jobs for justice, revenge, or enjoyment.

When a bloodhound accepts a job, he designates his target as a mark.

Thereafter, he does not abandon the case until it is finished, which occurs when the mark is apprehended or when either the mark or the bloodhound dies.

Though some bloodhounds leave calling cards or even brands on their marks, most don't kill their targets if they can help it.

They prefer instead to subdue their marks and bring them in.

For those of good alignment, this practice satisfies some deeply held belief in the cause of justice.

For neutral and evil bloodhounds, it ensures a steady stream of income from catching the same marks over and over when they break out of jail.

Rangers and barbarians make the best bloodhounds, but rogues, bards, druids, and fighters can also excel in this role. Occasionally a paladin shoulders the mantle, but never for money.

Most bloodhounds are human, though elves and half-elves sometimes find this lifestyle satisfying.

Some of the best bloodhounds are humanoids such as gnolls, hobgoblins, and bugbears.

Hit Die: d10.

REQUIREMENTS

To become a bloodhound, a character must fulfill the following criteria.

Base Attack Bonus: +4.

Skills: Gather Information 4 ranks, Move Silently 4 ranks, Wilderness Lore 4 ranks.

Feats: Run, Track.

CLASS SKILLS

The bloodhound's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Forgery (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the bloodhound prestige class.

Weapon and Armor Proficiency: Bloodhounds are proficient with light armor, shields, and both simple and martial weapons.

Determination (Ex): At 1st level, the character gains an insight bonus equal to his bloodhound level on Gather Information, Spot, and Wilderness Lore checks made to determine the whereabouts of a mark (see below).

Mark (Ex): At 1st level, the character can target, or mark, an individual humanoid foe.

To do so, the bloodhound must focus on a foe who is present and visible, or on the depiction or description of one who is not, for 10 minutes.

Any interruption ruins the attempt and forces the bloodhound to start the process again.

Once this study is complete, that target is called a mark, and the bloodhound receives a variety of advantages against him or her (see below).

A bloodhound may have up to one mark per two bloodhound levels (rounded up) at once, but only if all of them are within 30 feet of one another for the duration of the marking process.

For example, a 6th-level bloodhound could mark three bugbears in such a group, but not a bugbear on one side of the kingdom and a troll on the other.

If a bloodhound chooses a new mark before apprehending an existing one, the latter is unmarked, and the bloodhound loses XP equal to the amount he would have gotten for defeating that creature.

The bloodhound can mark an individual once a week.

No Subdual Penalty (Ex): Also at 1st level, the bloodhound can use a melee weapon that deals normal damage to deal subdual damage instead without suffering the usual -4 penalty on his attack roll.

Dead or Alive (Ex): At 2nd level, the bloodhound learns to strike for subdual at just the right moment to avoid killing a mark.

Immediately after striking a blow that would reduce a mark from positive to negative hit points, the bloodhound may convert the normal damage dealt by that blow to subdual damage before it takes effect.

The bloodhound cannot use this ability while raging or after 1 round has passed.

Fast Tracking: At 2nd level, the bloodhound no longer suffers a -5 penalty on Wilderness Lore checks for tracking while moving at normal speed.

Ready and Waiting (Ex): Also at 2nd level, the bloodhound may, as a free action, designate a particular move-equivalent, standard, or full-round action that a mark who is flat-footed might perform, if the mark actually performs this action within 10 minutes thereafter, the bloodhound can make an attack of opportunity against him or her with a drawn weapon, either melee or ranged.

This counts against the bloodhound's attacks of opportunity for that round.

Facekeeping (Ex): At 3rd level, a bloodhound tracking a mark can raise his own speed by up to +5 feet per bloodhound level, to a maximum value equal to the mark's speed.

Restlessness (Ex): When the bloodhound reaches 3rd level, he gains damage reduction 5/- against subdual damage from a forced march while in pursuit of a mark.

Improved Subdual (Ex): At 4th level, the bloodhound uses his Intelligence bonus on the damage roll for any attack that deals only subdual damage.

Move Like the Wind (Su): At 4th level, the bloodhound ignores armor check penalties on his Move Silently and Hide checks.

In addition, he no longer suffers the -5 penalty on those checks when moving at speeds between half and full.

Traceless Track (Su): At 5th level, the bloodhound can track a creature moving under the influence of *pass without trace* or a similar effect, though he suffers a -10 circumstance penalty on his Wilderness Lore checks.

Shatter (Su): At 5th level, the bloodhound can destroy an object that stands between himself and his mark when the latter is within 100 feet.

This ability functions like a *shatter* spell cast by a sorcerer of the character's bloodhound level.

Ignore Scrying (Ex): At 6th level, the bloodhound gains spell resistance equal to 10 + his bloodhound level against divination spells.

This stacks with any other spell resistance he has that includes spells of that school.

Locate Creature (Sp): Once per day, the bloodhound can produce an effect identical to that of a *locate creature* spell cast by a sorcerer of the bloodhound's character level.

Fracture (Su): At 7th level, the character can use his shatter ability to destroy weight-equivalent portions of larger objects, such as doors and walls, regardless of their construction.

See Invisibility (Su): This ability, gained at 7th level, functions like a *see invisibility* spell, except that it is constantly in effect and it reveals only marks.

Subdual Resistance: At 8th level, the bloodhound gains damage reduction 20/+3 against subdual damage.

Ignore Magical Barriers (Ex): At 9th level, the bloodhound gains spell resistance equal to 15 + his bloodhound level against magical barriers (*wall of force*, *entangle*, *prismatic wall*, and so forth).

Find the Path (Sp): At 10th level, the bloodhound can produce an effect like a *find the path* spell cast by a druid of the bloodhound's character level.

It is usable three times per day.

ORGANIZATION: THE BLOODHOUNDS

"Eyes...I saw his eyes before he pounced.

That was all.

He had no body until he was upon me.

if he had meant to kill me, I would have been as helpless as a babe."

—Tordek, on meeting a Bloodhound

The organization known as the Bloodhounds is dedicated to finding people and bringing them to justice (or whatever fate awaits them).

Some Bloodhounds limit themselves to tracking down criminals; others are willing to hunt anyone for a client who can pay the price.

The group's leaders don't concern themselves with such issues, only with maintaining the organization's reputation as the place to go to find someone.

Membership in the Bloodhounds is by invitation only. Members report on capable trackers they encounter in their travels, and from these reports the organization's leaders select candidates for membership.

A member of the organization tracks each candidate surreptitiously for a while.

If the Bloodhound reports that the candidate had the necessary fervor and talents, the leaders offer him or her a chance to try out for membership.

A candidate who actually noticed the Bloodhound following is almost guaranteed an offer.

To be accepted for membership, the candidate must track a Bloodhound considerably more experienced than himself.

The Bloodhound makes the job difficult by leaving false trails, telling locals deceitful stories, and even hiring brigands to ambush the candidate along the way.

The Bloodhound must not assist the candidate in this task; otherwise the test is void.

A candidate who succeeds in finding the target passes the test and may join the organization.

Bloodhounds can take any assignments they choose.

Some jobs come directly from clients who contact individual Bloodhounds.

Others come through the grapevine, since members pass word to each other.

Individual bloodhounds are fiercely competitive, and should one succeed where another has failed, the winner gloats over the victory.

In fact, Bloodhounds often tell each other about the assignments they've taken, in effect challenging their compatriots to beat them to the quarry.

Members may work together, but most work alone or with nonmembers so that word spreads of their personal fame.

Thus, whenever several Bloodhounds form a posse to catch a particularly elusive foe, word spreads far and wide.

Despite this rivalry, when a mark is too important to go free, a Bloodhound can spread the word of a "free" bounty among the membership.

This means that any member who brings in the mark can claim the prize.

Members who spread free bounties lose no face in the organization for doing so.

Bloodhounds resent the concept of giving their earnings to anyone.

Thus, the organization does not demand a piece of its members' earnings.

No Bloodhounds guildhalls or strongholds exist because no self-respecting Bloodhound would limit himself to one base of operations.

Since so many of the Bloodhounds' marks are human, ranger Bloodhounds who have taken humans as favored enemies have an advantage in assignments.

Thus, a large percentage of the membership is nonhuman, and differing alignments are rarely an impediment to teaming up.

In fact, rumor has it that a good elven Bloodhound and an evil gnoll Bloodhound regularly work together, since between them they can function in any society.

The gulf between their alignments is simply not as wide as the bridge of their common goals.

TABLE 5-4: THE BLOODHOUND

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Determination, mark, no subdual penalty
2nd	+2	+0	+3	+0	Dead or alive, fast tracking, ready and waiting
3rd	+3	+1	+3	+1	Pacekeeping, restlessness
4th	+4	+1	+4	+1	Improved subdual, move like the wind
5th	+5	+1	+4	+1	Shatter, traceless track
6th	+6	+2	+5	+2	Ignore scrying, <i>locate creature</i>
7th	+7	+2	+5	+2	Fracture, see invisibility
8th	+8	+2	+6	+2	Subdual resistance
9th	+9	+3	+6	+3	Ignore magical barriers
10th	+10	+3	+7	+3	<i>Find the path</i>

DEEPWOOD SNIPER

An arrow flies from a high mountain aerie, unerringly striking a paladin's mount.

Expecting only a flesh wound, the paladin is stunned to watch his companion of many adventures crumple to the earth.

This unfortunate knight has trespassed into the domain of the deepwood sniper, and he may not make it out alive.

A deepwood sniper is patient, careful, quiet, and deadly accurate.

She is a stealthy, long-range terminator whose arrows sail accurately from much longer ranges than those of other archers.

In addition, she has magical abilities to help her shafts fly true.

Because of their alertness, dexterity, patience, and affinity for the bow, elves of almost any character class make excellent deepwood snipers.

For a long time, elves would train only those of their own race in these techniques, but more recently some half-elves, halflings, and humans have joined the ranks of the deepwood sniper.

Hit Die: d8.

REQUIREMENTS

To qualify as a deepwood sniper, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Hide 4 ranks, Move Silently 4 ranks, Spot 4 ranks.

Feats: Far Shot, Point Blank Shot, Weapon Focus (any bow or crossbow).

CLASS SKILLS

The deepwood sniper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (bowmaking) (Int), Escape Artist (Dex), Intuit Direction (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the deepwood sniper prestige class.

Weapon and Armor Proficiency: Deepwood snipers gain no weapon or armor proficiencies.

All weapon-related abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

Keen Arrows (Ex): At 1st level, all projectiles the deepwood sniper fires behave as if they were keen weapons in addition to any other properties they might possess. Thus, a normal arrow fired by a deepwood sniper has a threat range of 19–20 instead of 20.

This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): With each level the deepwood sniper gains, the range increments of her projectile weapons increase by +10 feet (added after all multipliers).

Thus, a 10th-level deepwood sniper who has the Far Shot feat would have a 280-foot range increment with a heavy crossbow (120 feet \times 1.5 + 100 feet).

Concealment Reduction (Ex): When the deepwood sniper reaches 2nd level, her miss chance against opponents with concealment drops by 10%.

Thus, she has a miss chance of 10% rather than 20% against an opponent with one-half concealment.

Her miss chance drops by an additional 10% per four deepwood sniper levels she gains thereafter, but this ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): At 2nd level, the character can produce an effect identical to that of a *magic weapon* spell cast by a cleric of her deepwood sniper level.

This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): When the deepwood sniper reaches 2nd level, the critical damage multipliers of all her projectile weapons increase by +1.

Thus, an arrow that normally deals damage $\times 3$ on a critical hit instead does damage $\times 4$ in her hands.

When she reaches 7th level, these critical multipliers increase by an additional +1.

Safe Poison Use (Ex): At 3rd level, a deepwood sniper can use poison without any chance of poisoning herself (see *Perils of Using Poison* in Chapter 3 of the *DUNGEON MASTER'S Guide*).

Take Aim (Ex): A 4th-level deepwood sniper can gain a +2 bonus on her attack rolls against a stationary target by aiming carefully.

Taking aim is a full-round action, and if the target moves more than 5 feet during that period, the bonus is lost.

No additional benefit exists for spending more than 1 round aiming.

This bonus increases to +4 at 8th level.

Consistent Aim (Su): Once per day, a 5th-level deepwood sniper can reroll one attack roll that she has just made with a projectile weapon.

She must keep that result, even if it is worse than the original roll.
She can use this ability twice per day at 7th level and three times per day at 10th level, though each use must relate to a different attack roll.

True Strike (Sp): At 10th level, the deepwood sniper can produce an effect identical to that of a *true strike* spell cast by a cleric of her deepwood sniper level.
This ability is usable once per day on projectile weapons only.

TABLE 5-5: THE DEEPWOOD SNIPER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Keen arrows, range increment bonus +10 ft./level
2nd	+2	+0	+3	+0	Concealment reduction 10%, <i>magic weapon</i> , projectile improved critical +1
3rd	+3	+1	+3	+1	Safe poison use
4th	+4	+1	+4	+1	Take aim +2
5th	+5	+1	+4	+1	Consistent aim 1/day
6th	+6	+2	+5	+2	Concealment reduction 20%, <i>keen edge</i>
7th	+7	+2	+5	+2	Consistent aim 2/day, projectile improved critical +2
8th	+8	+2	+6	+2	Take aim +4
9th	+9	+3	+6	+3	Consistent aim 3/day
10th	+10	+3	+7	+3	Concealment reduction 30%, <i>true strike</i>

EXOTIC WEAPON MASTER

Swords and axes do not a warrior make.
Such might be the unvoiced motto of the exotic weapon master—a student of her world's most unusual and bizarre weapons.

For the exotic weapon master, the intricacies of the shuriken, the siangham, the dire flail, and the hand crossbow pose no difficulty at all.

These unusual weapons are her trade, and in her hands, they become instruments of destruction.

Characters of any race or background can become exotic weapon masters; the only real requirement is commitment and perseverance.

Nevertheless, most are human, because members of that race have the most exposure to new cultures and thus the most opportunities to take up exotic weapons.

Hit Die: d10.

REQUIREMENTS

To become an exotic weapon master, a character must fulfill the following criteria.

Base Attack Bonus: +6.

Feats: Exotic Weapon Proficiency (any three).

Special: Ability to rage.

CLASS SKILLS

The exotic weapon master's class skills (and the key ability for each skill) are Craft (any) (Int) and Profession (any) (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the exotic weapon master prestige class.

Weapon and Armor Proficiency: Exotic weapon masters gain no weapon or armor proficiencies.

Partial Exotic Proficiency: At 1st level, the exotic weapon master can use any exotic weapon with which she is not already proficient at a –2 penalty instead of a –4 penalty on the attack roll.

This penalty is reduced to –1 at 2nd level.

Full Exotic Proficiency: At 3rd level, the exotic weapon master becomes proficient with all exotic weapons.

Improvised Throwing Weapons: At 3rd level, the exotic weapon master can use artisan's tools to fashion a usable throwing weapon from any object (rock, branch, melee weapon, or the like) that she can lift.

This process takes at least 1 hour, or more if conditions are poor.

The range increment for such an improvised weapon is 10 feet.

It deals 1d6 points of damage (×2 on a critical hit), and its threat range is 20.

The exotic weapon master is automatically proficient with her improvised throwing weapon; anyone else who wishes to use it must spend an Exotic Weapon Proficiency feat to avoid the –4 nonproficiency penalty.

Most objects do bludgeoning damage; sharp items do piercing damage instead.

Exotic Focus: At 4th level, the exotic weapon master gains a +1 bonus on her attack rolls when using any exotic weapon. This bonus does not stack with that provided by the Weapon Focus feat.

Improvised Melee Weapons: Also at 4th level, the exotic weapon master can use artisan's tools to fashion a usable melee weapon from any object (rock, branch, projectile weapon, or the like) that she can lift.

This process takes at least 1 hour, or more if conditions are poor.

Such an improvised melee weapon deals 1d6 points of damage (×2 on a critical hit), and its threat range is 20.

The exotic weapon master is automatically proficient with her improvised melee weapon; anyone else who wishes to use it must spend an Exotic Weapon Proficiency feat to avoid the –4 nonproficiency penalty.

Most objects do bludgeoning damage; sharp items do piercing damage instead.

Long items (such as ladders) have reach according to their length, and items with many protrusions (such as chairs) give the exotic weapon master a +2 bonus on disarm attempts.

Exotic Specialization: At 5th level, the exotic weapon master gains a +2 bonus on damage rolls when using any exotic weapon.

(For ranged weapons, this damage bonus applies only if the target is within 30 feet).

This modifier does not stack with that provided by the Weapon Specialization feat.

Greater Improvised Weapons: At 5th level, the exotic weapon master can make an improvised throwing or melee weapon that deals 2d6 points of damage.

This ability otherwise functions like the improvised throwing weapons or improvised melee weapons ability, depending on the kind of weapon desired.

TABLE 5–6: THE EXOTIC WEAPON MASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Partial exotic proficiency +2
2nd	+2	+3	+0	+0	Partial exotic weapon proficiency+3
3rd	+3	+3	+1	+1	Full exotic proficiency, improvised throwing weapons
4th	+4	+4	+1	+1	Exotic focus, improvised melee weapons
5th	+5	+4	+1	+1	Exotic specialization, greater improvised weapons

EYE OF GRUUMSH

Most people think they've seen the worst that orcs can breed when an orc barbarian comes raging over a hilltop—at least until they see a one-eyed orc barbarian come raging over a hilltop.

This creature may well be an eye of Gruumsh, an orc so devoted to his evil deity that he has disfigured himself in Gruumsh's name.

In an epic battle at the dawn of time, the elven deity Corellon Larethian stabbed out Gruumsh's left eye. Filled with rage and hatred, the orc deity called for followers loyal enough to serve in his image.

Those who heed this call are known as the eyes of Gruumsh.

They sacrifice their right eyes instead of their left ones so that their impaired vision balances that of their deity.

Thus, symbolically at least, they can see what he cannot.

These living martyrs to Gruumsh are some of the toughest orcs and half-orcs in the world.

The eye of Gruumsh is a true prestige class in the sense that all orcs respect those who achieve it.

If a candidate proves capable with the brutal orc double axe and has no moral code to stand in the way of his service, only the test remains—to put out his own right eye in a special ceremony.

This is a bloody and painful ritual, the details of which are best left undescribed.

If the candidate makes a sound during the process, he fails the test.

No consequences for failure exist, except that he can never become an eye of Gruumsh—and he's lost one eye.

Barbarians gain the most value from this prestige class, since it encourages raging as a fighting style.

Fighters, clerics, rangers, and even rogues also heed this calling.

orcs and half-orcs are the obvious candidates for the class, and some orc tribes whisper of barbarians from other races who have adopted this mantle.

Of course, these may just be legends meant to inspire young orcs to jealous rage.

Hit Die: d12.

REQUIREMENTS

To qualify as an eye of Gruumsh, a character must fulfill the following criteria.

Race: orc or half-orc.

(A character of another race who grows up among orcs may also adopt this prestige class if the DM permits).

Alignment: Chaotic evil, chaotic neutral, or neutral evil.

Base Attack Bonus: +6.

Feats: Exotic Weapon Proficiency (orc double axe), Weapon Focus (orc double axe).

Special: The character must be a worshiper of Gruumsh and must put out his own right eye in a special ritual.

None of the eye of Gruumsh's special abilities function if he regains sight in both eyes.

CLASS SKILLS

The eye of Gruumsh's class skills (and the key ability for each skill) are Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the eye of Gruumsh prestige class.

Weapon and Armor Proficiency: Eyes of Gruumsh are proficient with light and medium armor, shields, and all simple and martial weapons.

Blind-Fight: At 1st level, the eye of Gruumsh gains Blind-Fight as a bonus feat.

Follow Orders Blindly: At 1st level, the eye of Gruumsh may grant a +2 morale bonus on Will saves to any nongood orcs or half-orcs with HD lower than his character level within 30 feet of him.

Any recipient who willingly goes against the eye of Gruumsh's directions loses this bonus immediately.

Using this ability is a standard action, and the effect lasts for 1 hour per eye of Gruumsh level.

Rage: Also at 1st level, the eye of Gruumsh gains the ability to rage as a barbarian of a level equal to the total of his barbarian and eye of Gruumsh levels.

Thus, a Bbn14/eye of Gruumsh2 can use rage 5 times per day.

Ritual Scarring: Through frequent disfiguration of his own skin, the eye of Gruumsh gains a +1 natural armor bonus at 3rd level.

This bonus increases by +1 for every three eye of Gruumsh levels gained thereafter.

Swing Blindly (Ex): At 2nd level, the eye of Gruumsh gains an additional +2 bonus to his Strength score while raging. While this ability is in effect, the character provokes attacks of opportunity as though he were casting a spell whenever he takes any kind of attack action.

Blinking Spittle (Ex): The eye of Gruumsh can launch blinding spittle at any opponent within 20 feet. Using a ranged touch attack (at a –4 penalty), he spits his stomach acid into the target's eyes.

An opponent who fails a Reflex save (DC 10 + eye of Gruumsh level + eye of Gruumsh's Constitution bonus) is blinded until he or she can rinse away the spittle. This attack has no effect on creatures that don't have eyes or don't depend on vision.

Blinking spittle is usable once per hour at 4th level and twice per hour at 7th level.

Blindsight (Ex): At 5th level, the eye of Gruumsh gains blindsight in a 5-foot radius.

This ability is otherwise identical to the hearing-based version described in the introduction of the *Monster Manual*.

Its range increases to 10 feet at 8th level.

Sight of Gruumsh: At 10th level, the eye of Gruumsh sees the moment of his own death through his missing eye.

This foreknowledge gives him a +2 morale bonus on all saving throws from then on.

(Whether or not the vision is accurate is irrelevant—the character believes it to be true).

ORGANIZATION: THE EYES OF GRUUMSH

"The cycle of my father's people is a simple one.

You kill, you get better at killing, and you kill again.

Break the cycle, and you die."

—Krusk

Though orcs revere eyes of Gruumsh for their unique clarity of vision, the average eye of Gruumsh isn't particularly well qualified to think for an entire tribe—even though he often assumes leadership of a tribe early in his career.

Thus, he relies on a cleric of Gruumsh for wise counsel. To discourage any unhealthy confusion among their followers about who is in charge, both the eye of Gruumsh and the cleric encourage war against other races at every opportunity.

Since eyes of Gruumsh seek to avenge Corellon Larethian's insult to their deity, most are so obsessed with the destruction of elves that they attack any elven community on sight.

Inspired by their leaders' rage, other orcs often throw themselves heedlessly at elven hordes.

Multiple eyes of Gruumsh usually don't work well together because they commonly have competing ideas about which course of action serves their deity best.

Every few decades or so, however, several eyes of Gruumsh get the same idea in their heads—a crusade!

(After all, a holy crusade involving hundreds of tribes under the command of dozens of eyes of Gruumsh is just the thing to inspire the younger generation to the deity's service).

When this occurs, the eyes of Gruumsh meet and declare truces between competing tribes by closing their functional left eyes all at once—thus blinding them to their own bickering.

Then they go out and try to eradicate some other species.

TABLE 5–7: THE EYE OF GRUUMSH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Blind-Fight, follow orders blindly, rage
2nd	+2	+3	+0	+0	Swing blindly
3rd	+3	+3	+1	+1	Ritual scarring +1
4th	+4	+4	+1	+1	Blinking spittle 1/hour
5th	+5	+4	+1	+1	Blindsight, 5-foot radius
6th	+6	+5	+2	+2	Ritual scarring +2
7th	+7	+5	+2	+2	Blinking spittle 2/hour
8th	+8	+6	+2	+2	Blindsight, 10-foot radius
9th	+9	+6	+3	+3	Ritual scarring +3
10th	+10	+7	+3	+3	Sight of Gruumsh

FOE HUNTER

The foe hunter has but one purpose in life: to kill creatures of the type she hates.

She is willing to pay any price or risk any danger to prevail against this hated foe.

Her blade is anathema to such creatures, and her body is more often than not proof against their attacks.

Though her hatred of this enemy is boundless and unending, it is not unthinking or rash.

She lives to put an end to her hated foe, but she does not throw away her own life needlessly.

The foe hunter's path is open to any creature, good or evil.

Some hunt humans or even celestials; others hunt the foulest spawn of the underworld.

NPC foe hunters can be fierce allies against formidable enemies or implacable opponents dedicated to killing those the heroes love.

A character can choose this prestige class more than once but must select a different hated enemy and start again at 1st level each time.

Levels of different foe hunter classes do not stack when determining level-based class features.

Hit Die: d10.

REQUIREMENTS

To become a foe hunter, a character must fulfill the following criteria.

Base Attack Bonus: +7.

Feats: Track, Weapon Focus (any).

Language: The language (if any) of the intended hated enemy.

Special: The character must have a favored enemy.

CLASS SKILLS

The foe hunter's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the foe hunter prestige class.

Weapon and Armor Proficiency: Foe hunters gain no weapon or armor proficiencies.

Hated Enemy: At 1st level, the foe hunter chooses one creature type that she has already selected as a favored enemy to be the target of her hatred.

This choice determines what kind of foe hunter she becomes—orc hunter, giant hunter, or the like.

The choice of hated enemy is irreversible.

Rancor (Su): The foe hunter can deliver a powerful blow to her hated enemy.

Once per round, on her action, she can designate one of her attacks against a hated enemy as a rancor attack before the attack roll is made.

A successful rancor attack by a 1st-level foe hunter deals +1d6 points of extra damage.

This amount increases by +1d6 points for every two additional foe hunter levels the attacker acquires.

Should the foe hunter score a critical hit with a rancor attack, this extra damage is not multiplied.

The extra damage from a rancor attack applies even if that hated enemy is immune to critical hits.

With a sap or an unarmed strike, the foe hunter can deal subdual damage instead of normal damage with a rancor attack.

She cannot, however, do subdual damage with a weapon that deals normal damage in a rancor attack, even when taking the usual –4 penalty.

Hated Enemy Damage Reduction (Ex): At 2nd level, the foe hunter can shrug off 3 points of damage from each successful attack by her hated enemy.

This damage reduction increases by 2 points for every two additional foe hunter levels she has.

Damage reduction can reduce damage to 0, but not below that.

Hated enemy damage reduction does not stack with any other damage reduction the character has.

Hated Enemy Spell Resistance (Ex): Beginning at 4th level, the foe hunter can avoid the effects of spells and spell-like abilities that would directly affect her, as long as they originate from her hated enemy.

Against such effects, the foe hunter has spell resistance equal to 15 + her foe hunter class level.

This stacks with any other applicable spell resistance the character may have.

Death Attack (Ex): At 10th level, the foe hunter can make a death attack against a hated enemy that is denied its Dexterity bonus to AC (whether or not it actually has one). This ability functions like the assassin's death attack (see Assassin in Chapter 2 of the *DUNGEON MASTER'S Guide*), except that the foe hunter need only make a melee attack that successfully does damage, not a sneak attack.

TABLE 5–8: THE FOE HUNTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Hated enemy, rancor +1d6
2nd	+1	+3	+3	+0	Hated enemy damage reduction 3/–
3rd	+2	+3	+3	+1	Rancor +2d6
4th	+3	+4	+4	+1	Hated enemy damage reduction 5/–, hated enemy spell resistance
5th	+3	+4	+4	+1	Rancor +3d6
6th	+4	+5	+5	+2	Hated enemy damage reduction 7/–
7th	+5	+5	+5	+2	Rancor +4d6
8th	+6	+6	+6	+2	Hated enemy damage reduction 9/–
9th	+6	+6	+6	+3	Rancor +5d6
10th	+7	+7	+7	+3	Death attack, hated enemy damage reduction 11/–

FORSAKER

Magic is evil.

Magic tempts.

Magic perverts.

Magic corrupts.

Anyone who cannot embrace these truths has no business considering the path of the forsaker.

The forsaker rebels against the magic of the fantastic world around him.

It's not that he doesn't believe in it; he knows full well that magic is real.

He has felt its all too tangible power burn over his skin or wrest control of his mind from him.

While others may ignore the dangers of magic and succumb to its siren call of power, the forsaker knows better.

To him, sorcery is nothing but a crutch that coddles and weakens its users.

By depending upon his own resources alone, the forsaker becomes stronger, tougher, smarter, and more nimble than any of his companions.

To that end, he treads a lonely path, deliberately depriving himself of magic's benefits and destroying any magic items he finds.

Forsakers can take up any standard or philosophy, though they tend more toward chaos than law.

Evil forsakers hunt down and kill the most powerful users of magic that they can find, as if to demonstrate the ultimate weakness of the wizard and the sorcerer.

Good forsakers commit themselves to expunging evil sorcery from their world, but they too see themselves as examples of how mundane strength can conquer foul enchantments.

Though forsakers do their best to resist all spells—even beneficial ones—cast upon them, some eventually learn to tolerate their companions' magic.

A few claim that they are leading by example; others rationalize that only by consorting with lesser villains can they defeat greater ones.

Whatever justification they use, the alliance between forsaker and spellcaster, no matter how temporary or how necessary, is seldom a peaceful one.

Few characters other than dwarven fighters and human or half-orc barbarians can appreciate the lifestyle of the forsaker.

Elves, half-elves, and gnomes are surrounded by the benefits of magic from birth, so they are unlikely to choose this path.

Dwarves, on the other hand, are naturally suspicious of sorcery, and many rural humans are just as distrustful. Certainly, no spellcaster should consider this career choice, since it means the virtual end of advantages gained from a former class.

Even paladins and rangers must think hard before leaving behind their spells and spell-like abilities.

Fighters and rogues occasionally take up this prestige class, but most forsakers are barbarians.

Some say that only such a primitive, focused mind could ever manage to forsake magic for good.

Hit Die: d12.

REQUIREMENTS

To qualify as a forsaker, a character must fulfill the following criteria.

Feats: Great Fortitude, Iron Will, Lightning Reflexes.

Special: The character must once have been the victim of a magical attack that seriously wounded him or threatened his life.

He must also sell or give away all his magic items (including magic weapons, armor, and potions) and renounce the use of any spellcasting and spell-like abilities he previously used.

CLASS SKILLS

The forsaker's class skills (and the key ability for each skill) are Climb (Str), Craft (any) (Int), Handle Animal (Wis), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Sense Motive (Wis), Swim (Str), Tumble (Dex), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the forsaker prestige class.

Weapon and Armor Proficiency: Forsakers gain no weapon or armor proficiencies.

Ability Bonus (Ex): Beginning at 1st level, the character gains a +1 inherent bonus to any desired ability score for each forsaker level.

Fast Healing (Ex): Forsakers regain hit points at an exceptionally fast rate.

At 1st level, the character regains 1 hit point per round, to a maximum of 10 hit points per day.

The number of hit points regained per round increases by +1 for every four forsaker levels, and the maximum

restorable per day increases by 10 for every two forsaker levels.

Except as noted above, this ability works like the fast healing ability described in the introduction of the *Monster Manual*.

Forsake Magic: In addition to avoiding all use of spellcasting, spell-like abilities, and magic items, the forsaker must also refuse any benefits from others' magic—including magical healing.

Thus, he must attempt a saving throw against any spell that allows one.

For most beneficial spells, such *displacement* or *neutralize poison*, a successful save negates the spell's effects; for a cure spell, it halves the benefit.

Any forsaker who unwittingly uses a magic item or casts a spell (while under the influence of a charm person or dominate person spell, for example) loses all the special abilities of the prestige class for one week.

Spell Resistance (Ex): At 1st level, the forsaker gains spell resistance 11.

This value increases by +1 with each forsaker level gained and stacks with any other applicable spell resistance he has.

Damage Reduction (Ex): At 2nd level, the forsaker gains damage reduction 3/+1.

This damage resistance rises by 2/+1 for every two forsaker levels he gains thereafter.

This ability remains in effect only as long as the forsaker destroys the required value of magic items every 24 hours (see Magic Destruction, below).

This does not stack with any other damage reduction he already has.

Magic Destruction: The forsaker gains access to his damage reduction ability (see above) through the destruction of magic items, if he goes more than 24 hours without destroying magic items whose market prices total at least 100 gp per point of damage reduction, he loses that ability until he does so.

Tough Defense (Ex): At 3rd level, a forsaker gains a natural armor bonus equal to his Constitution bonus (if any).

Natural Weapons (Ex): Beginning at 3rd level, the forsaker can fight as though he and his weapon were one.

Any weapon he uses functions as if it were a natural weapon for overcoming damage reduction (see Damage Reduction in the introduction of the *Monster Manual*).

That is, if the forsaker has damage reduction 3/+1, any weapon he uses functions as if it were a +1 weapon for overcoming a foe's damage reduction.

Slippery Mind (Ex): At 6th level, the forsaker can wriggle free from magical effects that would otherwise control or compel him.

If he fails his saving throw against an enchantment effect, he can attempt his saving throw again 1 round later.

He gets only one extra chance to succeed at his saving throw.

EX-FORSAKERS

Forsakers can multiclass normally, as long as they continue to abide by the strictures of the prestige class.

Any forsaker who willingly violates those strictures by using magic items or casting spells loses all special abilities of the prestige class and can progress no further as a forsaker.

If he thereafter remains pure (uses no magic) for a period of a year and a day, his abilities are reinstated at their previous levels and he may once again progress in the prestige class.

TABLE 5-9: THE FORSAKER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Ability bonus +1, fast healing 1 (10), forsake magic, SR 11
2nd	+2	+3	+0	+3	Ability bonus +1, damage reduction 3/+1, magic destruction, SR 12
3rd	+3	+3	+1	+3	Ability bonus +1, fast healing 1 (20), natural weapons, SR 13, tough defense
4th	+4	+4	+1	+4	Ability bonus +1, damage reduction 5/+2, SR 14
5th	+5	+4	+1	+4	Ability bonus +1, fast healing 2 (30), SR 5
6th	+6	+5	+2	+5	Ability bonus +1, damage reduction 7/+3, slippery mind, SR 16
7th	+7	+5	+2	+5	Ability bonus +1, fast healing 2 (40), SR 7
8th	+8	+6	+2	+6	Ability bonus +1, damage reduction 9/+4, SR 18
9th	+9	+6	+3	+6	Ability bonus +1, fast healing 3 (50), SR 19
10th	+10	+7	+3	+7	Ability bonus +1, damage reduction 11/+5, SR 20

FRENZIED BERSERKER

The random madness of the thunderstorm and the unpredictability of the slaadi come together in the soul of the frenzied berserker.

Unlike most other characters, she does not fight to achieve some heroic goal or defeat a loathsome villain.

Those are mere excuses—it is the thrill of combat that draws her.

For the frenzied barbarian, the insanity of battle is much like an addictive drug—she must constantly seek out more conflict to feed her craving for battle.

Along the wild borderlands and in the evil kingdoms of the world, frenzied berserkers often lead warbands that include a variety of character types—and even other frenzied berserkers.

Some such groups turn to banditry and brigandage; others serve as specialized mercenaries.

Whatever their origin, such warbands naturally gravitate toward situations of instability and conflict, because wars and civil strife are their bread and butter.

Indeed, the coming of a frenzied berserker is the most obvious herald of troubled times.

The frenzied berserker's path is unsuited for most adventurers—a fact for which the peace-lovers of the world can be thankful.

Because of their traditional love for battle, orc and half-orc barbarians are the ones who most frequently adopt this prestige class, though human and dwarven barbarians also find it appealing.

It might seem that elves would be good candidates because of their chaotic nature, but the elven aesthetic and love of grace are at odds with the frenzied berserker's devaluation of the self.

Spellcasting characters and monks almost never become frenzied berserkers.

Hit Die: d12.

REQUIREMENTS

To become a frenzied berserker, a character must fulfill the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +6.

Feats: Cleave, Destructive Rage, Intimidating Rage, Power Attack.

CLASS SKILLS

The frenzied berserker's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the frenzied berserker prestige class.

Weapon and Armor Proficiency: Frenzied berserkers gain no weapon or armor proficiencies.

Frenzy (Ex): Beginning at 1st level, the frenzied berserker can enter a frenzy during combat.

While frenzied, she gains a +6 bonus to Strength and a single extra attack each round at her highest bonus. (This latter effect is not cumulative with haste).

However, she also suffers a –4 penalty to AC and takes 2 points of subdual damage per round.

A frenzy lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier.

To end the frenzy before its duration expires, the character may attempt a Will save (DC 20) once per round as a free action.

Success ends the frenzy immediately; failure means it continues.

The effects of frenzy stack with those from rage.

At 1st level, the character can enter a frenzy once per day.

Thereafter, she gains one additional use per day of this ability for every two frenzied berserker levels she acquires. The character can enter a frenzy as a free action.

Even though this takes no time, she can do it only during her action, not in response to another's action.

In addition, if she suffers damage from an attack, spell, trap, or any other source, she automatically enters a frenzy at the start of her next action, as long as she still has at least one daily usage of the ability left.

To avoid entering a frenzy in response to damage, the character must make a successful Will save (DC 10 + points of damage suffered since her last action) at the start of her next action.

While frenzied, the character cannot use skills or abilities that require patience or concentration (such as Move

Silently), nor can she cast spells, drink potions, activate magic items, or read scrolls. She can use any feat she has except Expertise, item creation feats, metamagic feats, and Skill Focus in a skill that requires patience or concentration. She can, however, use her special ability to inspire frenzy (see below) normally. During a frenzy, the frenzied berserker must attack those she perceives as foes to the best of her ability. Should she run out of enemies before her frenzy expires, her rampage continues. She must then attack the nearest creature (determine randomly if several potential toes are equidistant) and fight that opponent without regard to friendship, innocence, or health (the target's or her own). When a frenzy ends, the frenzied berserker is fatigued (–2 penalty to Strength and Dexterity, unable to charge or run) for the duration of the encounter, or until she enters another frenzy, whichever comes first. At 10th level, she is no longer fatigued after a frenzy, though she still suffers the subdual damage for each round it lasts. Starting at 8th level, the character's frenzy bonus to Strength becomes +10 instead of +6. Remain Conscious: The frenzied berserker gains Remain Conscious as a bonus feat. Supreme Cleave: At 2nd level, the frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. She is still limited to one such adjustment per round, so she cannot use this ability during a round in which she has already taken a 5-foot step. Deathless Frenzy (Ex): At 4th level, the frenzied berserker can scorn death and unconsciousness while in a frenzy.

TABLE 5–10: THE FRENZIED BERSERKER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Frenzy 1 /day, Remain Conscious
2nd	+2	+3	+0	+0	Supreme cleave
3rd	+3	+3	+1	+1	Frenzy 2/day
4th	+4	+4	+1	+1	Deathless frenzy
5th	+5	+4	+1	+1	Frenzy 3/day, improved power attack
6th	+6	+5	+2	+2	Inspire frenzy 1/day
7th	+7	+5	+2	+2	Frenzy 4/day
8th	+8	+6	+2	+2	Greater frenzy, inspire frenzy 2/day
9th	+9	+6	+3	+3	Frenzy 5/day
10th	+10	+7	+3	+3	Inspire frenzy 3/day, no longer winded after frenzy, supreme power attack

GEOMANCER

The cleric reaches out to a higher power. The wizard trusts only in eldritch tomes. The druid looks to nature for her spells. To the geomancer, however, all magic is the same. Geomancy is the art of channeling magical energy from many sources through the land itself. A geomancer may research like a wizard, pray like a cleric, or sing like a bard, but he casts spells as only a geomancer can.

Should her hit points to fall to 0 or below because of hit point loss, she continues to fight normally until her frenzy ends.

At that point, the effects of her wounds apply normally. This ability does not prevent death from spell effects such as *slay living* or *disintegrate*.

Improved Power Attack: Beginning at 5th level, the frenzied berserker gains a +3 bonus on her melee damage rolls for every –2 penalty she takes on her melee attack rolls when using the Power Attack feat.

Inspire Frenzy (Su): Beginning at 6th level, the frenzied berserker can inspire frenzy in her allies while she herself is frenzied.

When she uses this ability, all allies within 10 feet of her gain the benefits and the disadvantages of frenzy as it they had that ability themselves.

Those who do not wish to be affected can make a Will save (DC 10 + frenzied berserker level + frenzied berserker's Charisma modifier) to resist the effect.

The frenzy of affected allies lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier, regardless of whether they remain within 10 feet of her. The frenzied berserker gains one additional use of this ability per day for every two additional frenzied berserker levels she acquires, though the ability is still usable only once per encounter.

Supreme Power Attack: At 10th level, the frenzied berserker gains a +2 bonus on her melee damage rolls for every –1 penalty she takes on her melee attack rolls when using the Power Attack feat.

This effect does not Stack with that of Improved Power Attack.

In the area he calls home (be it high on a mountain, deep in 3 Forest, or even beneath an ocean) he weaves ley lines—powerful connections to the land itself.

The spells he casts through these connections with the earth are reflections of his own strength of will.

As the geomancer progresses, however, the effort of gathering magic through the earth takes a physical toll on him.

making him more and more like the land and its creatures. Only characters with more than one spellcasting class can become geomancers.

The most popular combinations are druid sorcerer and druid wizard.

Clerics with arcane spellcasting ability can also qualify, those with access to the Plant or Animal domain are the most likely to consider this path.

A bard or a ranger who picks up a second, more focused spellcasting class can also adopt this lifestyle.

Hit Die: d6.

REQUIREMENTS

To qualify as a geomancer, a character must fulfill the following criteria.

Skills: Knowledge (arcana) 6 ranks, Knowledge (nature) 6 ranks.

Spells: Ability to cast 2nd-level arcane spells and 2nd-level divine spells.

CLASS SKILLS

The geomancer's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana), Knowledge (nature), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the geomancer prestige class.

Weapon and Armor Proficiency: Geomancers gain no weapon or armor proficiencies.

Spells per Day/Spells Known: At each geomancer level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like).

Since the character had more than one spellcasting class before becoming a geomancer, the player must decide to which class to add each geomancer level for determining spells per day and spells known.

Spell Versatility: At 1st level, the geomancer learns to blend divine and arcane magic.

He still acquires and prepares his spells in the normal manner for his individual spellcasting classes.

When he casts them, however, he can mix or match spellcasting parameters from any of his classes to gain the maximum possible advantage for any spell with a spell level equal to or less than his spell versatility score.

Thus, as a 4th-level geomancer, he can cast any of his 3rd-level or lower sorcerer/wizard spells with no chance of arcane spell failure from armor.

(The druidic prohibition against metal armor still applies to druid/geomancers, however, since this stricture stems from a spiritual oath rather than a practical limitation).

The geomancer may use his Wisdom bonus to set the save DC for arcane spells, or his Charisma or Intelligence bonus (whichever he would normally use for arcane spells; to set the save DC for divine spells).

If a spell requires either an arcane material component or a divine focus, he may use either.

A cleric/geomancer who also has levels of wizard, sorcerer, or bard can spontaneously convert any prepared arcane or divine spell (except a domain spell) of an appropriate level into a *cure* or *inflict* spell of equal or lower level, though he must be capable of casting the latter as a cleric.

Drift: The character slowly becomes closer to nature.

At each geomancer level, choose a drift from the appropriate stage (see Drift, below).

Ley Lines: At 2nd level, the geomancer learns to create magical connections with a specific type of terrain.

Choose one of the following terrain types: aquatic, desert, Forest, hills, marsh, mountains, or plains.

In that terrain, the geomancer's effective caster level for all spells increases by +1.

At 6th level and again at 10th level, the character may either choose a new terrain in which to receive the benefit (at +1), or increase his effective caster level in a previously chosen terrain by an additional +1.

DRIFT

Drift is a gradual devolution into some other natural form. Those who experience this phenomenon gain attributes of animals and plants as time goes by.

Geomancers experience drift at every level.

As a variant rule, high-level druids who spend all their lives away from civilization may also experience drift at the Dungeon Master's discretion—perhaps once every ten years.

Drift is divided into stages.

You must choose one drift from stage 1 the first time you experience the phenomenon.

Your second drift must also be from stage 1.

Thereafter, you may choose from a higher stage only after you have acquired at least two drifts from the previous stage.

For example, a stage 4 drift may be chosen only after you have at least two stage 1 drifts, two stage 2 drifts, and two stage 3 drifts.

You may, however, choose drifts from stages below your maximum whenever you wish.

For example, you if you have two stage 1 drifts, you may choose a third stage 1 rather than a stage 2, if desired.

Stage 1 drifts have no game effect.

Each drift of stage 2 and beyond grants a permanent extraordinary ability.

Natural attacks allow for Strength bonuses on damage rolls, except in the case of poison and acid.

STAGE 1

1. Leopard spots appear on your body.
2. You grow a cat's tail.
3. You sprout feathers (but not wings).
4. Your eyebrows become green and bushy.
5. Your hair becomes a tangle of short vines.
6. Light, downy fur covers your skin.
7. Your skin turns green and scaly.
8. Your touch causes flowers to wilt.
9. Your voice sounds like a dog's, though it is still intelligible.
10. Zebra stripes appear on your body.

STAGE 2

1. A small camel's hump grows on your back. (You can go without water for up to five days).
2. You grow a coat of white fur like a polar bear's. (You gain a +8 bonus on Hide checks in snowy areas).
3. The pads of your feet become sticky, like those of a lizard. (You gain a +4 bonus on Climb checks).
4. You become as swift as an elk. (Your land speed increases by +5 feet).
5. You become as comely as a dryad. (You gain a +4 bonus on Diplomacy checks).
6. You become as graceful as a cat.

(You gain a +4 bonus on Balance checks).

7. You sprout leaves and become photosynthetic.

(You can subsist on 1 hour/day of sunlight in lieu of food, though you still require the same amount of water as before).

8. Your blood flows as slowly as tree sap.

The speed at which progressive damage, such as that from *wounding* or *decomposition* (see Chapter 6), affects you is halved.

9. Your eyes become as sharp as a rat's.

(You gain low-light vision).

10. Your skin adapts like that of an octopus.

(You can change color to blend with your surroundings, gaining a +4 bonus on Hide checks).

STAGE 3

1. Deer antlers grow from your forehead.

(You gain a gore attack for 1d6 points of damage).

2. Thorns grow on your body.

(Your unarmed attacks do piercing damage, and those striking you with natural weapons suffer 1d3 points of piercing damage per successful hit).

3. You can constrict like a snake.

(You deal 1d3 points of damage with a successful grapple check against a creature of your size category or smaller).

4. You can spin a web like a spider.

(You can use your web to snare prey as described in the monstrous spider entry in the *Monster Manual*, but you cannot attack with it).

5. You sprout fish gills.

(You can breathe both water and air).

6. Your eyes become as sharp as an eagle's.

(You gain a +4 bonus on Spot checks in daylight).

7. Your eyes become as sharp as an owl's.

(You gain a +4 bonus on Spot checks in dusk and darkness).

8. Your fingers grow hawklike talons.

(You gain Weapon Finesse [claw] and can make two claw attacks per round for 1d3 points of damage each).

9. Your mouth extends like a crocodile's.

(You gain a bite attack for 1d6 points of damage).

10. Your toes grow lionlike claws.

(You can make two rake attacks for 1d4 points of damage each if you gain a hold on your target).

STAGE 4

1. You grow an acid stinger like that of a giant ant.

(You can sting for 1d4 points of piercing damage + 1d4 points of acid damage).

2. You can trip like a wolf.

(If you hit with a natural attack, you can attempt to trip your target as a free action; see the wolf entry in the *Monster Manual*).

3. You can rage like a wolverine.

(If you take damage, you rage as a 1st-level barbarian—see Barbarian in the *Player's Handbook*—or gain +1 effective level of any class you have that grants rage as a class feature, but only for determining the benefits of rage).

4. You gain a boar's ferocity.

(You continue to fight without penalty even while disabled or dying).

5. You can grab like a bear.

(You gain the improved grab ability as described in the introduction of the *Monster Manual*).

6. You can pounce like a leopard.

(If you leap on a foe in the first round of combat, you can make a full attack action even if you have already taken a move action).

7. Your hands become as strong as a gorilla's.

(You gain a +2 bonus on Strength checks to break objects).

8. Your jaw becomes as powerful as a weasel's.

(You can attach to an opponent with a successful bite and inflict 1d3 points of damage per round until unattached. However, you lose your Dexterity bonus to AC while attached).

9. You can fire an ink cloud as does a squid.

(In water, you can emit a cloud of jet-black ink 10 feet on a side once per minute as a free action; this provides total concealment and those within the cloud suffer the effects of total darkness).

10. Your nose becomes as sensitive as a hound's.

(You gain the Scent feat; see Chapter 2).

STAGE 5

1. You grow a unicorn horn.

(You gain a +4 bonus on Fortitude saves against poison and a gore attack for 1d8 points of damage).

2. Feathered or batlike wings grow from your back.

(You gain a fly speed of 60 feet).

3. You can curl into a spiny ball like a hedgehog.

(When curled, you gain a +4 natural armor bonus to AC, but you may not move or attack. Curling or uncurling is a standard action).

4. You are as graceful as a pixie.

(You gain a +2 bonus on Reflex saves).

5. You gain the tremorsense of an earthworm.

(You can sense anything in contact with the ground within 30 feet of you).

6. Your canine teeth exude poison.

(If you hit with a bite attack, your target must make a Fortitude save (DC 10 + 1/2 your character level + your Constitution modifier) against poison.

Initial damage is 1d2 points of temporary Dexterity damage; secondary damage is 1d4 points of temporary Dexterity damage).

7. Your senses become as sharp as a bat's.

(You gain the Blindsight feat; see Chapter 2).

8. Your feet extend to elephantine width.

(You gain the trample ability as described in the introduction of the *Monster Manual*).

Your trample attack does 2d4 points of bludgeoning damage, and the Reflex save DC is 10 + 1/2 your character level + your Strength modifier).

9. You can move like a cheetah.

(Once per hour, you can take a charge action to move ten times your normal speed).

10. Your skin becomes tree bark.

(You gain a +1 natural armor bonus to AC).

TABLE 5-11: THE GEOMANCER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Drift 1, spell versatility 0	+1 level of existing class
2nd	+1	+3	+0	+3	Drift 1, ley lines +1, spell versatility 1	+1 level of existing class
3rd	+2	+3	+1	+3	Drift 2, spell versatility 2	+1 level of existing class
4th	+3	+4	+1	+4	Drift 2, spell versatility 3	+1 level of existing class
5th	+3	+4	+1	+4	Drift 3, spell versatility 4	+1 level of existing class
6th	+4	+5	+2	+5	Drift 3, ley lines +2, spell versatility 5	+1 level of existing class
7th	+5	+5	+2	+5	Drift 4, spell versatility 6	+1 level of existing class
8th	+6	+6	+2	+6	Drift 4, spell versatility 7	+1 level of existing class
9th	+6	+6	+3	+6	Drift 5, spell versatility 8	+1 level of existing class
10th	+7	+7	+3	+7	Drift 5, ley lines +3, spell versatility 9	+1 level of existing class

HEXER

"Do not meet the gaze of the shaman with the evil eye", warn townsfolk who have crossed paths with a hexer. Unfortunately, the typical intrepid adventurer rarely hears such advice in time.

The hexer profits by this ignorance, surprising his victims with the power of his gaze.

Many hexers inflict curses that follow their victims like a plague.

The more powerful practitioners can engender fear, cause magical slumber, or enthrall their victims as slaves with a mere glance.

Hexers are unknown among civilized peoples; they are found only among tribes of goblins, ogres, and orcs.

Prior to pursuing the path of the hexer, most of them were adepts who served as witch doctors for their tribes.

Hexers often assume leadership of their tribes as well—who would dare to gainsay them, after all?

Most hexers are villainous, evil cretins lacking any code of morality, and the vast majority of them hate humans, elves, dwarves, and other civilized races.

Neutral hexers are no less dangerous, especially when something threatens the welfare of their tribes.

Hit Die: d6.

REQUIREMENTS

To become a hexer, a character must fulfill the following criteria.

Race/Type: Monstrous humanoid, giant, goblinoid, or other primitive humanoid, such as orc or gnoll.

Alignment: Any nongood.

Skills: Knowledge (arcana) 10 ranks, Spellcraft 8 ranks, Wilderness Lore 10 ranks.

Spellcasting: Able to cast lightning bolt as a divine spell.

CLASS SKILLS

The hexer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (any) (Int), Handle Animal (Cha), Heal (Wis), Knowledge (any) (Int), Profession (any) (Wis), Scry (Int, exclusive skill) Spellcraft (Int), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the hexer prestige class.

Weapon and Armor Proficiency: Hexers gain no weapon or armor proficiencies.

Spells per Day/Spells Known: At each hexer level, the character gains new spells per day (and spells known, if

applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like), if the character had more than one spellcasting class before becoming a hexer, the player must decide to which class to add each hexer level for determining spells per day and spells known.

Hex (Sp): At 1st level, the hexer gains a gaze attack.

He can use this ability once per day at 1st level and twice per day at 2nd level.

Thereafter, he gains one additional use per day of this ability for every two hexer levels he acquires.

Activating this power is a standard action, and it lasts for a number of rounds equal to the character's hexer level.

Each round, the hexer's gaze attack automatically works against one creature within 30 feet that is looking at (attacking or interacting with) him.

Targets who avert their eyes have a 50% chance of avoiding the gaze, but the hexer gains one-half concealment (20% miss chance) relative to those who successfully avoid the gaze.

Targets can also close their eyes or turn away entirely; doing so prevents the *hex* from affecting them but grants the gazer total concealment (50% miss chance) relative to them.

An affected target must make a Will save (DC 10 + hexer level + hexer's Wisdom modifier) or suffer a –4

enhancement penalty on attack rolls, saving throws, ability checks, and skill checks.

These effects are permanent until removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. This is an enchantment effect and cannot be dispelled.

A *hex* does not affect undead creatures or extend beyond the plane that the hexer occupies.

The hexer is subject to the effects of his own reflected gaze and is allowed a saving throw against them.

Bonus Spell: At 2nd level, the hexer adds a new spell of his choice to his spell list.

This spell must come from the wizard/sorcerer spell list and must be of a spell level that the hexer can cast.

He can prepare this new spell at the same spell level as it appeared on the wizard/sorcerer list.

He gains one additional bonus spell for every two hexer levels he has.

Sicken Hex (Sp): At 3rd level, the hexer can use his gaze attack to inflict a debilitating illness.

This ability functions like the *hex* ability (above), except that the target must make a Fortitude save instead of a Will save to resist, and the effect is as described below.

A *sicken hex* requires one daily use of the character's *hex* ability.

A target who fails the save is overcome with pain and fever, which causes him or her to move at one-half normal speed, lose any Dexterity bonus to Armor Class, and suffer a –2 circumstance penalty on attack rolls.

These effects are permanent until removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

A *sicken hex* is a necromancy effect that cannot be dispelled.

Fear Hex (Sp): At 5th level, the hexer can use his gaze attack to engender fear.

This ability functions like the *hex* ability (above), except that target is affected as if by a *fear* spell.

A *fear hex* is a mind-influencing, compulsion, enchantment effect, and it requires one daily use of the character's *hex* ability.

Sleep Hex (Sp): At 7th level, the hexer can use his gaze to generate a sleep effect.

This ability functions like the *hex* ability (above), except that duration is 10 minutes × the character's hexer level and the target is affected as if by a *sleep* spell.

A *sleep hex* is a mind-influencing, compulsion, enchantment effect, and it requires one daily use of the character's *hex* ability.

Charm Hex (Sp): At 9th level, the hexer can use his gaze attack to generate a *charm monster* effect.

This ability functions like the *hex* ability (above), except that duration is 1 day per hexer level and the target is affected as if by a *charm monster* spell.

(Should the hexer fall victim to his own reflected gaze attack, he is affected as if by a *hold monster* spell).

A *charm hex* is a mind-influencing, charm, enchantment effect, and it requires one daily use of the character's *hex* ability.

TABLE 5–12: THE HEXER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+1	+0	+0	+2	<i>Hex</i> 1/day	+1 level of existing class
2nd	+2	+0	+0	+3	Bonus spell, <i>hex</i> 2/day	+1 level of existing class
3rd	+3	+1	+1	+3	<i>Sicken hex</i>	+1 level of existing class
4th	+4	+1	+1	+4	Bonus spell, <i>hex</i> 3/day	+1 level of existing class
5th	+5	+1	+1	+4	<i>Fear hex</i>	+1 level of existing class
6th	+6	+2	+2	+5	Bonus spell, <i>hex</i> 4/day	+1 level of existing class
7th	+7	+2	+2	+5	<i>Sleep hex</i>	+1 level of existing class
8th	+8	+2	+2	+6	Bonus spell, <i>hex</i> 5/day	+1 level of existing class
9th	+9	+3	+3	+6	<i>Charm hex</i>	+1 level of existing class
10th	+10	+3	+3	+7	Bonus spell, <i>hex</i> 6/day	+1 level of existing class

KING/QUEEN OF THE WILD

Few are brave enough to climb the highest mountains and tread the deepest deserts.

But where nature's fury is at its height, there you'll find the kings and queens of the wild, undaunted by the challenges before them—that is, if you're strong enough to look for them there.

When choosing this prestige class, you must specify one of the following eight terrain types: desert, forest, hills, marsh, mountain, plains, sea, skies, or underground. Other terrain types are not harsh enough to engender this kind of survivalism.

Anyone with a tie to nature and sufficient hardiness can become a king or queen of the wild.

Rangers, barbarians, and druids tend to be the most comfortable with this lifestyle.

However, many adventurers have clashed with snow wizards and desert sorcerers who have augmented their powers by adopting this prestige class.

A character can choose this prestige class more than once but must select a different terrain type and start again at 1st level each time.

Levels of different king/queen of the wild classes do not stack for determining level-based class features.

Hit Die: d12.

REQUIREMENTS

To become a king or queen of the wild, a character must fulfill the following criteria.

Base Fortitude Save Bonus: +4.

Skills: Hide 4 ranks, Intuit Direction 4 ranks, Wilderness Lore 8 ranks, terrain-dependent prerequisite skill (see below) 4 ranks.

Feats: Endurance, Track.

Special: The character must choose a terrain type (see below) and live in or near such an area.

CLASS SKILLS

The king/queen of the wild's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (any) (Int), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the king/queen of the wild prestige class.

Weapon and Armor Proficiency: Kings and queens of the wild gain proficiency with simple weapons and light armor.

Terrain Skill Bonuses: At 1st level, a king or queen of the wild gains a +2 insight bonus on both Wilderness Lore checks and checks made with his or her terrain-dependent prerequisite skill while in the chosen terrain.

Endure Elements (Ex): The king or queen of the wild can ignore some damage from the element associated with the

chosen terrain type (see Terrain-Dependent Features, below) as though under a permanent *endure elements* effect. At 2nd level, the character ignores the first 5 points of damage from that element.

(The terrain elements correspond to the five energy types: acid, cold, electricity, fire, and sonic).

This amount increases by an additional +5 at 5th, 8th, and 10th level.

Terrain Movement (Ex): At 2nd level, if the chosen terrain is land-based, the king or queen of the wild can move overland through it as if it were plains.

A king of the sea or a queen of the marsh swims along the surface of water at one-half his or her land speed.

Attack Native Creatures (Ex): The king or queen of the wild gains a competence bonus on attack rolls against any creature that has the character's chosen terrain listed in the Climate/Terrain section of its statistics.

(In the case of a king or queen of the skies, this means any naturally flying creature who lives outdoors).

A creature with a listing of "Any land" does not trigger these bonuses.

This bonus is +1 at 3rd level, and it increases by +1 for every two king/queen of the wild levels the character gains thereafter.

Terrain Camouflage (Ex): At 3rd level, kings and queens of the wild may use the raw materials of their chosen terrains to conceal their presence from others.

This full-round action grants a character a +10 competence bonus on Hide checks in the chosen terrain.

Bonus Feat: At 4th and 8th level, a king or queen of the wild may choose a bonus feat from the list for his or her terrain type (see below).

This is in addition to the feats that a character of any class normally gets every three levels.

The character must still meet any prerequisites for these bonus feats.

Detect Animals and Plants (Sp): At 6th level, the character can use *detect animals* or *plants* within the chosen terrain as a druid of his or her king/queen of the wild level.

This ability is usable three times a day.

Adaptation (Su): At 7th level, the character can function as if wearing a *necklace of adaptation* for a total of up to 30 minutes per day.

Freedom of Movement (Su): At 10th level, the king/queen of the wild can function as if under the influence of a *freedom of movement* spell for up to 30 minutes.

This ability is usable once per day.

TERRAIN-DEPENDENT FEATURES

Each of the nine prestige classes derived from king/queen of the wild has different features depending on the terrain type chosen.

KING/QUEEN OF THE DESERT

Terrain Type: Desert.

Prerequisite Skill: Spot.

Terrain Element: Fire.

Bonus Feats: Great Fortitude, Mounted Combat, Run, Skill Focus (Spot), Toughness.

KING/QUEEN OF THE FOREST

Terrain Type: Forest.

Prerequisite Skill: Climb.

Terrain Element: Fire.

Bonus Feats: Alertness, Brachiation, Point Blank Shot, Run, Skill Focus (Climb).

KING/QUEEN OF THE HILLS

Terrain Type: Hills.

Prerequisite Skill: Climb.

Terrain Element: Cold.

Bonus Feats: Alertness, Far Shot, Run, Skill Focus (Climb), Toughness.

KING/QUEEN OF THE MARSH

Terrain Type: Marsh.

Prerequisite Skill: Swim.

Terrain Element: Acid.

Bonus Feats: Alertness, Blind-Fight, Great Fortitude, Skill Focus (Swim), Toughness.

KING/QUEEN OF THE MOUNTAIN

Terrain Type: Mountains.

Prerequisite Skill: Climb.

Terrain Element: Cold.

Bonus Feats: Alertness, Great Fortitude, Jump.

Skill Focus (Climb), Toughness.

KING/QUEEN OF THE PLAINS

Terrain Type: Plains.

Prerequisite Skill: Move Silently.

Terrain Element: Electricity.

Bonus Feats: Alertness, Far Shot, Point-Blank Shot, Run, Skill Focus (Move Silently).

KING/QUEEN OF THE SEA

Terrain Type: Aquatic.

Prerequisite Skill: Swim.

Terrain Element: Cold.

Bonus Feats: Alertness, Blind-Fight, Exotic Weapon Proficiency (net), Silent Spell, Skill Focus (Swim).

KING/QUEEN OF THE SKIES

Terrain Type: Air.

Prerequisite Skill: Balance.

Terrain Element: Electricity.

Bonus Feats: Flyby Attack, Hover, Skill Focus (Balance), Snatch, Wingover.

KING/QUEEN OF THE UNDERGROUND

Terrain Type: Underground.

Prerequisite Skill: Escape Artist.

Terrain Element: Sonic.

Bonus Feats: Alertness, Blind-Fight, Extra Turning, Great Fortitude, Toughness.

TABLE 5-13: THE KING/QUEEN OF THE WILD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Terrain skill bonuses
2nd	+2	+3	+0	+3	Endure elements 5, terrain movement
3rd	+3	+3	+1	+3	Attack native creatures +1, terrain camouflage
4th	+4	+4	+1	+4	Bonus feat
5th	+5	+4	+1	+4	Attack native creatures+2, endure elements 10
6th	+6	+5	+2	+5	Detect animals or plants
7th	+7	+5	+2	+5	Adaptation, attack native creatures +3
8th	+8	+6	+2	+6	Bonus feat, endure elements 15
9th	+9	+6	+3	+6	Attack native creatures +4
10th	+10	+7	+3	+7	Endure elements 20, freedom of movement

OOZEMASTER

Seeping out of every crack and crevice in the dungeon is some foul, monochromatic substance that adventurers wish wasn't there.

Just when they get around the yellow mold, green slime drips from the ceiling.

Quite often, such abominations well up naturally, but occasionally they are placed by a more deliberate hand—that of the oozemaster.

The oozemaster is not a class for stable individuals. It involves relating one-on-one with things that relate to nothing at all.

Unlike the animal lord's kindred creatures, the oozemaster's charges have nothing to say.

No one has yet developed a *speak with ooze* spell—or if, someone has, the oozes haven't responded.

Given that oozemasters exude everything but confidence, most of them have few sentient friends and even fewer guests.

Thus, they tend to gibber and talk to themselves a lot. Characters of any spellcasting class can become oozemasters, though the class tends to be most appealing to druids, wizards, and—oddly—bards (who usually end up taking another direction before this one gets too creepy). Assassins, already masters of poison, find the benefits of this prestige class highly compatible with their line of work.

Clerics, however, had better think about what their followers might say before taking this path.

A cleric of Vecna's followers might think him clever for becoming an oozemaster, while followers of a cleric of Pelor might seek a new spiritual leader.

Racially, half-orcs and gnomes are more suited to this class than elves and half-elves, most of whom consider themselves too refined for this basest of prestige classes. The drow, of course, are exceptions, since it was they who created this class in the first place.

Certainly, the first oozemaster was a dark elf, though how this magic got out of the subterranean depths is a mystery best left unprobed.

Hit Die: d8.

REQUIREMENTS

To qualify as an oozemaster, a character must fulfill the following criteria.

Skills: Alchemy 4 ranks, Swim 4 ranks.

Feats: Great Fortitude.

Spellcasting: Able to cast 3rd-level arcane or divine spells.

CLASS SKILLS

The oozemasters class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (any) (Int), Disguise (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (any) (Wis), Spellcraft (Int), Swim (Str) and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the oozemaster prestige class.

Weapon and Armor Proficiency: Oozemasters gain no weapon or armor proficiencies.

Spells per Day/Spells Known: At 2nd level and every other oozemaster level thereafter, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like).

If the character had more than one spellcasting class before becoming an oozemaster, the player must decide to which class to add each oozemaster level for determining spells per day and spells known.

Minor Oozy Touch (Su): At 1st level, the oozemaster's hands can secrete a specific kind of ooze.

Choose one kind of oozy touch from the table below.

The character may, as a full attack action, make a melee touch attack that has the effect listed for that kind of ooze on the table below.

Minor Oozy Touch Options

Kind	Damage/Effect
Brown mold	1d6 + oozemaster level points of cold subdual damage to flesh
Cray ooze	1d6 + oozemaster level points of acid damage to flesh, metal, or wood
Ochre jelly	1d4 points of stunning damage and 1d4 + oozemaster level points of acid damage to flesh only
Phosphorescent fungus	Touched area emits a soft violet glow as a light spell until the fungus is wiped off

The oozemaster can use this ability as often as desired.

At 3rd level, he may choose one additional oozy minor oozy touch.

In addition, the oozemaster is immune to the effects of that particular kind of ooze, even in the form of oozy touch attacks from another oozemaster.

Thus, an oozemaster with brown mold oozy touch is immune to the effects of all brown mold.

This ability confers no special resistance to similar effects that do not stem from the character's selected kind of ooze, so the aforementioned oozemaster is still subject to cold subdual damage from other sources—such as cold weather.

Oozy Glob (Sp): The oozemaster can throw a glob of the same material as any oozy touch gained at a previous level, with a range increment of 10 feet.

This is treated as a grenadelike weapon.

He can throw one oozy glob per round.

(A character attacks with a grenadelike weapon as a ranged touch attack.

Direct hits deal direct hit damage as noted on the table above.

All creatures within 5 feet suffer 1 point of the appropriate splash damage.

See Grenadelike Weapon Attacks in Chapter 8 of the *Player's Handbook* for more details).

This ability is usable once per day at 2nd level.

Thereafter, the oozemaster gains one additional use per day of this ability for every two oozemaster levels he acquires.

Slithery Face (Su): At 2nd level, the oozemaster learns to manipulate his facial features, gaining a competence bonus equal to his oozemaster level on Disguise checks.

Malleability (Su): At 4th level, the oozemaster can compress his body enough to squeeze through an inch-wide crack.

He cannot expand inside a space that offers any resistance, such as an occupied suit of armor.

Major Oozy Touch (Su): At 5th, 7th, and 9th level, the oozemaster chooses a kind of major oozy touch from the table below, or from the choices in the Minor Oozy Touch Options table above.

Major Oozy Touch Options

Kind	Damage/Effect
Black pudding	2d6 + oozemaster level points of acid damage to flesh, metal, wood, or stone
Gelatinous cube	Fort save (DC 15) or paralyzed for a number of rounds equal to 1d6 + oozemaster level
Green slime	1d6 temporary Constitution damage to flesh and 1d6 + oozemaster level points of acid damage to metal or wood
Yellow mold	2d4 points of temporary Constitution damage to flesh (DC 15 Fort save for half)

This ability is otherwise identical to minor oozy touch (above).

Indiscernible Anatomy (Su): At 6th level, the oozemaster's anatomy becomes difficult to discern.

Treat all critical hits and sneak attacks against him as though he were wearing armor with the *light fortification* power.

Slime Wave (Sp): At 8th level, the oozemaster may use *slime wave* (see Chapter 6) once per day as the spell cast by a 13th-level druid.

One with the Ooze: At 10th level, the oozemaster is as slimy as the creatures he favors.

His type changes to ooze for determining what effects and items can affect him.

He gains the *Blindsight* feat (hearing-based version, see Chapter 2) and becomes immune to flanking, poison, sleep, paralysis, stunning, and all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

In addition, he is immune to *polymorph other*, but he retains any shapechanging ability he previously possessed.

TABLE 5-14: THE OOZEMASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+0	Minor oozy touch 1	
2nd	+1	+3	+0	+0	Charisma penalty -1, oozy glob 1 /day, slithery face	+1 level of existing class
3rd	+2	+3	+3	+1	Minor oozy touch 2	
4th	+3	+4	+1	+1	Charisma penalty -2, oozy glob 2/day, malleability	+1 level of existing class
5th	+3	+4	+1	+1	Major oozy touch 1	
6th	+4	+5	+2	+2	Charisma penalty -3, oozy glob 3/day, indiscernible anatomy	+1 level of existing class
7th	+5	+5	+2	+2	Major oozy touch 2	
8th	+6	+6	+2	+2	Charisma penalty -4, oozy glob 4/day, slime wave	+1 level of existing class
9th	+6	+6	+3	+3	Major oozy touch 3	
10th	+7	+7	+3	+3	Charisma penalty -5, oozy glob 5/day, one with the ooze	+1 level of existing class

SHIFTER

The shifter has no form that she calls her own.

Instead, she clothes herself in whatever shape is most expedient at the time.

While others base their identities largely on their external forms, the shifter actually comes closer to her true self through all her transformations.

Of necessity, her sense of self is based not on her outward form, but on her soul, which is truly the only constant about her.

It is the inner strength of that soul that enables her to take on any shape and remain herself within.

At first, the shifter can risk only humanoid forms and familiar animal shapes.

As she grows more comfortable with her own true shapelessness, however, she can assume more outlandish forms.

Eventually, she knows herself so well that she feels just as comfortable in the shape of a completely different creature type as she does in her own.

At that point, her past—even her race—becomes irrelevant, since external form no longer matters to her.

The shifter's path is ideal for a spellcaster of any race who has experienced shapeshifting and yearns for more of it.

Such a character can be a great force for either good or ill in the world; an evil shifter in particular poses a terrible threat, for she can appear anywhere, in any form.

The same opponents may face her again and again, in one shape after another, never realizing that they actually face a single, formless enemy.

Hit Die: d8.

REQUIREMENTS

To become a shifter, a character must fulfill the following criteria.

Feats: Alertness, Endurance.

Spells: Able to cast 3rd-level spells.

Special: Alternate Form—must either know *polymorph self* or have a natural alternate form, *alter self*, *polymorph self*, *shapechange*, or *wild shape* ability.

CLASS SKILLS

The shifter's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (nature) (Int), Listen (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the shifter prestige class. Weapon and Armor Proficiency: Shifters gain no weapon or armor proficiencies.

Greater Wild Shape (Sp): Beginning at 1st level, the shifter can take the form of another creature.

Greater wild shape works like *wild shape*, with the following exceptions.

As she rises in level, the shifter gains the ability to assume the forms of creatures with types other than animal (see Table 5–15 for details), though she cannot choose a form that normally has more Hit Dice than she herself does.

She can designate at the time of the change which pieces of her equipment meld into her new form and which do not.

Nonmelded equipment alters its size to match that of her new form, but retains its functionality.

The shifter cannot, however, use any equipment unless she has either an appropriate appendage or a magical means of compensating for the lack of one.

Any piece of equipment that is separated from her reverts to its original form.

At 1st level, the shifter is limited to humanoid forms of Small and Medium-size.

Thereafter, she can use *greater wild shape* two more times per day for every two shifter levels she gains, and her range of available creature sizes and types increases as shown on Table 5–15.

When she gains the ability to adopt an undead shape at 5th level, she may become incorporeal if she chooses the form of a creature with that subtype.

If the shifter already has the *wild shape* ability from another class, she may convert her uses per day of *wild shape* to uses per day of *greater wild shape* on a one-for-one basis.

She may also mix and match the benefits of the two abilities as desired to gain the maximum advantage for any daily use.

Thus, a Drd8/shifter1 has up to four uses per day of *greater wild shape*, and she could use the ability to become a Large humanoid (because an 8th-level druid can become a Large creature and a 1st-level shifter can adopt the form of a humanoid).

In the same manner, a Drd8/Shift2 could become a Large monstrous humanoid if she wished.

Supernatural Ease: At 6th level, the character's *greater wild shape* ability becomes supernatural rather than spell-like.

It still requires a standard action and can be suppressed in an *antimagic field*, but its use no longer provokes attacks of opportunity and never requires a Concentration check.

Evershifting Form: At 10th level, the shifter has reached the pinnacle of her shapechanging abilities.

From this point on, she can use *greater wild shape* once per round, as a move-equivalent action, as many times per day as she wishes.

Her type changes to shapechanger for determining what effects and items can affect her, and she gains darkvision (60 feet), which remains in effect regardless of her form.

In addition, the shifter no longer suffers ability penalties for aging and is not subject to magical aging, though any aging penalties she may already have suffered remain in place.

Bonuses still accrue, and the shifter still dies of old age when her time is up.

TABLE 5–15: THE SHIFTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	<i>Greater wild shape</i> 1 /day (Small or Medium-size, humanoid shape)
2nd	+1	+3	+3	+0	<i>Greater wild shape</i> (animal shape, monstrous humanoid shape)
3rd	+2	+3	+3	+1	<i>Greater wild shape</i> 3/day (Large or Tiny, beast shape, plant shape)
4th	+3	+4	+4	+1	<i>Greater wild shape</i> (giant shape, vermin shape)
5th	+3	+4	+4	+1	<i>Greater wild shape</i> 5/day (Diminutive, magical beast shape)
6th	+4	+5	+5	+2	<i>Greater wild shape</i> (aberration shape, ooze shape), supernatural ease
7th	+5	+5	+5	+2	<i>Greater wild shape</i> 7/day (Huge, dragon shape)
8th	+6	+6	+6	+2	<i>Greater wild shape</i> (undead shape, construct shape)
9th	+6	+6	+6	+3	<i>Greater wild shape</i> 9/day (Fine, elemental shape, outsider shape)
10th	+7	+7	+7	+3	<i>Greater wild shape</i> (Gargantuan), evershifting form

TAMER OF BEASTS

The ability to bond with animals opens up a new way of life for some druids and rangers.

By exploring and strengthening their bonds with their animal companions, they can improve not only the creatures' lives, but their own as well.

Though a character who follows this path is called a tamer of beasts, this is perhaps a misnomer, since he does not truly master, tame, or domesticate his companions.

Rather, through his magic and his overwhelming concern for his charges, he can make them tougher and more intelligent.

Ultimately, he can even converse with them as equals.

This class appeals primarily to rangers and druids.

A member of another class may feel some longing for the path of the tamer, but without first developing a deep relationship with an animal, it is impossible to embrace this prestige class.

Tamers of beasts have been known among all races.

Elves, half-elves, and gnomes are the most likely to take up this path because of their affinity for nature, and dwarves are the least likely.

The philosophy of a tamer of beasts is compatible with any alignment.

Unlike most druids, tamers of beasts usually reside close to civilization.

Some NPC tamers of beasts conceal their special relationships with animals and beasts by finding employment in a common circus or zoo.

More typically, however, tamers of beasts adopt creatures that are threatened by growing populations of humanoids, protecting and shielding them from harm.

If these creatures have suffered greatly at the hands of humanoids, tamers of beasts may also try to exact retribution.

Hit Die: d8.

REQUIREMENTS

To become a tamer of beasts, a character must fulfill the following criteria.

Skills: Animal Empathy 10 ranks.

Feats: Skill Focus (Animal Empathy).

Spells: Able to cast *animal friendship*.

CLASS SKILLS

The tamer of beasts's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Jump (Str), Listen (Wis), Ride (Dex), Scry (Int, exclusive skill), Spellcraft (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the tamer of beasts prestige class.

All modifications and bonuses granted to the tamers animal companions are immediately negated upon their release or the death of the tamer.

Weapon and Armor Proficiency: Tamers of beasts gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At 3rd, 6th, and 9th level, the tamer of beasts gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like).

If the character had more than one spellcasting class before becoming a tamer of beasts, the player must decide to which class to add each tamer of beasts level for determining spells per day and spells known.

Animal Mastery: Beginning at 1st level, the tamer of beasts can have animal companions whose Hit Dice total no more than the sum of twice his tamer of beasts level plus twice his caster level for *animal friendship*.

For example, a Drd7/tamer of beasts3 can have up to 20 Hit Dice of animal companions.

No individual animal companion can have more Hit Dice than the tamer of beasts does.

Intelligence: Through constant exposure to the tamer of beasts, his animal companions become more intelligent than the average for their species.

When the tamer of beasts is 1st level, the Intelligence score of each of his companions rises to 4, and the creature's type changes to magical beast.

This minimum Intelligence score rises by 2 points for every two tamer of beasts levels the character gains thereafter.

This improved Intelligence may allow the companion to follow more complex instructions than it could before.

Also, the tamer of beasts can teach each companion three tricks per point of Intelligence it has (see the Animal Companions sidebar in Chapter 2 of the *DUNGEON MASTER'S Guide* and Chapter 2 of this book for more information on training animals).

Empathic Link (Su): At 2nd level, the tamer of beasts gains an empathic link that allows him to communicate telepathically with his companions to a maximum distance of one mile.

The tamer of beasts and the companion can understand one another as if a *speak with animals* effect were in force.

Of course, intelligence is still a factor in the content of such conversations, and misunderstandings on that basis are still possible.

Blood Bond: At 3rd level, each of the tamer of beast's companions gains a +2 bonus on all attack rolls, checks, and saves after witnessing any threat or harm to the tamer. This bonus lasts as long as the threat is immediate and apparent.

Natural Armor: Also when the tamer of beasts reaches 3rd level, each of his companions gains a +2 enhancement bonus to its natural armor.

This bonus rises to +4 at 6th level and +6 at 9th level.

Animal Senses (Su): At 4th level, the tamer of beasts can hear through any designated companion's ears or smell through its nose.

At 7th level, he can see through a companion's eyes.

The tamer can activate his animal senses as a standard action, and he does not lose the ability to sense events around him by doing so.

Speak with Master (Ex): Also at 4th level, the tamer of beasts gains the ability to communicate verbally with his companions in a language of his own.

Creatures other than his companions cannot understand this communication without magical aid.

Beast Mastery (Sp): At 5th level, the tamer of beasts can use the *animal friendship* spell to affect beasts in addition to animals, regardless of the target's Intelligence score.

Beast companions count against the tamer's total allowed Hit Dice of companions just as animals do.

Share Saving Throws: When the tamer of beasts reaches 6th level, his companions can use either his base saves or their own, mixing and matching to gain the highest value for each.

Share Spells: At 7th level, the tamer of beasts may have any spell he casts on himself also affect one companion of his choice within 5 feet of him.

A spell with a duration other than instantaneous stops affecting the companion if it moves farther than 5 feet away, and the effect is not reinstated even if that companion again comes within 5 feet of the character before the spell's duration expires.

Additionally, the tamer may cast a spell with a target of "You" on a companion (as if the spell had a range of touch) instead of on himself.

The tamer of beasts and the companion can share even spells that do not normally affect creatures of the companion's type.

Command Creatures of Kind (Sp): When the tamer of beasts reaches 8th level, his companions can use *command* as a spell-like ability at will against other creatures of their kind.

This ability affects only creatures with fewer Hit Dice than that particular companion has.

Each companion can use this ability once per day per two levels of the tamer, and the ability functions just like the spell *command* (for purposes of this spell, the companion can make itself understood).

Magical Beast Mastery (Sp): At 9th level, the tamer of beasts can use the *animal friendship* spell to affect magical beasts in addition to beasts and animals, regardless of the target's Intelligence.

Magical beast companions count as double their own Hit Dice against the tamer's total allowed Hit Dice of companions.

For example, a cockatrice with 5 Hit Dice accounts for 10 Hit Dice of companions.

Inspire Greatness (Su): At 10th level, the tamer of beasts can grant extra fighting ability to all his companions within 30 feet.

An inspired companion gains +2 Hit Dice (d10s that grant temporary hit points), a +2 competence bonus on attacks, and a +1 competence bonus on Fortitude saves.

Apply the companion's Constitution modifier, if any, to each bonus Hit Die.

These extra Hit Dice count as regular Hit Dice for determining the effects of spells such as *sleep*.

The tamer of beasts can inspire his companions once per day, and the effects last for 5 rounds.

This is a supernatural, mind-affecting, enchantment ability.

TABLE 5-16: THE TAMER OF BEASTS

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+2	+0	Animal mastery, Int 4	
2nd	+1	+3	+3	+0	Empathic link	
3rd	+2	+3	+3	+1	Blood bond, Int 6, natural armor+2	+1 level of existing class
4th	+3	+4	+4	+1	Animal senses (hearing, smell), speak with master	
5th	+3	+4	+4	+1	Beast mastery, Int 8	
6th	+4	+5	+5	+2	Natural armor +4, share saving throws	+1 level of existing class
7th	+5	+5	+5	+2	Animal senses (vision), Int 10, share spells	
8th	+6	+6	+6	+2	Command creatures of kind	
9th	+6	+6	+6	+3	Int 12, magical beast mastery, natural armor +6	+1 level of existing class
10th	+7	+7	+7	+3	Inspire greatness	

TEMPEST

The tempest is the point of calm within a whirling barrier of deadly blades.

Poets use colorful terms such as dancer to describe the movement of a tempest and her two blades, but mastery of this fighting style is not about dancing.

Nor is it about impressing anyone—least of all poets.

The tempest focuses on learning the ultimate secrets of two-weapon fighting for a single purpose—the destruction of her enemies.

Typically hardy individualists, tempests rarely learn their skills through any sort of formal training.

Instead, they master their art through constant application of its disciplines and experimentation on their foes.

Similarly, no matter how famous tempests become, it's rare for them to take on students.

Their art, they say, is one that can be learned but never taught.

This prestige class is open to all classes and races.

Though tempests are rare, every humanoid race has boasted at least a few.

Elves make for nimble, clever tempests whose dexterity works to their advantage.

Dwarves, perhaps because they favor heavy armor and heavy weapons, are the least likely characters to become tempests.

Even members of the smaller races can find the tempest's path appealing.

Hit Die: d10.

REQUIREMENTS

To qualify as a tempest, a character must fulfill the following criteria.

Base Attack Bonus: +9.

Feats: Ambidexterity, Dodge, Mobility, Spring Attack.

Two-Weapon Fighting, and Weapon Finesse (any) or Weapon Focus (any).

CLASS SKILLS

The tempest's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the tempest prestige class.

Weapon and Armor Proficiency: Tempests gain no weapon or armor proficiencies.

Improved Two-Weapon Fighting: Beginning at 1st level, a

tempest can fight with two weapons as if she had the Improved Two-Weapon Fighting feat when she is wearing light armor or no armor.

She loses this ability when fighting in medium or heavy armor, or when using a double weapon (such as a two-bladed sword).

Off-Hand Parry: At 2nd level, the tempest gains Off-Hand Parry as a bonus feat.

As she gains tempest levels, her AC bonus from this feat increases, rising to +4 at 4th level and to +6 at 6th level.

Greater Two-Weapon Fighting: At 5th level, a tempest can fight with two weapons as if she had the Greater Two-Weapon Fighting feat when she is wearing light armor or no armor.

She loses this ability when fighting in medium or heavy armor, or when using a double weapon (such as a two-bladed sword).

Absolute Ambidexterity: Beginning at 8th level, the tempest's attack penalties for fighting with two weapons lessen by 2 when she is wearing light armor or no armor. Thus, if she fights with a light weapon in her off hand, she suffers no penalties on her attack rolls for fighting with two weapons.

(If the off-hand weapon is not light, she suffers a -2 penalty on attack rolls with both her primary hand and her off-hand).

Supreme Two-Weapon Fighting: At 10th level, a tempest gains an additional attack with her off-hand weapon when she is wearing light armor or no armor.

In addition to the three attacks she already has each round with her off-hand weapon (for Improved Two-Weapon Fighting and Greater Two-Weapon Fighting) at penalties of 0, -5, and -10, respectively, she is also entitled to a fourth attack with her off-hand weapon at a -15 penalty (see Table 8-2: Two-Weapon Fighting Penalties in the *Player's Handbook*).

She loses this special ability when fighting in medium or heavy armor, or when using a double weapon (such as a two-bladed sword).

TABLE 5-17: THE TEMPEST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Improved Two-Weapon Fighting
2nd	+2	+3	+0	+0	Off-Hand Parry +2
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Off-Hand Parry +4
5th	+5	+4	+1	+1	Greater Two-Weapon Fighting
6th	+6	+5	+2	+2	
7th	+7	+5	+2	+2	Off-Hand Parry +6
8th	+8	+6	+2	+2	Absolute ambidexterity
9th	+9	+6	+3	+3	
10th	+10	+7	+3	+3	Supreme two-weapon fighting

VERDANT LORD

Saying the verdant lord has a green thumb is like calling a red dragon a creature with a slight affinity for fire.

The verdant lord is the final defender of the Forest.

He has left behind the druid's search for global understanding of nature's secrets to focus all his energies on the world's plant life.

Elven and half-elven druids are the most likely characters to embrace the role of the verdant lord.

Druids of other races, rangers, and the occasional priest of Obad-Hai or Ehlonna have also been known to adopt this prestige class.

It's almost impossible for characters without such ties to become verdant lords because they have neither the interest in nor the required understanding of seeds, saplings, and trees.

Since most verdant lords have little use for civilization, they tend to be loners, watching the years pass by from their groves.

Adventuring verdant lords are rare, but those who do exist are marvelous to behold.

They tend to take their gardens with them, often bringing several plant creatures, such as animated trees and treants, along on adventures.

Verdant lords tend to be soft-spoken, easygoing individuals—right up until someone lights a torch and threatens living plants.

Hit Die: d8.

REQUIREMENTS

To qualify as a verdant lord, a character must fulfill the following criteria.

Alignment: Any nonevil.

Skills: Profession (herbalist) 8 ranks, Wilderness Lore 8 ranks.

Feats: Plant Control, Plant Defiance.

Spells: Able to cast *control plants*.

CLASS SKILLS

The verdant lord's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Listen (Wis), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the verdant lord prestige class.

Weapon and Armor Proficiency: Verdant lords gain no weapon or armor proficiencies.

Spells per Day/Spells Known: At each verdant lord level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like).

If the character had more than one spellcasting class before becoming a verdant lord, the player must decide to which class to add each verdant lord level for determining spells per day and spells known.

Create Infusion: At 1st level, the verdant lord gains Create Infusion as a bonus feat.

Expert Infusion: At 2nd level, the character can automatically identify the spell contained in an infusion and the caster level of that spell (see Infusions in Chapter 3).

He also gains a bonus equal to his verdant lord level on both Profession (herbalist) checks and Wilderness Lore checks related to plants, including the use of this skill to forage for herbs.

Sun Sustenance (Ex): Also at 2nd level, the verdant lord gains the ability to draw energy from the sun.

As long as he spends at least 4 hours of the day outdoors, he can draw sustenance from the sun itself, and thus he requires no food that day.

He still thirsts, however, and needs the standard amount of water to survive.

Spontaneity: Beginning at 3rd level, the verdant lord can channel stored spell energy into certain healing spells that he hasn't prepared ahead of time.

This works like the cleric's spontaneous casting ability, with the following exceptions.

He can "lose" a prepared spell to cast any *regenerate* spell of the same level or lower (a *regenerate* spell is any one with "regenerate" in its name; these spells are presented in Chapter 6).

For example, a verdant lord who has prepared *faerie fire* (a 1st-level spell) may lose that spell to cast *regenerate light wounds* (also a 1st-level spell) instead.

Domain spells, if the character has access to them, cannot be converted into *regenerate* spells.

Plant Facility: At 4th level, the verdant lord can rebuke or command plants with Plant Control as if he were three levels higher than the actual caster level he uses to determine the benefits of that feat.

This means that he can also command 3 additional HD of plant creatures.

Fast Healing: At 5th level, the verdant lord gains Fast Healing as a bonus feat.

Treant Wild Shape (Sp): Beginning at 6th level, the verdant lord can use *wild shape* to take the form of a treant and back again once per day.

This ability otherwise works like *wild shape*.

Since a treant has a voice and manipulative appendages, the verdant lord can cast spells normally while in *treant wild shape*.

Animate Tree (Sp): At 8th level, a verdant lord can animate a tree within 180 feet of him once per day.

It takes a full round for a tree to uproot itself; thereafter it has a speed of 30 feet and fights as a treant with respect to attacks and damage.

The animated tree gains a number of bonus Hit Dice equal to the number of verdant lord levels the character possesses.

Though its Intelligence score is only 2 while animated, the tree automatically understands the verdant lord's commands.

The character can return the animated tree to its normal state at will, and it automatically returns to its normal state if it dies or if the verdant lord who animated it is incapacitated or moves out of range.

Once the tree returns to its normal state by any means, the verdant lord cannot animate another tree for 24 hours.

Gaea's Embrace: At 10th level, the verdant lord permanently becomes a plant creature, though all forms of *wild shape* that the character could previously use remain available to him.

His type changes to plant, and as a result he gains low-light vision, is immune to poison, sleep, paralysis, stunning, and polymorphing, and is not subject to critical hits or mind-influencing effects (charms, compulsions, phantasms, patterns, or morale effects).

He no longer suffers penalties for aging and cannot be magically aged.

Any aging penalties he may already have suffered, however, remain in place.

Bonuses still accrue, and the verdant lord still dies of old age when his time is up.

ORGANIZED DRUIDS: THE ORDER OF THE VERDANT GROVE

"You cannot decide to be pure, novice."

—An elder of the Order, to a young Vadania

The Order of the Verdant Grove is a loose organization of about one hundred seventy druids and verdant lords who share certain interests and are committed to gaining and disseminating information about nature.

The organization doesn't have much of a hierarchy, and the typical member also owes allegiance to some other druid circle in his or her local area.

Many druids have heard of the Order of the Verdant Grove, but they often assume it is the name of some regional druid circle.

An applicant for membership must be invited and sponsored by a current member, and all available members periodically vote on whether to admit the current applicants.

Once accepted, the new member (called an initiate) undergoes a rite of acceptance during which he or she receives a hoop earring bearing a green orb.

Not only does this allow members to identify one another, but it is also a pearl of power (1st-level).

The initiate is expected to make a donation that covers the cost of creating this talisman.

What makes the order different from other organizations is that its members intentionally spread themselves out over the world.

A few are just as tied to a single sacred grove or woodland as any other druid or verdant lord would be, but most are travelers.

They may be active adventurers out to address wrongs in the world or scholars in search of information that they can share with fellow members.

In this sense, the Order of the Verdant Grove is the closest thing druids have to a ring of spies.

Of course, most of the information that its members acquire and disseminate within the organization would bore a typical spy to tears.

They share information about their explorations of distant lands, discoveries of new creatures (animals and beasts), and of previously unknown wonders of the natural world. They also share knowledge of new spells and magic items that have come into use.

Members of the Order of the Verdant Grove are encouraged to share whatever information they discover, but they are required to report on new druid communities, *standing stones*, or druid circles that they find.

The Order of the Verdant Grove must occasionally act as a messenger service between independent druid circles in times of regional or greater crisis, so it's important for its members to know where the druids of the world can be found.

The origins of the order harken back to a day when a druid circle broke apart following a war against a wizard cabal and its demonic servants.

Many members of the original group became verdant lords—perhaps from a desire to form a deeper and more personal bond with nature after being dragged into a fight against outsiders.

Thus, they tended to be somewhat reclusive.

Now verdant lords have become rare, and they are found only among the older members of the organization.

The druids and the verdant lords in the order do not compete—they share too much to become embroiled in petty rivalries.

TABLE 5-18: THE VERDANT LORD

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day/Spells Known
1st	+1	+2	+0	+2	Create Infusion	+1 level of existing class
2nd	+2	+3	+0	+3	Expert infusion, sun sustenance	+1 level of existing class
3rd	+3	+3	+1	+3	Spontaneity	+1 level of existing class
4th	+4	+4	+1	+4	Plant facility	+1 level of existing class
5th	+5	+4	+1	+4	Fast healing	+1 level of existing class
6th	+6	+5	+2	+5	Treant wild shape	+1 level of existing class
7th	+7	+5	+2	+5		+1 level of existing class
8th	+8	+6	+2	+6	Animate tree	+1 level of existing class
9th	+9	+6	+3	+6		+1 level of existing class
10th	+10	+7	+3	+7	Caea's embrace	+1 level of existing class

WATCH DETECTIVE

When thieves and murderers strike in the night, citizens always wonder whether anyone can track down the perpetrators and set things straight.

When the watch detective is on the case, they can rest easy.

The watch detective specializes in solving mysteries. Using a battery of clue-ferreting skills and abilities, he evaluates and discards possibilities until only one remains—the truth.

The Rule of Evidence to which he ascribes (see sidebar) restrains him from using his gifts to gain the truth through unfair means, demanding that he focus only on tangible facts as proof.

Of course, once the watch detective solves the mystery, it's likely that the guilty party won't want to be brought to justice.

Thus, it's also important for the watch detective to know the techniques of combat.

Fighters and warriors make up the bulk of any city watch force, but watch detectives often begin their careers as rangers or rogues.

The vast majority of the rangers who opt for this prestige class are urban rangers (see Chapter 1).

Wizards, sorcerers, clerics, and bards make especially good watch detectives when they can qualify for the class, though they may find that the Rule of Evidence hampers their ability to get at the truth.

Elves find this lifestyle especially gratifying because it celebrates the mind in a not-too-subtle show of intellectual superiority.

Gnomes and halflings have the inquisitive streak necessary for this career, and they have established many an effective city watch force in lands where their size would otherwise be a detriment.

Hit Die: d8.

REQUIREMENTS

To become a watch detective, a character must fulfill the following criteria.

Alignment: Any nonevil.

Skills: Gather Information 4 ranks, Knowledge (any) 4 ranks, Search 8 ranks.

Feats: Track.

Special: The watch detective must honor the Rule of Evidence (see sidebar).

If he abandons this code, he loses all special abilities of the prestige class until he retrains for six months under a local authority.

CLASS SKILLS

The watch detective's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (any) (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Forgery (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the watch detective prestige class.

Weapon and Armor Proficiency: Watch detectives are proficient with light armor and simple weapons.

City Watch Training: At 1st level, the watch detective gains a +2 insight bonus on all Listen, Search, Sense Motive, and Spot checks.

Expertise: At 2nd level, the character gains the Expertise feat, regardless of his Intelligence score.

Obsessive Specialty: When the watch detective reaches 2nd level, he obsessively seeks knowledge about a particular topic.

Choose one Knowledge skill for his specialty.

The character thereafter gains a bonus equal to his watch detective level on all Knowledge checks of this sort.

Profile (Ex): Also at 2nd level, the watch detective may compose an image of someone accused of a crime.

By making a successful Gather Information check (DC 15) when talking with a witness to a crime, the watch detective can gain a roughly accurate mental picture of the perpetrator, even if the witness did not see him or her.

The character may, if desired, try to commit this image to paper using the Craft (painting) skill.

Either a verbal or a visual depiction grants a +2 insight bonus on any further Gather Information checks made when dealing with witnesses to that crime or persons acquainted with the perpetrator.

Cooperative Interrogation: At 3rd level, when the watch detective succeeds in a Bluff check against someone, he automatically grants any one other person a +4 circumstance bonus on one Intimidate check against that same target for 1 round.

When the watch detective succeeds in an Intimidate check, he can give a similar +4 circumstance bonus on someone else's Bluff check.

(Two watch inspectors can support each other with this maneuver for many rounds).

Superior Disarming: At 3rd level, the watch detective is always considered armed when making a disarm attempt, and he gains a +4 bonus on any attack roll made to disarm an opponent.

Deductive Augury (Sp): The watch detective may ask for a hint to a mystery, puzzle, or trap.

As a standard action, the player makes an assertion that can be true or untrue (such as "The half-orc did it" or "If I pull the red lever, the door will open").

The DM makes a secret percentile roll (chance of success = 70% + 1% per watch inspector level), if the roll is successful, the Dungeon Master gives the player a correct "true" or "untrue" answer to the assertion, though no reason need be given for why the response is correct.

If the roll fails, the DM provides no information.

The Dungeon Master is always free to determine that the watch detective doesn't have enough information to make an educated guess, but in this case the attempt doesn't count against the allowed uses per day of the ability. The watch detective can use this ability once per day at 4th level.

Thereafter, he gains one extra use per day for every three additional watch detective levels gained.

Skill Synergy: At 4th level, the watch detective may choose one of the following skill combinations: Bluff-Gather Information, Bluff-Diplomacy, Climb-Move Silently, Diplomacy-Gather Information, Disguise-Gather Information, Gather Information-Sense Motive, Hide-Move Silently, Listen-Read Lips, Listen-Spot, Sense Motive-Spot, Spot-Disable Device, Spot-Open Lock, or Spot-Search. If he has at least 5 ranks in both of the selected skills, he gains a +2 synergy bonus on checks involving both.

No Subdual Penalty (Ex): At 5th level, the watch detective can deal subdual damage with a weapon that deals normal damage without suffering a -4 penalty on the attack.

Sense Secret Doors (Ex): A 5th-level or higher watch detective who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

An elven watch detective gains a +2 insight bonus on any Search check made to find a secret or concealed door.

Locate Object (Sp): At 6th level, the watch detective can produce an effect identical to that of a *locate object* spell cast by a sorcerer of his watch detective level.

Improved Subdual (Ex): At 7th level, the watch detective adds his Intelligence bonus on the subdual damage he deals whenever he makes an attack that can cause subdual damage only.

Forensics (Su): With a successful Search check (DC 20), an 8th-level or higher watch detective can discern the cause of death of any corpse he examines.

Given time, he may take 20 on this roll.

Success indicates that he knows what killed the person, the size and approximate strength of any attacker responsible, and any other key information the DM wishes to impart.

Discern Lies (Sp): At 9th level, the watch detective can produce an effect identical to that of a *discern lies* spell cast by a sorcerer of his watch detective level.

This ability is usable once per day.

Locate Creature (Sp): At 9th level, the watch detective can produce an effect identical to that of a *locate creature* spell cast by a sorcerer of his watch detective level.

This ability is usable once per day.

Instant Knowledge (Su): Once per day, a 10th-level watch detective may make an Intelligence check (DC 20).

He may not take 10 or take 20 on this check.

If successful, he gains a +10 insight bonus on one Knowledge check of any category.

If he has no ranks in that particular Knowledge skill, he may make the check untrained.

TABLE 5-19: THE WATCH DETECTIVE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	City watch training
2nd	+1	+0	+3	+3	Expertise, obsessive specialty, profile
3rd	+2	+1	+3	+3	Cooperative interrogation, superior disarming
4th	+3	+1	+4	+4	<i>Deductive augury</i> 1 /day, skill synergy
5th	+3	+1	+4	+4	No subdual penalty, sense secret doors
6th	+4	+2	+5	+5	<i>Locate object</i>
7th	+5	+2	+5	+5	<i>Deductive augury</i> 2/day, improved subdual
8th	+6	+2	+6	+6	Forensics
9th	+6	+3	+6	+6	<i>Discern lies, locate creature</i>
10th	+7	+3	+7	+7	<i>Deductive augury</i> 3/day, instant knowledge

The Rule of Evidence

Proof, not suspicion, is the only evidence that matters. A suspect may not be charged with a crime until unimpeachable evidence of his or her involvement has been uncovered, or a confession has been obtained.

Unnecessary violence in the apprehension of a suspected criminal is not permitted. A suspect should be brought to justice rather than killed whenever possible.

Seizure of a suspect's goods is not permitted, unless such constitute evidence to be used in prosecuting that suspect or another.

Evidence gained by detection magic, psionic powers, or other magical or supernatural means must be backed up with either physical proof or uncoerced confession. Only concrete forms of evidence satisfy all members of a community.

Interrogation of a suspect is not permitted unless he or she consents or is charged with a crime.

Detention of a person suspected of a crime is not permitted unless a specific charge has been made.

Protection of the innocent takes precedence over apprehension of a suspected criminal.

A watch detective may not knowingly commit crimes.

Violation of these codes may result in the release of a suspect and/or the dismissal of the watch detective.

WINDRIDER

The windrider is a specialist in mounted combat, but hers is no ordinary mount.

The creature she rides is at least unusual and often rare—sometimes even bizarre.

Although an experienced windrider can ride anything that runs, swims, or flies, the typical member of this prestige class settles on one particular kind of mount as a personal favorite.

Some windriders are no more than swaggering, arrogant adventurers looking for a good fight.

Perhaps their pride is justified, considering the creatures they've turned into mounts.

Many, however, are just as happy to sit back and tell stories of how they got their mounts and the adventures they've had since, no matter who buys the ale.

The typical windrider cheerfully shares her knowledge about her various mounts with those who seek to ride similar creatures.

Since the skills they develop vary as widely as the abilities and natures of their mounts, windriders are a very independent bunch.

Thus, they rarely form or belong to close-knit groups. Even a paladin windrider tends to be something of a knight-errant.

All races have produced windriders, though the class is particularly popular with humans and giants.

Rangers, paladins, fighters, and barbarians all make excellent windriders because they can easily accumulate the prerequisites.

Hit Die: d10.

REQUIREMENTS

To become a windrider, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Handle Animal 8 ranks, Knowledge (nature) 6 ranks, Ride 8 ranks.

Feats: Mounted Combat.

Special: Must have a mount.

CLASS SKILLS

The windrider's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (nature), Profession (any) (Wis), and Ride (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the windrider prestige class.

For the abilities described below, a mount is a creature that fits the criteria in the What's a Mount? section below.

Weapon and Armor Proficiency: Windriders are proficient with all simple and martial weapons, all types of armor, and shields.

Spells per Day: A windrider can cast a small number of divine spells.

Her spells are based on Wisdom, so casting any given spell requires a Wisdom score of at least 10 + the spell's level.

The DC for saving throws against these spells is 10 + spell level + the windrider's Wisdom modifier.

When the table indicates that the windrider is entitled to 0 spells of a given level (such as 0 1st-level spells at 1st level), she gets only those bonus spells that her Wisdom score allows.

A windrider prepares and casts spells just like a druid does, but she must choose them from the spell list, below.

Appraise Mount (Ex): At 1st level, a windrider can compare two mounts of the same kind and tell at a glance which one is superior (stronger, faster, more intelligent, better stamina, and so on).

If desired, the windrider can also conduct a point-by-point comparison of two mounts.

By spending 1 round examining both, she can determine which has the higher score in any single ability of her choice.

After a second round of study, a windrider familiar with that kind of creature can also determine whether each mount's score in that ability is average, above average, or below average for the species.

After a third round of study, the windrider can tell how extreme that ability score is—that is, whether the modifier it generates is more than 4 points higher or lower than the average for that species.

The appraise mount ability never produces a numerical rating; DMs must describe the windrider's findings.

Chosen Mount: The windrider may designate any one mount she has previously ridden as her chosen mount.

This creature may not be a bonded companion (such as a familiar, paladin's mount, or animal companion) to anyone else at the time, and if its Intelligence score is 3 or higher, it must also agree to this relationship.

The windrider can use any means desired to obtain this agreement—the Diplomacy skill, bribery, or even magical persuasion—but the creature must be willing.

The windrider must spend a minimum of three days training her chosen mount before any benefits accrue.

Thereafter, the creature gains the advantages listed on Table 5–21 based on the windrider's level.

TABLE 5–21: THE WINDRIDER'S MOUNT

Windrider Level	Bonus Hit Dice	Natural Armor Bonus	Strength Adjustment
1–3	+2	+4	+2
4–6	+4	+6	+2
7–9	+6	+8	+4
10	+8	+10	+4

Windrider Level: The character's windrider levels only. If the mount suffers a level drain, treat the creature as the mount of a lower-level windrider.

Bonus Hit Dice: These are extra eight-sided (d8) Hit Dice, each of which provides a Constitution modifier, as normal. Remember that extra Hit Dice also improve the mount's base attack and base save bonuses.

Natural Armor: The amount by which the creature's natural armor bonus is increased.

Strength Adjustment: Add this figure to the mount's Strength

companion for the *unbond* ability (see the blighter prestige class earlier in this chapter).

Windrider Level: The character's windrider levels only.

If the mount suffers a level drain, treat the creature as the mount of a lower-level windrider.

Bonus Hit Dice: These are extra eight-sided (d8) Hit Dice, each of which provides a Constitution modifier, as normal. Remember that extra Hit Dice also improve the mount's base attack and base save bonuses.

Natural Armor: The amount by which the creature's natural armor bonus is increased.

Strength Adjustment: Add this figure to the mount's Strength.

The windrider may have only one chosen mount at a time, and either party may sever this relationship at any time without penalty.

Once it ends, the mount loses the benefits it gained according to Table 5–21.

If the chosen mount is a paladin's warhorse, the rules in the Paladin's Mount sidebar in the *Player's Handbook* supersede those given here.

Empathic Link (Su): The windrider has an empathic link with her chosen mount.

This ability works like the empathic link that a paladin has with her mount (see Paladin in Chapter 3 of the *Player's Handbook*).

Mount Proficiency: At 1st level, the windrider gains a +2 competence bonus on any check to avoid being unseated while riding her chosen mount.

In addition, she can ride any mount with 4 Hit Dice or less at the full benefit of her Ride skill, suffering neither the –2 penalty for riding similar mounts nor the –5 penalty for riding dissimilar mounts.

The Hit Dice of the mounts to which this latter benefit applies increase with windrider level: 8 Hit Dice at 4th level, 12 Hit Dice at 6th level, 16 Hit Dice at 8th level, and any mount at 10th level.

Mount Assistance (Ex): At 2nd level, the windrider can assist any mount she is riding in one of two ways per use of the ability.

First, she can use the cooperation and aid another rules (Chapter 4 and Chapter 8 respectively of the *Player's Handbook*) to provide a +4 bonus (double the usual amount) to her mount's Armor Class or on any single attack roll or any skill or ability check the mount attempts.

Alternatively, she can provide her mount a +10 competence bonus to speed for 1 full round.

Mount assistance is usable once per round and requires a standard action.

Mount Feat: At 2nd level, a windrider can grant her chosen mount one bonus feat from the Mount Feats list, below.

This feat does not count against the creature's normal feat capacity, though it must still meet all prerequisites for it, as noted in the appropriate feat description in this book or Chapter 5 of the *Player's Handbook*.

To grant a bonus feat, the windrider must spend one month training the mount.

The windrider can bestow a second bonus feat on the same mount at 5th level, and a third at 9th level.

These additional bonus feats require the same training time as the first.

The windrider can train only one mount at a time.

The creature retains its own type and gains no abilities other than those listed, though it is considered a bonded

Other Mount Feats

The DM might decide to make additional feats available to mounts. The feats given in the windrider class description are from the core books and this book. You might consider the following as well:

From *Sword and Fist*: Blind-sight 5-foot Radius, Close Quarters Fighting, Dirty Fighting, Dual Strike, Improved Overrun, Power Lunge.

From *Defenders of the Faith*: Extra Smiting.

From *Song and Silence*: Dash, Fleet of Foot.

Bonus Feat: At 3rd and again at 7th level, a windrider may take a bonus feat from the windrider bonus feats list below. This feat does not count against the windrider's normal feat capacity, though she must still meet all prerequisites for it, as noted in the appropriate feat description in this book or Chapter 5 of the *Player's Handbook*.

Mount Healing (Ex): At 3rd level, A windrider gains a +4 competence bonus on any Heal checks she makes on a creature of the same species as her current mount and a +2 bonus on any Heal checks made on other creatures capable of serving her as mounts (see sidebar).

Mount Friendship: At 5th level, the windrider gains a +4 circumstance bonus on Animal Empathy and Diplomacy checks when dealing with creatures of the same species as her current mount and a +2 bonus when dealing with any other creatures capable of serving her as mounts (see sidebar).

Mount Link (Su): At 7th level, the windrider can establish an empathic link (see above) with any mount that she rides for at least 1 hour, as long as its Intelligence score is at least 1.

She can maintain only one such link at a time with a mount other than her chosen one.

Mount Luck (Su): At 9th level, the windrider can, as a free action, confer a luck bonus equivalent to her Charisma bonus on the saving throw of any mount within 60 feet with which she has an empathic link.

WINDRIDER BONUS FEATS LIST

The following bonus feats are available to mounts and windriders.

Mount feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Dragon's Toughness**, Dwarf's Toughness**, Endurance, Flyby Attack**, Giant's Toughness**, Great Fortitude, Hover*, Improved Critical*, Improved Flight**, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack**, Power Attack, Run, Snatch**, Toughness**, Weapon Finesse*, Weapon Focus*, Wingover**.

Windrider Feats: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Expertise, Improved Critical*, Improved Initiative, Improved Unarmed Strike, Mounted Combat, Point Blank Shot, Power Attack, Quick Draw, Weapon Finesse*, Weapon Focus*.

* This feat may be taken more than once, but for a different kind of weapon each time.

** Described in Chapter 2 of this book.

WINDRIDER SPELL LIST

Windriders choose their spells from the following list.

1st Level—alarm, animal trick†, calm animals, detect poison, endure elements, know direction, remove fear, resistance, speak with animals, 2nd Level—bottle of smoke†, delay poison, endurance, resist elements, magic fang, mage armor, nature's favor†, protection from arrows, shield other.

3rd Level—heal mount, neutralize poison, pass without trace, phantom steed, protection from elements.

4th Level—freedom of movement, greater magic fang, greater magic weapon, repel vermin.

† New spell described in Chapter 6 of this book.

EX-WINDRIDERS

A windrider who intentionally mistreats any mount she has ridden loses all windrider prestige class abilities, and her chosen mount immediately terminates that relationship. Until she atones (see the atonement spell description in the *Player's Handbook*), creatures of the same species as her last chosen mount treat her with enmity, which manifests as a –4 racial penalty on interactions with creatures of the same species as that mount and a –2 racial penalty on interactions with any other creature capable of serving her as a mount.

WHAT'S A MOUNT?

You can't just hop on and ride any creature, even if you have the Ride skill for that creature type.

A mount must have all the following characteristics.

- Be able and willing to carry its rider in a typical fashion. (A camel trained with the Handle Animal skill to bear a rider is able and willing.

A tiger might be able but not willing.

A giant might be willing but not truly able.

An intelligent creature whose alignment differs significantly from yours is unlikely to be willing).

- Be at least one size category larger than you.

Also, a flying mount can carry no more than its maximum light load aloft.

(This is a change from the *Monster Manual*, which says that a flying creature's carrying capacity is equal to its medium load limit).

- Have a CR no higher than your character level –3.

If the mount can fly, its CR can be no higher than your character level –4.

Any animal or beast can be trained to bear a rider with the Handle Animal skill, as described in the appropriate skill description in the *Player's Handbook*.

In addition, the windrider can use this skill to train a creature of any other type that has an Intelligence score of 2 or below to bear a rider.

The category of the task and its Handle Animal DC are as given on Table 5–22.

Any creature not of the animal type counts as a beast for this check, regardless of its actual type.

Any of these forms of training requires two months, as noted in the skill description.

Any creature with an Intelligence score of 3 or higher needs no Handle Animal check to learn how to bear a rider. If it is willing to serve as a mount, it can determine for itself how it must move to manage the additional weight, how to interpret its rider's directional commands, and so forth. It does, however, require at least one week of training with a rider before it can perform as a mount.

TABLE 5–20: THE WINDRIDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Appraise mount, chosen mount, empathic link, mount proficiency 4 HD	0	–	–	–
2nd	+2	+3	+0	+3	Mount assistance, mount feat 1	1	–	–	–
3rd	+3	+3	+1	+3	Bonus feat, mount healing	1	0	–	–
4th	+4	+4	+1	+4	Mount proficiency 8 HD	1	1	–	–
5th	+5	+4	+1	+4	Mount feat 2, mount friendship	1	1	0	–
6th	+6	+5	+2	+5	Mount proficiency 12 HD	1	1	1	–
7th	+7	+5	+2	+5	Bonus feat, mount link	2	1	1	0
8th	+8	+6	+2	+6	Mount proficiency 16 HD	2	1	1	1
9th	+9	+6	+3	+6	Mount feat 3, mount luck	2	2	1	1
10th	+10	+7	+3	+7	Mount proficiency (all)	2	2	2	1

TABLE 5–22: HANDLE ANIMAL DCs FOR TRAINING MOUNTS

Creature Is...	Example	Task Counts as...	Handle Animal DC
Domestic animal of a kind typically used for riding	Horse	Teach an animal tasks	15
Domestic animal of a kind not typically used for riding	Dog	Teach an animal unusual tasks	20
Wild animal	Tiger	Train a wild animal	20 + creature's HD
Beast	Tyrannosaurus	Train a beast	25 + creature's HD
Any other creature of Intelligence 2 or lower*	Carriion crawler	Train a beast	25 + creature's HD

*Windrider only

MINIATURES HANDBOOK (3.5)

BONDED SUMMONER

He who learns to leash the furies of the Elemental Planes is known as a bonded summoner.

The mightiest manifestation of those planes, in their various potencies, is the elemental.

And the bonded summoner knows elementals.

He has studied their ways, means, origins, and formation.

He instinctively knows an elemental's strengths and develops an unbreakable bond with a powerful elemental companion.

As this bond deepens over time, the bonded summoner's kinship with the elemental forces he controls deepens, blurring the line between summoner and summoned. Eventually, this journey of discovery leads to his own ability to take on the form of that which he could formerly only summon.

The knowledge required to learn the secrets of the Outer Planes is arcane in nature, and thus this prestige class is filled mostly with sorcerers and wizards—though anyone

else who meets the requirements may choose to take the journey of a bonded summoner.

NPC bonded summoners are usually loners, though they may organize with specialists or fellow bonded summoners of their element if threatened.

Other NPC bonded summoners are content to join their abilities with companies of adventurers to explore all the avenues of elementals.

Because a bonded summoner brings with him a powerful ally, most groups are happy to form such an alliance.

Hit Die: d4.

REQUIREMENTS

To qualify to become a bonded summoner, a character must fulfill all the following criteria.

Skills: Knowledge (the planes) 8 ranks, Speak Language (Aquan, Auran, Ignan, or Terran).

Spells: Able to cast 2nd-level arcane spells.

Special: Must have a familiar.

CLASS SKILLS

The bonded summoner's class skills are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the bonded summoner prestige class.

Weapon and Armor Proficiency: Bonded summoners gain no proficiency with any weapon or armor.

Spells per Day: At every even-numbered level gained in the bonded summoner class, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain all the benefits a character of that class would have gained (metamagic or item creation feats, and so on), except for an increased effective level of spellcasting.

If a character had more than one arcane spellcasting class before becoming a bonded summoner, he must decide to

BONDED SUMMONER'S ELEMENTAL COMPANION

A bonded summoner has an elemental companion that starts at Medium size and grows larger as the bonded summoner's level increases.

Arcane Level	Special
Up to 8th	Deliver touch spells, devotion, empathic link, improved evasion, share spells
9th–11th	Spell resistance
12th or higher	Improved speed

Elemental Companion Basics: Use the statistics for an elemental of the appropriate size as found in the *Monster Manual*, but make the following changes:

Arcane Level: The bonded summoner's total of levels in the bonded summoner class and other arcane spellcasting classes.

Deliver Touch Spells (Su): A companion can deliver touch spells for the bonded summoner. If the bonded summoner and the companion are in contact at the time the bonded summoner casts a touch spell, he can designate his companion as the "toucher." The companion can then deliver the touch spell just as the bonded summoner could. As usual, if the bonded summoner casts another touch spell before the touch is delivered, the touch spell dissipates.

Devotion (Ex): An elemental companion's devotion to the bonded summoner is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Empathic Link (Su): The bonded summoner has an empathic link with his elemental companion out to a distance of 1 mile. The bonded

At 3rd level, his elemental companion grows to Large.

At 5th level, it grows to Huge.

At 7th level, the companion becomes a greater elemental, and at 9th level it becomes an elder elemental.

If the elemental companion dies, the bonded summoner takes damage equal to the elemental's Hit Dice.

The bonded summoner also takes 1d4 points of damage to each ability score.

A new elemental of the same kind as the old one may be summoned 24 hours later.

A bonded summoner may dismiss his elemental at any time without taking this damage, but he must still wait 24 hours before summoning another elemental.

Resistance to Energy (Ex): A bonded summoner gains resistance 5 against the energy type associated with his element of study.

At 3rd level, this resistance improves to 10.

At 5th level, it improves to 15.

At 7th level, it improves to 20.

At 9th level, the character gains immunity to the energy type in question.

which class he adds the new level for purposes of determining spells per day.

Elemental Companion (Ex): At 1st level, a bonded summoner picks his element of study: air, earth, fire, or water.

This choice cannot be changed.

The bonded summoner calls a Medium elemental of the type chosen, which replaces his familiar.

The elemental gets abilities according to the information in the accompanying sidebar.

summoner cannot see through the companion's eyes, but they can communicate empathically. Note that even intelligent elementals see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the bonded summoner has the same connection to an item or place that his companion does, just as a master and his familiar (see the Familiars sidebar, page 52 of the *Player's Handbook*).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex save for half damage, an elemental companion takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the bonded summoner's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his elemental companion. The companion must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the companion if the creature moves farther than 5 feet away and will not affect the companion again even if it returns to the bonded summoner before the duration expires. Additionally, the bonded summoner may cast a spell with a target of "You" on his companion (as a touch range spell) instead of on himself. A bonded summoner and his companion can share spells even if the spells normally do not affect elementals.

Spell Resistance (Ex): If the bonded summoner's arcane spellcaster level is 9th or higher, an elemental companion gains spell resistance equal to the bonded summoner's arcane spellcaster level + 5.

Improved Speed (Ex): All of the elemental companion's speed figures increase by 10 feet.

Element	Energy
Air	Electricity
Earth	Acid
Fire	Fire
Water	Cold

Immunities (Ex): Over time, a bonded summoner slowly turns into an elemental, gaining an elemental's immunities along the way.

At 3rd level, he becomes immune to sleep effects.

At 5th level, he becomes immune to poison.

At 7th level, he becomes immune to paralysis and stunning.

At 10th level, he is no longer subject to critical hits.

Cannot Be Flanked (Ex): At 9th level, a bonded summoner has become so much like an elemental that he loses the normal human orientation toward "front" and "back".

Like an elemental, he can't be flanked.

Elemental Form (Su): At 10th level, a bonded summoner gains the ability to turn himself into an elemental and back again once per day.

This elemental is an elder elemental of the bonded summoner's element of study.

This ability functions like the *polymorph* spell, except as noted here.

The effect lasts for 10 hours, or until the bonded summoner changes back.

Changing form (to elemental or back) is a standard action that does not provoke an attack of opportunity.

Elemental Type: At 10th level, a bonded summoner's type changes to elemental, and he gains the subtype of the appropriate element.

He loses any other elemental subtypes he may have.

TABLE 1-7: THE BONDED SUMMONER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Elemental companion (Medium), resistance to energy 5	—
2nd	+1	+0	+0	+3	—	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Elemental companion (Large), resistance to energy 10, immunity to sleep	—
4th	+2	+1	+1	+4	—	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Elemental companion (Huge), resistance to energy 15, immunity to poison	—
6th	+3	+2	+2	+5	—	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Elemental companion (greater), resistance to energy 20, immunity to paralysis, stun	—
8th	+4	+2	+2	+6	—	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Elemental companion (elder), cannot be flanked, immunity to energy	—
10th	+5	+3	+3	+7	Elemental form, elemental type, immunity to critical hits	+1 level of existing arcane spellcasting class

DRAGON SAMURAI

Dragon samurai are dedicated warriors, members of a special, self-selected class who revere dragonkind and emulate dragons' ferocious martial abilities to the point of taking on some draconic traits.

Unlike noble samurai, who are born to their role and into a system of allegiance, dragon samurai are made, not born. Sometimes, orthodox samurai fall out of the system and find their way into a dragon clan (see below), but more often, those previously unfettered with allegiance swear fealty to a chosen dragon clan.

It is then that they begin their training in the arts of draconic warfare and discipline.

Each dragon samurai is bound to a single dragon clan, of which there are ten.

Five good dragon clans are each devoted to a kind of metallic dragon, and five evil dragon clans are each devoted to a kind of chromatic dragon.

Dragon samurai adhere to their own unique *bushido* (a samurai's code of honor).

However, they swear loyalty and obedience to a clan, not to a lord.

If a dragon samurai remains true to her *bushido*, in time the fires of the dragon awaken within her.

Martial classes of all types can apply for membership in dragon clans.

Basically, anyone with an abiding interest in or reverence for dragons may eventually qualify for clan membership.

If the dragon's roar is as a song to one's ears, she should consider becoming a dragon samurai.

NPC dragon samurai are solid, stalwart warriors of their clans.

They advance the clan's secret agendas, which can be as simple as a quick commission or as grand as an all-consuming crusade.

Hit Die: d10.

REQUIREMENTS

To qualify to become a dragon samurai, a character must fulfill all the following criteria.

Alignment: Depends on the color of the dragon samurai's clan, as follows.

Black, Red, or White: Chaotic neutral, neutral evil, or chaotic evil.

Blue or Green: Lawful neutral, lawful evil, or neutral evil.

Brass or Copper: Neutral good, chaotic good, or chaotic neutral.

Bronze, Gold, or Silver: Lawful good, neutral good, or lawful neutral.

Base Attack Bonus: +5.

Skills: Knowledge (arcana) 2 ranks.

Special: The character must have no experience as a dragon samurai of a different clan.

CLASS SKILLS

A dragon samurai's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the dragon samurai prestige class.

Weapon and Armor Proficiency: Dragon samurai gain no proficiency with any weapon or armor.

Dragon Breath (Su): A dragon samurai can use a breath weapon once per day as a standard action.

The type of breath weapon depends on the color of the dragon samurai's clan, as noted below.

The breath weapon deals 1d8 points of damage per class level.

The Reflex save DC for the breath weapon is 10 + the dragon samurai's class level + the dragon samurai's Con modifier.

If a dragon samurai already has a breath weapon of the same type, the damage stacks.

For example, if a half-dragon character has a breath weapon dealing 6d8 points of damage once per day, and gains a breath weapon of the same type that deals 2d8 points of damage for being a 2nd-level dragon samurai, her damage increases to 8d8.

She still gets to use her breath weapon only once per day.

Resistance to Energy (Su): A dragon samurai gains resistance 5 against attacks involving the same energy type as the character's breath weapon (for example, acid for a green dragon samurai).

At 5th level, the resistance improves to 10.

At 7th level it improves to 15, and at 10th level it becomes 20.

Dragon Friend (Ex): Starting at 2nd level, a dragon samurai gets a +4 circumstance bonus on all Charisma-based checks when dealing with dragons of his clan's color.

Immune to Dragon Fear (Ex): Starting at 3rd level, a dragon samurai is immune to fear effects from a dragon of her clan's color.

Elemental Weapon (Su): Starting at 4th level, a dragon samurai can endow a melee weapon with elemental energy while she wields it in battle.

This energy is of the same type as her breath weapon.

Causing a weapon or weapons to gain this feature is a free action.

At 4th level, the melee weapon deals an extra 1d6 points of energy damage, and this extra damage increases to 2d6 at 9th level.

This extra damage does stack with any energy damage the weapon may already deal.

Dragon Ride (Ex): Starting at 6th level, a dragon samurai gets a +4 bonus on all Ride checks while riding a dragon.

Blind-Fight: At 8th level, a dragon samurai gains Blind-Fight as a bonus feat.

If the character already has the feat, she can choose a different one.

TABLE 1-8: THE DRAGON SAMURAI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Dragon breath, resistance to energy 5
2nd	+1	+3	+0	+3	Dragon friend
3rd	+2	+3	+1	+3	Immune to dragon fear
4th	+3	+4	+1	+4	Elemental weapon +1d6
5th	+3	+4	+1	+4	Resistance to energy 10
6th	+4	+5	+2	+5	Dragon ride
7th	+5	+5	+2	+5	Resistance to energy 15
8th	+6	+6	+2	+6	Blind-Fight
9th	+6	+6	+3	+6	Elemental weapon +2d6
10th	+7	+7	+3	+7	Resistance to energy 20

Color	Energy	Breath Weapon*
Black	acid	60-ft. line of acid
Blue	electricity	60-ft. line of lightning
Green	acid	30-ft. cone of corrosive (acid) gas
Red	fire	30-ft. cone of fire
White	cold	30-ft. cone of cold
Brass	fire	60-ft. line of fire
Bronze	electricity	60-ft. line of lightning
Copper	acid	60-ft. line of acid
Gold	fire	30-ft. cone of fire
Silver	cold	30-ft. cone of cold

*Breath weapon sizes given here are for Medium creatures. For creatures of other sizes, see the Dragon Breath Weapons table on page 69 of the *Monster Manual*.

HAVOC MAGE

Combat magic is usually reserved for spellcasters in the second rank who are content to lob spells as if artillery from behind the cover of front-rank combatants.

Not so the havoc mage, who shares as much in common with a fighter as with a wizard.

The havoc mage has learned to toss off spells with such reckless abandon that he can fight head-to-head with both sword and spell without incurring the bitter consequences other spellcasters must contend with.

A havoc mage is interested in maximum carnage in the shortest amount of time, by dint of a quick spell cast where an enemy least expects it.

A havoc mage must first learn the ways of arcane magic, so those most likely to take up the sword (to complement the wand) are sorcerers and wizards.

These normally sedate characters are drawn to the frenzy of battle, during which a flashing sword can be just as effective in their own hands as a well-timed spell.

NPC havoc mages are more likely than other spellcasters to be lone adventurers, since they are adept both at arms and magic.

However, the most successful havoc mages are those who join their talents with those of a balanced group of combatants and spellcasters.

Hit Die: d8.

REQUIREMENTS

To qualify to become a havoc mage, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Knowledge (arcana) 5 ranks.

Spells: Able to cast 2nd-level arcane spells.

CLASS SKILLS

The havoc mage's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Ride (Dex), Spellcraft (Int), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the havoc mage.

Weapon and Armor Proficiency: Havoc mages gain no proficiency with any weapon or armor.

Spells per Day: At 2nd, 4th, and 5th level, a havoc mage gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class.

He does not, however, gain all the benefits a character of that class would have gained (metamagic or item creation feats, and so on), except for an increased effective level of spellcasting.

If a character had more than one arcane spellcasting class before becoming a havoc mage, he must decide to which class he adds the new level for purposes of determining spells per day.

Battlecast (Ex): A havoc mage gains the ability to cast spells of a certain level or lower while making a weapon attack. He may take a full-round action to attack and cast a spell.

The spell must be an arcane spell he knows of 2nd level or lower with a casting time of 1 standard action or less. When using his battlecast ability, a havoc mage may cast spells requiring somatic components even if he has no free hands.

Using battlecast does not provoke attacks of opportunity. At 3rd level and higher, a havoc mage can battlecast a spell of 4th level or lower.

At 5th level, a havoc mage can battlecast a spell of 8th level or lower.

The battlecast ability does not grant a havoc mage any relief from the arcane spell failure chance imparted by armor.

TABLE 1–9: THE HAVOC MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Battlecast 2nd	—
2nd	+1	+3	+0	+3	—	+1 level of existing arcane spellcasting class
3rd	+2	+3	+1	+3	Battlecast 4th	—
4th	+3	+4	+1	+4	—	+1 level of existing arcane spellcasting class
5th	+3	+4	+1	+4	Battlecast 8th	+1 level of existing arcane spellcasting class

SKULLCLAN HUNTER

The skullclan hunter is the acclaimed foe of unlife. He champions life by tracking and eradicating all creatures that mock it with evil intent.

His devotion to his task is such that he spends moonless nights and weary days tracking undead to their lairs, or when possible, joining a military band that is likely to come against a legion of the dead.

A skullclan hunter is most often a rogue who has had a terrible encounter with a creature of unlife.

Because of that encounter, he comes to realize that using his own skills against living creatures only serves to create more fodder for unlife to take root, so he dedicates himself to the eradication of undead.

Following through on this decision, he takes up the cleric class to gain the ability to turn undead (and perhaps to acquire the needed knowledge of religion more quickly). Multiclass rogue/clerics are the characters best suited for this class.

NPC skullclan hunters fill out special positions in companies that know they will soon be threatened by undead.

While a skullclan hunter's abilities are still useful in situations other than the immediate threat of undead action, the character really shines only when putting the fear of disincorporation into sentient undead.

Hit Die: d6.

REQUIREMENTS

To qualify to become a skullclan hunter, a character must fulfill all the following criteria.

Alignment: Any good.

Skills: Knowledge (religion) 8 ranks.

Special: Able to turn undead; sneak attack +2d6.

CLASS SKILLS

The skullclan hunter's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge

(religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the skullclan hunter prestige class.

Weapon and Armor Proficiency: Skullclan hunters gain no proficiency with any weapon or armor.

Track Undead (Ex): A skullclan hunter gains the ability to track undead (only) as if using the Track feat.

A skullclan hunter uses his Knowledge (religion) skill modifier instead of his Survival modifier for the skill checks associated with this feat.

Divine Strike (Ex): Due to his specialized skill, training, and connection with the forces of light, a skullclan hunter of 2nd level or higher can make a special attack that is infused with positive energy.

Effectively, this ability allows him to deal extra damage to undead as though making a sneak attack.

Divine strike damage applies to any sneak attack dice the skullclan hunter already has, as well as those gained through advancement in this class.

Immunities (Ex): As he grows in power, a skullclan hunter develops immunities to special attacks that are common among undead creatures.

At 3rd level, he gains immunity to all fear-based effects and spells from undead.

At 4th level, he gains immunity to disease (regardless of the source).

At 7th level, he gains immunity to paralysis.

At 8th level, he gains immunity to ability drain or damage.

At 10th level, he gains immunity to energy drain.

Sneak Attack: At 3rd level, a skullclan hunter's sneak attack damage increases by 1d6.

This extra damage stacks with the sneak attack damage he already deals.

At 6th level, his sneak attack damage increases to 2d6.

At 9th level, it increases to 3d6.

Protection from Evil (Su): Starting at 4th level, a skullclan hunter benefits from a permanent *protection from evil* effect upon himself.

Sword of Light (Su): Any weapon (melee or ranged, manufactured or natural) wielded by a skullclan hunter of 5th level or higher overcomes the damage reduction of any undead creature.

Sword of Darkness (Su): Any weapon (melee or ranged, manufactured or natural) wielded by a skullclan hunter of 9th level or higher counts as a ghost touch weapon, allowing it to hit incorporeal creatures without the usual 50% miss chance for such attacks.

TABLE 1–10: THE SKULLCLAN HUNTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Track undead
2nd	+1	+0	+3	+3	Divine strike
3rd	+2	+1	+3	+3	Immunity to undead fear, sneak attack +1d6
4th	+3	+1	+4	+4	Immunity to disease, protection from evil
5th	+3	+1	+4	+4	Sword of light
6th	+4	+2	+5	+5	Sneak attack +2d6
7th	+5	+2	+5	+5	Immunity to paralysis
8th	+6	+2	+6	+6	Immunity to ability drain or damage
9th	+6	+3	+6	+6	Sneak attack +3d6, sword of darkness
10th	+7	+3	+7	+7	Immunity to energy drain

TACTICAL SOLDIER

The tactical soldier is the master of teamwork in melee. She has trained in cooperative battle tactics and knows how to take advantage of position and timing to make herself and her teammates a deadly, unified force in battle. No other force compares to a group of melee-worthy combatants along with a tactical soldier in the wings, ready to multiply the total deadly effectiveness of the group by far more than their number alone would indicate.

It takes a special kind of person to give up the limelight in favor of teamwork.

Those with the necessary ability to think about the objective first and their own glory second make ideal tactical soldiers.

Fighters, paladins, and rangers are the most common tactical soldiers, knowing just how to multiply the strengths and eradicate the weaknesses of battle-hardened combatants.

NPC tactical soldiers make ideal cohorts or hirelings. What fighter wouldn't want a tactical soldier backing him up, ready to step in and fight when the melee begins? Hit Die: d10.

REQUIREMENTS

To qualify to become a tactical soldier, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Sense Motive 2 ranks.

Feats: Cleave, Combat Reflexes.

CLASS SKILLS

The tactical soldier's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the tactical soldier prestige class.

Weapon and Armor Proficiency: Tactical soldiers are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Flanker (Ex): A tactical soldier can flank enemies from seemingly impossible angles.

She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal).

She may designate the square at the beginning of her turn or at any time during her turn.

The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassable or occupied.

Sidestep (Ex): At 2nd level, a tactical soldier gains Sidestep (described later in this chapter) as a bonus feat.

If she already has the feat, she can choose a different one.

Interpose (Ex): A tactical soldier gains this ability, usable three times per day, at 3rd level.

When an enemy threatens her in melee and makes a successful attack against an adjacent ally of hers, the tactical soldier may take the damage (and other effects) of the blow as if she had been hit instead.

Defensive Shield (Ex): Starting at 4th level, whenever a tactical soldier fights defensively, she provides up to two adjacent allies with a +2 dodge bonus to Armor Class, though their attack rolls do not take the normal –4 penalty (but her attack rolls still do).

Offensive Strike (Ex): Starting at 5th level, in times of urgency a tactical soldier can lower all her defenses to make a very aggressive attack.

When making an offensive strike, the tactical soldier gains a +4 bonus on melee attack rolls and damage rolls for 1 round.

Until her next turn, however, she is wide open to physical and magical attacks.

All successful attack rolls made against the tactical soldier are automatic threats, and all saving throws the tactical soldier makes against spells automatically fail.

Delayed Cleave (Ex): Starting at 7th level, if the last creature a tactical soldier hit in melee is dropped by someone other than her, and the tactical soldier still threatens that creature's square, she may make a cleave attack as an attack of opportunity.

All normal restrictions on cleave attempts and attacks of opportunity apply.

Unbalancing Blow (Ex): Starting at 8th level, a tactical soldier can use a full-round action to make a strategic melee attack against an enemy.

If the attack succeeds, in addition to dealing regular damage, the blow unbalances the target so much that it provokes attacks of opportunity from creatures threatening its square.

This ability works only on creatures up to one size category larger than the tactical soldier.

Reciprocal Strike (Ex): A 10th-level tactical soldier can make an attack of opportunity (subject to normal restrictions) against a foe that successfully attacks an ally of the soldier and deals damage.

She can use this ability three times per day.

TABLE 1-11: THE TACTICAL SOLDIER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Flanker
2nd	+2	+3	+0	+0	Sidestep
3rd	+3	+3	+1	+1	Interpose
4th	+4	+4	+1	+1	Defensive shield
5th	+5	+4	+1	+1	Offensive strike
6th	+6	+5	+2	+2	—
7th	+7	+5	+2	+2	Delayed cleave
8th	+8	+6	+2	+2	Unbalancing blow
9th	+9	+6	+3	+3	—
10th	+10	+7	+3	+3	Reciprocal strike

WAR HULK

Against the marshaled forces of the enemy army, the war hulk stands tall, confident in his power against lesser soldiers.

And why not?

He is a creature of great size and talent who is specifically trained to shock and awe opposing massed troops.

A hulk indeed, he knows how to spread his mighty blows across a wide area, creating carnage on the battlefield.

While a single opponent might evade this massive attack, a massed unit of terrified soldiers are meat on the pounding block.

Drawn most often from more intelligent individuals among the various giant kinds, war hulks are trained to fight by similarly large tutors.

Other than being big, a war hulk must come to the training already knowing how to fight.

Thus, the martial classes, such as fighter, ranger, paladin, and barbarian, are most often promoted into this prestige class—although many giants meet the requirements with no class levels at all.

When an NPC war hulk is spied at the head of an army, the event is too significant to call it merely an omen.

Instead, it is a clear sign of deadly peril.

Hit Die: d12.

REQUIREMENTS

To qualify to become a war hulk, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Feats: Cleave.

Special: Must be Large or larger.

CLASS SKILLS

The war hulk's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), and Jump (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the war hulk.

Weapon and Armor Proficiency: War hulks gain no proficiency with any weapon or armor.

Ability Boost (Ex): As a war hulk gains levels in this prestige class, his Strength score increases as noted in Table 1-12: The War Hulk.

These increases stack.

No Time to Think (Ex): A character with levels in the war hulk prestige class is considered to have 0 ranks in all

Intelligence-, Wisdom-, and Charisma-based skills (whether or not he has bought ranks in them previously). The only exception is the Intimidate skill, which works normally.

Great Swing (Ex): Starting at 2nd level, a war hulk is able to make a great, sweeping swing with a melee weapon.

As a full-round action, the war hulk can choose three squares adjacent to one another (he must threaten all of them).

His attack applies to all creatures in those squares.

Make one attack roll and apply that roll as an attack against each defender.

If the war hulk uses a special attack (such as disarm, trip, or sunder), this special attack affects only the first target; the other creatures are attacked normally.

Walls and similar obstacles can block a great swing.

Start with one square that the war hulk threatens.

Each successive square chosen must be adjacent to the previous square and have line of effect from that square.

Two squares separated by a wall, for instance, can't be chosen as adjacent squares for a great swing.

The war hulk may skip creatures, attacking only those he wants to.

For example, if there are three creatures in a row—an enemy, an ally, and another enemy—the war hulk can choose those three squares for the great swing but strike only the two enemies.

If a war hulk drops one of his foes with a great swing, he may make a cleave attack normally.

However, he may do so only once for every time he swings, even if he drops more than one foe.

Mighty Rock Throwing (Ex): Starting at 3rd level, a war hulk gains a powerful rock throwing ability.

The character can throw rocks that deal 2d8 points of damage with a range increment of 50 feet.

(Like all thrown weapons, they have a maximum range of five range increments).

The war hulk uses his Strength modifier instead of his Dexterity modifier on the attack roll.

The rock must weigh approximately 50 pounds.

Mighty Swing (Ex): Starting at 4th level, a war hulk can make a mighty swing.

A mighty swing is like a great swing, except that it is a standard action rather than a full-round action.

Thus, the character can move and make a mighty swing or (if he can make multiple attacks) make multiple mighty swings in a single round.

Sweeping Boulder (Ex): Starting at 6th level, a war hulk is able to throw his rocks with such force that they affect two adjacent squares.

(The second square must be farther away from the war hulk than the first—they cannot be equidistant from him).

Make one attack roll and apply the result to each target.

As with great swing, the war hulk must have line of effect from one square to the next.

Toughness: At 8th, 9th, and 10th level, a war hulk gains Toughness as a bonus feat.

Massive Sweeping Boulder (Ex): Starting at 8th level, a war hulk is able to throw his rocks with such force that they affect four squares in a line.

(Each successive square chosen must be farther away from the character).

Only the first creature can be subject to damage from a critical hit or a sneak attack.

As with great swing, the war hulk must have line of effect from one square to the next.

Massive Swing (Ex): A 10th-level war hulk can lash out all around himself with a single attack.

Massive swing works like mighty swing, except that its effect is not limited to three squares.

The war hulk's swing affects all squares he threatens.

TABLE 1-12: THE WAR HULK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	No time to think, ability boost (Str +2)
2nd	+0	+3	+0	+0	Great swing, ability boost (Str +2)
3rd	+0	+3	+1	+1	Mighty rock throwing, ability boost (Str +2)
4th	+0	+4	+1	+1	Mighty swing, ability boost (Str +2)
5th	+0	+4	+1	+1	Ability boost (Str +2)
6th	+0	+5	+2	+2	Sweeping boulder, ability boost (Str +2)
7th	+0	+5	+2	+2	Ability boost (Str +2)
8th	+0	+6	+2	+2	Massive sweeping boulder, Toughness, ability boost (Str +2)
9th	+0	+6	+3	+3	Ability boost (Str +2), Toughness
10th	+0	+7	+3	+3	Massive swing, Toughness, ability boost (Str +2)

WARCHIEF

A warchief leads a primitive, aggressive tribe of humanoids, especially when they turn to marauding.

The warchief calls on his indomitable presence and terrible visage to spur his followers to feats of great courage and sacrifice for the tribe.

The tribe member who hangs back learns firsthand that the warchief's displeasure is a terror eclipsing even the hardships of war—better to die in glory on the battlefield than under the warchief's torturous punishments.

Inspired into a killing frenzy, the warchief and his band sweep the enemies of the tribe before their onslaught.

Warchiefs are self-made leaders, more often than not reaching their elevated status by deposing the previous warchief in a bloody coup.

A warchief doesn't become the sole authority by worrying about the needs of others, and thus good-aligned leaders are rarely members of this class.

The martial classes—especially fighter, ranger, and warrior—are most likely to become warchiefs.

NPC warchiefs might be found throughout the savage lands, leading tribes of brutal humanoids to bloody ends.

Luckily for those in civilized lands, warchiefs most often array their followers against other warring bands of savages. Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +3.

Special: Must have led a tribe in battle.

CLASS SKILLS

The warchief's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the warchief.

Weapon and Armor Proficiency: Warchiefs gain no proficiency with any weapon or armor.

Tribal Frenzy (Ex): A warchief is able to inspire his followers to acts of extreme battle frenzy.

The warchief may activate this frenzy as a standard action. He may then maintain it as a free action.

It ends at the conclusion of any turn in which the warchief does not maintain it.

The frenzy affects any creature that is a member of the warchief's race and tribe, that starts its turn within 30 feet of the warchief, and that is able to hear the warchief.

The frenzy grants a +2 enhancement bonus to the Strength score of each affected ally (not including the warchief himself).

At the start of each of their turns, everyone affected by the Strength boost takes 1 point of damage for each Hit Die they have.

Thus, an orc warchief can grant +2 Strength to each member of the pack of 1st-level orc warriors he commands, but they each take 1 point of damage per round as long as the Strength boost remains in effect.

Every two levels (3rd, 5th, 7th, and 9th), the bonus to Strength increases by +2.

Ability Boost (Ex): As a warchief gains levels in this prestige class, his Charisma score increases as noted on Table 1-13: The Warchief.

These increases stack.

Devoted Bodyguards (Ex): Beginning at 8th level, once per round, whenever a warchief is hit by an attack, he may make a DC 15 Reflex save to have that attack affect an adjacent tribe member instead.

The attack is treated as though it had hit the chosen bodyguard instead of the leader, regardless of the bodyguard's Armor Class or any other defensive effects.

A tribe member may not serve as a bodyguard if it is dazed, stunned, paralyzed, or otherwise unable to act.

TABLE 1-13: THE WARCHIEF

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Tribal frenzy (Str +2)
2nd	+1	+3	+0	+3	Ability boost (Cha +2)
3rd	+2	+3	+1	+3	Tribal frenzy (Str +4)
4th	+3	+4	+1	+4	—
5th	+3	+4	+1	+4	Tribal frenzy (Str +6)
6th	+4	+5	+2	+5	Ability boost (Cha +2)
7th	+5	+5	+2	+5	Tribal frenzy (Str +8)
8th	+6	+6	+2	+6	Devoted bodyguards
9th	+6	+6	+3	+6	Tribal frenzy (Str +10)
10th	+7	+7	+3	+7	Ability boost (Cha +2)

ORIENTAL ADVENTURES (3.0)

MULTIPLE PRESTIGE CLASSES

It is extremely uncommon for a samurai to train in more than one school—or, for that matter, for a samurai to train in another clan's school. No hard rules prevent this, but the Dungeon Master should discourage or even prohibit characters from switching from one prestige class to another. One possible exception is the tattooed monk prestige class, which may be available to a character from another school who has allies among the Dragon clan.

When a character reaches the pinnacle of a prestige class, he typically follows one of two possible routes: returning to his original class in order to pick up extra feats or special abilities, or adopting the monk class as a sort of retirement.

THE WITCH HUNTERS

Since the days of the infamous maho-tsukai Iuchiban, a very small branch of the Kuni have taken a more forceful role in the battle against the Shadowlands. They feel that evil must not be allowed to spread into the empire, and have dedicated themselves to wiping out all traces of evil in Rokugan proper. These rare Kuni are known as tsukai-sugasu, or witch hunters. They are still required to learn the mystic secrets of their family, but they also study the warrior arts with their Hida kin. When they are ready, they set out in the world, using their knowledge and weaponry to destroy the Shadowlands Taint wherever it may

appear. These characters adopt the witch hunter prestige class described in Chapter 3: Prestige Classes.

During the Spirit Wars, a single Kuni witch hunter rose to a position of prominence in the empire. Kuni Utagu won the position of Jade Champion—the foremost shugenja in the empire—and used that position to launch a tireless crusade to hunt down and exterminate maho-tsukai in Rokugan. The Phoenix masters frowned on Utagu's crusade, since they see themselves as the true guardians of magic. Other, quiet voices questioned Utagu's methods, though never his motives, for he was exceedingly harsh in his investigations, interrogating entire villages of heimin in order to find a single dabbler in the dark arts of maho, and even extracting confessions under torture. His unbounded energy, some say, would have been put to better use investigating bigger fish.

And now Kuni Utagu lies dead in the Imperial Court, in the wake of a loud and visible quarrel with Toturi Sezar, the late Emperor's third child. The witch hunter's hands and wrists are slit, suggesting that his blood was used to power a maho spell, and further evidence implicates Sezar. Sezar protests his innocence, and no one is yet willing to make a formal accusation.

The loose network of Kuni witch hunters is now dead set on revenge. Convinced that a powerful maho-tsukai is located within the Imperial Court, many witch hunters are focusing their efforts on uncovering this presumed evil mastermind behind Utagu's death.

AKODO CHAMPION

The Akodo form the massive army of the Lion clan, disciplined, tightly structured, and unmatched in battle prowess.

The Akodo put less weight on individual glory than other clans do, recognizing the strength of samurai fighting side by side.

They learn coordinated efforts and tight maneuvers, training under the Akodo motto: "Duty, Honor, Leadership".

They are perhaps not as furious in battle as the Matsus, but their unison battle cries and coordinated charges decimate their foes on the battlefield.

The Akodo champions are the leaders of this mighty army, an inspiration to the soldiers they lead.

Akodo champions are almost exclusively drawn from the samurai character class.

NPC Akodo champions serve as officers in the Lion army, masters of strategy and tactics and guardians of the empire. Hit Die: d10.

REQUIREMENTS

To qualify to become an Akodo champion, a character must fulfill all the following criteria.

Race: Human (Lion).

Alignment: Lawful good.

Base Attack Bonus: +5.

Skills: Knowledge (history) 4 ranks.

Feats: Iron Will, Ki Shout, Weapon Focus (katana).

CLASS SKILLS

The Akodo champion's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Iaijutsu Focus (Cha), Intimidate (Cha), Jump (Str), Knowledge (history) (Int), Knowledge (nobility and

royalty) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

The Iaijutsu Focus skill is described in Chapter 4 of this book.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the Akodo champion.

Weapon and Armor Proficiency: Akodo champions do not gain any additional weapon or armor proficiency.

Detect Evil (Sp): At will, the Akodo champion can use *detect evil*.

Ancestral Favor (Ex): At 2nd level and higher, an Akodo champion applies his Charisma modifier (if positive) as a bonus on all saving throws.

Leadership Feat: At 2nd level, an Akodo champion gains the Leadership feat for free.

Smite Evil (Su): Once per day, an Akodo champion of 2nd level or higher may attempt to smite evil with one normal melee attack.

He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per level.

If the champion accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day. Aura of Courage: Beginning at 3rd level, an Akodo champion is immune to fear (magical or otherwise).

Allies within 10 feet of the champion gain a +4 morale bonus on saving throws against fear effects.

Granting the morale bonus to allies is a supernatural ability.

Great Leader: At 4th level, an Akodo champion's Leadership score is increased by 1.

This bonus increases by 1 every three levels thereafter (to 2 at 7th level and 3 at 10th level).

This bonus stacks with other bonuses to Leadership, including the Great Diplomat (Asako ancestor) feat.

Inspire Greatness (Su): An Akodo champion of 5th level or higher can inspire greatness in another creature, granting extra fighting capability.

For every two levels the champion attains beyond 5th, he can inspire greatness in one additional creature.

To inspire greatness, the Akodo champion must meet his ally's gaze, and the ally must be within 30 feet.

A creature inspired with greatness gains temporary Hit Dice, attack bonuses, and saving throw bonuses as long as the Akodo champion continues participating in the same battle.

TABLE 11-4: THE AKODO CHAMPION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	<i>Detect evil</i>
2nd	+2	+3	+0	+3	Ancestral favor, Leadership feat, smite evil
3rd	+3	+3	+1	+3	Aura of courage
4th	+4	+4	+1	+4	Great leader (+1)
5th	+5	+4	+1	+4	Inspire greatness (1 ally)
6th	+6	+5	+2	+5	
7th	+7	+5	+2	+5	Great leader (+2), inspire greatness (2 allies)
8th	+8	+6	+2	+6	
9th	+9	+6	+3	+6	Inspire greatness (3 allies)
10th	+10	+7	+3	+7	Great leader (+3)

BUSHIDO

Bushido is the code of the samurai, the moral and ethical path every true samurai tries to follow. All the clans recognize Akodo's writings on *bushido* as a legitimate tool for teaching samurai their proper place in the Celestial Order. In the schools of the Lion, however, a copy of Akodo's text sits beside a copy of the Tao of Shinsei—but only Akodo's is ever opened.

According to the code of *bushido*, a samurai must possess seven virtues:

Gi (honesty and justice): A samurai deals openly and honestly with others and cleaves to the ideals of justice. Moral decisions do not come in shades of gray, only right and wrong.

Yu (heroic courage): A samurai never fears to act, but lives life fully and wonderfully. Fear is replaced with respect and caution.

Jin (compassion): A samurai takes every opportunity to aid others, and creates opportunities when none arise. As a powerful

The target gains the following boosts:

- +2 Hit Dice (d10s that grant temporary hit points).
- +2 competence bonus on attacks.
- +1 competence bonus on Fortitude saves.

Apply the target's Constitution modifier, if any, to each bonus Hit Die.

These extra Hit Dice count as regular Hit Dice for determining effects such as the *sleep* spell.

Inspire greatness is a mind-affecting ability.

individual, a samurai has a responsibility to use that power to help others.

Rei (polite courtesy): A samurai has no reason to be cruel, and no need to prove his strength. Courtesy distinguishes a samurai from an animal, and reveals one's true strength.

Meyo (honor): A samurai's conscience is the judge of her honor. The decisions she makes and how she carries them out are a reflection of her true nature.

Makoto (complete sincerity): When a samurai has said that he shall perform an action, it is as good as done. He need not make promises; speaking and doing are as if the same.

Chugo (duty and loyalty): A samurai feels responsible for her actions and their consequences, and loyal to the people in her care. A samurai's loyalty to her lord is unquestionable and unquestioning.

BATTLE MAIDEN

Battle maidens are the stuff of wonder and legend, an order of mounted female samurai whose swift, fearless attacks are renowned throughout the world.

They have a supernatural bond with their mounts, an intense spiritual connection similar to the bond between a paladin and her mount.

Battle maidens maintain a tradition of martial prowess tempered by spiritual purity.

Their spirits burn with pure devotion; they are unquestionably loyal, eternally dedicated, and above worldly desires.

Battle maidens are almost exclusively female members of the samurai character class.

In Rokugan, they are drawn solely from the Unicorn clan, where they are trained in the Utau school.

NPC battle maidens form the elite cavalry units of an army. Hit Die: d10.

REQUIREMENTS

To qualify to become a battle maiden, a character must fulfill all the following criteria.

Gender: Female.

Alignment: Any lawful.

Base Attack Bonus: +7.

Skills: Handle Animal 10 ranks, Ride 10 ranks.

Feats: Mounted Combat, Ride-by Attack, Spirited Charge.

CLASS SKILLS

The battle maiden's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Profession (Wis), and Ride (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the battle maiden.

Weapon and Armor Proficiency: Battle maidens are proficient with all simple and martial weapons and with light and medium armor.

Special Mount: A battle maiden's mount is no ordinary animal. In fact, it is not an animal at all, but a magical beast. This heavy warhorse shares the basic statistics of its kind, as described in the *Monster Manual*, but also shares many qualities in common with a paladin's mount. It is superior to a normal mount of its kind and has special powers, as shown below.

Battle Maiden Level	HD	Natural Armor	Str	Int	Attack Bonuses Hoof	Bite	Special
1st–3rd	6d8+18	4	19	6	+7	+2	Improved evasion, empathic link, share saving throws
4th–6th	8d8+32	6	20	7	+10	+5	Speed 60 ft.
7th–9th	10d8+30	8	21	8	+11	+6	Command equines
10th	12d8+36	10	22	9	+14	+9	Speed 70 ft., SR 20

Battle Maiden Level: The class level of the battle maiden. If the mount suffers a level drain, treat the mount as though it belonged to a battle maiden of one level lower. For example, if the mount of a 7th-level battle maiden is drained of one level, it effectively becomes the mount of a 6th-level battle maiden (reduced HD, armor, etc., and no longer able to use *command equines*) until the level drain is negated.

If the mount of a 1st-level battle maiden is drained of one level, it becomes a normal heavy warhorse (no longer a magical beast).

HD: The warhorse's Hit Dice.

Natural Armor: A battle maiden's mount begins with the normal thick hide of its kind, but that natural armor value increases as the battle maiden goes up in level.

A heavy warhorse's AC is 10, –1 for its size, +1 for its Dexterity, + the number listed in this column.

Str: The mount's Strength score.

Int: The mount's Intelligence score.

Attack Bonuses: These melee attack numbers reflect the horse's Hit Dice, Strength score, and size (Large).

A warhorse gets two hoof attacks at the listed bonus and a bite attack at the listed bonus.

Improved Evasion (Ex): If the mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Empathic Link (Su): The battle maiden has an empathic link with the mount out to a distance of up to one mile.

The battle maiden cannot see through the horse's eyes, but they can communicate telepathically.

Even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

Because of the empathic link between the mount and the battle maiden, the battle maiden has the same connection to an item or place that the mount does.

Share Saving Throws: The mount uses its own base save bonuses or the battle maiden's, whichever are higher.

Speed: The mount's base speed increases as the battle maiden acquires more levels.

A normal warhorse's speed is 50 feet.

Command Equines (Sp): The mount can use this ability at will against other equines (including horses, donkeys, mules, and ponies) with fewer Hit Dice than it has itself. The mount can use this ability once per day per level of the battle maiden, and the ability functions just like the spell *command* (for purposes of this spell, the mount can make itself be understood by any normal equine).

Since this is a spell-like ability, the mount must make a Concentration check (DC 21) if it's being ridden at the time (as in combat).

If the check fails, the ability does not work that time, but it still counts against the mount's daily uses.

Spell Resistance (Ex): To affect the mount with a spell, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the mount's spell resistance of 20.

Ride Bonus (Ex): A battle maiden gets a +2 competence bonus on her Ride checks at 1st level.

This bonus increases by +2 every four levels thereafter (+4 at 5th level, +6 at 9th level).

She can always take 10 on a Ride check, even if stress and distractions would normally prevent her from doing so.

In addition, as the battle maiden increases in levels, she can apply this bonus to other checks.

At 3rd level and above, she applies her Ride bonus on her initiative checks while fighting from horseback.

At 5th level and above, she applies her Ride bonus to her Armor Class while she is mounted.

At 7th level and above, she applies her Ride bonus on melee or ranged attacks she makes from horseback.

Burst of Speed (Ex): At 2nd level, the battle maiden can urge her mount to greater than normal speeds.

This ability doubles the distance of the mount's normal charge movement.

This ability can be used once per day without penalty to the mount.

Each additional use of the ability in a single day requires the mount to make a Will save (DC 20) immediately after the conclusion of the additional charge; failure results in the mount taking 2d6 points of damage.

Defensive Riding (Ex): Once per day, when a mounted battle maiden would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to reduce the damage in the same way as she can negate damage to her mount with the Mounted Combat feat.

She makes a Ride check (DC = damage dealt) and, if she's successful, she takes only half damage from the blow.

She must be aware of the attack and able to react to it in order to perform her defensive riding—if she is denied her Dexterity bonus to AC, she can't avoid the damage.

Heal Mount (Sp): Once per day, a battle maiden of 8th level or higher can use *heal mount* as a spell-like ability.

TABLE 3–2: THE BATTLE MAIDEN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Special mount, Ride bonus +2
2nd	+2	+3	+0	+0	Burst of speed
3rd	+3	+3	+1	+1	Ride bonus (initiative) +2
4th	+4	+4	+1	+1	Defensive riding
5th	+5	+4	+1	+1	Ride bonus (AC) +4
6th	+6	+5	+2	+2	
7th	+7	+5	+2	+2	Ride bonus (attacks) +4
8th	+8	+6	+2	+2	Heal mount
9th	+9	+6	+3	+3	Ride bonus +6
10th	+10	+7	+3	+3	

BAYUSHI DECEIVER

Most samurai schools teach *bushido*, the code of honor that defines the samurai.

If that is so, then perhaps it is wrong to call the Bayushi school a school for samurai.

Like all Scorpions, the Bayushi value loyalty far more highly than any ideal of honor.

The Bayushi school teaches the skills of warfare, naturally, but the code of behavior it teaches places loyalty—to the clan, to the school, to the sensei—above all else.

The Bayushi are charged with the dirtiest work in the empire.

What matters is their willingness to do it, out of loyalty to clan and empire, despite any compunctions of honor they may cling to.

Most Bayushi deceivers begin play with the rogue character class, though some are multiclass fighter/rogues or even samurai/rogues.

Few Bayushi samurai can maintain the high standards of honor demanded by the samurai class, however.

NPC Bayushi deceivers serve in the fairly small Scorpion army, as courtiers in the daimyo's court, and as spies for the clan.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Bayushi deceiver, a character must fulfill all the following criteria.

Race: Human (Scorpion).

Alignment: Any nonlawful.

Base Attack Bonus: +3.

Skills: Bluff 8 ranks, Diplomacy 8 ranks.

Feats: Improved Initiative.

Sneak Attack Damage: +2d6.

CLASS SKILLS

The Bayushi deceiver's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (nobility and royalty) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the Bayushi deceiver.

Weapon and Armor Proficiency: Bayushi deceivers are proficient with all simple and martial weapons and with light and medium armor.

Sneak Attack: If a Bayushi deceiver can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage.

Basically, any time the deceiver's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), or when the deceiver flanks the target, the Bayushi deceiver's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter.

Should the deceiver score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 feet.

The Bayushi deceiver can't strike with deadly accuracy from beyond that range.

With a sap or an unarmed strike, the Bayushi deceiver can make a sneak attack that deals subdual damage instead of normal damage.

He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

A Bayushi deceiver can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks.

Also, the Bayushi deceiver must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot.

The deceiver cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a Bayushi deceiver gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Poison Use: Bayushi deceivers are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Strike First, Strike Last (Ex): A Bayushi deceiver of at least 2nd level adds his Intelligence modifier to his initiative checks.

Scorpion Feint (Ex): When a Bayushi deceiver of 4th level or higher uses the Bluff skill to feint in combat against a humanoid opponent, he receives a +2 competency bonus on his Bluff check and a +2 circumstance bonus on his next attack roll if the feint is successful.

He gains no bonus against nonhumanoid opponents.

Improved Disarm Feat: At 6th level, a Bayushi deceiver gains the Improved Disarm feat.

He need not have taken the Expertise feat, normally a prerequisite, before this.

Opportunist (Ex): Once per round, a Bayushi deceiver of 8th level or higher can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character.

This attack counts as the deceiver's attack of opportunity for that round.

Even a deceiver with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Improved Critical Feat: At 10th level, a Bayushi deceiver gains the Improved Critical feat with a weapon of his choice.

TABLE 11-6: THE BAYUSHI DECEIVER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Sneak attack +1d6, poison use
2nd	+1	+3	+3	+0	Strike first, strike last
3rd	+2	+3	+3	+1	Sneak attack +2d6
4th	+3	+4	+4	+1	Scorpion feint
5th	+3	+4	+4	+1	Sneak attack +3d6
6th	+4	+5	+5	+2	Improved Disarm feat
7th	+5	+5	+5	+2	Sneak attack +4d6
8th	+6	+6	+6	+2	Opportunist
9th	+6	+6	+6	+3	Sneak attack +5d6
10th	+7	+7	+7	+3	Improved Critical feat

BEAR WARRIOR

Certain people in the lands of *Oriental Adventures* revere bears as symbols of the warrior's strength and battle prowess.

By adopting the bear as a totem animal, warriors of these people hope to tap some of the bear's strength.

Bear warriors, through a special relationship with bear spirits, literally adopt a bear's strength in the rage of battle, actually transforming into bears while they fight.

Only characters who can already tap into a spiritual power of rage or frenzy can heighten that power to become bear warriors.

Most bear warriors are barbarians, and sohei sometimes become bear warriors.

Characters with another prestige class that grants a rage ability (such as the singh rager) occasionally adopt this class.

Bear warriors are not found in Rokugan.

NPC bear warriors are usually the champions of barbarian tribes, rustic villages, or warlike temples.

They lead other warriors, not through discipline and order, but by the inspiring example they present.

Hit Die: d12.

REQUIREMENTS

To qualify to become a bear warrior, a character must fulfill all the following criteria.

Base Attack Bonus: +7.

Feats: Power Attack.

Special: Rage, fury, or *ki* frenzy ability.

CLASS SKILLS

The bear warrior's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the bear warrior.

Weapon and Armor Proficiency: Bear warriors are proficient with all simple and martial weapons.

They do not gain any additional proficiency with armor or shields.

Bear Form (Sp): A bear warrior can transform into a bear while in a rage, fury, or *ki* frenzy.

At 1st level, a bear warrior can assume the form of a black bear for the entire duration of one of his rages each day.

This ability is similar to *polymorph self*, except that the bear warrior becomes an exceptional bear.

His Strength score increases by +8, his Dexterity score by +2, and his Constitution score by +4 (these bonuses replace the normal raging bonuses).

He gains temporary hit points from his new Constitution score as if raging and a +2 natural AC bonus.

He still gains a +2 bonus on Will saves and suffers a -2 penalty to AC while raging.

He can make two claw attacks at his full normal base attack bonus, each dealing 1d4 points of damage plus his (new) Strength bonus, and one bite attack at his base attack bonus -5, dealing 1d6 points of damage plus one-half his (new) Strength bonus.

As with *polymorph self*, his weapons, armor, and other equipment merge into his bear form, becoming nonfunctional for the duration of the change (except for items specifically designed to supercede this limitation).

At 4th level, the bear warrior can assume bear form twice each day (while in a rage, fury, or *ki* frenzy) and can choose between black and brown bear forms.

In brown bear form, the bear warrior's Strength increases by +16, his Dexterity by +2, and his Constitution by +8.

He gains a +5 natural AC bonus, and becomes size Large (suffering a -1 penalty to AC and attacks).

His claw attacks deal 1d8 points of damage plus his Strength bonus, and his bite attack deals 2d8 points of damage plus one-half his Strength bonus.

He gains the improved grab exceptional ability, which he can use when he hits with a claw attack.

His face becomes 5 feet by 10 feet.

At 8th level, the bear warrior can assume bear form three times each day (while in a rage, fury, or *ki* frenzy) and can choose between black, brown, and dire bear forms.

In dire bear form, the bear warrior's Strength increases by +20, his Dexterity by +2, and his Constitution by +8. He gains a +7 natural AC bonus, and becomes size Large. His claw attacks deal 2d4 points of damage plus his Strength bonus, and his bite attack deals 2d8 points of damage plus one-half his Strength bonus. He gains the improved grab exceptional ability, which he can use when he hits with a claw attack. His face becomes 10 feet by 20 feet, and his reach is 10 feet. Scent (Ex): At 3rd level, a bear warrior gains the scent special ability. This allows the character to detect opponents by sense of smell as a free action, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. The bear warrior can detect strong scents, such as smoke or rotting garbage, at twice these ranges. The bear warrior can detect overpowering scents, such as skunk musk or troglodyte stench, at three times these ranges. The bear warrior detects another creature's presence but not its specific location. Noting the direction of the scent is a move-equivalent action. If he moves within 5 feet of the scent's source, the bear warrior can pinpoint that source.

TABLE 3-3: THE BEAR WARRIOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Bear form (black) 1/day
2nd	+2	+3	+0	+3	
3rd	+3	+3	+1	+3	Scent
4th	+4	+4	+1	+4	Bear form (brown) 2/day
5th	+5	+4	+1	+4	Extra raging
6th	+6	+5	+2	+5	
7th	+7	+5	+2	+5	
8th	+8	+6	+2	+6	Bear form (dire) 3/day
9th	+9	+6	+3	+6	
10th	+10	+7	+3	+7	Extra raging

BLADE DANCER

To blade dancers, the sword is more than a weapon—it is an ally, a friend, a spirit companion. Viewing combat as art, a deadly dance, blade dancers are prone to singing in battle. Blade dancers tap powerful magical energy through a combination of martial prowess and magical study, gaining phenomenal acrobatic ability and the ability to enchant their blades in combat. Most blade dancers are multiclass characters, fighters or monks and wu jen or (occasionally) shamans. Multiclass rogue spellcasters can also meet the steep skill requirements. Blade dancers are not found in Rokugan. NPC blade dancers often dedicate themselves to hunting evil spirits and undead. They tend to be eccentric loners, prone to late-night bouts of singing, dancing, and tumbling (usually enhanced with strong drink). Hit Die: d8.

REQUIREMENTS

The bear warrior can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Bear warriors tracking by scent ignore the effects of surface conditions and poor visibility. Bear warriors can identify familiar odors just as normal humans do familiar sights. Water, particularly running water, ruins a trail. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10. Extra Raging: At 5th level, and again at 10th level, the number of times per day that a bear warrior can enter a state of rage, fury, or *ki* frenzy increases by one. For example, a 7th-level barbarian/5th-level bear warrior can rage three times per day, while a 7th-level barbarian/10th-level bear warrior can rage four times per day. If that same character were to advance one barbarian level, he could rage five times per day.

To qualify to become a blade dancer, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +7.

Skills: Jump 12 ranks, Tumble 12 ranks.

Feats: Dodge, Mobility, Spring Attack.

Spells: Able to cast arcane or divine spells.

Special: Proficiency with any sword.

CLASS SKILLS

The blade dancer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Jump (Str), Perform (Cha), Profession (Wis), Ride (Dex), and Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the blade dancer.

Weapon and Armor Proficiency: Blade dancers are proficient with all simple and martial weapons, and with light armor.

A blade dancer who wears medium or heavy armor, or carries a medium or heavy load, cannot use any of his special abilities except for enchanted blade.

Acrobatics (Su): A 1st-level blade dancer gains a +10 competence bonus on Balance, Jump, and Tumble checks. At 5th level, this bonus increases to +20, and at 10th level it is +30.

In addition, a blade dancer can always choose to take 10 on a Balance, Jump, or Tumble check, even when circumstances would normally prevent him from doing so.

Leap of the Clouds (Su): A blade dancer's jumping distance (vertical or horizontal) is not limited according to his height.

Fast Movement (Su): A blade dancer moves faster than normal.

A Small blade dancer moves more slowly than a Medium-size blade dancer, while a ratling moves faster, as shown on the table below.

Blade Dancer Level	Base Speed		
	20 ft.	30 ft.	40 ft.
1st–3rd	40 ft.	60 ft.	80 ft.
4th–6th	45 ft.	70 ft.	95 ft.
7th–9th	55 ft.	80 ft.	105 ft.
10th	60 ft.	90 ft.	120 ft.

Enchanted Blade I (Su): At 2nd level, a blade dancer can temporarily enchant his blade to achieve a specific effect. The effect lasts for 1 minute/level, and the blade dancer can create the effect once per day.

The blade dancer can choose from the following special abilities to bestow on his blade: defending, flaming, frost, shock, or ghost touch.

A blade dancer can use this ability even if he is wearing medium or heavy armor.

Ride the Wind (Sp): A blade dancer of 4th level or higher can use *air walk* as a spell-like ability once per day.

Acrobatic Attack (Ex): At 5th level, if the blade dancer attacks by jumping at least 5 feet toward his opponent, jumping down at least 5 feet onto his opponent or swinging on a rope or similar object into his opponent, he gains a +2 bonus on attack and damage rolls.

The blade dancer must make a Jump check; if the result is less than 5 feet, he cannot use this ability on that attack. If the result is greater than the distance between the blade dancer and the opponent, the blade dancer can limit the distance to that between himself and the opponent as a free action.

Enchanted Blade II (Su): At 6th level, a blade dancer can choose from the following abilities to bestow on his blade: bane (choose type of creature), disruption, flaming burst, icy burst, shocking burst, thundering, wounding.

Alternatively, he can add two enchanted blade I abilities to his blade, either simultaneously or separately.

Enchanted Blade III (Su): At 10th level, a blade dancer can choose from the following abilities to bestow on his blade: dancing, flying*, passage*, or speed.

Alternatively, he can add three enchanted blade I abilities to his blade, either simultaneously or separately.

(* See Chapter 8: Magic Items for these new weapon special abilities).

TABLE 3–4: THE BLADE DANCER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Acrobatics (+10), leap of the clouds, fast movement
2nd	+2	+0	+3	+0	Enchanted blade I
3rd	+3	+1	+3	+1	
4th	+4	+1	+4	+1	Ride the wind, fast movement
5th	+5	+1	+4	+1	Acrobatics (+20), acrobatic attack
6th	+6	+2	+5	+2	Enchanted blade II
7th	+7	+2	+5	+2	Fast movement
8th	+8	+2	+6	+2	
9th	+9	+3	+6	+3	
10th	+10	+3	+7	+3	Acrobatics (+30), enchanted blade III, fast movement

DAIDOJI BODYGUARD

The Daidoji are among Rokugan's craftiest fighters, concentrating on defensive maneuvers and a style of fighting that induces their opponents to defeat themselves. They make excellent bodyguards, although these abilities can also be turned toward shadier pursuits, and many Daidoji work as smugglers and spies.

The Daidoji aren't ashamed of their illicit activities, although they don't go to any extremes to shout them to the world.

Similar to underground spies, the Daidoji are the shadows in the court, gathering information and protecting the Doji diplomats.

If something is needed, the Daidoji can find it.

If there's a shipment that must get through, there's a Daidoji willing to take it there.

Let the Doji use their skills to hide any dishonor; the Daidoji are willing to do what must be done, for the sake of the clan.

While most characters in the Daidoji bodyguard school are samurai, a few rogues also train in the school and adopt the bodyguard prestige class.

Daidoji bodyguards, as the name suggests, are most commonly found serving as yojimbo (bodyguards) to Doji courtiers and other important Cranes.

Others are found involved in criminal operations—or at least borderline activities.

Hit Die: d12.

REQUIREMENTS

To qualify to become a Daidoji bodyguard, a character must fulfill all the following criteria.

Race: Human (Crane).

Alignment: Any lawful.

Base Attack Bonus: +5.

Feats: Improved Initiative, Dodge, Toughness.

CLASS SKILLS

The Daidoji bodyguard's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Listen (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills and Feats in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the Daidoji bodyguard. Weapon and Armor Proficiency: Daidoji bodyguards do not gain any additional weapon or armor proficiency.

Defensive Refocus (Ex): A Daidoji bodyguard can refocus while using the total defense action.

While on total defense, the bodyguard gets the usual +4 dodge bonus to his AC, though he cannot move as well. On the following rounds of combat, the character moves up in the initiative count and is positioned as though he had rolled a 20 on his initiative check.

Defensive Awareness (Ex): Starting at 2nd level, the Daidoji bodyguard gains the extraordinary ability to react to danger before his senses would normally allow him to even be aware of it.

At 2nd level and higher, he retains his Dexterity bonus to AC (if any) regardless of being flat-footed or struck by an invisible attacker.

(He still loses any Dexterity bonus to AC if immobilized).

At 5th level, the Daidoji bodyguard can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker.

This defense denies rogues the ability to use flank attacks to sneak attack the Daidoji bodyguard.

The exception to this defense is that a rogue at least 4 levels higher than the bodyguard can flank him (and thus sneak attack him).

At 10th level, the Daidoji bodyguard gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps.

Defensive awareness is cumulative with uncanny dodge.

If the Daidoji bodyguard has another class that grants the uncanny dodge ability, add together all the class levels of

the classes that grant these two abilities and determine the character's defensive awareness ability by looking up the level total on the rogue table in the *Player's Handbook*.

Evasion (Ex): At 3rd level and higher, a Daidoji bodyguard can avoid even magical and unusual attacks with great agility.

If the bodyguard makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

The Daidoji bodyguard can only use evasion if he is wearing light armor or no armor.

Moving the Shadow (Ex): At 4th level, a Daidoji bodyguard learns the techniques of taking advantage of an opponent's armor.

The Daidoji bodyguard gains a dodge bonus to his AC equal to the armor check penalty (if any) of the opponent striking him.

Damage Reduction (Ex): At 6th level, the Daidoji bodyguard gains the extraordinary ability to shrug off some amount of injury from each blow or attack.

Subtract 3 from the damage the Daidoji bodyguard takes each time he is dealt damage.

At 9th level, this damage reduction rises to 6.

Damage reduction can reduce damage to 0 but not below 0. (That is, the bodyguard cannot actually gain hit points in this manner).

Defensive Roll (Ex): At 8th level, the Daidoji bodyguard learns to roll with a potentially lethal blow to take less damage from it.

Once per day, when a Daidoji bodyguard would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), the bodyguard can attempt to roll with the damage.

He makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow.

He must be aware of the attack and able to react to it in order to execute his defensive roll—if he is denied his Dexterity bonus to AC, he can't roll.

Since this effect would not normally allow a character to make a Reflex save for half damage, the bodyguard's evasion ability does not apply to the defensive roll.

TABLE 11-2: THE DAIDOJI BODYGUARD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Defensive refocus
2nd	+2	+3	+0	+0	Defensive awareness (Dex bonus to AC)
3rd	+3	+3	+1	+1	Evasion
4th	+4	+4	+1	+1	Moving the shadow
5th	+5	+4	+1	+1	Defensive awareness (can't be flanked)
6th	+6	+5	+2	+2	Damage reduction 3/—
7th	+7	+5	+2	+2	
8th	+8	+6	+2	+2	Defensive roll
9th	+9	+6	+3	+3	Damage reduction 6/—
10th	+10	+7	+3	+3	Defensive awareness (+1 versus traps)

EUNUCH WARLOCK

In some lands of *Oriental Adventures*, eunuchs are the power behind the throne of a decadent, corrupt emperor.

Eunuchs serve as spies, couriers, and informants, while eunuch warlocks are the elite leaders of this group of the emperor's most loyal minions.

In some cases, provincial governors even report directly to one or more eunuchs, not to the emperor himself.

Eunuch warlocks must be arcane spellcasters of significant ability, and they are often sorcerers rather than wu jen.

Many eunuch warlocks are multiclass rogue/sorcerers or fighter/sorcerers, though they generally have no more than a few levels of a nonspellcasting class.

Eunuch warlocks are not found in Rokugan.

NPC eunuch warlocks are feared and respected, commanding significant power in the emperor's court. The highest-ranking members issue commands with the voice and authority of the emperor himself.

Hit Die: d6.

REQUIREMENTS

To qualify to become a eunuch warlock, a character must fulfill all the following criteria.

Gender: Male.

Alignment: Any evil.

Feats: Spell Focus.

Spells: Able to cast 5th-level arcane spells.

Special: The character must be a eunuch member in the emperor's service.

While this service is often inflicted as a punishment, many volunteer for the procedure because of the power eunuchs hold in some societies.

CLASS SKILLS

The eunuch warlock's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Knowledge (arcana), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the eunuch warlock.

Weapon and Armor Proficiency: Eunuch warlocks are proficient with all simple weapons.

They are not proficient with any type of armor or shields.

Armor of any type interferes with a eunuch warlock's arcane gestures, which can cause his spells to fail (if those spells have somatic components).

Bonus Spells: Similar to bonus spells for high ability scores, for each level of eunuch warlock that a spellcasting character attains, he gains bonus spells to the number of arcane spells per day he normally casts.

These bonus spells can be added to whatever levels of spells the eunuch warlock can currently cast, but no more than one can be added to the character's highest current spell level.

Example: Wieh Wan is a 9th-level wu jen who takes one level in eunuch warlock.

He can give himself one bonus 5th-level spell (his highest as a 9th-level wu jen), and one bonus spell in one other level, 0 through 4th.

If a eunuch warlock has two arcane spellcasting classes already, he must choose which previous spellcasting class gains the bonus.

For example, Tuangi is a 10th-level sorcerer/9th-level wu jen, with one level of eunuch warlock.

Conceivably, Tuangi could have a bonus 5th-level wu jen spell and a bonus 5th-level sorcerer spell, or he could put both bonus spells in either sorcerer or wu jen, but then only one of them could be 5th level.

Bonus spells cannot be added to a divine spellcasting class.

Once a eunuch warlock has chosen how to apply his bonus spells, they cannot be shifted.

Greater Spell Focus (Ex): A eunuch warlock adds +4 to the DC for saving throws against spells in all schools for which he has the Spell Focus feat, instead of the normal +2 bonus granted by that feat.

In addition, the eunuch warlock gains a +2 bonus on caster level checks to beat a creature's spell resistance with spells from those schools.

This additional bonus stacks with the Spell Penetration feat.

This benefit applies even to schools for which the character gains the Spell Focus feat after becoming a eunuch warlock. For example, if Wieh Wan has Spell Focus (Evocation) when he becomes a eunuch warlock, the save DC for his evocation spells increases by +4 instead of by +2.

If he learns Spell Focus (Illusion) when he reaches 12th level, the save DC for his illusion spells also increases by +4.

Mighty Spells (Ex): At 2nd level, and at every even level thereafter, a eunuch warlock can designate one spell he knows that becomes modified as though affected by the Empower Spell feat.

The spell's level does not change, and once the spell is chosen it cannot be changed.

At 8th level, when he chooses his fourth mighty spell, the eunuch warlock can also designate one previously chosen mighty spell that becomes permanently affected by the Maximize Spell feat.

This replaces the Empower Spell effect, rather than stacking with it.

At 10th level, in addition to choosing his fifth mighty spell, the eunuch warlock can choose a second maximized spell. Thus, a 10th-level eunuch warlock knows three spells that are permanently empowered, and two that are permanently maximized.

Leadership: At 3rd level, a eunuch warlock gains the Leadership feat for free.

Eunuch warlocks typically have units of soldiers at their command.

If the eunuch warlock already has the Leadership feat, he gain a permanent +2 bonus on his Leadership score for purposes of determining followers, but not cohorts. (Typically, this bonus only negates the -2 penalty the character suffers for a reputation of cruelty).

New Spell Level: When a eunuch warlock reaches 5th level, and again when he reaches 10th level, he gains the ability to cast spells of one level higher than he was previously able to cast.

Initially, he can cast 0 spells of this level, but bonus spells (from a high ability score or his eunuch warlock bonus spells) can increase this number.

Example: Wieh Wan is a 9th-level wu jen/4th-level eunuch warlock.

When he reaches 5th level as a eunuch warlock, he gains the ability to cast 6th-level wu jen spells.

He must allocate one of his bonus spells to 6th level in order to cast any 6th-level spells, unless his Intelligence is high enough (22 or higher) to give him a bonus 6th-level spell.

TABLE 3-5: THE EUNUCH WARLOCK

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1st	+0	+0	+0	+2	Greater spell focus	2
2nd	+1	+0	+0	+3	1st mighty spell	3
3rd	+1	+1	+1	+3	Leadership	2
4th	+2	+1	+1	+4	2nd mighty spell	3
5th	+2	+1	+1	+4	New spell level	2
6th	+3	+2	+2	+5	3rd mighty spell	3
7th	+3	+2	+2	+5		2
8th	+4	+2	+2	+6	4th mighty spell	3
9th	+4	+3	+3	+6		2
10th	+5	+3	+3	+7	5th mighty spell, new spell level	3

HENSHIN MYSTIC

Henshin mystics are members of a monastic order that teaches what they consider a great mystery of the universe: that humanity is capable of a transformation (henshin) into divinity.

Their training and discipline is aimed toward the ultimate perfection not only of themselves, but of all humanity. They believe this perfection is the future of the world and of humanity, and this belief fills them with a hopeful peace. Most henshin mystics train as monks.

Some begin their careers as shugenjas or other spellcasters, but they abandon this course once beginning the path of the mystic.

In Rokugan, they are drawn exclusively from the Phoenix clan, where they are trained in the Asako school. Many NPC henshin mystics wander the Empire, serving as guides and helpers along humanity's path.

They are expected to show people how to act, how to treat each other, and how to believe, in hope that they may achieve reincarnation in a more enlightened form that will allow them to attain divinity.

They never reveal their true intentions to the world, however, instead moving among the masses of humanity, offering what help and advice they can.

These wandering henshin mystics are called *michizure* ("traveling companions").

Hit Die: d8.

REQUIREMENTS

To qualify to become a henshin mystic, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +7.

Skills: Knowledge (arcana) 6 ranks, Knowledge (religion) 13 ranks.

Special: Purity of body class ability.

CLASS SKILLS

The henshin mystic's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the henshin mystic.

Weapon and Armor Proficiency: Henshin mystics gain no additional weapon or armor proficiency.

They suffer the same penalties for wearing armor that monks do.

Monk Abilities: A henshin mystic has the unarmed damage, AC bonus, and speed of a monk with as many levels as his mystic levels plus his monk levels (if any).

Add the henshin mystic's base attack bonus derived from monk levels to that derived from henshin mystic levels and consult Table 3-1: Multiple Unarmed Attacks.

Riddle of Awareness (Sp): A 1st-level henshin mystic can use *scrying* as a spell-like ability once per day, with a caster level equal to his henshin mystic level.

The character must enter a meditative trance for the entire casting time and duration of the spell, but requires no material component or focus item.

In addition, the henshin mystic gains a +4 insight bonus on all Listen, Scry, Search, and Spot checks.

Blind-Fight: A 2nd-level henshin mystic gains the Blind-Fight feat.

Diamond Body (Su): At 2nd level, a henshin mystic is in such control of his own metabolism that he gains immunity to poison of all kinds.

Happo Zanshin (Ex): A 3rd-level henshin mystic has a preternatural awareness of danger and can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker.

This defense denies a rogue the ability to use a flank attack to sneak attack the mystic.

The exception to this defense is that a rogue at least four levels higher than the mystic can flank him (and thus sneak attack him).

This ability does not stack with any other uncanny dodge ability, such as that gained from the barbarian or rogue classes.

Root the Mountain (Su): Once per day, a henshin mystic of 4th level or higher can make himself unmovable.

He automatically wins an opposed Strength check when an opponent attempts to bull rush him.

A creature with the improved grab ability must move into the mystic's space to grapple him, since it cannot pull the mystic into its space.

No spell or other effect can force the mystic to move.

If he becomes frightened or panicked, he suffers the full effect of the fear but does not run away.

He cannot move, even to make a 5-foot step, while this ability is in effect.

Root the mountain lasts for 1 round per level, but the mystic can end it at any time.

Riddle of Interaction (Sp): A 4th-level henshin mystic can use *charm monster* as a spell-like ability three times per day, with

a caster level equal to his henshin mystic level and a saving throw DC equal to 14 + his Charisma modifier. In addition, the henshin mystic gains a +4 insight bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks.

Ki Strike (Su): At 4th level, a henshin mystic's unarmed attack is empowered with *ki*.

The unarmed strike damage from such an attack can deal damage to a creature with damage reduction as if the blow were made with a weapon with a +1 enhancement bonus.

At 8th level, a mystic's unarmed strike can deal damage against creatures with damage reduction as if it were made with a weapon with a +2 enhancement bonus.

This ability stacks with a monk's *ki* strike ability, so a 10th-level monk/8th-level mystic has *ki* strike (+3).

Touch of Fire (Sp): A henshin mystic of 5th level or higher can use *heat metal* as a spell-like ability three times per day, with a caster level equal to his henshin mystic level.

Blindsight (Ex): At 6th level, a henshin mystic gains the ability to perfectly sense his surroundings without relying on sight.

This ability makes invisibility and darkness (even magical darkness) irrelevant to the mystic (though he still can't detect ethereal creatures).

This ability operates out to a range of 30 feet.

The mystic cannot distinguish color or visual contrast with blindsight, and thus cannot read.

When using blindsight (and not regular vision), the mystic is unaffected by gaze attacks and is not hampered by blindness.

Deafness or silence does not hamper the mystic's blindsight, since it relies on extraordinary senses, not on sound.

Hitsu-Do (Su): A 6th-level mystic gains the ability to cause his hands, eyes, and weapons to light up with flame once per day, for a duration of 2 rounds per mystic level.

Each of the mystic's melee attacks deals an extra 1d6 points of damage per attack.

The mystic can extinguish the flames before the expiration of the effect's duration, but cannot then use the power again that day.

Riddle of Flame (Sp): A henshin mystic of 7th level or higher can use *fire shield* as a spell-like ability once per day, with a caster level equal to his henshin mystic level.

In addition to the defensive benefits of the spell, the mystic's unarmed attacks deal additional cold damage (if the *fire shield* protects against fire-based attacks) or fire damage (if the *fire shield* protects against cold-based attacks) equal to 1d6 points +1 point per level of the mystic.

This extra damage does not stack with the hitsu-do ability.

Timeless Body (Ex): After attaining 8th level, a henshin mystic no longer suffers ability penalties for aging and cannot be magically aged.

(Any penalties he may already have suffered remain in place).

Bonuses still accrue, and the mystic still dies of old age when his time is up.

Walk through the Mountains (Su): At 9th level or higher, a henshin mystic can assume an ethereal state for 2 rounds per level per day, as per the spell *etherealness*.

The mystic may go ethereal on a number of different occasions during any single day as long as the total number of rounds spent ethereal does not exceed twice his level.

Riddle of Invulnerability (Su): A 10th-level henshin mystic gains damage reduction of 20/+1.

This means that the mystic ignores (instantly regenerates) the first 20 points of damage from any attack unless the damage is dealt by a weapon with a +1 enhancement bonus (or better), by a spell, or by a form of energy (acid, cold, electricity, fire, sonic).

TABLE 3-6: THE HENSHIN MYSTIC

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Monk abilities, <i>riddle of awareness</i>
2nd	+1	+3	+3	+3	Blind-Fight, diamond body
3rd	+2	+3	+3	+3	Happo zanshin, root the mountain
4th	+3	+4	+4	+4	<i>Riddle of interaction</i> , <i>ki</i> strike (+1)
5th	+3	+4	+4	+4	<i>Touch of fire</i>
6th	+4	+5	+5	+5	Blindsight, hitsu-do
7th	+5	+5	+5	+5	<i>Riddle of flame</i>
8th	+6	+6	+6	+6	Timeless body, <i>ki</i> strike (+2)
9th	+6	+6	+6	+6	Walk through the mountains
10th	+7	+7	+7	+7	Riddle of invulnerability

HIDA DEFENDER

The Hida samurai school is well known as the most relentlessly brutal training grounds in the empire. Students undergo a grueling regime of swordplay drills, mock combat, and military philosophy, designed to sharpen the mind and toughen the body.

Hida defenders train in great armor, a unique characteristic that fits well with the Crab philosophy of strength and endurance.

Unlike the Hirumas, who emphasize speed and tact, the Hidas need their students to be strong, and they push them to the limits of their endurance.

As a result, Hida defenders have the stamina to fight for hours without tiring, and can hold a formation against any aggressor.

Their training gives them the power they need to defend Rokugan against the Shadowlands and forms the backbone of the Crab military machine.

Hida defenders are almost exclusively drawn from the samurai and fighter character classes.

NPC Hida defenders are found atop the Kaiu Wall, in unceasing vigilance against any incursion from the Shadowlands into the empire's territory.

The defense of the empire is their primary concern, taking precedence over politics, artistic pursuits, and the false sincerity of courtly manners.

Hit Die: d12.

REQUIREMENTS

To qualify to become a Hida defender, a character must fulfill all the following criteria.

Race: Human (Crab).

Alignment: Any nonevil.

Base Attack Bonus: +5.

Feats: Armor Proficiency (heavy), Power Attack, Weapon Focus (battleaxe, warhammer, or greatclub).

CLASS SKILLS

The Hida defender's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Iaijutsu Focus (Cha), Intimidate (Cha), Jump (Str), Knowledge (Shadowlands) (Int), Ride (Dex), Sense Motive (Wis), and Swim (Str).

See Chapter 4: Skills and Feats in the *Player's Handbook* for skill descriptions.

The Iaijutsu Focus skill is described in Chapter 4 of this book.

Hida defenders have little time or patience for what they consider frivolous pursuits, like crafts and artistic endeavors.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the Hida defender.

Weapon and Armor Proficiency: Hida defenders do not gain any additional weapon or armor proficiency.

Smite (Su): Once per day, a Hida defender can make a single melee attack with a +4 attack bonus and a damage bonus equal to his defender level (if he hits).

The defender must declare the smite before making the attack.

Critical Focus (Ex): When using a weapon for which he has the Weapon Focus feat, a Hida defender increases the critical multiplier of the weapon by 1.

If he has Weapon Focus with more than one weapon, he must choose a single weapon for his critical focus, and he must choose the battleaxe, warhammer, or greatclub.

Thus, the critical multiplier for the battleaxe or warhammer increases to $\times 4$, while the greatclub increases to $\times 3$.

The threat range for the weapon does not change, though the defender can still choose the Improved Critical feat with the same weapon if he meets the prerequisites.

Rage (Ex): When he needs to, a Hida defender can fly into a screaming blood frenzy.

In a rage, a defender gains phenomenal strength and durability but becomes reckless and less able to defend himself.

He temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC.

The increase in Constitution increases the defender's hit points by 2 points per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal.

These extra hit points are not lost first the way temporary hit points are.

While raging, a Hida defender cannot use skills or abilities that require patience and concentration, such as moving silently or casting spells.

(The only class skills he can't use while raging are Craft, Iaijutsu Focus, and Sense Motive).

He can use any feat he might have except for Expertise, item creation feats, metamagic feats, and Skill Focus (if it's tied to a skill that requires patience or concentration).

A fit of rage lasts for a number of rounds equal to 3 + plus the character's (newly improved) Constitution modifier.

The defender may prematurely end the rage voluntarily.

At the end of the rage, the defender is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter.

The defender can only fly into a rage once per encounter, and only a certain number of times per day (determined by level).

Entering a rage takes no time itself, but the defender can only do it during his action, not in response to somebody else's action.

A defender can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if he had gone into a rage earlier in the round, *before* the arrow struck.

If a Hida defender has a rage ability from another class (such as barbarian), he gains the ability to rage more often. Each daily use he gains from his Hida defender levels adds to the daily uses he has from his barbarian levels.

Thus, a 6th-level barbarian/4th-level Hida defender can rage four times per day—twice from his barbarian levels and twice from his Hida defender levels.

Damage Reduction (Ex): Starting at 3rd level, the Hida defender gains the extraordinary ability to shrug off some amount of injury from each blow or attack.

Subtract 1 from the damage the defender suffers each time he is dealt damage.

At 5th level, this damage reduction rises to 2.

At 7th, it rises to 3.

At 9th, it rises to 4.

Damage reduction can reduce damage to 0 but not below 0.

TABLE 11–1: THE HIDA DEFENDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Smite, critical focus
2nd	+2	+3	+0	+0	Rage 1/day
3rd	+3	+3	+1	+1	Damage reduction 1/—
4th	+4	+4	+1	+1	Rage 2/day
5th	+5	+4	+1	+1	Damage reduction 2/—
6th	+6	+5	+2	+2	Rage 3/day
7th	+7	+5	+2	+2	Damage reduction 3/—
8th	+8	+6	+2	+2	Rage 4/day
9th	+9	+6	+3	+3	Damage reduction 4/—
10th	+10	+7	+3	+3	Rage 5/day

IAIJUTSU MASTER

Iaijutsu is the martial art of drawing a weapon (almost always a katana) and attacking with it in the same fluid motion.

It is the foundation of some forms of dueling in *Oriental Adventures* (see Iaijutsu Duels in Chapter 6: Combat), and its masters are feared and respected throughout Rokugan and other lands where iaijutsu is practiced.

Iaijutsu masters harness their *ki* energy to strike with blinding speed and devastating power.

Iaijutsu masters are almost always members of the samurai character class.

In Rokugan, they are drawn exclusively from the Crane clan, where they are trained in the Kakita school.

NPC iaijutsu masters serve as sensei to the finest samurai in the Empire.

Hit Die: d10.

REQUIREMENTS

To qualify to become an iaijutsu master, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +6.

Skills: Iaijutsu Focus 9 ranks.

Feats: Improved Initiative, Quick Draw, Weapon Focus (katana).

CLASS SKILLS

The iaijutsu master's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Iaijutsu Focus (Cha), Jump (Str), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

The Iaijutsu Focus skill is described in Chapter 4 of this book.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the iaijutsu master.

Weapon and Armor Proficiency: Iaijutsu masters are proficient with all simple and martial weapons.

Iaijutsu masters do not gain any proficiency with armor or shields, though most have such proficiency from the samurai class.

Weapon Finesse (Ex): At 1st level, an iaijutsu master may use her Dexterity modifier instead of her Strength modifier on attack rolls with her katana.

This works like the Weapon Finesse feat, except that it applies to the katana, a weapon to which the feat cannot normally be applied.

Canny Defense (Ex): When not wearing armor, iaijutsu masters add their Intelligence bonus to their Dexterity bonus to modify Armor Class while wielding a katana. As with normal Dexterity AC modifications, positive modifiers are lost when the iaijutsu master is caught flat-footed.

Lightning Blade (Ex): An iaijutsu master of 2nd level or higher adds her Charisma modifier to her initiative checks, as well as her Dexterity modifier.

Bonus Feats: At 4th level, then again at 9th level, the iaijutsu master gets a bonus feat in addition to her normal feat progression.

These bonus feats must be drawn from the following list: Dodge (Mobility, Spring Attack), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Skill Focus (Iaijutsu Focus), Toughness.

Strike from the Void (Ex): An iaijutsu master of 5th level or higher adds her Charisma modifier to each extra damage die gained from using the Iaijutsu Focus skill.

One Strike, Two Cuts (Ex): At 8th level and above, an iaijutsu master can make two attacks with a katana as a standard action.

This means she can strike twice and move in the same round, or attack twice in the strike phase of an iaijutsu duel.

Strike with No Thought (Ex): If an iaijutsu master of 10th level begins combat (not an iaijutsu duel) within melee range of an opponent, she gains a free surprise round, even though her opponents are aware of her presence.

The only action the iaijutsu master can take in this surprise round is an attack action using a katana.

For example, if the iaijutsu master Kakita Timoshiko and Bayushi Koro are standing on the street hurling insults at each other and the situation erupts into combat, Timoshiko can attack with his katana before Koro even rolls initiative, catching his opponent flat-footed.

This ability reflects the iaijutsu master's ability to apply the principles of the iaijutsu duel in normal melee combat. It does not give the iaijutsu master any additional benefit within an iaijutsu duel.

TABLE 3-7: THE IAIJUTSU MASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Weapon finesse, canny defense
2nd	+2	+0	+3	+0	Lightning blade
3rd	+3	+1	+3	+1	
4th	+4	+1	+4	+1	Bonus feat
5th	+5	+1	+4	+1	Strike from the Void
6th	+6	+2	+5	+2	
7th	+7	+2	+5	+2	
8th	+8	+2	+6	+2	One strike, two cuts
9th	+9	+3	+6	+3	Bonus feat
10th	+10	+3	+7	+3	Strike with no thought

KISHI CHARGER

Kishi chargers are cavalry soldiers trained to make the greatest possible use of a horse's speed and a rider's agility. Kishi chargers share a special bond with their mounts—though not to the extent that battle maidens do—and are capable of truly devastating attacks when charging. Kishi chargers tend to come from the samurai and barbarian character classes.

In Rokugan, they are drawn exclusively from the Unicorn clan, where they are trained in the Shinjo school.

NPC kishi chargers like to seek out new places and experiences, and their penchant for exploration makes them especially suited for scouting and hunting.

They do not like to be contained and would rather sleep under the stars than in a tent or a castle.

Hit Die: d10.

REQUIREMENTS

To qualify to become a kishi charger, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Ride 9 ranks.

Feats: Mounted Combat, Ride-by Attack, Spirited Charge.

Weapon Proficiency: Lance (uma-yari).

CLASS SKILLS

The kishi charger's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Iaijutsu Focus (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

The Iaijutsu Focus skill is described in Chapter 4 of this book.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the kishi charger.

Weapon and Armor Proficiency: Kishi chargers are proficient with all simple and martial weapons and with light and medium armor.

Ride Bonus (Ex): A kishi charger gains a competence bonus on all Ride checks.

The bonus is +2 at 1st level and increases by +2 every three levels thereafter (+4 at 4th level, +6 at 7th level, and +8 at 10th level).

Expertise: At 1st level, a kishi charger learns the "Shinjo parry", giving him the Expertise feat for free, even if he doesn't have the prerequisite Intelligence score.

Deadly Charge (Ex): When mounted and using the charge action, a kishi charger of 2nd level or higher deals triple damage with a melee weapon (or quadruple damage with a lance), up to the number of times per day indicated.

This ability supersedes the Spirited Charge feat.

Burst of Speed (Ex): At 3rd level, the kishi charger can urge his mount to greater than normal speeds.

This ability doubles the distance of the mount's normal charge movement.

This ability can be used once per day without penalty to the mount.

Each additional use of the ability in a single day requires the mount to make a Will save (DC 20) immediately after the conclusion of the additional charge; failure results in the mount taking 2d6 points of damage.

One Spirit (Su): A kishi charger of 5th level or higher has a spiritual bond with his mount.

Once per day, while mounted, the kishi charger can make any one attack roll, saving throw, or skill check using his Ride skill modifier in place of all other modifiers.

For example, he could roll a melee attack roll using only his Ride skill modifier instead of his total attack bonus (including Strength modifier, weapon enhancement bonus, Weapon Focus bonus, and all other bonuses to the attack roll).

Full Mounted Attack (Ex): At 6th level, a kishi charger gains the ability to make a full attack from horseback, even if his mount has moved more than 5 feet in the round.

Dancing with the Fortunes (Su): A kishi charger of 9th level or higher can, once per day, reroll one roll he has just made.

He must take the result of the reroll, even if it's worse than the original roll.

TABLE 3-8: THE KISHI CHARGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Ride bonus +2, Expertise
2nd	+2	+3	+0	+0	Deadly charge 1/day
3rd	+3	+3	+1	+1	Burst of speed
4th	+4	+4	+1	+1	Deadly charge 2/day, Ride bonus +4
5th	+5	+4	+1	+1	One spirit
6th	+6	+5	+2	+2	Deadly charge 3/day, full mounted attack
7th	+7	+5	+2	+2	Ride bonus +6
8th	+8	+6	+2	+2	Deadly charge 4/day
9th	+9	+6	+3	+3	Dancing with the Fortunes
10th	+10	+7	+3	+3	Deadly charge 5/day, Ride bonus +8

MAHO-BUJIN

When a character's Taint exceeds the capacity of his body and soul to contain it, he is possessed by the evil power of the Shadowlands and transformed into a creature of Taint. Such characters feel an irresistible urge to travel into the Shadowlands, often walking until their feet bleed, slaughtering anyone in their way.

The lucky ones are killed by Crab patrols or marauding Shadowlands creatures.

The unlucky ones find their way to the Festering Pit of Fu Leng and are transformed into living servants of evil.

Most maho-bujin were Crab fighters, samurai, or rangers before their Taint overcame them, although a member of any race (except nezumi), clan, or character class can adopt this prestige class.

Shugenjas and other spellcasters are usually seduced into the maho-tsukai class before becoming maho-bujin.

NPC maho-bujin are found throughout the Shadowlands, often serving as commanders for small groups of Shadowlands creatures.

Hit Die: d12.

REQUIREMENTS

To qualify to become a maho-bujin, a character must fulfill all the following criteria.

Shadowlands Taint: The character's Taint score must be 10 or more.

Special: The character must enter the Shadowlands and travel to the Festering Pit of Fu Leng.

CLASS SKILLS

The maho-bujin's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Ride (Dex), Sense Motive (Wis), and Swim (Str).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the maho-bujin.

Weapon and Armor Proficiency: Maho-bujin do not gain any additional weapon or armor proficiencies beyond what they possessed before their transformation.

Taint Suppression: By definition, a maho-bujin is overwhelmed with Taint, but this Taint is not immediately obvious to onlookers.

After he becomes a maho-bujin, a character's Taint manifests in mental effects—insanity, rage, nightmares—and internal physical effects.

If a maho-bujin is split open, the internal corruption is obvious: His body is full of bloody pus and strange growths, even internal limbs.

Barring this condition, it is impossible to detect a maho-bujin based on appearance.

A maho-bujin no longer applies his Taint score as a penalty to his Constitution, but still applies half of his Taint score as a penalty to his Wisdom.

Crimson Road (Ex): Maho-bujins make additional melee attacks in a round like a monk's unarmed attacks: Each additional attack is made at a base attack bonus 3 points lower than the previous.

Thus, a maho-bujin with a base attack bonus of +8 gets three attacks per round at +8, +5, and +2, instead of two attacks at +8 and +3.

Shadowlands Subtype: Like all creatures of the Shadowlands, maho-bujins are vulnerable to certain forms of attack.

Even if they have damage reduction, they are harmed by jade and obsidian weapons, and cannot regenerate or naturally heal wounds dealt by such weapons. They are also affected by crystal weapons, as described in Chapter 8.

Death Knell (Su): When a maho-bujin of at least 4th level strikes the killing blow to dispatch any creature, he gains 1d8 temporary hit points and +2 to Strength.

If he is a spellcaster who uses maho, his effective caster level also increases by +1.

This effect lasts for 10 minutes per HD of the slain creature.

Unbounded Corruption: A maho-bujin of 7th level or higher adds half his Taint score to all attack rolls.

Damage Reduction (Ex): A 10th-level maho-bujin gains damage reduction.

He ignores 10 points of damage from each normal attack, unless the damage is inflicted by a +1 or better magic weapon, or a jade, obsidian, or crystal weapon.

TABLE 12-2: THE MAHO-BUJIN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Taint suppression, Crimson road, Shadowlands subtype
2nd	+2	+3	+0	+0	
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Death knell
5th	+5	+4	+1	+1	
6th	+6	+5	+2	+2	
7th	+7	+5	+2	+2	Unbounded corruption
8th	+8	+6	+2	+2	
9th	+9	+6	+3	+3	
10th	+10	+7	+3	+3	Damage reduction 10/+1

MAHO-TSUKAI

Maho, or blood magic, is perhaps the most seductive and effective tool of evil in Rokugan.

Maho wielders, or maho-tsukai, have served the will of the Shadowlands for centuries, both within the empire and without.

While the Kuni witch hunters, Phoenix inquisitors, and Snake clan magistrates have dedicated themselves to purging maho from the empire, it is often those most dedicated to its eradication who are most likely to find themselves seduced by its power.

And it is power, most often, that seduces, for maho is an easy path to tremendous magical power.

Young shugenjas frustrated at the slow pace of their studies, old scholars chafing at the limitations of their elemental magic, peasant folk-magic practitioners—for all these spellcasters, maho offers a way to overcome obstacles that the sanctioned magic of Rokugan cannot provide.

At the mere cost of one's soul... Maho-tsukai come from a variety of backgrounds.

Many are shugenjas—some inexperienced, some quite advanced—who stumble across or seek out the forbidden secrets of maho in their school's libraries.

Others are adepts from the peasant classes who learn maho from an older practitioner.

Many Bloodspeakers fall into this category, passing the secrets of maho down from generation to generation.

Characters who learn maho without prior magical training usually begin as sorcerers, advancing into the maho-tsukai class as soon as they meet the prerequisites.

NPC maho-tsukai are everywhere, though they are usually extremely well-hidden.

Despite the recent crusade conducted by Kuni Utagu and other witch hunters, maho-tsukai remain within every clan of the empire, both lurking in peasant villages and, especially, hidden away in the shugenja schools, where Utagu was less likely to turn his attention.

Maho-tsukai also operate within the Shadowlands—most notably, Iuchi Shahai, whose power has earned her the title of Dark Daughter of Fu Leng.

Hit Die: d8.

REQUIREMENTS

To qualify to become a maho-tsukai, a character must fulfill all the following criteria.

Base Will Save: +4.

Shadowlands Taint: The character's Taint score must be 4 or higher.

Skills: Concentration 8 ranks, Knowledge (Shadowlands) 4 ranks.

Spells: Ability to cast divine or arcane spells.

Special: Must either read maho writings to learn the practice, study under another maho-tsukai, or summon a Shadowlands spirit.

CLASS SKILLS

The maho-tsukai's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Hide (Dex), Knowledge (arcana) (Int), Knowledge (Shadowlands) (Int), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the maho-tsukai.

Weapon and Armor Proficiency: Maho-tsukai are proficient with all simple weapons.

They are not proficient with any type of armor, nor with shields.

Armor of any type interferes with a maho-tsukai's arcane gestures, which can cause her spells to fail (if those spells have somatic components).

Taint Suppression: While a maho-tsukai is likely to accumulate a high Taint score over the course of her life, this Taint is not immediately obvious to onlookers.

A maho-tsukai's Taint manifests in mental effects—insanity, rage, nightmares—and internal physical effects.

If a maho-tsukai is split open, the internal corruption is obvious: Her body is full of bloody pus and strange growths, even internal limbs.

If a maho-tsukai enters the Shadowlands, her corruption immediately manifests externally as well.

Barring these two conditions, it is impossible to detect a maho-tsukai based on appearance.

A maho-tsukai no longer applies her Taint score as a penalty to her Constitution, but still applies half of her Taint score as a penalty to her Wisdom.

A maho-tsukai accumulates Taint for casting maho spells, just like a shugenja or sorcerer does.

See Maho and the Taint, in this chapter.

All spells a maho-tsukai casts are maho spells.

Spells: A maho-tsukai casts arcane spells, much like a sorcerer.

Rather than using a key ability score for spellcasting, maho-tsukai use their Taint scores.

To cast a spell, a maho-tsukai must have a Taint score at least equal to the spell's level.

Maho-tsukai bonus spells are based on a number equal to the character's Taint score + 10, and saving throws against maho spells have a DC of 10 + spell level + the maho-tsukai's Taint score.

The maho-tsukai's spell list appears below.

A maho-tsukai is limited to casting a limited number of spells of each level per day, but she need not prepare her spells in advance.

The number of spells she can cast per day is improved by her bonus spells, based on her Taint score.

The number of spells a maho-tsukai knows is not affected by her Taint score.

TABLE 12-4: MAHO-TSUKAI SPELLS KNOWN

Level	1	2	3	4	5	6	7	8	9
1st	2	—	—	—	—	—	—	—	—
2nd	3	—	—	—	—	—	—	—	—
3rd	3	1	—	—	—	—	—	—	—
4th	4	2	—	—	—	—	—	—	—
5th	4	2	1	—	—	—	—	—	—
6th	5	3	2	—	—	—	—	—	—
7th	5	3	2	1	—	—	—	—	—
8th	5	4	3	2	—	—	—	—	—
9th	5	4	3	2	1	—	—	—	—
10th	5	5	4	3	2	—	—	—	—
11th	5	5	4	3	2	1	—	—	—
12th	5	5	4	4	3	2	—	—	—
13th	5	5	4	4	3	2	1	—	—
14th	5	5	4	4	4	3	2	—	—
15th	5	5	4	4	4	3	2	1	—
16th	5	5	4	4	4	4	3	2	—
17th	5	5	4	4	4	4	3	2	1
18th	5	5	4	4	4	4	4	3	2
19th	5	5	4	4	4	4	4	3	3
20th	5	5	4	4	4	4	4	4	3

Blood Component: A maho-tsukai must substitute a drop of blood for a spell's material component or focus, if any. She has two options: use her own blood or use someone else's.

If she uses her own, the minor knife cut to draw the requisite blood is a free action that becomes a normal part of casting the spell.

The maho-tsukai does not need to make a Concentration check to complete the spell, despite the wound.

Using this ability deals the maho-tsukai 1 point of damage.

Substituting blood for a costly material component requires drawing a greater amount of blood.

The maho-tsukai deals more damage to herself when doing so, according to the table below.

Component Cost (gp)	Damage Dealt
1–50	5
51–300	11
301–750	17
750+	23

When using blood to replace a costly component, the maho-tsukai must make a Concentration check (DC 10 + damage taken + spell level) to successfully cast the spell.

USING OTHER PEOPLE'S BLOOD

Using another person's blood to serve as the material component or focus of a spell adds a full round to the casting time for the spell. The victim must be helpless or willing, and the cost is double (in hit points or temporary Con damage) what it would be if it were the caster's blood.

Spell Conversion: A maho-tsukai can “trade in” levels in another spellcasting class for additional levels of maho-tsukai spellcasting ability.

Each level of prior spellcasting ability counts as one additional level as a maho-tsukai for purposes of determining spells known and spells per day only.

Spells previously learned as a shugenja or sorcerer count against the character's total spells known, but the maho-tsukai casts them now as arcane maho spells, spilling blood during the casting as a blood component.

Maho-tsukai do not learn more cantrips or gain more o-level spells per day as they advance.

When a maho-tsukai advances a level, she can learn her new spells from either her old spell list or the maho-tsukai spell list, but casts all her spells as maho spells regardless.

For example, a 5th-level sorcerer becomes a maho-tsukai when she reaches 6th level.

As a sorcerer, she knew six o-level spells, four 1st-level spells, and two 2nd-level spells.

As a maho-tsukai, she converts her sorcerer levels to maho-tsukai spellcasting ability, and can now cast spells as a 6th-level maho-tsukai.

She learns one new 1st-level spell (a total of five), one new 2nd-level spell (a total of three), and two 3rd-level spells as well.

She casts all her spells—whether she knew them before her “conversion” or not—as maho spells, using blood components.

She still knows her six cantrips, and can cast six o-level spells per day for the rest of her career.

Maho Metamagic: A maho-tsukai who learns metamagic feats can apply them by paying an additional cost in blood.

By draining blood, the maho-tsukai can enhance her spells without using a higher-level spell slot.

The cost is a number of points of temporary Constitution damage equal to the level of the metamagic spell.

Thus, to cast a *vampiric touch* spell with the Empower Spell feat applied costs the maho-tsukai 5 points of temporary Constitution damage (3rd-level spell + two levels for Empower Spell).

The maho-tsukai cannot enhance a spell to a level higher than he can cast by this means.

For example, a maho-tsukai must be at least 9th level to cast an Empowered *vampiric touch*, even though the spell uses only a 3rd-level slot.

Level Advancement: The power of maho is seductive.

Once a character has tasted its attractions, it is hard to resist.

If a maho-tsukai wishes to advance in level in another class, she must make a successful Will saving throw with a DC equal to 10 + her Taint score.

If she fails the saving throw, she must advance her maho-tsukai level.

If she succeeds at this saving throw, she can advance the level in another class, though she must still attempt the saving throw the next time she gains a level.

TABLE 12-3: THE MAHO-TSUKAI

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day*								
						1	2	3	4	5	6	7	8	9
1st	+0	+2	+0	+0	Taint suppression, blood component, spell conversion, maho metamagic	3	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+0		4	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+1		5	3	—	—	—	—	—	—	—
4th	+3	+4	+1	+1		6	4	—	—	—	—	—	—	—
5th	+3	+4	+1	+1		6	5	3	—	—	—	—	—	—
6th	+4	+5	+2	+2		6	6	4	—	—	—	—	—	—
7th	+5	+5	+2	+2		6	6	5	3	—	—	—	—	—
8th	+6	+6	+2	+2		6	6	6	4	—	—	—	—	—
9th	+6	+6	+3	+3		6	6	6	5	3	—	—	—	—
10th	+7	+7	+3	+3		6	6	6	6	4	—	—	—	—
11th	+8	+7	+3	+3		6	6	6	6	5	3	—	—	—
12th	+9	+8	+4	+4		6	6	6	6	6	4	—	—	—
13th	+9	+8	+4	+4		6	6	6	6	6	5	3	—	—
14th	+10	+9	+4	+4		6	6	6	6	6	6	4	—	—
15th	+11	+9	+5	+5		6	6	6	6	6	6	5	3	—
16th*	—	—	—	—		6	6	6	6	6	6	6	4	—
17th*	—	—	—	—		6	6	6	6	6	6	6	5	3
18th*	—	—	—	—		6	6	6	6	6	6	6	6	4
19th*	—	—	—	—		6	6	6	6	6	6	6	6	5
20th*	—	—	—	—		6	6	6	6	6	6	6	6	6

*No character can actually reach a level above 15th as a maho-tsukai, but through spell conversion a character may have the spell-casting ability of a higher-level maho-tsukai.

MANTIS MERCENARY

The warriors of the Mantis clan are largely mercenaries, warriors who sell their services with little concern for whether their mission is right or honorable.

They have a unique fighting style among the warriors of Rokugan, one that makes use of peasant weapons and a rolling motion like the rocking of the ocean.

In fact, as Rokugan's best sailors, Mantis warriors are accustomed to fighting aboard ships, and their school makes use of this technique as well.

Mantis mercenaries are usually fighters before adopting this class, though many are fighter/rogues.

NPC Mantis mercenaries are sometimes found aboard Mantis merchant ships, but more often appear in other clans' battles.

Yoritomo Aramasu has promised military aid to the Crabs in their war against the Cranes, but does not carry enough clout in his own clan to muster that aid.

Still, some Mantis mercenaries fight in the Crab army.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Mantis mercenary, a character must fulfill all the following criteria.

Race: Human (Mantis).

Alignment: Any neutral.

Base Attack Bonus: +5.

Feats: Dodge, Weapon Focus (one of the following weapons: chain, chijiriki, jitte, kama, kusari-gama, nunchaku, sai, shikomi-zue, siangham, or tonfa).

CLASS SKILLS

The Mantis mercenary's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Profession (Wis), and Swim (Str).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the Mantis mercenary.

Weapon and Armor Proficiency: Mantis mercenaries are proficient with the following peasant and exotic weapons: chain, chijiriki, jitte, kama, kusari-gama, nunchaku, sai, shikomi-zue, siangham, and tonfa.

They do not gain any additional armor proficiency.

Riding the Waves (Ex): Mantis mercenaries gain a +5 competence bonus on Balance checks made to keep their footing on an unsure surface, such as an uneven floor, ice, or a ship's deck in a storm.

Two-Weapon Fighting: When wearing light armor or no armor, a Mantis mercenary can fight with two weapons as if he had the feats Ambidexterity and Two-Weapon Fighting. He loses this special bonus when fighting in medium or heavy armor, but *not* when using a double weapon (such as a kusari-gama).

Voice of the Storm (Su): A Mantis mercenary of at least 3rd level can summon the power of Osano-Wo, the Fortune of Storms, and channel it through his body for a moment.

Once per day, a Mantis mercenary can add his class level as an enhancement bonus to his Strength.

Activating this power is a free action, and the power lasts 1 round.

Yoritomo's Rolling Wave (Ex): At 5th level, a Mantis mercenary learns the unique bobbing motion invented by Yoritomo.

When using the Dodge feat, a Mantis mercenary adds his Intelligence or Wisdom bonus (whichever is higher) to the dodge bonus to AC granted by the feat.

TABLE 11–9: THE MANTIS MERCENARY

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Riding the waves, two-weapon fighting
2nd	+2	+3	+0	+0	
3rd	+3	+3	+1	+1	Voice of the storm
4th	+4	+4	+1	+1	
5th	+5	+4	+1	+1	Yoritomo's rolling wave

MIRUMOTO NITEN MASTER

While Togashi listened to Shinsei expounding his philosophy to the first Hantei, he grew frustrated and stormed out of the court.

Taking up a seat of meditation, he refused to move, or even to eat, until he understood this philosophy that Shinsei had brought.

After he had fasted for nine days, Shinsei himself came to sit with the troubled Togashi.

Togashi repeated his ultimatum—"I will not move until I understand"—and Shinsei responded with but three words: "Neither will I".

After a moment, Togashi laughed and bit into a plum. Samurai of the Dragon clan train in a simple dojo with Shinsei's three words painted on the wall.

To the Mirumoto family, these words are a reminder that a samurai's duty is to his lord.

While he was starving himself, Togashi was also starving those he promised to protect, and Shinsei's words reminded Togashi that he was being selfish in putting his own search for enlightenment over his responsibility to others.

The Mirumoto school teaches a unique style of swordplay, rooted in this sense of duty.

Mirumoto wrote, "Some people say I am a coward.

A samurai's duty is to protect his lord.

Are they so simple-minded that they cannot see that two swords serve their lord better than one?" Unlike the Two-Weapon Fighting feat described in the *Player's Handbook*, the Mirumoto niten ("two-sword") style typically employs the wakizashi for defense rather than offense.

Mirumoto niten masters are almost exclusively drawn from the samurai character class.

NPC Mirumoto niten masters are the military leaders of the Dragon clan.

The Mirumoto family shoulders the responsibility of protecting the clan from attack and from assassination attempts.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Mirumoto niten master, a character must fulfill all the following criteria.

Race: Human (Dragon).

Base Attack Bonus: +5.

Skills: Knowledge (arcana) 3 ranks.

Feats: Exotic Weapon Proficiency (katana), Expertise, Two-Weapon Fighting.

CLASS SKILLS

The Mirumoto niten master's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Iaijutsu Focus (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

The Iaijutsu Focus skill is described in Chapter 4 of this book.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the Mirumoto niten master.

Weapon and Armor Proficiency: Mirumoto niten masters do not gain any additional weapon or armor proficiency.

Niten Technique (Ex): Unique among the samurai of Rokugan, the Mirumoto niten masters learn to fight with the katana in one hand and the wakizashi in the other.

Unlike the style of the Two-Weapon Fighting feat, however, this technique does not teach the use of the off-hand weapon to attack.

Instead, the wakizashi serves as a shield, adding a +2 armor bonus to the niten master's AC while he is wielding both weapons.

This bonus stacks with other armor bonuses except for the bonus from a shield.

The bonus rises to +3 at 4th level, to +4 at 7th level, and to +5 at 10th level.

The niten master does not suffer a penalty to her primary attack while wielding the wakizashi in this way.

If the niten master uses the wakizashi to attack, she loses this AC bonus until her next action.

A magic wakizashi does not add its enhancement bonus to the niten master's AC unless it is a defending weapon or has been otherwise specially enhanced for defense.

Aid Shugenja (Su): At 3rd level, a Mirumoto niten master can use her own personal energy to empower a shugenja's spell when she is the target of that spell.

The spell is treated as if the shugenja had used the Empower Spell metamagic feat, including the longer casting time.

The niten master can use this ability once per day at 3rd level, twice per day at 5th level, three times per day at 7th level, and four times per day at 9th level.

At 9th level and above, the niten master can apply the Maximize Spell feat to spells cast on her instead.

She must decide before any applicable dice are rolled whether she wishes to maximize or empower the spell.

A niten master cannot empower an already empowered spell, or maximize an already maximized one.
Diamond Soul (Ex): At 8th level, the Mirumoto niten master gains spell resistance equal to 20 + her Charisma modifier.

TABLE 11–3: THE MIRUMOTO NITEN MASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Niten technique (+2 AC)
2nd	+2	+3	+0	+3	
3rd	+3	+3	+1	+3	Aid shugenja 1/day
4th	+4	+4	+1	+4	Niten technique (+3 AC)
5th	+5	+4	+1	+4	Aid shugenja 2/day
6th	+6	+5	+2	+5	
7th	+7	+5	+2	+5	Niten technique (+4 AC), aid shugenja 3/day
8th	+8	+6	+2	+6	Diamond soul
9th	+9	+6	+3	+6	Aid shugenja (maximize) 4/day
10th	+10	+7	+3	+7	Niten technique (+5 AC)

DRAGONS

The dragons of Rokugan are not the lung dragons described in Chapter 9: Monsters—though they resemble them—nor are they anything like the dragons found in the *Monster Manual*. The dragons are beings of pure elemental forces, powerful and wise beyond the ability of the human mind to comprehend. They are deities, on a par with Heironeous and Vecna, and no less mysterious.

Dragons are shapeshifters, able to assume any form they wish. Often they are seen as physical embodiments of the elements or forces of nature. They occasionally take human form, usually to teach a lesson in humility to a vain or vulgar mortal. They can seem pleasant and beautiful, or terrible and ferocious, depending on their intent. They command the elements like the mightiest shugenjas, but need no complex rituals or focus items.

Seven dragons have been seen in Rokugan. Five of them are commonly referred to as the “elemental dragons,” the dragons of air, earth, fire, water, and Void. The earth dragon has the most consistent and identifiable form: It always appears as a long, coiled and scaled serpent that appears to be made of stone and mud. The fire dragon typically appears as endless coils of endless flame.

MOTO AVENGER

Though the Moto who rode in the Shadowlands were exterminated during the Battle of Oblivion’s Gate, the remaining members of the Moto family are no less dedicated to their war against the Shadowlands and its evils.

If anything, they are more impassioned, making more frequent raids into those dark lands and fighting more fiercely against Shadowlands creatures they encounter. Moto avengers are often samurai, but they also come from the barbarian class.

NPC Moto avengers are rarely seen in Rokugan, for they still feel the shame of their family inheritance. Driven to avenge that dishonor, they ride into the Shadowlands on their grim mission.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Moto avenger, a character must fulfill all the following criteria.

Race: Human (Unicorn).

Alignment: Any good.

In order to affect the niten master with a spell, a spellcaster must roll the niten master’s spell resistance or higher on 1d20 + the spellcaster’s level.

The water dragon never keeps the same form for long, but typically chooses a form that features coils, talons, and fins. The air dragon is said to be invisible, while the Void dragon has only appeared in the dreams of heroes, and they can never recall its form.

During violent storms, some people claim to have seen a “thunder dragon” soaring through the sky. The thunder dragon is a manifestation of Osano-Wo, the Fortune of Fire and Thunder.

The seventh dragon was the kami Togashi, who founded the Dragon clan and was its champion until the death of Fu Leng. He assumed different identities in different eras of history, pretending to succeed himself as clan champion, maintaining the illusion of his humanity until the day of his death. On that day, the Second Day of Thunder, he revealed the twelfth Black Scroll of Fu Leng, which he had hidden within his heart. Mirumoto Hitomi removed it and opened it, killing Togashi but making Fu Leng both fully manifest and fully mortal, allowing the Thunders to destroy him at last. Togashi’s son, Togashi Hoshi (the “dragon-man”) now rules the Dragon clan in his father’s stead, a semidivine figure in his own right, but not as mighty as the real dragons of Rokugan.

Base Attack Bonus: +5.

Skills: Ride 8 ranks.

Feats: Mounted Combat, Spirited Charge, Trample.

CLASS SKILLS

The Moto avenger’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str). See Chapter 4: Skills in the *Player’s Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the Moto avenger.

Weapon and Armor Proficiency: Moto avengers are proficient with all simple and martial weapons and with light and medium armor.

Detect Taint (Sp): At will, a Moto avenger can *detect Taint*.

Fury of Vengeance (Ex): When fighting creatures with the Shadowlands type modifier or a Taint score, a Moto avenger can enter a state of rage, gaining phenomenal strength and durability but becoming reckless and less able to defend himself.

He temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC.

The increase in Constitution increases the avenger's hit points by 2 per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal.

These extra hit points are not lost first the way temporary hit points are.

While raging, a Moto avenger cannot use skills or abilities that require patience and concentration, such as moving silently or casting spells.

(The only class skills he can't use while raging are Craft and Sense Motive).

He can use any feat he might have except for Expertise, item creation feats, metamagic feats, and Skill Focus (if it's tied to a skill that requires patience or concentration).

A fit of rage lasts for 3 rounds, plus the character's (newly improved) Constitution modifier.

The avenger may prematurely end the rage voluntarily.

At the end of the rage, the Moto avenger is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter.

The avenger can only fly into a rage once per encounter, and only a certain number of times per day (determined by level).

Entering a rage takes no time itself, but the avenger can only do it during his action, not in response to somebody else's action.

An avenger can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if he had gone into a rage earlier in the round, *before* the arrow struck.

A Moto avenger can enter a rage three times per day at 1st level, four times at 4th level, five times at 7th level, and six times at 10th level.

Starting at 8th level, the Moto avenger's fury bonuses become +6 to Strength, +6 to Constitution, and a +3 morale bonus on Will saves.

(The AC penalty remains at -2).

If a Moto avenger has a rage ability from another class (such as barbarian), the two abilities do not stack.

The character can use a rage ability as many times per day as either class allows him (whichever is higher).

He can use the ability against any foe, but when fighting Shadowlands creatures his Strength and Constitution bonuses are improved by +2 and his Will save bonus is improved by +1.

Thus, an 8th-level barbarian/4th-level Moto avenger can rage four times per day, even if he never faces a Shadowlands foe.

When he does rage in combat against a Shadowlands foe, he gains +6 to Strength, +6 to Constitution, and +3 to Will saves.

An 8th-level barbarian/8th-level Moto avenger can rage five times per day, and against Shadowlands foes he gains +8 to Strength, +8 to Constitution, and +4 on Will saves.

Mettle (Ex): At 2nd level, the Moto avenger's special blessing allows him to shrug off magical effects that would otherwise damage or harm him.

If an avenger makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, he suffers no effect from the spell at all.

Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Smite Shadowlands (Su): Once per day, a Moto avenger of 3rd level or higher may attempt to smite a Shadowlands opponent with one normal melee attack.

He adds a +4 bonus to his attack roll and deals 2 extra points of damage per class level.

A Shadowlands opponent is a monster with the Shadowlands descriptor or a character infected with the Shadowlands Taint.

If the avenger accidentally smites a creature that is not Tainted, the smite has no effect but it is still used up for that day.

Bloodied but Unbowed (Su): If a Moto avenger of 10th level dies, he can will his spirit to ravage his body, tearing and shredding it to prevent it from being animated.

If he exercises this option, his corpse will not spontaneously animate in the Shadowlands.

A spellcaster can still use *animate dead* on the corpse, but can only create a skeleton, not a zombie.

Raise dead or other spells that restore an intact body to life will not function, but *true resurrection* of course will.

TABLE 11-8: THE MOTO AVENGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	<i>Detect Taint</i> , fury of vengeance 3/day
2nd	+2	+3	+0	+0	Mettle
3rd	+3	+3	+1	+1	Smite Shadowlands 1/day
4th	+4	+4	+1	+1	Fury of vengeance 4/day
5th	+5	+4	+1	+1	
6th	+6	+5	+2	+2	Smite Shadowlands 2/day
7th	+7	+5	+2	+2	Fury of vengeance 5/day
8th	+8	+6	+2	+2	Greater fury
9th	+9	+6	+3	+3	Smite Shadowlands 3/day
10th	+10	+7	+3	+3	Bloodied but unbowed, fury of vengeance 6/day

NINJA SPY

Ninja spies are perhaps the most enigmatic and mysterious class of *Oriental Adventures*.

While some ninja are little more than assassins (and may adopt the assassin prestige class from the *DUNGEON MASTER's Guide*), true ninja spies are masters of exotic weapons, tools of stealth, and strange *ki* powers.

Ninja spies are members of a secretive ninja clan, the head of which holds absolute authority over the ninja's life and death.

They are sworn to secrecy to protect the identities of their clan members and must never reveal that they are ninja. Despite their inclination to evil, ninja believe strongly in a code of honor, and risk offending their family (and earning a death sentence) if they break that code of honor.

Most ninja spies are rogues, and the skill requirements of the class practically demand that any would-be ninja have at least a few levels in the rogue class.

Some ninja have a magical background.

In Rokugan, ninja are the stuff of legends.

Some refuse to believe they exist.

Ninja train in the Shosuro school of the Scorpion clan, though other, mysterious ninja may operate in the Empire as well.

NPC ninja are often a mysterious force acting in opposition to the plans and goals of player characters.

The objectives of a ninja clan are often inscrutable, but they rarely coincide with those of a group of heroes.

Hit Die: d6.

REQUIREMENTS

To qualify as a ninja spy, a character must fulfill all the following criteria:

Alignment: Any nonchaotic, nongood.

Skills: Bluff 10 ranks, Disguise 7 ranks, Hide 7 ranks, Tumble 7 ranks.

Feats: Dodge.

Special: Evasion class ability.

CLASS SKILLS

The ninja spy's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Pick Pockets (Dex), Sense Motive (Wis), Spot (Wis), and Tumble (Dex). See the *Player's Handbook*, Chapter 4, for skill descriptions. Skill Points at each level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the ninja spy.

Weapon and Armor Proficiency: Ninja spies gain no additional weapon or armor proficiency.

However, they gain proficiency in certain exotic weapons as they advance in level.

A ninja spy who wears medium or heavy armor cannot use the following special class features: slow fall, evasion, acrobatics, water walk, and *abundant step*.

Exotic Weapon: At 1st level, and again at 3rd level, 6th level, and 9th level, a ninja spy gains a free Exotic Weapon Proficiency.

This proficiency must be chosen with one of the following weapons: blowgun, chain, chijiriki, fukimi-bari, hand crossbow, kusari-gama, nekode, ninja-to, shikomi-zue, shuriken, spiked chain, or war fan.

Ki Breath (Ex): A ninja spy learns to focus his *ki* to increase his ability to hold his breath.

A ninja adds his ninja level to his Constitution check roll to continue holding his breath (see The Drowning Rule in the *DUNGEON MASTER's Guide*).

Poison Use: Ninja spies are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Slow Fall (Ex): At 2nd level, a ninja spy within arm's reach of a wall can use the wall to slow his descent.

The ninja takes damage as if the fall were 20 feet shorter than it actually is.

His ability to slow his fall (that is, to reduce the effective height of the fall when next to a wall) improves with his level until, at 6th level, the ninja can use a nearby wall to slow his descent and fall up to 50 feet without harm.

Improved Evasion (Ex): At 2nd level and above, a ninja spy can avoid even magical and unusual attacks with great agility.

If the ninja makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Even if he fails his saving throw, he takes only half damage from the attack.

The ninja can only use improved evasion if he is wearing light armor or no armor.

Sneak Attack (Ex): If a ninja spy can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage.

Any time the ninja's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), or when the ninja flanks the target, the ninja's attack deals extra damage.

The extra damage is +1d6 at 2nd level and an additional 1d6 every three levels thereafter.

This extra damage stacks with any extra sneak attack damage the character already deals.

Thus, a 7th-level rogue/5th-level ninja deals +6d6 damage with a sneak attack: +4d6 from his rogue levels and +2d6 from his ninja levels.

Should the ninja score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 feet.

With a sap (blackjack) or unarmed strike, the ninja can make a sneak attack that deals subdual damage instead of normal damage.

He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty, because he must make optimal use of his weapon in order to execute a sneak attack.

A ninja spy can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack.

Additionally, any creature that is immune to critical hits is also not vulnerable to sneak attacks.

Also, the ninja must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The ninja cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Acrobatics (Su): A 3rd-level ninja spy gains a +10 competence bonus on Balance, Climb, Jump, and Tumble checks.

At 7th level, this bonus increases to +20.

In addition, a ninja can always choose to take 10 on a Balance, Climb, Jump, or Tumble check, even when circumstances would normally prevent him from doing so.

Leap of the Clouds (Su): A 3rd-level ninja spy's jumping distance (vertical or horizontal) is not limited according to his height.

Hide in Plain Sight (Su): A 4th-level ninja spy can use the Hide skill even while being observed.

As long as he is within 10 feet of some sort of shadow, a ninja spy can hide himself from view in the open without anything to actually hide behind.

A ninja spy cannot, however, hide in his own shadow.

Water Walk (Su): A ninja spy of 5th level or higher can use water walk to walk on any liquid as if it were firm ground.

The ninja must concentrate (as a standard action) to perform this ability, and thus can only take a single move or move-equivalent action each round while water walking. The effect lasts for 1 round per ninja level.

Thousand Faces (Su): At 7th level, a ninja spy gains the ability to change his appearance at will, as if using the spell *alter self*.

Poison Immunity (Su): A ninja spy of 8th level or higher is immune to all poisons.

Slippery Mind (Ex): At 9th level, a ninja spy gains the ability to wriggle free from magical effects that would otherwise control or compel him.

If a ninja with slippery mind is affected by a spell and fails his saving throw, he can attempt his saving throw again in the next round.

He only gets this one extra chance to succeed at his saving throw.

Abundant Step (Sp): A ninja spy of 10th level can slip magically between spaces, as per the spell *dimension door*, once per day.

The ninja's effective caster level is 5th.

TABLE 3-9: THE NINJA SPY

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Exotic weapon, ki breath, poison use
2nd	+1	+3	+3	+3	Slow fall (20 ft.), improved evasion, sneak attack +1d6
3rd	+2	+3	+3	+3	Exotic weapon, acrobatics (+10), leap of the clouds
4th	+3	+4	+4	+4	Slow fall (30 ft.), hide in plain sight
5th	+3	+4	+4	+4	Water walk, sneak attack +2d6
6th	+4	+5	+5	+5	Exotic weapon, slow fall (50 ft.)
7th	+5	+5	+5	+5	Thousand faces, acrobatics (+20)
8th	+6	+6	+6	+6	Poison immunity, sneak attack +3d6
9th	+6	+6	+6	+6	Exotic weapon, slippery mind
10th	+7	+7	+7	+7	Abundant step

SHADOW SCOUT

The camouflage of a tiger, the stamina of a horse, the eyes of an eagle: these are the ingredients of the shadow scouts, elite spies, trackers, and runners.

Shadow scouts are trained to blend into their surroundings, to observe and remember the smallest details about an opposing force, and to run like the wind to bring a report back alive.

While some shadow scouts come from the samurai character class, many begin their careers as rangers.

In Rokugan, they are drawn exclusively from the Crab clan, where they are trained in the Hiruma school and sent to scout the Shadowlands.

NPC shadow scouts are often attached to large armies or in the service of powerful warlords or emperors.

They are usually found near dangerous lands—demon-infested mountains, haunted forests, or enemy lines.

Hit Die: d10.

REQUIREMENTS

To qualify to become a shadow scout, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Base Attack Bonus: +4.

Skills: Hide 9 ranks, Move Silently 9 ranks, Spot 5 ranks.

Feats: Run, Track.

CLASS SKILLS

The shadow scout's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Knowledge (Shadowlands) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Use Rope (Dex), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

The Knowledge (Shadowlands) skill is only appropriate in Rokugan.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the shadow scout.

Weapon and Armor Proficiency: Shadow scouts are proficient with all simple and martial weapons and with light armor.

Favored Enemy: At 1st level, a shadow scout may select a type of creature (such as giants, goblinoids, undead, oni) as a favored enemy.

A shadow scout may select another human clan as his favored enemy.

Due to his extensive study of his foes and training in the proper techniques for combating them, the scout gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature.

Likewise, he gets the same bonus on weapon damage rolls against creatures of this type.

The shadow scout also gets the damage bonus with ranged weapons, but only against targets within 30 feet.

The bonus doesn't apply to damage against creatures that are immune to critical hits.

At 4th level and at every three levels thereafter (4th, 7th, and 10th level), the bonus goes up by +1.

Table 4-14 in the *Player's Handbook* lists possible categories for a favored enemy.

If a shadow scout already has a favored enemy, he may select a new favored enemy, and the bonus associated with every previously selected favored enemy goes up by +1.

The bonus for previously selected enemies increases every time the new bonus goes up.

For example, a 6th-level ranger/5th-level shadow scout will have three favored enemies, with bonuses of +4, +3, and +2. Fast Movement: The shadow scout has a speed faster than the norm for his race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load).

Evasion (Ex): At 2nd level and above, a shadow scout can avoid even magical and unusual attacks with great agility. If the scout makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

The shadow scout can only use evasion if he is wearing light armor or no armor.

Detect Enemy (Sp): At 3rd level, a shadow scout gains the ability to detect the presence of his favored enemy.

The ability is similar to the *detect evil* spell in range, area, and duration.

In the first round of concentration, the shadow scout can ascertain the presence or absence of his favored enemy within the area.

In the second round, the shadow scout can determine the number of creatures in the area and the power of the strongest one (as per the *detect evil* spell).

In the third round, the shadow scout can determine the strength and location of each creature.

If the shadow scout has more than one favored enemy, he can detect any of them, and on the second round he can determine what kind of creature is in the area.

Memory: At 6th level, a shadow scout's memory is greatly enhanced.

He can hold in his mind an image he has seen or up to 1 minute of speech, and can describe the details or repeat the words (even if he does not speak the language) as if he were still present.

The shadow scout can only hold one image or sound in his mind at a time.

Freeze (Su): By keeping completely still while using the Hide skill, a shadow scout of 8th level or higher can vanish into his surroundings.

He gains a +15 bonus on his Hide check.

The shadow scout can use this ability three times per day.

Smite Enemy (Su): A 9th-level shadow scout gains the ability to smite his favored enemy once per day.

He adds his Intelligence modifier (if positive) to his attack roll and deals 1 extra point of damage per level.

This damage bonus stacks with his favored enemy bonus.

If the shadow scout has more than one favored enemy, he can smite any of them, but can still use the ability only once per day.

TABLE 3-10: THE SHADOW SCOUT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Favored enemy +1, fast movement
2nd	+2	+3	+0	+0	Evasion
3rd	+3	+3	+1	+1	Detect enemy
4th	+4	+4	+1	+1	Favored enemy +2
5th	+5	+4	+1	+1	
6th	+6	+5	+2	+2	Memory
7th	+7	+5	+2	+2	Favored enemy +3
8th	+8	+6	+2	+2	Freeze
9th	+9	+6	+3	+3	Smite enemy
10th	+10	+7	+3	+3	Favored enemy +4

SHAPESHIFTER

The lands of *Oriental Adventures* are full of shapechangers: animals who take the shape of humans (hengeyokai), fiends and spirits in human guise, and sorcerers who take animal form.

Shapeshifters are masters of these transforming powers, whose natural forms eventually become as fluid as water. Shapeshifters must already have some means of changing their form before learning to master that change.

Some shapeshifters are spellcasters (wu jen, sorcerers, or shamans) who first learn *polymorph self* and then move on to greater mastery.

Others are hengeyokai, lycanthropes, rakshasas, ogre mages, or other creatures with natural shapechanging ability.

A very few high-level ninja (with their thousand faces supernatural ability) manage to acquire at least a few levels of shapeshifter.

Shapeshifters are not found in Rokugan.

NPC shapeshifters are often loners, haunting the wilderness in animal form.

Others live in the midst of civilized society, using their abilities to become spies, thieves, or even assassins.

Hit Die: d8.

REQUIREMENTS

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

Base Attack Bonus: +3.

Skills: Concentration 10 ranks.

Special: Alternate Form—Must either know *polymorph self* or have a natural alternate form, *alter self*, *polymorph self*, or *shapechange* ability.

CLASS SKILLS

The shapeshifter's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the shapeshifter.

Weapon and Armor Proficiency: Shapeshifters are proficient with all simple weapons.

They do not gain any additional proficiency with armor or shields.

Wild Shape (Sp): At 1st level, a shapeshifter gains the ability to change form into a Small or Medium-size animal (but not a dire animal) and back again three times per day. This ability works exactly like the druid's *wild shape* ability. The shapeshifter can use *wild shape* more times per day at 4th and 8th level, as noted on Table 3–11: The Shapeshifter. In addition, the shapeshifter gains the ability to take the shape of a Large animal at 3rd level, a Tiny animal at 5th level, and a Huge animal at 9th level.

At 7th level or higher, she can take the form of a dire animal.

At 10th level, the shapeshifter may use *wild shape* to change into a Small, Medium-size, or Large air, earth, fire, or water elemental once per day.

She gains all the elemental's special abilities when she does so.

Extra Shifting (Ex): A shapeshifter with a natural ability to change shape (such as a hengeyokai's alternate form ability) adds her shapeshifter level to the number of times per day that she can normally change form.

Thus, a hengeyokai 7th-level wu jen/3rd-level shapeshifter could change form fourteen times per day, instead of the eleven transformations normally allowed a 10th-level hengeyokai character.

Spells per Day: A shapeshifter continues her magical training while mastering the powers of *wild shape*.

At 2nd, 4th, 6th, 8th, and 10th level, the character gains new spells per day and spells known as if she had also gained one level in a spellcasting class.

She does not, however, gain any other benefit of the spellcasting class.

This essentially means that she adds half her shapeshifter levels to her other class levels, then determines spells per day and spells known accordingly.

For example, if Jengu Tori, a 7th-level wu jen/1st-level shapeshifter, gains a level in shapeshifter, she gains new spells as if she had risen to 8th level in wu jen, but uses the other shapeshifter aspects of level progression such as attack bonus and save bonus.

If she next gains a level of wu jen, making her an 8th-level wu jen/2nd-level shapeshifter, she gains spells as if she had risen to 9th level in wu jen.

If a character adopts the shapeshifter prestige class without having a spellcasting class, he does not gain any spell ability as he increases his shapeshifter levels.

Thousand Faces (Su): At 6th level, a shapeshifter gains the ability to change her appearance at will, as if using the spell *alter self*.

Natural Shapechanger: At 10th level, a shapeshifter changes form so naturally that her type changes to shapechanger rather than humanoid.

(Hengeyokai are already shapechangers; their type is not affected).

She becomes immune to spells and effects that specifically target humanoids, such as *charm person*.

TABLE 3–11: THE SHAPESHIFTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+2	+2	Wild shape (3/day), extra shifting	
2nd	+1	+3	+3	+3		+1 level of existing class
3rd	+2	+3	+3	+3	Wild shape (Large)	
4th	+3	+4	+4	+4	Wild shape (4/day)	+1 level of existing class
5th	+3	+4	+4	+4	Wild shape (Tiny)	
6th	+4	+5	+5	+5	Thousand faces	+1 level of existing class
7th	+5	+5	+5	+5	Wild shape (dire)	
8th	+6	+6	+6	+6	Wild shape (5/day)	+1 level of existing class
9th	+6	+6	+6	+6	Wild shape (Huge)	
10th	+7	+7	+7	+7	Wild shape (elemental 1/day), natural shapechanger	+1 level of existing class

SHIBA PROTECTOR

The warriors of the Shiba family are sworn to protect the Isawa family, just as the first Shiba swore to protect the Isawa family while its leader ventured into the Shadowlands with Shinsei.

For a thousand years the descendants of Shiba have pursued this duty, giving them a clear sense of purpose that defines their family character.

They pursue this duty with the aid of rigorous military training, combined with a spiritual discipline that grants them a keen awareness of magic's ebb and flow, allowing them to heighten its effects on themselves, resist it more strongly, or even shrug it off entirely.

Shiba protectors are almost exclusively drawn from the samurai character class.

Young Shiba protectors serve a period in the Home Guard, patrolling Phoenix lands and defending them from any threat.

As they advance, some choose to become yojimbo (bodyguards), assigned to protect an individual courtier or dignitary.

It is in this capacity that the Shibas truly excel, and where their vow to defend their fellow Phoenix shines most clearly.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Shiba protector, a character must fulfill all the following criteria.

Race: Human (Phoenix).

Base Attack Bonus: +5.

Skills: Knowledge (religion) 4 ranks.

Feats: Alertness, Expertise, Iron Will.

CLASS SKILLS

The Shiba protector's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Iaijutsu Focus (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

The Iaijutsu Focus skill is described in Chapter 4 of this book.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the Shiba protector.

Weapon and Armor Proficiency: Shiba protectors do not gain any additional weapon or armor proficiency.

No Thought (Ex): Shiba protectors add their Wisdom modifier, if positive, to their attack and damage rolls.

Aid Shugenja (Su): At 2nd level, a Shiba protector can use her own personal energy to empower a shugenja's spell when she is the target of that spell.

The spell is treated as if the shugenja had used the Empower Spell metamagic feat, including the longer casting time.

The Shiba protector can use this ability once per day at 2nd level, twice per day at 4th level, three times per day at 6th level, and four times per day at 8th level.

He must make a successful Spellcraft check (DC 10) to enhance the spell.

A failed check does not count as a use of the ability.

At 8th level and above, the protector can apply the Maximize Spell feat to spells cast on her instead.

The Spellcraft DC is 15.

She must decide before any applicable dice are rolled whether she wishes to maximize or empower the spell.

A Shiba protector cannot empower an already empowered spell, or maximize an already maximized one.

Dancing with the Elements (Ex): Beginning at 3rd level, a Shiba protector gains a bonus on all saving throws against spells and spell-like effects.

This bonus is +2 at 3rd level, +4 at 5th level, and +6 at 7th level.

One with Nothing (Su): Three times per day, a Shiba protector of 6th level or higher can fall into a trance that allows her to perform actions quickly but with perfect clarity.

For a single round, the samurai can act as if under the effect of a *haste* spell.

Diamond Soul (Ex): At 9th level, a Shiba protector gains spell resistance equal to 20 + her Wisdom modifier.

In order to affect the Shiba protector with a spell, a spellcaster must roll the protector's spell resistance or higher on 1d20 + the spellcaster's level.

One with All and Nothing (Sp): A Shiba protector of 10th level has recognized the deep truth that all her ability scores spring from the same essence.

In a moment of perfect clarity, she can use her highest ability score modifier when making a skill check, attack roll, damage roll, or saving throw, in place of the ability score modifier she would normally use.

Thus, she could add her Wisdom modifier to a damage roll instead of her Strength modifier, her Charisma modifier to her Reflex saving throw instead of her Dexterity modifier, or her Intelligence modifier to her Spot check instead of her Wisdom modifier.

The Shiba protector can use this ability a number of times per day equal to her highest ability score modifier.

TABLE 11-5: THE SHIBA PROTECTOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	No thought
2	+1	+3	+0	+3	Aid shugenja 1/day
3	+2	+3	+1	+3	Dancing with the elements +2
4	+3	+4	+1	+4	Aid shugenja 2/day
5	+3	+4	+1	+4	Dancing with the elements +4
6	+4	+5	+2	+5	One with nothing, aid shugenja 3/day
7	+5	+5	+2	+5	Dancing with the elements +6
8	+6	+6	+2	+6	Aid shugenja (maximize) 4/day
9	+6	+6	+3	+6	Diamond soul
10	+7	+7	+3	+7	One with all and nothing

SHINTAO MONK

Shinsei is a figure in the history of Rokugan whose nature and true identity are shrouded in mystery and legend.

He spoke for many days with the first emperor Hantei, and his words are recorded in the Tao of Shinsei, a text that guides emperors and samurai as well as humble monks.

Shinsei also led the Seven Thunders—the greatest heroes of the seven Great Clans—into the Shadowlands to combat the evil of Fu Leng, creating the Twelve Black Scrolls that bound the Evil One's power for a thousand years.

Shintao monks are dedicated to following his teachings, both to further their own quest for enlightenment and to continue his crusade against the evil of the Shadowlands. Shintao monks must advance at least a few levels in the monk class before learning the unique skills and supernatural abilities of the Shintao monk.

Monks of Shinsei come from a wide variety of backgrounds, however—many are retired samurai who

become multiclass samurai/monks and then adopt the Shintao monk prestige class.

Virtually all Shintao monks are human, and they come from all seven Great Clans as well as the common caste. NPC Shintao monks serve as teachers and guides on the path of enlightenment.

Many are advisors to daimyos or lesser nobles, but most live fairly reclusive lives in their monasteries and temples.

A very few take Shinsei's crusade to the very borders of the Shadowlands, risking death and Taint to combat the evil that infests that foul place.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Shintao monk, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Will Save Bonus: +4.

Skills: Knowledge (religion) 8 ranks.

Special: Still mind class ability.

CLASS SKILLS

The Shintao monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the Shintao monk.

Weapon and Armor Proficiency: Shintao monks gain no additional weapon or armor proficiency.

They suffer the same penalties for wearing armor that monks do.

Monk Abilities: A Shintao monk has the unarmed damage, AC bonus, and speed of a monk with as many levels as her Shintao monk levels plus her monk levels.

Add the Shintao monk's base attack bonus derived from monk levels to that derived from Shintao monk levels and consult Table 3-1: Multiple Unarmed Attacks.

Touch the Void Dragon (Su): Once per day, a Shintao monk can raise one ability score by 1d4+1 points for a duration of 1 hour per level.

This ability is similar to the spells *bull's strength*, *cat's grace*, and *endurance*, and to the effects of a *potion of Intelligence*, a *potion of Wisdom*, or a *potion of Charisma*.

Bonus Feat: At 1st level, and every two levels thereafter, a Shintao monk receives a bonus feat.

This feat must be selected from the following list:

Defensive Throw, Deflect Arrows (Grappling Block), Eagle Claw Attack, Expertise (Karmic Strike, Improved Disarm, Improved Trip, Defensive Strike, Superior Expertise, Whirlwind Attack), Fists of Iron, Great Throw, Improved Grapple (Choke Hold, Earth's Embrace), Stunning Fist (Falling Star Strike, Freezing the Lifeblood, Unbalancing Strike, Pain Touch).

Detect Taint (Sp): A Shintao monk of 2nd level or higher can use *detect taint* as a spell-like ability, at will.

Outside the featured campaign setting of Rokugan, the Shintao monk can use *detect evil* instead.

Smite Taint (Su): Once per day, a Shintao monk of 2nd level or higher may attempt to smite a Shadowlands opponent with one unarmed attack.

She adds a +4 bonus on her attack roll and deals +1 point of damage per class level.

A Shadowlands opponent is a monster with the Shadowlands descriptor or a character with a Taint score.

If the monk accidentally smites a creature that is not Tainted, the smite has no effect but it is still used up for that day.

Outside the featured campaign setting of Rokugan, this ability applies to evil in general: The Shintao monk can smite any evil opponent.

Speak to the Soul (Sp): Once per day, a Shintao monk of at least 2nd level can use *detect magic* as if cast by a sorcerer of the Shintao monk's level.

Grasp the Earth Dragon (Ex): A Shintao monk of a least 3rd level is immune to stunning, *sleep* spells and effects, and *slow* spells and effects.

Purity of Shinsei (Sp): At 4th level, a Shintao monk can cause her entire body to become suffused with a heatless fire that sheds light as a *light* spell, as if cast by a sorcerer of the monk's level.

The monk can use this ability once per level per day.

Channel the Fire Dragon (Sp): Once per day, a Shintao monk of 5th level or higher can use *protection from elements* (fire or cold only) as a sorcerer of the monk's character level.

Great Silence (Su): At 6th level, a Shintao monk gains a gaze attack.

The Shintao monk can use this ability once per day, targeting one creature within 30 feet.

When the monk's chosen target meets his gaze, the target must attempt a Will saving throw (DC 10 + monk's class level + monk's Charisma modifier).

If the target fails this save, he is struck mute for 1 minute per level of the monk.

A mute character cannot speak or cast spells with a verbal component.

Steal the Air Dragon (Sp): Once per day, a Shintao monk of at least 7th level can use *improved invisibility* as a sorcerer of the monk's character level.

Ancestral Guidance (Sp): At 8th level, a Shintao monk can use *commune with greater spirit* once per week, as a cleric of the monk's character level.

She need not pay the XP component cost for the spell.

Ride the Water Dragon (Ex): At 9th level, a Shintao monk's wounds heal extraordinarily quickly.

She recovers 1 hit point per level per hour, without needing to rest for the healing to take place.

Kukan-Do (Su): At 10th level, a Shintao monk gains a second gaze attack.

The monk can use this ability once per day, targeting one creature within 30 feet.

When the monk's chosen target meets her gaze, the target must attempt a Will saving throw (DC 10 + monk's class level + monk's Charisma modifier).

If the target fails this save, he and the monk are locked in a kind of elemental stasis, preventing both of them from mustering their spiritual energies.

Neither the target nor the monk can use any spells, spell-like abilities, or supernatural abilities.

Either character can attack or use skills and exceptional abilities, including the monk's unarmed attacks and stunning attack.

Code of Conduct: Shintao monks must follow certain rules of life in order to maintain the purity of their souls and continue their advancement toward enlightenment.

They are forbidden to eat meat (though they may eat fish), commit murder or theft, or marry.

Shintao monks are expected to avoid causing violence, though circumstances can make that impossible.

Gluttony and drunkenness are vices to be avoided, and holy places must be treated with respect.

Shintao monks cannot accumulate wealth or become involved in politics.

A Shintao monk who violates this code of conduct or strays from a lawful good alignment cannot gain new levels as a Shintao monk but retains all monk class abilities.

Assuming he remains lawful, he can continue to advance in the monk class.

TABLE 3-12: THE SHINTAO MONK

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Monk abilities, touch the Void dragon, bonus feat
2nd	+1	+3	+3	+3	<i>Detect Taint</i> , smite Taint, <i>speak to the soul</i>
3rd	+2	+3	+3	+3	Grasp the earth dragon, bonus feat
4th	+3	+4	+4	+4	<i>Purity of Shinsei</i>
5th	+3	+4	+4	+4	<i>Channel the fire dragon</i> , bonus feat
6th	+4	+5	+5	+5	Great silence
7th	+5	+5	+5	+5	<i>Steal the air dragon</i> , bonus feat
8th	+6	+6	+6	+6	<i>Ancestral guidance</i>
9th	+6	+6	+6	+6	Ride the water dragon, bonus feat
10th	+7	+7	+7	+7	Kukan-do

SINGH RAGER

While bear warriors claim the wild ferocity of the bear in their uncontrolled rages, singh ragers draw their furious strength from the noble lion (called a singh or singha in some societies).

The singh ragers' fury never robs them of their discipline and control, which to many minds makes them only more terrifying.

They are paragons of warrior virtue whose speed, strength, and courage are unrivaled.

Fighters and samurai make the best singh ragers, though rangers can easily qualify.

Monks and sohei can't qualify before 12th level unless they have some levels in fighter-related classes, but some have been known to persevere to that point.

In Rokugan, singh ragers come from the Lion clan, where they are trained in the Matsu school (and called Matsu ragers).

NPC singh ragers are often the favorite champion of a prince or emperor.

Their lawful alignment makes them excellent retainers.

Hit Die: d12.

REQUIREMENTS

To qualify to become a singh rager, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +7.

Feats: Iron Will, Ki Shout.

CLASS SKILLS

The singh rager's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Iaijutsu Focus (Cha), Intimidate (Cha), Jump (Str), Knowledge (history) (Int), Ride (Dex), Sense Motive (Wis), and Swim (Str).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

The Iaijutsu Focus skill is described in Chapter 4 of this book.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the singh rager.

Weapon and Armor Proficiency: Singh ragers are proficient with all simple and martial weapons and with all armor.

Lion's Roar: The singh rager's fury in battle sends fear into her opponents' hearts.

A singh rager can use a Ki Shout or Great Ki Shout a number of times per day equal to four plus her Charisma modifier, and the Difficulty Class of the fear effect is increased by 4.

Great Ki Shout: A singh rager gains this feat for free at 1st level.

Lion's Fury (Ex): At 2nd level, a singh rager can enter a state of rage, gaining phenomenal strength and durability but becoming reckless and less able to defend herself.

She temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC.

The increase in Constitution increases the singh rager's hit points by 2 points per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal.

These extra hit points are not lost first the way temporary hit points are.

While raging, a singh rager cannot use skills or abilities that require patience and concentration, such as moving silently or casting spells.

(The only class skills she can't use while raging are Craft, Iaijutsu Focus, and Sense Motive).

She can use any feat she has except for Expertise, item creation feats, metamagic feats, and Skill Focus (if it's tied to a skill that requires patience or concentration).

A fit of rage lasts for 3 rounds, plus the character's (newly improved) Constitution modifier.

The singh rager may prematurely end the rage voluntarily.

At the end of the rage, the singh rager is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter.

The singh rager can only fly into a rage once per encounter, and only a certain number of times per day (determined by level).

Entering a rage takes no time itself, but the singh rager can only do it during her action, not in response to somebody else's action.

A singh rager can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if she had gone into a rage earlier in the round, *before* the arrow struck.

A singh rager can enter a rage three times per day at 3rd level, four times at 6th level, and five times at 10th level.

Starting at 8th level, the singh rager's fury bonuses become +6 to Strength, +6 to Constitution, and a +3 morale bonus on Will saves.

(The AC penalty remains at -2).

Lion's Courage (Ex): A singh rager of 3rd level or higher is immune to fear (magical or otherwise) and gains a +4 bonus on Will saves against other mind-influencing spells and effects.

Remain Conscious: A singh rager gains this feat for free at 3rd level.

Lion's Pounce (Ex): At 4th level, a singh rager can make a full attack at the end of a charge.

Roaring Strike (Ex): A singh rager of 5th level or higher can make a Ki Shout as a free action if she combines it with a full attack action.

Swiftiness of the Lioness (Ex): When she reaches 7th level, a singh rager can act as if under the effects of a *haste* spell for a total of 1 round per class level per day. These rounds need not be consecutive.

TABLE 3-13: THE SINGH RAGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Lion's roar, Great Ki Shout
2nd	+2	+3	+0	+3	Lion's fury 3/day
3rd	+3	+3	+1	+3	Lion's courage, Remain Conscious
4th	+4	+4	+1	+4	Lion's pounce
5th	+5	+4	+1	+4	Roaring strike
6th	+6	+5	+2	+5	Lion's fury 4/day
7th	+7	+5	+2	+5	Swiftiness of the lioness
8th	+8	+6	+2	+6	Greater fury
9th	+9	+6	+3	+6	
10th	+10	+7	+3	+7	Lion's fury 5/day, no longer winded after fury

TATTOOED MONK

Certain monastic orders in the lands of *Oriental Adventures* bestow supernatural or spell-like powers on their members by inscribing magic tattoos on their skin.

These tattooed monks shave their heads, speak in cryptic riddles and maxims, and—in many cases—travel the countryside furthering their quest for enlightenment by facing and conquering temptation.

The great majority of tattooed monks begin their careers as monks.

A small number of samurai, shamans, and shugenjas adopt the tattooed monk prestige class.

In Rokugan, they are drawn almost exclusively from the Dragon clan, though members of other clans who gain the favor of the order are sometimes allowed to join.

Tattooed monks in Rokugan are trained in two competing schools: the Togashi school (whose monks are called ise zumi) and the Hitomi school (whose monks are kikage zumi).

The ranks of the tattooed monks are divided between worldly monks—those who believe that temptation can only be overcome if it is squarely faced—and ascetic monks, who rarely leave their mountaintop retreats. Player character tattooed monks are assumed to fall into the former category, but NPCs can be found in both roles. Hit Die: d8.

REQUIREMENTS

To qualify to become a tattooed monk, a character must fulfil all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +3.

Skills: Knowledge (religion) 8 ranks.

Feats: Improved Grapple, Improved Unarmed Strike (or monk class ability).

Special: Must be accepted by the tattooed monk order.

CLASS SKILLS

The tattooed monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the tattooed monk.

Weapon and Armor Proficiency: Tattooed monks gain no additional weapon or armor proficiency.

They suffer the same penalties for wearing armor that monks do.

Monk Abilities: A tattooed monk has the unarmed damage, AC bonus, and speed of a monk with as many levels as his tattooed monk levels plus his monk levels (if any).

Add the tattooed monk's base attack bonus derived from monk levels to that derived from tattooed monk levels and consult Table 3-1: Multiple Unarmed Attacks.

Tattoo (Su): Tattooed monks gain their powers from the magic tattoos that eventually grow to cover their bodies.

A 1st-level tattooed monk has one tattoo and gains another tattoo every two levels, to a maximum of five.

The tattooed monk can choose his tattoos from the following list.

Note that some tattoos have minimum level requirements. All tattoos are magical, and the abilities they bestow are supernatural.

A tattooed monk in an *antimagic field* loses all benefits of his tattoos.

Unless the effect of a tattoo is continuous, activating a tattoo is a move-equivalent action that can be combined with a regular move and does not provoke an attack of opportunity.

Arrowroot: The tattooed monk can heal wounds in another character by touch.

Each day he can cure a total number of hit points equal to his Wisdom bonus times his level.

The tattooed monk cannot heal himself, but he may divide the curing among multiple recipients, and he doesn't have to use it all at once.

Bamboo: Once per day per tattoo he possesses, the tattooed monk can add the number of tattoos he possesses as an enhancement bonus to his Constitution score.

This ability lasts for 1 round per level.

Bat: Once per day per tattoo he possesses, the tattooed monk can add the number of tattoos he possesses as an enhancement bonus to his Dexterity score.

This ability lasts for 1 round per level.

Bellflower: Once per day per tattoo he possesses, the tattooed monk can add his Charisma modifier as an enhancement bonus to any of his ability scores (including Charisma). This lasts for 1 round per level.

Butterfly: Once per day per tattoo he possesses, the tattooed monk can add the number of tattoos he possesses as an enhancement bonus to his Wisdom score.

This ability lasts for 1 round per level.

Centipede: Once per week, the tattooed monk can *shadow walk*.

This ability allows the tattooed monk to cross great distances, but he must end his journey on the Material Plane (in Rokugan, this means he cannot enter the Shadowlands).

Minimum Level: 5th.

Chameleon: The tattooed monk can use *alter self* once per day per tattoo he possesses to take on the appearance of any other human he has encountered.

The duration of this ability is one hour per level.

Cloud: Once per day, the tattooed monk can *commune with greater spirit* as the spell (described in Chapter 7).

With each use of the ability, the tattooed monk can ask no more than one question per level.

Minimum Level: 5th.

Crab: The tattooed monk gains damage reduction equal to 2 per tattoo he possesses.

This damage reduction is negated by a weapon with a magical enhancement bonus equal to or better than the tattooed monk's Constitution bonus (if any), by magical attacks, or by energy attacks.

Damage reduction can reduce damage to 0 but not below 0. (That is, the tattooed monk cannot actually gain hit points in this manner).

Crane: The tattooed monk gains a gradual immunity to bodily decay.

When the tattooed monk first gains this tattoo, he gains immunity to nonmagical diseases.

When he gains his next tattoo (whatever it may be), he acquires immunity to poison as well.

When he gains his next tattoo, he no longer suffers ability penalties for aging, and cannot be magically aged. (Any aging penalties he may already have suffered remain in place).

Bonuses still accrue, and the tattooed monk still dies of old age when his time is up.

Minimum Level: 5th.

Crow: When the tattooed monk calls on the power of this tattoo, he becomes immune to the Shadowlands Taint for one day per tattoo he possesses, and gains a +1 resistance bonus on all Will saving throws for the same duration.

After using this ability, the tattooed monk cannot activate the crow tattoo for five more days.

Tattooed monks in campaigns other than Rokugan do not use the crow tattoo.

Chrysanthemum: Every hour that the tattooed monk with this tattoo is in sunlight, he heals a number of hit points equal to his level.

A *daylight* spell does not provoke this fast healing; the character must be exposed to the real sun.

Minimum Level: 7th.

Dragon: Once per day per tattoo he possesses, the tattooed monk can use *fire breath* as the spell (described in Chapter 7).

The tattooed monk's caster level is his class level.

Minimum Level: 5th.

Dragonfly: Once per day per tattoo he possesses, the tattooed monk gains a dodge bonus to his AC equal to the number of tattoos he possesses.

This extraordinary ability lasts for 1 round per level.

Falcon: The tattooed monk is immune to fear (magical or otherwise).

Allies within 10 feet of the tattooed monk gain a morale bonus on their saving throws against fear effects.

The bonus equals the tattooed monk's Charisma bonus (if any) plus the number of tattoos he possesses.

Lion: Once per day per tattoo he possesses, the tattooed monk can smite a foe, gaining a +4 attack bonus and a damage bonus equal to his level on a single melee attack. The tattooed monk must declare the smite before making the attack.

Monkey: The tattooed monk gains a +1 competence bonus per tattoo he possesses on all Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Open Lock, Pick Pocket, and Tumble checks.

Moon, Crescent: In Rokugan, only *kikage zumi* (monks of the Hitomi school) can choose this tattoo.

Once per day per tattoo he possesses, the tattooed monk can use *ethereal jaunt* as a spell-like ability.

Minimum Level: 7th.

Moon, Full: In Rokugan, only *kikage zumi* (monks of the Hitomi school) can choose this tattoo.

Once per night per tattoo he possesses, the tattooed monk can gain a +2 luck bonus on a single attack roll, skill check, or ability check, as he calls on the full power of Hitomi, the moon.

This ability cannot be used during daylight hours.

Mountain: The tattooed monk can take on the immovability of the mountain, gaining phenomenal durability though he cannot move from the spot where he stands.

He gains a +4 bonus to his Constitution and Wisdom scores.

The increase in Constitution increases the tattooed monk's hit points by 2 points per level, but these hit points go away when the power's duration expires.

These extra hit points are not lost first the way temporary hit points are.

While using this ability, the tattooed monk cannot use any skills based on Dexterity, including Balance and Tumble.

He is immune to bull rush and trip attacks.

This immovable state lasts 1 round per level.

The tattooed monk may use this ability once per day per tattoo he possesses.

Nightingale: The tattooed monk can cure his own wounds.

He can cure up to twice his level in hit points each day, and he can spread this healing out among several uses.

Ocean: The tattooed monk with an ocean tattoo never needs to eat, sleep, or drink.

Minimum Level: 9th.

Phoenix: The tattooed monk gains spell resistance equal to his class level + 15.

In order to affect the tattooed monk with a spell, a spellcaster must roll the tattooed monk's spell resistance or higher on 1d20 + the spellcaster's level.

Minimum Level: 7th.

Pine: The tattooed monk gains the benefits of the Endurance and Remain Conscious feats.

Scorpion: Once per day per tattoo he possesses, the tattooed monk can force an opponent attacking him to use her

lowest ability score modifier instead of her Strength or Dexterity score modifier when making her attack roll.

Spider: The tattooed monk's touch (or unarmed attack) delivers a contact poison.

The poison's save DC is equal to 10 + the tattooed monk's class level + his Constitution modifier.

The poison's initial and secondary damage is 1 point of temporary Constitution damage.

The tattooed monk can suppress this poison for 1 hour by concentrating for a full round and making a successful Will save (DC 20).

Minimum Level: 3rd.

Sun: In Rokugan, only *ise zumi* (monks of the Togashi school) can choose this tattoo.

Once per day per tattoo he possesses, the tattooed monk can gain a +2 luck bonus on a single attack roll, skill check, or ability check, as he calls on the full power of the sun.

This ability can only be used during daylight hours.

Tiger: Once per day per tattoo he possesses, the tattooed monk can fight unarmed with a +1 bonus on all attack rolls and dealing an additional +1d6 points of damage with a successful attack.

This burst of martial arts ferocity lasts for 1 round per level.

Tortoise: Once per day per tattoo he possesses, the tattooed monk can use his level as the number of ranks in a skill he does not possess for the purposes of one skill check, even an exclusive skill for another class.

For example, Togashi Mitsu, a 4th-level tattooed monk with two tattoos, can make up to two Use Magic Device checks as if he had 4 ranks in that skill.

He adds his Charisma modifier to the skill check as usual.

Unicorn: The tattooed monk gains the power of good fortune, which is usable once per day per tattoo he possesses.

This ability allows the tattooed monk to reroll one roll that he has just made.

The character must take the result of the reroll, even if it's worse than the original roll.

Wasp: Once per day per tattoo he possesses, the tattooed monk can use *haste* on himself.

The *haste* effect lasts 1 round per level.

Minimum Level: 3rd.

White Mask: The tattooed monk is immune to *detect thoughts*, *detect lies*, and any attempt to magically discern his alignment.

He gains a +10 bonus on all Bluff checks.

Minimum Level: 3rd.

TABLE 3–14: THE TATTOOED MONK

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Monk abilities, tattoo
2	+1	+3	+3	+3	
3	+2	+3	+3	+3	Tattoo
4	+3	+4	+4	+4	
5	+3	+4	+4	+4	Tattoo
6	+4	+5	+5	+5	
7	+5	+5	+5	+5	Tattoo
8	+6	+6	+6	+6	
9	+6	+6	+6	+6	Tattoo
10	+7	+7	+7	+7	

VOID DISCIPLE

Of all the elemental forces that make up the universe, the most powerful and the most difficult to control is the one that lies between and joins the others: Void.

Most shugenjas can call upon and direct only the individual forces of specific elements, while wu jen use them all.

But Void disciples understand that everything in the world contains *all* the basic elements, held together by the least tangible essence.

Void is like the silence between notes of music, giving rhythm and shape to the whole.

To those who understand the relationship of Void to all other things, and who have the innate ability to personally perceive that relationship, distance and form become inconsequential.

Void disciples begin their training as spellcasters—usually shugenjas, but occasionally shamans or wu jen—and continue to gain spellcasting ability as they rise in level.

In Rokugan, they are always shugenjas of the Phoenix clan, trained in the Isawa school.

Like other spellcasters, NPC Void disciples play the role of wise elders, keepers of religious teachings and legends. Those who have mastered the path of Void are called *ishiken*, and are charged with the task of listening across the world's underlying stream of Void for the births of those who have an innate affinity for Void, and supervising the training of these individuals as they mature.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Void disciple, a character must fulfill all the following criteria.

Alignment: Any neutral.

Skills: Scry 10 ranks.

Feats: Heighten Spell, Spell Penetration.

Spells: Able to cast 3rd-level arcane or divine spells.

CLASS SKILLS

The Void disciple's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the Void disciple.

Weapon and Armor Proficiency: Void disciples gain no weapon or armor proficiencies.

Spells per Day: A Void disciple continues her magical training while mastering the powers of Void.

At 2nd, 4th, 5th, 6th, 8th, 10th, 11th, and 12th level, the character gains new spells per day and spells known as if she had also gained one level in a previous spellcasting class.

She does not, however, gain any other benefit of the other spellcasting class.

For example, if Isawa Todari, a 7th-level shugenja/1st-level Void disciple, gains a level in Void disciple, she gains new spells as if she had risen to 8th level in shugenja, but uses the other Void disciple aspects of level progression such as attack bonus and save bonus.

If she next gains a level of shugenja, making her an 8th-level shugenja/2nd-level Void disciple, she gains spells as if she had risen to 9th level in shugenja.

Sense Void (Su): The first technique taught to the Void disciple is the ability to reach out with the mind and sense the world around, exploring the unseen layer of reality most people rarely experience.

The Void disciple's consciousness actually departs her body and extends into the world, allowing her to use her normal senses (sight, hearing, touch, taste, smell) to perceive whatever area, person, or thing she directs her attention to. The Void disciple must make a Scry check, with the DC determined by distance, not familiarity.

Distance	DC
Line of sight	5
Up to 1 mile (same village)	10
Up to 10 miles (same province)	15
Up to 100 miles (same clan's territory)	20
Up to 1,000 miles (another clan's territory)	25

The Void disciple cannot sense across planar boundaries. Thus, a Void disciple standing on the Kaiu Wall could not extend her senses into the Shadowlands, even within her line of sight.

With every four levels the Void disciple attains beyond 1st, she gains the ability to perceive deeper levels of reality.

At 5th level, the Void disciple can *detect magic* and *detect Taint* at will while using this ability.

At 9th level, she can *discern lies* and read emotional states, gaining a +10 bonus on Sense Motive checks while using this ability.

At 13th level, she can *detect thoughts* at will while using this ability.

A Void disciple can use this ability once per day at 1st level. With every two levels she attains beyond 1st, she can use the ability an additional time per day (twice at 3rd level, three times at 5th, and so on).

Moment of Clarity (Su): At 4th level, a Void disciple can grant an ally the temporary ability to perform any skill or feat (with the exception of ancestor feats).

The Void disciple must use a standard action to touch the target.

The target gains either one feat or a number of ranks in one skill equal to his relevant ability modifier for that skill.

For example, a character with a 14 Dexterity could gain 2 ranks in Ride, for a total skill modifier of +4.

The effect lasts for 1 round per level of the Void disciple.

The Void disciple can use this supernatural ability twice per day at 4th level, plus an additional use for every four additional levels she attains.

Altering the Course (Su): Once per day, a Void disciple of 7th level or higher can add a +20 bonus to any single attack roll, skill check, or ability check she makes.

She cannot transfer this bonus to another character by any means.

This supernatural ability requires no action, and lasts only the duration of the single check.

Void Release (Su): Three times per day, a Void disciple of 10th level or higher can touch an ally, allowing that character to use her highest ability score modifier in place of any one lower modifier (target's choice) for a number of rounds equal to half the Void disciple's level.

For example, a severely wounded samurai could use his high Strength modifier in place of his low Dexterity modifier for a few rounds, increasing his Armor Class, Reflex save bonus, and ranged attack bonus (as well as Dexterity-based skills).

Void Suppression (Su): Once per day, a 12th-level Void disciple can make a melee touch attack to force the target to use his lowest ability score modifier in place of any one higher modifier (Void disciple's choice) for 5 rounds.

For example, a Void disciple could force an ogre to use his low Intelligence modifier in place of his high Strength modifier, severely weakening the brute's physical blows.

Void Strike (Su): Once per day, a 13th-level Void disciple can make a melee touch attack to bestow 1d4 negative levels on the target.

The Void disciple gains 5 temporary hit points for each negative level she bestows.

If the target has at least as many negative levels as HD, he dies.

Each negative level gives a creature a -1 competence penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). Additionally, a spellcaster loses one spell or spell slot from his highest available level.

Negative levels stack.

Assuming the target survives, he regains lost levels after 13 hours pass.

This ability relies on the Void disciple's mastery of Void, not negative energy, so it cannot be used to benefit undead.

TABLE 3-15: THE VOID DISCIPLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Sense Void (physical senses, 1/day)	
2nd	+1	+0	+0	+3		+1 level of existing class
3rd	+1	+1	+1	+3	Sense Void (2/day)	
4th	+2	+1	+1	+4	Moment of clarity (2/day)	+1 level of existing class
5th	+2	+1	+1	+4	Sense Void (magical senses, 3/day)	+1 level of existing class
6th	+3	+2	+2	+5		+1 level of existing class
7th	+3	+2	+2	+5	Altering the course, sense void (4/day)	
8th	+4	+2	+2	+6	Moment of clarity (3/day)	+1 level of existing class
9th	+4	+3	+3	+6	Sense Void (empathic senses, 5/day)	
10th	+5	+3	+3	+7	Void release	+1 level of existing class
11th	+5	+3	+3	+7	Sense Void (6/day)	+1 level of existing class
12th	+6	+4	+4	+8	Void suppression, moment of clarity (4/day)	+1 level of existing class
13th	+6	+4	+4	+8	Void strike, sense Void (mental senses, 7/day)	

WEAPON MASTER (KENSEI)

Harnessing *ki* energy is an essential ability for many characters in *Oriental Adventures*.

For weapon masters (*kensei*), the perfection of *ki* is found in the mastery of a single melee weapon.

Weapon masters seek to unite this weapon of choice with the body, to make them one, and to use the weapon as naturally and without thought as any other limb.

Weapon masters are most often fighters or samurai, since the sheer number of feats required to qualify deters many other characters.

Weapon masters are not trained in the samurai schools of Rokugan, but individual fighters or samurai, under the tutelage of a more experienced master, may adopt the weapon master prestige class.

Hit Die: d10.

REQUIREMENTS

To qualify as a weapon master, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Intimidate 4 ranks.

Feats: Dodge, Mobility, Combat Reflexes, Expertise, Weapon Focus (with weapon of choice), Whirlwind Attack.

Special: Must own a masterwork weapon of choice.

CLASS SKILLS

The weapon master's class skills (and the key ability for each skill) are: *Iaijutsu Focus* (Cha), *Intimidate* (Cha), *Listen* (Wis), *Sense Motive* (Wis), and *Spot* (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

The *Iaijutsu Focus* skill is described in Chapter 4 of this book.

Skill Points at each level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Weapon masters gain no additional weapon or armor proficiency.

Weapon of Choice (Ex): Weapon masters dedicate their lives to the study of a single melee weapon, often the katana or another type of sword.

A weapon master must have the *Weapon Focus* feat with this weapon of choice.

All of a weapon master's special abilities apply only when he is wielding that type of weapon.

Once he has selected a weapon of choice, a weapon master cannot later change that weapon.

In order to qualify for the weapon master class, a character must own a masterwork weapon that is his weapon of choice.

He does not necessarily need to continue using that same weapon throughout his career, and he gains the benefits of the class even if he is using a normal (not a masterwork) weapon, as long as it is his weapon of choice.

Ki Damage (Ex): After scoring a hit with his weapon of choice, a weapon master can choose not to roll dice to determine the damage.

Instead, he figures the normal maximum damage (not a critical hit) he can inflict and deals that much damage to the target.

A weapon master wielding a katana with a 17 Strength deals 13 points of damage (10 + 3 for Strength) when he chooses this option.

Additional damage, such as from using the *Power Attack* feat (following all the rules for it normally), the *sneak attack* ability, or a weapon's special properties (such as flaming or honorable), is determined normally, not maximized.

This ability cannot be used when you roll a successful critical hit.

The weapon master can use this ability once per day per class level.

Increased Multiplier (Ex): A weapon master of 2nd level or higher can deal extra damage with a critical hit.

The damage multiplier of the weapon master's favored weapon is increased by 1.

For example, the katana has a critical multiplier of $\times 2$.

Using this ability, the weapon master can increase that multiplier to $\times 3$ once per day at 2nd level.

As a weapon master increases in level, he can use this ability more frequently.

The weapon master must declare the use of this ability before rolling any damage dice.

Superior Weapon Focus (Ex): Stacking with any existing *Weapon Focus* bonus, a weapon master of 3rd level or higher adds an additional +1 to all attack rolls with his weapon of choice.

Superior Combat Reflexes (Ex): A weapon master of 5th level or higher can make a number of attacks of opportunity in a round equal to his Dexterity modifier plus his Wisdom modifier.

Ki Critical: When a weapon master reaches 7th level, he gains the Improved Critical feat for free. If he already possesses this feat, he adds an additional +2 to the threat range for his weapon of choice. This +2 bonus is applied last, after any multipliers, such as those given by the Improved Critical feat or by keen weapons.

Ki Whirlwind Attack (Ex): A weapon master of 9th level or higher can make a Whirlwind Attack as a standard action rather than a full-round action. Only one whirlwind attack can be made per round.

TABLE 3–16: THE WEAPON MASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Weapon of choice, <i>ki</i> damage 1/day/level
2nd	+2	+0	+3	+0	Increased multiplier 1/day
3rd	+3	+1	+3	+1	Superior Weapon Focus
4th	+4	+1	+4	+1	Increased multiplier 2/day
5th	+5	+1	+4	+1	Superior Combat Reflexes
6th	+6	+2	+5	+2	Increased multiplier 3/day
7th	+7	+2	+5	+2	<i>Ki</i> critical
8th	+8	+2	+6	+2	Increased multiplier 4/day
9th	+9	+3	+6	+3	<i>Ki</i> Whirlwind Attack
10th	+10	+3	+7	+3	Increased multiplier 5/day

WITCH HUNTER

Witch hunters combine magical training with combat expertise to battle the spiritual forces of evil in the world. Ghosts and other evil spirits, demons and oni, and practitioners of black magic are the witch hunters' sworn enemies, and they bring unique abilities and expertise to bear in combating these foes.

A witch hunter typically begins his training as a shaman, shugenja, or wu jen.

At some point in his career, he encounters an older witch hunter who selects him as an apprentice.

After this selection, he learns weapon proficiency, wards and bindings, ways of detecting angry spirits, and combat techniques.

By the time the witch hunter leaves his master and goes his own way, he is usually a multiclass fighter or ranger.

In Rokugan, witch hunters are exclusively shugenjas from the Crab clan, trained in the Kuni school.

NPC witch hunters wander roads and fields in search of evil creatures or sorcerers.

Rumors of hauntings or demonic sacrifices draw them like flies, which has made the witch hunters the subject of popular legend among the peasantry.

The tales elevate them to a status paralleling that of the mysterious tattooed monks, and it comes as no surprise that witch hunters and tattooed monks tend to greet each other with respect.

Hit Die: d8.

REQUIREMENTS

To qualify to become a witch hunter, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Base Attack Bonus: +5.

Skills: Knowledge (arcana) or Knowledge (Shadowlands) 10 ranks.

Feat: Track.

Spells: Able to cast *magic circle against Taint* or *magic circle against evil*.

Special: Must have been selected by another witch hunter, and trained under that mentor before entering the prestige class.

CLASS SKILLS

The witch hunter's class skills (and the key ability for each skill) are Alchemy (Int), Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Knowledge (Shadowlands) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Scry (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

The Knowledge (Shadowlands) skill is only appropriate in Rokugan.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the witch hunter.

Weapon and Armor Proficiency: Witch hunters are proficient with all simple and martial weapons and with all armor.

Spells per Day: A witch hunter continues her magical training as well as practicing the techniques of the hunter.

At 2nd, 5th, 7th, 9th, and 10th level, the character gains new spells per day and spells known as if she had also gained one level in her spellcasting class.

She does not, however, gain any other benefit of the spellcasting class.

For example, if Kuni Osari, a 3rd-level shugenja/4th-level ranger/1st-level witch hunter, gains a level in witch hunter, she gains new spells as if she had risen to 4th level in shugenja, but uses the other witch hunter aspects of level progression such as attack bonus and save bonus.

If she next gains a level of shugenja, making her a 4th-level shugenja/4th-level ranger/2nd-level witch hunter, she gains spells as if she had risen to 5th level in shugenja.

Detect Evil (Sp): At will, the witch hunter can use *detect evil* as a spell-like ability.

In the featured campaign setting of Rokugan, witch hunters use *detect Taint* instead.

Kami's Grace: A witch hunter applies her Charisma modifier (if positive) as a bonus on all saving throws.

Smite Evil (Su): Once per day, a witch hunter of 2nd level or higher may attempt to smite an evil opponent with one normal melee attack.

She adds a +4 bonus on her attack roll and deals 2 extra points of damage per class level.

If the witch hunter accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

In the featured campaign setting of Rokugan, witch hunters smite Shadowlands opponents instead.

A Shadowlands opponent is a monster with the Shadowlands descriptor or a character with a Taint score.

Aura of Courage (Ex/Su): Beginning at 3rd level, a witch hunter is immune to fear (magical or otherwise).

Allies within 10 feet of the witch hunter gain a +4 morale bonus on saving throws against fear effects.

Granting the morale bonus to allies is a supernatural ability.

Bonus Feats: At 4th, 6th, and 10th level, a witch hunter gains the bonus feats Power Attack, Cleave, and Great Cleave.

If the witch hunter already has one of these feats at the time she gains it as a bonus feat, she gains no special benefit.

If the witch hunter does not have the prerequisite Strength score, she can only use the feats against evil opponents (or Shadowlands opponents, in Rokugan).

Resist Evil Magic (Ex): At 8th level, a witch hunter gains a specialized spell resistance equal to 20 + her class level.

This spell resistance applies only to evil spells or spells cast by an evil creature.

In Rokugan, this spell resistance applies only to spells cast by maho-tsukai or other characters with the Shadowlands Taint, as well as spells and spell-like abilities used by Shadowlands monsters.

TABLE 3-17: THE WITCH HUNTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+2	Detect evil, kami's grace	
2nd	+2	+3	+0	+3	Smite evil	+1 level of existing class
3rd	+3	+3	+1	+3	Aura of courage	
4th	+4	+4	+1	+4	Bonus feat: Power Attack	
5th	+5	+4	+1	+4		+1 level of existing class
6th	+6	+5	+2	+5	Bonus feat: Cleave	
7th	+7	+5	+2	+5		+1 level of existing class
8th	+8	+6	+2	+6	Resist evil magic	
9th	+9	+6	+3	+6		+1 level of existing class
10th	+10	+7	+3	+7	Bonus feat: Great Cleave	+1 level of existing class

YAKUZA

The yakuza are many different things, depending on who is asked.

Some call them protectors of the common folk, others think of them as thugs and extortionists, still others rely on them as an unofficial police force.

They are simultaneously despised and respected, sometimes even supported by the local authorities.

On one hand, they represent the shadowy underworld, directing and controlling local activities.

On the other hand, they provide protection for the helpless and watch over those in their care.

Of course, such care has a price, and that is how the yakuza make their living.

Most yakuza are rogues, and no character without at least some rogue levels will meet the skill requirements for the yakuza class before very high levels.

Some rogue/fighters are drawn to the yakuza's thuggish, enforcer role.

Yakuza are not found in Rokugan.

Yakuza may be tolerated, condoned, or even recognized by the government, but they are nevertheless criminals, always in danger of arrest and punishment for their crimes. As a result, yakuza families do their best to keep everything running smoothly and quietly in their territories, avoiding any unwanted attention.

Hit Die: d6.

REQUIREMENTS

To qualify as a yakuza, a character must fulfill all the following criteria:

Alignment: Any nonchaotic, nongood.

Skills: Bluff 10 ranks, Gather Information 10 ranks, Hide 7 ranks.

Feats: Dodge.

CLASS SKILLS

The yakuza's class skills (and the key ability for each skill) are: Bluff (Cha), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Cha), Intimidate (Cha), Listen (Wis), Move Silently (Dec), Open Locks (Dex), Pick Pockets (Dex), Sense Motive (Wis), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at each level: 8 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Yakuza gain no additional weapon or armor proficiency.

Uncanny Dodge (Ex): A yakuza has the ability to react to danger before her senses would normally allow her to even be aware of it.

From 1st level, she retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

(She still loses her Dexterity bonus to AC if immobilized). At 4th level, the yakuza can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker.

This defense denies rogues the opportunity to use flank attacks to sneak attack the yakuza.

The exception to this defense is that a rogue at least four levels higher than the yakuza can flank her (and thus sneak attack her).

At 8th level, the yakuza gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps.

If the yakuza has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

Defensive Roll (Ex): A yakuza can roll with a potentially lethal blow to take less damage from it.

Once per day, when a yakuza would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), the yakuza can attempt to roll with the damage.

She makes a Reflex saving throw (DC = damage dealt) and, if she's successful, she takes only half damage from the blow.

She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't roll.

Since this effect would not normally allow a character to make a Reflex save for half damage, the yakuza's evasion ability does not apply to the defensive roll.

Improved Evasion (Ex): At 2nd level and above, a yakuza can avoid even magical and unusual attacks with great agility.

If the yakuza makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Even if she fails her saving throw, she takes only half damage.

The yakuza can use improved evasion only if she is wearing light armor or no armor.

Yakuza Knowledge (Ex): A yakuza, if she's doing her job, knows everything that goes on in her "territory", and a lot about what goes on outside it.

A yakuza may make a special yakuza knowledge check with a bonus equal to her class level + her Intelligence modifier to see whether she knows some relevant information about local people or places.

The yakuza may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

The DM will determine the Difficulty Class of the check by referring to the table below.

DC	Type of Knowledge	Examples
5	Common, known by at least a substantial minority of the local population.	A local mayor's reputation for drinking; a neighborhood's reputation for criminal activity.
15	Uncommon but available, known by only a few people in the area.	A local shaman's shady past; a daimyo's family history.
20	Obscure, known by a few, hard to come by.	A samurai's family history, the location and identity of a reliable purchaser of stolen goods.
25	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.	A mighty wu jen's birth name; key figures in the local underworld.

Leadership: At 5th level, a yakuza gains the Leadership feat for free.

Yakuza belong to an adoptive family, and can call on other members of their families for assistance.

A yakuza's followers may be rogues as well as warriors, experts, or commoners.

If the yakuza already has the Leadership feat, she gains a permanent +2 bonus on her Leadership score.

Slippery Mind (Ex): At 10th level, a yakuza gains the ability to wriggle free from magical effects that would otherwise control or compel her.

If a yakuza with slippery mind is affected by magic and fails her saving throw, 1 round later she can attempt her saving throw again.

She only gets this one extra chance to succeed at her saving throw.

TABLE 3-18: THE YAKUZA

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Uncanny dodge (Dex bonus to AC), defensive roll
2nd	+1	+0	+3	+0	Improved evasion
3rd	+2	+1	+3	+1	Yakuza knowledge
4th	+3	+1	+4	+1	Uncanny dodge (can't be flanked)
5th	+3	+1	+4	+1	Leadership
6th	+4	+2	+5	+2	
7th	+5	+2	+5	+2	
8th	+6	+2	+6	+2	Uncanny dodge (+1 to traps)
9th	+6	+3	+6	+3	
10th	+7	+3	+7	+3	Slippery mind

PLANAR HANDBOOK (3.5)

ARDENT DILETTANTE

The breeze that caresses the face brings with it a cooling balm and scent traces that trigger memories of old.

The flavor of the fruit plucked from the tree is tart but sweet, and the sticky juice explodes in the mouth with a texture just as important as taste.

The voices of the choir are rough but earnest, and they speak of experiences hidden in the melody that only a sensate can separate from the mix and appreciate.

Anyone can become an ardent dilettante.

All it takes is a diversity of interests and a moderate level of ability in one skill.

Bards and rogues are the most common among the members, but characters of all classes can find the calling of the ardent dilettante to their liking.

However, advancing beyond 3rd level in the prestige class requires a larger suite of skills, abilities, and experiences and offers commensurately greater rewards.

Only multiclass characters can achieve the highest levels of membership.

NPC ardent dilettantes can be found in any walk of life.

Those who merely dabble in the class often focus on hedonistic pleasure.

More devoted ardent dilettantes tend to travel widely and enjoy exploring or finding new challenges.

They make ideal cohorts, allies, or employers of planar adventurers.

NPC ardent dilettantes can make equally viable villains, for a quest for new sensations can lead down a very cruel and dark path.

Hit Die: d8.

REQUIREMENTS

The ardent dilettante prestige class has increasingly more difficult requirements as a character advances in level.

To qualify to become a 1st-level ardent dilettante, a character must fulfill all the following criteria.

Skills: Any skill 8 ranks, any other five skills 1 rank in each.

Special: Must recount five experiences, one for each of the different senses, at a festhall or sensorium run by the Society of Sensation.

To qualify to become a 4th-level ardent dilettante, a character must fulfill all the following criteria.

Skills: Perform (any single skill) 8 ranks, any other skill 5 ranks, any other five skills 1 rank in each.

Special: Proficiency with at least two martial weapons.

Spells: Ability to cast 1st-level arcane or divine spells.

To qualify to become a 7th-level ardent dilettante, a character must fulfill all the following criteria.

Skills: Perform (any single skill) 8 ranks, any Strength-based skill 5 ranks, any Dexterity-based skill 5 ranks, any other three skills 1 rank in each.

Special: Proficiency with at least four martial weapons and one exotic weapon.

Spells: Ability to cast 1st-level arcane spells and 1st-level divine spells.

Special: The character must have visited three different planes.

To qualify to become a 10th-level ardent dilettante, a character must fulfill all the following criteria.

Skills: Perform (any single skill) 8 ranks, any Strength-based skill 5 ranks, any Dexterity-based skill 5 ranks, any Constitution-based skill 5 ranks, any Intelligence- or Wisdom-based skill 5 ranks.

Special: Proficiency with at least four martial weapons and one exotic weapon.

Spells: Ability to cast 1st-level arcane spells and 1st-level divine spells.

Special: The character must have visited six different planes.

Special: The character must have died and returned to life or unlfe.

CLASS SKILLS

All skills are class skills for the ardent dilettante.

This includes all skills listed in the *Player's Handbook*, as well as all skills described in other DUNGEONS & DRAGONS supplements.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the ardent dilettante prestige class.

Weapon and Armor Proficiency: Ardent dilettantes gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each ardent dilettante level after 1st, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved undead turning, metamagic or item creation feats, or the like).

If the character had more than one spellcasting class before becoming an ardent dilettante, the player must decide to which class to add each ardent dilettante level for determining spells per day, spells known, and overall caster level.

Heightened Senses (Su): An ardent dilettante gains a competence bonus on Listen, Search, Sense Motive, and Spot checks equal to 1 + one-half her class level.

Lore: An ardent dilettante hears many intriguing rumors and learns odd facts while traveling.

She may make a special lore check (1d20 + her ardent dilettante level + her Int modifier) to see whether she knows some relevant information about a notable person, place, or thing.

This ability is otherwise identical to the bardic knowledge ability (see page 28 of the *Player's Handbook*).

If an ardent dilettante has a similar ability from another class (such as bard or loremaster), her ardent dilettante levels stack with those class levels for determining the success of the lore check.

Enthrall (Sp): Starting at 2nd level, an ardent dilettante can recount one of her many adventures or experiences, capturing the attention of an audience as with an *enthrall* spell.

An ardent dilettante can use this ability once per day for every two class levels she has.

Caster level equals character level; save DC 12 + Cha modifier.

Joie de Vivre (Sp): An ardent dilettante of 3rd level or higher takes such obvious pleasure in life that she can influence those around her to feel the same way, as with a *good hope* spell.

An ardent dilettante can use this ability once per day for every three class levels she has.

Caster level equals character level; save DC 12 + Cha modifier.

Bonus Feat: At 4th level, 7th level, and 10th level, an ardent dilettante gains a bonus feat.

She must meet the prerequisites for the feat she selects.

Sense Link (Sp): At 4th level, an ardent dilettante becomes able to establish a link with another creature within 30 feet, gaining the benefit of a *clairaudience/clairvoyance* spell centered on that creature's position.

Once the link is established, distance is not a factor (though it works only on the plane you and the target currently occupy).

Caster level equals ardent dilettante level; save DC 13 + Cha modifier.

Scent (Ex): At 5th level, an ardent dilettante's sense of smell becomes so acute that she gains the scent special quality (see page 314 of the *Monster Manual*).

Seen It Before (Su): Beginning at 6th level, an ardent dilettante can make a Will save to identify an illusion by perceiving it with any of her senses, even if the illusion provides sensory input for that sense.

The DM should make this save in secret, to avoid alerting players that the character is witnessing an illusion.

If the save fails, the ardent dilettante doesn't get another one until she interacts with the illusion.

See It Again (Su): Once per day, when targeted by or in the area of a spell effect, an ardent dilettante of 8th level or higher can use her next action (if it is made within 1 round of the casting) to duplicate the casting of the spell, with all aspects identical.

For instance, an ardent dilettante subjected to a *dominate person* spell cast by a 12th-level sorcerer can use an identical *dominate person* effect in the next round.

The duplicated effect has the same save DC, range, and duration as if the original caster had cast it.

The ardent dilettante automatically knows all relevant information about the spell in question (its name, effect, save DC, and so on).

Blindsense (Ex): At 9th level, an ardent dilettante's senses become so attuned to her surroundings that she gains blindsense out to 10 feet.

Death Holds No Mysteries (Su): When a 10th-level ardent dilettante is brought back from the dead by such magic as *raise dead* and *resurrection*, the ardent dilettante does not lose a level.

TABLE 3-5: THE ARDENT DILETTANTE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+0	Heightened senses, lore	—
2nd	+1	+0	+3	+0	Enthrall	+1 level of existing spellcasting class
3rd	+1	+1	+3	+1	Joie de vivre	+1 level of existing spellcasting class
4th	+2	+1	+4	+1	Bonus feat, sense link	+1 level of existing spellcasting class
5th	+2	+1	+4	+1	Scent	+1 level of existing spellcasting class
6th	+3	+2	+5	+2	Seen it before	+1 level of existing spellcasting class
7th	+3	+2	+5	+2	Bonus feat	+1 level of existing spellcasting class
8th	+4	+2	+6	+2	See it again	+1 level of existing spellcasting class
9th	+4	+3	+6	+3	Blindsense 10 ft.	+1 level of existing spellcasting class
10th	+5	+3	+7	+3	Bonus feat, death holds no mysteries	+1 level of existing spellcasting class

ASTRAL DANCER

The Astral Plane is a place of no gravity; moving through it is more like flying with perfect maneuverability, like walking on air.

Travelers quickly learn to change directions by mentally visualizing solid footing and pivoting on it.

To longtime inhabitants of the Astral Plane, ignoring the lack of gravity eventually becomes second nature.

But a few skilled combatants learn to take advantage of that situation.

Some fighters, barbarians, and rangers make decent astral dancers, but the best begin as monks or rogues.

Their practiced grace enables them to leap from vantage to vantage quickly, and to shift balance instinctively.

Spellcasters can eventually master the art of the astral dancer, but for them it pays off only in a certain improvement in their ability to deliver melee touch spells.

Astral dancers work quite well alone, but they are truly formidable in numbers.

The art is sometimes found among githzerai monks, and githzerai rrakkma (hunting parties that seek out and kill mind flayers) occasionally include astral dancers.

The most common practitioners are githyanki and buommans (see Chapter 1), natives of the Astral Plane who learn to take every advantage that the environment provides them.

Hit Die: d8.

REQUIREMENTS

To qualify to become an astral dancer, a character must fulfill all the following criteria.

Skills: Balance 8 ranks, Jump 8 ranks, Tumble 8 ranks.

Feats: Dodge, Mobility, Spring Attack.

CLASS SKILLS

The astral dancer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the astral dancer prestige class.

Weapon and Armor Proficiency: Astral dancers gain no proficiency with any weapon or armor.

Relative Altitude (Ex): An astral dancer is experienced at combating foes in no-gravity environments.

While on the Astral Plane (or any other plane or region without gravity), she is always considered to have "higher ground" over her opponent and thus gains a +1 bonus on melee attack rolls.

Evasion (Ex): Beginning at 2nd level, an astral dancer can avoid damage from certain attacks with a successful Reflex save.

See the monk class feature on page 41 of the *Player's Handbook*.

Initially, an astral dancer's evasion ability is only effective while she is on a plane with no gravity.

At 4th level and higher, an astral dancer can use her evasion ability in all environments, regardless of gravity.

Improved Maneuverability (Ex): At 3rd level, an astral dancer begins developing more control over her "flight" in no-gravity situations.

When she makes a double move on a plane with the "no gravity" trait (such as the Astral Plane), an astral dancer's maneuverability drops to good (rather than to average).

When she moves four times her speed on the Astral Plane (running, essentially), her maneuverability drops to poor (rather than to clumsy).

At 9th level, an astral dancer retains her perfect maneuverability even when she makes a double move, and her maneuverability drops only to average when she moves at up to four times her speed.

Astral Dodge (Ex): At 5th level, an astral dancer becomes so adept at reacting to attacks that she gains a +2 dodge bonus to her Armor Class when in a no-gravity environment (or a +1 dodge bonus to her Armor Class when in an environment with gravity).

At 10th level, this bonus increases to +4 in a no-gravity environment (or +2 in an environment with gravity).

Improved Evasion (Ex): Beginning at 6th level, an astral dancer can avoid damage from certain attacks with a successful Reflex save and take only half damage on a failed save.

See the monk class feature on page 42 of the *Player's Handbook*.

Initially, an astral dancer's improved evasion ability is only effective while she is on a plane with no gravity.

At 8th level and higher, an astral dancer can use her improved evasion ability in all environments, regardless of gravity.

Astral Agility (Ex): At 7th level and higher, an astral dancer's can use her agility and athleticism to adjust her opponent's position while in a no-gravity environment.

Once per round as a move action, an astral dancer can attempt to switch places with an adjacent creature.

The adjacent creature must be the same size as or smaller than the astral dancer, and it can resist the attempt by succeeding on an opposed Intelligence check against the astral dancer.

The astral dancer adds her class level to her roll (if the target creature is also an astral dancer, it adds its class level as well); if she wins, she moves into the target's space, and the target moves into her now-vacated space.

The movement caused by this ability does not provoke attacks of opportunity.

Lightning Speed (Ex): At 10th level, an astral dancer's ability to move through the Astral Plane with but a thought becomes so finely tuned that those observing her cannot react as she passes by.

The character's movement while on the Astral Plane (or a similar no-gravity environment) never provokes attacks of opportunity.

TABLE 3-8: THE ASTRAL DANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Relative altitude
2nd	+1	+0	+3	+0	Evasion (no-gravity)
3rd	+2	+1	+3	+1	Improved maneuverability
4th	+3	+1	+4	+1	Evasion
5th	+3	+1	+4	+1	Astral dodge +2 (+1)
6th	+4	+2	+5	+2	Improved evasion (no gravity)
7th	+5	+2	+5	+2	Astral agility
8th	+6	+2	+6	+2	Improved evasion
9th	+6	+3	+6	+3	Improved maneuverability
10th	+7	+3	+7	+3	Astral dodge +4 (+2), lightning speed

CHAOTICIAN

The multiverse is a wonder, and the only prediction one can make is that it is unpredictable.

The amazing spontaneity of reality is the foundation upon which chaoticians act.

Instead of being tiresome and translucent, the cosmos is marvelous and mysterious.

Chaoticians seek to enjoy the beauty of the unpredictable, and by seeking to emulate the philosophy of chaos in their actions, they create a fabulous journey through life in which nothing is ever a bore.

Any character who finds inspiration in disorder is a potential candidate for this prestige class, though members of spellcasting classes are less likely to become chaoticians due to their loss of increased spellcasting ability.

Sometimes, NPC chaoticians are discovered lurking in the shadows of a city street, seemingly lost in a confused veil of their own imagination.

In fact, they are gazing at the world in its undisguised state: as pure chaos.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +4.

Base Fort Save Bonus: +2.

Base Reflex Save Bonus: +2.

Base Will Save Bonus: +2.

Alignment: Any chaotic.

CLASS SKILLS

The chaotician's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the chaotician prestige class.

Weapon and Armor Proficiency: Chaoticians are proficient with all simple and martial weapons, with all types of armor, and with shields.

Chaotic Contagion (Su): A chaotician can attempt to infect a target with chaotic impulses that disrupt the target's ability to defend against the chaotician.

If the chaotician makes a successful melee touch attack against the target, the target creature takes a –2 penalty to his Armor Class against attacks made by the chaotician, a –2 penalty on saves made to resist spells or abilities of the chaotician, and a –2 penalty on skill checks opposed by the chaotician.

A successful Will save (DC 10 + chaotician's class level + chaotician's Cha modifier) negates the effect and gives the target immunity to similar attacks by that chaotician for 24 hours.

This effect lasts for 1 hour per class level.

A chaotician can use this ability a number of times per day equal to his class level.

Scofflaw (Su): Divinations cast by lawful characters are difficult to perform on chaoticians.

This ability functions much like a *nonetection* spell, except that it is useful for shielding a chaotician only against creatures of lawful alignment.

Such creatures must succeed on a caster level check against a DC of 15 + the chaotician's class level + his Cha bonus (if any) to successfully employ a divination against a chaotician.

This ability can be suppressed or resumed as a free action.

Anarchic Grace (Su): A 2nd-level chaotician accepts that randomness underlies all reality.

Once per day, the chaotician can tap into this randomness to make his movements and posture unpredictable.

This effect results in attackers having a 50% miss chance on all their attacks.

Even *true seeing* and similar effects can't offset this ability.

Activating the effect is a free action, and it lasts for a number of rounds equal to the chaotician's class level.

When it ends, the chaotician becomes fatigued for 1 minute.

At 4th level and higher, a chaotician can use this ability twice per day.

Babble (Su): Once per day, chaotician of 3rd level or higher can generate a 10-foot-radius emanation that causes all sounds in the area to turn into garbled, cacophonous, and unintelligible noise.

Sounds that issue from, enter, or pass through the area are altered and made unrecognizable as a natural sound.

Within this area, verbal communication is impossible.

Even something as simple as a shout of surprise is turned into a warped and alien sound.

Spells with verbal components cannot be cast.

Scrolls and other magic items that require a verbal component to be activated do not function.

Spells and items that rely on sound do not function.

Sonic damage has no effect.

Clarity of Confusion (Su): Starting at 3rd level, a chaotician gains a +2 insight bonus on saves against illusion (pattern) spells, enchantment (compulsion) spells, and spells with the lawful descriptor.

Destiny's Arbiter (Su): A 5th-level chaotician is a friend of chaos and can summon it.

Once per day as a free action, the character can either reroll one roll he just made, or force another creature to reroll a result the chaotician does not like.

A chaotician must use this ability immediately after the result of the roll is known.

If he wants to force another creature to reroll a result, the chaotician must be able to see the other creature, and it must be within 60 feet of the chaotician.

Whether rerolling his own roll or forcing another to reroll, the results of the second roll stand.

TABLE 3–7: THE CHAOTICIAN

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Chaotic contagion, scofflaw
2nd	+2	+0	+3	+0	Anarchic grace 1/day
3rd	+3	+1	+3	+1	Babble, clarity of confusion
4th	+4	+1	+4	+1	Anarchic grace 2/day
5th	+5	+1	+4	+1	Destiny's arbiter

CIPHER ADEPT

When one action follows the next seamlessly and smoothly, without hesitation and without anxiety, oneness with the multiverse is touched upon, however briefly.

When eloquence flows from the pen without effort, solutions to problems bubble up from untapped mental reservoirs without strain.

When the blade or spell passes from one enemy to the next in perfect seamless integration, the cipher adept knows bliss—no, the cipher adept *is* bliss.

Barbarians, sorcerers, fighters, and rogues are most likely to choose this class.

Their goal-oriented nature makes them open to the notion that there is a “best way” to perform a particular task and a “path of least resistance” for them to follow.

Wizards, druids, bards, clerics, and paladins generally do not make good cipher adepts.

They spend their lives acquiring knowledge, learning the “proper” way to perform certain acts, and believing that personal advancement comes from strictly following a particular code or system of behavior.

As NPCs, cipher adepts can be found everywhere, even in the most unlikely places.

Their belief in the power of serendipity often leads them to wander into locations that most people would consider too dangerous or unprofitable.

Hit Die: d8.

REQUIREMENTS

To qualify to become a cipher adept, a character must fulfill all the following criteria.

Alignment: Neutral.

Skills: Balance 5 ranks, Listen 10 ranks, Survival 5 ranks.

Feats: Agile, Dodge, Improved Initiative.

CLASS SKILLS

The cipher adept's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Disable Device (Int), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the cipher adept prestige class.

Weapon and Armor Proficiency: Cipher adepts gain no proficiency with any weapon or armor.

Improved Unarmed Strike: A cipher adept instinctively knows how to use her body as a weapon.

At 1st level, she gains Improved Unarmed Strike as a bonus feat.

Strike the Weak Spot (Ex): As a standard action, a cipher adept can attack an unattended object at what she perceives to be its weakest point.

If she hits, she may attempt a Concentration check (DC 10 + object's hardness).

If this check succeeds, she can ignore the object's hardness when calculating damage for this attack.

Evasion (Ex): At 2nd level, a cipher adept gains evasion.

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

The evasion ability can be used only if the cipher is wearing light armor or no armor.

Combat Instinct (Ex): At 3rd level, a cipher adept gains a +1 insight bonus to her Armor Class and on initiative checks.

This bonus increases to +2 at 6th level and to +3 at 9th level. **Bonus Feat:** At 4th level and 8th level, a cipher adept gets a bonus feat.

Each bonus feat must be selected from the following list, and the cipher adept must meet all the prerequisites of the feat to select it: Acrobatic, Alertness, Animal Affinity, Combat Reflexes, Deft Hands, Improved Critical, Improved Disarm, Improved Sunder, Lightning Reflexes, Mobility, Nimble Fingers, Precise Shot, Self-Sufficient, Spring Attack.

Combination Strike (Ex): At 5th level, a cipher adept's speed and reflexes in combat allow her to follow up a devastating attack with a secondary maneuver.

If she confirms a critical hit on a melee attack, she may immediately attempt a disarm or sunder attempt against the same opponent as a free action.

This disarm or sunder attempt provokes attacks of opportunity as normal unless the cipher adept has the appropriate feat.

Improved Evasion (Ex): At 7th level, a cipher adept gains improved evasion.

This ability works like evasion, except that while the cipher adept still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a fireball, she henceforth takes only half damage on a failed save.

A helpless cipher adept (such as one who is unconscious or paralyzed) does not gain the benefit of improved evasion.

Move Without Barriers (Su): At 10th level, a cipher adept becomes able to step into the Ethereal Plane for short periods of time.

The character can become ethereal for a number of rounds per day equal to 1 + her Wis modifier (minimum 1).

These rounds need not be consecutive.

This ability otherwise functions as the *ethereal jaunt* spell.

TABLE 3-6: THE CIPHER ADEPT

	Base				
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Improved Unarmed Strike, strike the weak spot
2nd	+1	+0	+3	+0	Evasion
3rd	+2	+1	+3	+1	Combat instinct +1
4th	+3	+1	+4	+1	Bonus feat
5th	+3	+1	+4	+1	Combination strike
6th	+4	+2	+5	+2	Combat instinct +2
7th	+5	+2	+5	+2	Improved evasion
8th	+6	+2	+6	+2	Bonus feat
9th	+6	+3	+6	+3	Combat instinct +3
10th	+7	+3	+7	+3	Move without barriers

DEFIANT

Even among the zealous Athar, a special few are regarded with awe and respect for their dedication to the cause.

These individuals, called defiants, once worshiped divine beings for power but turned from the path.

They now take the teaching of the Athar to heart in a way that grants them tremendous powers against those who claim to wield divine might.

Clerics who are not affiliated with a particular deity make good defiants, as do druids, monks, rangers, and other individuals who live their lives in passionate dedication to a set of beliefs.

Paladins and clerics who lose faith in their patron deities may become defiants, particularly if they have come to question the validity of their former benefactor's claim to the title of "god".

As NPCs, defiants work to shake the populace's belief in the gods.

They take any opportunity to prove that the deities that most people worship are actually only mortals with access to incredible powers.

They disrupt religious ceremonies, engage in activities that draw divinity into question, and harangue well-known servants of the gods.

Hit Die: d8.

REQUIREMENTS

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

Base Will Save Bonus: +5.

Skills: Knowledge (the planes) 4 ranks, Knowledge (religion) 8 ranks.

Special: Defiants cannot worship any deity or have one as a patron.

Any character who has any connection to a god, demigod, or other divine entity must renounce that connection before taking a level in this prestige class.

A paladin or cleric of a specific god cannot become a defiant until the character renounces all belief and faith in the deity, becoming an ex-cleric or ex-paladin and losing all spells and class features except for armor and shield proficiencies and proficiency with simple weapons.

This restriction does not affect clerics who worship a cause or a nonpersonified source of divine magic.

CLASS SKILLS

The defiant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Gather Information

(Cha), Intimidate (Cha), Knowledge (the planes) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the defiant prestige class.

Weapon and Armor Proficiency: Defiants gain no proficiency with any weapon or armor.

Spell Resistance (Su): A defiant gains spell resistance equal to 15 + class level against all divine mind-affecting spells.

He cannot voluntarily lower this spell resistance.

This benefit does not stack with other sources of spell resistance.

When a defiant is the target of a divine mind-affecting spell, he uses his highest spell resistance value.

Divine Resistance (Su): At 2nd level and higher, a defiant adds his Charisma modifier (if positive) to his saving throws against divine spells.

Divine Damage Immunity (Su): At 3rd level, a defiant gains immunity to damage from divine power, such as that dealt by a *flame strike* spell.

Divine Cancellation (Ex): At 4th level, a defiant learns how to counterspell divine spells without casting a spell.

The defiant must ready an action to counterspell (as normal), but need not identify the spell with Spellcraft.

Treat this ability as if the defiant were using *dispel magic* to counter the spell, at a caster level of 5 + the defiant's class level.

A defiant can use this ability a number of times per day equal to 1 + his Charisma bonus (minimum 1).

Aligned Strike (Su): A defiant of 5th level or higher can, with a touch, align a weapon or natural weapon so that it is treated as of a specific alignment for the purpose of overcoming damage reduction.

The defiant can choose any alignment (chaotic, evil, good, or lawful), even if that alignment opposes his own.

He may not use this ability on any weapon that already has an alignment.

He can use this ability once per day at 5th level and twice per day at 10th level.

Each use lasts for a number of minutes equal to his class level.

Divine Prevention (Su): Once per day, a defiant of 6th level or higher can use a standard action to bestow temporary spell resistance (15 + class level) upon a single target.

The spell resistance affects only the next divine spell targeted at the subject, even a beneficial spell such as *bless* or *cure light wounds*.

If the target has not used the spell resistance within 24 hours, it fades.

If the target is unwilling, the defiant must make a successful touch attack as a standard action.

If the attack succeeds, the target must attempt a Will saving throw (DC 10 + defiant's class level + defiant's Cha modifier).

If the saving throw fails, the spell resistance takes effect.

Nondetection (Su): At 7th level, a defiant gains the continuous benefit of a *nondetection* spell as though cast by a sorcerer of a level equal to the defiant's class level.

The DC of any attempt to break through the effect is equal to 15 + the defiant's class level.

A defiant can choose to suppress this ability.

Suppressing or reestablishing it is a free action.

Divine Retribution (Su): At 8th level, a defiant expands the versatility of his divine cancellation ability.

If he successfully counters a divine spell, the defiant may cause the spell to rebound at the original caster instead of causing it to fail.

This ability can be used only against divine spells that target the defiant, not spells that affect an area or those that target another creature.

Divine Interference (Su): At 9th level, a defiant's connection to the Great Unknown becomes so strong that he generates a field that interferes with all divine spellcasting.

Any spellcaster within 30 feet of the defiant must succeed on a Concentration check (DC 15 + defiant's class level + spell level) in order to successfully cast a divine spell.

If the check fails, the spell fails and is lost.

A defiant cannot choose to suppress this ability.

Divine Disavowal (Su): At 10th level, a defiant's spell resistance extends to cover all divine spells.

He cannot voluntarily lower this spell resistance.

This benefit does not stack with other sources of spell resistance.

When a defiant is the target of a divine spell, he uses his highest spell resistance value.

FALLEN CLERICS

Clerics who have turned away from their deities make the best defiants.

They have heard the lies, and even believed them for a time, which makes them extremely effective at speaking out against their previous beliefs.

A cleric who worshiped a specific deity (as opposed to an alignment, cause, or philosophy) before taking a level in the defiant prestige class can immediately exchange up to nine of his cleric class levels in exchange for an equal number of defiant levels.

For example, a 7th-level cleric/1st-level fighter who takes a level of defiant can exchange all his cleric levels for defiant levels, becoming a 1st-level fighter/8th-level defiant.

His skill ranks remain the same (even though his class skill list changes), and future skill points gained are spent using only the character's current class skill lists.

This is likely a profitable trade for an ex-cleric, since he has given up his cleric class features in order to qualify for the defiant class.

In addition, the character gains extra benefits based on the number of cleric levels traded in.

These benefits are cumulative.

One or More Levels: The defiant can heal his own wounds as a supernatural ability.

Each day, he can heal a number of points of damage equal to his defiant class level × his Cha modifier, and he can spread this healing out among several uses.

Three or More Levels: The defiant can imbue himself with enhanced strength, health, insight, or force of personality three times per day as a supernatural ability.

He gains a +4 enhancement bonus to Strength, Constitution, Wisdom, or Charisma for a number of minutes equal to his defiant class level.

Five or More Levels: Once per day, the defiant can grant himself the supernatural ability to speak and understand the language of any intelligent creature.

This ability lasts for 1 hour and otherwise functions like the *tongues* spell.

Seven or More Levels: The defiant can use *dismissal* as a spell-like ability twice per day.

Nine or More Levels: The defiant can use *plane shift* as a spell-like ability three times per day.

EX-DEFIANTS

Being a defiant means believing in and practicing a strict policy of nonworship.

A true defiant will never do any of the following:

- Use the name of any deity as part of an oath or curse. (The Athar do sometimes use the term "Great Unknown" in this manner).

- Use a holy symbol or holy water for any purpose. (This includes symbols of any deity or water of any alignment).

- Read or quote from any holy books.

- Be the willing subject of a spell cast by a cleric, paladin, or other divine spellcaster who claims to draw her power from any specific deity.

Performing these actions, or other similar activities, causes the defiant to lose all special abilities granted by this prestige class.

He cannot thereafter gain levels as a defiant until he atones (see the *atonement* spell description, page 201 of the *Player's Handbook*, bearing in mind that the *atonement* must be cast by an active Athar in the name of the Great Unknown).

TABLE 3-1: THE DEFIANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Spell resistance
2nd	+1	+3	+0	+3	Divine resistance
3rd	+2	+3	+1	+3	Divine damage immunity
4th	+3	+4	+1	+4	Divine cancellation
5th	+3	+4	+1	+4	Aligned strike
6th	+4	+5	+2	+5	Divine prevention
7th	+5	+5	+2	+5	Nondetection
8th	+6	+6	+2	+6	Divine retribution
9th	+6	+6	+3	+6	Divine interference
10th	+7	+7	+3	+7	Divine disavowal

DOOMLORD

The walls of existence are tumbling down.

Though the chinks and cracks may not be obvious to all, knowledge of their continual collapse is the impetus to the doomlord's worldview.

Nothing can prevent this collapse—so why not join in, and exult in the eventual end of all?

A doomlord's life holds the greatest appeal for fighters and barbarians who enjoy smashing and destroying.

Some rogues, rangers, and clerics, especially those devoted to deities with the Destruction or Death domains, join the ranks of the faction.

NPC doomlords include soldiers, blackguards, anarchists, and just about anyone who kills people or breaks objects. They make excellent villains or interesting allies because they can be of any alignment.

They act with a focus on entropy, not evil.

Hit Die: d12.

REQUIREMENTS

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

Base Attack Bonus: +7.

Feats: Improved Sunder, Weapon Focus (any sword).

Special: Must sunder a weapon, scatter 500 gp into a crowd, and destroy a building.

These acts must be witnessed or verified by a member of the Doomguard.

CLASS SKILLS

The doomlord's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Disable Device (Int), Jump (Str), Knowledge (architecture and engineering) (Int), Listen (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the doomlord prestige class.

Weapon and Armor Proficiency: Doomlords gain proficiency with all martial weapons.

Spells per Day/Spells Known: At each even-numbered doomlord level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (such as improved undead turning, metamagic or item creation feats, or the like).

If the character had more than one spellcasting class before becoming a doomlord, the player must decide to which class to add each doomlord level for determining spells per day, spells known, and caster level.

Entropic Blow (Su): As a vessel of entropy, a doomlord can channel destructive energy, dealing extra damage with a melee attack.

He adds his Charisma bonus to his attack roll and deals an extra 2 points of damage per doomlord level.

The entropic blow is especially good at unraveling that which binds nonliving matter together.

It automatically ignores hardness, as well as any damage reduction possessed by constructs or undead (regardless of the source of the damage reduction).

A doomlord may use his entropic blow once per day at 1st level, twice per day at 5th level, and three times per day at 10th level, but no more than once per round.

Use of the entropic blow must be declared before the attack is made.

If the attack misses, the blow is wasted.

Healing Resistance (Ex): As proof of his dedication to entropy, a doomlord becomes resistant to healing magic.

Conjuration (healing) spells and effects used on a doomlord heal only half the normal amount of damage.

Bonus Feat: At 2nd, 6th, and 10th level, a doomlord gains a bonus feat.

These bonus feats must be drawn from the following list: Cleave, Diehard, Endurance, Great Cleave, Improved Critical, and Toughness.

The doomlord must still meet all prerequisites for the bonus feat.

Destructive Expertise (Ex): As agents of destruction, 2nd-level doomlords learn to promote entropy by the most efficient means.

The doomlord may add half his class level as a bonus on Disable Device and Knowledge (architecture and engineering) checks when attempting to take apart or disable traps and other objects.

Negative Adaptation (Ex): At 3rd level and higher, a doomlord does not lose hit points or need to make Fortitude saves due to being in a negative-dominant environment.

Body or Soul (Ex): As he gains power, a doomlord learns either to strengthen his body against the forces of decay or to empower his soul to better arm himself for battle.

At 4th level and again at 8th level, a doomlord can increase either his Constitution score or his Charisma score by 1.

He need not choose the same ability score each time.

Unmaking Magic (Sp): At 7th level, a doomlord gains the ability to use *dispel magic* three times per day.

His caster level is equal to his class level.

The doomlord may add his Charisma bonus (if any) to his dispel checks, and he gains an additional +5 bonus when attempting to dispel a *permanency* spell.

Disintegrate (Sp): Once per day as a full-round action, a doomlord of 9th level or higher can use *disintegrate* as a sorcerer of a level equal to the doomlord's character level. The save DC is 16 + his Cha modifier.

TABLE 3-2: THE DOOMLORD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+1	+2	+0	+0	Entropic blow 1/day, healing resistance	—
2nd	+2	+3	+0	+0	Bonus feat, destructive expertise	+1 level of existing class
3rd	+3	+3	+1	+1	Negative adaptation	—
4th	+4	+4	+1	+1	Body or soul (Con +1 or Cha +1)	+1 level of existing class
5th	+5	+4	+1	+1	Entropic blow 2/day	—
6th	+6	+5	+2	+2	Bonus feat	+1 level of existing class
7th	+7	+5	+2	+2	Unmaking magic	—
8th	+8	+6	+2	+2	Body or soul (Con +1 or Cha +1)	+1 level of existing class
9th	+9	+6	+3	+3	Disintegrate	—
10th	+10	+7	+3	+3	Bonus feat, entropic blow (3/day)	+1 level of existing class

ELEMENTAL WARRIOR

The elemental warrior sees that great strength comes from focusing on the most basic aspects of reality.

The sages say that the worlds are formed through combinations of fire, water, earth, and air, and that any problem can be overcome with the correct application of these forces.

The elemental warrior becomes attuned to one of these building blocks of reality, channeling its power to great effect.

Fighters, monks, paladins, and barbarians make the best elemental warriors.

This prestige class is focused on fighting and applying the elements in just the right way to bring down even the toughest adversary.

Bards, rogues, rangers, and druids also may find this class useful if they often find themselves involved in close combat; a few levels of elemental warrior give them access to a range of weapons and defenses that will make them much more versatile.

NPC elemental warriors are usually fighters or mercenaries of some sort.

They may be of any alignment, but they all believe that it is best to be prepared for anything and that with the elements themselves at their fingertips, they have everything they need to overcome any foe.

Hit Die: d10.

REQUIREMENTS

To qualify to become an elemental warrior, a character must fulfill all the following criteria.

Base Attack Bonus: +7.

Skills: Knowledge (the planes) 5 ranks.

Special: The character must have traveled to at least one of the Elemental Planes.

CLASS SKILLS

The elemental warrior's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal

(Cha), Intimidate (Cha), Jump (Str), Knowledge (the planes) (Int), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the elemental warrior prestige class.

Weapon and Armor Proficiency: Elemental warriors gain no proficiency with any weapon or armor.

Elemental Affinity (Ex): An elemental warrior is attuned to one of the Elemental Planes, which imbues her with certain related abilities.

At 1st level, she selects one of the four elements (air, earth, fire, or water) as the one for which she has an affinity.

She immediately gains the ability to speak (and, if she is literate, to read and write) the language associated with her chosen element (Auran, Terran, Ignan, or Aquan, respectively).

She also gains resistance 10 to a particular energy type based on her chosen element (electricity, acid, fire, or cold, respectively).

Elemental Manifestation (Su): An elemental warrior of 2nd level or higher can use a standard action to cause her body to manifest aspects of her chosen element.

The effect lasts for 1 minute and may be used a number of times per day equal to her class level.

It can be dismissed as a free action.

Air: Brisk winds whip around the elemental warrior's body. All ranged attacks against her have a 20% miss chance.

Earth: The elemental warrior's skin is partially sheathed in rocky hide.

Her natural armor bonus increases by 3.

Fire: A sheath of flame envelops the elemental warrior.

Any opponent who lands a successful melee attack against her takes 1d6 points of fire damage.

Creatures wielding reach weapons, such as longswords, do not take this damage.

Water: The elemental warrior becomes coated in water. She gains damage reduction 3/piercing.

Elemental Weapon (Su): At 3rd level and higher, an elemental warrior can, as a move action, imbue any melee weapon she wields with the energy of her chosen element. The imbued weapon deals an extra 2d6 points of energy damage on each hit.

The effect lasts for 1 minute and may be dismissed as a free action.

She can use this ability a number of times per day equal to her class level.

If the weapon already has a magical effect that allows it to deal energy damage, that effect is suppressed for the duration of the elemental weapon effect.

When an elemental warrior reaches 5th level, this ability improves.

The extra damage remains the same, but on a successful critical hit, the weapon releases a burst of energy that deals even more energy damage of the same type (for a total of 6d6).

The additional damage is 4d6 points for weapons with a $\times 2$ critical multiplier, 6d6 points for weapons with a $\times 3$ critical multiplier, or 8d6 for weapons with a $\times 4$ critical multiplier.

Elemental Movement (Su): At 4th level, an elemental warrior gains a special movement property based on her chosen element.

Air: The elemental warrior can fly at a speed of 20 feet (perfect maneuverability).

If the character wears medium or heavy armor or carries a medium or heavy load, she can't use this ability.

Earth: The elemental warrior gains a burrow speed of 30 feet (or equal to her base land speed, whichever is lower).

Fire: The elemental warrior's base land speed increases by 10 feet.

This benefit stacks with all other speed increases.

If the elemental warrior wears heavy armor or carries a heavy load, she loses this benefit.

Water: The elemental warrior gains a swim speed of 30 feet (or equal to her base land speed, whichever is lower).

She also gains the ability to breathe water.

At 4th level, elemental warriors of all kinds also gain the ability to use *plane shift* once per day to reach their chosen Elemental Plane (or from that Elemental Plane to the Material Plane).

Elemental Strike (Su): Once per day, a 5th-level elemental warrior can channel her chosen element to deal a devastating melee touch attack.

The attack requires a standard action to deliver; if it hits, it affects its target as noted below.

No save is allowed against the damage dealt by the attack, but a successful Fortitude save negates the secondary effect. The save DC for these effects is $15 +$ the elemental warrior's Con modifier.

Air: Target takes 10d6 points of bludgeoning damage from a sudden gust of wind and is knocked prone (Fort save negates knockdown).

Earth: Target takes 10d6 points of bludgeoning damage from the crushing touch attack and is pushed back 10 feet as if bull rushed (Fort save negates push).

Fire: Target takes 10d6 points of fire damage and catches on fire for 1d4 rounds (Fort save negates catching on fire).

Water: Target takes 10d6 points of damage as moisture is drawn from its body and becomes nauseated for 1 round (Fort save negates nausea).

TABLE 3-9: THE ELEMENTAL WARRIOR

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+2	+0	+0	Elemental affinity
2nd	+1	+3	+0	+0	Elemental manifestation
3rd	+2	+3	+1	+1	Elemental weapon
4th	+3	+4	+1	+1	Elemental movement
5th	+3	+4	+1	+1	Elemental burst weapon, elemental strike

BARBARIAN As described in the *Player's Handbook*, barbarians are outsiders—and this is no less true in the lands of *Oriental Adventures*.

Barbarian characters in Rokugan might include certain Unicorn clan warriors, Yabanjin from the cold northern steppes, Ujik-hai from the lands of the Burning Sands, or nezumi "bushi".

In other campaign settings, steppe nomads, jungle-dwelling tribes, and wild korobokurus are all barbarians. Whatever their origins, barbarians are likely to use strange weapons, wear outlandish clothing and armor, speak foreign languages, and fumble through the rigid and ritualized formalities of "civilized" culture.

Adventures: As described in the *Player's Handbook*, adventuring is the best way for a barbarian character—whatever his origin—to find a place in civilized society. Though few barbarians will ever earn the recognition of a daimyo or any kind of social status, with an adventuring party a barbarian can feel like an equal among samurai and shugenjas.

For some barbarians, that is enough; others quest after the impossible, hoping by the greatness of their deeds to win a place among the nobility.

Background: Barbarians, by definition, come from cultures outside the centers of civilization.

Barbarian adventurers often find their way to the kingdoms and empires because of hard times in their home lands, such as famine or invasion.

In Rokugan, Unicorn clan barbarians may wander the Empire simply because they love to travel, and find themselves drawn into adventure after adventure along the way.

Races: In Rokugan, humans of the Unicorn clan, humans from foreign lands, and nezumi are the most likely races to adopt the barbarian class.

In addition to these barbarian peoples, goblins and ogres of the Shadowlands may be barbarians.

In other campaign settings, korobokurus are often barbarians, while most other barbarians are human.

Other Classes: In Rokugan, Unicorn clan barbarians consider themselves to be samurai, and view themselves with the same haughty pride that the samurai do, regarding only shugenjas as near-equals.

Other barbarians, and all barbarians in other campaign settings, either look up to the noble samurai and shugenjas, or regard them as weaklings softened by the comforts of civilization.

Barbarians are most comfortable with rangers, who often share their rough edges, or rogues.

Though most barbarian societies include sorcerers, shamans, or adepts, barbarians generally mistrust shugenjas and other spellcasters until they've proven themselves worthy of trust.

Game Rule Information: As described in the *Player's Handbook*.

In Rokugan, barbarians often wear armor and use weapons and other equipment that is not native to the civilized Empire.

Use the normal equipment tables in the *Player's Handbook* for such gear.

FIGHTER Fighters in *Oriental Adventures* are experienced soldiers, bandit leaders, battle-hardened mercenaries, grasping warlords—any trained warrior who, for reasons of personal honor or lowly birth, does not live up to the high standards of the samurai.

The code of *bushido* does not apply to ordinary fighters. Ronin are fighters, as are many professional soldiers.

In Rokugan, even some clan samurai—particularly Scorpions who have no use for *bushido*—are fighters as well.

Adventures: Most fighters adventure for the sake of acquiring power and wealth.

A few hope to follow the example of the famous Rokugani ronin Ginawa (now Akodo Ginawa), who saved Emperor Toturi during the Battle at Oblivion's Gate and was rewarded with an honored place among the clans.

Background: Ronins fall into two categories: "Clan ronins" are members of the great clans who have fallen out of favor with their lord.

The most common reason for this is somehow allowing the lord to die—either in battle or under an assassin's blade.

Clan ronins cling to the hope of regaining their lost honor. "True ronins" have never belonged to one of the clans, usually coming from a ronin family.

Other fighters in Rokugan include some Scorpion bushi, who usually do not meet the alignment restriction of the samurai class, and mercenaries, including many members of the Yoritomo family.

Fighters in other campaign settings generally follow the guidelines in the *Player's Handbook*.

Races: In Rokugan, humans are the most common fighters, but nezumi and Shadowlands creatures can become fighters as well.

A ratling fighter is unusually well trained for his species, and may have studied with a Crab samurai, for example. In other campaign settings, members of all races may be fighters.

Most hengeyokai fighters are crabs, dogs, foxes, raccoon dogs, or rats in their animal form, and they tend to be tough, with a wild fighting style.

Korobokuru fighters represent the elite of their military (most korobokurus are barbarians).

Spirit folk fighters come from a variety of backgrounds, like humans.

Vanara fighters usually rely on speed over brute strength, but they show tremendous bravery and loyalty in battle.

Other Classes: While honorable samurai in Rokugan might look down upon ordinary fighters, fighters may share that disdain.

Bushido is a crutch, some fighters believe, and they put little faith in those whose lives are dictated by its constraints.

Fighters associate more often with rogues and sorcerers than with samurai and shugenjas.

In other campaign settings, fighters recognize the need for support in the realms of magic and stealth, and work well with shamans, wu jen, rogues, and monks.

Game Rule Information: As described in the *Player's Handbook*, with the following addition.

Bonus Feats: Prone Attack and Superior Expertise (both described in Chapter 4 of this book) are added to the list of fighter bonus feats.

MONK Monasteries where monk characters are trained in the spiritual and martial arts are far more common in *Oriental Adventures* than in the world described in the *Player's Handbook*.

Adventures: Monk adventurers are common, since their beliefs and lifestyle lend themselves to activity in the world.

While some monks devote their time and energy to training samurai in clan dojos, teaching the scriptures in secluded monasteries, or striving to perfect themselves in isolation, many others take their lessons and practice on the road, finding promising students among the ranks of adventurers and even ronin.

After all, who has more need of the teachings of enlightenment than those who are on the front line of the battle against darkness?

And what good is the perfection of discipline if it does not hold up when tested in the real world?

Background: As described in the *Player's Handbook*, monks usually receive their training either in a monastery or under the mentorship of an individual *sensei*.

People from all walks of life may find training in monasteries—foundlings or orphans who are raised by the monks, heimin or hinin peasants, samurai nobles, retired generals, spirit folk and hengeyokai, and even the rare ratling, korobokuru, or vanara all may dedicate their lives to enlightenment and learn the spiritual and physical disciplines of a monk.

Whatever their social or racial origin, monks devote their whole loyalty to the path of enlightenment, claiming kinship only with other monks, not with clan or family.

In the Celestial Order of Rokugan's society, monks are equal to the farmer heimin, whatever their birth.

The monks of Rokugan are vigilant champions of enlightenment, opponents of the darkness—whether that darkness is manifested in the Shadowlands or in simple ignorance.

Since the Battle of Oblivion's Gate, the monks of Rokugan have come to realize that their philosophy of withdrawal from the world was not sufficient to protect the world from darkness, and they have adopted a more aggressive strategy of teaching the clans the truths of the Tao.

As a result, the ranks of the monks are swelling, and many samurai and shugenjas are learning at least the basic teachings of Shinsei.

Races: In Rokugan, most monks are human, and a large number are drawn from the Dragon clan.

Nonhuman monks are extremely rare exceptions to the general rule that monasteries are a human establishment.

In other campaign settings, the near-human races (hengeyokai and spirit folk) are much more likely to adopt the monk class than the more wild-natured korobokurus, nezumi, or vanaras.

The nonhuman races do not have monasteries of their own, but train and study in human communities or with a human *sensei*.

Other Classes: In Rokugan, although monks tend to have different goals and values than members of other classes,

they believe that they have an obligation to teach and work among the broader population of the Empire. They may sometimes approach the task with condescension, but in general they recognize the importance of nonmonks in defending Rokugan from the evil that has nearly destroyed it in the past.

They teach them so that all the people of Rokugan might become enlightened, the better to resist the darkness. In other campaign settings, monks recognize their interdependence on other characters and tend to cooperate well with members of all other classes.

Game Rule Information: Except as noted below, monks in *Oriental Adventures* conform to the rules given in the *Player's Handbook*.

Class Skills: Knowledge (religion) is a class skill for monks.

Weapon Proficiency: Monks are proficient with the following weapons: butterfly sword, club, crossbow (light or heavy), dagger, javelin, jitte, kama, nunchaku, quarterstaff, sai, shuriken, and tonfa.

Monks can use any of the following weapons with their unarmed base attack bonus: butterfly sword, club, jitte, kama, lajatang, nekode, nunchaku, quarterstaff, sai, three-section staff, and tonfa.

Bonus Feats: At 1st, 2nd, and 6th level, a monk can sacrifice a class ability (stunning attack at 1st, Deflect Arrows at 2nd, or Improved Trip at 6th) in order to gain a different bonus martial arts feat.

The monk can choose any feat listed on Table 6-1: Martial Arts Feats, but she must meet all the prerequisites for the feat she selects.

This bonus feat can help a monk qualify for mastery of a martial arts style.

Multiclass Monks: Monks in *Oriental Adventures* can multiclass and freely return to the monk class.

RANGER Often called scouts or trackers, rangers in *Oriental Adventures* are warriors with an uncanny connection to the earth and an equally uncanny dedication to warfare against a chosen enemy.

The archetypal ranger in Rokugan is the Hiruma scout: a Crab samurai who knows the Shadowlands like the back of his hand and fights its evil denizens with unmatched skill and ferocity.

Adventures: Rangers may be among the most "adventurous" characters in *Oriental Adventures*, at least as adventuring is generally understood in *DUNGEONS & DRAGONS*.

Rangers are more likely than any other character to venture into the wilderness for the express purpose of killing monsters.

Also, they work with armies of samurai and warriors, leading them through dangerous terrain and scouting out enemy positions.

Background: Among the Crab clan of Rokugan, the skills of rangers are taught in a formal school, which prides itself on being an integral part of the Empire's defense against the Shadowlands.

Other rangers undergo more informal training, often under the guidance of a mentor or parent.

Races: In Rokugan, rangers are most commonly found among the Crab (particularly the Hiruma family and its scout school), the Unicorn, and the nezumi.

In other campaign settings, nonhumans often make excellent rangers, due to their close connection with the natural and spirit worlds.

Hengeyokai rangers are often cats, cranes, foxes, hares, monkeys, raccoon dogs, rats, or sparrows in their animal form, and they use the concealment and natural abilities of that form to their advantage in scouting and spying.

Korobokuru rangers are excellent trackers, and they feel a close kinship with the nature spirits around their homes. Spirit folk rangers are at home in natural surroundings and bring a variety of special abilities to bear to increase their effectiveness.

Vanara rangers use great stealth and agility to make themselves effective scouts and deadly foes of their favored enemies.

Other Classes: In Rokugan, most human rangers view themselves as samurai, regarding other samurai as equals, shugenjas nearly that well, and other classes as somewhere far below their station.

All rangers tend to be pragmatic enough, however, to value the contributions of any member of an adventuring party, no matter their station, and cooperate as equals in an adventuring party, even if social equality is out of the question.

Game Rule Information: As described in the *Player's Handbook*.

Although rangers can fight with two weapons, few rangers in Rokugan do so.

ROGUE From lower-class street thieves and highway bandits to scheming courtiers and nobles, rogues are common but often nearly invisible in *Oriental Adventures*. Some appear in far less roguish guises: as officials, diplomats, and envoys (most such characters, however, have the expert or aristocrat NPC classes).

Rogues in *Oriental Adventures* are no easier to categorize than their standard counterparts, for they are at least as varied in their skills, roles, and backgrounds.

Adventures: Rogues adventure for a wide variety of reasons, but underlying them all is a common thread: Rogues adventure because it serves their personal goals.

Whether those goals are as base as self-advancement and power or as complex as a Scorpion's web of loyalties, rogues' own desires usually spur them into adventure.

Background: Most rogues are self-taught or learn their skills under a shady mentor in a life on the street.

The schools of the Scorpion clan of Rokugan, however—including the Bayushi samurai school and particularly the secretive Shosuro school—specifically train their students in rogue abilities, skills, and techniques.

Scorpion clan rogues, naturally, maintain a high degree of loyalty to each other, while other rogues typically do not trust other rogues any more than absolutely necessary.

Races: Scrounging nezumi are perhaps the quintessential rogues of Rokugan.

Among humans, Scorpions and lower-class peasants and outcasts are the most common rogues.

Rogues are common among the races of the Shadowlands as well.

In other campaign settings, hengeyokai rogues range from stealthy cat and rat burglars to brutish raccoon dog bandits.

Spirit folk rogues are typically those who feel alienated from human society because of their spirit ancestry.

Vanara rogues are not usually criminally inclined, but their limitless curiosity often gets them into trouble.

Other Classes: Rogues prefer to be in control of any given situation.

At one extreme, this manifests as a desire to make their own decisions and not be accountable to a leader figure. Rogues with this philosophy work well with anyone who does not try to boss them around.

At the other extreme are rogues who seek to manipulate others to their own advantage.

Given that preference, these rogues are happy to work with members of other classes—as long as those others can be tricked or coerced into doing what the rogue wants them to do.

Fanatical devotees of *bushido*, like most samurai, can be a problem if they are too smart or strong-willed, and monks with their rigid ways of thinking are difficult to manipulate as well.

In general, rogues enjoy working with rangers, ronins, and even barbarians.

Game Rule Information: As described in the *Player's Handbook*, except as noted below.

Weapon and Armor Proficiency: Rogues are proficient with the blowgun, crossbow (hand or light), dagger, punching dagger, dart, kama, light mace, ninja-to, nunchaku, composite shortbow, shortsword, tonfa, and wakizashi.

Medium-size rogues are also proficient with the club, heavy crossbow, heavy mace, morningstar, and quarterstaff.

FATEMAKER

Life is what you make of it.

Your life can be grand, exciting, filled with glory, and long remembered once past—if you choose to make your own fate.

Those who hope luck and happenstance will propel them into a magnificent fortune or endow them with lasting fame are rarely satisfied.

Each morning as they rise, ready to face a new day, fatemakers repeat to themselves the following credo:

"There are two paths to take; one is easy, and that is its only reward".

Player characters in general are attracted to the fatemaker philosophy, since making your own fate is a primary motivation for adventuring.

Fighters and barbarians tend to play the bully, while the other classes may take a more subtle approach.

NPC fatemakers can be found at the heads of successful ventures or scrambling to reach the head.

Others find success in maintaining collections, doing deeds of good (or bad), or as important functionaries in government.

Hit Die: d6.

REQUIREMENTS

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

Base Attack Bonus: +4.

Skills: Bluff, Diplomacy, or Intimidate 8 ranks; 5 ranks each in the other two skills.

Feats: Skill Focus (Bluff), Skill Focus (Diplomacy), or Skill Focus (Intimidate).

Alignment: Any nonlawful.

CLASS SKILLS

The fatemaker's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump

(Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Magic Device (Cha). Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the fatemaker.

Weapon and Armor Proficiency: Fatemakers are proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip.

Fatemakers are proficient with light armor and shields (except tower shields).

Because the somatic components required for fatemaker spells are relatively simple, a fatemaker can cast fatemaker spells while wearing light armor without incurring the normal arcane spell failure chance.

However, like any other arcane spellcaster, a fatemaker wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (as most do).

A fatemaker still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: Beginning at 1st level, a fatemaker gains the ability to cast a number of arcane spells.

To cast a spell, a fatemaker must have a Charisma score of at least 10 + the spell's level, so a fatemaker with a Charisma of 10 or lower cannot cast these spells.

Fatemaker bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the fatemaker's Cha modifier.

When Table 3–3 indicates that a fatemaker gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 1st-level fatemaker), she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level.

The fatemaker's spell list appears below.

A fatemaker casts spells just as a sorcerer does.

Upon reaching 6th level, and at every even-numbered level after that (8th and 10th), a fatemaker can choose to learn a new spell in place of one she already knows.

The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level fatemaker spell the character can cast.

A fatemaker can swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for that level.

FATEMAKER SPELLS KNOWN

Level	1st	2nd	3rd	4th
1st	2 ¹	—	—	—
2nd	3	—	—	—
3rd	3	2 ¹	—	—
4th	4	3	—	—
5th	4	3	2 ¹	—
6th	4	4	3	—
7th	4	4	3	2 ¹
8th	4	4	4	3
9th	4	4	4	3
10th	4	4	4	4

¹ Provided the fatemaker has a high enough Charisma score to have a bonus spell of this level.

Take-Charge Appeal (Ex): A fatemaker is a naturally confident leader.

She adds 1 point to her Charisma score at 1st, 5th, and 10th level.

Confidence of the Fated (Su): Once per day, a fatemaker of 2nd level or higher can add her class level as a morale bonus on any single attack roll, weapon damage roll, saving throw, or skill check.

At 7th level and higher, she can do this twice per day, but only once in any given round.

Sneak Attack (Ex): Beginning at 3rd level, a fatemaker deals an extra 1d6 points of damage on any successful melee attack against a flat-footed or flanked target, or against a target that has been denied its Dexterity bonus for any reason.

This damage also applies to ranged attacks against targets up to 30 feet away.

Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks.

A fatemaker can choose to deliver nonlethal damage with her sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

At 6th level, the extra damage dealt by a fatemaker's sneak attack increases to 2d6 points, and at 9th level it increases to 3d6 points.

Aura of Confidence (Su): A fatemaker's confidence tends to rub off on her allies.

Beginning at 4th level, a fatemaker grants a +1 morale bonus on attack rolls, saves, and skill checks to all adjacent allies (but not to herself).

This ability functions only while the fatemaker is conscious.

At 8th level, the bonus increases to +2.

Ego Manifestation (Sp): At 10th level, a fatemaker's internal confidence and ego can be made physically manifest, increasing her size and power.

This effect is the equivalent of the *righteous might* spell (caster level equals class level), except that the fatemaker doesn't gain damage reduction, but instead gains a +4 bonus on Intimidate checks.

She can use this ability once per day.

FATEMAKER SPELL LIST

Fatemakers choose their spells from the following list.

1st Level: *charm person*, *disguise self*, *expeditious retreat*, *jump*, *sanctuary*, *true strike*.

2nd Level: *bear's endurance*, *bull's strength*, *cat's grace*, *darkvision*, *daze monster*, *eagle's splendor*, *fox's cunning*, *invisibility*, *owl's wisdom*, *resist energy*, *spider climb*.

3rd Level: *haste*, *protection from energy*, *nondetection*, *suggestion*, *tongues*.

4th Level: *charm monster*, *neutralize poison*, *remove curse*, *restoration*, *stoneskin*.

TABLE 3-3: THE FATEMAKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spells per Day—			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+2	Take-charge appeal	0	—	—	—
2nd	+1	+0	+3	+3	Confidence of the Fated 1/day	1	—	—	—
3rd	+2	+1	+3	+3	Sneak attack +1d6	2	0	—	—
4th	+3	+1	+4	+4	Aura of confidence (+1)	3	1	—	—
5th	+3	+1	+4	+4	Take-charge appeal	3	2	0	—
6th	+4	+2	+5	+5	Sneak attack +2d6	3	3	1	—
7th	+5	+2	+5	+5	Confidence of the Fated 2/day	3	3	2	0
8th	+6	+2	+6	+6	Aura of confidence (+2)	3	3	3	1
9th	+6	+3	+6	+6	Sneak attack +3d6	3	3	3	2
10th	+7	+3	+7	+7	Ego manifestation, take-charge appeal	3	3	3	3

VISIONARY SEEKER

Everyone's potential is like an infinite, mist-shrouded plain—empty at first, but pregnant with possibility.

All beings have within them the possibility for building knowledge upon that plain, or for piercing the mists that obscure it to find what treasures of mind and spirit reside there.

A visionary seeker knows how to navigate the mental plain stretching out ahead, finding landfall and truly discovering what it means to know.

Anyone imbued with a strong sense of self and a questing spirit may become a visionary seeker.

However, spellcasters give up much of their spell progression.

Having some spellcasting ability enhances the visionary seeker's path of enlightenment, creating a few more bright sparks.

Multiclassed wizards, especially diviners, find the life of a visionary seeker attractive.

Sorcerers with their innate spellcasting powers often hearken to the self-centered focus of the group that detractors sometimes call "the Mind's I".

Occasionally, a multiclassed cleric or druid will choose to quest for personal fulfillment and become a member of the prestige class.

Occasional NPC visionary seekers can be found anywhere in the multiverse.

Usually, they strive to the utmost to pursue personal goals, often without much concern for others.

Hit Die: d6.

REQUIREMENTS

To qualify to become a visionary seeker, a character must fulfill all the following criteria.

Skills: Knowledge (any single skill) 8 ranks or Survival 8 ranks.

Special: Must be inducted by a member of the Mind's Eye.

CLASS SKILLS

The visionary seeker's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Knowledge (all skills, taken individually) (Int), Profession

(any) (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the visionary seeker prestige class.

Weapon and Armor Proficiency: Visionary seekers gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each odd-numbered visionary seeker level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved undead turning, metamagic or item creation feats, or the like).

If the character had more than one spellcasting class before becoming a visionary seeker, the player must decide to which class to add each visionary seeker level for determining spells per day, spells known, and overall caster level.

Divination Expertise (Ex): A visionary seeker may add his class level to his caster level when casting divination spells. This bonus stacks with the bonus gained for additional spellcasting levels at every odd-numbered class level.

For example, a 10th-level wizard/4th-level visionary seeker would cast divinations as a 16th-level caster (10 for wizard levels, 4 for visionary seeker levels, and 2 for the added spellcasting levels gained from visionary seeker class levels).

Spell Mimic (Sp): Once per day, a visionary seeker of 2nd level or higher can mimic any spell (arcane or divine) of a level no greater than his class level.

He must have seen the spell cast within the previous 24 hours, and he must supply any material components or focus that the spell requires.

The spell's casting time is as normal for the spell.

The visionary seeker cannot apply metamagic effects to the spell, even if the original spell included such effects.

Treat his caster level for the spell as equal to his highest caster level in any class.

At 6th level, a visionary seeker can use this ability twice per day, and at 10th level, he can use it three times per day.

Intuition (Ex): A 3rd-level visionary seeker gains a +2 insight bonus on initiative checks and Will saves against illusions.

These bonuses increase to +4 at 7th level.

Bend Fate (Su): At 4th level, a visionary seeker gains the ability to manipulate fate in his favor.

Once per day, he can add 1d6 to any d20 roll he makes.

He must declare the use of this ability before rolling the d20.

Trick Fate (Su): Once per day, a visionary seeker of 8th level can reroll one roll that he has just made before the DM declares whether the roll results in success or failure.

He must take the result of the reroll, even if it's worse than the original roll.

Moment of Prescience (Sp): Once per day, a 10th-level visionary seeker can use *moment of prescience* as a spell-like ability.

Treat his caster level as equal to his highest caster level in any class.

TABLE 3-4: THE VISIONARY SEEKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+0	Divination expertise	+1 level of existing spellcasting class
2nd	+1	+0	+3	+0	Spell mimic 1/day	—
3rd	+2	+1	+3	+1	Intuition (+2)	+1 level of existing spellcasting class
4th	+3	+1	+4	+1	Bend fate	—
5th	+3	+1	+4	+1	—	+1 level of existing spellcasting class
6th	+4	+2	+5	+2	Spell mimic 2/day	—
7th	+5	+2	+5	+2	Intuition (+4)	+1 level of existing spellcasting class
8th	+6	+2	+6	+2	Trick fate	—
9th	+6	+3	+6	+3	—	+1 level of existing spellcasting class
10th	+7	+3	+7	+3	Moment of prescience 1/day, spell mimic 3/day	—

PLAYER'S GUIDE TO FAERÛN (3.5)

ARCANE DEVOTEE

Although clerics and druids make up the majority of spellcasters within the hierarchies of Faerûn's churches, they by no means hold a monopoly.

Many pious sorcerers and wizards, and even a few bards, choose to devote themselves to a deity as thoroughly as the most devout of clerics.

These arcane spellcasters gain an insight into divine magic that often baffles their less religious peers.

Arcane devotees are most common among the worshipers of Azuth and Mystra, with the former attracting more wizards and the latter more sorcerers.

Bards sometimes become arcane devotees of Lliira or other musically inclined deities, and rumors persist of assassins serving as arcane devotees of Bane.

Hit Die: d4.

REQUIREMENTS

To qualify to become an arcane devotee, a character must fulfill all the following criteria.

Skills: Knowledge (religion) 8 ranks, Spellcraft 8 ranks.

Feat: Enlarge Spell.

Spells: Able to cast 4th-level arcane spells.

Patron Deity: An arcane devotee must have a patron deity, and it must be the one he serves as an arcane devotee.

CLASS SKILLS

The arcane devotee's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the arcane devotee prestige class.

Weapon and Armor Proficiency: Arcane devotees gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new arcane devotee level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class granted him access to 4th-level arcane spells before he added the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on), except for an increased effective level of spellcasting.

This essentially means that he adds the level of arcane devotee to the level of whatever other arcane spellcasting class granted him access to 4th-level arcane spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one arcane spellcasting class that granted access to 4th-level spells before he became an arcane devotee, he must decide to which class he adds each level of arcane devotee for the purpose of determining spells per day and spells known.

Reach of the Holy (Ex): At 1st level, the arcane devotee may apply the effects of the Enlarge Spell feat to any spell he casts.

He does not need to prepare it as an enlarged spell in advance, and the use of this ability does not increase the casting time or use a higher-level spell slot.

The arcane devotee may use this ability a number of times per day equal to 1 + his Cha modifier (minimum once per day).

Sacred Defense (Ex): Beginning at 2nd level, the arcane devotee gains a +1 bonus on saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

When he reaches 4th level, the bonus increases to +2.

Divine Synergy (Ex): At 3rd level, the arcane devotee learns to harmonize his magic with that of his deity's worshipers.

Any time he is the target of a harmless spell cast by a divine spellcaster of his patron deity, the spell functions as if affected by the Empower Spell feat, if applicable.

The spell must be cast by another character—even if the arcane devotee has levels in a divine spellcasting class, he does not gain this benefit for divine spells he casts on himself.

A spell that cannot be affected by the Empower Spell feat gains no further benefit from this ability.

Divine Shroud (Sp): Once per day, a 5th-level arcane devotee may surround himself with a shroud of glowing divine power that protects him against hostile spells.

This ability functions like the *spell resistance* spell (caster level equals arcane devotee level), except that the *divine shroud* is of a color appropriate to the arcane devotee's patron.

An arcane devotee of Tyr, for example, is surrounded by a steady, rose-purple glow, while an arcane devotee of Cyric is wrapped in a pulsating cloud of purple and black.

TABLE 2-2: THE ARCANE DEVOTEE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Reach of the holy	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Sacred defense +1	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Divine synergy	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Sacred defense +2	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Divine shroud	+1 level of existing arcane spellcasting class

BLACK BLOOD HUNTER

The People of the Black Blood, as described in the *FORGOTTEN REALMS Campaign Setting*, are lycanthropes united only by their reverence for Malar, the Beastlord. The basic credo of Malar's church—survival of the fittest and winnowing of the weak—is evil in a dispassionate way, but the god grants exceptional power to those who supplement that bestial level of evil with torture, rape, and other truly vile acts.

Black blood hunters come from all classes, and both afflicted and natural lycanthropes are eligible for the prestige class.

Rangers, druids, and barbarians are common among the hunters, but only because they are common among the People of the Black Blood.

Clerics of Malar often choose this path as well because they enjoy having the ability to cast spells in animal form.

Black blood hunters have no organizational structure.

Some bands of People of the Black Blood include hunters; others do not.

Some of the hunters have risen to leadership of their packs, while others wish only to participate in the hunt.

Hit Die: d8.

REQUIREMENTS

To qualify to become a black blood hunter, a character must fulfill all the following criteria.

Race: Any lycanthrope.

Skills: Control Shape 8 ranks (afflicted lycanthrope only), Jump 6 ranks, Knowledge (nature) 4 ranks, Survival 6 ranks.

Feats: Power Attack, Vile Natural Attack (*Book of Vile Darkness*).

Patron Deity: Malar.

CLASS SKILLS

The black blood hunter's class skills (and the key ability for each skill) are Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the black blood hunter prestige class.

Weapon and Armor Proficiency: Black blood hunters gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Greater Curse of Lycanthropy (Su): The DC of the Fortitude save required to avoid contracting lycanthropy from the character's bite attack increases by an amount equal to his black blood hunter level.

Lycanthropic Spell (Ex): A black blood hunter with spellcasting ability can cast spells normally in his animal or hybrid form, as though he were a druid in wild shape using the Natural Spell feat.

Wild Items (Ex): A black blood hunter can use armor with the wild special ability, a *wildling clasp*, or any similar item designed for a druid to use while in wild shape.

For the purpose of using such items, all the black blood hunter's lycanthropic forms count as wild shapes.

Animal Aspect (Su): Starting at 2nd level, a black blood hunter gains the ability to take on limited characteristics of his animal form while remaining in his humanoid form.

Once per day, he can gain the Strength, Dexterity, or Constitution of his animal form without actually adopting that shape.

In addition, his natural armor bonus increases by +2.

All these changes last for 1 minute per black blood hunter level.

The black blood hunter can use this ability twice per day at 4th level, three times per day at 6th level, four times per day at 8th level, and five times per day at 10th level.

Wild Empathy (Ex): A black blood hunter of 2nd level or higher can use body language, vocalizations, and demeanor to improve the attitude of an animal.

This ability functions like the druid class feature of the same name, except that the character adds his black blood hunter level to his 1d20 roll instead of his druid level.

Furthermore, he gains a +8 racial bonus (rather than the normal +4) when using this ability with normal or dire animals of the same kind as his animal form.

If the black blood hunter also has the wild empathy ability from another class (such as druid or ranger), levels of that class stack with his black blood hunter levels for the purpose of determining the bonus on the wild empathy check.

Improved Hybrid Form (Ex): At 3rd level, a black blood hunter gains the ability to use his animal form's special attacks while in hybrid form.

Improved Vile Natural Attack (Su): At 4th level, a black blood hunter deals an additional 1d4 points of vile damage with each successful natural attack, rather than the 1 point that the Vile Natural Attack feat allows.

Vile damage can be healed only by magic cast within the area of a *consecrate* or *hallow* spell.

When he reaches 8th level, the vile damage he deals with a natural attack increases to 1d6 points.

Improved Damage Reduction (Su): When the black blood hunter reaches 5th level, his lycanthropic damage reduction improves by 5 points—to 10/silver if he is an afflicted lycanthrope, or to 15/silver if he is a natural lycanthrope.

When he reaches 10th level, his damage reduction can be bypassed only by magic silver weapons.

Faster Change (Ex): A black blood hunter of at least 6th level can change to or from animal or hybrid form as a move action rather than a standard action.

Quick Change (Ex): A 9th-level or higher black blood hunter can change to or from animal or hybrid form as a free action.

TABLE A-2: THE BLACK BLOOD HUNTER

Class	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+0	+2	+2	+0	Greater curse of lycanthropy, lycanthropic spell, wild items
2nd	+1	+3	+3	+0	Animal aspect 1/day, wild empathy
3rd	+2	+3	+3	+1	Improved hybrid form
4th	+3	+4	+4	+1	Animal aspect 2/day, improved vile natural attack 1d4
5th	+3	+4	+4	+1	Improved damage reduction (+5/silver)
6th	+4	+5	+5	+2	Animal aspect 3/day, faster change
7th	+5	+5	+5	+2	—
8th	+6	+6	+6	+2	Animal aspect 4/day, improved vile natural attack 1d6
9th	+6	+6	+6	+3	Quick change
10th	+7	+7	+7	+3	Animal aspect 5/day, improved damage reduction (magic and silver)

CELEBRANT OF SHARESS

Sharess is a paradoxical deity.

Originally, she was a war goddess of the Mulhorandi pantheon—a champion in the war against Set and his forces of evil.

Now, however, she is a goddess of passion and sex who is more often referred to as the Festhall Madam than as the Foe of Set.

Most of her priests forget her glorious past and spend their time running brothels and celebrating the Endless Revel of Life, a nearly constant parade of festivals in their goddess's honor.

But the celebrants of Sharess are different.

They do not neglect Sharess in her present aspect as the goddess of pleasure and lust, but neither do they forget the ancient Foe of Set, who was Anhur's lieutenant.

Celebrants of Sharess are seducers and warriors, hedonists and pious champions of good.

While many of the goddess's followers are chaotic neutral and some even lean toward evil, the celebrants are an ever-present reminder that evil is the enemy, and that pleasure is to be enjoyed and shared with all as an act of good.

Though celebrants of Sharess are not clerics, in many ways they represent a truer embodiment of their deity's nature than many of her clerics do.

Most celebrants were previously bards.

Clerics who adopt this prestige class forsake their advancement in divine spellcasting, so it is not an attractive path for them.

Sometimes barbarian/bards find themselves drawn to the celebrants, and rogues are common among their ranks as well.

Celebrant NPCs are rare, and they find little welcome in the decadent church of Sharess.

The celebrants have initiated a reform movement within the church, challenging the establishment to change its interpretation of Sharess's dogma and remember the good aspect of her alignment as well as the freewheeling chaotic one.

Hit Die: d6.

REQUIREMENTS

To qualify to become a celebrant of Sharess, a character must fulfill all the following criteria.

Alignment: Chaotic good.

Skills: Diplomacy 7 ranks, Perform (any) 7 ranks.

Feats: Sacred Vow (*Book of Exalted Deeds*), Vow of Purity (*Book of Exalted Deeds*).

CLASS SKILLS

The celebrant of Sharess's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Tumble (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the celebrant of Sharess prestige class.

Weapon and Armor Proficiency: Celebrants of Sharess gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks. Spells: Beginning at 1st level, a celebrant of Sharess gains the ability to cast a number of arcane spells.

To cast a spell, a celebrant must have a Charisma score of at least 10 + the spell's level, so a celebrant with a Charisma of 10 or lower cannot cast these spells.

Celebrant of Sharess bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the celebrant's Charisma bonus (if any).

When the celebrant gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 1st-level celebrant), she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level.

The celebrant's spell list appears below.

A celebrant of Sharess casts spells just as a bard does.

Upon reaching 6th level, and at every even-numbered level after that (8th and 10th), a celebrant of Sharess can choose to learn a new spell in place of one she already knows.

The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level celebrant of Sharess spell the character can cast.

For instance, upon reaching 6th level, a celebrant of Sharess could trade in a single 1st-level spell (two spell levels below the highest-level celebrant spell she can cast, which is 3rd) for a different 1st-level spell.

At 8th and 10th levels, she could trade in a single 1st-level or 2nd-level spell (since she now can cast 4th-level celebrant spells) for a different spell of the same level.

A celebrant of Sharess may swap only a single spell at any given level, and she must choose whether or not to swap the spell at the same time that she gains new spells known for that level.

TABLE A-4: CELEBRANT OF SHARESS
SPELLS KNOWN

Level	1st	2nd	3rd	4th
1st	2*	—	—	—
2nd	3	—	—	—
3rd	3	2*	—	—
4th	4	3	—	—
5th	4	3	2*	—
6th	4	4	3	—
7th	4	4	3	2*
8th	4	4	4	3
9th	4	4	4	3
10th	4	4	4	4

*Provided the celebrant of Sharess has sufficient Charisma to have a bonus spell of this level.

Fascinate (Sp): A celebrant of Sharess can use her flirtation ability (see below) to cause one or more creatures to become fascinated with her.

Each creature to be fascinated must be within 90 feet of the celebrant and be able to see, hear, and pay attention to her. The celebrant must also be able to see the creature. The distraction of a nearby combat or other danger prevents the ability from working.

For every three levels a celebrant attains beyond 1st, she can target one additional creature with a single use of this ability (two at 4th level, three at 7th level, and four at 10th level).

To use this ability, the celebrant makes a Perform check. Her check result is the DC for each affected creature's Will save against the effect.

If a creature's saving throw succeeds, the celebrant cannot attempt to fascinate that creature again for 24 hours.

If its saving throw fails, the creature sits quietly and gazes at the celebrant, taking no other actions, for as long as she continues her performance and concentration (up to a maximum of 1 round per celebrant of Sharess level).

While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks.

Any potential threat (such as an ally of the celebrant approaching the fascinated creature) requires the celebrant to make a new Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat (such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target) automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability.

Feline Familiar (Ex): A celebrant of Sharess can obtain a cat as a familiar.

Doing so takes 24 hours but costs nothing (unlike the summon familiar ability of a sorcerer or wizard).

The cat serves as a companion and servant.

As the celebrant advances in level, her familiar also increases in power.

This cat familiar follows all the rules for a sorcerer's or wizard's familiar, except that the celebrant's effective class level for the purpose of determining familiar benefits is twice her celebrant of Sharess level.

Thus, a 3rd-level celebrant's familiar can speak with its master, as if the celebrant were a 6th-level sorcerer or wizard.

A celebrant cannot have more than one familiar, and her celebrant levels do not stack with levels of any other class for the purpose of determining her familiar's abilities.

If she has levels in another class that can summon a familiar, use either her level in that class or twice her celebrant of Sharess level, whichever is higher, to determine familiar benefits.

Flirtation (Su): Once per day per celebrant of Sharess level, the character can combine her Perform skill with her talents at flirtation and seduction to produce magical effects similar to those of the bardic music ability on those around her.

Starting a flirtation effect is a standard action.

Some flirtation effects require concentration, which means the celebrant must use a standard action each round to maintain the effect.

Even while using a flirtation ability that doesn't require concentration, a celebrant cannot cast spells or activate magic items by spell completion (such as scrolls) or command word (such as wands).

Fury of the Tigress (Ex): At 2nd level, a celebrant of Sharess can enter a state of rage, gaining phenomenal strength and durability but becoming reckless and less able to defend herself.

She temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but she takes a -2 penalty to Armor Class.

This ability functions exactly like a barbarian's rage.

A celebrant of Sharess can enter this state once per day at 2nd level, twice per day at 6th level, and three times per day at 10th level.

Suggestion (Sp): A 4th-level or higher celebrant of Sharess can make a *suggestion* (as the spell) to a creature that she has already fascinated (see above).

Using this ability does not break the celebrant's concentration on the *fascinate* effect or count against her daily limit on flirtation effects.

A Will saving throw (DC 10 + celebrant of Sharess level + celebrant of Sharess's Cha modifier) negates the effect.

This ability affects only a single creature.

Suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability.

Pounce of the Tigress (Ex): At 5th level, a celebrant of Sharess can make a full attack at the end of a charge.

Sanctuary (Sp): A celebrant of Sharess who is at least 7th level can prevent creatures from attacking her or her allies in a manner similar to the effect of the *sanctuary* spell.

To use this ability, the celebrant makes a Perform check.

Her check result is the DC for each affected creature's Will save against the effect.

Any opponent attempting to strike or otherwise directly attack the celebrant or any of her allies, even with a targeted spell, must attempt a Will save.

Success means the opponent can attack normally and is unaffected by that use of the flirtation ability.

If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly affect the celebrant or her allies for the duration of the effect.

Creatures not attempting to attack remain unaffected.

This effect does not prevent opponents from using area or effect spells that would harm the celebrant or her allies.

If the celebrant attacks another creature, or her allies do so, the *sanctuary* effect is broken.

Swiftiness of the Tigress (Ex): When she reaches 8th level, a celebrant of Sharess can function as though affected by a *haste* spell.

This benefit lasts for a number of rounds per day equal to her celebrant of Sharess level.

This duration need not be consecutive—the celebrant of Sharess may break it up into increments as small as 1 round if she so desires.

Ending the effect is a free action.

Inspire Desire (Su): At 10th level, a celebrant of Sharess can use her flirtation ability to inspire love or desire in a creature she has already fascinated.

Using this ability does not break the celebrant's concentration on the *fascinate* effect, but it does count against her daily limit on flirtation effects.

A Will saving throw (DC 10 + celebrant of Sharess level + celebrant of Sharess's Cha modifier) negates the effect.

This ability affects only a single creature.

The love effect of this ability causes the target to fall in love with a specified creature, which must either be within sight of the target creature at the time the effect is used, or else be specified only as "the next creature you see".

The subject takes any opportunity to be near the object of its affection and makes every effort to win that creature's love.

The desire effect is similar to the love effect, except that the target seeks any opportunity to become physically intimate with the specified creature, short of causing it physical harm.

Inspire desire is an enchantment (compulsion), mind-affecting ability.

CELEBRANT OF SHARESS SPELL LIST

Celebrants of Sharess choose their spells from the following list:

1st Level: *cause fear*, *charm person*, *lesser confusion*, *daze*, *disguise self*, *hypnotism*, *lullaby*, *ray of hope**, *read magic*, *remove fear*, *sleep*, *Tasha's hideous laughter*.

2nd Level: *alter self*, *calm emotions*, *cat's grace*, *daze monster*, *detect thoughts*, *eagle's splendor*, *ease pain**, *elation**, *enthral*, *Faerinaal's hymn**, *heroism*, *hold person*, *hypnotic pattern*, *rage*, *scare*, *suggestion*, *tongues*, *yoke of mercy**.

3rd Level: *charm monster*, *confusion*, *crushing despair*, *deep slumber*, *fear*, *glibness*, *good hope*, *lesser geas*, *refreshment**, *slow*, *warcry**.

4th Level: *blinding beauty**, *break enchantment*, *dominate person*, *hold monster*, *mass suggestion*, *modify memory*, *rainbow pattern*.

* Described in *Book of Exalted Deeds*.

TABLE A-3: THE CELEBRANT OF SHARESS

Class	Base	Fort	Ref	Will	Spells per Day				
Level	Attack Bonus	Save	Save	Save	Special	1st	2nd	3rd	4th
1st	+0	+0	+0	+2	<i>Fascinate</i> , <i>feline familiar</i> , <i>flirtation</i>	0	—	—	—
2nd	+1	+0	+0	+3	<i>Fury of the tigress</i> 1/day	1	—	—	—
3rd	+1	+1	+1	+3	—	2	0	—	—
4th	+2	+1	+1	+4	<i>Suggestion</i>	3	1	—	—
5th	+2	+1	+1	+4	<i>Pounce of the tigress</i>	3	2	0	—
6th	+3	+2	+2	+5	<i>Fury of the tigress</i> 2/day	3	3	1	—
7th	+3	+2	+2	+5	<i>Sanctuary</i>	3	3	2	0
8th	+4	+2	+2	+6	<i>Swiftens of the tigress</i>	3	3	3	1
9th	+4	+3	+3	+6	—	3	3	3	2
10th	+5	+3	+3	+7	<i>Fury of the tigress</i> 3/day, <i>inspire desire</i>	3	3	3	3

COGNITION THIEF

These psionic agents of espionage specialize in delving deeply into the minds of their targets to steal their very thoughts—and sometimes the ability to reason as well. They appear unassuming, using neither powerful weapons nor flashy spells to achieve their goals.

But a cognition thief's subtle ability to worm her way into a target's very consciousness makes her the ultimate secret agent.

Cognition thieves almost always come from the ranks of psions or wilders, although sometimes a monster with the psilike ability to emit a psionic blast becomes a cognition thief.

Psions with the telepath discipline are particularly prevalent.

Cognition thieves have all received training in Skullport's Hall of Mental Splendor (see above).

Most still work for that group of mercenary spies-for-hire, but some have since retired or severed ties with the Hall. Hit Die: d4.

REQUIREMENTS

To qualify to become a cognition thief, a character must fulfill all the following criteria.

Skills: 5 ranks each in any two of the following skills: *Bluff*, *Disguise*, *Gather Information*, *Open Lock*.

Feat: *Inquisitor* (*Psionics Handbook*).

Psionics: Able to manifest the *psionic blast* power (*Psionics Handbook*).

CLASS SKILLS

The cognition thief's class skills (and the key ability for each skill) are *Autohypnosis* (Wis), *Bluff* (Cha), *Craft* (Int), *Disable Device* (Int), *Disguise* (Cha), *Escape Artist* (Dex), *Forgery* (Int), *Gather Information* (Cha), *Hide* (Dex), *Knowledge* (psionics) (Int), *Move Silently* (Dex), *Open Lock* (Dex), *Profession* (Wis), *Psicraft* (Int), *Sleight of Hand* (Dex), *Sense Motive* (Wis), and *Stabilize Self* (Con). See Chapter 4: Skills in the *Player's Handbook* and Chapter 2: Skills in the *Psionics Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the cognition thief prestige class.

Weapon and Armor Proficiency: Cognition thieves are proficient with all simple weapons and light armor. Armor check penalties for armor heavier than leather apply to the skills *Balance*, *Climb*, *Escape Artist*, *Hide*, *Jump*, *Move Silently*, *Sleight of Hand*, and *Tumble*, and double the normal armor check penalty applies to *Swim* checks. Power Points per Day/Powers Discovered: At 2nd, 3rd, 5th, 6th, 8th, and 9th level, the character gains new power points per day (and powers discovered, if applicable) as if she had also gained a level in a psionic class she belonged to before she added the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic feats or item creation feats, hit points beyond those she receives from the prestige class, and so on).

She does gain the following benefits: an increased effective manifester level, additional power points, and effective additional levels for *psicrystal* powers (if a *psicrystal* is owned).

This essentially means that she adds the level of cognition thief to the level of some other psionic class the character has, then determines power points per day, powers discovered, and manifester level accordingly.

If a character had more than one psionic class that before she became a cognition thief, she must decide to which class she adds each level of cognition thief for the purpose of determining power points per day and powers discovered.

Bonus Powers Known: At 1st, 4th, 7th, and 10th level, the cognition thief learns two new powers chosen from the telepath discipline.

She can choose any power from the list that she would be able to manifest.

Even cognition thieves who manifest their powers as wilders can choose from the telepath discipline list, which is otherwise forbidden to them.

These powers are acquired through personal meditation, just as the new powers learned at each level in a base psionic class are.

Thus, they take no time and cost no XP to learn.

Read Thoughts (Sp): At 1st level, the cognition thief can use *read thoughts* (as the psionic power of the same name) once per day.

The save DC for this power is $10 + 1/2$ cognition thief's character level + cognition thief's Int or Cha modifier, whichever is higher.

She can use this power twice per day at 4th level, three times per day at 7th level, and at will at 10th level.

Confusion (Sp): At 4th level, the cognition thief can use *confusion* (as the spell of the same name) once per day.

The save DC for this ability is $10 + 1/2$ cognition thief's character level + cognition thief's Int or Cha modifier, whichever is higher.

She can use this power twice per day at 7th level and three times per day at 10th level.

Mind Probe (Sp): At 7th level, the cognition thief can use *mind probe* (as the psionic power of the same name) once per day.

The save DC for this power is $10 + 1/2$ cognition thief's character level + cognition thief's Int or Cha modifier, whichever is higher.

She can use this power twice per day at 10th level.

Insanity (Sp): At 10th level, the cognition thief can use *insanity* (as the spell of the same name) once per day.

The save DC for this ability is $10 + 1/2$ cognition thief's character level + cognition thief's Int or Cha modifier, whichever is higher.

TABLE A-1: THE COGNITION THIEF

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points per Day/Powers Discovered
1st	+0	+0	+0	+2	Bonus powers known, <i>read thoughts</i> 1/day	—
2nd	+1	+0	+0	+3	—	+1 level of existing psionic class
3rd	+1	+1	+1	+3	—	+1 level of existing psionic class
4th	+2	+1	+1	+4	Bonus powers known, <i>confusion</i> 1/day, <i>read thoughts</i> 2/day	—
5th	+2	+1	+1	+4	—	+1 level of existing psionic class
6th	+3	+2	+2	+5	—	+1 level of existing psionic class
7th	+3	+2	+2	+5	Bonus powers known, <i>confusion</i> 2/day, <i>mind probe</i> 1/day, <i>read thoughts</i> 3/day	—
8th	+4	+2	+2	+6	—	+1 level of existing psionic class
9th	+4	+3	+3	+6	—	+1 level of existing psionic class
10th	+5	+3	+3	+7	Bonus powers known, <i>confusion</i> 3/day, <i>insanity</i> 1/day, <i>mind probe</i> 2/day, <i>read thoughts</i> at will	—

DIVINE CHAMPION

A divine champion is the strong right arm of her deity. She serves as a guardian of holy sites, a protector of pilgrims, and a leader of crusades.

Though paladins fill these roles in many good-aligned churches, a divine champion can take up the banner of any deity, regardless of alignment or ethos.

Rivalries between divine champions of opposing faiths have been the stuff of legends told by bards for centuries. These holy warriors are loved by their patron's worshippers and hated by the church's enemies in equal measure. Most divine champions come from a combat or military background.

Barbarians, fighters, paladins, and rangers are the most common candidates, though monks, clerics, and the more militant druids frequently pursue this path as well.

Many divine champions of evil gods are also blackguards, and divine champions of all alignments often have levels in prestige classes unique to their churches.

Bards, rogues, sorcerers, and wizards rarely become divine champions unless they are unusually militant.

Hit Die: d10.

REQUIREMENTS

To qualify to become a divine champion, a character must fulfill all the following criteria.

Base Attack Bonus: +7.

Skill: Knowledge (religion) 3 ranks.

Feat: Weapon Focus (deity's favored weapon).

Patron Deity: A divine champion must have a patron deity, and it must be the one he serves as a divine champion.

CLASS SKILLS

The divine champion's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (religion), Ride (Dex), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are features of the divine champion prestige class.

Weapon and Armor Proficiency: Divine champions are proficient with all simple and martial weapons, but not with any armor or shields.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Lay on Hands (Su): Beginning at 1st level, a divine champion may heal wounds (her own or those of others with the same patron deity) by touch.

This ability otherwise functions like the paladin's lay on hands ability.

If the divine champion has the lay on hands ability from another source (such as paladin levels), her daily uses of the ability from that source are not limited by the strictures of this version.

Only the daily uses derived from divine champion levels are restricted to characters with the same patron deity.

Bonus Feat: At 2nd level and again at 4th level, the divine champion may select a bonus feat from the following list: Blind-Fight, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency, Improved Critical, Improved Initiative, Improved Turning, Quick Draw, Weapon Focus. He must meet any prerequisites for a feat in order to select it.

Sacred Defense (Ex): At 2nd level, the divine champion gains a +1 bonus on saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders. When she reaches 4th level, the bonus increases to +2.

Smite Infidel (Su): Once per day, a divine champion of at least 3rd level may attempt to smite a creature that has a different patron deity (or no patron deity at all) with one normal melee attack.

She adds her Charisma bonus (if any) to the attack roll and deals 1 extra point of damage per divine champion level. For example, a 4th-level divine champion armed with a longsword would deal 1d8+4 points of damage, plus any additional bonuses from high strength or magical effects that would normally apply.

If a divine champion accidentally smites a creature that is not of an opposing alignment or deity, the smite has no effect but is still used up for that day.

If the divine champion has a smite ability from another source (such as cleric or paladin levels), she may instead use that ability one extra time per day.

Divine Wrath (Su): Once per day, a 5th-level divine champion can channel a portion of her patron deity's power to greatly enhance her own battle prowess.

She gains damage reduction 5/- and a +3 bonus on attack rolls, damage, and saving throws for a number of rounds equal to her Charisma modifier (minimum 1 round).

These modifiers are sacred bonuses if the divine champion's patron is of good alignment, or profane bonuses if her deity is of evil alignment.

If the patron deity is neutral, the divine champion's alignment determines whether the bonuses are sacred or profane.

If both the divine champion and her patron are neutral, the character chooses whether the bonuses are sacred or profane when she first gains the ability.

TABLE 2-3: THE DIVINE CHAMPION

Class	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Lay on hands
2nd	+2	+3	+0	+0	Bonus feat, sacred defense +1
3rd	+3	+3	+1	+1	Smite infidel
4th	+4	+4	+1	+1	Bonus feat, sacred defense +2
5th	+5	+4	+1	+1	Divine wrath

deific grudge matches

Although the opposed alignment system works just fine for determining a divine champion's enemies, there are many deities in Toril that, while not diametrically opposed in alignment, hate each other with a passion. The following table lists the most commonly worshiped gods of Faerûn and several of their enemies. Each divine champion should choose one foe of her patron deity to oppose. For deities not noted on this table, the DM can either choose an appropriate opposed deity or consult *Faiths and Pantheons*.

Deity Opposed Deities

Azuth	Cyric, Mask
Bane	Cyric, Helm, Ilmater, Lathander, Mystra, Oghma, Torm, Tyr
Chauntea	Auril, Malar, Talos, Umberlee
Cyric	Bane, Kelemvor, Mystra, Torm
Eilistraee	Drow pantheon (choose one)
Gond	Talos
Helm	Bane, Cyric, Malar, Talos
Ilmater	Cyric, Loviatar, Talona, Talos
Kelemvor	Cyric, Talona, Velsharoon
Kossuth	Istishia

Lathander	Bane, Cyric, Malar, Shar, Talos, Velsharoon
Lolth	Eilistraee, elven pantheon (pick one), Ghaunadaur, Gruumsh
Malar	Chauntea, Helm, Mielikki
Mask	Helm, Oghma, Torm, Selûne
Mielikki	Malar, Talos, Talona
Mystra	Bane, Cyric, Helm, Shar
Oghma	Bane, Cyric, Mask, Talos
Selûne	Mask, Shar, Umberlee
Shar	Lathander, Selûne, Shaundakul
Shaundakul	Beshaba, Shar
Silvanus	Malar, Talos, Talona
Sune	Auril, Malar, Talos, Talona, Umberlee
Talos	Chauntea, Helm, Ilmater, Lathander, Shaundakul, Silvanus
Tempus	Garagos
Torm	Bane, Cyric, Mask
Tymora	Bane, Beshaba, Loviatar
Tyr	Bane, Cyric, Mask, Talos, Talona
Umberlee	Chauntea, Selûne, Sune, Valkur
Uthgar	Auril, Helm, Ilmater, Malar, Torm, Tyr
Waukeen	Graz'zt, Mask

DIVINE DISCIPLE

Among the disciples of any religion are a rare few individuals whose devotion to their deity goes far above and beyond the norm.

A divine disciple is the living embodiment of her patron deity on Toril, and at the height of her power, she actually ascends to something more than mortal.

At that point, whether she continues to serve her deity in Faerûn or departs the mortal coil to bask in the actual presence of her god, a divine disciple is the epitome of an intelligent creature's personal relationship with its deity. All divine disciples come from the ranks of divine spellcasters.

Clerics and druids are the most common candidates, but especially pious paladins and rangers sometimes pursue this path.

In the dark churches of evil gods, blackguards sometimes rise to become divine disciples.

Hit Die: d8.

REQUIREMENTS

To qualify to become a divine disciple, a character must fulfill all the following criteria.

Skills: Diplomacy 5 ranks, Knowledge (religion) 8 ranks.

Spells: Able to cast 4th-level divine spells.

Patron Deity: A divine disciple must have a patron deity, and it must be the one she serves as a divine disciple.

CLASS SKILLS

The divine disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are features of the divine disciple prestige class.

Weapon and Armor Proficiency: Divine disciples gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new divine disciple level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever divine spellcasting class granted her access to 4th-level divine spells before she added the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting.

This essentially means that she adds the level of divine disciple to the level of whatever other divine spellcasting class granted her access to 4th-level divine spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one divine spellcasting class that granted access to 4th-level spells before she became a divine disciple, she must decide to which class she adds each level of divine disciple for the purpose of determining spells per day and spells known.

Divine Emissary (Ex): At 1st level, a divine disciple can communicate telepathically with any outsider within 60 feet that has the same alignment as she does or serves her deity.

The telepathy function of this class feature is a supernatural ability.

The character also gains a bonus equal to her divine disciple level on any Charisma-based skill or ability checks she makes when dealing with outsiders that share her alignment or patron.

Sacred Defense (Ex): At 2nd level, the divine disciple gains a +1 bonus on saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

At 4th level, this bonus increases to +2.

Imbue With Spell Ability (Sp): A 3rd-level divine disciple can use *imbue with spell ability* (caster level equals divine disciple's caster level).

Since it is a spell-like ability, the divine disciple does not need to devote a 4th-level spell slot to its use, though the imbued spells themselves take up her lower-level spell slots, as usual.

This ability is usable once per day.

Domain: At 4th level, the divine disciple may choose a domain from those that her deity grants access to.

If she already has two domains as a cleric, she gains a third in addition to those.

Regardless of her original divine spellcasting class, she gains the granted power of the new domain, adding her

divine disciple level to her cleric level (if any) to determine level-based effects.

If the divine disciple has cleric levels, she also gains a third spell choice with which to fill her domain spell slot at each level.

Druids, paladins, and rangers gain no extra spell slots for domain spells, but they can prepare the domain's spells in their normal spell slots.

Transcendence (Su): At 5th level, thanks to her frequent contact with outsiders and her deity's direct intervention, the divine disciple sheds her mortal form and becomes an outsider with the native subtype.

This apotheosis grants her immunity to any spell or effect that does not affect outsiders (for example, *charm person* cannot affect her) as well as darkvision out to 60 feet, if she does not already have it.

Because of her native subtype, however, the divine disciple must still eat, breathe, and sleep, and she can be *reincarnated*, *raised*, or resurrected normally.

She also gains any alignment subtypes that match alignment components she has in common with her deity.

Thus, a chaotic neutral divine disciple of a chaotic evil deity gains the chaotic subtype, and a divine disciple of a neutral deity gains no additional subtypes.

TABLE 2-4: THE DIVINE DISCIPLE

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Divine emissary	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Sacred defense +1	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	<i>Imbue with spell ability</i>	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Domain, sacred defense +2	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Transcendence	+1 level of existing divine spellcasting class

DIVINE SEEKER

Even the gods have need of secrecy from time to time.

When stealth and discretion are more suitable for a given task than combat prowess or holy spells, the divine seeker steps in to perform missions for her deity.

Depending upon the church to which she belongs, a divine seeker might be called upon to retrieve a holy relic from lands controlled by enemies of the church, covertly spy upon the priests of a rival faith, or even assassinate heretics who speak out against her deity.

Subtlety is the divine seeker's stock in trade, and she can often accomplish her task without the slightest evidence of her church's involvement.

Divine seekers can come from any character class, but monks, rangers, and rogues are the most common candidates.

Barbarians and bards sometimes have enough skills to become divine seekers, but they tend to lack the subtlety necessary for success.

Sorcerers and wizards sometimes become divine seekers, but they often have difficulty accumulating the requisite skills.

Hit Die: d6.

REQUIREMENTS

To qualify to become a divine seeker, a character must fulfill all the following criteria.

Skills: Hide 8 ranks, Knowledge (religion) 3 ranks, Move Silently 10 ranks, Spot 5 ranks.

Feat: Stealthy.

Patron: A divine seeker must have a patron deity, and it must be the one she serves as a divine seeker.

CLASS SKILLS

The divine seeker's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are features of the divine seeker prestige class.

Weapon and Armor Proficiency: A divine seeker is proficient with all simple weapons and with light armor, but not with shields.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Sacred Stealth (Su): At 1st level, the divine seeker can call upon her deity's power to shield her from prying eyes and ears.

As a standard action, she can grant herself a +10 sacred bonus (or profane bonus, if her patron deity is evil) on Hide and Move Silently checks.

This benefit lasts for a number of minutes per day equal to her Charisma modifier (minimum 1 minute per day).

This duration need not be consecutive—the divine seeker may break it up into increments as small as 1 round if she so desires.

Ending the effect is a free action.

Thwart Magic Trap (Ex): At 1st level, the divine seeker gains a +3 bonus on all Disable Device and Search checks made to locate, disable, or bypass magic traps.

Sacred Defense (Ex): Beginning at 2nd level, the divine seeker gains a +1 bonus on saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

At 4th level, the bonus increases to +2.

Sneak Attack (Ex): This ability functions like the rogue ability of the same name.

The extra damage dealt increases by +1d6 at 2nd level, and again at 5th level.

If a divine seeker gets a sneak attack bonus from another source (such as rogue levels) the bonuses on damage stack.

Furthermore, divine seeker levels stack with any other appropriate class levels (such as rogue or assassin) for the purpose of overcoming improved uncanny dodge.

Locate Creature (Sp): Beginning at 3rd level, the divine seeker may use *locate creature* (caster level equals divine seeker level + divine seeker's Cha modifier) once per day.

Locate Object (Sp): At 3rd level, the divine seeker may use *locate object* (caster level equals divine seeker level + divine seeker's Cha modifier) once per day.

Divine Perseverance (Su): If a 4th-level or higher divine seeker is brought to –1 hit points or lower, she automatically heals a number of hit points equal to 3d6 + her Charisma bonus (if any).

This ability is usable once per day.

Find the Path (Sp): At 5th level, the divine seeker may use *find the path* (caster level equals divine seeker level + divine seeker's Cha modifier) once per day.

TABLE 2–5: THE DIVINE SEEKER

Class	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+0	+0	+2	+2	Sacred stealth, thwart magic trap
2nd	+1	+0	+3	+3	Sacred defense +1, sneak attack +1d6
3rd	+2	+1	+3	+3	<i>Locate creature</i> , <i>locate object</i>
4th	+3	+1	+4	+4	Divine perseverance, sacred defense +2
5th	+3	+1	+4	+4	<i>Find the path</i> , sneak attack +2d6

EVERESKAN TOMB GUARDIAN

Few things are more sacred to the elves of Evereska than the bodies of their dead.

Countless great leaders, heroes, and scholars of the Fortress Home are buried in tombs scattered throughout the region, and the elves consider these sites inviolable.

Unfortunately, the tombs also contain priceless magic treasures crafted by the elves of old, and the thought of such booty leads many looters to test the elves' defenses. The Evereskan tomb guardians are on hand to ensure that these defenses are very good indeed.

Each tomb guardian swears a solemn oath to track grave robbers to the ends of Faerûn and beyond, and never to rest until the defilers have been slain.

Rogue/sorcerers and ranger/sorcerers are far and away the most common candidates for tomb guardians, though monks, sorcerers, and wizards sometimes find themselves drawn to this path as well.

Fighters, clerics, and paladins tend to have trouble meeting the spellcasting requirement, and barbarians are too violent.

Hit Die: d6.

REQUIREMENTS

To qualify to become an Evereskan tomb guardian, a character must fulfill all the following criteria.

Race: Elf.

Region: Evereska.

Base Attack Bonus: +4.

Skills: Hide 5 ranks, Listen 2 ranks, Move Silently 5 ranks, Spot 2 ranks, Survival 5 ranks.

Feats: Alertness, Track.

Spells: Able to cast 2nd-level arcane spells.

CLASS SKILLS

The Evereskan tomb guardian's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (Western Heartlands local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Evereskan tomb guardian prestige class.

Weapon and Armor Proficiency: Evereskan tomb guardians gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new Evereskan tomb guardian level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class granted him access to 2nd-level arcane spells before he added the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on), except for an increased effective level of spellcasting.

This essentially means that he adds the level of Evereskan tomb guardian to the level of whatever other arcane spellcasting class granted him access to 2nd-level arcane

spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one arcane spellcasting class that granted access to 2nd-level spells before he became a tomb guardian, he must decide to which class he adds each level of tomb guardian for the purpose of determining spells per day and spells known.

Sacred Duty (Su): The Evereskan tomb guardian gains a +2 sacred bonus on Gather Information, Hide, Move Silently, and Survival checks made inside the region of Evereska. While inside an Evereskan tomb, he also gains a +2 sacred bonus on attack rolls and a sacred bonus equal to his tomb guardian level on damage rolls.

Devoted Pursuit (Ex): While pursuing the robber of an Evereskan tomb, a 2nd-level or higher tomb guardian retains his bonuses on Gather Information, Hide, Move Silently, and Survival checks from the sacred duty ability even while outside of Evereska.

He also retains the bonuses he gained from that ability on attack and damage rolls, but these apply only to attacks made against the tomb robber.

Dodge Bonus (Ex): Beginning at 2nd level, an Evereskan tomb guardian receives a +1 dodge bonus to AC while wearing light or no armor.

This bonus increases to +2 at 4th level.

Swift Tracking (Ex): At 3rd level, the tomb guardian no longer takes a –5 penalty on Survival checks for tracking at his normal speed.

Furthermore, he takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Silent Guardian (Ex): At 5th level, the tomb guardian can attune himself to the look and sounds of his surroundings. After concentrating for 10 minutes to familiarize himself with the area, he gains a +4 bonus on Hide, Listen, Move Silently, and Spot checks as long as he remains within 100 feet of the spot where he first attuned himself.

TABLE 2–6: THE EVERESKAN TOMB GUARDIAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+2	Sacred duty	+1 level of existing arcane spellcasting class
2nd	+1	+0	+3	+3	Devoted pursuit, dodge bonus +1	+1 level of existing arcane spellcasting class
3rd	+2	+1	+3	+3	Swift tracking	+1 level of existing arcane spellcasting class
4th	+3	+1	+4	+4	Dodge bonus +2	+1 level of existing arcane spellcasting class
5th	+3	+1	+4	+4	Silent guardian	+1 level of existing arcane spellcasting class

EYE OF HORUS–RE

Following the Time of Troubles, the chief deity of the Mulhorandi pantheon began to take a greater interest in combating the agents of Set beyond the political realm of Mulhorand.

Horus-Re began to inspire paladins to serve this cause, and numerous clerics have also joined the crusade.

Perfect channels for the holy radiance of their deity, these clerics are known as the eyes of Horus-Re.

They are champions of good, sworn enemies of Set, and bane to undead.

All eyes of Horus-Re are clerics of that deity, though some have paladin levels as well.

Cleric/fighters are also fairly common, and some cleric/wizards use their limited arcane spells to supplement their divine magic in Horus-Re's service.

In stark contrast to most of the clergy of Horus-Re, the eyes choose to ignore strictly political matters in Mulhorand.

Rather than reporting to the pharaoh of that land, they maintain their own hierarchical structure.

NPC eyes of Horus-Re can be found wherever the minions of Set or undead creatures walk the land, and some are showing increasing interest in the activities of the yuan-ti in Hlondeth.

Hit Die: d8.

REQUIREMENTS

To qualify to become an eye of Horus-Re, a character must fulfill all the following criteria.

Alignment: Lawful good.

Region: Mulhorand.

Skills: Knowledge (religion) 9 ranks, Spot 4 ranks.

Feats: Alertness, Extra Turning.

Spellcasting: Able to cast 3rd-level divine spells.

Domain: Sun.

CLASS SKILLS

The eye of Horus-Re's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int), and Spot (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the eye of Horus-Re prestige class.

Weapon and Armor Proficiency: Eyes of Horus-Re gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: Beginning at 2nd level, when a new eye of Horus-Re level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in cleric.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting.

This essentially means that he adds the level of eye of Horus-Re to the level of cleric, and then determines spells per day, spells known, and caster level accordingly.

Greater Turning (Su): In addition to his normal turning ability, an eye of Horus-Re can use greater turning (the

granted power of the Sun domain) a number of times per day equal to three plus his Charisma modifier.

Radiance (Su): When an eye of Horus-Re casts any spell with the light descriptor, the resulting light is brighter than normal.

The radius of illumination is doubled, and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a darkness spell.

Thus, a *daylight* spell cast by an eye of Horus-Re sheds light in a 120-foot radius and is treated as a 4th-level spell. It can counter or dispel any darkness spell of 4th level or lower.

Turn Undead (Ex): The character adds his eye of Horus-Re levels to his cleric levels for all purposes related to turning undead.

Everlight (Ex): At 2nd level, an eye of Horus-Re gains darkvision out to 60 feet and low-light vision, allowing him to see in most conditions.

Touch of the Sun (Su): When the eye of Horus-Re reaches 3rd level, his attacks with any weapon or an unarmed strike are treated as good-aligned for the purpose of overcoming damage reduction.

Domain: At 5th level, an eye of Horus-Re gains access to one additional domain of his choice from among those offered by Horus-Re.

He gains the granted power of the domain and can choose from its spell list as well as those of his other domains when selecting his domain spells for the day.

He can still cast only one domain spell at each level (1st through 9th) per day, but now he has three choices instead of two at each spell level.

Piercing Sight (Su): At 6th level, an eye of Horus-Re gains greater visual acuity.

He ignores the miss chance created by darkness spells or effects and gains Blind-Fight as a bonus feat.

In addition, he gains a +5 sacred bonus on Spot checks.

Positive Energy Burst (Su): In lieu of two daily uses of his turning ability, an eye of Horus-Re who is at least 8th level can create a positive energy burst that affects all undead creatures within 100 feet of him.

This effect deals 1d6 points of damage per eye of Horus-Re level to every undead within range.

Each affected undead may attempt a Reflex save (DC 20 + the eye of Horus-Re's Cha modifier) to halve the damage.

True Seeing (Su): A 10th-level eye of Horus-Re sees all things as they truly are, as though he were continually under the effect of a *true seeing* spell.

TABLE 2-7: THE EYE OF HORUS-RE

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells Per Day/Spells Known
1st	+0	+0	+0	+2	Greater turning, radiance, turn undead	—
2nd	+1	+0	+0	+3	Everlight	+1 level of cleric class
3rd	+2	+1	+1	+3	Touch of the sun	+1 level of cleric class
4th	+3	+1	+1	+4	—	+1 level of cleric class
5th	+3	+1	+1	+4	Domain	+1 level of cleric class
6th	+4	+2	+2	+5	Piercing sight	+1 level of cleric class
7th	+5	+2	+2	+5	—	+1 level of cleric class
8th	+6	+2	+2	+6	Positive energy burst	+1 level of cleric class
9th	+6	+3	+3	+6	—	+1 level of cleric class
10th	+7	+3	+3	+7	True seeing	+1 level of cleric class

HAMMER OF MORADIN

Within the halls of Citadel Adbar in the icy North, an elite order of warrior-priests stands ready to defend the dwarven people against the onslaught of fell giants, dark elves, and goblinoids.

Called the hammers of Moradin, they serve as Citadel Adbar's rallying point against the incursion of dark creatures that haunt the North.

The regular army, known as the Iron Guard, defends the city capably, but the hammers actively strike out against the monsters farther afield, bringing the righteous fury of the Soul Forger to their enemies' very doorsteps.

Fighter/clerics and paladins make up the bulk of the members of this prestige class, though cleric/monks are not unheard of.

While rangers and cleric/rogues are quite capable of qualifying for the hammer of Moradin prestige class, most

gravitate instead to the Deepscouts, another branch of Citadel Adbar's army.

Members of other classes very rarely become hammers of Moradin.

Paladins of Moradin can freely multiclass as hammers of Moradin.

Hit Die: d10.

REQUIREMENTS

To qualify to become a hammer of Moradin, a character must fulfill all the following criteria.

Race: Dwarf.

Region: The Spine of the World.

Base Attack Bonus: +7.

Skills: Craft (weaponsmithing) 10 ranks.

Feats: Iron Will, Weapon Focus (warhammer).

Spells: Able to cast 2nd-level divine spells.

Patron Deity: Moradin.

Special: The candidate must be a member of the hammers of Moradin.

CLASS SKILLS

The hammer of Moradin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (Silver Marches local) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the hammer of Moradin prestige class.

Weapon and Armor Proficiency: Hammers of Moradin are proficient with all simple and martial weapons, with all types of armor, and with shields.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Aura of Courage (Su): Beginning at 1st level, the hammer of Moradin gains an aura of courage that functions like the paladin ability of the same name.

Hammer Throw (Ex): A hammer of Moradin may use his warhammer as a thrown weapon with a range increment of 20 feet.

He takes no additional penalties for using the weapon in this fashion.

Goblinkiller (Su): Beginning at 2nd level, the hammer of Moradin may imbue any warhammer with the goblinoid bane property as a move action.

This ability may be used once per day, and the effect lasts a number of rounds equal to the hammer of Moradin's Charisma modifier.

Hammer Return (Su): When the hammer of Moradin reaches 2nd level, any warhammer he throws gains the returning special ability.

A returning warhammer flies through the air back to the hammer of Moradin, returning just before his next turn, so that it is ready to use again in that turn.

Catching the warhammer when it comes back is a free action.

If the hammer of Moradin can't catch it, or if he has moved since throwing it, the warhammer drops to the ground in the square from which it was thrown.

Damage Reduction (Ex): At 3rd level, the hammer of Moradin gains damage reduction 2/-.

His damage reduction increases to 4/- at 6th level, and to 6/- at 9th level.

Powerful Grip (Ex): At 3rd level, the hammer of Moradin gains a bonus equal to one-half his Strength bonus (rounded down) on damage rolls when wielding a warhammer in melee.

Thus, his bonus on damage rolls with this weapon equals $1\frac{1}{2}$ times his Strength bonus when he wields it in one hand and twice his Strength bonus when he wields it in two hands.

Far Shot (Ex): At 4th level, the hammer of Moradin gains the benefit of the Far Shot feat when throwing his warhammer.

This benefit increases the range increment for his thrown hammer to 30 feet.

Quake (Su): By striking his warhammer violently against the ground (a standard action), a 4th-level or higher hammer of Moradin creates a shock wave that violently shakes the earth in front of him.

Each creature touching the ground in a 60-foot cone from the point of impact must make a successful Reflex save (DC 10 + hammer of Moradin level + hammer of Moradin's Str modifier) or be knocked prone.

Drowbasher (Su): When a 5th-level or higher hammer of Moradin uses the goblinkiller ability to imbue his warhammer with the goblinoid bane property, it also gains the drow bane property.

This ability does not confer any additional uses per day of the goblinkiller ability and it does not extend the duration of the effect; it merely makes each use more versatile.

Power Strike (Su): At 5th level, the hammer of Moradin can strike his foe so hard that his blow leaves the opponent dazed.

To use this ability, the hammer of Moradin makes a normal attack roll.

(The player must declare that he is using this power before making the attack roll; thus, a miss ruins the attempt). The attack deals normal damage if successful.

In addition, any foe damaged by this attack must make a successful Fortitude saving throw (DC 10 + hammer of Moradin level + hammer of Moradin's Str modifier) or be dazed for 1 round.

Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be dazed.

This ability is usable twice per day at 5th level and four times per day at 10th level.

Chaos Crusher (Su): At 7th level, the hammer of Moradin may imbue any warhammer with the axiomatic special ability as a move action.

This ability may be used once per day, and the effect lasts a number of rounds equal to the hammer of Moradin's Charisma modifier.

Stalwart (Su): Hammers of Moradin are renowned for their ability to stand strong in the face of a hail of arrows, or wade into a throng of shrieking goblins and emerge untouched.

At 7th level, the hammer of Moradin may add his base Will save modifier to his AC once per day as a free action.

This benefit lasts for 1 round per hammer of Moradin level.

Giantslayer (Su): When an 8th-level or higher hammer of Moradin uses his goblinkiller ability, his warhammer gains the giant bane property in addition to the goblinoid bane and drow bane properties.

This ability does not confer any additional uses per day of the goblinkiller ability and it does not extend the duration of the effect; it merely makes each use more versatile.

Thunder Strike (Ex): When the hammer of Moradin reaches 8th level, his blows are so mighty that armor not only offers little protection from them, but it also acts as a conduit for the force of the blow, causing his opponent even more pain.

When wielding his warhammer, the hammer of Moradin gains a bonus on melee damage rolls equal to his foe's armor bonus (not including shield bonus or enhancement bonus).

Thus, a hammer of Moradin striking a creature wearing a breastplate gains a +5 bonus on his damage roll.

Power Throw (Su): At 9th level, the hammer of Moradin can hurl his warhammer with such force that it plows on past creatures struck by it.

When throwing his hammer, the hammer of Moradin makes a single ranged attack roll and checks the result against the AC of all creatures in a 60-foot straight line from his position.

He then rolls damage against each creature that the weapon hits.

Bones of the Earth (Sp): When the hammer of Moradin reaches 10th level, he gains a powerful blessing from Moradin himself.

This benefit functions like the *shadow walk* spell (caster level equals hammer of Moradin's divine caster level), except that rather than traveling along the edge of the Shadow Plane, the character travels along the edge of the Elemental Plane of Earth.

Both the origin and destination points must be within 5 feet of solid, natural stone.

This ability is usable once per day.

EX-HAMMERS OF MORADIN

A hammer of Moradin who violates his alignment or betrays either Citadel Adbar or the Hammers of Moradin as a whole loses all spell-like and supernatural abilities gained from this prestige class.

He regains his abilities and advancement potential if he atones for his actions (see the *atonement* spell on page 201 of the *Player's Handbook*).

TABLE 2—8: THE HAMMER OF MORADIN

Class	Base	Port	Ref	Will	Special
Level	Attack Bonus	Save	Save	Save	
1st	+1	+2	+0	+2	Aura of courage, hammer throw
2nd	+2	+3	+0	+3	Goblinkiller, hammer return
3rd	+3	+3	+1	+3	Damage reduction 2/—, powerful grip
4th	+4	+4	+1	+4	Far shot, quake
5th	+5	+4	+1	+4	Drowbasher, power strike 2/day
6th	+6	+5	+2	+5	Damage reduction 4/—
7th	+7	+5	+2	+5	Chaos crusher, stalwart
8th	+8	+6	+2	+6	Giantslayer, thunder strike
9th	+9	+6	+3	+6	Damage reduction 6/—, power throw
10th	+10	+7	+3	+7	<i>Bones of the earth</i> , power strike 4/day

HARPER AGENT

The semisecret organization known as the Harpers has members scattered all across Faerûn.

These individuals are dedicated to battling evil, discovering and preserving forgotten lore, and maintaining the balance between nature and civilization.

Harper agents are the “field agents” of the Harper organization, acting directly to gather intelligence and eliminate threats to the greater good.

Equally adept at operating alone or in small groups, Harper agents display a versatility that few others can match. Bards are the most common candidates for the Harper agent prestige class, but they are by no means the only qualified characters.

Rangers, rogues, sorcerers, and wizards all possess the diversity of skill and ability necessary to become Harper agents.

Clerics, especially of Deneir, Lliira, and Tymora, are occasionally found in the ranks of this prestige class, as are druids and monks.

Barbarians, fighters, and paladins rarely become Harper agents because they lack the subtlety for the work.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Harper agent, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Skills: Diplomacy 8 ranks, Knowledge ([any one region] local) 4 ranks, Sense Motive 2 ranks, Survival 2 ranks.

Feat: Negotiator.

Special: The candidate must be sponsored by a member in good standing of the Harpers and win approval from the High Harpers.

CLASS SKILLS

The Harper agent's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Survival (Wis), Swim (Str), and Tumble (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the Harper agent prestige class.

Weapon and Armor Proficiency: Harper agents are

proficient with all simple weapons and with light armor.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: Beginning at 2nd level, when a new Harper agent level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting.

This essentially means that he adds the level of Harper agent to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before he became a Harper agent, he must decide to which class he adds each level of Harper agent for the purpose of determining spells per day and spells known.

Harper Knowledge (Ex): At 1st level, the Harper agent can access knowledge in the same manner as a bard can.

This ability functions like the bardic knowledge ability, except that the bonus for the check equals the character's Harper agent level + her Int modifier.

If the Harper agent has another such lore ability from another source (such as bard or loremaster levels), his Harper agent levels stack with levels of all other classes that grant such an ability for the purpose of Harper knowledge checks.

Deneir's Eye (Su): At 2nd level, the Harper agent gains a +3 sacred bonus on saving throws against glyphs, runes, and symbols.

Lliira's Heart (Su): At 2nd level, the Harper agent gains a +2 sacred bonus on saving throws against compulsion and fear effects.

Tymora's Smile (Su): Beginning at 3rd level, a Harper agent gains a +2 luck bonus on any single saving throw of his choice once per day.

This bonus can be added after the die is rolled and the success or failure of the save has been determined.

Lurue's Voice (Sp): At 4th level, the Harper agent may use *speak with animals* (caster level equals Harper agent level) three times per day.

Mystra's Boon (Su): At 5th level, the Harper agent gains a +2 sacred bonus on all saving throws against spells.

EX-HARPER AGENTS

Any Harper agent who violates the code of the Harpers, endangers other Harpers through negligence or deliberate action, or intentionally turns away from the Harpers quickly gains a reputation in the organization.

Such an individual can no longer progress in the Harper agent prestige class.

Furthermore, he can no longer use the Deneir's eye, Lliira's heart, *Lurue's voice*, *Mystra's boon*, or *Tymora's smile* abilities.

A petition to the High Harpers, fulfillment of a suitable quest set by that group, and an *atonement* spell from a deity chosen by the High Harpers brings the former Harper agent back into good standing.

Thereafter, he regains the use of all class abilities and may once again gain levels in the prestige class.

TABLE 2-9: THE HARPER AGENT

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Harper knowledge	—
2nd	+1	+0	+0	+3	Deneir's eye; Lliira's heart	+1 level of existing spellcasting class
3rd	+2	+1	+1	+3	Tymora's smile	+1 level of existing spellcasting class
4th	+3	+1	+1	+4	<i>Lurue's voice</i>	+1 level of existing spellcasting class
5th	+3	+1	+1	+4	<i>Mystra's boon</i>	+1 level of existing spellcasting class

HARPER PARAGON

Though all the Harpers are more or less devoted to fighting evil—particularly combating evil churches and organizations that try to spread their influence across Faerûn—it does not necessarily follow that the Harpers are good.

A Harper paragon, however, is as dedicated to the cause of good as she is to opposing evil.

She actively promotes the welfare of other creatures while preventing evil forces from preying on innocents.

Most Harper paragons have training as rangers or Harper agents, and many have also been bards.

Clerics and paladins dedicated to Deneir, Tymora, or Lliira also frequently pursue the path of the Harper paragon.

Harper paragons are most common among the Harpers working under Lady Cylyria in Berdusk.

Only a few can be found in the ranks of the politically manipulative "Moonstars", who operate under the leadership of Khelben Arunsun, or the independent adventurers working out of Shadowdale.

Harper paragons rarely experience any conflicts of interest in the Berdusk branch of the organization, but their consciences may be pricked regularly in other branches of the organization.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Harper paragon, a character must fulfill all the following criteria.

Skills: Diplomacy 8 ranks, Perform 5 ranks, Sense Motive 4 ranks, Survival 2 ranks.

Feats: Sacred Vow (*Book of Exalted Deeds*), Vow of Obedience (*Book of Exalted Deeds*).

Special: *Favored Enemy:* The character must have one of the following monstrous kinds or evil organizations as a favored enemy: humanoid (goblinoid), humanoid (gnoll), humanoid (orc), humanoid (reptilian), outsider (evil), undead, the Church of Bane, the Cult of the Dragon, the Iron Throne, the malaugryms, the Red Wizards, or the Zhentarim.

CLASS SKILLS

The Harper paragon's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pockets (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Survival (Wis), Swim (Str), and Tumble (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Harper paragon prestige class.

Weapon and Armor Proficiency: Harper paragons gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new Harper paragon level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level

in a spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting.

This essentially means that she adds the level of Harper paragon to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before she became a Harper agent, she must decide to which class she adds each level of Harper paragon for the purpose of determining spells per day and spells known.

Aura of Good (Ex): The power of the character's aura of good is equal to her Harper paragon level.

If she has the aura of good ability from another class, levels of that class stack with her Harper paragon levels for the purpose of this ability.

Detect Evil (Sp): At will, a Harper paragon can use *detect evil*, as the spell.

Harper Knowledge (Ex): At 1st level, the Harper paragon can access knowledge in the same manner that a bard can. This ability functions like the bardic knowledge ability, except that the bonus for the check equals the character's Harper paragon level + her Int modifier.

If the Harper paragon has another such lore ability from another source (such as bard, loremaster, or Harper agent levels), her Harper paragon levels stack with levels of all other classes that grant such an ability for the purpose of Harper knowledge checks.

Favored Enemy (Evil) (Ex): At 2nd level, a Harper paragon gains evil creatures of all kinds as a favored enemy.

She gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against evil creatures.

She also gains a +1 bonus on weapon damage rolls against evil creatures.

If the Harper paragon has the favored enemy ability from another class (such as ranger) and a particular evil creature also qualifies as a favored enemy for that class, the bonuses stack.

Celestial Spells (Ex): Upon reaching 3rd level, a Harper paragon can cast spells as if she were a celestial.

Specifically, she can learn and cast any spell from *Book of Exalted Deeds* that has a celestial component, as long as she would otherwise qualify to cast the spell.

(That is, the spell must appear on her spell list and be of a spell level that she can cast, and the ability score that controls her spellcasting must be high enough to allow her to cast spells of that level.)

The Harper paragon can also cast spells that have the specific kind of celestial component that matches her alignment—archon if she is lawful good, guardinal if she is neutral good, or eladrin if she is chaotic good.

Exalted Companion (Ex): At 4th level, a Harper paragon gains Exalted Companion (see *Book of Exalted Deeds*) as a bonus feat if she does not already have it.

If she does not already have an animal companion, she gains one now, as though she were a druid of a level equal to her Harper paragon level.

If she has the ability to summon an animal companion from another class (such as druid or ranger), her Harper paragon levels stack with levels of any classes that grant this benefit for the purpose of determining the kind of exalted companion she qualifies for and its abilities.

Favored Enemy (Ex): At 5th level and again at 10th level, the Harper paragon may select one additional favored enemy from the following list: the Church of Bane, the Cult of the Dragon, the Iron Throne, the malaugryms, the Red Wizards, or the Zhentarim.

The Harper paragon gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of its type.

Likewise, she gets a +2 bonus on weapon damage rolls against such creatures.

In addition, the bonus against any one favored enemy of her choice (regardless of the class in which she chose it) increases by 2.

Smite Evil (Su): Once per day, a Harper paragon of at least 6th level may attempt to smite an evil creature with one normal melee attack.

She adds her Charisma bonus (if any) to the attack roll and deals 1 extra point of damage per Harper paragon level.

For example, a 6th-level Harper paragon armed with a longsword would deal 1d8+6 points of damage, plus any additional bonuses from high strength or magical effects that would normally apply.

If a Harper paragon accidentally smites a creature that is not evil, the smite has no effect but is still used up for that day.

The Harper paragon can use this ability twice per day at 8th level and three times per day at 10th level.

TABLE A-5: THE HARPER PARAGON

Class	Base	Fort	Ref	Will	Special	Spells Per Day/Spells Known
Level	Attack Bonus	Save	Save	Save		
1st	+0	+0	+2	+0	Aura of good, <i>detect evil</i> , Harper knowledge	+1 level of existing spellcasting class
2nd	+1	+0	+3	+0	Favored enemy (evil)	+1 level of existing spellcasting class
3rd	+2	+1	+3	+1	Celestial spells	+1 level of existing spellcasting class
4th	+3	+1	+4	+1	Exalted Companion	+1 level of existing spellcasting class
5th	+3	+1	+4	+1	Favored enemy	+1 level of existing spellcasting class
6th	+4	+2	+5	+2	Smite evil 1/day	+1 level of existing spellcasting class
7th	+5	+2	+5	+2	—	+1 level of existing spellcasting class
8th	+6	+2	+6	+2	Smite evil 2/day	+1 level of existing spellcasting class
9th	+6	+3	+6	+3	—	+1 level of existing spellcasting class
10th	+7	+3	+7	+3	Favored enemy, smite evil 3/day	+1 level of existing spellcasting class

HATHRAN

In the distant and exotic land of Rashemen, a sisterhood of powerful spellcasters, both arcane and divine, battles to protect its people from the depredations of Thay and to guide their spiritual lives.

These hathrans, or Witches of Rashemen, as they are more commonly known, are the power behind the throne in their homeland far to the east, and their mystical prowess there is extremely potent.

Hathrans traveling outside Rashemen always wear masks to conceal their faces from the outside world.

Most hathrans are drawn from members of the sorcerer or cleric classes.

Bards, wizards, and druids are rare but not unheard of among hathrans, but paladins and rangers are practically nonexistent within the sisterhood.

Regardless of their original classes, hathrans consider rivalry between spellcasters to be utterly foolish, and they hold no grudge against any of their sisters for the origin of their spells.

Hit Die: d4.

REQUIREMENTS

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

Alignment: Lawful good, lawful neutral, or neutral good.

Gender: Female.

Region: Rashemen.

Skills: Knowledge (Rashemen local) 4 ranks.

Feats: Ethran, Leadership.

Spells: Able to cast 4th-level arcane or divine spells.

Patron Deity: Chauntea, Mielikki, or Mystra.

Special: The candidate must be a member in good standing of the Witches of Rashemen, and she may not possess any item creation feats other than Scribe Scroll.

CLASS SKILLS

The hathran's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis), Swim (Str), Speak Language (none), Spellcraft (Int), and Survival (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the hathran prestige class.

Weapon and Armor Proficiency: Hathrans gain proficiency with the whip, but not with any other weapons, nor with any armor or shields.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new hathran level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class granted her access to 4th-level spells before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting.

This essentially means that she adds the level of hathran to the level of whatever other spellcasting class granted her access to 4th-level spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class that granted access to 4th-level spells before she became a hathran, she must decide to which class she adds each level of hathran for the purpose of determining spells per day and spells known.

Additionally, a small number of spells are added to the hathran's class list for any spellcasting classes in which she can cast 4th-level spells.

Leadership Bonus (Ex): Beginning at 1st level, the hathran gains a +2 bonus to her Leadership score for the purpose of recruiting a cohort, with the following restriction: The cohort must be Rashemi and must either be a female with the Ethran feat or a male with at least one level in barbarian.

Rashemi Spirit Magic (Ex): A hathran's training in the unique magic of her homeland gives her uncanny versatility.

Beginning at 1st level, a hathran who prepares spells may choose to spontaneously cast any spell she knows in place of any spell of the same level that she has prepared, even if it is not on the same spell list as the substituted one.

If the hathran normally does not prepare spells, she may instead utilize metamagic feats without the additional casting time normally required, though a spell so altered still uses up a higher-level spell slot, as normal. The hathran must be within the boundaries of Rashemen to use this ability, and there is no limit to the number of times she may do so.

Taboo: In Rashemi society, the crafting of magic items is left strictly to male spellcasters.

With the exception of the Scribe Scroll feat, no hathran may select item creation feats.

Spirit Speech (Su): At 2nd level, the hathran gains the ability to speak to and understand any creature with the spirit subtype.

This ability functions regardless of the language that the hathran and the spirit actually use to converse.

The hathran also gains a +2 bonus on any Charisma-based skill or ability checks made when dealing with spirits.

Awe of the Wychlaran (Ex): At 3rd level, the hathran radiates such power and authority that her fellow Rashemi find it difficult to act against her.

Any character from the Rashemen region whose character level is lower than or equal to that of the hathran takes a –2 penalty on attack rolls and opposed skill checks made against her.

This penalty increases to –4 at 7th level and to –6 at 10th level.

Universal Spirit Magic (Ex): At 3rd level, the hathran's affinity for spirit magic is such that she can commune with spirits outside of Rashemen.

Once per day, she may use her Rashemi spirit magic ability outside of Rashemen.

The hathran can use this ability twice per day at 6th level and three times per day at 9th level.

Spirit Concordat (Ex): At 4th level, the hathran casts all spells in the *planar ally* spell chain at +1 caster level.

Circle Leader (Ex): At 5th level, the hathran can become a circle leader and act as the focus for Rashemi circle magic. See page 59 of the *FORGOTTEN REALMS Campaign Setting* for details on circle magic.

Spirit Dominion: At 8th level, the hathran casts all spells in the *planar binding* spell chain at +1 caster level.

Great Circle Leader (Ex): By the time the hathran reaches 10th level, she has mastered the art of circle magic and can lead a great circle.

A great circle can have a total of nine assistants instead of five.

Hathran Spell List The following spells are added to the hathran's class spell list for any arcane or divine spellcasting class that allows her access to 4th-level spells.

0 Level: *Naturewatch*.

1st Level: *Low-light vision*, *scatterspray*.

2nd Level: *Flame dagger*, *moonbeam*, *one with the land*.

3rd Level: *Flashburst*, *moon blade*.

4th Level: *Land womb*, *lesser planar ally*.

5th Level: *Lesser planar binding*, *moon path*.

6th Level: *Planar ally*, *planar binding*.

8th Level: *Greater planar binding*.

EX-HATHRANS

A hathran who violates her alignment, commits an act of treason against Rashemen or the wychlaran, or takes any item creation feat except Scribe Scroll can no longer advance in the hathran prestige class.

Furthermore, she loses the benefits of her Leadership bonus, Rashemi spirit magic, and other abilities of the prestige class that relate to Rashemi.

An *atonement* spell cast by a cleric of an appropriate deity is sufficient to restore her class abilities and advancement potential.

If the violation involved an item creation feat, the hathran must swear a solemn oath never to use the feat.

TABLE 2–10: THE HATHRAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Leadership bonus, Rashemi spirit magic, taboo	+1 level of existing spellcasting class
2nd	+1	+3	+0	+3	Spirit speech	+1 level of existing spellcasting class
3rd	+1	+3	+1	+3	Awe of the wychlaran –2, universal spirit magic 1/day	+1 level of existing spellcasting class
4th	+2	+4	+1	+4	Spirit concordat	+1 level of existing spellcasting class
5th	+2	+4	+1	+4	Circle leader	+1 level of existing spellcasting class
6th	+3	+5	+2	+5	Universal spirit magic 2/day	+1 level of existing spellcasting class
7th	+3	+5	+2	+5	Awe of the wychlaran –4	+1 level of existing spellcasting class
8th	+4	+6	+2	+6	Spirit dominion	+1 level of existing spellcasting class
9th	+4	+6	+3	+6	Universal spirit magic 3/day	+1 level of existing spellcasting class
10th	+5	+7	+3	+7	Awe of the wychlaran –6, great circle leader	+1 level of existing spellcasting class

INCANTATRIX

Incantatrixes are the definitive practitioners of metamagic in Faerûn, devoting themselves to the study of spells and techniques that affect other spells.

They deal with magic in its raw form, shaping it according to their own desires rather than any external laws of magic. They can apply their deep understanding of metamagic to alter spells their allies cast, spells they cast from wands or staves, and even spells that have already been cast.

Most incantatrixes were previously skilled wizards or sorcerers, although a few bards also study this type of magic.

Divine spellcasters rarely adopt this class—perhaps, as the incantatrixes say, because their magic is tinged with divine influence and therefore less “pure” than arcane magic. Most incantatrixes are female; the rare males who take up this class are known as incantatars.

Incantatrix NPCs usually act independently, but sometimes they join together to solve a common problem.

Since they dislike extraplanar intrusions on the Material Plane, they see the destruction of active *portals* to other planes as their responsibility.

Thus, an incantatrix is usually a knowledgeable source of information on functional *portals* in the area.

Because incantatrixes have little offensive combat magic that is effective against normal creatures, they prefer to avoid combat or travel with companions who balance their shortcomings.

Hit Die: d4.

REQUIREMENTS

To qualify to become an incantatrix, a character must fulfill all the following criteria.

Skills: Concentration 4 ranks, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

Feats: Iron Will, any one metamagic feat.

Spellcasting: Able to cast 3rd-level arcane spells.

Special: The candidate cannot have abjuration as a prohibited school.

CLASS SKILLS

The incantatrix's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the incantatrix prestige class.

Weapon and Armor Proficiency: Incantatrixes gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new incantatrix level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever arcane spellcasting class granted her access to 3rd-level spells before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on), except for an increased effective level of spellcasting.

This essentially means that she adds the level of incantatrix to the level of whatever other arcane spellcasting class granted her access to 3rd-level spells, then determines spells per day, spells known, and caster level accordingly. If a character had more than one arcane spellcasting class that granted access to 3rd-level spells before she became an incantatrix, she must decide to which class she adds each level of incantatrix for the purpose of determining spells per day and spells known.

Bonus Metamagic Feat: At 1st level, and again at 4th, 7th, and 10th level, the incantatrix may select any metamagic feat as a bonus feat.

She must meet any prerequisites for a feat in order to select it.

Focused Studies (Ex): At 1st level, the incantatrix gives up a school of magic so as to focus more on the remaining schools.

She must choose a school of magic other than abjuration or divination as a prohibited school.

This prohibited school is in addition to any others already chosen due to school specialization.

Thus, a specialized wizard taking this prestige class has three prohibited schools instead of two.

Cooperative Metamagic (Su): At 2nd level, an incantatrix gains the ability to apply any metamagic feat she possesses (except Silent Spell, Still Spell, or Quicken Spell) to a spell being cast by a willing allied spellcaster.

The caster need not prepare the spell in metamagic form or in a higher-level spell slot; the incantatrix simply modifies the spell during the casting.

Using this ability is a standard action that provokes an attack of opportunity, just like casting a spell, though the incantatrix can use the Concentration skill with this ability as though she were casting defensively.

The incantatrix must ready an action to use cooperative metamagic when her ally begins casting and must be adjacent to the caster.

The incantatrix must make a Spellcraft check (DC 18 + [3 ??modified spell level]) to succeed.

“Modified spell level” is the level of the spell slot that the spell would occupy if it were prepared with the metamagic feat applied.

Any spell level increases from metamagic feats that the caster applied also count toward the modified spell level. For example, if an incantatrix applies the Maximize Spell feat to an ally's *chain lightning* spell, the modified spell level is 9th (6th for the spell, +1 for the Maximize Spell feat), and the DC is 18 + (3 ??9) = 45.

If she applies the same feat to an ally's silent *chain lightning* spell, the modified spell level is 10th and the Spellcraft DC is 48.

An incantatrix can use this ability a number of times per day equal to 3 + her Int modifier.

Metamagic Effect (Su): At 3rd level, an incantatrix can attempt to apply a metamagic feat she possesses to a persistent spell effect that is already in place.

For example, she could use Extend Spell to extend the duration of a *wall of force* or Maximize Spell to maximize the damage dealt by a *cloudkill*.

To use this ability, the incantatrix must be adjacent to or within the spell effect and make a successful Spellcraft check (DC 18 + [3 ??modified spell level]).

“Modified spell level” is the level of the spell slot that the spell would occupy if it were prepared with the metamagic feat applied.

Spell slot increases for metamagic feats that were applied to affect the spell's casting (such as Still Spell, Silent Spell, or Quicken Spell) do not count toward the modified spell level, but adjustments for metamagic that change the spell's effect (such as Empower Spell, Enlarge Spell, or Widen Spell) do count.

For example, applying the Extend Spell feat to a *wall of fire* gives it a modified spell level of 5th (4th for the spell +1 for the Extend Spell feat), so the DC would be $18 + (3 \times 5) = 33$. If the *wall of fire* had been cast with the Silent Spell feat applied, the DC is still 33, since that feat applies to the spell's casting, not its effect.

On the other hand, extending an empowered *wall of fire* would give it a modified spell level of 7th and a Spellcraft DC of 39.

An incantatrix can use this ability a number of times per day equal to 3 + her Int modifier.

Using this ability is a full-round action that provokes attacks of opportunity.

Metamagic Spell Trigger (Su): At 5th level, an incantatrix gains the ability to apply a metamagic feat she possesses to the effect of a spell trigger item (generally a wand).

To use this ability, she must have the appropriate item creation feat to make the spell trigger item she is using.

Using metamagic spell trigger expends a number of additional charges from the item equal to the number of effective spell levels the metamagic feat would add to a spell.

For example, an incantatrix can use Quicken Spell to modify a spell cast from a wand by spending 5 charges (1 + 4 additional charges for the spell slot increase).

Alternatively, she can apply Empower Spell to the effect by spending 3 charges, or trigger it silently by spending 2 charges.

The Still Spell feat confers no benefit when applied to a spell trigger item.

An incantatrix cannot use this ability when using a spell trigger item that does not have charges, such as a *strand of prayer beads*.

Seize Concentration (Su): At 6th level, an incantatrix gains the ability to wrest control of a spell that requires concentration (such as *implosion*, *major image*, or *summon swarm*) from another spellcaster within 30 feet.

If the target spellcaster is willing, this transfer of concentration occurs automatically.

Otherwise, the incantatrix and the target spellcaster make an opposed caster level check.

A divine spellcaster receives a +2 bonus on this check.

If the incantatrix wins, she gains control of the spell for as long as she maintains concentration or until the original spell duration expires.

The spell functions as though the incantatrix were the caster (even if it is a spell she cannot cast), except that any variables determined when the spell was cast (including its caster level) remain as determined by the original caster.

The original spellcaster can be affected by his own spell, though he receives a +2 circumstance bonus on any saving throw allowed against it.

If the incantatrix allows her concentration to lapse before the spell duration expires, the original caster may reassert

control over his spell by making a successful caster level check (DC $15 + \text{spell level}$).

If he fails to do so, no one controls the spell.

Instant Metamagic (Su): Once per day, a 7th-level or higher incantatrix can apply a single metamagic feat she possesses to a spell without preparing it that way beforehand (if she prepares spells) or increasing its casting time (if she does not prepare spells).

Thus, a wizard's prepared spell works as if she had prepared it with the metamagic feat, but it does not use a higher-level spell slot.

A sorcerer or bard's spell is cast without adjusting its casting time, but it works as if he had cast it with the metamagic feat.

A 9th-level incantatrix can use this power twice per day.

Snatch Spell (Su): At 8th level, an incantatrix can attempt to seize control over a persistent effect created by another spellcaster.

The effect must be one that does not depend on concentration but still relies on or responds to the caster's control (such as a *summon monster* spell or *spiritual weapon*, but not a *wall of fire* or *acid fog*).

Furthermore, the effect (but not necessarily the spellcaster) must be within 30 feet of the incantatrix.

The target spellcaster and the incantatrix make an opposed caster level check.

A divine spellcaster receives a +2 bonus on this check.

If the incantatrix wins, she gains control of the spell until its original duration expires.

The spell functions as though the incantatrix had cast it, except that any variables determined when the spell was cast (including its caster level) remain as determined by the caster.

The original caster can be affected by his own spell, though he receives a +2 circumstance bonus on any saving throw allowed against it.

If the spell is dismissible and the incantatrix wishes to dismiss it, she must make a second successful opposed caster level check to do so.

If she fails, the spell remains in effect and control reverts to the original caster.

Improved Metamagic (Su): At 10th level, an incantatrix has mastered metamagic to such an extent that whenever she uses a metamagic feat, the required increase in spell level (if any) is reduced by one (minimum +1 spell level).

For example, a wizard incantatrix could prepare a quickened *fireball* as a 6th-level spell instead of a 7th-level spell.

This benefit also applies to the incantatrix's other class abilities.

Thus, the DC for using her metamagic effect or cooperative metamagic ability is reduced appropriately for the metamagic feats involved, and she spends fewer charges when using metamagic spell trigger.

TABLE 2—II: THE INCANTATRIX

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Bonus metamagic feat, focused study	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Cooperative metamagic	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Metamagic effect	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Bonus metamagic feat	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Metamagic spell trigger	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Seize concentration	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Bonus metamagic feat, instant metamagic 1/day	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Snatch spell	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Instant metamagic 2/day	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Bonus metamagic feat, improved metamagic	+1 level of existing arcane spellcasting class

JUSTICIAR OF TYR

As servants of the god of justice, priests of Tyr are expected to be paragons of law and order who embody the principles espoused by the Maimed God at all times.

Justiciars are the very elite of Tyr's mortal servants, and they act as living embodiments of their god's portfolio. They battle lawlessness and injustice with the same fervor that paladins battle evil, neither asking nor giving quarter in their quest to bring perfect, utopian order to Faerûn. Some individual justiciars are permanently stationed in large cities with a strong Tyrran presence to serve as judges or magistrates.

Others are assigned to travel frontier regions such as the North and establish law and civil order in the small towns that dot the wildlands of Faerûn.

High-level justiciars sometimes travel to the planes of Chaos to strike directly against outsiders such as slaadi or demons.

Clerics and paladins make up the vast majority of justiciars, but a fair number come from the ranks of multiclass fighter/clerics, and a few were rangers before taking up the prestige class.

Rogue/cleric justiciars are very rare, but not completely unknown.

Multiclass monks, sorcerers, and wizards, however, are all but unheard of among the ranks of the justiciars.

Because of alignment restrictions, barbarians, bards, and druids are never justiciars of Tyr.

Paladins of Tyr may freely multiclass as justiciars of Tyr. Hit Die: d8.

REQUIREMENTS

To qualify to become a justiciar of Tyr, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Attack Bonus: +5.

Skills: Diplomacy 7 ranks, Knowledge ([any one region] local) 4 ranks, Knowledge (religion) 6 ranks.

Spells: Able to cast 2nd-level divine spells.

Patron Deity: Tyr.

CLASS SKILLS

The justiciar of Tyr's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge

(local) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the justiciar of Tyr prestige class.

Weapon and Armor Proficiency: Justiciars of Tyr are proficient with all simple and martial weapons, but not with any armor or shields.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new justiciar of Tyr level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever divine spellcasting class granted her access to 2nd-level spells before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on), except for an increased effective level of spellcasting.

This essentially means that she adds the level of justiciar to the level of whatever other divine spellcasting class granted her access to 2nd-level spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one divine spellcasting class that granted access to 2nd-level spells before she became a justiciar of Tyr, she must decide to which class she adds each level of justiciar for the purpose of determining spells per day and spells known.

Detect Chaos (Sp): At 1st level, the justiciar of Tyr may use *detect chaos* at will (caster level equals justiciar of Tyr's divine caster level).

Smite Anarchy (Su): Once per day, a 1st-level justiciar of Tyr may attempt to smite a chaotic opponent with one normal melee attack.

She adds her Charisma bonus (if any) to the attack roll and deals 1 extra point of damage per justiciar of Tyr level.

For example, a 4th-level justiciar of Tyr armed with a longsword would deal 1d8+4 points of damage, plus any additional bonuses from high strength or magical effects that normally apply.

If a justiciar of Tyr accidentally smites a creature that is not chaotic, the smite has no effect but is still used up for that day.

The justiciar can use this ability twice per day at 5th level and three times per day at 10th level.

Bureaucratic Knowledge (Ex): Although battling the forces of chaos is one of the primary functions of the justiciar, she is also expected to have a thorough grasp of legal processes in civilizations all across Faerûn.

Beginning at 2nd level, the character gains a bonus equal to her justiciar of Tyr level on all Knowledge and Gather Information checks related to laws or legal proceedings (such as recalling whether carrying weapons is illegal in a certain city or researching proper courtroom etiquette). She also gains the same bonus on Charisma-based skill or ability checks made to argue legal matters.

Axiomatic Spellcasting (Ex): When the justiciar of Tyr reaches 3rd level, her devotion to the cause of law infuses and empowers her spells.

The save DC (if any) for any spell with the lawful descriptor that she casts increases by +1.

This increase rises to +2 at 9th level.

Detect Lie (Sp): Beginning at 4th level, the justiciar of Tyr may use *detect lie* (caster level equals justiciar of Tyr's divine caster level) once per day.

Maimed God's Boon (Su): Tyr's hand shelters his most faithful servants, protecting them from the ravages of disorder and anarchy.

At 5th level, the justiciar of Tyr gains a bonus equal to her Charisma bonus (if any) on all saving throws against spells with the chaotic descriptor and against the spell-like and supernatural abilities of chaotic outsiders.

This bonus stacks with that provided by the paladin's divine grace ability.

(Thus, a paladin/justiciar adds her Charisma bonus twice to saving throws against chaotic effects).

Order's Calm (Su): Once per day with her touch, a justiciar of at least 7th level may negate any of the following effects: *heroism*, *rage*, *symbol of insanity*, any fear effect, or a barbarian's rage ability.

To use this ability on an unwilling target, the justiciar must make a successful melee touch attack, and the target receives a Will save (DC 10 + 1/2 justiciar of Tyr level + justiciar of Tyr's Cha modifier) to avoid the effect.

Blade of Justice (Su): At 8th level, the justiciar of Tyr may imbue her melee weapon with the raw power of justice. Once per day per point of Charisma bonus (minimum once per day), the justiciar may cause any melee weapon she is currently wielding to behave as an *axiomatic* weapon (dealing an extra 2d6 points of damage against chaotic foes). If the justiciar's weapon already has this enhancement, it gains no further benefit.

Each usage of this ability is a free action, and the effect lasts for 1 round.

Aura of Absolute Law (Su): Upon attaining 10th level, the justiciar of Tyr has proven herself such a shining beacon of order and justice that chaos cannot stand against her. She is surrounded by a constant *dispel chaos* effect at all times.

Driving a chaotic outsider back to its home plane or dispelling a chaotic enchantment spell temporarily discharges and ends this effect, but the justiciar may reactivate it as a free action on her next turn.

EX-JUSTICIARS OF TYR

A justiciar of Tyr who slips into a nonlawful alignment or willingly commits an unjust act (such as robbing, assaulting, or murdering an innocent) loses access to her spellcasting abilities and all justiciar class features except weapon and armor proficiencies and bureaucratic knowledge.

She regains her lost abilities and advancement potential if she atones for her actions (see the *atonement* spell on page 201 of the *Player's Handbook*).

TABLE 2-12: THE JUSTICIAR OF TYR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	<i>Detect chaos</i> , smite anarchy 1/day	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Bureaucratic knowledge	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Axiomatic spellcasting +1	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	<i>Detect lie</i>	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Maimed god's boon, smite anarchy 2/day	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	—	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Order's calm	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Blade of justice	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Axiomatic spellcasting +2	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Aura of absolute law, smite anarchy 3/day	+1 level of existing divine spellcasting class

MAIDEN OF PAIN

The goddess Loviatar is the divine embodiment of many of the evil acts and fetishes described in *Book of Vile Darkness*.

The ultimate sadist and the patron of both sadists and masochists, the Willing Whip is dedicated to pain and punishment.

Loviatar's most dedicated servants, the maidens of pain, are depraved women who literally make pain their meat and drink.

They supplement their addiction to dealing pain with an addiction to agony—the drug also known as liquid pain. Maidens of pain are drawn from the elite ranks of Loviatar's fundamentally twisted clergy, and they are the most warped of her clerics.

A few have levels in other classes besides cleric, most commonly rogue or assassin.

Maiden of pain NPCs work outside Loviatar's mainstream church, moving from place to place to ensure that the goddess's will is carried out.

They serve as envoys, secret agents, and inquisitors of the church.

Hit Die: d6.

REQUIREMENTS

To qualify to become a maiden of pain, a character must fulfill all the following criteria.

Gender: Female.

Skill: Intimidate 4 ranks.

Feat: Violate Spell (*Book of Vile Darkness*).

Spells: Able to cast *masochism* and *sadism* as divine spells (*Book of Vile Darkness*).

Patron Deity: Loviatar.

Special: The candidate must have used the drug agony (liquid pain) (*Book of Vile Darkness*).

CLASS SKILLS

The maiden of pain's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the maiden of pain prestige class.

Weapon and Armor Proficiency: Maidens of pain gain proficiency with the whip, but not with any armor or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: Beginning at 2nd level, when a new maiden of pain level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in cleric.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting.

This essentially means that she adds the level of maiden of pain to the level of cleric, then determines spells per day, spells known, and caster level accordingly.

Agony Addiction (Ex): A maiden of pain gains a permanent addiction to the drug agony, also known as liquid pain. However, her addiction to the drug is mild and cannot grow worse.

Each day that she goes without a dose of agony, she takes 1d3 points of Dexterity damage.

In addition, the negative effects of the drug are blunted by her intimate familiarity with pain.

The initial effect of a dose of agony is to stun her for 1d4–1 rounds and force her to take only a single action each round for 1d4 minutes after that.

Extra Domain: A 1st-level maiden of pain gains access to the Pain domain if she does not already have it, or another domain offered by Loviatar if she does.

She gains the granted power of this third domain and can choose from its spell list as well as those of her other domains when selecting her domain spells for the day. She can still cast only one domain spell at each level (1st through 9th) per day, but now she has three choices instead of two at each spell level.

Lasher (Su): A maiden of pain can use a whip to deliver touch attacks.

This ability effectively gives her 15-foot reach with a touch spell or with her pain touch ability.

If she desires, she can make a normal attack with the whip when delivering a touch effect, but in this case she must make a successful melee attack rather than a touch attack. A maiden of pain can deliver a touch spell through her whip even against creatures that are normally unaffected by whip attacks.

Pain Touch (Su): Once per day, a 1st-level maiden of pain can use a melee touch attack to deliver wracking pain to a single opponent.

If she succeeds on the touch attack, the opponent must make a Fortitude saving throw (DC 10 + maiden of pain level + maiden of pain's Wis modifier).

A creature that fails this saving throw is stunned for 1 round, until just before the maiden of pain's next action. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits can't be stunned.

The maiden of pain can use this ability twice per day at 4th level, three times per day at 7th level, and four times per day at 10th level.

Improved Trip (Ex): At 3rd level, a maiden of pain gains the benefits of the Improved Trip feat when she is using a whip to make the trip attempt.

She need not meet the prerequisites for the feat, but she can use it only when wielding a whip.

Improved Disarm (Ex): A 6th-level maiden of pain gains the benefits of the Improved Disarm feat when she is using a whip to make the disarm attempt.

She need not meet the prerequisites of the feat, but she can use it only when wielding a whip.

TABLE A-6: THE MAIDEN OF PAIN

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells Per Day/Spells Known
1st	+0	+0	+2	+0	Agony addiction, extra domain, lasher, pain touch 1/day	—
2nd	+1	+0	+3	+0	—	+1 level of cleric class
3rd	+2	+1	+3	+1	Improved Trip	+1 level of cleric class
4th	+3	+1	+4	+1	Pain touch 2/day	+1 level of cleric class
5th	+3	+1	+4	+1	—	+1 level of cleric class
6th	+4	+2	+5	+2	Improved Disarm	+1 level of cleric class
7th	+5	+2	+5	+2	Pain touch 3/day	+1 level of cleric class
8th	+6	+2	+6	+2	—	+1 level of cleric class
9th	+6	+3	+6	+3	—	+1 level of cleric class
10th	+7	+3	+7	+3	Pain touch 4/day	+1 level of cleric class

MARTYRED CHAMPION OF ILMATER

The church of Ilmater is well known both for the number of martyrs it generates and for the high degree of reverence it pays them.

It is the only church that has a saint called “the Twice-Martyred”, and many of Ilmater’s followers hope to follow the example of St. Sollars.

A martyred champion of Ilmater is halfway there. Having already offered his life in heroic sacrifice once, he perseveres in Ilmater’s faith, ready and willing to be martyred again should the circumstances demand it.

Martyred champions of Ilmater come from all character classes, since the path to martyrdom is universal.

The class offers a mixture of unique benefits and advancement in a character’s previous career.

Martyred champions stand outside of Ilmater’s church hierarchy, since they are practically objects of veneration already.

They are free agents, utterly devoted to their deity’s cause, and powerful champions in the fight against evil and suffering.

Hit Die: d10.

REQUIREMENTS

To qualify to become a martyred champion of Ilmater, a character must fulfill all the following criteria.

Alignment: Lawful good.

Skills: Knowledge (religion) 4 ranks, any one skill 9 ranks.

Feats: Endurance, Nimbus of Light (*Book of Exalted Deeds*).

Patron Deity: Ilmater.

Special: Must have died in heroic sacrifice and been returned to life.

CLASS SKILLS

The martyred champion of Ilmater’s class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (religion) (Int), Profession (Int), Ride (Dex), and Spellcraft (Int).

See Chapter 4 of the *Player’s Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the martyred champion of Ilmater prestige class.

Weapon and Armor Proficiency: Martyred champions of Ilmater gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When the character attains an even-numbered martyred champion level, he has a choice of benefit.

He can gain new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class, or he can gain a bonus feat of his choice.

He must meet any prerequisites for a feat in order to select it.

If he chooses the spellcasting level, he does not gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting.

This essentially means that he adds the level of martyred champion to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before he became a martyred champion of Ilmater, he must decide to which class he adds each level of martyred champion for the purpose of determining spells per day and spells known.

A martyred champion of Ilmater is free to choose the bonus feat at one opportunity and the spellcasting level the next time the decision arises, or vice versa.

A character who is not a spellcaster must choose the bonus feat.

Diehard (Ex): At 1st level, a martyred champion of Ilmater gains Diehard as a bonus feat if he does not already have it.

Unarmed Strike (Ex): A martyred champion of Ilmater fights as his deity does—unarmed.

At 1st level, he gains Improved Unarmed Strike as a bonus feat if he does not already have it.

Like a monk, a martyred champion can attack with either fist interchangeably, or with elbows, knees, or feet.

This ability allows him to make unarmed strikes with his hands full and never as an off-hand attack. Usually a martyred champion's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll.

He has the same choice to deal lethal or nonlethal damage while grappling.

A martyred champion's unarmed strike is treated both as a manufactured weapon and as a natural weapon for the purpose of spells and effects that enhance or improve either type (such as the *magic fang* and *magic weapon* spells).

At 1st level, a martyred champion's unarmed strike deals 1d6 points of damage if he is Medium, 1d4 if he is Small, or 1d8 if he is Large.

At 4th level, this damage increases to 1d8 if he is Medium, 1d6 if he is Small, or 1d10 if he is Large.

At 8th level, his unarmed damage increases again to 1d10 if he is Medium, 1d8 if he is Small, or 2d8 if he is Large.

Fear Immunity (Ex): A 2nd-level martyred champion of Ilmater is immune to fear (magical or otherwise).

Greater Endurance (Ex): At 3rd level, a martyred champion gains a +4 sacred bonus on all the checks and saves improved by the Endurance feat.

Because this is a sacred bonus, it stacks with the benefit of the Endurance feat.

Divine Grace (Su): At 4th level, a martyred champion of Ilmater gains a bonus equal to his Charisma bonus (if any) on all saving throws.

Holy Suffering (Su): Beginning at 5th level, whenever a martyred champion of Ilmater takes at least 50 points of damage in a single round and survives, he is surrounded by a radiant glow signaling Ilmater's favor.

He gains a sacred bonus on attack rolls, saving throws, and skill checks equal to +1 for every 10 points of damage he took in the previous round.

This effect lasts for a number of rounds equal to his martyred champion level.

Although this effect is similar to that of the *masochism* spell, this ability is not evil.

Damage Reduction (Su): At 7th level, the martyred champion gains damage reduction 10/evil.

At 10th level, his damage reduction improves to 15/evil.

Communion (Su): Starting at 9th level, a martyred champion of Ilmater is so intimate with his deity that he can ask a single question each day as if casting a *commune* spell.

Using this ability costs 10 XP.

Sustenance (Ex): A 9th-level martyred champion of Ilmater no longer needs to eat, drink, or breathe.

He still suffers hunger pangs and burning lungs if he does not eat or breathe, but such sensations are to be expected and—like most pain—do not indicate a real need.

He takes no nonlethal damage and suffers no other ill effects from hunger, thirst, suffocation, or drowning.

TABLE A-7: THE MARTYRED CHAMPION OF ILMATER

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells Per Day/Spells Known
1st	+0	+0	+2	+0	Dichard, unarmed strike 1d6	—
2nd	+1	+0	+3	+0	Fear immunity	+1 level of existing spellcasting class or bonus feat
3rd	+2	+1	+3	+1	Greater endurance	—
4th	+3	+1	+4	+1	Divine grace, unarmed strike 1d8	+1 level of existing spellcasting class or bonus feat
5th	+3	+1	+4	+1	Holy suffering	—
6th	+4	+2	+5	+2	—	+1 level of existing spellcasting class or bonus feat
7th	+5	+2	+5	+2	Damage reduction 10/evil	—
8th	+6	+2	+6	+2	Unarmed strike 1d10	+1 level of existing spellcasting class or bonus feat
9th	+6	+3	+6	+3	Communion, sustenance	—
10th	+7	+3	+7	+3	Damage reduction 15/evil	+1 level of existing spellcasting class or bonus feat

MONK OF THE LONG DEATH

Scattered across Faerûn, the monks of the long death are members of a macabre, secretive order of scholars seeking to understand the true nature of death.

They do not care about the soul or the afterlife—only about the actual process of death, specifically its effects on living tissue.

Their organization is strongest in Thay, but outposts are scattered throughout Faerûn, even in the Silver Marches. Monks make up the majority of the candidates for this prestige class, but clerics of the dark gods of death (such as Velsharoon, Kiaransalee, and even the dead god Myrkul) are fairly common as well.

Necromancers, assassins, and other characters who are fascinated with death round out the order's numbers.

Hit Die: d8.

REQUIREMENTS

To qualify to become a monk of the long death, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Craft (alchemy) 5 ranks, Craft (poisonmaking) 7 ranks, Heal 3 ranks, Knowledge (arcana) 8 ranks.

Base Will Save Bonus: +5.

Special: The candidate must be inducted into the monks of the long death via a secret ceremony consisting of various morbid and hideous acts designed to test his resolve.

CLASS SKILLS

The monk of the long death's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Disguise (Cha), Forgery (Int), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Speak Language (none), and Tumble (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the monk of the long death prestige class.

Weapon and Armor Proficiency: Monks of the long death gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Deathguard (Ex): At 1st level, the monk of the long death gains a +1 bonus on saving throws against death effects. This bonus increases by 1 at every odd-numbered level (to +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).

Monk Abilities (Ex): A monk of the long death has the unarmed damage, AC bonus, and unarmored speed bonus of a monk whose level is equal to his monk of the long death level (see Table 3–10: The Monk on page 40 of the *Player's Handbook*).

If he also has monk levels, his levels in the two classes stack for the purpose of determining these abilities.

Poison Use: Monks of the long death are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Macabre Shroud (Ex): Monks of the long death are disturbing and even frightening to most people, so those who see them tend to forget them as quickly as possible. When a monk of the long death reaches 2nd level, the DC of any Gather Information, bardic knowledge, or similar check made to learn about him increases by an amount equal to his monk of the long death level.

Death Knell (Sp): At 3rd level, a monk of the long death may use *death knell* once per day (caster level equals monk of the long death level).

Death Attack (Ex): At 6th level, the monk of the long death gains the ability to make a death attack.

This ability functions like the assassin ability of the same name, except that the save DC is 10 + monk of the long death level + the monk of the long death's Int modifier (see page 180 of the *Dungeon Master's Guide* for more information).

If the monk of the long death also has the death attack ability from another class (such as assassin), levels of that class stack with his monk of the long death levels for the purpose of determining the save DC.

Death Touch (Su): Once per day, a 10th-level monk of the long death may make a death touch attack.

This ability functions like the Death domain's granted power, except that the required die roll is 1d6 per monk of the long death level.

If the monk of the long death also has the death touch ability from another class (such as cleric), levels of that class stack with his monk of the long death levels for the purpose of determining the save DC.

EX-MONKS OF THE LONG DEATH

Any monk of the long death who betrays the secrets of the order, or even attempts to leave the organization, immediately becomes the target of assassins.

These assassins begin with a EL equal to the monk of the long death's character level (whether a single assassin of the same level, or several of lower levels), but each failed

assassination attempt increases the EL of the next group sent out by 1.

If the former monk of the long death survives an assassination attempt by a group with an EL 5 higher than his character level, the monks of the long death stop wasting their resources on him.

TABLE 2–13:

THE MONK OF THE LONG DEATH

Class	Base	Fort	Ref	Will	Special
Level	Attack Bonus	Save	Save	Save	
1st	+0	+0	+2	+2	Deathguard +1, monk abilities, poison use
2nd	+1	+0	+3	+3	Macabre shroud
3rd	+2	+1	+3	+3	<i>Death knell</i> , deathguard +2
4th	+3	+1	+4	+4	—
5th	+3	+1	+4	+4	Deathguard +3
6th	+4	+2	+5	+5	Death attack
7th	+5	+2	+5	+5	Deathguard +4
8th	+6	+2	+6	+6	—
9th	+6	+3	+6	+6	Deathguard +5
10th	+7	+3	+7	+7	Death touch

MORNINGLORD OF LATHANDER

The Church of Lathander is well known and highly respected across Faerûn.

A large part of that respect comes from Lathander's elite priests, who are known as the morninglords.

Morninglords are, in many ways, the epitome of the classical cleric archetype—they are kindly healers and advisors, stalwart protectors, and implacable foes of the undead.

Because morninglords believe it is their duty to bring Lathander's light to all the dark places of the world, they often travel the breadth of Faerûn, preaching the glories of their god to any who will listen and smiting his foes wherever they appear.

Clerics comprise the majority of morninglord candidates, but paladins of Lathander frequently hear the calling as well.

Multiclass fighters, and more rarely rangers, sometimes join the ranks of the morninglords as well, but other classes are very rare.

Paladins of Lathander can freely multiclass as morninglords of Lathander.

Hit Die: d8.

REQUIREMENTS

To qualify to become a morninglord of Lathander, a character must fulfill all the following criteria.

Alignment: Any good.

Skills: Craft (any) 4 ranks, Diplomacy 7 ranks, Knowledge (religion) 8 ranks, Perform (any) 2 ranks.

Feat: Improved Turning.

Spells: Able to cast 3rd-level divine spells, one of which must be *daylight*.

Patron Deity: Lathander.

CLASS SKILLS

The morninglord of Lathander's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

CLASS FEATURES

All the following are class features of the morninglord of Lathander prestige class.

Weapon and Armor Proficiency: Morninglords of Lathander gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks. **Spells per Day/Spells Known:** When a new morninglord of Lathander level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever divine spellcasting class granted her access to 3rd-level spells before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting.

This essentially means that she adds the level of morninglord of Lathander to the level of whatever other divine spellcasting class granted her access to 3rd-level spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one divine spellcasting class that granted access to 3rd-level spells before she became a morninglord of Lathander, she must decide to which class she adds each level of morninglord for the purpose of determining spells per day and spells known.

Bane of the Restless (Ex): The character's morninglord of Lathander levels stack with her levels in any other class that grants the ability to turn undead for the purpose of turning attempts.

Lathander's Light (Su): Whenever a morninglord casts a spell with the light descriptor, its area is doubled.

Creative Fire (Ex): Morninglords are creative, expressive people, much like their god.

At 2nd level, the character gains a bonus equal to her morninglord of Lathander level on all Craft and Perform checks.

Daylight (Sp): At 3rd level, the morninglord of Lathander may use *daylight* once per day (caster level equals morninglord of Lathander's divine caster level).

Searing Ray (Sp): A 4th level, a morninglord of Lathander may use *searing ray* once per day (caster level equals morninglord of Lathander's divine caster level).

If this ability is used against undead, the damage increases as if the Empower Spell feat had been applied.

Greater Turning (Su): Once per day, a morninglord of at least 5th level may use greater turning.

This ability functions like the granted power of the Sun domain.

At 9th level, she may use this ability twice per day.

If the morninglord of Lathander already has access to the Sun domain, she gains an extra use per day of greater turning at 5th level and at 9th level.

Blessing of Dawn (Su): The sight of the morning sun is an inspirational vision for all morninglords.

Beginning at 6th level, a morninglord of Lathander gains a +2 morale bonus on Will saves from sunrise until noon.

This ability is in effect only while she can see the sun; the effect is suppressed any time she is deprived of the sight of it during this period.

Maximize Turning (Su): Once per day, a morninglord of at least 7th level can automatically achieve the maximum possible result on a turning damage roll.

Rejuvenation of the Morn (Su): Dawn is a powerful symbol of rebirth and renewal.

Once per tenday, a morninglord of at least 8th level may spend one uninterrupted hour before dawn praying to Lathander.

As soon as the sun rises after this prayer ritual, she gains one benefit of her choice from the following list.

- Healing up to full normal hit points (self only).
- Removal of any poisons or diseases (self only).

This effect does not restore ability damage or ability drain caused by poison or disease.

- Full restoration of ability damage due to one poison or disease.

If the morninglord's prayers are interrupted for even a single round, the attempt is ruined, and she must wait a full tenday to try again.

Aura of Radiance (Su): When the morninglord of Lathander reaches 10th level, the light of Lathander shines perpetually upon her.

No matter how dark it is, the morninglord sees as though the conditions were identical to the outdoors at sunrise.

This ability functions like darkvision out to 60 feet, except that the morninglord sees in color.

The morninglord also gains a +2 sacred bonus on saving throws against spells with the darkness descriptor and a +2 sacred bonus to Armor Class against attacks from undead creatures.

TABLE 2-14: THE MORNINGLORD OF LATHANDER

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Bane of the restless, Lathander's light,	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Creative fire	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	<i>Daylight</i>	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	<i>Searing ray</i>	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Greater turning 1/day	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Blessing of dawn	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Maximize turning	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Rejuvenation of morn	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Greater turning 2/day	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Aura of radiance	+1 level of existing divine spellcasting class

PURPLE DRAGON KNIGHT

The famed Purple Dragons make up the bulk of Cormyr's standing army.

These highly trained soldiers, coupled with the fearsome War Wizards of Cormyr, have defended the Forest Kingdom from all manner of threats, from savage humanoids to the mysterious shades.

The Purple Dragon knight, one of the army's high-ranking officers, can command from ten to a hundred or more soldiers on the battlefield.

Being awarded the rank of Purple Dragon knight is a great honor for any Cormyrian.

Fighters, rangers, and paladins make up the majority of the Purple Dragon knights, but a few are bards, clerics, or rogues.

Sorcerers and wizards, while not outright forbidden from joining the Purple Dragons, almost always join the War Wizards, Cormyr's elite brigade of combat-trained spellcasters, instead.

Barbarians, druids, and monks seldom join the ranks of the Purple Dragon knights, being either too undisciplined or too uncivilized.

Having levels in this prestige class implies at least a nominal degree of military service in Cormyr, and thus the class might not be appropriate for all campaigns.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Purple Dragon knight, a character must fulfill all the following criteria.

Alignment: Any nonevil and nonchaotic.

Region: The candidate must have Cormyr as his home region or have 8 ranks in Knowledge (Cormyr local).

Base Attack Bonus: +4.

Skills: Diplomacy or Intimidate 1 rank, Listen 2 ranks, Ride 2 ranks, Spot 2 ranks.

Feats: Leadership, Mounted Combat.

Special: The candidate must be a member of the Purple Dragons.

CLASS SKILLS

The Purple Dragon knight's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (Cormyr local) (Int), Knowledge (tactics) (Int), Ride (Dex), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Purple Dragon knight prestige class.

Weapon and Armor Proficiency: Purple Dragon knights gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Heroic Shield (Ex): Beginning at 1st level, when the Purple Dragon knight uses the aid another action (see page 154 of the *Player's Handbook*) to improve an ally's AC, his effort grants a +4 circumstance bonus instead of the normal +2.

Rallying Cry (Su): Three times per day, a Purple Dragon knight can utter a powerful shout (usually "For Cormyr!") that grants him a +1 morale bonus on his next attack roll and increases his land speed by 5 feet until his next turn. These same benefits also extend to each of his allies within 60 feet.

Traditionally, the rallying cry is used when a formation of soldiers is about to charge.

Rallying cry is a mind-affecting ability.

Inspire Courage (Su): Once per day at 2nd level, the Purple Dragon knight can make an inspirational speech to bolster his allies and himself against fear and improve the group's combat abilities.

This ability functions like the inspire courage function of the bardic music ability.

Each affected creature, including the knight himself, gains a +2 morale bonus on saving throws against *charm* or fear effects and a +1 morale bonus on attack and weapon damage rolls.

To gain these benefits, an ally must hear the Purple Dragon knight speak for 1 full round.

The effect lasts as long as the ally can hear the knight speak and for 5 rounds afterward.

While speaking, the Purple Dragon knight can fight, but he cannot cast spells or activate magic items by either spell completion (such as scrolls) or command word (such as wands).

At 4th level, the Purple Dragon knight may inspire courage one additional time per day.

Fear (Sp): Once per day, a 3rd-level or higher Purple Dragon knight may evoke a *fear* effect that functions like the spell of the same name (caster level equals Purple Dragon knight's character level).

Oath of Wrath (Su): At 4th level, the Purple Dragon knight may select a single opponent within 60 feet and swear to defeat him.

For the duration of the encounter, the knight gains a +2 morale bonus on melee attack rolls, weapon damage rolls, saving throws, and skill checks made against the challenged target.

The effect is negated immediately if the Purple Dragon knight attacks or targets a spell against any hostile creature other than the challenged target.

Attacks of opportunity and spells cast on allies do not count, nor do spells such as *fireball* that may catch other creatures in their areas.

The Purple Dragon knight can use oath of wrath once per day.

Final Stand (Su): Once per day, a Purple Dragon knight of at least 5th level can inspire his troops to a heroic effort. When he uses this ability, the knight gains 2d10 temporary hit points, and so does each ally within 10 feet of him.

This ability can affect a maximum number of creatures equal to the character's Purple Dragon knight level + the Purple Dragon knight's Cha modifier, and the effect lasts for an equal number of rounds.

THE PURPLE DRAGON KNIGHT

Class	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Heroic shield, rallying cry
2nd	+2	+3	+0	+0	Inspire courage 1/day
3rd	+3	+3	+1	+1	<i>Fear</i>
4th	+4	+4	+1	+1	Inspire courage 2/day, oath of wrath
5th	+5	+4	+1	+1	Final stand

RUNECASTER

Though originally developed by the dwarves and giants, the ability to create runes of power has spread far beyond the hills and mountains.

Those who choose to master this ability, known as runecasters, can create incredibly potent symbols that last for multiple uses and can be triggered without so much as a touch.

An established runecaster's belongings are usually adorned with many runes, which make them not only impressive-looking items, but also true threats to thieves.

Since a majority of those who practice this technique are dwarves and giants, it is not surprising that most runecasters come from the cleric or adept class.

Some rangers and paladins have also chosen to become runecasters, particularly since the Thunder Blessing has resulted in many young dwarves leaving home to explore the wilderness.

A few rare druids have chosen the path of the runecaster as well, although generally only in places where druids are so scarce that they have to rely on runes to protect a large area. Runecasting clerics and paladins use their abilities to protect their temples and holy items, while ranger

runecasters use them to guard trails, protect lairs of threatened animals, and defend natural refuges.

Hit Die: d8.

REQUIREMENTS

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

Skills: Spellcraft 8 ranks, Craft (calligraphy, gemcutting, metalworking, stonecarving, or woodcarving) 8 ranks.

Feat: Inscribe Rune.

Spells: Able to cast 3rd-level divine spells.

CLASS SKILLS

The runecaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana), (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the runecaster prestige class.

Weapon and Armor Proficiency: Runecasters gain no proficiency with any weapon, armor, or shield.

Spells per Day/Spells Known: When a new runecaster level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class granted him access to 3rd-level spells before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting.

This essentially means that he adds the level of runecaster to the level of whatever other divine spellcasting class granted him access to 3rd-level spells, then determines spells per day, spells known, and caster level accordingly. If a character had more than one divine spellcasting class that granted access to 3rd-level spells before he became a runecaster, he must decide to which class he adds each level of runecaster for the purpose of determining spells per day and spells known.

Rune Craft (Ex): At 1st level, the runecaster gains a +1 bonus on Craft checks made to inscribe runes.

This bonus increases to +2 at 4th level and to +3 at 7th level.

Improved Runecasting (Su): As a runecaster rises in level, he gains the ability to create runes that function more than once and have different kinds of triggers.

These extra features increase the cost of the rune, as shown on the table.

Number of Uses or Trigger Method	Base Price	Runecaster Level ¹
One	Spell level ¹ × caster level × 50 gp	—
Charges ²	Spell level ¹ × caster level × charges × 50 gp	3rd
Charges per day ³	Spell level ¹ × caster level × charges × 400 gp	8th
Permanent	(until Spell level ¹ × caster level × 2,000 gp dispelled) ⁴	8th
Works when touched	Base cost	—
Works when read	Base cost × 2 or passed	3rd

1 A 0-level spell counts as 1/2 level.

2 The minimum runecaster level to inscribe a rune of this type. “—” indicates the default ability granted by the Inscribe Rune feat.

3 If the spell has a component or XP cost, add that cost times the number of charges to the base price of the rune.

4 If the spell has a component or XP cost, add 100 times that cost to the base price of the rune.

Works When Read or Passed: Any attempt to study, identify, or fathom a rune's meaning counts as “reading” the rune. Passing through any portal that bears a rune counts as “passing” it.

To affect a target, a rune must have an unbroken line of effect to it and be within 30 feet of it.

A rune that is triggered when passed can be set for almost any special condition the runecaster specifies.

Runes can be set to trigger according to physical characteristics (such as height or weight) or creature type, subtype, or race (such as drow or aberration). They can also trigger based on good, evil, law, or chaos, or a creature's patron deity.

They cannot, however, be set to trigger by class, Hit Dice, or level.

Runes respond to invisible creatures normally but are not triggered by creatures that travel past them ethereally.

When placing a rune with a “pass” trigger, a runecaster can specify a password or phrase that prevents the rune from triggering.

Rune Power (Ex): When the runecaster reaches 2nd level, his runes become more potent.

The DC for all attempts to erase, dispel, or disable his runes, and for caster level checks to overcome the spell resistance of their targets, increases by 1.

This increase does not apply to the DC of the saving throw (if any) to resist a rune's effect.

This increase rises to 2 at 5th level and to 3 at 9th level.

Maximize Rune (Ex): At 6th level, the runecaster can create runes whose effects are maximized, as if by the Maximize Spell feat, without altering the level of the spell used to create the rune.

Maximizing a rune adds 5 to the DC of the Craft check required to inscribe it.

Rune Chant (Ex): A 10th-level runecaster may cast any divine spell to which he has access at +1 caster level by tracing a rune in the air as an extra somatic component.

For spells with a casting time of 1 action, using this ability increases the casting time to 1 full round.

The casting time for all other spells increases by 1 round when rune chant is used.

This ability cannot be used on stilled spells, and it does not function with the maximize rune ability.

TABLE 2–16: THE RUNECASTER

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Rune craft +1	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Rune power +1	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Improved runecasting	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Rune craft +2	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Rune power +2	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Maximize rune	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Rune craft +3	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Improved runecasting	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Rune power +3	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Rune chant	+1 level of existing divine spellcasting class

SHAARYAN HUNTER

Though they almost never leave their homeland, Shaaryans have a reputation as wily bandits, masterful horsemen, and uncanny hunters.

While allegations of banditry are not universally true, nearly every able-bodied Shaaryan is a capable rider, and a goodly number of them are indeed trackers and hunters of no small skill.

On the backs of their swift horses, Shaaryan hunters can run down even the fastest prey and either spear it with a lance or pelt it with arrows from horseback.

Most Shaaryan hunters stay within their homeland, providing food and materials for their tribes, but a rare few venture out into Faerûn to seek adventure.

Such nomads usually become wilderness guides or bounty hunters.

Rangers and barbarians make up the majority of Shaaryan hunter candidates, but rogues are reasonably common as well.

Druids very rarely take up the life of the hunter, and members of the other classes almost never have the wilderness survival skills necessary for the prestige class. Hit Die: d10.

REQUIREMENTS

To qualify to become a Shaaryan hunter, a character must fulfill all the following criteria.

Region: The Shaar.

Base Attack Bonus: +5.

Skills: Handle Animal 4 ranks, Ride 6 ranks, Survival 8 ranks.

Feats: Animal Affinity, Mounted Archery, Mounted Combat, Track.

CLASS SKILLS

The Shaaryan hunter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Knowledge (Shaar local) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Shaaryan hunter prestige class.

Weapon and Armor Proficiency: Shaaryan hunters gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Ride Bonus (Ex): At 1st level, the Shaaryan hunter gains a +2 competence bonus on Ride checks.

This bonus increases to +4 at 4th level, to +6 at 7th level, and to +8 at 10th level.

Mounted Tracking (Ex): Shaaryan hunters are skilled at following tracks from horseback.

Beginning at 2nd level, a Shaaryan hunter may move at one-half her mount's base speed without taking penalties on Survival checks made to track.

At 6th level, she may move at her mount's full speed while tracking with no penalty on checks made to track.

Burst of Speed (Ex): Beginning at 3rd level, the Shaaryan hunter can urge her mount to move at double its normal speed for 1 round.

During this round, the mount charges at double the new speed and runs at quadruple the new speed.

This ability is usable once per day without danger to the mount.

If the Shaaryan hunter attempts to use the ability a second time in the same day, her mount must make a successful Fortitude save (DC 20) or take 1d6 points of damage.

Each additional time she uses the ability in the same day, her mount must make a new Fortitude save at the same DC, and the damage increases by 1d6 points over that for the previous attempt.

Thus, the third use of this ability in one day deals 2d6 points of damage, the fourth use deals 3d6 points of damage, and so on.

Mounted Accuracy (Ex): Shaaryan hunters are almost as skilled as the legendary Tuigan Horde when firing a bow from horseback.

Beginning at 4th level, the Shaaryan hunter gains a +2 competence bonus on ranged attack rolls made from horseback.

When she reaches 9th level, this bonus increases to +4. Spirited Charge (Ex): At 5th level, the Shaaryan hunter receives Spirited Charge as a bonus feat if she does not already have it.

She need not meet the prerequisites for this feat.

Long Riding (Ex): At 7th level, the Shaaryan hunter has learned how to coax extra endurance from her mount so that she can ride longer and at a higher average speed. When traveling overland, her mount moves at 150% of its normal overland speed.

This ability does not increase the creature's speed in combat.

Born in the Saddle (Ex): When the Shaaryan hunter reaches 8th level, her mastery of horsemanship enables her to perform unbelievable stunts.

Once per day while mounted, she may elect to make a Ride check in place of any one attack roll, saving throw, or skill check.

She uses her total Ride modifier but gains no modifiers from other sources (such as a weapon's enhancement bonus or a feat that increases her saving throw bonus).

TABLE 2-17: THE SHAARYAN HUNTER

Class	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+1	+2	+2	+0	Ride bonus +2
2nd	+2	+3	+3	+0	Mounted tracking (half speed)
3rd	+3	+3	+3	+1	Burst of speed
4th	+4	+4	+4	+1	Mounted accuracy +2, ride bonus +4
5th	+5	+4	+4	+1	Spirited Charge
6th	+6	+5	+5	+2	Mounted tracking (full speed)
7th	+7	+5	+5	+2	Long riding, ride bonus +6
8th	+8	+6	+6	+2	Born in the saddle
9th	+9	+6	+6	+3	Mounted accuracy +4
10th	+10	+7	+7	+3	Ride bonus +8

SHADOW ADEPT

Some spellcasters who discover the existence of the Shadow Weave are cautious about using it, altering their magic slowly to take advantage of its effects.

Others are more reckless, hurling themselves into the abyss of the Shadow Weave immediately to acquire all the gifts available to the casual student and discover secrets unavailable to all but the most dedicated.

These latter spellcasters are the shadow adepts, who make great sacrifices with respect to some aspects of the Art in order to reap greater benefits elsewhere.

Most shadow adepts were previously sorcerers or wizards, and these are the ones who stand to gain the greatest power from adopting this path.

Any spellcaster can tap the Shadow Weave, however, and a few bards, druids, and rangers have also been known to make this choice.

Among clerics, only the followers of Shar are common in the ranks of the shadow adepts.

Hit Die: d4.

REQUIREMENTS

To qualify to become a shadow adept, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

Feats: Shadow Weave Magic, any one metamagic feat.

Spells: Able to cast 3rd-level arcane or divine spells.

CLASS SKILLS

The shadow adept's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the shadow adept prestige class.

Weapon and Armor Proficiency: Shadow adepts gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new shadow adept level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class granted him access to 3rd-level spells before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting.

This essentially means that he adds the level of shadow adept to the level of whatever other spellcasting class granted him access to 3rd-level spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class that granted access to 3rd-level spells before he became a shadow adept, he must decide to which class he adds each level of shadow adept for the purpose of determining spells per day and spells known.

Shadow Feats: At 1st level, a shadow adept gains Insidious Magic, Pernicious Magic, and Tenacious Magic as bonus feats if he doesn't already have them.

Low-Light Vision (Ex): At 2nd level, a shadow adept gains low-light vision if he doesn't already have it.

Shadow Defense (Ex): At 3rd level, a shadow adept gains resistance to the kinds of spells that are favored by the Shadow Weave.

He gains a +1 profane bonus on saving throws against spells from the schools of enchantment, illusion, and necromancy, as well as spells with the darkness descriptor.

This bonus increases to +2 at 6th level and to +3 at 9th level. Shield of Shadows (Su): A shadow adept of at least 4th level can surround himself with a globe of purple-black force as a standard action.

This shield of shadows functions like a *shield* spell, granting him a +4 shield bonus to AC and absorbing *magic missiles* cast at him.

In addition, the *shield of shadows* provides concealment (20% miss chance) against melee and ranged attacks.

The shadow adept can see and reach through the shield, so it does not provide cover or concealment to opponents.

The shadow adept may use a shield of shadows for up to 1 round per caster level per day.

This duration need not be consecutive—the shadow adept may break it up into increments as small as 1 round if he so desires.

Creating or dismissing the shield of shadows is a standard action.

When the shadow adept reaches 8th level, the shield also grants him spell resistance equal to 12 + his shadow adept level, as if he were under the effect of a *spell resistance* spell.

Darkvision (Su): At 7th level, a shadow adept can see in the dark as though he were permanently affected by a *darkvision* spell.

Shadow Walk (Sp): A shadow adept of at least 7th level can use *shadow walk* once per day (caster level equals shadow adept level).

Shadow Double (Su): Once per day, a 10th-level shadow adept can use a standard action to create a double of himself woven from shadowstuff.

The double has the ability scores, base AC, hit points, saves, and attack bonuses of its creator, but no equipment.

(Any apparent clothing or equipment is nonfunctional).

Since it can use anything its creator can, the double can attack the creator's enemies if given a weapon or item with which to do so.

Alternatively, it can function as the target of a *project image* spell, duplicating the creator's actions and functioning as the origin of the creator's spells when it is within his direct line of sight.

Mentally commanding the double is a free action.

Using it as the originator of a spell counts as an action of the sort needed to cast the spell for both the creator and the double.

Causing either the creator or the double to leave the plane they share dismisses the double.

The double lasts 1 round per caster level.

The death of the double does not affect the shadow adept or vice versa.

If its creator dies, the shadow double still lasts until its duration expires.

TABLE 2-18: THE SHADOW ADEPT

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Shadow feats	+1 level of existing class
2nd	+1	+0	+0	+3	Low-light vision	+1 level of existing class
3rd	+1	+1	+1	+3	Shadow defense +1	+1 level of existing class
4th	+2	+1	+1	+4	Shield of shadows	+1 level of existing class
5th	+2	+1	+1	+4	—	+1 level of existing class
6th	+3	+2	+2	+5	Shadow defense +2	+1 level of existing class
7th	+3	+2	+2	+5	Darkvision, <i>shadow walk</i>	+1 level of existing class
8th	+4	+2	+2	+6	Greater shield of shadows	+1 level of existing class
9th	+4	+3	+3	+6	Shadow defense +3	+1 level of existing class
10th	+5	+3	+3	+7	Shadow double	+1 level of existing class

SHADOW THIEF OF AMN

The organization known as the Shadow Thieves is the largest and most prosperous thieves' guild in all of Faerûn. Its success is derived from its system of interlocking guilds, each dedicated to the twin goals of profit and power. From the organization's stronghold in Amn, this series of guilds controls the lion's share of all criminal operations along the Sword Coast, and it also reaches beyond that area into many other parts of Faerûn.

As a member of a Shadow Thieves' guild, a shadow thief of Amn knows only her own minions, her coworkers, and her superior.

This web of secrecy preserves the organization, because any members who are captured can sell out only a few others.

Most shadow thieves of Amn were previously rogues, although specialists in some criminal fields are more likely to have backgrounds as fighters or rangers.

Clerics of evil deities (particularly Mask and Shar) take up this path to fill certain roles in the field, and sorcerers and wizards also have important roles.

Shadow thieves excel at working with others, intimidating common folk, administering punitive beatings, and acquiring important contacts.

Hit Die: d6.

REQUIREMENTS

To qualify to become a shadow thief of Amn, a character must fulfill all the following criteria.

Skills: Bluff 3 ranks, Gather Information 3 ranks, Hide 8 ranks, Intimidate 3 ranks, Move Silently 3 ranks.

Feat: Persuasive.

Special: The candidate must be a member of a Shadow Thieves' guild.

CLASS SKILLS

The shadow thief of Amn's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Forgery (Int), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (local), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the shadow thief of Amn prestige class.

Weapon and Armor Proficiency: Shadow thieves of Amn gain proficiency with all simple weapons and with light armor.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Doublespeak (Ex): A shadow thief of Amn is adept at talking her way out of tight places.

At 1st level, she gains a +2 bonus on all Bluff and Diplomacy checks.

Sneak Attack (Ex): This ability functions like the rogue ability of the same name.

The extra damage dealt increases by 1d6 points at 1st level, by another 1d6 points at 3rd level, and another 1d6 points at 5th level.

If a shadow thief of Amn gets a sneak attack bonus from another source (such as rogue levels) the bonuses on damage stack.

Furthermore, shadow thief of Amn levels stack with any other appropriate class levels (such as rogue or assassin) for the purpose of overcoming improved uncanny dodge.

Bonus Feat: At 2nd level and again at 4th level, a shadow thief of Amn gains a bonus feat of her choice from the following list: Acrobatic, Agile, Alertness, Blind-Fight, Combat Expertise, Deceitful, Deft Hands, Exotic Weapon Proficiency (hand crossbow or shuriken), Improved Feint, Leadership, Lightning Reflexes, Negotiator, Nimble Fingers, Persuasive, Track, Skill Focus (any guild thief class skill), Silent Spell, Stealthy, Still Spell, Weapon Finesse, Weapon Focus (any).

She must meet any prerequisites for a feat in order to select it.

Uncanny Dodge (Ex): At 2nd level, a shadow thief of Amn gains the ability to react to danger before her senses would normally allow her to even be aware of it.

She retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized).

If a shadow thief of Amn already has the uncanny dodge ability from another class, she gains improved uncanny dodge (see the rogue class description in the *Player's Handbook*) instead.

Reputation (Ex): By the time she reaches 3rd level, a shadow thief's infamy grants her a +1 bonus to her Leadership score (see the Leadership feat description on page 106 of the *Dungeon Master's Guide*). This bonus increases to +2 at 4th level and to +3 at 5th level. Usually, a shadow thief of Amn who has an interest in collecting followers maintains a permanent base of operations within a city, which gives her an additional +2 bonus to her Leadership score.

Improved Uncanny Dodge (Ex): At 5th level, a shadow thief of Amn can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the shadow thief of Amn. The exception to this defense is that a rogue at least four levels higher than the shadow thief can flank her (and thus sneak attack her). If the shadow thief of Amn already has improved uncanny dodge, the levels from any other classes granting uncanny dodge stack for the purpose of determining the minimum rogue level required to flank her.

TABLE 2-19: THE SHADOW THIEF OF AMN

Class	Base	Fort	Ref	Will	Special
Level	Attack Bonus	Save	Save	Save	
1st	+0	+0	+2	+0	Doublespeak, sneak attack +1d6
2nd	+1	+0	+3	+0	Bonus feat, uncanny dodge
3rd	+2	+1	+3	+1	Reputation +1, sneak attack +2d6
4th	+3	+1	+4	+1	Bonus feat, reputation +2
5th	+3	+1	+4	+1	Improved uncanny dodge, reputation +3, sneak attack

SLIME LORD

Though Ghaunadar is a member of the drow pantheon, he is not a drow god at all. The Lord of Slime is a primordial deity of slimes and oozes, revered by aboleths and roppers as well as outcast and rebellious drow. Slime lords, the most favored of Ghaunadar's servants, are not clerics; they are spies and infiltrators who can change their shapes in order to move unnoticed among members of any race. Though most begin their careers as humanoids, over time they become increasingly similar to the aberration servitors of Ghaunadar, which are known as ghaunadans. Slime lords come from all backgrounds, but most were once rogues or rogue/fighters. Clerics of Ghaunadar sometimes give up their spell progressions to become slime lords, and some merely dabble in the slime lord class to supplement their divine magic. Most slime lords are drow, though they can come from any race.

As servants of the god of outcasts, they are outcasts in any society—drow, surface elf, or other. In the Underdark, they lead small cults of Ghaunadar's followers, usually rebels against the rule of Lolth's clergy in drow cities.

Hit Die: d8.

REQUIREMENTS

To qualify to become a slime lord, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +4.

Skill: Disguise 6 ranks.

Feat: Willing Deformity (*Book of Vile Darkness*).

Patron Deity: Ghaunadar.

CLASS SKILLS

The slime lord's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Hide (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Move Silently (Dex), and Survival (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the slime lord prestige class.

Weapon and Armor Proficiency: Slime lords gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks. Paralytic Slime (Ex): A slime lord's pseudopods are coated with slime that can paralyze a foe.

Any creature struck by a slime lord's natural attack must succeed on a Fortitude save (DC 10 + slime lord level + slime lord's Con modifier) or be paralyzed for 1d4+1 rounds.

Pseudopods (Ex): The physical form of a slime lord is more mutable than that of a normal creature of his type.

As a move action, a slime lord can transform his hands into pseudopods or back into normal hands.

He can make two natural attacks with his pseudopods as a full attack action, or one attack as a standard action.

Each successful attack deals 1d6 points of damage.

The transformation lasts for up to 1 round per slime lord level, though the character can change his pseudopods back into hands before the expiration of the effect as a move action.

The slime lord can use this ability once per day at 1st level.

Thereafter, he gains one additional use per day for every two slime lord levels.

Thus, he can use the ability twice per day at 3rd level, three times per day at 5th level, four times per day at 7th level, and five times per day at 9th level.

Charming Gaze (Su): A slime lord of at least 3rd level can activate a charming gaze for 1 round.

Any creature that meets the slime lord's gaze must make a Will save (DC 10 + slime lord level + slime lord's Cha modifier) or be affected as if by a *charm monster* spell (caster level equals slime lord's character level).

This ability is usable once per day per slime lord level.

Sleep Immunity (Ex): A slime lord of 4th level or higher is immune to sleep effects.

Alter Self (Su): A 5th-level or higher slime lord can change his form as though he were under the influence of the *alter self* spell.

He can use this ability at will, and any change to his form lasts until he uses the ability again or chooses to revert to his natural form.

Damage Reduction (Ex): When the slime lord reaches 7th level, his body is so mutable that he gains damage reduction 5/slashing or piercing.

Polymorph Immunity (Ex): An 8th-level or higher slime lord is immune to polymorphing.

Blindsight (Ex): When the slime lord reaches 9th level, his whole body acts as a sensory organ, granting him blindsight out to 60 feet.

No Discernible Anatomy (Ex): A 10th-level slime lord's form is so amorphous that he is no longer subject to critical hits or sneak attacks.

Furthermore, he gains immunity to poison, paralysis, and stunning.

TABLE A-8: THE SLIME LORD

Class	Base	Fort	Ref	Will	Special
Level	Attack Bonus	Save	Save	Save	
1st	+0	+0	+2	+0	Paralytic slime, pseudopods 1/day
2nd	+1	+0	+3	+0	—
3rd	+2	+1	+3	+1	Charming gaze, pseudopods 2/day
4th	+3	+1	+4	+1	Sleep immunity
5th	+3	+1	+4	+1	Alter self, pseudopods 3/day
6th	+4	+2	+5	+2	—
7th	+5	+2	+5	+2	Damage reduction 5/slashing or piercing, pseudopods 4/day
8th	+6	+2	+6	+3	+2 Polymorph immunity
9th	+6	+3	+6	+3	Blindsight, pseudopods 5/day
10th	+7	+3	+7	+3	No discernible anatomy

SPELLGUARD OF SILVERYMOON

As the bastion of civilization in the savage North, the city of Silvermoon attracts a great deal of attention from the fell creatures that inhabit the snow-shrouded forests.

Evil giants, trolls, dark elves, and creatures of an even fouler bent scheme to make the Gem of the North fall.

Fortunately for the Silvaeen, the city is well defended against such threats.

The Spellguard, Silvermoon's elite cadre of battle-trained arcane spellcasters, protects the city against the threat of hostile magic and aids the Knights in Silver against more mundane threats.

Sorcerers and wizards are the most likely characters to become spellguards.

At present, there are no bards in the Spellguard, but there is no reason why such a character might not join the organization.

Multiclass characters are rare in the Spellguard, but fighters and rogues with levels in arcane spellcasting classes are sought after for their versatility in the field.

Having levels in this prestige class implies at least a nominal degree of military service in Silvermoon.

Thus, the class might not be appropriate for all campaigns. Hit Die: d4.

REQUIREMENTS

To qualify to become a spellguard of Silvermoon, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Region: Silvermoon or Silver Marches.

Skills: Concentration 8 ranks, Spellcraft 5 ranks.

Feats: Combat Casting, any one metamagic feat.

Spells: Able to cast 4th-level arcane spells.

Special: The candidate must be accepted into the Spellguard.

CLASS SKILLS

The spellguard of Silvermoon's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int), and Spot (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the spellguard of Silvermoon prestige class.

Weapon and Armor Proficiency: Spellguards of Silvermoon gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new spellguard of Silvermoon level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class granted him access to 4th-level spells before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on), except for an increased effective level of spellcasting.

This essentially means that he adds the level of spellguard of Silvermoon to the level of whatever other arcane spellcasting class granted him access to 4th-level spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one arcane spellcasting class that granted access to 4th-level spells before he became a spellguard of Silvermoon, he must decide to which class

he adds each level of spellguard for the purpose of determining spells per day and spells known.

Obligation: The Spellguard is a military unit, not just a loose fraternity of mages.

As such, each spellguard of Silverymoon must spend at least two days out of every tenday on active duty, usually either guarding the walls of Silverymoon itself or patrolling the surrounding area with a detachment of the Knights in Silver.

Token: As a member of the Spellguard, a 1st-level spellguard of Silverymoon receives an *adrath token*—a small metal disk that allows him to cast spells that are normally forbidden by the *mythal*.

As long as he has this token in his possession, he may cast conjuration (summoning) spells, evocation [fire] spells, and spells with the teleportation descriptor within the wards of Silverymoon.

He may also freely use magic items that produce those effects.

This token does not magically appear in the spellguard's possession; he must return to Silverymoon to receive it from his superior.

Ward Attunement: Each 1st-level spellguard of Silverymoon is inducted formally into the order through an elaborate ceremony held in the High Palace of Silverymoon.

This ceremony attunes the spellguard to the *mythal* that surrounds Silverymoon without the 2,500 XP cost normally required.

See the sidebar for information on ward attunement.

Metamagic Feat: At 2nd level and again at 4th level, the spellguard may select any metamagic feat he does not already have as a bonus feat.

He must meet any prerequisites for a feat in order to select it.

Selective Spell (Su): Spellguards are specifically trained to minimize collateral damage when casting their combat spells.

Once per day per point of Intelligence bonus (minimum once per day), a spellguard of at least 3rd level may designate a single type (and subtype, if desired) of creature when casting a spell.

When a single creature type has multiple subtypes, the spellguard may choose to count only one of the subtypes or all of them, at his discretion.

At the spellguard's option, that type of creature is either the only type affected by the spell or the only type unaffected by it.

Inorganic material, objects, and anything else that does not have a creature type is affected normally.

Casting a selective spell requires a full-round action.

For example, suppose a spellguard is patrolling the forest around Silverymoon with a party of Knights in Silver made up of two humans, an elf, and a dwarf.

Suddenly, the group is rushed by goblins.

The spellguard uses his selective spell ability to cast a *fireball*, designating humanoid (goblinoid) as the only creature type affected.

The *fireball* detonates in the midst of the melee, and although the spellguard's companions are within the area of the spell, they are spared any ill effects.

At 5th level, the spellguard may designate multiple creature types and subtypes for a selective spell.

Each type or subtype so designated, however, uses up one additional use per day of his selective spell ability.

Spellguard (Su): The Spellguard was originally formed to protect High Lady Alustriel from personal attacks.

Though that purpose has largely become secondary to defending the city, spellguards still receive some training in serving as bodyguards.

At 4th level, the spellguard of Silverymoon may cast any personal-range defensive arcane spell on another character with a touch.

For this purpose, a defensive spell is one that improves AC, increases a saving throw modifier, or grants additional hit points (either by healing wounds or by bestowing temporary hit points).

Spell Power (Ex): At 5th level, the spellguard's effective caster level increases by 1 for the purpose of determining level-dependent variables and making caster level checks.

EX-SPELLGUARDS

A spellguard of Silverymoon who is derelict in his duty, betrays Silverymoon or the Silver Marches, or otherwise acts in a manner inappropriate for a military officer of his stature is cast out of the Spellguard.

His ward token is deactivated, and his attunement to the *mythal* is nullified.

He retains all the other class abilities of a spellguard of Silverymoon, but he can no longer advance in the prestige class.

He regains his abilities and advancement potential if he atones for his actions (see the *atonement* spell on page 201 of the *Player's Handbook*).

A character may at any time choose to retire from the Spellguard.

A retiree is expected to hand in his *adrath token*, but he retains all other class abilities except his obligation to serve. A retired spellguard may no longer gain levels in this prestige class.

Under exceptional circumstances, however, a retired spellguard may reenlist and regain the ability to advance as a spellguard of Silverymoon.

TABLE 2-20: THE SPELLGUARD OF SILVERMOON

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Obligation, token, ward attunement	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Metamagic feat	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Selective spell	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Metamagic feat, spellguard	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Selective spell (multiple types), spell power	+1 level of existing arcane spellcasting class

YATHRINSHEE

Because she is a goddess of undeath, Kiaransalee favors servants who combine their clerical mastery of the undead with arcane research into negative energy and necromancy. Yathrinshees, the elite ranks of Kiaransalee's priests, are powerful masters of necromantic magic, both arcane and divine.

In order to become a yathrinshee, a priestess must have access to both divine and arcane magic.

Virtually all yathrinshees were clerics and wizards before adopting the prestige class, though a very few were sorcerers rather than wizards.

Most are specialist necromancers rather than generalist wizards.

The strict spellcasting requirements tend to keep members of other classes out of the yathrinshee class.

Yathrinshees are the leaders of Kiaransalee's secretive church wherever it is found.

They lead Kiaransalee's followers in worship and also in pursuing the church's goals—plotting revenge against the enemies of their goddess, killing her foes, and animating them as undead.

Hit Die: d4.

REQUIREMENTS

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

Race: Drow.

Gender: Female.

Skills: Knowledge (arcana) 7 ranks, Knowledge (religion) 7 ranks, Perform (sing) 3 ranks.

Feats: Lichloved (*Book of Vile Darkness*), Spell Focus (necromancy).

Spells: Able to cast *animate dead* as a divine spell and *spectral hand* as an arcane spell.

Patron Deity: Kiaransalee.

CLASS SKILLS

The yathrinshee's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the yathrinshee prestige class.

Weapon and Armor Proficiency: Yathrinshees gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: At 2nd, 3rd, 5th, 6th, 8th, and 9th level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane and a divine spellcasting class that she belonged to before she added the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, and so on), except for an increased effective caster level.

This essentially means that she adds the level of yathrinshee to the level of some other arcane and divine

class the character has, then determines spells per day, spells known, and caster level accordingly.

For example, a 5th-level cleric/3rd-level wizard who takes three levels in yathrinshee has the same access to spells as a 7th-level cleric and a 5th-level wizard.

However, her wizard familiar doesn't gain any new abilities. If a character had more than one arcane spellcasting class or more than one divine spellcasting class before she became a yathrinshee, she must decide to which class she adds each level of yathrinshee for the purpose of determining spells per day and spells known.

Rebuke Undead (Su): The character's yathrinshee levels stack with her cleric levels for the purpose of rebuking or commanding undead.

For example, a 5th-level cleric/3rd-level wizard/2nd-level yathrinshee rebukes undead as a 7th-level cleric.

Necromancer (Ex): The yathrinshee has unsurpassed power over death.

When she casts spells from the school of necromancy, all her spellcaster levels stack for the purpose of determining her effective caster level.

She does not gain higher-level spells any faster than normal or gain any additional spells per day, but the spells she casts are much more effective.

For example, a 5th-level cleric/3rd-level wizard/3rd-level yathrinshee has gained two effective level increases in both her cleric class and her wizard class, giving her the spellcasting ability of a 7th-level cleric and a 5th-level wizard.

Thus, when she casts any necromancy spell, whether it is arcane or divine, her effective caster level is 12th (cleric 7th + wizard 5th).

Threnody (Su): Once per day, a yathrinshee of 2nd level or higher can sing a song of lament that can unnerve opponents who are engaged in combat with an undead creature.

In effect, any undead within 30 feet of the yathrinshee gains a gaze attack identical to the unnerving gaze of a chain devil.

Any creature that meets the yathrinshee's eyes must make a Will save (DC 10 + yathrinshee level + yathrinshee's Cha modifier) or take a –2 penalty on attack rolls for 1d3 rounds because it sees the faces of departed loved ones or bitter enemies.

If an undead creature actually is the animated corpse of a friend or companion of the yathrinshee's opponent, the save DC increases by 2 and the penalty is doubled (to –4).

Death Ward (Su): A yathrinshee of 4th level or higher is immune to death effects and negative energy as though protected by a *death ward* spell.

An undead yathrinshee instead gains turn resistance +4. This benefit stacks with any existing turn resistance.

Curse of the Revenancer (Su): Any creature slain by a yathrinshee of 5th level or higher rises immediately as a zombie under her control.

Zone of Desecration (Su): At 7th level, the yathrinshee is continuously surrounded by a 20-foot-radius aura of negative energy.

The effect is otherwise identical to that of the *desecrate* spell.

Keening (Su): At 10th level, the yathrinshee can keen once per day.

This ability works like the *wail of the banshee* spell, except that it affects any number of creatures within a 30-foot-radius spread centered on the yathrinshee.

TABLE A—9: THE YATHRINSHEE

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells Per Day
1st	+0	+0	+0	+2	Necromancer, rebuke undead	—
2nd	+1	+0	+0	+3	Threnody	+1 level of arcane and divine spellcasting class
3rd	+1	+1	+1	+3	—	+1 level of arcane and divine spellcasting class
4th	+2	+1	+1	+4	Death ward	—
5th	+2	+1	+1	+4	Curse of the revenancer	+1 level of arcane and divine spellcasting class
6th	+3	+2	+2	+5	—	+1 level of arcane and divine spellcasting class
7th	+3	+2	+2	+5	Zone of desecration	—
8th	+4	+2	+2	+6	—	+1 level of arcane and divine spellcasting class
9th	+4	+3	+3	+6	—	+1 level of arcane and divine spellcasting class
10th	+5	+3	+3	+7	Keening	—

city of the spider queen and book of vile darkness

The cult of Kiaransalee is on the rise among the drow of Faerûn (as described, in part, in the *City of the Spider Queen* adventure). As a deity of undeath and revenge, Kiaransalee has much in common with the demon prince Orcus, whom she once murdered and who remains, now that he has risen, her most implacable foe. Followers of Kiaransalee make frequent use of any option in *Book of Vile Darkness* that relates to undead, including the Lichloved feat, the lifedrinker prestige

class, the new necromancy spells, and the new undead creatures.

The yathrinshee prestige class is a new vile option for clerics of Kiaransalee. If you are running the *City of the Spider Queen* adventure, you could recreate both Irae T'sarran and Cabrath Nelinderra as yathrinshees instead of single-class clerics. Be sure to equip them with plenty of vile spells and feats as well if you decide to do so.

ZHENTARIM SPY

The Zhentarim is among the most famed and feared “secret” organizations in Faerûn.

Its members have their hands in nearly every illicit business imaginable, from assassination to drug trafficking to slavery.

Though there are many diverse character types within its ranks, the Zhentarim spy is probably the one Faerûnians encounter most often—even if they never realize it. Most Zhentarim spies were previously rogues or bards, but a small number of monks, sorcerers, and wizards also find the job to their liking.

Fighters, barbarians, and rangers are usually too unsubtle for the tasks of a spy, while the types of clerics and druids the Zhentarim attract tend to have religious habits that make it difficult for them to blend in with others.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Zhentarim spy, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +5.

Skills: Bluff 5 ranks, Disguise 5 ranks, Forgery 5 ranks,

Gather Information 5 ranks.

Feat: Deceitful.

CLASS SKILLS

The Zhentarim spy's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently

(Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (None), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the Zhentarim spy prestige class.

Weapon and Armor Proficiency: Zhentarim spies are proficient with all simple weapons, with light and medium armor, and with shields.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Cover Identity (Ex): A Zhentarim spy is rigorously trained to establish nearly flawless cover identities.

For every distinct Craft or Profession skill in which she has at least 2 ranks, she may have one cover identity.

Each cover identity must be a specific person (such as “Jolan Turnbuckle, bread-baker for the town of Shadowdale”), not a generic description (such as “baker”). She may at any time end an existing cover identity and establish a new one in its place.

While operating under any of her cover identities, she gains a +4 circumstance bonus on Disguise checks and a +2 bonus on Bluff and Gather Information checks.

For each additional 2 ranks (beyond the minimum 2) that the Zhentarim spy possesses in a cover identity's associated Craft or Profession skill, each of these bonuses increases by 1.

At the DM's discretion, these bonuses may be reduced or eliminated in regions where the cover identity would seem

out of place (bakers from Shadowdale, for example, would attract suspicion in the ruins of Myth Drannor). Establishing a new cover identity or replacing an old one means the Zhentarim spy must acquire documentation and personal effects, establish a place of business, and otherwise set up a believable second life.

This process takes 1d4 tendays, during which she may do nothing else, and costs 6d10 gp.

The Zhentarim spy does not need to set up a cover identity immediately for every Craft or Profession skill in which she has 2 ranks; she may wait until a good opportunity presents itself if desired.

For example, she might wish to hold a cover identity option in reserve to take advantage of the unlikely cover class ability (see below).

The cover identity ability does not provide any additional skills that might be necessary to make a cover identity believable, such as knowledge of the proper homeland, the ability to speak a foreign language, spellcasting ability, or the like.

Thus, Zhentarim spies generally pick cover identities that complement their existing skills.

Sneak Attack (Ex): This ability functions like the rogue ability of the same name.

The extra damage dealt increases by 1d6 points at 2nd level, and by another 1d6 points at 4th level.

If a Zhentarim spy gets a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack. Furthermore, Zhentarim spy levels stack with any other appropriate class levels (such as rogue or assassin) for the purpose of overcoming improved uncanny dodge.

Undetectable Alignment (Ex): At 2nd level, the Zhentarim spy's rigorous mental training enables her to cloud even divination spells.

This ability functions like the *undetectable alignment* spell, except that it is always active and, as an extraordinary ability, is subject to neither dispelling nor suppression by dead magic zones and the like.

Poison Use (Ex): At 3rd level, a Zhentarim spy receives training in the use of poison and never risks accidentally poisoning herself when applying poison to a blade.

Unlikely Cover (Ex): At 3rd level, the Zhentarim spy may designate a number of cover identities equal to her Charisma bonus (minimum one) as "unlikely covers".

In such a cover identity, she is disguised as someone drastically different from herself—a member of the opposite sex or a different race, or someone with a very different body shape.

She may need to spend the time to establish new cover identities if she does not have any appropriate identities available.

While she operates in an unlikely cover, her normal bonuses on Disguise, Bluff, and Gather Information checks for a cover identity are doubled (to +8 on Disguise checks, +4 on Bluff and Gather Information checks, and +2 per 2 extra ranks on checks made with the cover identity's Craft or Profession skill).

Furthermore, the DC for Spot checks made to penetrate her disguise increases by 4.

Slippery Mind (Ex): At 4th level, the Zhentarim spy gains the slippery mind special ability (see the rogue class description on page 50 of the *Player's Handbook*) if she did not already have it.

Deep Cover (Ex): At 5th level, the Zhentarim spy may choose a number of new cover identities equal to her Intelligence bonus (minimum one).

These may be the same cover identities selected for the unlikely cover ability, or they may be different ones, or they may be a mixture of both.

Unlike her unlikely cover identities, however, the identities she selects for deep cover need not be new. When the Zhentarim spy is operating within one of her deep cover identities, her mind is so thoroughly trained and conditioned to think like the person she pretends to be that any magical scrying or mind reading at a power level short of deific reveals nothing about her true nature. Only the thoughts, alignment, and emotions of the fictitious persona can be detected.

TABLE 2–21: THE ZHENTARIM SPY

Class	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+0	+0	+2	+2	Cover identity
2nd	+1	+0	+3	+3	Sneak attack +1d6, undetectable alignment
3rd	+2	+1	+3	+3	Poison use, unlikely cover
4th	+3	+1	+4	+4	Slippery mind, sneak attack +2d6
5th	+3	+1	+4	+4	Deep cover

POWER OF FAERÛN (3.5)

COURT HERALD

The court herald prestige class presented here is a modified version of the loremaster prestige class, which is described on page 191 of the *Dungeon Master's Guide*.

BECOMING A COURT HERALD

After a character decides to become a court herald, the individual is visited (without warning) by two experienced heralds, who furnish the new herald with basic books of blazonry and lore, tomes about herb-lore and poisons and their antidotes, blank ledgers, and writing materials.

The two will try to answer any questions the novice herald puts to them, and will provide a few names, locations, and means of contacting local heralds, sages, and Harpers.

They will later return to observe the new herald (so as to be able to report the new herald's deeds and demeanor to senior heralds), but might not always reveal their presence to the new herald when doing so.

ENTRY REQUIREMENTS

Feats: Skill Focus (Knowledge [any single knowledge skill]).

Skills: Bluff 4 ranks.

Diplomacy 6 ranks.

Gather Information 8 ranks.

Knowledge (history) 10 ranks, Knowledge (nobility and royalty) 10 ranks.

Sense Motive 4 ranks.

Special: Must speak at least three languages.

CLASS FEATURES

The class features of the court herald, by and large, are all about gaining and retaining knowledge. If information is power, then a highly experienced court herald is a formidable individual indeed.

Weapon and Armor Proficiency: A court herald is proficient with all simple and martial weapons, and with light armor.

Spells: A court herald casts arcane spells from the court herald spell list.

She casts these spells without needing to prepare them beforehand or keep a spellbook.

Court heralds receive bonus spells for high Charisma.

To cast a spell, a court herald must have a Charisma score of 10 + the level of the spell.

The Difficulty Class for a saving throw against a court herald's spell is 10 + the spell's level + the court herald's Charisma modifier.

A court herald's effective casting level is equal to her court herald class level.

TABLE 6—2: COURT HERALD SPELLS KNOWN

Class Spell Level							
Level	0	1st	2nd	3rd	4th	5th	6th
1st	3	1*	—	—	—	—	—
2nd	4	2	—	—	—	—	—
3rd	4	2	1*	—	—	—	—
4th	4	3	2	—	—	—	—
5th	5	3	2	1*	—	—	—
6th	5	3	3	2	—	—	—
7th	5	4	3	2	1*	—	—
8th	5	4	3	3	2	—	—
9th	6	4	4	3	2	1*	—
10th	6	5	4	3	3	2	—
11th	6	5	4	4	3	2	1*

* Provided the herald has sufficient Charisma to have a bonus spell of this level.

Secret: In their studies, court heralds come across many secrets and snippets of relevant practical knowledge. Upon attaining a level at which a secret is gained, you choose a secret from Table 6—3.

TABLE 6—3: COURT HERALD SECRETS

Level + Int Modifier	Secret	Effect
1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	Secret health	+3 hit points
3	Secrets of inner strength	+2 bonus on Will saves
4	The lore of true stamina	+2 bonus on Fortitude saves
5	Secret knowledge of avoidance	+2 bonus on Reflex saves
6	Deeper understanding	6 ranks in any single Knowledge skill
7	Dodge trick	+1 bonus to AC
8	Applicable knowledge	Any one feat
9	Newfound arcana	1 bonus 1st-level spell*
10	Deeper arcana	1 bonus spell of any level*

* As if gained through having a high ability score.

The same secret can't be chosen twice.

A court herald's class level plus Intelligence modifier determines the total number of secrets she can choose.

Lore: In their studies, court heralds acquire knowledge and learn to retain and recall it.

At 2nd level, you gain the ability to know legends or information pertaining to various topics.

This knowledge is categorized as per bardic knowledge (see page 28 of the *Player's Handbook*).

A court herald adds her class level and her Intelligence modifier to the lore check.

Mindsee: At 2nd level, you gain the ability to remember a single scene perfectly, in exhaustive detail, not forgetting it until she desires to.

This is a "frozen moment", chosen by silent act of will, of something you see.

It retains the focus, field of view, and lighting conditions of your viewing.

For every additional court herald level attained, you gain the ability to memorize an additional scene (without relinquishing the first one).

These scenes can be retained for years, vanishing only upon your death, the physical loss of your brain, or as the result of certain spell attacks.

Court heralds typically use this power to remember a blazon perfectly for later copying or comparison, but can also use it to keep a perfect likeness of a being in mind, remember who was present at a particular meeting, or the presence and precise descriptions of particular items.

Bonus Language: As your studies progress, you acquire new language skills as you decipher older heraldic records from afar.

Because many of the most prized heraldic tomes (typically brought to a local herald by a Pursuivant and carried away again after some exhausting days of study) are dispelled to utter spoken tongue fragments as their written counterparts are touched, court heralds can learn entire new languages (written and spoken forms).

Upon attaining a level at which a language is gained, you can select any known Faerûnian language (including dead ones).

Greater Lore (Ex): At 7th level, you gain the ability to understand unfamiliar magic items, as if employing an *identify* spell.

Bonus Feat: At 9th level, you can select a bonus feat from among those for which you meet the prerequisites.

Skill Mastery: At 10th level, you select a number of skills equal to 3 + your Int modifier.

When making a check using one of these skills, you can take 10 even if stress and distractions would normally prevent you from doing so.

You become so certain in those skills that you can use them reliably even under adverse conditions.

True Lore (Ex): At 11th level, you can use your knowledge to gain the effect of a *legend lore* spell or an *analyze dweomer* spell once per day.

Spell Resistance: At 12th level, you gain spell resistance equal to your character level.

COURT HERALD SPELL LIST

0 Level—*arcane mark, dancing, lights, detect magic, detect poison, light, mage hand, mending, message, open/close, read magic.*

1st Level—*alarm, comprehend languages, erase, feather fall, identify, mage armor, silence, silent image, unseen servant.*

2nd Level—*arcane lock, blur, darkness, darkvision, detect thoughts, eagle's splendor, invisibility, levitate, locate object, magic mouth, minor image, mirror image, misdirection, obscure object, owl's wisdom, see invisibility, spider climb, whispering wind.*

3rd Level—*arcane sight, clairaudience/clairvoyance, daylight, detect scrying, dispel magic, explosive runes, illusory script, major image, nondetection, secret page, shrink item, suggestion, tongues, water breathing.*

4th Level—*arcane eye, bestow curse, confusion, detect scrying, dimension door, dimensional anchor, illusory wall, locate creature, minor creation, neutralize poison, rainbow pattern, remove curse, scrying.*

5th Level—*break enchantment, dominate person, dream, fabricate, false vision, feeblemind, major creation, nightmare, permanency, persistent image, prying eyes, seeming, symbol of pain, symbol of sleep, sending, telekinesis.*

6th Level—*analyze dweomer, antimagic field, contingency, guards and wards, legend lore, mass eagle's splendor, mass suggestion, mislead, permanent image, programmed image, symbol of fear, symbol of persuasion, true seeing.*

PLAYING A COURT HERALD

If you're a herald adventuring in a band, you're very likely a court herald undertaking particularly dangerous missions for your ruler (during which your fellow adventurers serve as bodyguards, vigilants, and "cover" to conceal your real activities), or a court herald in disgrace or whose successes brought unwanted public prominence, now lying low for a time in wilderland areas and keeping busy by undertaking dangerous missions for the crown (such as "explore those old ruins or caves we keep hearing about—all these reports of strange monsters or spells going off").

Playing the Tabard herald Gauntlet, tracking down adventuring bands everywhere, would also make for a fascinating campaign.

Local court heralds sometimes join adventuring bands temporarily or repeatedly, if this is the only way to survive "going in and getting out" of dangerous territory to carry out their duties.

If a brigand has given himself a title and unlawful blazon, how else to reach him and correct things alive?

(And what better way for a ruler to send along a few secret messages or instructions to be conveyed to others in the area during the journey?).

Information gathering (spying) is almost always the chief duty of any adventuring court herald, who won't be in this situation in the first place if they don't work for a fairly trusting, tolerant ruler who expects them to "make a little oil the side" through adventuring, to support themselves, and doesn't mind if the adventuring band they're part of "stirs things lip" wherever they're adventuring.

Rulers tend to regard adventuring bands as the best way to promote their influence in areas too remote, dangerous, or sparsely settled to be worth maintaining a garrison in—and having one of "their" heralds as part of the band is the best means available (short of scrying and mind-controlling spells and a wizard they can trust—a rarity in itself—to use them to control the adventurers precisely as the ruler desires) to keep such bands under control.

Rulers can make use of the lawless tendencies of adventuring bands, because they can do things uniformed troops shouldn't (break laws or run roughshod over nobles' rights).

Heralds sometimes ask Harpers in the area to track and watch over court heralds who've "gone adventuring", both to keep them safe and to check on their continued loyalty, but see such activities as both useful information-gathering and a personal "let off steam" need for some court heralds; folk of action can find the life of a herald frustrating, boring, and requiring iron self-control and diplomacy, and chances to "cut loose" as occasionally necessary.

Nor is the lore gathered by adventuring heralds just a convenient excuse.

Old tombs, cellars, and dwarf-delves are vital sources for establishing ancient heraldry in an area, and therefore what is right or traditional locally.

COURT HERALDS IN THE GAME

Being a court herald or local herald in a frontier or restive area can be a bit like being a marshal or police force, but with far more freedom to interpret matters, undertake ploys and "side business", and have real adventures.

Using various heraldry-related duties as cover, the herald must often rush here and there to deliver messages or pick up information from informants or race to uncover as much as possible about possible uprisings or planned rebel attacks or brigand-gang murders and thefts.

Sooner or later folk will realize what you're doing or just see you as an easy "part of the hated government" target, so capable adventuring companions are a must.

Heralds of all sorts can be even more interesting in an urban campaign, mixing in daily business intrigues or at the revels of nobles and would-be nobles to learn who's loyal to whom and who's plotting what.

In Waterdeep, over a dozen heralds at once are active full-time in such work; in Athkatla, Calimport, and the Sembian ports, three times as many keep busy gathering information for the Herald, the Harpers, and local rulers (carefully editing what they share with each of those three sources).

Of course, being "in the know" gives a herald many opportunities for personal enrichment.

Only a fool would stoop to blackmail and expect to live for long, but most urban heralds employ kin or friends in small businesses that can profit from acting on secrets or advance information without spreading it.

If a ruler plans new or increased taxes or import duties on outland wine or lamp oil, and your business quietly buys up a lot of it, it can be resold for a swift and tidy profit once the taxes “come in” and the product price rises accordingly. If you know whom a king mistrusts or is planning to punish, you can withhold investments with the disfavored one, and withdraw socially from him, to avoid being harmed when he “goes down”.

A good herald knows who might soon be marrying whom, the likes and dislikes of the families (They would love exotic Calishite dancers and musicians at the wedding feast?

Well, you just happen to be able to get some, swiftly and with no fuss, so it'll be the stunning social surprise they're hoping for), and the attitudes on any matter of trade, society, or legal policy of the ruler and all powerful courtiers or nobles.

So long as overt greed is avoided, money can be made steadily, from every twist and turn of court life.

Some heralds seduce their way to intimacy with powerful persons, while others promote reputations for giving good advice.

However, a reputation can harm as well as help its owner. Herald's who are forced to flee a realm or city are sacrificing their careers but often remaining personally recognisable to traveling merchants who can spot them (and spread word of it) halfway across Faerûn, so that escaping angry husbands, vengeful noble families, or agents of would-be traitors the herald exposed can be very difficult.

The access and special status of heralds makes them great targets for blackmailers and others who seek to use them as agents.

Even upstanding heralds have to worry about being kidnapped and slain or imprisoned by doppelgangers or other shapeshifters seeking to impersonate them (monsters such as doppelgangers don't care about any legal penalties for being an impostor, or for the consequences of the damage they could do).

MERCHANT PRINCE

A merchant prince (known as a merchant princess if female) is a member of the merchant nobility who has acquired his position and wealth either by being born into a wealthy family or by earning every last coin himself. Merchant princes dominate economic activity across Faerûn, using their great fortunes to acquire almost anything imaginable and to defend the foundations of their mercantile empires.

BECOMING A MERCHANT PRINCE

Most merchant princes are rogues, literally and figuratively, although aristocrats, experts, clerics of Waukeen, and clerics of Shaundakul are not uncommon. Few fighters have the skill to become merchant princes, although fighter/rogues often do.

Bards are well equipped to become merchant princes, although surprisingly few have the inclination.

Those rangers who become merchant princes usually make their fortunes as caravanners.

Wizards and sorcerers rarely seek material gain at the expense of furthering their magical talents.

Barbarians, clerics of other deities, druids, paladins, and monks rarely, if ever, become merchant princes.

Your key abilities support the primary and secondary skills of your profession.

Intelligence impacts many of your class skills and might provide additional skill points.

Charisma impacts many of your class skills as well.

ENTRY REQUIREMENTS

Skills: Appraise 4 ranks, Bluff 4 ranks, Diplomacy 4 ranks, Profession (merchant) 8 ranks, Sense Motive 4 ranks.

Feats: Business Savvy, Favored in Guild, Skill Focus (Profession [merchant]).

Languages: Common, any two others, must be literate.

Special: You must own a business.

If you no longer own a business, you cannot advance further in this class.

CLASS SKILLS

(6 + Int modifier per level): Appraise, Bluff, Concentration, Craft, Decipher Script, Diplomacy, Forgery, Gather Information, Handle Animal, Knowledge (any), Profession, Ride, Sense Motive, Speak Language, Spellcraft, Use Magic Device, Use Rope.

CLASS FEATURES

As you advance in level, you gain abilities that reflect the blessing of the gods who oversee commerce and your innate ability to make a profit.

In addition, you learn enough magic to assist you in your daily trade.

Weapon and Armor Proficiency: You are proficient with all simple weapons and light armor.

Spellcasting: You have the ability to cast a small number of arcane spells.

To cast a merchant prince spell, you must have an Intelligence score of at least 10 + the spell's level, so if you have an Intelligence of 10 or lower, you cannot cast these spells.

Bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + your Int modifier.

When you get 0 spells per day of a given level (for instance, 1st-level spells for 1st level), you gain only the bonus spells you would be entitled to based on your Intelligence score for that spell level.

Your spell list appears below.

You prepare and cast spells just as a wizard does.

You must study your spellbook each day to prepare your spells.

You cannot prepare any spell not recorded in your spellbook, except for *read magic*, which all merchant princes can prepare from memory.

At 1st level, you have a spellbook (often disguised as a business ledger) containing two spells from the merchant prince 1st-level spell list.

You learn two new merchant prince spells of any spell level you can cast at each merchant prince level thereafter.

There is no limit to the number of these spells you can learn from this list.

At any time, you can also add spells found in other spellbooks or scrolls to your own.

Master of Commerce (Ex): Merchant princes have mastered the art of commerce.

You receive a +2 insight bonus on your profit modifier (see page 183 of *Dungeon Master's Guide II*) per class level and a 10% reduction in your capital costs per class level.

Mercantile Knowledge (Ex): Like a bard, you have a knack for picking up odds and ends of knowledge.

This ability works like the bardic knowledge class feature. If you have bard levels, your merchant prince levels and bard levels stack for the purpose of using bardic knowledge. Lliira's Heart (Su): At 2nd level, you receive the favor of the Joydancer, who held Waukeen's portfolio in trust for over a decade.

Lliira grants you a +2 sacred bonus on saves against compulsion and fear effects.

Gond's Forge (Su): At 3rd level, you receive the favor of the Wonderbringer, who oversees artifice, craftwork, construction, and smithwork.

Gond grants you a +2 competence bonus on Craft checks.

Shaundakul's Cloak (Su): At 4th level, you receive the favor of the Rider of the Winds, who oversees the caravan trade.

Shaundakul grants you a +2 resistance bonus on saving throws against cold effects and a +1 competence bonus to Survival checks.

Waukeen's Coin (Su): At 5th level, you receive the favor of the Merchant's Friend.

Waukeen gives you a +1 insight bonus and a +1 luck bonus on all your class skill modifiers (for a total bonus of +2).

MERCHANT PRINCE SPELL LIST

1st Level—*alarm, charm person, comprehend languages, create water, cure minor wounds, detect magic, erase, expeditious retreat, feather fall, know direction, mage armor, mage hand, message, mount, prestidigitation, purify food and drink, read magic, shield, unseen servant.*

2nd Level—*arcane lock, continual flame, cure light wounds, detect thoughts, endure elements, identify, locate object, obscure object, Leomund's tiny hut, Leomund's trap, make whole, misdirection, Nystul's magic aura, Nystul's undetectable aura, protection from arrows, Tenser's floating disk, undetectable alignment, whispering wind.*

3rd Level—*analyze portal, create food and water, eagle's splendor, fool's gold (see below), fox's cunning, gembomb, knock, Leomund's secure shelter, magic mouth, owl's wisdom, phantom steed, resist elements, secret page, see invisibility, speak with animals, tongues.*

NEW SPELL: FOOL'S GOLD

Illusion [Glamour]

Level: Bard 2, merchant prince 5, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Metal objects of up to 10 cu. in. in volume/level

Duration: 1 hour/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell makes metal objects, such as a bronze statue or a handful of copper coins, appear to be made of gold.

You can affect 10 cubic inches of metal—the equivalent of about 150 coins or 3 pounds—per level.

If you want to affect multiple objects, such as a chest full of coins, you only need to touch one of the objects, providing that all of the other objects to be affected are in contact with one another.

Material Component: A powdered gem of at least 5 gp in value sprinkled over the object(s).

PLAYING A MERCHANT PRINCE

You are a master of commerce, amassing piles of wealth by controlling and manipulating the levers of production and trade.

Your efforts are the economic lifeblood of your community, giving you great influence over the common folk of Faerûn.

You look at adventuring as a means to grow your business, whether as a source of new capital or as a way to remove impediments to your business.

Most Merchant princes begin their careers by founding, inheriting, or purchasing a business.

Successful merchant princes concentrate on growing their business, vanquishing commercial rivals, and maximizing profits.

COMBAT

Your greatest weapon is your coin purse, for it gives you to the power to hire defenders and bribe potential foes.

Master your chosen profession and seek every advantage available to you to increase profits.

Then use those profits to bury your enemies under an onslaught of attacks by those in your employ without personal risk to you.

ADVANCEMENT

Qualifying for the merchant prince class requires a significant commitment of skill points and feats.

As you gain levels, you probably want to focus on the primary and secondary skills of your chosen profession and increasing your profit modifier as high as possible.

Skill Focus feats in your primary and secondary skills allow you to master your craft.

You might want to select the Leadership feat, for careful placement of your followers can give you a significant advantage over rivals.

RESOURCES

Thanks to their business income, merchant princes have access to significant piles of coin, allowing them to purchase nearly anything they desire.

Their established position in mercantile society gives them regular access to "sweetheart deals".

In a region in which you own one or more successful businesses, you can purchase any nonmagical item at 75% of the normal cost.

MERCHANT PRINCES IN THE WORLD

Merchant princes can be found across the length and breadth of Faerûn.

Most dwell in cities, but a sizable minority wanders the roads, seas, and *portal* networks of Faerûn, knitting the continent together through commerce.

Merchant princes tend to live in the wealthiest districts of their homeland or in isolated estates surrounded by their retainers.

Although some are frugal, most are relatively ostentatious, given to dramatic demonstrations of personal wealth.

NPC REACTIONS

Merchant princes are well known to commoners and aristocrats from across Faerûn, inspiring a mixture of envy, disdain, respect, and fawning admiration.

Most merchant princes are seen as grasping, conniving scoundrels who would rather hire another individual to do their dirty work than risk danger to themselves, particularly among those who live in other communities.

Among their fellow citizens, merchant princes are generally perceived to fall into one of two extremes—greedy profiteers or noble benefactors—with few shades of grey in between.

MERCHANT PRINCE LORE

Merchant princes are well known in the region in which they are based, but little known elsewhere. Characters who succeed on a Knowledge (local) check can learn the following information, including the information from lower DCs.

DC 10: Any noncriminal business in which the merchant prince has a significant investment.

DC 15: Any criminal business in which the merchant prince is rumored to have a significant investment.

DC 20: Average monthly profit of any noncriminal business in which the merchant prince has a significant investment.

DC 25: Average monthly profit of any criminal business in which the merchant prince is rumored to have a significant investment.

DC 30: Important deals under way whose success or failure could make or break the merchant prince's business.

MERCHANT PRINCES IN THE GAME

Characters who establish businesses, rise to leadership positions within a guild, or emphasize lucrative skills are well suited to become merchant princes.

This prestige class appeals to players who like their characters to amass wealth through role-playing and social interaction rather than "dungeon crawling".

It works well in campaigns set in settled regions with thriving economies, where monsters are few but rivals and villains hide behind the public faces of civility.

NPC merchant princes occupy positions of great prominence in powerful trading cities and are usually members of the upper class, second only to the titled aristocracy (if such exists).

Many merchant princes were born into (or even founded) powerful merchant houses.

Others lead powerful guilds or wide-ranging trading costers.

A few occupy positions in government with a great deal of influence over economic activity, particularly in cities where one or more aspects of trade are controlled by the government.

ADAPTATION

The merchant prince works well in mercantile societies such as Amn, Sembia, and Waterdeep.

If you replace the spellcasting abilities with +1 level of existing spellcasting class" at each level, add a requirement of "any item creation feat", add a requirement of "member of Red Wizards", and reduce the base attack bonus progression to that of a wizard, this prestige class could be called "enclave master" and retargeted at members of the Red Wizards who run Thayan enclaves in cities across Faerûn.

TABLE 4-1: THE MERCHANT PRINCE HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting 1st	2nd	3rd
1st	+0	+0	+2	+0	Master of commerce, mercantile knowledge	0	—	—
2nd	+1	+0	+3	+0	Lliira's heart	1	—	—
3rd	+2	+1	+3	+1	Gond's forge	1	0	—
4th	+3	+1	+4	+1	Shaundakul's cloak	1	1	—
5th	+3	+1	+4	+1	Waukeen's coin	1	1	0

PSIONICS HANDBOOK (3.0)

METAMIND

The metamind knows that accumulating the most power in the shortest time is the key to psionic superiority.

"Power to burn" is something all metaminds strive for—they are unconcerned with glamour or flashy ways, but single-mindedly determined to amass as much psychic power as possible.

Someone who takes one or more levels of metamind is sometimes colloquially referred to as a "head" by other psionic characters.

In game terms, a metamind is all about power points.

Any character with some psionic ability can become a metamind to beef up mental strength—at the expense of discovering higher-level powers.

Psychic warriors in particular may wish to increase their otherwise mediocre mental power so as to have adequate reserves for combat-oriented psionic feats.

Psions who need an extra edge for prolonged use of specific powers may take several levels of metamind.

NPC metaminds are often found among dedicated schools of psychic warriors who have banded together in opposition to a given threat, such as illithids.

Hit Die: d4.

REQUIREMENTS

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

Manifesting: Ability to manifest two different powers, one of which must be 2nd level or higher.

Psicraft: 6 ranks.

Knowledge (psionics): 6 ranks.

Feats: Inner Strength.

CLASS SKILLS

The metamind's class skills are Alchemy (Int), Concentration (Con), Craft (any) (Int), Knowledge (psionics), Psicraft (Int), and Remote View (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the metamind prestige class.

Weapon and Armor Proficiency: Metaminds gain no proficiency in any weapon or armor.

Power Points: Metaminds gain power points per day as shown on Table 6–1: The Metamind.

These power points are added to the character's previous total.

Metaminds gain bonus power points based on the key ability score for their primary ability.

If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), he now chooses a primary discipline and can gain bonus power points based on the related ability score (see Table 1–2: Psion Bonus Power Points).

Powers Discovered: Metaminds discover powers as shown on Table 6–1: The Metamind.

Powers are chosen from the psion power list.

The powers are added to the character's previous total powers known.

Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class (characters do not forget previously discovered attack and defense modes).

Inner Strength: At 1st, 2nd, 4th, and 6th level, a metamind gains Inner Strength as a bonus feat.

This grants the metamind additional power points every time the feat is gained.

Power Psicrystal: At 1st level, the metamind masters the trick of storing excess power points in a psicrystal.

Characters whose previous class did not offer access to a psicrystal (such as a psychic warrior) gain the ability to create one as a psion can.

The psicrystal is now treated as a *crystal capacitor* capable of storing 5 power points, in addition to its psicrystal abilities. A metamind's psicrystal advances in ability according to the progression in Table 1–5: Psicrystal Special Abilities, using the total of metamind levels + psion levels (if any).

Levels in other classes, including psychic warrior, do not count toward psicrystal advancement.

Power psicrystal is a spell-like ability.

Trigger Power: Beginning at level 3, and again at levels 5, 7, and 9, the metamind gains a bonus Trigger Power feat.

Each time this feat is gained, he chooses a power of level 0 to 3 that he can attempt to manifest for free.

Psychic Vampire: At 8th level, the metamind becomes proficient at draining power from others.

He can manifest the 5th-level power *psychic vampire* as though using the Trigger Power feat, even though powers above 3rd level are normally not eligible (the DC to trigger this power is 21).

This is a spell-like ability.

Apotheosis: At 10th level, the metamind gains the spell-like ability to manifest his 1st-level powers as though using the Trigger Power feat instead of selecting specific powers.

TABLE 6–1: THE METAMIND

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Discovered				
							0	1	2	3	4
1st	+0	+0	+0	+2	Inner Strength, power psicrystal	+5	2	—	—	—	—
2nd	+1	+0	+0	+3	Inner Strength	+5	3	—	—	—	—
3rd	+1	+1	+1	+3	Trigger Power	+7	3	1	—	—	—
4th	+2	+1	+1	+4	Inner Strength	+7	3	2	—	—	—
5th	+2	+1	+1	+4	Trigger Power	+7	3	3	1	—	—
6th	+3	+2	+2	+5	Inner Strength	+9	3	3	2	—	—
7th	+3	+2	+2	+5	Trigger Power	+9	3	3	2	1	—
8th	+4	+2	+2	+6	Psychic vampire	+11	3	3	3	1	—
9th	+4	+3	+3	+6	Trigger Power	+11	3	3	3	2	—
10th	+5	+3	+3	+7	Apotheosis	+11	3	3	3	2	1

PYROKINETICIST

A pyrokineticist is a character who has discovered that a little psionic power goes a long way—if you are interested only in fire.

A pyrokineticist finds both beauty and utility in the chaotic shape of flame, its spectrum of fuel-dependent colors, its warming heat, and its never-ending hunger.

Someone who takes one or more levels of pyrokineticist sometimes colloquially referred to as a “pyro”.

Those who become pyrokineticists like fire.

A lot.

Any character with some psionic ability is a possible candidate for this prestige class.

Psions consider it acceptable to give up power acquisition in other areas if they have a passion for flame.

Some psychic warriors also enjoy the pyro's powers.

NPC pyrokineticists are fairly rare, because society frowns on those whose pursuit in life is to “burn it all”.

Thus, pyros are rarely found in large communities (unless employed as secret enforcers).

Instead, they are more likely to be found on the fringes of society, as hermits in barren lands where the temptations to burn are reduced.

Hit Die: d6.

REQUIREMENTS

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

Alignment: Any chaotic.

Alchemy: 1 rank.

Base Power Points/Day: 10+ (not including bonus power points).

Knowledge (psionics): 1 rank.

Powers: Know *control flames*.

Special: Must have set fire to a structure of any size just to watch it burn.

CLASS SKILLS

The pyrokineticist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (any) (Int), Knowledge (psionics) (Int), and Psicraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the pyrokineticist prestige class.

Weapon and Armor Proficiency: Pyrokineticists gain no proficiency in any weapon or armor.

Power Points: Pyrokineticists gain power points per day as shown on Table 6–2: The Pyrokineticist.

These power points are added to the character's previous total.

Pyrokineticists gain bonus power points based on the key ability score for their primary ability.

If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score (see Table 1–2: Psion Bonus Power Points).

Powers Discovered: Pyrokineticists discover powers as shown on Table 6–2: The Pyrokineticist.

Powers are chosen from the psion power list.

The powers are added to the character's previous total powers known.

Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class (characters do not forget previously discovered attack and defense modes).

Touch Aflame: The pyro's mere touch sets objects or foes on fire on the round following the touch, if you desire (you don't *have* to set things on fire).

Unless the character's unarmed attacks are treated as melee attacks, this innocent looking touch draws an attack of opportunity.

The flame deals 1d6 points of fire damage, then dies out, though flammable materials may begin to burn in their own right, at the DM's option.

It otherwise behaves like alchemist's fire (see Chapter 7 of the *Player's Handbook*), but there is nothing to wash off.

The pyro can use this supernatural ability at will as long as her power point reserve is 1 or more.

Fire Lash: The pyrokineticist fashions a 15-foot-long whip of fire from unstable ectoplasm as a move-equivalent action. This is a spell-like ability.

She takes no damage from a fire lash she creates, and if she releases her hold, it immediately dissipates.

The lash deals 1d4 points of fire damage to the target on a successful ranged touch attack (up to 15 feet).

The pyro may take Weapon Focus, Weapon Specialization (if of the appropriate class), or Weapon Finesse in conjunction with the fire lash, as well as feats for a standard whip.

She can use the *fire lash* ability at will as long as her power point reserve is 11 or more.

Fire Adaptation: At 2nd level, the pyrokineticist becomes resistant to fire, gaining a +10 bonus on all saving throws against fire and heat damage.

In addition, she takes the first 1d6 points of damage from any fire or heat attack, effect, or round's worth of environmental damage as subdual damage.

This extraordinary ability constantly protects the character as long as her power point reserve is 3 or more.

Hand Afire: At 2nd level, the pyrokineticist can activate this spell-like ability as a move-equivalent action.

One of the pyrokineticist's hands is licked by flames that do her no harm, causing her unarmed attacks to be treated as armed.

such attacks deal 1d6 points of fire damage in addition to any other special damage from the unarmed attack.

A character can use the *hand afire* ability at will as long as her power point reserve is 9 or more.

Bolt of Fire: At 3rd level, the pyrokineticist can launch a bolt of psionically manifested fire up to 60 feet at any target in line of sight.

This spell-like ability is treated as a ranged touch attack and deals 3d6 points of fire damage.

The pyro can use *bolt of fire* at will but must pay 3 power points per use.

Weapon Afire: At 4th level, the pyrokineticist can activate this spell-like ability as a move-equivalent action.

One weapon she holds (including a stone, bullet, arrow, or bolt) is licked by flames that harm neither her nor the weapon.

The weapon deals 1d6 points of fire damage, in addition to its normal damage, and stops flaming the round after the last activation.

A character can use the *weapon afire* ability at will as long as her power point reserve is 9 or more.

Breath of the Dragon: On reaching 5th level, the pyrokineticist discovers the *breath of the dragon* power. Level-dependent effects are determined by adding pyrokineticist levels to all other class levels she possesses. Thus, a 5th-level pyrokineticist/5th-level psion manifests *breath of the dragon* as a 10th-level manifester.

A pyro can manifest this power even if she would normally be too low in level to do so, but she must pay the full power point cost.

This is a spell-like ability.

Nimbus: At 6th level, the pyrokineticist can activate this spell-like ability as a move-equivalent action.

Her entire body is licked by flames that harm neither her or her equipment.

While aflame, the character's Charisma modifier (not score) increases by +2, she can make melee touch attacks as with the *hand afire* ability, and she gains damage reduction 10/+1.

She must pay 9 power points per minute she uses the *nimbus* ability.

Firewalk: Beginning at 7th level, the pyrokineticist can use this spell-like ability to literally walk on air.

She moves at her normal speed in all directions, including vertically, but cannot move more than double her speed in a round.

A firewalker leaves footprints of flame in the air that disperse in 2 rounds, but her tread does not deal damage. She must pay 1 power point per 10 feet traveled in this fashion.

Fear No Fire: At 8th level, the pyrokineticist becomes resistant to fire, gaining a +15 bonus on all saving throws against fire and heat damage.

She gains damage reduction 30/+3 specifically against attacks, effects, or environmental conditions that deal heat or fire damage.

Even if she takes fire or heat damage, the first 2d6 points are treated as subdual damage.

This supernatural ability constantly protects the character as long as her power point reserve is 19 or more.

Heat Death: A pyrokineticist who reaches 9th level can use this spell-like ability to raise the internal temperature of one living creature within 30 feet to lethal levels.

The target must succeed at a Fortitude saving throw (DC 17) or die horrifically as its blood (or other internal fluid) boils.

Even on a successful save, the target sustains 2d8 points of heat damage.

The pyrokineticist must pay 13 power points each time she uses this ability.

Fire Lord: At 10th level, the pyrokineticist gains the supernatural ability to become a fire elemental of her size once per day.

She gains the elemental's special abilities when she does so. In all other respects, this resembles the power *polymorph self* as manifested by a 12th-level manifester.

TABLE 6-2: THE PYROKINETICIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	— Powers Discovered —			
							0	1	2	3
1st	+0	+2	+0	+0	Touch aflame, fire lash	+3	—	—	—	—
2nd	+1	+3	+0	+0	Fire adaptation, hand afire	+5	—	—	—	—
3rd	+2	+3	+1	+1	Bolt of fire	+5	—	—	—	—
4th	+3	+4	+1	+1	Weapon afire	+5	1	—	—	—
5th	+3	+4	+1	+1	Breath of the dragon	+7	2	—	—	—
6th	+4	+5	+2	+2	Nimbus	+7	2	1	—	—
7th	+5	+5	+2	+2	Firewalk	+7	2	2	—	—
8th	+6	+6	+2	+2	Fear no fire	+9	2	2	1	—
9th	+6	+6	+3	+3	Heat death	+9	2	2	2	—
10th	+7	+7	+3	+3	Fire lord	+9	2	2	2	1

SLAYER

Only the naive dismiss the illithid threat.

Or so say those who have dedicated their lives to the eradication of the mind flayer "infection".

Psionic beings know the real dangers illithids pose better than nonpsionic individuals, but even so, most are unwilling to honor the code of the slayer.

A primary slayer credo is "Do or die", where "do" means "find and slay illithids".

A faltering heart does not a slayer make (another of their credos—which, truth be told, number in the hundreds).

It is a poorly kept secret that while slayers are best at hunting and slaying illithids, many of their abilities make them deadly to any psionic creature.

Any character with some psionic ability can become a slayer: All it takes is hating illithids enough.

Dwarves who take this prestige class are known as *caradhaker*, which loosely means "mindstalker".

In fact, it may be that the slayers first originated among the dwarves, though they say they received their lore from another, secret source.

NPC slayers sometimes travel in bands of two or three and enjoy identifying their group with a grisly name.

Such groups are often hired as mercenaries by wealthy folk who travel in illithid-infested areas.

But between commissions, they are just as likely to strike out on their own, attempting to uncover the location of another mind flayer outpost, or better yet, a sunless city.

Stories also exist of rogue slayers bands who have branched out and hunt any and all psionic creatures, not just illithids.

Hit Die: d10.

REQUIREMENTS

To qualify to become a slayer, a character must fulfil all following criteria.

Base Attack Bonus: +3.

Base Power Points/Day: 3+ (not including bonus power points).

Knowledge (illithid lore): 1 rank.

Wilderness Lore: 4 ranks.

Feats: Track.

Special: Must have killed an illithid, either individually or as part of a group comprising no more than six members.

CLASS SKILLS

The slayer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Knowledge (illithid lore) (Int), Listen (Wis), Psicraft (Int), Sense Motive (Wis), Spot (Wis), and wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the slayer prestige class.

Weapon and Armor Proficiency: Slayers are proficient with all simple and martial weapons and all armor and shields.

Power Points: Slayers gain power points per day as shown on Table 6-3: The Slayer.

These power points are added to the character's previous total.

Slayers do not gain bonus power points.

Powers Discovered: Slayers discover powers as shown on Table 6-3: The Slayer.

Powers are chosen from the psion power list.

The powers are added to the character's previous total powers known.

Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class (characters do not forget previously discovered attack and defense modes).

Favored Enemy (Illithid): At 1st level, the slayer selects illithids (and illithidkin) as her favored enemy.

Due to her extensive study of her foes and training with the proper techniques for combating them, the slayer gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against illithids.

Likewise, she gets the same bonus on weapon damage rolls against illithids, including ranged weapons against targets within 30 feet.

Illithid Sense: The slayer senses the presence of illithids within 60 feet of herself, even if hidden by darkness or walls, but not their exact location.

This supernatural ability is active as long as the slayer's power point reserve is 3 or more.

Brain Nausea: At 2nd level, the slayer gains this constant defense, a supernatural ability somewhat similar to the *aversion* power.

Any creature that attempts to eat the slayer's brain must succeed at a Will save (DC 17) or become disinclined to do so.

Illithids in particular are free to take any action except extracting the slayer's brain (but do not realize they are being so affected).

This ability is active as long as the slayer's power point reserve is 1 or more (even if she is unconscious, stunned, or otherwise helpless).

Bonus Feats: At 3rd, 5th, 7th, and 9th level, a slayer gains a bonus general, psionic, or metapsionic feat.

Generally, slayers favor feats that augment their ability to dispatch illithids, although they are effective against any foe—illithid or otherwise.

Lucid Buffer: At 4th level the slayer becomes especially skilled at resisting mental attacks.

She receives a +4 competence bonus on saving throws against all compulsions and mind-affecting effects.

She also receives a +2 competence bonus on saving throws against psionic attack modes, which stacks with any bonus granted by raising a psionic defense mode, if any.

This supernatural ability is active as long as the slayer's power point reserve is 9 or more.

Cerebral Blind: On reaching 6th level, a slayer can "riposte" a psionic attack.

Whenever she succeeds at a saving throw against a psionic power or attack mode, the attacker must immediately make a Will save, using the DC of the original attack.

On a failure, the attacker stands dazed for 1 round from the psionic backlash.

This spell-like ability is active as long as the slayer's power point reserve is 15 or more.

Breach Power Resistance: In the hands of a slayer who has reached 8th level, a weapon is enhanced by her psionic might and desire.

Each successful melee attack (or ranged attack within 30 feet) against a creature with power resistance temporarily reduces its power resistance by 1.

Unless the creature is slain, lost power resistance returns at a rate of 1 point per 12 hours.

This supernatural ability is active as long as the slayer's power point reserve is 17 or more.

Blast Feedback: Beware using *mind blast* against a slayer: At 10th level, she can turn an illithid's favored attack against itself.

When she is attacked with *mind blast*, the slayer can forgo attempting a psionic defense and also forgo a saving throw. She suffers the temporary Charisma damage but automatically sets up a blast feedback attack (a supernatural ability).

The attacker must simultaneously make a Will save against the original *mind blast* DC and can use no defense modes.

On a failure, the attacker's power point reserve is instantly reduced to 0, and the attacker is stunned for 1 round.

TABLE 6-3: THE SLAYER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	— Powers Discovered —			
							0	1	2	3
1st	+1	+0	+0	+2	Favored enemy (illithid), illithid sense	+3	—	—	—	—
2nd	+2	+0	+0	+3	Brain nausea	+5	—	—	—	—
3rd	+3	+1	+1	+3	Bonus feat ^a	+5	—	—	—	—
4th	+4	+1	+1	+4	Lucid buffer	+5	1	—	—	—
5th	+5	+1	+1	+4	Bonus feat ^a	+7	2	—	—	—
6th	+6	+2	+2	+5	Cerebral blind	+7	2	1	—	—
7th	+7	+2	+2	+5	Bonus feat ^a	+7	2	2	—	—
8th	+8	+2	+2	+6	Breach power resistance	+9	2	2	1	—
9th	+9	+3	+3	+6	Bonus feat ^a	+9	2	2	2	—
10th	+10	+3	+3	+7	Blast feedback	+9	2	2	2	1

SOULKNIFE

A soulknife recognizes his own mind as the most beautiful—and the most deadly—thing in all creation.

With this understanding and through extended practice, a soulknife learns to forge his mental strength into a shimmering blade of semisolid psychic energy.

Each soulknife's personal blade, referred to as a "mindblade", differs in color and shape according to his personality, mental strength, and even mood.

Although no two mind-blades look alike, all share the same lethal qualities.

Because soulknives rum the power of their minds to such weaponry, they are notorious for their violence.

Any character with some psionic ability can become a soulknife.

NPC soulknives are often employed as freelance guards and, more often, assassins.

Even when completely unarmed, a soulknife is only a thought away from a deadly strike with his own mind's most violent instincts solidified.

Hit Die: d6.

REQUIREMENTS

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

Base Attack Bonus: +3.

Move Silently: 3 ranks.

Base Power Points/Day: 9+ (not including bonus power points).

Knowledge (psionics): 3 ranks.

CLASS SKILLS

The soulknife's class skills (and the key ability for each skill) are Concentration (Con), Hide (Dex), Knowledge (psionics) (Int), Move Silently (Dex), Sense Motive (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the soulknife prestige class.

Weapon and Armor Proficiency: Soulknives are proficient with light armor but not with shields.

Power Points: Soulknives gain power points per day as shown on Table 6–4: The Soulknife.

These power points are added to the character's previous total.

Soulknives gain bonus power points based on the key ability score for their primary ability.

If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), he now chooses a primary discipline and can gain bonus power points based on the related ability score (see Table 1–2: Psion Bonus Power Points).

Powers Discovered: Soulknives discover powers as shown on Table 6–4: The Soulknife.

Powers are chosen from the psion power list.

The powers are added to the character's previous total powers known.

Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class (characters do not forget previously discovered attack and defense modes).

Mind-Blade: As a move-equivalent action, the soulknife creates a semisolid blade 1 foot in length composed of psychic energy (distilled from his own mind).

As long as he holds the blade, it is identical in all ways (except visually) to a short sword and deals 1d6 piercing damage.

The blade can be broken; however, the soulknife can simply create another on his next move-equivalent action. The moment he relinquishes his grip on the blade, it dissipates.

The soulknife may take Weapon Focus, Weapon Specialization (if of the appropriate class), or Weapon Finesse in conjunction with the mind-blade.

The mind-blade can be used as long as the soulknife's power point reserve is 1 or more.

When the soulknife reaches 2nd level, his mind-blade gains a +1 enhancement bonus; at 4th level, +2; at 6th level, +3; at 8th level, +4; and at 10th level, +5.

The enhancement bonus applies to each mind-blade created, including those that are thrown, upgraded, and imbedded (see below).

Even where psionics does not normally function (such as within a *null psionics field*), the soulknife can try to sustain the mind-blade by making a Fortitude save against the DC set by the creator of the effect.

Even on a successful save, the soulknife must roll again next round to keep the mind-blade in existence.

Creating a mind-blade is a supernatural ability.

Sneak Attack: A soulknife can make sneak attacks exactly like a rogue, but only with his mind-blade.

Any time the soulknife's target would be denied a Dexterity bonus to AC, the mind-blade attack deals +1d6 points of damage.

This extra damage increases by +1d6 every other level (+2d6 at 3rd level, +3d6 at 5th level, and so on).

See the rogue description in Chapter 3 of the *Player's Handbook* for more information on sneak attacks.

The soulknife benefits from this extraordinary ability as long as his power point reserve is 1 or more.

Imbed Power: At 2nd level, the soulknife can imbed one psionic power (but no psionic attack modes) of 3rd level or lower that he knows in his mind-blade.

This spell-like ability requires a move-equivalent action, and the soulknife must pay the cost of the power to imbed it.

The imbedded power automatically affects the next target that the soulknife successfully attacks with the mind-blade, with no saving throw allowed.

Even if the power normally affects an area or is a ray, it affects only the target.

The power is discharged and "flushes" the mind-blade, which can then hold another power.

A mind-blade can never have more than one power imbedded at a time.

Throw Mind-Blade: At 2nd level, the soulknife can throw his mind-blade as a ranged weapon with a range increment of 30 feet.

Whether or not the attack hits, a thrown mind-blade then dissipates.

The soulknife can make a sneak attack with a thrown mind-blade (within 30 feet) and can use the blade in conjunction with other special abilities (such as imbedding a power in it).

The soulknife can use this supernatural ability as long as his power point reserve is 1 or more.

Imbed Psionic Attack: At 4th level, the soulknife can imbed any one psionic attack mode that he knows in his mind-blade.

This spell-like ability requires a move-equivalent action, and the soulknife must pay the cost of the attack mode to imbed it.

The imbedded attack automatically affects the next target that the soulknife successfully attacks with the mind-blade.

The target cannot raise a psionic defense mode and must make its Will save as if flat-footed (treat nonpsionic defenders as having raised *thought shield* instead of their standard nonpsionic buffer).

An imbedded *mind blast* affects only the target.

The attack is discharged and "flushes" the mind-blade, which can then hold another attack mode.

A mind-blade can never have more than one attack mode or power imbedded at a time.

Sever Life: when a soulknife reaches 6th level, he can use imbedded psionic attacks to strike at the target's life force.

A successful attack with a mind-blade so imbedded overrides the specific ability damage normally dealt and instead deals temporary Constitution damage.

The soulknife can use this supernatural ability at will as long as his power point reserve is 11 or more.

Free Draw: At 6th level, a soulknife can materialize his mind-blade as a free action instead of a move-equivalent action.

He can use this extraordinary ability as long as his power point reserve is 13 or more.

Upgrade: On reaching 8th level, the soulknife achieves greater control over his mind's power.

His mind-blade's base characteristics are now those of a longsword, so that it deals 1d8 slashing damage.

The soulknife can use the upgraded mind-blade as long as his power point reserve is 7 or more.

Knife to the Soul: At 10th level, the soulknife becomes expert at attacking an opponent's life energy.

The knife to the soul ability resembles the sever life ability (see above) except half of the Constitution ability damage he deals is permanent.

The soulknife can use this supernatural ability at will as long as his power point reserve is 17 or more.

TABLE 6-4: THE SOULKNIFE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	— Powers Discovered —			
							0	1	2	3
1st	+0	+0	+2	+0	Mind-blade sneak attack +1d6	+3	—	—	—	—
2nd	+1	+0	+3	+0	Imbed power, throw mind-blade	+5	—	—	—	—
3rd	+2	+1	+3	+1	Sneak attack +2d6	+5	—	—	—	—
4th	+3	+1	+4	+1	Imbed psionic attack	+5	1	—	—	—
5th	+3	+1	+4	+1	Sneak attack +3d6	+7	2	—	—	—
6th	+4	+2	+5	+2	Sever life, free draw	+7	2	1	—	—
7th	+5	+2	+5	+2	Sneak attack +4d6	+7	2	2	—	—
8th	+6	+2	+6	+2	Upgrade	+9	2	2	1	—
9th	+6	+3	+6	+3	Sneak attack +5d6	+9	2	2	2	—
10th	+7	+3	+7	+3	Knife to the soul	+9	2	2	2	1

RACES OF DESTINY (3.5)

CHAMELEON

"Someone called for a cleric?

Oh, you needed a fighter instead?

I'm sorry—I meant to say that the cleric is on his way.

I'm the fighter."

—Jonata Quimbel

Sometimes it's good to be a fighter, able to wield any weapon.

Other times, you'd be better off as a rogue, with stealth and the ability to backstab foes.

And sometimes, nothing but spells will do the trick.

When these situations collide and you need one answer, you need a chameleon.

Chameleons are dilettantes in every class and masters of none.

They know enough of each class's skills and abilities to mimic that class effectively.

You can masquerade as a fighter, a rogue, or even a wizard or a cleric.

Part of it is power, of course—you learn to harness your own natural energy, shaping it into whichever class you require that day.

But the rest is pure attitude—you are a talented performer, and when you walk into a room with a holy symbol around your neck, people believe you have true faith.

BECOMING A CHAMELEON

A member of any class can become a chameleon—because, after all, a chameleon can become anyone.

The easiest path is through the rogue class, since the rogue's large number of skill points makes meeting the skill requirements easy.

Bards also make excellent chameleons, since they are talented performers who already know some magic.

Chameleons who were spellcasters have a clear advantage, because their spell lists are not as limited.

Chameleon clerics are rare, but extremely valuable, because they can heal and turn undead with more potency than a chameleon merely posing as a priest.

The class is also an interesting choice for monks—their discipline makes it easier to adapt the body to each new role, even if their poor social skills hamper their performances.

ENTRY REQUIREMENTS

Race: Human or Doppelganger.

Skills: Bluff 8 ranks, Disguise 8 ranks, Sense Motive 4 ranks, Spellcraft 4 ranks.

Feat: Able Learner†.

† New feat; see page 150.

CLASS SKILLS

(4 + Int modifier per level): Bluff, Concentration, Craft, Disguise, Profession, Sense Motive, Swim, and Use Magic Device.

CLASS FEATURES

The chameleon's class features allow you to adopt a variety of roles, from armored warrior to spellcaster to sneaky rogue.

You can't use any abilities gained from your aptitude focus, ability boon, or mimic class feature abilities to qualify for a feat, prestige class, or other option.

You can use your bonus feat to qualify for such options, but if you change the feat, you suffer the normal drawbacks for no longer meeting a prerequisite or requirement.

Weapon and Armor Proficiency: You gain proficiency with all simple weapons and with all forms of armor, including shields (but not tower shields).

Aptitude Focus (Ex): Once per day, you can select one of five areas upon which to focus your ever-shifting talents. After meditating for 1 hour, you gain the chosen abilities for 24 hours or until you change your aptitude focus.

An aptitude focus ability is usable once per day at 1st level, twice per day at 5th level, and three times per day at 10th level.

At 5th level, you can change your aptitude focus one time per day, and at 10th level you can change your aptitude focus two times per day.

If you change to the arcane focus or divine focus ability, you must still obey the normal rules for preparing spells (including any rest required).

Arcane Focus: You gain the ability to prepare and cast arcane spells, which may be chosen from the spell list of any arcane spellcasting class.

You prepare and cast these spells just as a wizard does, including the use of a spellbook (chameleons often use stolen or borrowed spellbooks; see page 178 of the *Player's Handbook* for details).

Your spells per day are noted on Table 5-2: The Chameleon. You gain bonus spells for a high Intelligence score, just as a wizard does.

When Table 5-2 indicates that you get 0 spells per day of a given spell level, you gain only the bonus spells you would be entitled to based on your Intelligence score for that spell level.

Your caster level is equal to twice your class level.

You also gain a +2 competence bonus on Knowledge (arcana) checks and Spellcraft checks and a +2 bonus on Will saves; at 5th level, the bonuses improve to +4.

Combat Focus: You gain proficiency with all martial weapons.

You also gain a +2 competence bonus on attack rolls and weapon damage rolls and a +2 bonus on Fortitude saves. At 5th level, the bonuses improve to +4.

Divine Focus: You gain the ability to prepare and cast divine spells, which may be chosen from the spell list of any divine spellcasting class.

You prepare and cast these spells just as a cleric does, except that you cannot spontaneously cast spells.

You can only prepare new divine spells at sunrise.

Your spells per day are noted on Table 5-2: The Chameleon. You gain bonus spells for a high Wisdom score, just as a cleric does.

When Table 5-2 indicates that you get 0 spells per day of a given spell level, you gain only the bonus spells you would be entitled to based on your Wisdom score for that spell level.

Your caster level is equal to twice your class level.

You also gain a +2 competence bonus on Knowledge (religion) checks and a +2 bonus on Fortitude and Will saves; at 5th level, the bonuses improve to +4.

Stealth Focus: You gain trapfinding (see page 50 of the *Player's Handbook*), uncanny dodge (see page 26 of the *Player's Handbook*), a +2 competence bonus on Disable Device, Hide, Move Silently, Open Lock, and Search checks, and a +2 bonus on Reflex saves.

At 5th level, the bonuses improve to +4.

Wild Focus: You gain wild empathy (see page 35 of the *Player's Handbook*; treat your druid level as equal to your class level), woodland stride (see page 36 of the *Player's Handbook*), a +2 competence bonus on Climb, Handle Animal, Jump, Knowledge (nature), and Survival checks, and a +2 bonus on Fortitude saves.

At 5th level, the bonuses improve to +4.

Bonus Feat (Ex): At 2nd level, you gain a bonus feat.

You must meet the prerequisites for this feat.

At the start of each day, you can choose to change your bonus feat to any other feat for which you meet the prerequisites.

Mimic Class Feature: At 3rd level, you gain the ability to mimic a certain class feature possessed by other characters. Once per day, you can use any of the class features described below.

At 6th level, you can use this ability twice per day (either to mimic the same class feature on two different occasions or two different class features at separate times).

At 9th level, you can use this ability three times per day.

Evasion (Ex): As an immediate action, you can avoid damage from certain attacks with a successful Reflex save.

You can activate this ability after you have rolled a successful Reflex save, but before you have taken damage. This ability lasts for 1 minute.

See the monk class feature, page 41 of the *Player's Handbook*.

Rage (Ex): You can fly into a screaming blood frenzy.

See the barbarian class feature, page 25 of the *Player's Handbook*, except that the duration of the rage is 1 round + 1 round per point of your (newly improved) Constitution modifier.

Smite (Ex): You can smite a foe with a normal melee attack.

You add your Charisma bonus (if any) to the attack roll and deal 1 extra point of damage per class level.

See the paladin smite evil class feature, page 44 of the *Player's Handbook*.

Sneak Attack (Ex): You can deal an extra 1d6 points of damage per three class levels when flanking an opponent or any time the target would be denied its Dexterity bonus (except on ranged attacks, which must be point-blank to deliver the extra damage).

See the rogue class feature, page 50 of the *Player's Handbook*.

Treat your rogue level as equal to your class level for the purpose of defeating improved uncanny dodge.

Turn/Rebuke Undead (Su): You can turn or rebuke undead creatures (your choice when activating the ability) by channeling the power of your faith through a holy symbol. See Turn or Rebuke Undead, page 159 of the *Player's Handbook*.

Treat your cleric level as equal to your class level.

Ability Boon (Ex): At 4th level, when choosing an aptitude focus, you also gain a +2 competence bonus to an ability score of your choice.

This bonus lasts until you change your aptitude focus.

At 7th level this bonus improves to +4, and at 10th level to +6.

Double Aptitude (Ex): At 7th level, you can adopt two aptitude focuses in the same amount of time it previously took for you to adopt one.

For example, you could adopt both the combat focus and the wild focus to mimic a ranger, or the divine focus and arcane focus to mimic a mystic theurge.

You can't adopt the same aptitude focus twice simultaneously.

You can still only adopt as many focuses per day as indicated by your aptitude focus ability.

Rapid Refocus (Ex): At 8th level, you gain the power to change your aptitude focus in only 10 minutes.

PLAYING A CHAMELEON

Most people spend their lives defined by a single class, a single set of abilities.

Mages curse their inability to wear armor and wield weapons.

Fighters desperately wish they had magic.

Rogues long for strength to go with their guile, and priests wonder what it must be like to be stealthy.

But not you.

You can become any of those classes, any time you want. You have no limits.

Some days you have magic, and other days you're a fierce warrior, a talented sneak, or a clever hunter.

Whatever you need to be, you can become.

Every chameleon is trained at the School of Broad Horizons, also known by its students as Mimic Mansion.

In many ways this school is a monastery, a reclusive compound where teachers break students of old habits and force them to rely on new skills and abilities. Even after you leave, you are not free of the Mimic Mansion.

Your superiors expect you to report in regularly on your activities.

Sometimes they require you to undertake assignments for them, usually with no explanation.

But you always obey.

Really, you have no choice—you owe everything to the school, and you know it.

Besides, you never know when someone nearby might be another chameleon, watching you and reporting on your behavior.

COMBAT

How you fight depends entirely on your persona for that day.

If you're playing a fighter or a paladin, you charge into the fray, weapons drawn.

As a barbarian, you usually race around the edges, harrying opponents with your speed.

When you're a rogue, you sneak in and attack from behind.

As a spellcaster, you'll probably stand back and use your spells to their best advantage, though you may wade in with your staff or mace after that.

Given a choice (and time to switch), you'll choose whichever class your comrades most need—usually either a fighter or a spellcaster.

The worst combat situation for you is an ambush.

You have no time to prepare a fighting persona, so you have to make do with your current role, whatever that is.

Fortunately, you always have your knowledge, skills, and your ability with weapons.

Arcane spellcasters don't use heavy weapons or armor, so if you're properly equipped you can target the enemy's mages and take them down quickly.

And if you have spells that day, no one expects you to suddenly draw a sword and hack them down, which gives you the advantage of surprise.

You wear armor under your robes for just such an occasion. At higher levels, you can actually change your class in the middle of the day.

This gives you much more flexibility, knowing that you can expend all your resources in a given fight and come back fully recharged after a brief rest.

Imagine starting the day as a spellcaster, exhausting your spells, and then switching to a fighter—especially if the spells you selected have durations that extend into your second aptitude.

ADVANCEMENT

Chameleons look for people with good natural abilities, open minds, and a knack for performance.

Once a potential recruit is selected, they watch her for several days before offering an invitation to a retreat.

Chameleons only invite those with a true desire for change, and those who have the mental strength to focus their energies to tap their potential.

At the retreat, you and the other recruits meet several chameleons who demonstrate their varied skills.

Of course, meeting someone who can cast spells but also claims she is a fighter is not very convincing.

But the next morning, when that same person works up a barbarian rage or sneaks up and steals your pouch, you begin to believe.

Then the chameleons offer you a choice.

You can decline their offer and return to your normal life—the chameleons are only passing through (local chameleons never participate in the retreat), and you won't ever see them again.

Or you can embrace your destiny and travel to the School of Broad Horizons to begin your training.

Life at Mimic Mansion is not easy.

The compound has no luxuries, and you are forced to endure long days, harsh conditions, and difficult assignments.

To be a chameleon requires mastery of the physical, mental, and spiritual, and it forces you to look past frivolous desires and concentrate on your real goal: to break free of your old mind-set.

The chameleons teach that every person has the potential to become a member of every class—everyone can cast spells, everyone can walk through the woods unnoticed, everyone can unleash a raging fury in battle or sneak up on their enemies.

But society teaches that each person can only excel at one role.

The chameleons shatter this notion.

They force you to realize the only thing stopping you from doing everything, acquiring every talent, is your own lack of belief.

Once that barrier has been overcome, they teach you to master each ability.

But being a chameleon is more than discovering you can cast spells *and* fight, rather than one or the other.

Using each ability requires the right mind-set, for you are not merely pretending to be a fighter or wizard.

When you channel those abilities, you actually become a member of that class for the day.

Your power comes from that self-confidence, and your acceptance of a destiny greater than society would allowed. You earn full chameleon status by passing a final exam, which involves masquerading in each of your many roles. You simply need to convince someone that you are, in fact, a member of a given class.

Once you have persuaded a new person for each class, you graduate from the mansion and you are given a small tattoo of a chameleon in the space between your first and second finger.

This identifies you as a chameleon, and allows you to prove your identity to other chameleons you may meet.

After entering this class, you should always keep your Bluff skill at the highest rank possible.

This skill is paramount to chameleons, for obvious reasons. Disguise is also useful, since sometimes you need to become a new person when you change your skill set.

Several of the key skills required in pulling off a successful impersonation of another class (such as Disable Device, Open Lock, Handle Animal, and various Knowledge skills) can't be used untrained, so a few ranks in each are vital.

Spellcraft is also important—it allows you to study spellcasters and their methods, which means you can mimic them more accurately.

RESOURCES

Mimic Mansion provides its graduates with the basics for their transformations.

These include armor, weapons, thieves' tools, a holy symbol (fake), and a spellbook (written in gibberish). When sending someone out on a mission, the school can provide additional resources if necessary. It expects such items to be returned after the mission is complete.

Chameleons are expected to be self-sufficient whenever possible.

They are also required to maintain the secrecy of their class, and of the school, at all costs—any chameleon who is captured and interrogated is given up for dead by the school.

The best she can hope for is that another chameleon will sneak in to kill her quickly.

CHAMELEONS IN THE WORLD

Chameleons add spice and intrigue to your game.

They are unpredictable, keeping other characters guessing as to their true class, abilities, and motives.

But chameleons are also very useful to a party.

They can cast spells, sneak, fight, and even heal (to a degree), as the occasion requires.

Even so, Mimic Mansion has its own agenda, and this can cause tension within a group, or get the entire party into a sticky situation.

ORGANIZATION

Every chameleon owes her allegiance to the Mimic Mansion and its senior instructors, but most chameleons do not learn the school's true purpose until after they graduate.

Teaching people to access their full potential is only a means to an end.

The school's real goal is to create an army of untraceable assassins, people who can become anyone and use any abilities required to get the job done.

An assassin named Salazar founded the School of Broad Horizons.

Salazar was extremely effective, but he kept running up against situations that required stealth, spells, and swords. "If only I had all those abilities", he kept thinking, "there'd be no stopping me".

One day, Salazar heard about a monk who claimed that everyone had the potential to become anything they desired.

He sought out the holy man, though it took years to find him, and pretended to be a humble man embittered by his lot in life.

The monk, whose name was Seng Li, believed Salazar's lies and accepted him as a student.

After several years, Salazar finally mastered the power to switch skill sets and access all the abilities he had within himself.

He then killed the monk and returned to his home city.

But Salazar was now older, and no longer fast enough and strong enough to be a top assassin.

So he selected three young men, each displeased with his place in life, and offered to train them.

These men became the first chameleons, and Salazar accepted jobs on their behalf.

Assignments were usually assassinations, but some were robberies or information-gathering or even protection.

With the money from these jobs, Salazar built the compound and sent his protégés out to find more students. Thus the School of Broad Horizons began.

Salazar still runs the school, though most of the students know him only as Master Sallah and rarely see him.

With his senior trainers (his original students), he coordinates the activities of graduates, and his agents pass along job offers that he accepts or rejects based upon his own assessment.

When accepting a job, Salazar finds out what chameleons are in the area, and assigns one the task.

His agents then convey instructions to the selected graduate, who is expected to comply without question. Chameleons who prove their loyalty and their lack of scruples can become agents themselves.

An agent handles a particular city or region, establishing a permanent residence to create a cover identity.

She reports back to the school every week, detailing not only her own activities but the whereabouts and actions of every chameleon in the area.

Other chameleons report in to the agent when they arrive, and then check back in before leaving.

An agent who demonstrates her worth may be offered a position as trainer at the mansion or as a recruiter.

Recruiters wander from place to place, convening to hold retreats whenever an agent finds a potential recruit.

If a recruit seems worthy, she is escorted to Mimic Mansion to begin her training.

Trainers live in the compound and spend all their time teaching new students.

Some chameleons react poorly to news of their school's real mission and refuse to handle illegal assignments.

Salazar has ways to force their compliance, but these tactics sometimes fail, and a few chameleons have gone rogue.

They are actively hunted by agents and recruiters and targeted for death on sight.

Some of these rebels wander the world, using their talents as they see fit rather than as Salazar demands.

NPC REACTIONS

If a chameleon is doing her job efficiently, NPC reactions are based on the class she is mimicking and not on her nature as a chameleon.

If word gets out of an adventurer who can carry a sword and shield one day and cast spells the next, reactions change.

Commoners, businessmen, and rogues have an attitude of friendly, eager to hear stories about the chameleon's versatility (see *Influencing NPC Attitudes*, page 72 of the *Player's Handbook*).

Fighters, barbarians, and rangers may feel the same, but also become annoyed that their own skills are so easily reproduced.

Sorcerers and wizards are indifferent or unfriendly, believing that true magic cannot be so easily acquired.

Clerics, druids, and paladins are unfriendly or hostile, actively seeking to expose chameleons as frauds; they pretend to have divine powers, which insults the gods and those who receive their genuine favor.

CHAMELEON LORE

Characters with Knowledge (local) or both Gather Information and Perform can research the Chameleons to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "Sometimes, people aren't what they seem.

And some of them can seem to be anyone.

Like a human chameleon, they blend in".

DC 15: "These people can masquerade as fighters, mages, thieves—anything".
 DC 20: "Somehow they learn to mimic each class's abilities, even spellcasting.

And they all train at a school somewhere".

DC 30: "Sometimes, these chameleons just seem to be traveling.

But strange deaths or burglaries occur when they're around.

And, after all, who'd make a better assassin or thief than someone who can be anyone?"

CHAMELEONS IN THE GAME

It is easy to bring a chameleon into your game, since they can mimic the special abilities of any other class.

Their ability to switch class sets makes them versatile, even if they never reach the full potential of any one class.

At the same time, chameleons can serve as spies, thieves, and assassins.

They could join any group that is moving toward their own goal, both for company and for camouflage.

Chameleons can be fun to play, because they let players dabble in all the existing classes without being tied to one.

The class's darker side also makes it fun to roleplay, especially if the character has qualms about her assignments and is considering quitting the organization.

The best way to make a chameleon character happy is for them to be useful.

Parties that have one member of every class may not need chameleons, but a group with no arcane spellcasters and no rogues may be desperate for their skills.

Give them tasks that require changing skill sets, and make sure assignments from Mimic Mansion occasionally arrive to complicate matters.

ADAPTATION

Chameleons can be reworked as a completely nonmagical class, where they have no spells but use Sleight of Hand to make items "disappear", and potions or powders to create smoke, fog, and fire.

They could be made completely magical as well or even psionic, using spells or psionics to actually gain the abilities of other classes.

If you're using the *EBERRON Campaign Setting*, the chameleon prestige class should be available to changeling player characters as well as humans and doppelgangers.

In this case, the Able Learner feat extends to changelings as well.

TABLE 5-2: THE CHAMELEON

HIT DIE: d8

Level	Base	Fort	Ref	Will	Special	—Spells per Day—						
	Attack Bonus					0	1	2	3	4	5	6
1st	+0	+0	+0	+0	Aptitude focus 1/day (+2)	4	2	0	—	—	—	—
2nd	+1	+0	+0	+0	Bonus feat	4	3	1	—	—	—	—
3rd	+2	+1	+1	+1	Mimic class feature 1/day	4	3	2	0	—	—	—
4th	+3	+1	+1	+1	Ability boon +2	4	4	3	1	—	—	—
5th	+3	+1	+1	+1	Aptitude focus 2/day (+4)	4	4	3	2	0	—	—
6th	+4	+2	+2	+2	Mimic class feature 2/day	4	4	4	3	1	—	—
7th	+5	+2	+2	+2	Ability boon +4, double aptitude	4	4	4	4	2	0	—
8th	+6	+2	+2	+2	Rapid refocus	4	4	4	4	3	1	—
9th	+6	+3	+3	+3	Mimic class feature 3/day	4	4	4	4	4	2	0
10th	+7	+3	+3	+3	Ability boon +6, aptitude focus 3/day (+4)	4	4	4	4	4	3	1

LOREDELVER

"I think of myself as a liberator.

It's my job to liberate the ancient lore—not to mention the vast wealth—that has been imprisoned by history."

—Stormwind Vaora, loredelimiter

Loredelvers are illumian spellcasters who find and explore ruins, disable the magical protections that guard them, and sift through the ancient secrets found within.

They rarely spend time in the enclaves of the illumians, instead crisscrossing the world in search of archaic lore for their cabal's library.

BECOMING A LOREDELVER

Most characters become loredelimiter after taking at least five levels of wizard and one or two levels of rogue.

A few sorcerers wind up in the class, but they need to take extra levels in the rogue class to gain the requisite skill ranks.

Bards who lean toward exploration and discovery sometimes enter this class after picking up a level of rogue, but give up significant bardic abilities to do so.

ENTRY REQUIREMENTS

Race: Illumian.

Skills: Decipher Script 10 ranks; Disable Device 5 ranks; Knowledge (arcana) 10 ranks; Knowledge (dungeoneering) 5 ranks.

Spells or Spell Like Abilities: Ability to cast at least one 3rd-level arcane spell from the divination school.

Special: Trapfinding class feature.

CLASS SKILLS

(6 + Int modifier per level): Balance, Climb, Concentration, Decipher Script, Disable Device, Jump, Knowledge (arcana), Knowledge (architecture and engineering), Knowledge (dungeoneering), Knowledge (history), Open Lock, Profession, Search, Speak Language, and Spellcraft.

CLASS FEATURES

As a loredelimiter, your class features relate to your core mission of exploring tombs, ruins, and forgotten sites looking for ancient manuscripts and other lore.

Your spellcasting ability continues to advance at nearly its full rate, bolstered by a few spell-like class abilities that augment your ability to find magical auras and defeat traps. Spells per Day: At each level after 1st, you gain new spells per day (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming a lorekeeper, you must decide to which class to add each level for the purpose of determining spells per day and spells known.

Bardic Knowledge (Ex): Lorekeepers extensively study the reports of their fellow lorekeepers as well as historical and magical texts.

You can attempt to recall some relevant piece of information about local notable people, legendary items, or noteworthy places.

See the bard class feature, page 29 of the *Player's Handbook*. You use your lorekeeper level + your Intelligence modifier (plus levels in bard, if any) to make bardic knowledge checks.

Magical Insight (Ex): A lorekeeper has an uncanny insight into the workings of magic.

You gain a +5 insight bonus on Spellcraft checks made to determine the school of magic of magical auras.

Detect Magic (Sp): A lorekeeper develops a preternatural sense for the presence of magic.

At 2nd level and higher, you can use *detect magic* (as the spell, page 219 of the *Player's Handbook*) at will.

Evasion (Ex): Beginning at 3rd level, you have a hair-trigger sense of dangerous magic.

If you are exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

Spontaneous Casting (Su): At 4th level, you gain the ability to spontaneously cast certain spells using your existing arcane spell slots.

You can “lose” any prepared spell or spell slot of the designated level to cast a specific spell.

You use your highest arcane caster level as the caster level for the spell.

At 4th level and higher, you can “lose” any prepared spell or spell slot of 2nd level or higher to cast *knock* (see page 246 of the *Player's Handbook*).

At 7th level and higher, you can “lose” any prepared spell or spell slot of 4th level or higher to cast *arcane eye* (see page 200 of the *Player's Handbook*).

At 10th level, you can “lose” any prepared spell or spell slot of 6th level or higher to cast *greater dispel magic* (see page 223 of the *Player's Handbook*).

Fearless (Ex): At 5th level, you have learned to steel yourself against the horrors that guard the places you're exploring.

You gain immunity to fear, magical or otherwise.

Arcane Sight (Sp): By the time you reach 6th level, you have honed your sensitivity to the magical auras that surround you.

You can use *arcane sight* (as the spell, page 201 of the *Player's Handbook*) at will.

Improved Evasion (Ex): Beginning at 8th level, you can avoid damage from certain attacks with a successful Reflex save and take only half damage on a failed save.

See the monk class feature, page 42 of the *Player's Handbook*.

Greater Arcane Sight (Su): At 9th level, you have reached the pinnacle of magical sensitivity.

You can use *greater arcane sight* (as the spell, page 201 of the *Player's Handbook*) at will.

PLAYING A LOREKEEPER

You have left behind your cabal—perhaps forever—for the thrill of walking where no one has stepped for thousands of years.

You relish the challenge of breaking into ancient sites that have kept their secrets for centuries.

But you aren't just a tomb robber.

Your cabal has trained you in esoteric techniques that help you overcome magical defenses.

In exchange, you deliver to them the ancient tomes you recover, as well as your own journals about your adventures.

Any treasure you recover that isn't of academic interest to the cabal is yours to keep.

COMBAT

Like other spellcasters, you rely almost entirely on your magic in a fight.

Becoming a lorekeeper doesn't slow down your spellcasting progress too much, so you should have potent offensive and defensive spells at your disposal.

But your spellcasting can't always mask your below-average hit points and unfamiliarity with weapons, so you'll often resort to the tried-and-true spellcaster defense: befriending a fighter to stand in front of you.

At higher levels, your lorekeeper class features can provide an edge in combat.

Arcane eye is a great reconnaissance tool that can make sure you gain the advantages of good terrain and preflight preparation.

Arcane sight lets you identify which enemies are benefiting from magical effects.

When you reach 10th level, your ability to spontaneously cast *greater dispel magic* makes you an effective counter for an enemy spellcaster or a front-line fighter overloaded with magical effects.

ADVANCEMENT

When cabals choose members to undergo lorekeeper training, they usually look for a combination of spellcasting prowess and enough physical conditioning to survive the rigors of travel and combat.

But the most important attribute is a relentless curiosity, which manifests itself in the desire to explore every lost ruin and forgotten crypt the world has to offer.

Once your cabal assigns you to lorekeeper duty, you begin looking at your surroundings in a new light.

After poring over countless diagrams of poison needle launchers, deadfall snares, and camouflaged pits, you're always scanning walls, floors, and ceilings for the kinds of traps you've read about.

You start to see flickers of magical auras, even when you don't have *detect magic* active.

As you advance, you'll probably develop a bigger spellbook than a typical wizard.

Like any lorekeeper worth his salt, you copy any useful spells from the treasure troves you uncover before turning over your loot to your cabal.

RESOURCES

Because your travels are ostensibly in service to your cabal, its librarians and researchers are at your disposal.

They can point you toward ancient dungeons and warn you about possible traps mentioned in historical texts.

And when you turn over the tomes you find and the journals you keep during your travels, cabal researchers might find clues in them that send you on to even more thrilling—and lucrative—adventures.

LOREKEEPERS IN THE WORLD

The lorelodelver prestige class is a good fit for a spellcaster who wants to use magic to perform roguelike functions in the party, such as providing reconnaissance, opening locks, and disabling dangerous traps.

It's also a class with a built-in excuse to adventure.

Illumian cabals know the locations of dungeons, ancient ruins, and other sites rich with adventuring possibilities.

The lorelodelver does the dangerous work, and the cabal provides support and further opportunities to explore.

ORGANIZATION

Lorelodelvers don't have a strong organization among themselves; they work at the behest of the cabal that trained them.

The specifics of lorelodelver training have spread to most illumian cabals, so any cabal that wants a lorelodelver needs only find a worthy candidate, provide training, then send him out into the world with a map.

Many cabals have a directorate devoted to lorelodelving, called the acquisitions directorate.

While not every member of the directorate is a lorelodelver, the directorate's expedition leaders and elite agents usually include a high number of lorelodelvers.

Quill cabals in particular are rife with lorelodelvers, and many illumian children aspire to positions in the acquisitions directorate.

A lorelodelver is almost always on the road tracking down lost lore for the cabal, tarrying at the enclave only long enough to heal, train, and plan the next expedition.

Lorelodelvers from different cabals rarely congregate, because at least to a degree they're all rivals for the same lore.

But every lorelodelver keeps a journal of his travels, and those journals eventually find their way into the cabal's library.

Cabals trade or borrow books with other friendly cabals, and lorelodelver journals are a prized part of such exchanges. When one lorelodelver makes annotations in another lorelodelver's journal, it can mark the beginning of a lively and informative correspondence.

Two lorelodelvers who have never met might use journal annotations to argue about the meaning of a particular rune in ancient High Draconic.

But they wouldn't necessarily recognize each other if they were imprisoned together by the same angry dragon.

Perhaps the most famous journals are those of Inkwell Carvin, a lorelodelver whose exploits are legendary among illumians.

Carvin single-handedly braved the ziggurat of Thelm, the Moaning Caves, and Otralak's Tower in his quest to retrieve the dispersed parts of the Library of the Sublime.

Five years ago, Carvin stopped checking in with the Inkwell cabal, and many lorelodelvers suspect he has been killed or captured by the githyanki.

Lorelodelvers can rise through the ranks of their directorate like any illumian, although few reach leadership positions because they're far too often absent to play the political games needed for high-level promotion.

Political considerations aside, most acquisitions directorates function as meritocracies: The more you bring back for the library, the better your chances of promotion.

NPC REACTIONS

Lorelodelvers engender a mixture of adulation and envy when they visit the enclave of their cabal.

In general, cabal members have an initial attitude of friendly toward them (see *Influencing NPC Attitudes*, page 72 of the *Player's Handbook*).

If a political struggle is under way, either in the acquisitions directorate or the cabal as a whole, then the sudden arrival of a lorelodelver is less welcome, but attitudes rarely drift to worse than indifferent.

Attitudes also reflect indifference if a lorelodelver returns to a cabal that has fallen on hard times during his absence; the cabal resents that the lorelodelver was off on exciting adventures while the rest of the cabal was dealing with encroaching famine and attacks by foe after foe.

Lorelodelvers need to tread carefully when it comes to the nonlore treasure they collect from the dungeons and ruins they explore.

Most cabals expect lorelodelvers to turn over information, not treasure, and they assume that lorelodelvers use their wealth to buy protective items, pay for colleagues (often nonillumian PCs), and otherwise make themselves more effective lorelodelvers.

But a lorelodelver who comes back from a mission dripping with gold and jewels should be prepared for the cabal's reaction.

In general, flaunting wealth from a mission earns a lorelodelver a -4 circumstance penalty on interactions with most cabal members and a +4 circumstance bonus on interactions with the cabal's youth and other would-be lorelodelvers.

LOREDELVER LORE

Characters with Knowledge (history) can research individual lorelodelvers to learn more about them.

(While lorelodelvers aren't historical personages themselves, they're known among historians for the data they provide).

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "Lorelodelver is a term the illumians use to describe their archeologists".

DC 15: "Lorelodelvers are illumian spellcasters who specialize in breaking into tombs and ancient places, looking for old manuscripts, spellbooks, and other items for their libraries".

DC 20: "The lorelodelvers are trying to track down the thousands of books that the illumians lost when the githyanki sacked their library".

Additionally, lorelodelvers appear frequently in the tales told by bards.

Bardic knowledge checks for information about lorelodelvers reduce the DC of the check by 5.

LOREDELVERS IN THE GAME

Because they're beyond the day-to-day reach of their cabals, lorelodelver PCs are easy to work into an ongoing game.

Simply arrange for a lorelodelver to visit his cabal's enclave from time to time, perhaps to have researchers study a mysterious map or translate the inscription the PCs found in a tomb somewhere.

If you have a lorelodelver at your table, make sure you provide magic traps for him to find and disable.

Lorelodelvers love site-based adventures such as treks into ancient ruins and dungeons.

At higher levels, you can provide challenges that a lorelodelver can overcome with his class features, such as encounters that depend on noticing magical auras (a disguised villain or a room hidden by illusion) and lots of dangerous magic to dispel.

Loredelvers also provide a useful adventure hook even if none of the PCs are interested in the prestige class. Loredelvers may hire PCs to act as expedition guards or do a preliminary exploration of a ruin in a loredelver's absence. If the PCs find a loredelver's journal, they'll have enough clues for a dozen adventures in their hands.

ADAPTATION

While the loredelver fills an important role in illumian culture, you can adapt the class to other groups that have an interest in ancient lore.

The prestige class is a natural for any secret society with spellcasters who want to break into magically guarded places.

TABLE 5-3: THE LOREDELVER

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Bardic knowledge, magical insight	—
2nd	+1	+0	+3	+3	Detect magic	+1 level of existing arcane spellcasting class
3rd	+1	+1	+3	+3	Evasion	+1 level of existing arcane spellcasting class
4th	+2	+1	+4	+4	Spontaneous casting (<i>knock</i>)	+1 level of existing arcane spellcasting class
5th	+2	+1	+4	+4	Fearless	+1 level of existing arcane spellcasting class
6th	+3	+2	+5	+5	Arcane sight	+1 level of existing arcane spellcasting class
7th	+3	+2	+5	+5	Spontaneous casting (<i>arcane eye</i>)	+1 level of existing arcane spellcasting class
8th	+4	+2	+6	+6	Improved evasion	+1 level of existing arcane spellcasting class
9th	+4	+3	+6	+6	Greater arcane sight	+1 level of existing arcane spellcasting class
10th	+5	+3	+7	+7	Spontaneous casting (<i>greater dispel magic</i>)	+1 level of existing arcane spellcasting class

MENACING BRUTE

"I wouldn't draw that sword if I was you."

—Wogar, menacing brute

Life as a half-orc in a human city is never easy, and some half-orcs are driven to desperation by the struggle of living in a place where one is never truly welcome.

The menacing brute takes advantage of how most humans fear half-orcs, playing on that dread to make his living. He combines resourcefulness and determination with a ready wit and the willingness to do jobs that others find distasteful—and do them well.

BECOMING A MENACING BRUTE

Menacing brutes typically combine levels of fighter with one or two levels of rogue.

Fighter levels are essential for bringing the brute's base attack bonus to a respectable level, while brutes enjoy adding a little sneak attack damage to their first solid hits in melee.

Rogue levels are not necessary, but they can help a half-orc who is not exceptionally intelligent meet the skill prerequisites for the class.

ENTRY REQUIREMENTS

Race: Half-orc.

Alignment: Any nongood.

Base Attack Bonus: +5.

Skills: Intimidate 5 ranks, Knowledge (local) 2 ranks, Search 2 ranks.

Feats: Iron Will.

CLASS SKILLS

(4 + Int modifier per level): Climb, Gather Information, Intimidate, Jump, Knowledge (local), Listen, Search, Sense Motive, and Spot.

CLASS FEATURES

The menacing brute's class features focus on making you an intimidating presence on the battlefield.

You can demoralize your opponents with a stare and strike terror into their hearts as you slay their companions.

Demoralizing Stare (Ex): You gain a competence bonus on Intimidate checks equal to your menacing brute level.

In addition, when you successfully use the Intimidate skill to demoralize an opponent, the target remains shaken for an additional 1 round per class level.

Resourceful Search (Ex): At 2nd level, you become extremely resourceful at finding "discarded" pieces of equipment.

Once per day, you can attempt a Search check in order to find any nonmagical item of your choice, with a maximum market price of 200 gp, without paying for it.

The gold piece value of the item determines the time it takes for you to find it, as well as the minimum size of community in which it can be found (see the table below).

GP Value	Search		Minimum Community Size
	DC	Search Time	
up to 20 gp	10	1d4×10 minutes	Hamlet
21–50 gp	15	2d4×10 minutes	Small town
51–100 gp	20	1d4 hours	Small city
101–200 gp	25	2d4 hours	Metropolis

For example, if you are searching for a wagon (35 gp), you would need to look in a small town or larger community and succeed on a DC 15 Search check after spending 2d4×10 minutes searching.

If you sought a breastplate (200 gp), you could find it in a metropolis by making a DC 25 Search check and spending 2d4 hours digging through alleyways, trash bins, and the like.

You can never find a masterwork item or magic item of any value while using this ability.

Sneak Attack (Ex): Beginning at 3rd level, you deal extra damage when flanking an opponent or any time the target would be denied its Dexterity bonus (except on ranged attacks, which must be point-blank to deliver the extra damage).

See the rogue class feature, page 50 of the *Player's Handbook*.

Ruthless Cut (Ex): At 4th level and higher, you gain a +4 bonus on a roll to confirm a threat on a critical hit.

Making an Example (Ex): At 5th level, any time you deal enough damage with a melee attack to drop a creature (typically by dropping it to less than 0 hit points or killing it), all foes within 30 feet of the enemy must succeed on a Will save (DC 15 + your Cha modifier) or cower until the start of their next turn.

If the blow that dropped the creature was a critical hit, add +4 to the save DC.

This is a mind-affecting fear effect.

PLAYING A MENACING BRUTE

Throw your weight around, and if you can toss in some witty or at least bitterly sarcastic comments while you're doing it, so much the better.

Your class name says it all—you're accustomed to using your muscle to get your way.

You lean on the recalcitrant, squash the rebellious, and murder the opposition.

Nothing gets between you and getting a job done.

You are probably a member of some illegal (or at least shady) organization that employs you for your particular combination of skills.

This organization might be a crime gang, a casino or similar business where you help maintain order, or simply a rich patron with his fingers in a few unscrupulous operations.

In exchange for doing your employer's dirty work, you earn a degree of respect and prestige within the organization—nobody else wants to do your job.

Most people are afraid of you, so it's easy to intimidate the petty thieves and con artists in your organization.

You have some freedom to pursue other opportunities when your services aren't needed, which leaves you open to adventure—though usually you're expected to stay close to your organization's base of operations.

COMBAT

As a bully, you're happier leaning on opponents to get your way than you are actually wading into a fair fight.

You use your Intimidate skill to make sure your enemies aren't at their best when facing you.

Once combat starts in earnest, take every opportunity to flank your enemies for the extra sneak attack damage.

That said, you're just as good in straight-up melee as any other fighter, so there's no reason to hang back or slink around in the shadows.

Your style is blunt and direct, and that applies in combat as well as in conversation.

Hit your foes hard enough, and they won't hit back.

You're at your best when your side outnumbers your opponents.

Other thugs can help you flank your enemies, and if they have the sneak attack ability too, you'll put flanked enemies down quickly.

Once you reach 5th level, you can sometimes end a combat quickly by dispatching one opponent early on and making the rest cower.

Cowering creatures lose their Dexterity bonus, so they're susceptible to sneak attacks from your allies, flanking or no flanking.

Once the first one falls, the others quickly follow.

ADVANCEMENT

You probably started on the road to becoming a menacing brute early in life, figuring that being big and strong gave you an edge.

Before long, someone else recognized your strength and your ability to intimidate your foes as well as your resourcefulness and wit and offered you a job.

Many people would have balked at that job, whether it involved extortion or murder, but you grabbed the opportunity and proved your worth.

Now that you can officially call yourself a menacing brute (though you've probably been one all your adult life), you continue in the same sort of work.

Your employment advancement is not necessarily tied to your advancement in the prestige class, and you might drift from employer to employer as the need for your services changes.

You might be a full-time freelancer, taking odd jobs of a particularly violent sort as they come up, and filling gaps in your schedule with more traditional adventuring.

At all times, you continue to practice the basic tools of your trade: intimidation and brutality.

As you gain levels, you have a good number of skill points to spend (perhaps even if you have an Intelligence penalty) and some flexibility about how to spend them.

Most menacing brutes spend skill points on Intimidate at every level, making them exceptionally good at that particular skill.

Even if you don't buy Intimidate at every level, your competency doesn't suffer much, thanks to your demoralizing stare ability.

Whichever approach to Intimidate you choose, consider increasing your ability further with the Menacing Demeanor feat (see page 153).

Your skill and feat choices depend on the kinds of jobs you typically pursue.

If keeping an ear to the street is important, buy ranks in Gather Information and Knowledge (local).

If stealth is more important, consider buying ranks in Hide and Move Silently as cross-class skills.

RESOURCES

One of your defining characteristics is the ingenuity reflected in your resourceful search class ability.

You are supposed to be self-reliant and have the wherewithal to acquire what you need to do your job properly.

At the same time, you are either a member of a powerful organization or the employee of a powerful individual, and the organization or the employer has resources that can help you accomplish the tasks set before you.

To a certain extent, your resourceful search ability reflects the resources available by virtue of your position.

When you need more valuable gear than you can scrounge using that ability, you might still be able to gain some benefit from your organization or employer.

If you're willing to carry and use stolen goods that could land you in (more) trouble, you can acquire most gear (mundane or magical) for 90% of its market price.

Unless you're willing to go into full-time work as a fence, you are limited to one significant purchase of this sort per month of game time.

MENACING BRUTES IN THE WORLD

Menacing brutes fill a role common in urban crime stories: the thug who leans on people until they come around to the criminal mastermind's way of thinking.

Menacing brutes might appear in any campaign where organized crime exists, whether it takes the form of a small

local thieves' guild or a larger organization dedicated to fear and intimidation for profit.

ORGANIZATION

Menacing brutes find work in a tremendous variety of organizations, ranging from the wildly illegal to the merely shady.

By their nature, menacing brutes are rarely an integral part of such organizations.

They are freelancers, called in to deal with specific troublesome situations, and they are most effective when close ties to the structures of power do not hinder them.

A menacing brute's job might involve extorting "protection" money from local businesses, breaking up fights, kicking out rowdies, standing behind his employer to look intimidating, acting as a bodyguard, destroying property, or killing competitors and enemies.

NPC REACTIONS

A menacing brute wields the power he does precisely because others fear him.

Playing on the innate fear that half-orcs inspire just happens to be the brute's stock in trade.

Most NPCs have an initial reaction of unfriendly toward a menacing brute, though the brute's Intimidate skill often makes them behave friendly (see *Influencing NPC Attitudes*, page 72 of the *Player's Handbook*).

Members of law enforcement organizations, as well as people whom a brute has previously intimidated, are usually hostile toward a menacing brute.

Other criminals are indifferent to friendly, depending on their relationship to the brute and his organization.

Few people are helpful.

MENACING BRUTE LORE

Characters with Knowledge (local) can research menacing brutes or the organizations they work for to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: "Some half-orcs thrive on fear and use intimidation to get their way".

DC 15: "Certain half-orcs are particularly skilled at intimidation and work as enforcers for criminal organizations".

This check result also reveals a basic sketch of the organization and the kinds of activities it is involved in.

DC 20: More details about the organization: the areas where it is strongest, specific locations where members are commonly seen, and so on.

A DC 20 Gather Information check can allow a character to arrange a meeting with an NPC menacing brute.

MENACING BRUTES IN THE GAME

Menacing brutes probably already exist in your campaign, whether they have this prestige class or not.

If the players in your campaign have any interaction with an illegal or shady organization, sending a menacing brute to lean on them can be a logical extension of that interaction.

(Since PCs are not particularly vulnerable to intimidation, a higher-level menacing brute works better as an NPC opponent than one with a single level in the prestige class). If your campaign is not strongly oriented toward the PCs as champions of good arrayed against the forces of evil, a player character could become a menacing brute.

The class works best in a campaign focused on activity in an urban center, and the player will be happiest if there is ample opportunity for interaction with NPCs (rather than monsters).

Even so, there's no reason why a menacing brute can't wander into a dungeon from time to time.

ADAPTATION

The menacing brute is a fairly generic class and should require little adaptation to use in any campaign.

You could use it without alteration in any evil or criminal organization, such as the Zhentarim in Toril or the Order of the Emerald Claw in Eberron.

(Eberron's dragonmarked mercantile houses undoubtedly make use of menacing brutes as well, though they are more likely to disavow all knowledge of their activities).

You might choose to significantly alter the class by opening it to races other than half-orcs.

The class is designed to expand a particular aspect of the half-orc mind-set: the realization that humans fear half-orcs, and a savvy half-orc can exploit that fear for personal gain.

If you open the class to other races, you might add an additional feat requirement, such as Persuasive, to reflect the idea that the character should have an innately frightening demeanor.

TABLE 5-4: THE MENACING BRUTE

HIT DIE: d10

Level	Base	Fort	Ref	Will	Special
	Attack Bonus				
1st	+1	+2	+0	+0	Demoralizing stare
2nd	+2	+3	+0	+0	Resourceful search
3rd	+3	+3	+1	+1	Sneak attack +1d6
4th	+4	+4	+1	+1	Ruthless cut
5th	+5	+4	+1	+1	Making an example

OUTCAST CHAMPION

"We are not half-humans, inferior to you by virtue of sharing only half your blood.

We are a race of our own, and we will not lay down our swords until we are a nation of our own, masters of our own destiny."

—Ethirindel, Crown Prince of Everyn

Outcast champions bring hope to those who have no place in society.

They lead by example, but their methods differ widely.

Some outcast champions unite under the banner of freedom and dignity, while others stir their charges with talk of rightful conquest of their oppressors.

While one outcast champion might employ stealth and subtle measures to achieve his goals, another announces his intentions with a bloody sword held aloft.

BECOMING AN OUTCAST CHAMPION

Almost any half-human character can qualify as an outcast champion by 5th level.

Paladins, fighters, bards, and rogues are the most common outcast champions, due to the class's focus on martial leadership.

Even the occasional barbarian or monk finds cause to rally his comrades and take up arms against oppressive regimes.

ENTRY REQUIREMENTS

Race: Half-elf, half-orc, or half-ogre.

Skills: Diplomacy 8 ranks or Intimidate 8 ranks.

CLASS SKILLS

(4 + Int modifier per level): Climb, Craft, Diplomacy, Disguise, Hide, Intimidate, Jump, Knowledge (local), Move Silently, and Survival.

CLASS FEATURES

The outcast champion's class features focus on working with a small group of allies against overwhelming odds.

Aura of Confidence (Ex): Your presence emboldens allies within 30 feet who can see you (including yourself).

They add your class level as a morale bonus on their Will saves.

This effect is lost if you fall unconscious or die.

Avenging Strike (Ex): You are surrounded by allies who rely on you for victory, and you take this responsibility to heart.

You can attempt an avenging strike on an enemy who has dealt damage to an ally of yours within the last hour.

The avenging strike must be delivered with a melee attack. You add your Charisma modifier (if positive) to your attack roll and deal an extra 1d6 points of damage per outcast champion level.

If you accidentally strike a creature that has not dealt damage to an ally within the last hour, the avenging strike has no effect, but that use of the ability is still expended.

You may use an avenging strike once per day per point of Charisma bonus (minimum 1/day).

Desperate Fury (Ex): You are at your best when times are worst.

Beginning at 3rd level, once per day when you are reduced to fewer than one-half your full normal hit points, or when you are fatigued or exhausted, you can enter a state of desperate fury.

While in a desperate fury, you gain a +2 morale bonus to Strength, Dexterity, and Constitution.

The desperate fury lasts for 3 rounds + 1 round per point of your (newly improved) Constitution bonus.

Unlike with a barbarian's rage, you have no penalties or limitations while in a desperate fury; however, if you become frightened, panicked, or cowering, the desperate fury ends immediately.

At 5th level, you become able to share the effect of your desperate fury with allies within 30 feet who can see you. These allies gain the same benefits as you for as long as your desperate fury lasts (even if an ally becomes frightened, panicked, or cowering).

Teamwork (Ex): You are skilled at creating a strong bond of teamwork between yourself and your allies.

Starting at 4th level, whenever you or any ally within 30 feet who can see or hear you uses the aid another action, the bonus provided on attack rolls, AC, or skill checks improves by 2 (from +2 to +4).

PLAYING AN OUTCAST CHAMPION

If you have taken up the role of an outcast champion, the plight of your people is the most important factor in your world.

Their suffering goads you to action, and the prospect of their freedom makes all your troubles seem worthwhile. To others, you might seem obsessed, and your intensity puts people off.

But their opinions don't matter to you—all that matters is the struggle to bring hope to the hopeless.

As an outcast champion, you might be the leader of an organization dedicated to the freedom of a certain group of half-elves, half-orcs, half-ogres, or some other marginalized and oppressed people.

If you are not the leader, you hold a position of authority—usually a military position, but that may depend on your background and expertise.

As the name of the class suggests, outcast champions are never minor functionaries or behind-the-scenes players. You stand as an exemplar of your race and your cause.

COMBAT

Your place in a battle is usually leading from the front.

Your class features work best when you are in melee with your allies close at hand.

Your attack bonus and hit points are as good as a fighter's, and you probably have the weapon and armor proficiencies to stand toe to toe with your enemies.

Use your avenging strike to concentrate on taking down the foes who are dealing the most damage to you or your allies.

Try to draw enemy fire—you should have enough hit points to soak up damage for a while, and when you become sorely wounded, you only become more fearsome (and receive an extra store of hit points) thanks to your desperate fury ability.

You should also take the initiative to coordinate your allies in the battle.

They look to you as a leader, and you feel a sense of responsibility for keeping them alive.

Make sure they stay within 30 feet of you, so that they benefit from the effect of your aura of confidence, teamwork, and (once you reach 5th level) desperate fury abilities.

If members of the party are having trouble hitting their opponents, instruct them to use the aid another action—a +4 bonus on a character's attack or AC is far more useful than a failed attack.

ADVANCEMENT

Maybe you chose the role of an outcast champion, but it is equally possible that it chose you—or, more specifically, that the members of the community you support have chosen you to represent them and lead their struggle for freedom and justice.

You have at least a nugget of true leadership potential, reflected in your interaction skills.

You can inspire people to do what you want them to do, either through diplomatic persuasion or through intimidating coercion.

Desperate people are always looking for leaders or saviors, and you have the ability to back up your words with actions.

Your advancement as an outcast champion is not so much about training as it is about developing your natural talents and strengthening the bond that connects you to your community.

Your early abilities involve forging your own resolve and tempering your fury into a weapon.

Your confidence inspires others, and eventually your desperate fury does the same.

By 4th level, you broaden your focus to include a real sense of leadership.

It is a good idea to expand your skills as you advance in this class.

If you met the entry requirements with ranks in Diplomacy, then put points in Intimidate, or vice versa.

Having multiple options for how you manage people can be useful.

Of course, it's never a bad idea to stick with your strengths as well, increasing your ranks in the skill that got you into the class in the first place.

The Leadership feat (if your DM allows it) can be a good way to develop your position within your community, allowing you to marshal followers to help your cause.

RESOURCES

Almost by definition, the members of your community have little in the way of material resources to assist your struggle for their liberation.

That said, you can always rely on their hospitality, such as it is: A bed of straw and a cold fireplace might be all they have to offer, but as their champion, you are always welcome to whatever they have.

Your community can provide much more than material goods.

When the law comes looking for you, you can count on a hiding place in a barn or shed.

When you need to sneak into the city to raid the baron's manor, you can hide in a barrel on the vintner's cart or among the sheep being brought to market.

Your companions can usually benefit from such favors as well, assuming they share in your struggle on behalf of the dispossessed.

OUTCAST CHAMPIONS IN THE WORLD

The outcast champion is not an isolated character—he embodies social forces in the campaign.

If dispossessed half-elves or a half-orc underclass exists in your campaign, then the outcast champion should be available to rally these oppressed communities.

ORGANIZATION

Outcast champions are not organized into a single group, but by their nature they are part of organizations or movements.

An outcast champion might never interact with another member of the same prestige class, but he is responsible to a community, the group of outcast half-humans he represents and for whose liberation he fights.

An outcast champion stands as the representative of a popular uprising or movement for change.

If he is not the leader in fact, he might be in charge of a group's military affairs or defenses.

An outcast champion has a specialized role within his organization.

He is more likely to lead a raid on the treasury where the taxes are stored than to lobby for change in the city council chamber, and would rather hunt down a ruthless sheriff who slaughtered a half-orc family than petition the baron for justice in the case.

Even if some members of the organization work for change in political or diplomatic ways, the typical outcast champion prefers a more active role.

For outcast champions, the struggle of their people is integral to their lives.

It motivates every adventure and consumes every waking thought.

The exact nature of their activities, however, depends largely on the status of the community they serve.

If the community has already risen in open revolt, then the champion's life is one long military campaign, leading strike teams against the enemy in strategic locations.

More often, however, the oppressed people continue to eke out a meager subsistence on their farms or in their ghetto,

while the outcast champion does what he can to better their lot without their active participation.

He might plunder ancient ruins to bring wealth into his community, or fight his way up the feudal chain of command until he confronts some distant emperor to win freedom for his people.

Some movements that include outcast champions are rigidly organized military operations, in which every fighting member has a rank and position.

Most, however, are loosely organized, if they actually have any definite structure at all.

An outcast champion might claim some rank or title, or their community might bestow one on him ("Champion" being a common title of this nature), but that rank rarely has significance beyond the renown that the champion earns through his actions.

Some outcast champions style themselves kings or princes, but such titles are more expressions of hopeful anticipation than of political reality.

NPC REACTIONS

As might be expected, any individual who belongs to a group an outcast champion fights against has a low opinion of the character.

If an outcast champion is actively fighting against a local ruler, that ruler and the forces of law serving that ruler (soldiers, constables, and so on) have an initial attitude of hostile toward the character and any members of his movement or organization (see *Influencing NPC Attitudes*, page 72 of the *Player's Handbook*).

Most citizens of the area have an unfriendly attitude, unless they are sympathetic to the champion's cause.

Sympathetic characters have an initial reaction of friendly, while members of the movement are initially helpful.

Few greet an outcast champion with indifference, unless they are unaware of his identity and his mission.

OUTCAST CHAMPION LORE

Characters can use Knowledge (local) or Gather

Information to research a particular outcast champion or his community and learn more about him.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Basic information about the outcast champion's half-human community: Some members of the community feel oppressed and marginalized, or the community is in open revolt.

No specifics about the individual.

DC 15: The existence of the outcast champion: The people of this community look to a hero they believe will throw off the oppressor's yoke or lead them to freedom.

DC 20: The name of the outcast champion and some details about his activities and abilities.

OUTCAST CHAMPIONS IN THE GAME

It's easy to introduce an outcast champion into an ongoing campaign.

If your campaign includes a group of oppressed half-humans, an outcast champion could suddenly arise within that community and galvanize it into action.

Of course, even if such a group hasn't appeared in the campaign, it's easy to postulate that the PCs might simply never have noticed it.

Alternatively, the player characters might begin hearing rumors of an uprising in a distant land where their adventures are leading them.

A PC outcast champion works best if the rest of the players are on board with the character concept. They might be of the same race, or at least associated with the champion's community somehow. Or they could simply be sympathetic to the champion's cause and methods, willing to participate in adventures related to the ultimate goal of freedom or vengeance for the champion's oppressed community. However, even if the other PCs have no interest in the outcast champion's mission, an outcast champion character can remain involved in his community's struggle, even if only by sharing some of his treasure with the leaders of the community.

ADAPTATION

The outcast champion is a fairly generic class, and should fit into any campaign with little or no customization.

TABLE 5-5: THE OUTCAST CHAMPION

HIT DIE: D10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Aura of confidence
2nd	+2	+3	+0	+0	Avenging strike
3rd	+3	+3	+1	+1	Desperate fury
4th	+4	+4	+1	+1	Teamwork
5th	+5	+4	+1	+1	Desperate fury (share with allies)

SCAR ENFORCER

"We have been abandoned by our fathers and mothers. We are treated as children and slaves despite our talents and ambitions.

If they will not give us what we want through their own conscience, then we shall take it, by guile and the blade."

—Vakra, Bane of Elves

Scar enforcers are angry, embittered half-elves who have rejected both sides of their ancestry.

They band with others of similar attitude, collectively known as the Scars, using stealth and violence to strike back at the societies that marginalize them.

BECOMING A SCAR ENFORCER

Taking levels of rogue is the easiest way to become a scar enforcer; all the entry skills are class skills for you, and your sneak attack dice from rogue levels stack with those you gain from scar enforcer levels.

Bards are the natural second choice, followed by clerics (with the Trickery domain) and sorcerers.

Dexterity (for sneaking) and Charisma (for bluffing) are key abilities for you.

ENTRY REQUIREMENTS

Race: Half-elf.

Alignment: Any nongood.

Base Attack Bonus: +3.

Skills: Bluff 8 ranks, Hide 4 ranks, Move Silently 4 ranks.

CLASS SKILLS

(6 + Int modifier per level): Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disable Device, Disguise, Gather Information, Hide, Knowledge (local), Listen, Move Silently, Open Lock, Profession, Search, Sense Motive, Spot, and Tumble.

CLASS FEATURES

While not an ideal straight-up combatant, the scar enforcer is more than a match for human and elf opponents.

You work best striking from hidden positions, using your sneak attack and smite abilities to deal massive damage with a single blow.

Spells per Day: At each even-numbered level, you gain new spells per day (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a scar enforcer, you must decide to which class to add each level for the purpose of determining spells per day and spells known.

Favored Enemy (Ex): As a member of this class, you gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans or elves.

Likewise, you gain a +2 bonus on weapon damage rolls against these races.

See the ranger class feature, page 47 of the *Player's Handbook*.

Smite Enemy (Su): Once per day starting at 2nd level, you can deliver a powerful melee attack to a human or elf foe.

You add your Charisma bonus (if any) on your attack roll and deal an extra 1 point of damage per class level.

If you accidentally smite a creature that is neither an elf nor a human, the smite has no effect, but the ability is still used up for the day.

At 5th level, you can use this ability twice per day.

At 8th level, you can use this ability three times per day.

Sneak Attack (Ex): Beginning at 3rd level, you deal extra damage when flanking an opponent or any time the target would be denied its Dexterity bonus (except on ranged attacks, which must be point-blank to deliver the extra damage).

See the rogue class feature, page 50 of the *Player's Handbook*.

Disguise Self (Sp): Starting at 4th level, you can use *disguise self* three times per day, but only to assume the appearance of a human or an elf.

Hide in Plain Sight (Ex): Beginning at 7th level, you can use the Hide skill in natural terrain even while being observed.

See the ranger class feature, page 48 of the *Player's Handbook*.

Forgo Heritage (Ex): At 10th level, you leave behind your racial heritage.

You are no longer considered an elf or a human for the purpose of beneficial or harmful effects.

(You still count as a half-elf for the purpose of qualifying for this class).

PLAYING A SCAR ENFORCER

As a scar enforcer, you have the benefit of stealth and a fearsome reputation that aids your work.

Your organization, the Scars, is rightly feared for harboring assassins, leg breakers, and extortionists—and you use that fear to your advantage.

Your methods employ guile and cunning, moving through the shadows with ease to land a blow on your hated foe.

You can rely on your fellow scar enforcers for aid, but remember that you're still dealing with cutthroat murderers who have their own agendas.

Use racial tension to your advantage by playing off stereotypical fears to sway opinions.

Always remember that humans and elves have betrayed you and your people—they are not worthy of your pity or respect.

As a relatively small group, scar enforcers occasionally work together, creating effective strike teams that blend their skills with deadly success.

More commonly, a scar enforcer operates on his own, mixing the needs of the Scars with his own goals in a way that benefits both.

The core leaders of the Scars are based in a huge metropolis called Pal Ador (see below), but they have begun creating cells in other cities.

The Scars operate numerous illegal ventures, including extortion, racketeering, and murder-for-hire.

The head of your cell assigns you dirty tasks to perform, increasing in difficulty as you gain levels.

You have the freedom to do whatever it takes to get the job done, as long as it does not jeopardize the Scars.

Unlike an outcast champion (see the previous section), as a scar enforcer you have little interest in working to right the social injustices that you perceive half-elves suffer.

You are focused on revenge, and you know that spilling blood is more effective than any diplomatic compromise.

COMBAT

Scar enforcers are both brutish thugs and crafty sneaks, and work best from the shadows.

They certainly have no concept of fighting fair.

The key is to stay hidden until you can strike with certainty and do your best to pick off enemies one at a time.

Focus your attention on your favored enemies, taking them out quickly before retreating to prepare for another assault. Use disguise and spells early on to confuse and demoralize your foes, who will often be fighting on their home territory.

Never remain standing in one place for too long, especially when fighting multiple opponents.

If you're in Pal Ador, everyone has heard of the Scars, and sometimes your reputation alone can cause lesser opponents to flee, letting you deal with your primary target unhindered.

Use the urban terrain to your advantage, fighting from staircases, rooftops, and sewers to keep the enemy guessing, as well as giving yourself cover and several possible escape routes.

Make sure you work with allies who complement your skills in an efficient manner and who don't shy away from your methods.

Flanking can be remarkably effective, especially if you and your allies share favored enemies.

Still, never forget the more subtle methods of assassination.

You probably don't have a large number of hit points or a particularly high AC, so strike hard and strike quickly before fleeing, letting your opponent quiver in fear of the Scars.

At 4th level, you can blend into human and elf societies with ease, thus allowing you easier access to your target.

If events turn against you, your hide in plain sight ability gained at 7th level means that you can practically vanish in the face of armed guards looking for intruders.

ADVANCEMENT

The Scars are very particular about who can join their ranks.

First, you must be a half-elf.

Second, you must prove your rancor and disgust for both humans and elves.

Last, you must show both remarkable skill and a complete lack of morals.

Potential recruits are watched from afar and with no interference by a high-ranking member.

If you are spied upon while performing some grandiose or clever scheme against humans or elves, you may later be approached by the sponsor, who gives you one simple command: "Join or die".

If you accept, you undergo a probationary period in which you must perform acts of cruelty against elves and humans.

If you refuse, the sponsor disappears—and your days are then numbered, as the rest of the Scars hunt you down to ensure their secrecy.

Once admitted as a Scar, you receive your mark—a wicked cut across the chest, which is then smeared with ash and special powder to create a deep, vivid pink scar.

From then on, the only way to leave the Scars is to die.

You are sent on missions of increasing difficulty, murdering and stealing from those who betrayed you.

As you gain levels in the scar enforcer class, maintain high ranks in Hide, Listen, and Move Silently.

Focus on Bluff, Diplomacy, and Sense Motive if you're more of an infiltrator, sneaking "out in the open" to worm your way closer to your foes.

Magic items that benefit rogues are extremely useful, as are items that boost your Charisma or disguise your appearance.

RESOURCES

The Scars offer their members a safe haven, information on possible targets, a cadre of lesser henchmen and informants, and a sympathetic ear when it comes to the injustices that half-elves endure.

Although a relatively small organization, the Scars have built an infamous reputation that can strike fear in nobles and peasants alike.

The Scars started out in one city, but have begun branching out, infiltrating towns that have large half-elf populations. Therefore, they may be able to provide aid outside the confines of Pal Ador.

As criminals, the Scars have access to weapons, armor, illegal substances, and forbidden magic items.

They have contacts throughout the city, in the form of sympathizers as well as officials they have bribed or blackmailed into submission.

SCAR ENFORCERS IN THE WORLD

If the PCs find themselves involved with the Scars, they will have to make up their minds about how they feel toward humans, elves, and half-elves.

Obviously, if they belong to one of these races, the decision can be straightforward.

Adventures revolving around the Scars tend to be gritty and dark, focusing on subterfuge, racial tension, betrayal and loyalty, and the more sinister aspects of city life.

You can introduce the Scars in the form of a single agent, a squad of hit men sent to handle the adventurers, a powerful thieves guild, or allies in the struggle against human and elf oppressors.

The Scars work well in campaigns in which elves and humans are at odds.

Because of this enmity, half-elves are looked down upon and treated as second-class citizens, pariahs, or worse.

However, this climate allows a player portraying a half-elf to rise to the challenge, proving his worth in the face of adversity and discrimination.

ORGANIZATION

The Scars are organized like most criminal groups, with a strong leader, a small inner circle of trusted lieutenants, and a myriad of soldiers, informants, and specialists.

Although the Scars are rightfully known as thieves and extortionists, they truly shine as assassins for hire.

Despite the fact that they despise both humans and elves, they have few qualms about taking a contract from a member of one race that results in the death of a member of the other.

They are less inclined to murder a fellow half-elf, but will do so if the price is right or they believe that the subject deserves to die.

This callous disregard for life is one of the reasons why many half-elves do not support the Scars' political rhetoric—they think a murderer is a murderer, regardless of race.

Each lieutenant has his own area of expertise and is responsible for finding individuals that suit the organization's needs.

For example, Zola, a powerful sorcerer, locates talented spellcasters who can be brought into the group, and also eliminates rivals who pose too much of a threat or don't agree to join.

At their core, however, the Scars are criminals, and everyone in the group has his own schemes and tricks to become as wealthy and powerful as possible.

The Scars' leader and lieutenants take 50% of each member's earnings.

With this money, the Scars purchase weapons, information, and safe houses, provide bribes to local authorities, and occasionally invest in legitimate businesses.

An individual scar enforcer spends his day planning for a job or "maintaining" his turf by shaking down merchants, taking bribes, and breaking legs.

Some are sent out to infiltrate the manors and palaces of wealthy humans and elves, either going in undetected or passing themselves off as part of the household.

Because their enemies are as determined to end their violent activities as the Scars are to continue them, the Scars remain constantly on the move and rotate their stronghold between several safe houses on a regular basis.

The Scars are intimately familiar with Pal Ador's extensive sewer system, which allows them to move undetected throughout most of the city.

However, the age and labyrinthine design of the sewers means that they are not very safe, and it is not uncommon for the Scars to find monsters and patrols in the murky depths.

The sewers are riddled with secret passageways, long-forgotten tunnels, and hidden strongholds of other underworld factions.

The man responsible for raising the Scars to their current level of infamy is a shadowy half-elf named Mezriss.

Raised on the unforgiving streets of Pal Ador, he quickly took to a life of crime and joined an ordinary criminal gang who called themselves the Scars.

Mezriss assassinated the former leader through a slow, insidious contact poison hidden in a magnificent crown that he presented the leader "as a gift of respect".

Once he took over, Mezriss changed the scope and mission of the gang, turning it from a ragtag group of thieves to a highly efficient band of assassins and criminals, bent on revenge for the inequality and humiliation they suffered for being half-humans.

Over time, the inner cabal of the Scars was replaced solely with half-elves.

Mezriss works to maintain the unity of his large criminal gang, all the while fighting against retaliatory strikes from humans and elves.

He is a brutal and completely remorseless individual.

Although the group presents itself as a unified front, divisions exist within the Scars.

Some factions have a softer opinion of either humans or elves, and are more likely to work with them than their peers.

A power struggle can erupt when a faction raises the idea of eliminating either humans or elves from the city, then having half-elves live alongside the survivors.

These opinions have been quashed each and every time so far, but are occurring with greater regularity.

Anyone who becomes too outspoken must deal with Mezriss, which usually means a blade in the back.

NPC REACTIONS

The Scars are feared and reviled by most of the populace of Pal Ador, who see them as nothing more than criminals, thieves, and murderers.

Most individuals have an unfriendly or hostile attitude toward a member of the Scars (see *Influencing NPC Attitudes*, page 72 of the *Player's Handbook*).

While there are many independent criminals in Pal Ador, the Scars are the biggest and most powerful of the lot, controlling most of the illicit activity within the city walls. For this reason, they are hated but respected.

Since they have their fingers in so many schemes, it's almost impossible not to deal with them in some way. Half-elves regard the Scars in a much better light than the general populace does.

Although some are sickened by the Scars' violent and immoral actions, the downtrodden half-elves of Pal Ador see them as revolutionaries and liberators.

The Scars have extensive contacts among the half-elf community who can usually provide a minor bit of assistance or, at the very least, turn a blind eye to the Scars' activities.

The Scars have an impressive list of enemies, including the legitimate government of Pal Ador, many merchant groups, and rival criminal bands.

Both the human and elf factions loathe them, but they also make use of the Scars against each other.

Through the Scars, the human and elf governments wage a covert war, granting each government plausible deniability and saving face with the public.

In addition, the Scars are actively persecuted by lawful and good religions within Pal Ador (and in other cities where the group has established cells).

However, in corrupt Pal Ador, even these seemingly upstanding groups may utilize the services of the Scars in one way or another.

SCAR ENFORCER LORE

Characters with Gather Information can research the scar enforcers.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "The Scars are a criminal band of half-elf murderers, thieves, and extortionists".

DC 15: "The Scars despise both humans and elves and attack them whenever they can.

They consider themselves revolutionaries in the name of half-elves everywhere".

DC 20: "The Scars hire themselves out to anyone who can afford their price, and while they hate humans and elves, they sometimes do their dirty work".

DC 30: "The Scars are thoroughly enmeshed in the city's corrupt politics.

They have swayed opinions in their favor for years and have been known to eliminate officials who cause them too much trouble".

PCs trying to establish contact with the Scars for a "job" should make a DC 20 Gather Information check to discover the necessary intermediaries and protocols for contacting them.

If the person is either a human or an elf, the DC is increased to 30.

However, the Scars do not preclude working for or with humans and elves, but do so only to increase tensions between those two races and at a markedly increased price.

SCAR ENFORCERS IN THE GAME

As described above, the Scars are found mainly in one city. However, you can easily introduce them into a large town of your own.

As a secret criminal group, it's easy to assume that they have been there for a long time, keeping their activities well hidden from the general populace.

The prestige class appeals to players who enjoy skullduggery, murky morality, and grim plotlines.

The scar enforcer is a combination of fierce combatant, sneaky spy, and social engineer who specializes in threats and intimidation.

When you design a campaign that involves the Scars, make sure you include opportunities for them to use their skills and reputation to dazzle the locals.

Remember to play up the racial tension and simmering anger within the city (or area).

ADAPTATION

Scar enforcers were designed with the city of Pal Ador in mind—a place where humans and elves live in an unsteady truce with deep suspicions toward each other.

You could place the Scars in any city within your campaign or have them act as a roving band of mercenaries who fight for the rights of half-elves.

Alternatively, the Scars could simply be part of the local thieves guild or assassins guild, with an additional political motivation that sets them apart.

THE CITY OF PAL ADOR

Pal Ador (Metropolis): Nonstandard; NE; 3,000 gp; Assets 600,000 gp; Population 30,000 (37% human, 20% elf, 18% half-elf, 10% halfling, 7% gnome, 5% dwarf, 3% half-orc).

Pal Ador is an enormous city bisected by a large, turgid river.

It is an ancient and grand city that has fallen to decadence, declining steadily over the past centuries.

At the moment, Pal Ador is a divided city, both figuratively and literally.

Its two largest races, humans and elves, live in an unsteady accord, with the river acting as a natural border that barely keeps the peace.

Pal Ador is situated on a large open plain dotted with trees—the river on which it sits is the only notable feature. Although in its decline, Pal Ador is filled with grand, towering buildings, expansive manors, and a bustling merchant's district.

The architecture on the elf side of town is markedly different from the human side, reflecting its inhabitants' unique style.

Regardless of their location, all buildings show signs of slow decay and the place exudes a genteel rot.

Pal Ador is noted for its huge sewer system, built to last for centuries.

These sewers have become the territory of all manner of scum, criminals, and dissidents.

Pal Ador was created long ago as a settlement that bordered human and elf territories.

The two races lived in harmony, and Pal Ador quickly became a trading and cultural center.

The two nations established embassies five hundred years ago, and ideas and good will flourished.

This all came to an end two hundred years later when the political foundation on which the city was built began to crack.

Over time, divisions between the city's elves and humans grew.

The two nations that were once allies and partners came to blows, and portions of Pal Ador were sacked several times by both sides.

After almost seventy-five years of war, a truce was finally established, and Pal Ador was once again used as a neutral ground for humans and elves.

Trade started up again, and buildings were repaired, but attitudes were never again the same.

The two races pulled back on opposite sides of the river, maintaining their own governments as well as polite, if icy, relations with each other.

The war also corrupted the morals and ethics of its rulers and inhabitants—if you weren't on the take, you were a victim to be exploited.

Finally having regained its status as a trading city, Pal Ador is still a dangerous place to live, and violence in the streets is a common occurrence.

Nobles rarely leave the safety of their homes, and when they do, they travel under heavy guard.

After centuries of relative peace early in its history, Pal Ador featured a relatively large half-elf population.

In harmonious times, half-elves were accorded the same rights and respect as any citizen.

Today, however, they are viewed with suspicion and distaste—many live no better than slaves.

Indeed, although slavery is technically illegal on both sides of the river, an underground slave trade thrives (and is ignored by authorities, as long the slave owner is not enslaving his own race).

Half-elves try to better their lives, but between the corruption of the government and the prejudice of both humans and elves, they have had little success.

Humans, elves, and half-elves who visit the city must quickly decide which side they are on—neutrality is not tolerated.

Both sides of the town are ruled by councils, heavily influenced by the local merchant's guild and criminal elements.

Each faction has a sizable army relative to the population of the city, and nobles maintain a larger than average coterie

of bodyguards, treating their homes as small city-states within the metropolis.

TABLE 5-6: THE SCAR ENFORCER HIT DIE: D8

Base					Special	Spells per Day
Level	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Favored enemy (elves and humans)	—
2nd	+1	+0	+0	+3	Smite enemy 1/day	+1 level of existing spellcasting class
3rd	+2	+1	+1	+3	Sneak attack +1d6	—
4th	+3	+1	+1	+4	Disguise self	+1 level of existing spellcasting class
5th	+3	+1	+1	+4	Smite enemy 2/day	—
6th	+4	+2	+2	+5	Sneak attack +2d6	+1 level of existing spellcasting class
7th	+5	+2	+2	+5	Hide in plain sight	—
8th	+6	+2	+2	+6	Smite enemy 3/day	+1 level of existing spellcasting class
9th	+6	+3	+3	+6	Sneak attack +3d6	—
10th	+7	+3	+3	+7	Forgo heritage	+1 level of existing spellcasting class

SHADOW SENTINEL

"In the darkest hour, in the darkest place, I guard the ramparts and make sure no one threatens our homeland."

—Blackpennant Thautar, illumian shadow sentinel

Shadow sentinels are elite illumian warriors who protect their people from githyanki raiders, demonic invasions, and hordes of barely imaginable monsters from the Plane of Shadow.

They have learned to imbue their weapons with shadowstuff itself, causing them to flow like quicksilver, then strike as the hardest steel.

BECOMING A SHADOW SENTINEL

The most straightforward path to sentinelhood is to attain 5th level as a fighter and then convince the sentinel leaders in Elirhondas that you have what it takes to defend illumian lands against monstrous invasion.

The entry requirements for the prestige class are broad enough that illumians from almost any class can eventually qualify.

Because illumians often multiclass anyway, it's not unheard of for spellcasters to join the ranks of the sentinels, even though the prestige class doesn't offer advanced spellcasting power.

ENTRY REQUIREMENTS

Race: Illumian Base Attack Bonus: +5.

Skills: Weapon Focus (any slashing weapon).

Special: Must pass combat examination from sentinel leaders.

CLASS SKILLS

(2 + Int modifier per level): Climb, Craft, Intimidate, Jump, Listen, Ride, Spot, and Swim.

CLASS FEATURES

The shadow sentinel's class features focus almost entirely on wielding the *umbral blade* given to each new member.

Shadow Points (Su): Upon entering this class, you gain a reservoir of shadow essence that you can draw upon to power your class features.

This reserve increases in size as you advance in level; Table 5-7 indicates your daily limit of shadow energy.

It takes 8 hours of rest to restore your shadow points to their maximum.

Spending shadow points is a swift action.

Umbral Blade (Su): As a new member of the class, you receive an *umbral blade* in an elaborate ceremony conducted in the Tombs of the Brave in Elirhondas.

In the hands of anyone not trained in its use, an *umbral blade* is merely a weapon with a +1 enhancement bonus made of some unusually dark, oily metal.

An *umbral blade* may be any kind of slashing melee weapon, from a dagger to a longsword to a greataxe; each new shadow sentinel can choose the specific weapon.

You can infuse the *umbral blade* with the power of shadow itself, unlocking greater powers.

Your *umbral blade* acts as a lens, focusing your power to accomplish feats no other weapon can match.

In time, your *umbral blade* grows in power as you become more familiar with it.

At 4th level, your *umbral blade* gains a +2 enhancement bonus on attack rolls and damage rolls.

The enhancement bonus rises to +3 at 6th level, +4 at 8th level, and +5 at 10th level.

This enhancement bonus only applies when you wield it; for any other character it is only a +1 weapon.

You can't add other special properties or powers to your *umbral blade*.

You can have only one *umbral blade* at a time.

If you lose your *umbral blade*, you can transform any slashing melee weapon that has at least a +1 enhancement bonus into a new *umbral blade* (with all the appropriate powers for your class level) by meditating and infusing the blade with the power of shadow.

Doing this costs 100 XP, takes 24 hours, and uses up all your shadow points for that day.

Morphic Blade (Su): Even as a beginning shadow sentinel, you have rudimentary control over your *umbral blade*.

You can spend 1 shadow point to change the dimensions of your weapon, turning it into a slashing melee weapon of your choice (sized appropriately for you).

This change lasts for 24 hours or until you change the *umbral blade*'s dimensions again, whichever comes first.

At 5th level, you can spend 3 shadow points to allow your *umbral blade* to mimic a special material (such as adamantite, silver, or cold iron).

This effect lasts for 1 minute per class level.

Your *umbral blade* retains the normal hardness and hit points for a weapon of its type.

At 9th level, you can spend 5 shadow points to allow your *umbral blade* to mimic a specific alignment (chaos, evil,

good, or law) for the purpose of overcoming damage reduction.

This effect lasts for 1 minute per class level.

If the weapon has a different alignment (such as granted by your race or subtype), the new one suppresses the original alignment for the duration of the effect.

Shadowstrike (Su): You can spend 1 shadow point to momentarily turn your *umbral blade* into fluid shadowstuff, enabling you to pierce an opponent's defenses.

Your next attack with your *umbral blade* (if made before the start of your next turn) is treated as a touch attack.

The attack even ignores any AC bonus from cover (except total cover) that the target may have, since the blade's fluid nature allows it to reach around barriers.

Shadowbane (Su): At 2nd level and higher, you can spend 1 shadow point to grant your *umbral blade* the equivalent of the bane special ability against evil outsiders and against creatures native to the Plane of Shadow.

The effect lasts for 1 round per class level.

Shadowsharp (Su): At 3rd level and higher, you can spend 1 shadow point to double the threat range of your *umbral blade*.

This benefit is the equivalent of the keen special ability.

The effect lasts for 1 minute per class level.

Shadow Drain (Su): At 7th level and higher, you can spend 1 or more shadow points when striking a living creature with your *umbral blade*.

The attack permanently drains 1 point of Strength from the target per shadow point spent.

You can spend a maximum number of shadow points per round on this ability equal to one-half your class level.

PLAYING A SHADOW SENTINEL

As a shadow sentinel, you are among the best of the best, entrusted with the guardianship of the illumian race.

Your *umbral blade* marks you as a paragon of the illumian race and the sworn enemy of anyone who threatens it.

While most shadow sentinels live in a garrison in Elirhondas, ready to defend the city at a moment's notice, you might have a greater degree of freedom to travel and adventure.

Some shadow sentinels are placed on inactive reserve, free to return to their cabals or live independent lives until they receive a magical summons to aid in the defense of Elirhondas.

The Black Table that directs the affairs of Elirhondas sometimes sends shadow sentinels on long-term missions that take them far beyond the ramparts of the shadow city. Shadow sentinels can resign their commissions at any time, although few do.

Even after resigning from the organization, a sentinel retain their *umbral blades* and can still advance in the class because they understand how to practice and hone their mastery over shadow.

COMBAT

Shadow sentinels tend to be straightforward, efficient opponents in melee, cutting down their enemies as quickly as possible.

Against opponents who aren't familiar with your *umbral blade*, you can gain a significant advantage by fighting conventionally for a few rounds, then surprising your enemy with an attack that ignores his armor and shield. When you reach the higher levels of the prestige class, you'll quickly become adept at figuring out how best to

bypass a monster's magical defenses, using the relevant Knowledge skill to learn more about your enemy.

Once you understand the limits of a foe's damage reduction and armor, you can use the morphic blade and shadowsharp class features to make every cut of your *umbral blade* count.

ADVANCEMENT

Becoming a shadow sentinel is no easy task.

You must travel to Elirhondas, first obtaining permission from your cabal to do so.

Then you must succeed in a series of duels, physical fitness tests, and grueling contests devised by the senior leaders of the shadow sentinels.

Only one in ten illumians passes the necessary exams.

You are taught meditative techniques that enable you to store shadow energy within yourself, followed by training in specific combat moves that compliment your unique weapon.

After a few months of training, you're ready to receive your *umbral blade* and call yourself a shadow sentinel.

Ongoing training is mostly a matter of nurturing the shadow energy within you and learning to absorb and channel more and more of it.

Shadow sentinels can accomplish much of this training on their own—it's more a matter of practice and repetition than guided instruction.

Your prowess as a shadow sentinel is tied directly to the effectiveness of your *umbral blade*.

Accordingly, choose feats that maximize your ability to wield that weapon effectively (such as Improved Disarm and feats with Power Attack as a prerequisite) and feats that keep you alive long enough to cut at your foes (such as Combat Expertise and feats with Dodge as a prerequisite).

RESOURCES

You are given an *umbral blade* when you first become a shadow sentinel, but it's your responsibility to replace it if it's lost or sundered.

Shadow sentinels provide their own armor, although in most cases their cabals back on the Material Plane made it for them.

Shadow sentinels on active duty count on illumian spellcasters to whisk them into combat, so they tend to armor themselves as heavily as possible.

If you're adventuring beyond Elirhondas, you'll want to balance the protective benefit of heavy armor and shield with the versatility of faster movement—and the extra damage from a two-handed weapon.

SHADOW SENTINELS IN THE WORLD

The shadow sentinel prestige class invests an illumian PC in the race's survival, immersing the PC in illumian battles and intrigues.

Because the class is mechanically straightforward, it's a particularly good class for a player who wants to play a mysterious race such as the illumians without the difficulty of complicated multiclassing or spellcasting.

ORGANIZATION

All shadow sentinels call the garrison at Elirhondas their home base, because illumians there developed the shadow-fighting techniques that became the organization's hallmark.

The shadow sentinels function as a directorate within the city.

Their leader, General Sheokru, takes orders only from the Black Table in Elirhondas.

In practice, the Black Table leaves the shadow sentinels to their own devices, occasionally asking for a few capable sentinels to perform missions away from the shadow city. The sentinels conduct themselves like a small army, with a corps of officers giving orders to squads, each of which has a sergeant to handle specific, moment-by-moment tactics. Advancement through the ranks can be quite rapid. The shadow sentinels fight often enough that battlefield promotions are common.

Shadow sentinels spend much of their time drilling or teaching the rudiments of melee combat to the city's less elite guards.

But at least once a month, a raiding force or rampaging monster poses a threat to Elirhondas, and the shadow sentinels mobilize in response.

The shadow sentinel garrison is home to dozens of illumians who assist the sentinels but are not sentinels themselves, including armorers, weaponsmiths, and arcane and divine spellcasters.

The founder of the shadow sentinels, Duskwatcher Vlaukea, lives in the garrison.

Although more than a century old, he still advises senior sentinel officers on matters of training—he did invent the shadow sentinel technique, after all.

NPC REACTIONS

Almost every illumian has heard of the shadow sentinels and their courage in the defense of Elirhondas and illumians everywhere, so most illumians have an initial attitude of friendly toward a shadow sentinel bearing an *umbral blade* (see *Influencing NPC Attitudes*, page 72 of the *Player's Handbook*).

Githyanki are likewise aware of the shadow sentinels and greet them with anger or fear.

Their initial attitude is uniformly hostile.

Few other creatures have ever heard of Elirhondas or the shadow sentinels, so the sentinels' reputation doesn't affect most NPCs' attitudes.

SHADOW SENTINEL LORE

Characters with Knowledge (arcana) can research the shadow sentinels to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "The shadow sentinels are elite illumian soldiers who wield black swords".

DC 15: "Shadow sentinels defend the illumian city of Elirhondas on the Plane of Shadow, and they've kept it safe for decades, mostly against githyanki attacks".

DC 20: "The black swords the sentinels carry are called *umbral blades*."

Shadow sentinels can make an *umbral blade* shift and grow by channeling shadow through it".

DC 30: "General Sheokru leads the shadow sentinels, and he can do whatever he wants with his troops as long as Elirhondas stays safe".

SHADOW SENTINELS IN THE GAME

Illumian characters have heard of shadow sentinels from childhood—they're famous protectors of the race.

Other characters meet shadow sentinels only if they visit Elirhondas or run afoul of powerful illumian interests.

If you have a shadow sentinel PC at your gaming table, make sure that the PC doesn't feel chained to Elirhondas

and can freely leave to adventure—even if the tasks don't have anything to do with the illumian race.

An occasional reminder of the organization's importance is sufficient.

Conversely, the shadow sentinels are a useful way to start an adventure.

Because they're elite troops and close to illumian leaders, they are sent on missions of great importance.

Elirhondas itself can make a great headquarters for a group of high-level PCs.

Because it's on the Plane of Shadow, it's easy to reach from anywhere, yet mysterious and insulated from the strife of the Material Plane.

ADAPTATION

As written, the shadow sentinels are strictly designed for illumians, and they're tied tightly to that race's culture.

The mechanics of the class would be appropriate for any race or group with a connection to the Plane of Shadow, so you could use shadow sentinels even in a campaign that doesn't feature illumians.

TABLE 5-7: THE SHADOW SENTINEL HIT DIE: D10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Shadow Points
1st	+1	+2	+2	+0	<i>Umbral blade</i> +1, morphic blade (type), shadowstrike	1
2nd	+2	+3	+3	+0	Shadowbane	3
3rd	+3	+3	+3	+1	Shadowsharp	5
4th	+4	+4	+4	+1	<i>Umbral blade</i> +2	7
5th	+5	+4	+4	+1	Morphic blade (material)	9
6th	+6	+5	+5	+2	<i>Umbral blade</i> +3	11
7th	+7	+5	+5	+2	Shadow drain	13
8th	+8	+6	+6	+2	<i>Umbral blade</i> +4	15
9th	+9	+6	+6	+3	Morphic blade (alignment)	17
10th	+10	+7	+7	+3	<i>Umbral blade</i> +5	19

URBAN SOUL

"The city's streets are my arteries, and its buildings my bones. Threaten my city, and you threaten me."

—Parethian, urban soul of Rel Astra

Urban souls are the chosen champions of the deity Urbanus (described in Chapter 1), charged with protecting city denizens from external dangers such as marauding monsters, and from subtler threats to the city such as crime and urban unrest.

BECOMING AN URBAN SOUL

Bards and rogues have the easiest path into this prestige class, although rogues have to buy Knowledge (architecture and engineering) as a cross-class skill.

Wizards can enter the class with relative ease, but the lack of spellcasting advancement makes it unlikely that they'll be interested.

ENTRY REQUIREMENTS

Race: Human.

Skills: Knowledge (local) 10 ranks, Knowledge (architecture and engineering) 5 ranks, Gather Information 5 ranks.

Special: Blessing from the temple of Urbanus.

CLASS SKILLS

(6 + Int modifier per level): Balance, Climb, Escape Artist, Gather Information, Hide, Intimidate, Jump, Knowledge (architecture and engineering), Knowledge (local), Listen, Move Silently, Search, Speak Language, Spot, and Tumble.

CLASS FEATURES

The urban soul's class features focus on survival in cities and large communities.

Many of your powers rely on your being within the boundary of a city.

For the purpose of your class features, the term "city" applies to any community with more than 5,000 inhabitants (that is, at least as large as a small city).

City Ramparts (Ex): Once per day, you can call upon the combined might of a community's citizens to fortify yourself in body and mind.

Doing this grants you a +4 bonus to Constitution and a +2 bonus on Will saves, and it also toughens your skin, giving you damage reduction 5/adamantine.

This effect lasts for at least 1 round per point of (adjusted) Constitution modifier (minimum 1 round).

If you are within a city, the duration increases as noted below:

Small city	(3 + Con modifier) rounds
Large city	(5 + Con modifier) rounds
Metropolis or larger	(10 + Con modifier) rounds

You can use this ability twice per day at 5th level and three times per day at 9th level.

Urban Sustenance (Ex): You rely on the presence of a city for your physical needs, and you suffer when you travel beyond such areas.

While within a city, you need not eat, drink, or sleep, and you heal at twice the normal rate.

If you cast spells, you must still rest for the normal amount of time needed to regain spells.

However, you cannot heal naturally at all outside a city, and you eventually weaken if kept away from an urban environment.

If you remain outside a city for 24 hours, you must succeed on a DC 20 Fortitude save or take 1 point of Strength damage and 1 point of Constitution damage.

Each day after the first that you remain outside a city, the save DC increases by +1.

Citybred Senses (Ex): Starting at 2nd level, you gain a +2 insight bonus on Listen, Search, and Spot checks made within a city.

At 6th level, your bonus improves to +4, and at 10th level, it improves to +6.

Meld Into City (Sp): Beginning at 3rd level, you can meld your body and possessions into the wall of a building, into the street, or into any other stone structure that is part of a city.

This ability otherwise functions like *meld into stone*, usable at will, with your urban soul level as the caster level.

See the City (Sp): At 4th level and higher, you can create a magical sensor (as *clairaudience/clairvoyance*, except that only sight is allowed) three times per day, using your urban soul level as the caster level.

The sensor is not limited by the *clairaudience/clairvoyance* spell's range; you can see anyplace within the city you're in. Urban Skill Mastery (Ex): By 6th level, you have become so familiar with moving through cities that you can do so with extraordinary ease.

While in a city, you can take 10 on any of the following skill checks even when under stress: Balance, Climb, Jump, Move Silently, and Tumble.

Hear the City (Sp): At 7th level and higher, you can speak with a building, street, or other part of a city once per day. This ability is the equivalent of a *stone tell* spell (using your urban soul level as the caster level), except that it works on any part of a city.

You can use this ability twice per day at 10th level.

Mob Violence (Su): At 8th level, you become able to channel the anger of a restive populace into fury you unleash on your enemies.

You can activate the mob violence class feature for a number of rounds per day equal to your class level, split up as you like.

Activating or deactivating this ability is a free action.

While you have this class feature active, your attacks deal extra damage as noted below.

Small city	1d6 points of damage
Large city	2d6 points of damage
Metropolis or larger	3d6 points of damage

Citywalk (Sp): At 10th level, you can magically travel between cities at will.

This ability functions much like *transport via plants*, except that you must begin the journey within a city, and you end the journey on the outskirts of a specified city on the same plane.

You cannot specify a particular endpoint (such as the Laughing Manticore Tavern in Rel Astra or the Mayor's Reception Hall in Greyhawk).

The ability deposits you in a safe location determined by the DM (assuming one exists) just outside the destination city.

If the specified city doesn't exist, or if no safe location outside the city exists, the ability fails.

You must concentrate for a specific period of time to activate this ability.

The size of the destination city determines how long the concentration must last, as noted below.

Small city	1 hour
Large city	10 minutes
Metropolis or larger	1 minute

If your concentration is interrupted during this time, you must start again.

PLAYING AN URBAN SOUL

The city streets are your home turf, and you're tougher, more mobile, and more perceptive there.

Because your power is tied to the urban environment, you're loath to leave it without a reason—but you find the city holds a thousand adventures more thrilling than those found in any far-off dungeon.

Urban souls have the blessing of Urbanus, deity of cities, but you stand at arm's length from the deity's clergy.

You can count on assistance and advice from the temples of Urbanus, but you're not under their command, nor are they under yours.

You've been chosen by Urbanus for purposes of his own, and Urbanus doesn't always share his reasons with either urban souls or his clerics.

COMBAT

You'll face an important decision in every battle: Is this battle dangerous enough to warrant using the city ramparts class feature?

You're much better protected with your city ramparts ability active, but frequent use might leave you bereft of protection when you need it most.

You'll be able to manage your city ramparts ability more efficiently if you're able to learn about your foes beforehand.

Stealth skills and the *see the city* and *hear the city* class features help you scout your enemies and avoid unpleasant surprises in combat.

When you gain the mob violence class feature at 8th level, you'll have another time-limited advantage.

Your mob violence ability will be more effective if you manage it carefully as well.

ADVANCEMENT

New urban souls are recruited by the will of Urbanus himself.

He appears to a prospective urban soul in a dream, commanding a visit to the deity's temple the next day. The temple's high priest receives a similar prophetic dream and prepares various rites to welcome and bless the new urban soul.

As you gain levels in the prestige class, you can operate in conjunction with the clerics of Urbanus or as an independent agent.

Urban souls don't necessarily share the neutral good alignment of Urbanus, but they have an alignment conducive to the city they're in.

If your alignment varies greatly from neutral good, it might place a strain on your relationship with the church of Urbanus.

Once you're in the urban soul prestige class, let the nature of the cities you patrol guide your feat and skill choices.

If your city is under siege or beset by enemies, concentrate on combat-related feats and skills such as Balance, Climb, Jump, and Tumble that improve your maneuverability in a fight.

If you're investigating hidden corruption within the city, take skills such as Gather Information and Intimidate.

RESOURCES

Urban souls can usually count on free or inexpensive healing at temples of Urbanus, subject to their available resources.

The temple is also a good source for information, especially if an urban soul is visiting a city for the first time.

Many urban souls travel from city to city, asking at each temple in turn about what threats need to be eliminated.

URBAN SOULS IN THE WORLD

The urban soul prestige class is a natural for campaigns that feature frequent forays into urban environments.

Urban souls also make good city guides or patrons.

An urban soul makes an effective antagonist if the PCs come to a city with mayhem (or a subtler plot) in mind.

ORGANIZATION

Urban souls have an organizational connection to the church of Urbanus, but they aren't part of the religious hierarchy and answer to none but the deity.

A few urban souls adopt a single city and devote themselves utterly to its welfare, while others wander from city to city, sampling their splendors.

Beyond seeing to the welfare of the city they inhabit, few urban souls have a larger agenda—but keeping tabs on the threats to an entire metropolis can be a full-time job.

Over the course of a week, a typical urban soul might contend with a war between two rival thieves guilds, a trading company smuggling dangerous poisons into the city, and an infestation of wererats in the city sewers.

When the city is safe, an urban soul can relax and enjoy the diversions that urban life offers.

Some urban souls earn a degree of fame (or at least notoriety) among the citizens of a city.

Parethian of Rel Astra is well known among the city's residents, for example, even if tales about him are as much folklore as fact.

More often, an urban soul keeps a low profile, blending in among both high society and low.

Roughly half of all urban souls are nomadic, moving city from city as the mood strikes them.

Urban souls can wander as they like until they reach 10th level.

At that point, they can remain devoted to city life in general, in which case they attain 10th level normally.

But if they choose to bond themselves with a single city, they instead take the substitution level described above.

Once an urban soul has established such a bond, it cannot be broken unless the urban soul dies or the city is razed to the ground.

Most urban souls accede to subtle pressure to conform to the city's alignment and prevalent social mores.

For example, if a city forbids halflings within its walls, an urban soul based there is more likely to be unfriendly to halflings.

If two cities are rivals, urban souls hailing from those cities are probably enemies too.

NPC REACTIONS

If a particular urban soul is well known within a city, most long-term residents have an initial attitude of friendly (see *Influencing NPC Attitudes*, page 72 of the *Player's Handbook*).

Even if an urban soul moves from city to city or keeps a low profile, he gets a +2 circumstance bonus during interactions with a city's long-term residents.

Conversely, those who threaten a city's status quo have an instinctive dislike of urban souls.

An urban soul interacting with criminals, invaders, or other enemies of the city takes a -2 circumstance penalty on interactions, except for uses of the Intimidate skill.

URBAN SOUL LORE

Characters with Knowledge (local) or Gather Information (used within a city) can research urban souls to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "An urban soul is a magical guardian of a city. Every city has one".

DC 15: "Urban souls are chosen by the god of cities, Urbanus, to protect the cities in their care.

The bigger the city, the more powerful the urban soul".

This DC is also sufficient to learn basic details about a famous urban soul affiliated with a particular city.

DC 20: "Urban souls depend on the city for their power. Outside a city, they're a lot less dangerous".

DC 30: Detailed information about specific urban souls active in a particular city recently, except for urban souls who took pains to remain incognito during their visit.

URBAN SOULS IN THE GAME

The viability of an urban soul PC depends on an agreement (whether implicit or explicit) between player and DM. Because much of the urban soul's power works only within a city's boundaries, it's not fair for a DM to offer this prestige class, then set adventures in far-off dungeons, hostile wilderness, or other isolated sites.

But the player of the urban soul should expect that on occasion, the action will head beyond the city walls—the DM has a whole table of players to keep happy. D&D is a game of challenges, and the DM has every right to design occasional encounters that are particularly difficult for urban souls because they involving leaving the city.

As long as an urban soul character can use his best powers most of the time and relishes the additional challenges when they happen, this prestige class can enrich a campaign.

With an urban soul in the game, you have a built-in excuse to develop adventure sites and interesting places within the cities of your campaign world.

If the urban soul at your table wants to protect a specific city, you now have a base of operations for the rest of the party.

ADAPTATION

While this prestige class is designed with humans in mind, it's easy to imagine that Urbanus would choose nonhuman urban souls for cities dominated by other races.

The illithid city of Illkool Rrem might have a mind flayer urban soul, for example, and the dwarf city of Uruz probably has a dwarf urban soul.

But in most campaign worlds, only humans have a vast network of cities that stretch across dozens of nations and societies.

Nonhuman urban souls are tied to a smaller set of cities, so they may have a harder time adventuring.

TABLE 5–8: THE URBAN SOUL HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	City ramparts 1/day, urban sustenance
2nd	+1	+3	+3	+0	Citybred senses +2
3rd	+2	+3	+3	+1	Meld into city
4th	+3	+4	+4	+1	See the city
5th	+3	+4	+4	+1	City ramparts 2/day
6th	+4	+5	+5	+2	Citybred senses +4, urban skill mastery
7th	+5	+5	+5	+2	Hear the city 1/day
8th	+6	+6	+6	+2	Mob violence
9th	+6	+6	+6	+3	City ramparts 3/day
10th	+7	+7	+7	+3	Citybred senses +6, hear the city 2/day, citywalk

RACES OF FAERÛN (3.0)

BATTLERAGER

Dwarven battleragers, or *kuldjargh* (“axe idiots”), are legendary berserker warriors who can enter a battle frenzy through ritualistic singing.

They are believed to have been touched by the dwarven gods of battle, who taught them that if they die in battle, they will return to Faerûn stronger than before as a just reward.

Therefore, they have no fear of death.

They are given to drinking, rowdy and boisterous singing, and drunken dancing.

Battleragers command grudging, if fearful, respect within dwarven society, where they are known to have coined such philosophically complex dwarven maxims like “head first” and “if it moves, kill it”.

Most live short, glorious lives.

While enraged, a battlerager's face becomes distorted and twisted.

His teeth grind together as spittle flies from his mouth and dribbles down his beard.

His eyes enlarge, bulge, and become bloodshot.

Charging into battle, he bellows forth his clan or holy war song, throwing his hammers and axes all the way, before cleaving his foes with his mighty dwarven waraxe.

In short, he becomes almost unstoppable.

Battleragers are often covered from head to toe in body art, from tattoos to brands to ritual scars.

They prefer to wear spiked armor, and some of them ride specially trained boars into battle.

Battleragers are usually single classed barbarians before taking the prestige class, though multiclass barbarian/fighters are also common.

Barbarians/rangers and barbarian/clerics (known as “vindicators”) are not uncommon as well.

Other multiclass combinations are almost unheard of.

The battlerager fills a particular niche in dwarf society and culture.

He is a fearless and impulsive warrior, able to enter into an insane rampage.

Battleragers are ruthlessly used by dwarf generals for their shock power against attacking armies.

NPC battleragers often come from a familial clan made up predominantly of battleragers.

These clans often form guilds or halls within dwarven society, though these “guilds” are often more akin to a family or fraternal order.

Regardless, battlerager guilds are often located on the fringes of dwarven society, kept out of view and away from easily influenced dwarven children, who often hear of the *kuldjargh*'s fearlessness but rarely their folly.

While heroic battle is honored in dwarven society and battleragers often excel in this, more often than not they also epitomize lives wasted in stupid rage, something most dwarves realize they cannot afford in a world filled with orcs and goblins.

Hit Die: d12.

REQUIREMENTS

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

Race: Dwarf.
 Alignment: Any nonlawful.
 Base Attack Bonus: +5.
 Skills: Intimidate 8 ranks, Knowledge (religion) 2 ranks, Perform (singing, any other) 2 ranks.
 Feats: Cleave, Endurance, Power Attack.
 Special: Ability to rage.

CLASS SKILLS

The battlerager's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Tumble (Dex), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the battlerager prestige class.

Weapon and Armor Proficiency: Battleragers gain no proficiency with any weapons, armor, or shields.

Rage (Ex): At 1st, 3rd, and 5th level, the battlerager gains another use of barbarian rage per day.

If the battlerager has the ability to enter a greater rage, the extra rages granted by this ability are greater rages as well.

Gruff (Ex): Battleragers are known to be rude, uncouth, and violent.

They suffer a -4 penalty on all Charisma ability checks and Charisma-based skill checks, except for Intimidate checks. Battleragers receive a +2 bonus on all Intimidate checks.

Rock Gut (Ex): A battlerager's natural resistance to poison is stronger than most dwarves.

At 1st level, his +2 racial bonus on saving throws against poisons increases to a +4 racial bonus.

Close-Quarter Fighting (Ex): At 2nd level, a battlerager gains the Close-Quarter Fighting feat.

Fearless (Ex): At 2nd level, a battlerager becomes immune to fear and similar effects.

He also gains a +2 insight bonus on saves against all mind-affecting spells and effects.

Improved Unarmed Strike (Ex): At 3rd level, a battlerager gains the Improved Unarmed Strike feat.

Great Cleave: At 4th level, a battlerager gains the Great Cleave feat.

Reckless Offensive: At 4th level, a battlerager gains the Reckless Offensive feat.

Natural Armor (Ex): By 5th level, a battlerager's flesh has become so scarred and corded with muscle that he gains +2 natural armor.

TABLE A-6: THE BATTLERAGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Rage 1/day, gruff, rock gut
2nd	+2	+3	+0	+0	Close-Quarter Fighting, fearless
3rd	+3	+3	+1	+1	Rage 2/day, Improved Unarmed Strike
4th	+4	+4	+1	+1	Great Cleave, Reckless Offensive
5th	+5	+4	+1	+1	Natural armor +2, rage 3/day

BLADESINGER

Bladesingers are elves who have blended art, swordplay, and arcane magic into a harmonious whole.

In battle, a bladesinger's lithe movements and subtle tactics seem beautiful, belying their deadly martial efficiency.

Bladesingers have a treasured place in elf society, balancing the joys of art and magic with the skill of masterful fighting, and so bladesingers are well-respected by other elves.

They usually serve as itinerant guardians and champions of the elf community at large rather than tying themselves to one particular settlement.

Multiclass fighter/wizards can become bladesingers most easily, though any elf who can wield a martial weapon and cast arcane spells can become a bladesinger.

Bladesinging ranger/wizards, rogue/wizards, and bladesinger bards are not unknown.

Most bladesingers work alone, sufficient unto themselves, but in larger communities they sometimes have the opportunity to fight together in the same combat.

Bladesingers are normally trained singly by another bladesinger, and the concept of anything as formalized as a bladesinger school is an absurd notion to them.

Hit Die: d8.

REQUIREMENTS

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

Race: Elf, half-elf.

Base Attack Bonus: +5 Skills: Concentration 4 ranks, Perform 3 ranks (dance, sing, any other), Tumble 3 ranks.

Feats: Combat Casting, Dodge, Expertise, Still Spell, Weapon Focus (longsword) or Weapon Focus (rapier).

Spellcasting: Ability to cast 1st-level arcane spells.

CLASS SKILLS

The bladesinger's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Jump (Str), Knowledge (arcana) (Int), Perform (Cha), Spellcraft (Int), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the bladesinger.

Weapon and Armor Proficiency: The bladesinger gains no weapon proficiency but does gain proficiency with light armor.

If the bladesinger wears medium or heavy armor, she loses all benefits of any of her song abilities (lesser bladesong, lesser spellsong, song of celerity, greater spellsong, and song of fury).

A bladesinger suffers the normal arcane spell failure chance when casting spells while armored (except as noted below).

Bladesong (Ex): When wielding a longsword or rapier in one hand (and nothing in the other), the bladesinger gains a dodge bonus to AC equal to her Intelligence bonus.

Bonus Feats: At 2nd, 5th, and 8th level, the bladesinger gets a bonus feat.

These feats must be drawn from the following list: any metamagic feat, Combat Reflexes, Improved Critical (longsword), Improved Disarm, Mobility, Quick Draw, Spring Attack, Whirlwind Attack.

Lesser Spell song (Ex): Starting at 3rd level, when wielding a longsword or rapier in one hand (and nothing in the other), the bladesinger can take 10 when making a Concentration check to cast defensively.

Song of Celerity (Su): Starting at 6th level, when wielding a longsword or rapier in one hand (and nothing in the other) and using the full attack action, the bladesinger can cast one bladesinger spell (or arcane spell with a casting time of 1 action or less) each round as a free action.

Greater Spell song (Ex): Starting at 7th level, the bladesinger ignores arcane spell failure when wearing light armor.

Song of Fury (Ex): At 10th level, when wielding a longsword or rapier in one hand (and nothing in the other) and using the full attack action, the bladesinger can make one extra attack in a round at her highest base attack, but this attack and each other attack made that round take a -2 penalty.

This penalty applies for 1 round, so it affects attacks of opportunity the bladesinger might make before her next action.

Spells per Day: Every level a bladesinger gains, the character gains new spells per day as shown.

TABLE A-7: THE BLADESINGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+1	+0	+2	+2
2	+2	+0	+3	+3
3	+3	+1	+3	+3
4	+4	+1	+4	+4
5	+5	+1	+4	+4
6	+6	+2	+5	+5
7	+7	+2	+5	+5
8	+8	+2	+6	+6
9	+9	+3	+6	+6
10	+10	+3	+7	+7

BREACHGNOME

A breachgnome is a mighty gnome who is skilled in fighting in cramped conditions.

A high-level breachgnome in the right position can hold off a superior force for as long as his strength holds out.

Such gnomes are trained to fight alone, and they excel at doing so.

Most breachgnomes are fighters, rangers, paladins, or barbarians—combatants who are well-suited to the demands of the position and can benefit most from the capabilities of the class.

Rogues and bards sometimes take this class, but both they and sorcerers, wizards, and druids are normally better off avoiding hand-to-hand combat, so it is rare.

NPC breachgnomes sometimes work in small units, prepared to block off a number of different passages so that their fellows can either get into a better position or even escape.

They are almost exclusively found in gnome villages or towns.

When she casts bladesinger spells, the bladesinger's caster level is equal to her bladesinger level.

A bladesinger's bonus spells are based on Intelligence.

The Difficulty Class for saving throws against bladesinger spells is 10 + the spell's level + the bladesinger's Intelligence modifier.

A bladesinger keeps a spellbook and must prepare spells each day as a wizard does.

She can have any number of bladesinger spells in her spellbook (see Writing a New Spell into a Spellbook, Chapter 10 in the *Player's Handbook*).

At levels 1st through 9th, a bladesinger gains two spells she can add to her spellbook for free.

These spells must be bladesinger spells the character can cast.

BLADESINGER SPELL LIST

Bladesingers choose their spells from the following list:

1st level—*expeditious retreat*, *mage armor*, *magic weapon*, *shield*, *true strike*.

2nd level—*blur*, *bull's strength*, *cat's grace*, *mirror image*, *protection from arrows*.

3rd level—*displacement*, *greater magic weapon*, *haste*, *keen edge*.

4th level—*dimension door*, *fire shield*, *improved invisibility*, *stoneskin*.

Special		—Spells per Day—			
		1st	2nd	3rd	4th
Bladesong	1	—	—	—	—
Bonus feat	2	0	—	—	—
Lesser spellsong	2	1	—	—	—
	3	2	0	—	—
Bonus feat	3	2	1	—	—
Song of celerity	3	3	2	0	—
Greater spellsong	4	3	2	1	—
Bonus feat	4	3	3	2	—
	4	4	3	2	—
Song of fury	4	4	3	3	—

A PC breachgnome can sometimes be found wandering along, searching for fellow gnomes in need of his unique skills.

Hit Die: d10.

REQUIREMENTS

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

Race: Gnome.

Alignment: Any nonchaotic.

Base Attack Bonus: +5.

Skills: Listen 5 ranks, Spot 5 ranks.

Feats: Combat Reflexes, Dodge, Improved Initiative.

CLASS SKILLS

The breachgnome's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Listen (Wis), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the breachgnome prestige class.

Weapon and Armor Proficiency: Breachgnomes are proficient with all simple and martial weapons, all types of armor, and with shields.

Seal the Breach (Ex): Starting at 1st level, when a breachgnome can fight in a position where he is adjacent to a solid object of at least Medium size (such as a tree, wall, or pillar), he gains a +2 dodge bonus to his AC.

If two such objects are on opposite sides of the breachgnome (similar to two creatures in flanking positions), this bonus increases to a total of +4.

Beginning at 3rd level, the breachgnome becomes especially good at thwarting attempts to enter his area, pass his threatened area, or move him from his position.

He gains a +4 bonus on attacks of opportunity made in response to a creature entering his square (including a bull rush), a +4 bonus to resist a bull rush (as if the breachgnome were exceptionally stable), and a +4 bonus to avoid a trip attack made as part of an overrun action or to trip someone in response to a trip attempt made as part of an overrun.

Upon reaching 5th level, the breachgnome gains a +4 bonus on attacks of opportunity made against creatures moving within or through his threatened area, and Tumble checks made to pass through his square or a threatened area add +10 to their DC.

Uncanny Dodge (Ex): Starting at 2nd level, the breachgnome gains the ability to react to danger before his senses would normally allow him to even be aware of it.

He retains his Dexterity bonus to AC (if any) regardless of being caught flatfooted or struck by an invisible attacker (he still loses his Dexterity bonus to AC if immobilized).

Upon reaching 5th level, the breachgnome can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker.

This defense denies rogues the ability to use flank attacks to sneak attack him.

The exception to this defense is that a rogue of at least four levels higher than the character can flank him (and thus sneak attack him).

If the breachgnome has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

Bonus Feats: At 2nd and 4th level, the breachgnome gets a bonus feat.

These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Expertise, Improved Critical*, Improved Disarm, Improved Trip, Improved Two Weapon Fighting, Two Weapon Fighting, Weapon Finesse*, Weapon Focus*, and Whirlwind Attack.

Some of the bonus feats available to a breachgnome cannot be acquired until the breachgnome has gained one or more prerequisite feats.

A breachgnome can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time.

A breachgnome must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

TABLE A—8: THE BREACHGNOME

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Seal the breach (AC bonus)
2nd	+2	+0	+3	+0	Bonus feat, uncanny dodge (Dex bonus to AC)
3rd	+3	+1	+3	+1	Seal the breach (stability)
4th	+4	+1	+4	+1	Bonus feat
5th	+5	+1	+4	+1	Seal the breach (safeguard), uncanny dodge (can't be flanked)

GREAT RIFT SKYGUARD

The hippogriff-mounted skyguards of the Great Rift patrol the skies, ever watchful for the enemies of the gold dwarves.

Unlike other mounted soldiers, skyguards often leave their saddles, shouting "Axes from the sky!" as they drop onto their foes.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Great Rift skyguard, a character must fulfill all the following criteria.

Race: Gold dwarf.

Skills: Handle Animal 4 ranks, Jump 4 ranks, Ride 8 ranks.

Feats: Mounted Combat, Toughness.

CLASS SKILLS

The Great Rift skyguard's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Great Rift skyguard prestige class.

Weapon and Armor Proficiency: The Great Rift skyguard is proficient with martial weapons, medium and light armor, and shields.

Axes from the Sky: The Great Rift skyguard is particularly adept at using a drogue wing (see the Equipment section of this appendix) to attack his foes from above.

As a standard action, the skyguard can leap from his saddle, fall straight downward, and deploy his drogue wing just before attacking.

This counts as a charge attack that deals double damage and grants an additional +1 bonus on the attack roll because the skyguard is attacking from higher ground.

The skyguard takes no damage from the fall, and after the attack is scattered randomly into a square adjacent to the creature he attacked.

Hippogriff Steed I (Su): At 2nd level, the bond between the Great Rift skyguard and his mount improves.

The hippogriff now has 5 Hit Dice, its natural armor bonus improves to +6, its Strength score improves to 19, and its Intelligence score improves to 6.

The skyguard also develops a telepathic link with the hippogriff out to a distance of one mile.

The skyguard cannot see through the mount's eyes, but they can communicate telepathically.

Because of the telepathic link, the skyguard has the same connection to an item or place that the hippogriff does, just as a master and his familiar.

The skyguard can have only one hippogriff steed at a time.

If the hippogriff dies, the skyguard must train a new hippogriff for a month before he can confer the bonuses to it.

Skyhook: At 2nd level, the Great Rift skyguard and his steed have mastered a resaddling maneuver.

If the skyguard is on the ground, he can raise his shield above his head as a free action.

The hippogriff then swoops down and grabs the shield (and consequently the skyguard) in the middle of its move, as if it had the Flyby Attack feat.

Then it corkscrews as it climbs, so the skyguard winds up back in the saddle.

The skyguard doesn't provoke attacks of opportunity for this maneuver, but the hippogriff might.

Bonus Mounted Combat Feat: At 3rd and 7th level, the Great Rift skyguard gains a feat of his choice with the Mounted Combat feat as a prerequisite.

Fly-By Attack: At 4th level or higher, a Great Rift skyguard who swoops down onto his foes with a drogue wing can leap from the saddle, make a single attack, then fly up to 50 feet away (at an altitude of 5 feet above the ground) before landing.

This does not provoke an attack of opportunity from the skyguard's target.

Hippogriff Steed II (Su): At 5th level, the Great Rift skyguard's hippogriff now has 7 Hit Dice, its natural armor bonus improves to +8, its Strength score improves to 20, and its Intelligence score improves to 7.

It is considered a magical beast, and it remains Large despite its 7 HD.

Its fly speed improves to 110 feet (good).

Drogue Charge: At 6th level and higher, a Great Rift skyguard on the ground with an undeployed drogue wing

can run at his foes, then deploy the wing to send him into the air briefly, up and over his target.

This functions as a normal charge attack, except that the skyguard gains the +1 attack bonus for higher ground, and he lands on the far side of his foe.

The drogue charge doesn't provoke an attack of opportunity from the target, even if the creature has reach.

Hippogriff Steed III (Su): At 8th level, the Great Rift skyguard's hippogriff now has 9 Hit Dice, its natural armor bonus improves to +10, its Strength score improves to 21, and its Intelligence score improves to 8.

It is still a Large magical beast, and it gains spell resistance 20 and damage reduction 5/+2.

Glide for Distance: At 9th level and higher, the Great Rift skyguard is attuned to even the slightest breeze, and he knows how to get maximum performance from his drogue wing.

Once he has deployed the drogue wing, a Great Rift skyguard can travel up to 15 feet horizontally for every 5 feet he falls.

He is considered to have good maneuverability while flying, although he can't climb.

He can dive as steeply as he wishes, however.

Skyguard Catapult: A dangerous stunt attempted only by the best skyguards (10th level), the skyguard catapult turns the Great Rift skyguard into a living catapult stone.

As a full-round action, hippogriff and skyguard swoop toward their target.

At the end of the hippogriff's movement, the skyguard leaps from the saddle, falling any vertical distance and traveling up to 50 feet in a straight line horizontally.

Unlike axes from the sky, the drogue wing is not deployed. Instead, the skyguard deals damage to the target as if he were a falling object (see Table 3-18: Damage from Falling Objects in the DUNGEON MASTER's Guide) and takes half-damage from the fall himself.

The skyguard must succeed on a melee touch attack roll to strike his target; if he misses, he inflicts no damage on the target and falls prone in an adjacent square.

TABLE A-10: THE GREAT RIFT SKYGUARD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Axes from the sky
2nd	+2	+3	+3	+0	Hippogriff steed I, skyhook
3rd	+3	+3	+3	+1	Bonus mounted combat feat
4th	+4	+4	+4	+1	Fly-By Attack
5th	+5	+4	+4	+1	Hippogriff steed II
6th	+6	+5	+5	+2	Drogue charge
7th	+7	+5	+5	+2	Bonus mounted combat feat
8th	+8	+6	+6	+2	Hippogriff steed III
9th	+9	+6	+6	+3	Glide for distance
10th	+10	+7	+7	+3	Skyguard catapult

ORC WARLORD

The orc warlord is a savage general of an unruly army, the leader of one of the deadly and all too common orc hordes

that rampage down from the Spine of the World to savage and brutalize the civilized lands of Faerûn.

An orc warlord is an imposing figure, often slathered with scars both ritualistic and all too real in origin.

Barbarians and fighter/barbarians are the best suited to become orc warlords, as they already excel in battle and often attract large armies on their own. Barbarian/clerics sometimes become orc warlords to better lead their followers into religious wars.

Orc barbarian/rangers and barbarian/rogues usually operate alone, although it is not unknown for one of these to become a warlord in desperate times.

Perhaps the most potent of orc warlords, though, is the barbarian/bard; his natural abilities to handle large groups and inspire greatness stack quite well with the abilities granted by this prestige class.

An NPC orc warlord is usually encountered on the field of battle, commanding his horde of orcs.

Between attacks, an orc warlord can be found back in his lair training his troops for the next attack, be it in a month or a decade or even farther into the future.

Hit Die: d12.

REQUIREMENTS

To qualify to become an orc warlord, a character must fulfill all the following criteria.

Race: Orc or half-orc.

Base Attack Bonus: +5.

Alignment: Any nongood.

Skills: Intimidate 8 ranks, Ride 5 ranks, Survival 5 ranks.

Feats: Blood of the Warlord or Might Makes Right,

Leadership.

Special: Barbarian rage ability.

CLASS SKILLS

The orc warlord's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Survival (5 ranks).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the orc warlord prestige class.

Weapon and Armor Proficiency: Orc warlords gain no proficiency with any weapons, armor, or shields.

Gather Horde (Ex): An orc warlord can maintain a larger force of orc followers than a comparable leader could of other creatures.

When determining the number of followers allowed for a warlord, multiply the amount listed in Table 2–25:

Leadership in the DUNGEON MASTER's Guide by the listed value.

These additional forces must be orcs.

For example, a character with a leadership score of 15 could normally have up to twenty 1st-level, two 2nd-level, and one 3rd-level followers.

A 1st-level orc warlord could have thirty 1st-level, three 2nd-level, and one 3rd-level follower, as long as at least ten of the 1st-level and one of the 2nd-level followers were orcs. A 3rd-level orc warlord could have forty 1st-level, four 2nd-level, and two 3rd-level followers, so long as half of them were orcs.

Inspire Courage (Su): At 2nd level, the orc warlord gains the ability to inspire courage, which has the same effect as the bardic ability of the same name.

The warlord makes an inspirational speech, bolstering his allies against fear and improving their combat abilities.

To be affected, an ally must hear the warlord speak for a full round.

The effect lasts as long as the warlord speaks and for 5 rounds after the warlord stops speaking (or 5 rounds after the ally can no longer hear the warlord).

While speaking, the warlord can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by command word.

Affected allies receive a +2 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls.

A warlord in the midst of a rage can use this ability, but in those cases the warlord's speech is more of a rant of howls and curses than a true speech.

Final Rage (Ex): At 5th level, the warlord gains the ability to incite a rage in all his nearby allies for one last phenomenal attack.

Any allies within ten feet of the warlord (including the warlord himself) immediately enter a rage, even if they could not normally do so or have used all their own rage ability for the day.

If the warlord or an ally is already in a rage at the time or is capable of a greater rage, the affected creatures enter a greater rage instead (if an affected creature is already in a greater rage, this ability has no additional effect).

This rage (or increase to greater rage) lasts until the warlord's next turn, and all penalties for leaving a rage apply (for example, the creatures are fatigued, and if already fatigued they become exhausted).

Invoking the final rage is a free action.

TABLE A—II: THE ORC WARLORD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Gather horde ×150%
2nd	+2	+3	+0	+3	Inspire courage
3rd	+3	+3	+1	+3	Gather horde ×200%
4th	+4	+4	+1	+4	
5th	+5	+4	+1	+4	Final rage

SPELLSINGER

Spellsingers (not to be confused with spelldancers, detailed in *Magic of Faerûn*), are rare practitioners of an ancient elven bardic tradition.

Like bards, spellsingers work magic with song and poetics, but, whereas bards draw on the Weave through singing and poetry, spellsingers are truly part of the Weave.

As such, spellsingers can work magic through music with greater effect and flexibility than other bards.

Most spellsingers are bards or wizard/bards, particularly enchanter/bards, although sorcerer/bards and cleric/bards (the latter known as circle dancers) are not unknown.

Characters of other classes almost never become spellsingers.

Likewise, most spellsingers are elves, or, more rarely, half-elves.

At least one human with a trace of elven heritage, Danilo Thann, is known to have mastered the art as well.

NPC spellsingers are usually found in traditional elven homelands where they play a role not unlike bards in other cultures.

They garner a great deal of respect among elves and half-elves raised among the Fair Folk, but their unique talents and abilities are little understood outside the ranks of the Tel-quessir.

Hit Die: d6.

REQUIREMENTS

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

Race: Spellsingers must have at least some small amount of elven heritage, defined as at least one-eighth elven blood.

Skills: Knowledge (arcana) 8 ranks, Perform (any hand instrument, singing, and others) 8 ranks.

Feats: Improved Counterspell, Skill Focus (Perform).

Spellcasting: Ability to cast 1st-level arcane spells without preparation.

CLASS SKILLS

The spellsinger's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Knowledge (any) (Int), Perform (Cha), Profession (Wis), Speak Language (None), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the spellsinger prestige class.

Weapon and Armor Proficiency: Spellsingers gain no proficiency in any weapons or armor.

Bardic Music: Spellsingers continue to increase their skill in creating magical effects thorough song and poetics.

A character's spellsinger levels and bard levels (or levels in another class with the same ability) stack for the purpose of using bardic music.

Compelling Song (Su): Spellsingers have an intrinsic understanding of the links between magic and music.

They add their class level to all Perform checks when using their bardic music ability.

Likewise, they add their class level to the DCs of their bardic music *fascinate* and *suggestion* abilities.

Spellsong: Spellsingers can "lose" a prepared arcane spell in order to cast any arcane enchantment spell of one or more levels lower than that is on their spell list.

This works just as a cleric's spontaneous casting class feature.

Arcane spells that do not need to be prepared can also be "lost" in this fashion, although spellsong simply grants the ability to replace a spell slot with a lower-level arcane enchantment spell from the character's spell list.

All spellsongs require verbal (singing) and somatic (playing an instrument) components, regardless of whether the spell was prepared or not.

These components replace the spell's normal verbal, somatic, material, and focus components, but not any experience point costs or expensive material components.

The saving throw DC for spellsongs is equal to the caster's Cha modifier + the enchantment's level +2, regardless of whether the spell was originally prepared or not.

Improved Countersong (Su): At 3rd level and above, spellsinger are particularly adept at using their countersong ability to disrupt spells, gaining a +10 bonus on Perform checks when attempting to countersong.

Amplified Music (Su): At 5th level, spellsingers become particularly adept at producing magical effects on those around them.

They increase the range of most bardic music effects (countersong, *fascinate*, inspire courage, and inspire greatness) by a number of feet equal to five times their class level.

This increase is tripled for the bardic music *fascinate* ability.

Spells per Day: When a new spellsinger level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained.

This essentially means that he adds the level of spellsinger to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became a spellsinger, he must decide to which class he adds each level of spellsinger for the purpose of determining spells per day.

TABLE A-12: THE SPELLSINGER

Class	Base	Fort	Ref	Will	Special	Spells per Day
Level	Attack Bonus	Save	Save	Save		
1st	+0	+0	+2	+2	Bardic music, compelling song, spellsong	+1 level in existing arcane spellcasting class
2nd	+1	+0	+3	+3	—	+1 level in existing arcane spellcasting class
3rd	+2	+1	+3	+3	Improved countersong	+1 level in existing arcane spellcasting class
4th	+3	+1	+4	+4	—	+1 level in existing arcane spellcasting class
5th	+3	+1	+4	+4	Amplified Music	+1 level in existing arcane spellcasting class

WARRIOR SKALD

Among the Northlanders dwell bardic musicians who live for two things: poetry and warfare.

Accompanying heroes of great renown, these warrior skalds fight at their sides while composing the epics that will be told for centuries to come.

Most warrior skalds were once bards, though they eventually ignore their spellcasting to improve their fighting prowess.

They focus on oratory rather than music, and their greatest creative achievement is to compose an epic poem about a military campaign or other adventure.

Warrior skalds will often recite parts of an epic in the middle of combat to spur on their allies and frighten their foes.

Many soldiers find it unnerving to battle a warrior skald who recites poetry in stentorian tones, working the events of the ongoing battle into each stanza.

NPC warrior skalds are usually found on the battlefield or in various noble courts, where they recite poems of battles both recent and ancient.

Silverymoon and Waterdeep both have guildhouses for warrior skalds, where poems and tales of adventure are enthusiastically traded.

Hit Die: d6.

REQUIREMENTS

To qualify to become a warrior skald, a character must fulfill all the following criteria.

Skills: Concentration 6 ranks, Perform (poetry, any others) 9 ranks.

Feats: Power Attack, Cleave.

CLASS SKILLS

The warrior skald's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (Int), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the warrior skald prestige class.

Weapon and Armor Proficiency: The warrior skald is proficient with martial weapons, armor, and shields.

Bardic Music: At 1st level, the warrior skald gains the bardic music ability if she did not already have it from a previous class.

All the bardic music effects (countersong, *fascinate*, inspire competence, inspire courage, inspire greatness, and *suggestion*) become available to her immediately, subject to

their usual Perform skill requirements (see Bard in the *Player's Handbook*).

Additionally, all the bardic music effects, including countersong, can be produced with poetry rather than music.

Each bardic music effect except *suggestion* requires one daily use of the bardic music ability.

Suggestion does not require any uses, but the subject must first be *fascinated*.

The warrior skald combines her bard and warrior skald levels to determine how many times per day she can use her bardic music ability.

Words of Rejuvenation (Su): A 2nd-level warrior skald can inspire her allies so they shake off the effects of fatigue. Fatigued characters who hear the warrior skald speak for a minute are no longer fatigued, and exhausted characters are only fatigued.

The warrior skald can use this ability only once per hour. It is a language-dependent ability that counts as one daily use of bardic music.

Demoralize: At 3rd level, the warrior skald's poetry hurts enemy morale.

Once they've heard the warrior skald's epic oratory for a full round, opponents within 20 feet must succeed on a Will save (DC 10 + warrior skald levels + Cha bonus) or be shaken (–2 morale penalty on attacks, damage, and saves) as long as the warrior skald continues to recite and for 5 rounds thereafter.

This is a mindaffecting, language-dependent ability that counts as one daily use of bardic music.

Marcher's Chant: At 5th level, the warrior skald gains the ability to encourage those engaged in dull, repetitive action, such as marching or rowing.

When traveling overland or engaged in a similar long-term physical effort, those who hear the warrior skald's exhortations find they can exert themselves for longer. Those within earshot of the warrior skald can march or exert themselves 50% longer before making Constitution checks (see Forced March in Chapter 9 of the *Player's Handbook*).

The warrior skald need not chant nonstop throughout the entire march but must be chanting at least half the time.

Inspire Heroism: As an additional use of bardic music, a 6th-level warrior skald with 15 or more ranks in Perform can use poetics to inspire tremendous heroism in a single willing ally within 30 feet, allowing that creature to fight bravely even against overwhelming odds.

For every three levels the warrior skald attains beyond 5th, he can inspire heroism in one additional creature.

To inspire heroism, the warrior skald must recite poetry and the creature must hear the poetry for a full round.

A creature so inspired gains a +4 morale bonus on attack rolls, weapon damage rolls, and saving throws, and a +4 dodge bonus to Armor Class.

The effect lasts for as long as the ally hears the warrior skald continue to recite poetry and for up to 5 rounds thereafter. This is a mind-affecting ability that counts as one daily use of bardic music.

Words of Fear (Su): A 7th-level warrior skald's oratory becomes frightful to foes who hear and understand it.

Once they've heard the warrior skald for a full round, opponents within 20 feet must succeed on a Will save (DC 10 + warrior skald levels + Cha bonus) or be frightened (flee if possible, or suffer a -2 morale penalty on attacks, damage, and saves) as long as the warrior skald continues to recite and for 5 rounds thereafter.

This is a mind-affecting, language-dependent ability that counts as three daily uses of bardic music.

Words of Panic (Su): A 9th-level warrior skald's oratory is so frightening that few can withstand it.

Once they've heard the warrior skald for a full round, opponents within 20 feet must succeed on a Will save (DC 10 + warrior skald levels + Cha bonus) or be panicked (-2 morale penalty on saves, and creature flees or cowers, dropping items) as long as the warrior skald continues to recite and for 5 rounds thereafter.

This is a mind-affecting, language-dependent ability that counts as three daily uses of bardic music.

Words of Fury (Su): A 10th-level warrior skald with at least 19 ranks in Perform can enrage her allies.

This ability functions exactly like barbarian rage on all willing allies within 20 feet, and it lasts as long as the warrior skald continues her performance.

Words of fury requires three daily uses of performance per round maintained.

It is a supernatural, mind-affecting ability.

TABLE A-13: THE WARRIOR SKALD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Bardic music
2nd	+2	+3	+3	+0	Words of rejuvenation
3rd	+3	+3	+3	+1	Demoralize
4th	+4	+4	+4	+1	—
5th	+5	+4	+4	+1	Marcher's chant
6th	+6	+5	+5	+2	Inspire heroism
7th	+7	+5	+5	+2	Words of fear
8th	+8	+6	+6	+2	—
9th	+9	+6	+6	+3	Words of panic
10th	+10	+7	+7	+3	Words of fury

WARSLING SNIPER

The warsling sniper is an expert in the use of the weapon commonly associated with the halfling race.

Among the hin, these individuals are known by their proper name, and are often accorded great respect in the hin community.

To nearly everyone else, however, these sharpshooters are known as "those damned sling assassins!" or by even more colorful epithets.

While some warsling snipers do actually sell their talents to those wishing to dispose of their enemies, most are not professional assassins but rather highly skilled specialists who use their skills to help protect their communities or improve their chances of adventuring successfully.

A number of warsling snipers remain with their family for most of their lives, imparting their superlative skills to the young.

Fighters, monks, and rogues are the most common practitioners of warsling snipery.

Some barbarians and rangers, particularly those fighting for a partisan cause or engaged in the protracted defense of a homeland, find the warsling sniper's talents highly useful in their work.

The occasional druid or cleric may adopt this path of study if it seems to support or compliment her religious beliefs and practices.

Wizards seldom sacrifice the benefits of additional spells to take up the halfling warsling with such single-minded devotion, and sorcerers do so with only slightly more frequency.

The art of warsling expertise is often passed from generation to generation, particularly among the lightfoot hin.

This strong familial association is perhaps the reason that warsling snipers are found more frequently among lightfoot halflings than ghostwise or stronghearts.

Warsling snipers are not unknown among the ghostwise and strongheart hin, but generally these subraces prefer different sorts of ranged weapons.

A small gathering of warsling snipers sometimes cooperate to undertake a joint mission (such as ambushing individuals who are making life difficult for the local hin), and at least few wandering lightfoot communities boast small military units of warsling snipers.

Hit Die: d6.

REQUIREMENTS

To qualify to become a warsling sniper, a character must fulfill all the following criteria.

Race: Halfling.

Base Attack Bonus: +5.

Skills: Craft (weaponsmith) 3 ranks, Hide 4 ranks, Spot 6 ranks.

Feats: Exotic Weapon Proficiency (halfling warsling), Exotic Weapon Proficiency (skiprock), Point Blank Shot, Precise Shot.

CLASS SKILLS

The warsling sniper's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the warsling sniper prestige class.

Weapon and Armor Proficiency: Warsling snipers gain no proficiency with any weapons, armor, or shields.

Warsling Sneak Attack (Ex): Any time the warsling sniper's target would be denied his Dexterity bonus to AC (regardless of whether he actually has a Dexterity bonus), her ranged sneak attack with the warsling deals extra damage.

This extra damage is +1d6 at 1st level, and increases by an additional 1d6 every other level after that (+2d6 at 3rd level and +3d6 at 5th level).

Ranged attacks only count as sneak attacks if the target is within 30 feet.

In every other way, this ability is identical to the rogue's sneak attack.

If the character has the sneak attack ability from another class, the bonuses stack.

Sniper's Vision (Ex): At 2nd level, warsling snipers gain a +2 bonus on sling attacks against targets with some degree of cover; this bonus effectively reduces the benefit of cover because the warsling sniper is adept at aiming for the exposed part of the foe.

Furthermore, if a skiprock sniper misses the target due to concealment, she can reroll the miss chance percentile roll to see if she actually hit.

Improved Critical (Ex): At 4th level, the warsling gains Improved Critical (halfling warsling) as a bonus feat.

Improved Ricochet (Ex): At 6th level, the sniper's expertise with the warsling becomes so advanced that when she bounces a skiprock off one target to hit another, the second attack roll is made without the normal -2 penalty.

This ability may be used once per round.

TABLE A-14: THE WARSLING SNIPER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Warsling sneak attack +1d6
2nd	+2	+0	+3	+0	Sniper's vision
3rd	+3	+1	+3	+1	Warsling sneak attack +2d6
4th	+4	+1	+4	+1	Improved Critical (halfling warsling)
5th	+5	+1	+4	+1	Warsling sneak attack +3d6
6th	+6	+2	+5	+2	Improved ricochet

RACES OF STONE (3.5)

BATTLESMITH

A battlesmith is a skilled dwarf armorer and weaponsmith who uses her experience in battle, as well as her masterful weaponsmithing and armorsmithing abilities, to create deadly items for her kinsmen to wield in defense of their homes.

While typically only spellcasters can craft magic items, dwarven ingenuity has found a number of ways to make skill serve where nondwarves must rely on magic.

Aside from her incredible skill crafting items of war, a battlesmith is equally capable of raining down death and destruction in combat.

After all, no one knows her creations—or how to most effectively use them—better than the battlesmith herself, and she did not live to retire from the front lines by being anything less than the best.

Fighters and paladins are well served by becoming battlesmiths.

Spellcasters are less likely to find benefit in the profession, since they typically find little time to continue their more traditional mystical studies while working in the heat of the forge.

That said, a number of clerics of Moradin take up the mantle of the battlesmith.

NPC battlesmiths are often veterans attached to dwarf military units.

They repair damaged weapons and armor, inspire the younger dwarves in the unit, and take the fight to the enemy as well as any dwarf warrior.

Adaptation: While this prestige class obviously plays off the dwarf's love of weapon- and armorsmithing, it's suitable for nondwarves with a similar cultural connection to the smithy and the forge.

In such cases, you can replace the racial entry requirement with a similar cultural requirement.

This isn't a prestige class intended to represent a master weaponsmith.

It's intended to showcase a smith who has a mystical union with the tools of war she creates.

Hit Die: d10.

REQUIREMENTS

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

Race: Dwarf.

Base Attack Bonus: +5.

Skills: Craft (armorsmithing) or Craft (weaponsmithing) 10 ranks.

Feats: Armor Proficiency (heavy), Endurance, Weapon Focus (warhammer).

Special: The character must have created a dwarvencraft weapon (see page 159) and used it in battle.

CLASS SKILLS

The battlesmith's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Intimidate (Cha), and Knowledge (religion) (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the battlesmith prestige class.

Weapon and Armor Proficiency: Battlesmiths gain no proficiency with any weapon or armor.

One with the Hammer (Ex): A battlesmith's long hours at the forge grant her a special bond with a hammer. When wielding a warhammer that she has crafted herself, a battlesmith adds her Wisdom bonus as a bonus to the damage dealt by the weapon.

Secrets of the Forge (Ex): A battlesmith learns some of the great dwarven secrets of forging weapons and armor. A battlesmith receives Craft Magic Arms and Armor as a bonus feat, regardless of her caster level.

Multiply the battlesmith's class level by 3 to determine her effective caster level for the purpose of creating magic arms and armor (this benefit stacks with any other caster levels the battlesmith might have).

For example, a 7th-level fighter/1st-level battlesmith would be treated as a 3rd-level caster for the purpose of creating magic arms and armor.

A 7th-level cleric/1st-level battlesmith would be treated as a 10th-level caster for that purpose.

The battlesmith must still meet any other prerequisites for the item's creation.

This stipulation might mean that she needs the assistance of other characters to complete the creation of an item.

Flesh of My Flesh (Ex): No armor fits so well as that created by a battlesmith for her own use.

When wearing heavy armor that she has crafted herself, a battlesmith of 2nd level or higher gains a +1 sacred bonus to Armor Class.

This bonus increases to +2 at 4th level.

Forged in Fire (Ex): At 3rd level, a battlesmith becomes inured to the effects of fatigue and exhaustion, and can ignore their effects for a number of hours equal to her class level.

At the end of this time, if the condition remains, the battlesmith succumbs to the effects.

Tempered in Blood (Ex): Once per day, a 5th-level battlesmith can attempt to resist the damage from a single blow.

The battlesmith can attempt a Fortitude save (DC 10 + damage dealt) when struck and damaged by a melee attack with a weapon or natural attack (but not by a spell or other effect).

If the save succeeds, the battlesmith takes only half damage from the blow; if it fails, she takes normal damage.

The battlesmith must be aware of the attack and able to react to it to use this ability.

If she is denied her Dexterity bonus to AC, she can't use this ability.

TABLE 5-1: THE BATTLESMITH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	One with the hammer, secrets of the forge
2nd	+2	+3	+0	+0	Flesh of my flesh +1
3rd	+3	+3	+1	+1	Forged in fire
4th	+4	+4	+1	+1	Flesh of my flesh +2
5th	+5	+4	+1	+1	Tempered in blood

BLADE BRAVO

Younger gnomes consider it fashionable to engage in rapier duels for honor and glory.

These duels are typically fought more for sport than anger, and after a few drubbings, most youths tire of the game and move on to less dangerous pursuits.

A few, however, possess a real talent for fencing and develop a love of the blade and battle.

They become addicted to the rush of combat and devote themselves to studying its many strategies.

Their obsession transforms the sport, elevating the sometimes inelegant cut and thrust of battle into an art form that can leave observers breathless and opponents bloody.

These blade bravos also specialize in techniques to battle creatures larger than they are—a necessity for any gnome interested in pursuing the arts of war.

Not surprisingly, gnome fighters and rogues of all types find themselves drawn to the life of the blade bravo.

Even spellcasters sometimes adopt the study of the rapier for a time, although few are willing to leave their spells behind entirely for a simple blade.

PCs minding their own business in a gnome community might run afoul of an NPC blade bravo looking to prove herself.

Such characters often incite duels against visitors because they get a home crowd advantage, and whether they win or lose, their foe isn't likely to stick around and cause trouble.

Adaptation: This prestige class bears some similarity to the duelist prestige class presented on page 185 of the *Dungeon Master's Guide*, but some of the blade bravo's class features work best for Small PCs.

A straightforward change would involve broadening the racial requirement to allow halflings and perhaps some Small or smaller fey into this prestige class.

Hit Die: d8.

REQUIREMENTS

To qualify to become a blade bravo, a character must fulfill all the following criteria.

Race: Gnome.

Base Attack Bonus: +5.

Skills: Bluff 4 ranks.

Feats: Combat Expertise, Weapon Finesse, Weapon Focus (rapier).

CLASS SKILLS

The blade bravo's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str),

Concentration (Con), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Perform (Cha), Sense Motive (Wis), and Tumble (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the blade bravo prestige class.

Weapon and Armor Proficiency: Blade bravos gain no proficiency with any weapon.

They do gain proficiency with light armor.

Flourish (Ex): A blade bravo learns to fight with style and flair.

While many might discount their swirls and poses as cheap theatrics, in truth they act as a formidable weapon.

By diverting her foe's eye with these flourishes, a blade bravo can more easily feint, preventing her opponent from fully defending himself against her next attack.

A blade bravo can add her class level to her Bluff checks when feinting in combat.

This benefit only applies when the blade bravo wears light armor or no armor.

Goad: A blade bravo gains Goad (see page 140) as a bonus feat.

If the blade bravo has at least 5 ranks in Bluff, the save DC to avoid the feat's effect increases by 2.

Mobile Fighting (Ex): If a blade bravo of 2nd level or higher moves at least 5 feet, she gains a +1 dodge bonus to AC until her next turn.

Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.

This benefit only applies when the blade bravo wears light armor or no armor.

Bonus Feats: Beginning at 3rd level, a blade bravo receives a bonus dueling or combat-oriented feat, which must be selected from the list below.

She receives additional bonus feats at 6th and 9th level.

Acrobatic, Agile, Alertness, Blind-Fight, Combat Reflexes, Dodge, Greater Two-Weapon Fighting, Improved Critical, Improved Disarm, Improved Feint, Improved Trip, Improved Two-Weapon Fighting, Mobility, Spring Attack, Two-Weapon Fighting, Whirlwind Attack.

Melee Sneak Attack (Ex): If a blade bravo can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. Basically, the blade bravo's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the blade bravo flanks her target.

This extra damage is 1d6 points at 4th level, and it increases to 2d6 points at 8th level.

Should the blade bravo score a critical hit with a melee sneak attack, this extra damage is not multiplied.

(See Table 8–5: Attack Roll Modifiers and Table 8–6: Armor Class Modifiers, page 151 of the *Player's Handbook*, for combat situations in which the blade bravo flanks an opponent or the opponent loses his Dexterity bonus to AC). Unlike normal sneak attacks, a blade bravo's melee sneak attack damage applies only to melee attacks.

Ranged attacks can count as sneak attacks only if the target is within 30 feet and the blade bravo has the sneak attack ability from another class.

In this case, she deals the sneak attack damage from that other class but does not add the melee sneak attack damage gained from the blade bravo class.

With a sap (blackjack) or an unarmed strike, a blade bravo can make a melee sneak attack that deals nonlethal damage instead of lethal damage.

She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty, because she must make optional use of her weapon to execute a sneak attack.

(See Nonlethal Damage, page 146 of the *Player's Handbook*).

A blade bravo can sneak attack only living creatures that have a discernible anatomy—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack.

Any creature that is immune to extra damage from critical hits is not vulnerable to melee sneak attacks.

The blade bravo must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot.

A blade bravo cannot sneak attack while striking a creature with concealment (see page 152 of the *Player's Handbook*) or striking the limbs of a creature whose vitals are beyond reach.

If a blade bravo gets a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack as long as the target is in melee with the blade bravo.

Size Advantage (Ex): By 5th level, a blade bravo starts focusing on fighting larger opponents.

A blade bravo gains a +2 dodge bonus to her AC per size category of difference between her and her foe.

For instance, a blade bravo facing a hobgoblin (a Medium creature) would gain a +2 dodge bonus to AC, but when facing a cloud giant (a Huge creature) she would gain a +6 dodge bonus to AC.

The bonus applies only against attacks from that foe.

This ability only functions when the blade bravo wears light armor or no armor.

Small but Deadly (Ex): From 7th level on, a blade bravo gains a +4 bonus on rolls made to confirm critical hits with melee weapons, but only against creatures larger than she.

Lethal Riposte (Ex): A 10th-level blade bravo is a lethal combatant with few equals; she finds herself in few situations that she cannot turn to her advantage.

Any opponent who attacks and misses the blade bravo with a melee attack provokes an attack of opportunity from the blade bravo.

Furthermore, the opponent cannot apply his Dexterity bonus to AC against this attack.

The blade bravo can use this ability only once per round, regardless of the number of attacks of opportunity she is normally allowed.

This benefit only applies when the blade bravo wears light armor or no armor.

TABLE 5-2: THE BLADE BRAVO

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+0	+2	+0	Flourish, Goad
2nd	+2	+0	+3	+0	Mobile fighting
3rd	+3	+1	+3	+1	Bonus feat
4th	+4	+1	+4	+1	Melee sneak attack +1d6
5th	+5	+1	+4	+1	Size advantage
6th	+6	+2	+5	+2	Bonus feat
7th	+7	+2	+5	+2	Small but deadly
8th	+8	+2	+6	+2	Melee sneak attack +2d6
9th	+9	+3	+6	+3	Bonus feat
10th	+10	+3	+7	+3	Lethal riposte

CRAGTOP ARCHER

In times of peace, the cragtop archer hunts across the deep mountain canyons, felling animals too canny for other hunters to approach.

In times of war, the cragtop archer fights from a ridgeline, raining arrows down on her foes from hundreds of yards away and winning battles from seemingly impossible distances.

Cragtop archers train their eyes and minds to find targets at great distances, and to quickly compensate for wind, movement, and other factors that affect shots of such difficulty.

Few warriors can match the cragtop archer's ability to hold higher ground against a group of enemies.

Human, goliath, and half-elf rangers comprise most of the small number of cragtop archers that patrol the northern ranges, but other races and classes occasionally join their ranks.

Fighters, especially those with a level of rogue or ranger, make excellent cragtop archers.

Rogues typically prefer to sneak close to their foes rather than train as cragtop archers, and spellcasters rarely have the martial expertise required for the class.

NPC cragtop archers are often encountered at a distance; PCs will see their arrows long before the arrows' origin becomes apparent.

While most cragtop archers are content to wander the mountains and hunt for their tribes, in times of war a cragtop archer is a useful ally.

Teams of cragtop archers often function as artillery for mountain warbands, striking foes from a great distance and holding the high ground against all comers.

Adaptation: With their racial archery prowess, elves could have a similar prestige class that isn't tied to the mountains. To create such a class, you could replace the Climb and Mountain Warrior requirements with other skill or feat requirements, and likewise replace the adept climber and strike from above class features with class features you create yourself.

Alternatively, you could remove the Mountain Warrior requirement and call the prestige class the "elven treetop archer".

Hit Die: d8.

REQUIREMENTS

To qualify to become a cragtop archer, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Climb 10 ranks, Spot 5 ranks, Survival 5 ranks.

Feats: Far Shot, Mountain Warrior*.

* New feat described in Chapter 6.

CLASS SKILLS

The cragtop archer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the cragtop archer prestige class.

Weapon and Armor Proficiency: Cragtop archers gain no proficiency with any weapon or armor.

Adept Climber (Ex): A cragtop archer does not lose her Dexterity bonus to Armor Class while climbing.

Farsight (Ex): A cragtop archer enjoys great visual acuity. She suffers only half the normal penalty on her Spot checks because of distance (–1 per 20 feet of distance, rather than –1 per 10 feet).

In addition, a cragtop archer takes only half the normal penalty on ranged attacks per range increment (–1 per range increment, rather than –2).

Strike From Above (Ex): Beginning at 2nd level, a cragtop archer gains a +2 bonus on damage rolls when making a ranged attack from higher ground than her target.

Arcing Shot (Ex): A cragtop archer of 3rd level or higher can fire a high, arcing shot to gain greater range with her projectile weapon.

Any time the cragtop archer can fire a projectile weapon in an area with at least 40 feet of clearance between her position and the ceiling (or any other overhead obstruction, such as a forest canopy), her maximum range with the projectile weapon is fifteen range increments rather than the normal ten range increments.

Horizon Shot (Su): From 4th level on, a cragtop archer can seemingly hit targets as far away as the horizon as easily as she can hit something nearby.

As a full-round action, the cragtop archer can make a single attack with a projectile weapon.

This attack is made with no penalty for range, though it still has the same maximum range as a normal attack by the cragtop archer.

This ability can be used in conjunction with any ability that extends the range of a projectile weapon, such as the Far Shot feat or the cragtop archer's arcing shot ability.

Mountain Skin (Su): Three times per day, a 5th-level cragtop archer can gather the strength of the mountains into her own body, manifesting her bond with them within herself.

While this ability is in effect, the cragtop archer gains damage reduction 5/adamantine.

Activating the mountain skin ability is a free action that does not provoke attacks of opportunity.

The benefit from mountain skin lasts for a number of rounds equal to 5 + the character's Con modifier.

TABLE 5-3: THE CRAGTOP ARCHER

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Adept climber, farsight
2nd	+2	+3	+0	+0	Strike from above
3rd	+3	+3	+1	+1	Arcing shot
4th	+4	+4	+1	+1	Horizon shot
5th	+5	+4	+1	+1	Mountain skin

DAWNCALLER

Dawncallers are goliath bards responsible for guarding their tribe throughout the night.

They patrol the darkness at the edge of a sleeping goliath camp, keeping the many monsters of the mountains away while the other goliaths rest.

In the morning, they awaken the rest of the tribe with stirring songs of goliath bravery.

Because dawncallers must have great musical aptitude, nearly all have at least a few levels in bard.

Many have levels in ranger, barbarian, or fighter as well, because dawncallers are often a goliath tribe's first line of defense.

Almost every tribe has at least one dawncaller, and it's not uncommon for a tribe to have as many as a half-dozen.

They are rarely found apart from their tribe, although some dawncallers leave goliath society due to injury or a falling-out with other tribe members.

Adaptation: With some revision, the dawncaller prestige class works for nongoliath bards willing to trade their spellcasting and interpersonal skills for more combat ability.

The structure of the class (bardic music at 1st level and new songs at intervals thereafter) is useful for other bard-friendly prestige classes you may create.

Hit Die: d8.

REQUIREMENTS

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

Race: Goliath.

Skills: Perform (sing) 8 ranks, Spot 4 ranks, Listen 4 ranks.

Special: Bardic music ability.

CLASS SKILLS

The dawncaller's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the dawncaller prestige class.

Weapon and Armor Proficiency: Dawncallers gain no proficiency with any weapon or armor.

Darkvision (Ex): Constant practice peering into the darkness unlocks a goliath's latent darkvision ability.

Dawncallers can see in the dark out to 60 feet.

Darkvision is black and white only, but is otherwise like normal sight, and dawncallers can function just fine with no light at all.

Bardic Music: Dawncallers combine their dawncaller levels with levels of other classes that offer the bardic music class

feature to determine number of bardic music uses per day (but not any other bardic music-related effects).

As a dawncaller attains higher levels, he gains access to new bardic music abilities.

These follow the normal rules for bardic music abilities, as detailed on page 29 of the *Player's Handbook*.

Inspire Courage (Su): At 2nd level and above, a dawncaller with 10 or more ranks in Perform (sing) can use song to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the dawncaller sing.

The effect lasts as long as the ally hears the dawncaller sing and for 5 rounds thereafter.

An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack rolls and weapon damage rolls.

If the dawncaller has this ability from another class (such as from bard levels), add together the character's levels from all classes that grant this ability and compare the total to Table 3-4: The Bard on page 27 of the *Player's Handbook* to determine the total bonus granted.

For example, a 6th-level bard/2nd-level dawncaller would grant a +2 morale bonus, while a 10th-level bard/10th-level dawncaller would grant a +4 morale bonus.

Inspire Stamina (Su): From 4th level on, a dawncaller with 12 or more ranks in Perform (sing) can use his music to refresh his tired allies.

While he sings and for 1 minute per class level thereafter, the dawncaller and allies within 30 feet who can hear his song can ignore all the effects of fatigue and exhaustion.

Song of Warding (Sp): Beginning at 6th level, a dawncaller with 14 or more ranks in Perform (sing) can use song to help protect an area from incursion by unwanted creatures. Dawncallers generally use this song to protect a goliath tribe's camp at night.

The dawncaller must sing the *song of warding* for 5 minutes; when this time has elapsed, he creates an *antipathy* effect that lasts for 2 hours per class level.

The Will save DC for a *song of warding* is 10 + class level + dawncaller's Cha modifier.

Song of warding is an enchantment (compulsion), mind-affecting ability.

Inspire Fury (Su): A dawncaller of 8th level or higher with at least 16 ranks in Perform (sing) can use music to turn his allies into furious berserkers.

Each ally within 30 feet who can hear the dawncaller sing can choose to enter a rage on her turn.

This rage functions identically to a barbarian's rage, except that it ends automatically if the dawncaller stops singing. If the ally already has the ability to rage, she can choose to apply the full effect of her own rage, but without spending one of her daily uses of the ability.

A dawncaller can't inspire fury in himself.

Inspire fury is a mind-affecting ability.

Song of the Mountain (Su): A 10th-level dawncaller with at least 18 ranks in Perform (sing) can imbue himself and his allies with great physical might and stability.

The dawncaller and any humanoid allies within 30 feet who can hear his song gain a +4 bonus to Strength and damage reduction 5/adamantine.

All creatures affected by the song of the mountain also gain a +4 bonus on checks to resist being bull rushed or tripped as long as they stand upon the ground.

The effect lasts for as long as the allies hear the dawns caller sing and for up to 5 rounds thereafter.

TABLE 5-4: THE DAWNCaller

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Bardic music, darkvision 60 ft.
2nd	+2	+0	+3	+0	Inspire courage
3rd	+3	+1	+3	+1	—
4th	+4	+1	+4	+1	Inspire stamina
5th	+5	+1	+4	+1	—
6th	+6	+2	+5	+2	Song of warding
7th	+7	+2	+5	+2	—
8th	+8	+2	+6	+2	Inspire fury
9th	+9	+3	+6	+3	—
10th	+10	+3	+7	+3	Song of the mountain

DEEPWARDEN

While clanwardens guard dwarf cities and clanholds as a last line of defense, deepwardens serve as a living early warning system against threats from both the environment and other creatures.

Deepwardens are typically adventurers or retired dwarf militia members who wish to explore the depths of the earth.

They travel deep underground and survive on their own, far from civilization.

There they search for new resources, threats, or other interesting findings, and send reports back to their city comrades.

Deepwardens are considered the first line of defense against invasions or other threats, and as such they must be both physically hardy and able to survive in the wilderness for an extended period.

A warden's first duty is to find out the nature of any threats to the community, then stay alive long enough to make sure his city is warned and can prepare.

If a dwarf can meet these criteria, whether through magic or might, he is welcomed among the deepwardens.

Unlike most dwarf NPCs, a deepwarden spends most of his time away from other dwarves and far from dwarf communities.

Many join with adventurers for a time as patrons or guides. Dwarfen lore is full of tales of deepwardens who saved a group of lost or imprisoned surface adventurers.

Adaptation: The deepwarden prestige class has many class features suitable for any class whose members spend a long time away from civilization yet still need to communicate with it.

Animal messenger, sending, and greater animal messenger would be appropriate class features for other prestige classes that focus on long-range reconnaissance, whether above the ground or below.

Hit Die: d12.

REQUIREMENTS

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

Race: Dwarf.

Base Attack Bonus: +5.

Skills: Climb 5 ranks, Heal 5 ranks, Jump 5 ranks,

Knowledge (dungeoneering) 5 ranks, Survival 5 ranks.

Feat: Endurance.

CLASS SKILLS

The deepwarden's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the deepwarden.

Weapon and Armor Proficiency: Deepwardens are proficient with all types of simple and martial weapons, all types of armor, and shields (except tower shields).

Track: A deepwarden gains Track as a bonus feat.

Trap Sense (Ex): A deepwarden has an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

These bonuses increase by 1 at every three deepwarden levels thereafter (4th, 7th, and 10th).

Trap sense bonuses gained from multiple classes stack.

Stone Warden (Ex): Beginning at 2nd level, a deepwarden knows how to use his strengths to compensate for his weaknesses.

He adds his Constitution bonus to AC instead of his Dexterity, if the character's Constitution bonus is higher.

The deepwarden loses this bonus to his Armor Class whenever he would normally be denied his Dexterity bonus to AC.

In such a situation, the deepwarden would still be considered flat-footed.

Animal Messenger (Sp): From 3rd level on, a deepwarden can compel a Tiny animal to carry a message to his allies at a spot he designates.

This ability functions as the *animal messenger* spell (see page 198 of the *Player's Handbook*), with a caster level equal to the deepwarden's class level.

Uncanny Dodge (Ex): Starting at 4th level, a deepwarden gains the ability to react to danger before his senses would normally allow him to do so.

He retains his Dexterity bonus (if any, or his Constitution bonus, if it's higher) to AC even if he is caught flat-footed or struck by an invisible attacker.

However, he still loses his Dexterity (or Constitution) bonus to AC if immobilized.

If a character gains uncanny dodge from a different class (a deepwarden with at least four levels of rogue, for example), he automatically gains improved uncanny dodge (see below) instead.

Stubborn Mind (Ex): Starting at 5th level, a deepwarden has a mental resistance to outside influences.

If a deepwarden with the stubborn mind ability is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

This ability also works against a mind flayer's *mind blast* attack.

Sending (Sp): Beginning at 6th level, a deepwarden can contact a particular creature with which he is familiar and send a short message of twenty-five words or less.

This ability functions as the *sending* spell (see page 275 of the *Player's Handbook*), with a caster level equal to the deepwarden's class level.

Swift Tracker (Ex): Beginning at 7th level, a deep warden can move at his normal speed while following tracks without taking the normal –5 penalty.

He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Improved Uncanny Dodge (Ex): At 8th level and higher, a deepwarden can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker.

This defense denies a rogue the ability to sneak attack the deepwarden by flanking him, unless the attacker has at least four more rogue levels than the target has deepwarden levels.

If a character already has uncanny dodge (see above) from a different class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Greater Animal Messenger (Sp): At 9th level, a deepwarden gains the *greater animal messenger* ability.

This functions as the *animal messenger* ability (see above), except the deepwarden can use an animal of up to Small size as his messenger.

TABLE 5-5: THE DEEPWARDEN

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+2	Track, trap sense +1
2nd	+2	+3	+0	+3	Stone warden
3rd	+3	+3	+1	+3	Animal messenger
4th	+4	+4	+1	+4	Trap sense +2, uncanny dodge
5th	+5	+4	+1	+4	Stubborn mind
6th	+6	+5	+2	+5	<i>Sending</i>
7th	+7	+5	+2	+5	Swift tracker, trap sense +3
8th	+8	+6	+2	+6	Improved uncanny dodge
9th	+9	+6	+3	+6	Greater animal messenger
10th	+10	+7	+3	+7	Trap sense +4

DIVINE PRANKSTER

While many gnome clerics follow the teachings of Garl Glittergold, a few have such great devotion to the Prankster God that they stand apart from others among his clergy.

These individuals embrace Garl's methods of teaching through harmless object lessons and dedicate their lives to acting as his agents in the world.

While some wonder whether devotion to the Prankster God or a wicked sense of humor actually drives these self-titled "pranksters", none can deny the potent abilities they exercise in their quest for the perfect educational prank. Multiclass cleric/bards make up the majority of pranksters. Other classes sometimes follow this path, but only after serving among the clergy of Garl Glittergold's church for a time, learning how to minister to the spiritual needs of others.

NPC divine pranksters love to try their tricks on adventurers and other visitors to gnome communities. Seeing how a newcomer reacts to a prank is one of the best ways to test her mettle.

Those who react with rage or violence quickly find themselves unwelcome among the gnomes, who tend to dislike anyone who can't take a joke.

Those who appreciate the humor behind a prank—or who find a clever and humorous way to retaliate—can earn much respect from other divine pranksters and gnomes in general.

Adaptation: The divine prankster prestige class combines features of both the bard and the cleric, allowing a multiclass bard/cleric to be as effective as his single-class counterparts.

With slight changes, the class is suitable for nongnome PCs, especially clerics who worship deities of trickery or humor.

Hit Die: d6.

REQUIREMENTS

To qualify to become a divine prankster, a character must fulfill all the following criteria.

Race: Gnome.

Skills: Bluff 8 ranks, Perform (comedy) 8 ranks, Sleight of Hand 8 ranks.

Spells: Able to cast 2nd-level divine spells.

Special: The character must be a worshiper of Garl Glittergold.

CLASS SKILLS

The divine prankster's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Knowledge (religion) (Int), Listen (Wis), Perform (Cha), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the divine prankster prestige class.

Weapon and Armor Proficiency: Divine pranksters gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a divine prankster gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If he had more than one spellcasting class before becoming a divine prankster, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Comedic Performance: Once per day per class level, a divine prankster can use his comedy to produce magical effects on those around him.

Each ability requires a minimum divine prankster level, and some require a minimum number of ranks in Perform (comedy) to qualify.

If a divine prankster has bard levels, he can add his bard levels to his divine prankster levels to determine the number of daily uses of his comedic performance.

Inspire Courage (Su): A divine prankster can use his comedic performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities.

To be affected, an ally must be able to hear the prankster perform.

The effect lasts for as long as the ally hears the prankster perform and for 5 rounds thereafter.

An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls.

Inspire courage is a mind-affecting ability.

A divine prankster's ability to inspire courage doesn't normally improve with level.

However, if a divine prankster already has this ability from another class (such as from bard levels), add together his class levels from all classes that grant this ability and compare the total to Table 3-4: The Bard on page 27 of the *Player's Handbook* to determine the morale bonus granted by this ability.

For example, a 2nd-level bard/3rd-level cleric/6th-level divine prankster would grant a +2 morale bonus on the appropriate rolls.

Enrage Enemies (Su): A divine prankster of 5th level or higher with 13 or more ranks in Perform (comedy) can use his comedic talents to enrage one or more creatures.

Each creature to be enraged must be within 90 feet, able to see or hear the divine prankster, and able to pay attention to him.

The divine prankster must also be able to see the creature.

The distraction of a nearby combat or other dangers does not prevent the ability from working, but grants the creature a +4 bonus on its Will save to resist the effect.

A divine prankster can target one creature per three class levels with this ability.

To use the ability, a divine prankster makes a Perform (comedy) check.

His check result is the DC for each affected creature's Will save against the ability.

If a creature's saving throw succeeds, the divine prankster cannot attempt to enrage that creature again for 24 hours.

If its saving throw fails, the creature focuses its attention on the divine prankster, making melee attacks against him each round (or closing with the divine prankster if melee attacks are not yet possible).

If the creature can't attack or approach the divine prankster, it stands in place, screaming in futile anger.

An enraged foe gains a +2 morale bonus on its attack rolls and damage rolls against the divine prankster, but takes a -4 penalty to its AC while enraged.

The effect lasts as long as the divine prankster continues to perform and concentrate (up to a maximum of 1 round per divine prankster level).

If the creature is attacked or injured by the divine prankster or his allies, the effect ends (for that creature only).

Alternatively, an ally of the affected creature can spend a standard action to attempt to break it free of its rage; doing this grants the creature a new saving throw with a +2 bonus.

Enrage enemies is an enchantment (charm), mind-affecting ability.

Killing Joke (Su): A 10th-level divine prankster with 18 or more ranks in Perform (comedy) has learned the secret of the killing joke.

The divine prankster must concentrate and perform for 3 consecutive rounds to set up a killing joke.

He must be able to see his potential victim, and his potential victim must be able to hear and understand him for this period.

During the first round, the prankster's prattle seems only annoying and harmless.

In the second round, the target can attempt a Sense Motive check, opposed by the prankster's Perform (comedy) check, to recognize the potential danger of the act.

A target who stops up his ears or otherwise renders himself incapable of hearing the divine prankster (typically requiring a standard action that does not provoke attacks of opportunity) is immune to the effect.

After the third round of comedic performance, the victim instantly dies unless he succeeds on a Will save (DC 10 + the divine prankster's level + divine prankster's Cha modifier).

Killing joke is an enchantment (compulsion), language-dependent, mind-affecting ability.

Infuse Figment (Su): Beginning at 2nd level, a divine prankster can expend a turn or rebuke undead attempt to infuse one of his illusion (figment) spells with a boost of extra realism.

Doing this increases by 10 the Will save DC to recognize the figment as illusory.

The save DC boost remains in effect for 1 hour or until the figment's duration has elapsed, whichever comes first.

Disguise Spell (Ex): From 3rd level on, a divine prankster knows how to disguise the somatic component of his spellcasting.

He must still gesture to cast spells, but these gestures appear to have no relation to casting a spell.

This ability increases the Spellcraft check DC to identify the spell he is casting by 5, and if the Spellcraft check fails by 5 or more, the identifying character misidentifies the spell cast.

At 9th level and higher, a divine prankster also knows how to disguise the verbal component of his spellcasting.

He must still speak to cast spells, but he can work the verbal component of the spell to be cast into normal conversation or any other form of vocal communication. This ability increases the Spellcraft check DC to identify the spell he is casting by 5, and if the Spellcraft check fails by 5 or more, the identifying character misidentifies the spell cast.

The divine prankster can use this ability in conjunction with his ability to disguise somatic components if he desires, thus increasing the Spellcraft check DC to identify one of his disguised spells by a total of 10.

Neither of these abilities makes a spell any less difficult to cast, nor do they eliminate the attacks of opportunity that spellcasting might provoke.

Zigzag (Ex): A divine prankster of 7th level or higher can deceive attackers into wasting their attacks.

Once per round, when the divine prankster takes an action that would provoke attacks of opportunity, he can attempt a Bluff check as a free action.

The divine prankster can use his Bluff check result as his AC against any attacks of opportunity incurred by his action.

TABLE 5-6: THE DIVINE PRANKSTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Comedic performance, inspire courage	+1 level of existing spellcasting class
2nd	+1	+0	+3	+3	Infuse figment	+1 level of existing spellcasting class
3rd	+1	+1	+3	+3	Disguise spell (somatic)	+1 level of existing spellcasting class
4th	+2	+1	+4	+4	—	+1 level of existing spellcasting class
5th	+2	+1	+4	+4	Enrage enemies	+1 level of existing spellcasting class
6th	+3	+2	+5	+5	—	+1 level of existing spellcasting class
7th	+3	+2	+5	+5	Zigzag	+1 level of existing spellcasting class
8th	+4	+2	+6	+6	—	+1 level of existing spellcasting class
9th	+4	+3	+6	+6	Disguise spell (verbal)	+1 level of existing spellcasting class
10th	+5	+3	+7	+7	Killing joke	+1 level of existing spellcasting class

EARTH DREAMER

Deep are the dreams of mountains, and the earth trembles with the power of their dreaming.

Earth dreamers move within these ancient dreams, attuning themselves to their power and mastering strange abilities over the earth.

Many other characters and creatures consider earth dreamers to be a strange lot, partly because these exotic spellcasters are liable to remain silent for years at a time, contemplating the power and beauty of the earth dream. Most earth dreamers are gnome druids or wizards, but spellcasters of every race have been known to pursue the power of the earth dream.

The dream dwarves (see page 88) number many earth dreamers among their race.

NPC earth dreamers are often the subject of a quest, with adventurers traveling to their remote shrines and lairs seeking wisdom and guidance.

When they stir from their communion with the earth, a dreamer makes a great guide to the underground world—provided you can keep up.

Adaptation: This class is earth-focused, suggesting that the earth dreamer class might have three counterparts that combine divination ability with affinity for the elements of fire, water, and air.

The prestige classes for the other three elements would replace the tremorsense and earth glide class features with other abilities related to their respective elements.

Looking at the special abilities of these elements' relevant elementals would be a good way to find such class features.

Hit Die: d4.

REQUIREMENTS

To qualify to become an earth dreamer, a character must fulfill all the following criteria.

Skills: Knowledge (nature) 5 ranks, Spellcraft 10 ranks.

Feats: Earth Sense*.

Special: Able to cast 1st-level spells.

* New feat described in Chapter 6.

CLASS SKILLS

The earth dreamer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Listen (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the earth dreamer prestige class.

Weapon and Armor Proficiency: Earth dreamers gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, an earth dreamer gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If she had more than one spellcasting class before becoming an earth dreamer, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Earth Friend (Ex): An earth dreamer knows how to get along well with earth creatures.

Creatures with the earth subtype automatically react to an earth dreamer in a friendlier manner than they otherwise would; their initial attitude (see page 72 of the *Player's Handbook*) is improved by one step.

Earth Dream (Sp): By attuning herself to the earth dream, an earth dreamer of 2nd level or higher can pull knowledge from the mountains.

This ability works like the *divination* spell in many ways, allowing an earth dreamer to ask one question and receive a short, often cryptic, answer.

An earth dreamer's chance of receiving an answer is equal to 70% + 2% per class level, and the dream only reveals correct answers.

The *earth dream* ability can be used only to answer questions that are connected to the mountains in some way.

In general, the dreamer can get answers to questions about creatures, objects, and locations within 50 miles of a mountain, including underground or hidden locations.

As with the *augury* and *divination* spells, multiple uses of this ability regarding the same topic by the same earth dreamer use the same dice result and reveal the same answer each time.

Using this ability takes 10 minutes, and the earth dreamer can use it once per day.

Lesser Tremorsense (Ex): Beginning at 3rd level, an earth dreamer is so in tune with the earth that she gains the tremorsense ability (see page 316 of the *Monster Manual*) with a range of 10 feet.

Her Earth Sense feat (see Chapter 6: Character Options) still functions beyond that range, but she can now sense and pinpoint foes within 10 feet without an action.

Earth Sight (Su): An earth dreamer of 4th level or higher can see through stone, dirt, or almost any other sort of earth except metal to a range of 30 feet, as easily as if the substance weren't there.

The earth dreamer can still see the stone or earth as a ghostly outline, so she can avoid walking into walls and can otherwise function normally.

This ability does not give an earth dreamer any special ability to see in darkness or into unlit areas.

Using this ability is a standard action.

Each use lasts for a number of rounds equal to 3 + the earth dreamer's Con modifier.

Earth Glide (Su): A 5th-level earth dreamer can move through earth like an earth elemental, gliding through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.

This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

A *move earth* spell cast on an area containing an earth gliding earth dreamer flings the dreamer back 30 feet, stunning her for 1 round unless she succeeds on a DC 15 Fortitude save.

Using this ability is a standard action.

Each use lasts for a number of rounds equal to 3 + the earth dreamer's Con modifier.

TABLE 5-7: THE EARTH DREAMER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Earth friend	+1 level of existing spellcasting class
2nd	+1	+3	+0	+3	Earth dream	+1 level of existing spellcasting class
3rd	+1	+3	+1	+3	Lesser tremorsense	+1 level of existing spellcasting class
4th	+2	+4	+1	+4	Earth sight	+1 level of existing spellcasting class
5th	+2	+4	+1	+4	Earth glide	+1 level of existing spellcasting class

GOLIATH LIBERATOR

Giants—especially frost and hill giants—sometimes kidnap and enslave goliaths, putting them to work performing menial labor in their mines or camps.

Particularly evil giants might even capture goliaths for the cook-pot or the sacrificial altar.

When goliaths don't return to camp, the entire tribe mobilizes to find them.

If the tribe is fortunate, it has one or more goliath liberators among its members to lead the rescue.

Goliath liberators are experts at infiltrating giant dwellings, freeing the captives within, then exacting revenge on the giants while the freed goliaths escape.

Many are their tribe's best soldiers and hunters, and they have honed their combat techniques against giants through bitter experience.

Fully half of all goliath liberators have spent time in the chains of giants.

Barbarians, rangers, and rogues are the classes most likely to have the combination of stealth and fighting prowess necessary to become a goliath liberator.

A few fighters and druids take a level or two of the prestige class as well.

When a goliath liberator is on the trail of captured goliaths, she brooks no opposition or delay, but she's often willing to enlist whatever allies happen to be available.

NPC goliath liberators sometimes strike up deals with adventurers, lending their strength to an assault on a giant fortress as long as they can free any goliath prisoners in the process.

If giants ever capture the PCs, their best hope for rescue might take the mottled, musclebound form of a goliath liberator.

Adaptation: While this prestige class is specific to goliaths, it can be converted into a different giant-fighting class with little difficulty.

If you do so, balance giant-specific class features (such as favored enemy) with class features that are useful against

giants but more broadly applicable (such as avoid thrown weapons).

Hit Die: d10.

REQUIREMENTS

To qualify to become a goliath liberator, a character must fulfill all the following criteria.

Race: Goliath.

Base Attack Bonus: +7.

Skills: Hide 5 ranks, Move Silently 5 ranks.

Feats: Track.

Special: The character must have participated in the successful rescue of captives held by giants, or must have been imprisoned by giants and escaped.

CLASS SKILLS

The goliath liberator's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Heal (Wis), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Survival (Wis), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the goliath liberator prestige class.

Weapon and Armor Proficiency: Goliath liberators gain proficiency with martial weapons and with light and medium armor.

Favored Enemy (Giant) (Ex): A goliath liberator has giants as a favored enemy.

Due to her extensive study of giants and training in the proper techniques for combating such creatures, the liberator gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against giants.

Likewise, she gets a +2 bonus on weapon damage rolls against such creatures.

These bonuses stack with those gained from the favored enemy (giants) class feature of other classes (such as ranger), but this ability does not increase those classes' other favored enemy bonuses.

For instance, if a 5th-level ranger/1st-level goliath liberator has already selected giants as one of her ranger favored

enemies, this +2 bonus would stack with the favored enemy (giants) bonus she already had.

It would not increase the character's favored enemy bonuses against other types of creatures.

This bonus increases to +4 when the liberator reaches 5th level.

Avoid Thrown Weapons (Ex): A goliath liberator of 2nd level or higher is adept at dodging rocks thrown by giants, and by extension has learned to avoid other thrown weapons.

She has a +2 dodge bonus to her AC against thrown weapons.

Equal Footing (Ex): The bigger they are, the harder a goliath liberator can make them fall.

At 3rd level, a goliath liberator gains Improved Trip as a bonus feat, even if she does not meet the prerequisites.

In addition, when making a trip attack against a creature at least one size category larger than she is, the goliath liberator gains an additional +4 bonus on her Strength check made to trip the opponent.

Avoid Reach (Ex): At 4th level and higher, a goliath liberator knows how to duck under and around the blows of even the longest-limbed giant.

This ability grants the liberator a +2 dodge bonus to AC against melee attacks made by creatures that are not adjacent to her.

TABLE 5–8: THE GOLIATH LIBERATOR

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+0	+0	Favored enemy (giants) +2
2nd	+2	+3	+0	+0	Avoid thrown weapons
3rd	+3	+3	+1	+1	Improved trip
4th	+4	+4	+1	+1	Avoid reach
5th	+5	+4	+1	+1	Favored enemy (giants) +4

IRON MIND

Elite warriors trained to resist mental compulsions of all kinds, members of the iron mind prestige class defend dwarf and gnome kingdoms against intrusions by mind flayers, dark elf enchanters, and the like.

An iron mind becomes one with her armor, and its presence protects her from mental assault as thoroughly as it wards against physical blows.

Iron minds combine the protection and assurance that their armor provides with rigorous training to overcome physical injury through mental power into one seamless fighting technique.

Not content to simply play a defensive role, iron minds train fiercely for confrontations against mind-controlling foes.

They then seek out those foes before the threat to their homelands grows too great.

Too few to march openly against mind flayer cities, the iron minds instead concentrate their efforts against powerful solitary foes: illithid scouts and envoys, evil fey, and others capable of mind control.

Dwarf psychic warriors are by far the most likely individuals to follow the path of the iron mind, but other races or classes occasionally dedicate themselves to the philosophy.

Prospective iron minds from other races and classes often multiclass before beginning their training in the prestige class, taking levels in ranger and wilder more frequently than other class levels.

Wherever mind flayers or other such foes menace dwarf communities, iron minds are there to bolster the mental defenses of their compatriots.

Iron minds try to blend in among the dwarves they're with, then surprise attackers by revealing their formidable psionic powers at a crucial moment.

Adaptation: This prestige class is more difficult to deconstruct and modify than others because it draws on so many disparate themes: enmity toward mind controllers, the dwarven desire for collective defense, and the power of psionics.

Changing any one of these elements results in a different class.

For example, the drow might have a prestige class designed for protection against mind flayers, but it would eliminate the Armor Proficiency (heavy) requirement and replace the damage reduction class feature (and perhaps the lend resolve class feature) with abilities more evocative of the drow, such as better spell resistance or new spell-like abilities.

Hit Die: d10.

REQUIREMENTS

To qualify to become an iron mind, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Concentration 8 ranks.

Feats: Armor Proficiency (heavy), Invest Armor*, Iron Will.

Powers: Able to manifest one 1st-level psionic power.

* New feat described in Chapter 6.

CLASS SKILLS

The iron mind's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Climb (Str), Concentration (Con), Craft (Int), Jump (Str), Knowledge (psionics)* (Int), Profession (Wis), Psicraft* (Int), Sense Motive (Wis), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

* A psionic skill described in Chapter 3 of the *Expanded Psionics Handbook*.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the iron mind prestige class.

Weapon and Armor Proficiency: Iron minds gain no proficiency with any weapon or armor.

Powers Known: At every level except 1st and 6th, an iron mind gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of iron mind to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before she became an iron mind, she must decide to which class she adds the new level of iron mind for the purpose of

determining power points per day, powers known, and manifest level.

Armored Mind (Su): An iron mind trains extensively in her armor, learning to trust its protective qualities implicitly. An iron mind wearing heavy armor can expend her psionic focus to add a morale bonus equal to the armor bonus from her armor (not including any enhancement bonus) to a single Will save.

Using armored mind is an immediate action (see the Swift and Immediate Actions sidebar, page 136).

The iron mind must decide whether or not to use this ability before rolling the saving throw.

An iron mind can use this ability once per day at 1st level, twice per day at 4th level, three times per day at 7th level, and four times per day at 10th level.

Damage Reduction (Ex): When psionically focused and wearing heavy armor, an iron mind of 2nd level or higher gains damage reduction 1/—.

This damage reduction stacks with damage reduction of the same sort (such as that of a barbarian), but not with other types.

An iron mind's damage reduction improves by 1 point every three levels above 2nd (to 2/— at 5th level and 3/— at 8th).

Mind Over Body (Ex): An iron mind trains to ignore pain, focus her will, and overcome her body's natural responses through sheer willpower.

Once per day, an iron mind of 3rd level or higher can use her Will save modifier in place of her Fortitude or Reflex save modifier.

The save is still treated as a Fortitude or Reflex save, and the result determined as normal for such a saving throw.

For example, if an iron mind had evasion and used mind over body to apply her Will save modifier to a Reflex save against a *fireball* in place of her normal Reflex save modifier,

she would take no damage on a successful save, as normal for evasion.

An iron mind can use this ability once per day at 3rd level, twice per day at 6th level, and three times per day at 9th level.

Using mind over body is an immediate action (see the Swift and Immediate Actions sidebar, page 136).

The iron mind must decide whether or not to use this ability before rolling the saving throw.

Mettle of Will (Ex): Beginning at 5th level, an iron mind's mental prowess allows her to shrug off many effects that would otherwise harm her.

If she makes a successful Will saving throw against any spell or special ability that would normally be reduced by a successful save, she suffers no effect from the attack.

This includes any effect with a saving throw entry of "Will half" or "Will partial", as well as any other attack that applies a lessened effect with a successful Will saving throw.

This ability applies only when the iron mind wears heavy armor.

Lend Resolve (Ex): At 8th level and higher, an iron mind can expend her psionic focus to grant an ally within 30 feet a bonus to his Will save equal to the iron mind's class level.

The iron mind must be able to see the ally in question.

Using lend resolve is an immediate action (see the Swift and Immediate Actions sidebar, page 136).

The iron mind must decide whether or not to use this ability before the ally rolls the saving throw.

Barbed Mind (Su): Any time a 10th-level iron mind succeeds on a Will saving throw against a mind-affecting effect, the creature that caused her to attempt the saving throw takes 1d6 points of nonlethal damage and 1 point of Wisdom damage from contacting the character's mind.

This ability only applies when the iron mind wears heavy armor.

TABLE 5-9: THE IRON MIND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers per Day
1st	+0	+0	+0	+2	Armored mind 1/day	—
2nd	+1	+0	+0	+3	Damage reduction 1/—	+1 level of existing manifesting class
3rd	+2	+1	+1	+3	Mind over body 1/day	+1 level of existing manifesting class
4th	+3	+1	+1	+4	Armored mind 2/day	+1 level of existing manifesting class
5th	+3	+1	+1	+4	Damage reduction 2/—, mettle of will	+1 level of existing manifesting class
6th	+4	+2	+2	+5	Mind over body 2/day	—
7th	+5	+2	+2	+5	Armored mind 3/day	+1 level of existing manifesting class
8th	+6	+2	+2	+6	Damage reduction 3/—, lend resolve	+1 level of existing manifesting class
9th	+6	+3	+3	+6	Mind over body 3/day	+1 level of existing manifesting class
10th	+7	+3	+3	+7	Armored mind 4/day, barbed mind	+1 level of existing manifesting class

PEREGRINE RUNNER

While goliath tribes are largely self-sufficient, they sometimes need to get a message to another tribe quickly, often because they're under attack or in some other danger. When such a need arises, the goliaths send an elite, fleet-of-foot warrior known as a peregrine runner.

Peregrine runners also serve as long-range scouts for their tribe, checking a far-off valley to see whether game is plentiful before the entire tribe breaks camp and travels there.

When a goliath tribe needs to send an envoy to lowlanders far below their lofty camps, it often sends a peregrine runner.

Peregrine runners are among the fastest land travelers in the mountains, able to scale the highest peaks to deliver a message or scout the lands beyond.

Because they travel so much, peregrine runners tend to be more worldly than the average goliath and fit in well with those not of their tribe (although their size makes it difficult for any goliaths to "blend in" with most humanoids).

A wide array of characters find the life of a peregrine runner appealing, with rogues and barbarians represented slightly more than other classes.

The prestige class is a natural for bards adept at social interaction, but many bards find the dawns caller class more attractive.

If you see a goliath in tribal garb visiting a human or dwarf city—or anywhere out of the mountains—you're probably looking at a peregrine runner.

Peregrine runners can also be found scouting new mountain territory for their tribe, so they're often present in the mountains even when other goliaths are not.

Adaptation: This class, while ostensibly specific to goliaths, could be adapted for any prestige class that focuses on mountain travel.

If you adapt it, be sure to balance abilities useful only in the mountains (such as mountain stride) with abilities gained in the mountains but useful elsewhere (such as fast movement).

Peregrine runners act as envoys of their tribes, so there's a diplomatic element to this class that might not be appropriate for other mountain-based races or classes.

Hit Die: d8.

REQUIREMENTS

To qualify to become a peregrine runner, a character must fulfill all the following criteria.

Race: Goliath.

Base Attack Bonus: +4.

Skills: Climb 9 ranks, Diplomacy 4 ranks, Handle Animal 4 ranks, Jump 9 ranks.

Feats: Endurance, Run.

CLASS SKILLS

The peregrine runner's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the peregrine runner prestige class.

Weapon and Armor Proficiency: Peregrine runners gain no proficiency with any weapon or armor.

Mountain Stride (Ex): A peregrine runner can move through scree and dense rubble at his normal speed.

He can also move up steep slopes and stairs at his normal speed.

See pages 89–91 of the *Dungeon Master's Guide* for descriptions of terrain types.

Peregrine Companion (Ex): A peregrine runner gains an animal companion: the peregrine falcon that lends its name to the prestige class.

This animal is a loyal companion that accompanies the peregrine runner on his adventures as appropriate.

A peregrine falcon uses the statistics of a hawk (found on page 273 of the *Monster Manual*).

This ability functions like a druid's animal companion, except that the peregrine runner doesn't get a choice of animal.

If a character already has a peregrine falcon animal companion from another class, the levels of that class stack with his peregrine runner class levels to determine the falcon's power and abilities according to the animal companion table on page 36 of the *Player's Handbook*.

If a peregrine runner already has an animal companion other than a peregrine falcon from another class, the levels

don't stack, and the falcon becomes a second animal companion.

Skirmish (Ex): A peregrine runner of 2nd level or higher relies on mobility to deal extra damage and improve his defense.

The character deals an extra 1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet.

The extra damage applies only to attacks taken during the peregrine runner's turn.

This extra damage increases by 1d6 for every four levels gained above 2nd (2d6 at 6th, 3d6 at 10th, and so forth).

The extra damage only applies against living creatures that have a discernible anatomy.

Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage.

The peregrine runner must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot.

Peregrine runners can apply this additional damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 4th level, a runner also gains a +1 competence bonus to AC during any round in which he moves at least 10 feet.

The bonus applies as soon as the peregrine runner has moved 10 feet, and lasts until the start of his next turn.

This bonus improves to +2 at 8th level.

A peregrine runner loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

If he gains the skirmish ability from another class, the bonuses stack.

Great Stamina (Ex): At 3rd level and higher, a peregrine runner has conditioned his body for maximum stamina. The character suffers none of the effects of fatigue—except that when he is exhausted, the peregrine runner becomes fatigued.

Slow Fall (Ex): At 3rd level and higher, a peregrine runner within arm's reach of a wall can use it to slow his descent. When first using this ability, he takes damage as if the fall were 20 feet shorter than it actually is.

A peregrine runner's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his peregrine runner level until at 9th level he can use a nearby wall to slow his descent and reduce the effective distance of his fall by 50 feet.

Climb Speed: Beginning at 4th level, a peregrine runner has a preternatural ability to climb, giving him a climb speed of 20 feet.

This ability also gives the peregrine runner a +8 racial bonus on Climb checks.

He can always take 10 on Climb checks, even when distracted or threatened.

At 8th level and higher, a peregrine runner has a climb speed of 40 feet.

Fast Movement (Ex): Starting at 5th level, a peregrine runner's land speed is faster than the norm for his race by 10 feet.

This benefit applies only when he is wearing no armor or light armor and not carrying a medium or heavy load.

If a peregrine runner gains fast movement from another class, such as barbarian or monk, the bonuses to speed stack.

Inexhaustible Stamina (Ex): At 9th level and higher, a peregrine runner is a paragon of fitness, able to run and climb ceaselessly. He has immunity to all fatigue and exhaustion effects.

TABLE 5-10: THE PEREGRINE RUNNER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Mountain stride, peregrine companion
2nd	+1	+3	+3	+0	Skirmish +1d6
3rd	+2	+3	+3	+1	Great stamina, slow fall 20 ft.
4th	+3	+4	+4	+1	Climb 20 ft., skirmish +1/+1d6
5th	+3	+4	+4	+1	Fast movement, slow fall 30 ft.
6th	+4	+5	+5	+2	Skirmish +1/+2d6
7th	+5	+5	+5	+2	Slow fall 40 ft.
8th	+6	+6	+6	+2	Climb 40 ft., skirmish +2/+2d6
9th	+6	+6	+6	+3	Inexhaustible stamina, slow fall 50 ft.
10th	+7	+7	+7	+3	Skirmish +2/+3d6

RUNESMITH

While nearly any member of dwarf society can learn a little bit of arcane magic, becoming a runesmith requires a whole different level of dedication.

Runesmiths are respected members of dwarf society, always in high demand before any sort of athletic competition, expedition, or battle.

A runesmith has learned to harness the power of runes and can fling *fireballs* and other staple arcane spells even while encased in full plate armor.

As his power increases, he can inscribe runes that even nonspellcasters can use.

At the height of his powers, he can use himself as the surface for a powerful, permanent rune.

While becoming a runesmith is difficult, many wizards and sorcerers flock to the class to broaden their understanding of magic—and get the chance to cast spells in armor without an arcane spell failure chance.

Most dwarves take a single level in fighter to get the necessary armor proficiencies, but others take the Armor Proficiency (heavy) feat because they're unwilling to give up even one level of spellcasting.

While the practice is primarily dwarven in origin, gnomes and goliaths both have enough familiarity with runes—and good enough relations with the dwarves—to find teachers for the art.

While many runesmiths are accomplished artisans and stonecarvers, NPC runesmiths are often found with battleaxes in hand, not stone chisels.

Because they can wear heavy armor—often armor they've made themselves—runesmiths make valuable additions to a unit of dwarf warriors, using their offensive spells like artillery to soften up the enemy before the dwarves advance.

Adaptation: The runesmith class offers a benefit compelling to wizards and sorcerers—the chance to wear heavy armor—but uses the Armor Proficiency (heavy) requirement as a balancing factor.

The flavor of the class is strongly dwarven, and the ability to wear heavy armor combines well with the special dwarf movement rules.

If you create a non dwarven version of this class, make the entry requirements some what tougher and develop a strong story to support these rune-carving arcanists.

Hit Die: d6.

REQUIREMENTS

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

Race: Dwarf.

Skills: Concentration 5 ranks, Craft (stoneworking) 8 ranks.

Feats: Armor Proficiency (heavy), Scribe Scroll.

Spells: Able to cast 1st-level arcane spells.

CLASS SKILLS

The runesmith's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the runesmith prestige class.

Weapon and Armor Proficiency: Runesmiths gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a runesmith gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If he had more than one arcane spellcasting class before becoming a runesmith, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Rune Magic (Ex): A runesmith learns to prepare his arcane spells as runes inscribed on solid objects (usually small tablets of stone, but other objects are possible).

He prepares spells as normal, except that instead of readying the spells in his mind, he readies them in the form of runes.

Preparing daily spells takes the same amount of time as normal preparation and requires the same amount of rest beforehand.

A runesmith can leave spell slots unprepared to scribe runes at a later time, just as a wizard can leave spell slots unprepared and fill them later.

A runesmith who casts a spell prepared in rune form can cast it with out any somatic component.

However, all spells cast from rune form automatically have a material component (the rune itself).

In casting the spell, the rune is erased from the tablet, just as a spell cast normally by a wizard is erased from his mind.

A runesmith cannot get around the runic material component by means of an ability or feat such as Eschew Materials, although he can use such feats and abilities to waive any other material components for a spell he prepares in rune form, subject to the limitations of the ability.

In all other ways, spells prepared in rune form are treated identically to spells prepared in the normal method.

A runesmith can still prepare and cast his spells in the regular fashion if he so desires, subject to the normal arcane spell failure chances for any armor worn.

Stonecraft Expertise (Ex): Beginning at 2nd level, a runesmith gains a bonus equal to his class level on Appraise and Craft checks related to objects made of stone.

Share Runes (Ex): At 3rd level and higher, a runesmith can prepare a limited number of rune-form arcane spells such that they can be activated (cast) by any character.

The spell's casting time remains the same, and it is just as effective as a spell cast by the runesmith himself.

The spell's level is increased by two, much as if a metamagic feat had been applied to it.

For example, a 5th-level wizard/4th-level runesmith could prepare a shared rune of the *fly* spell.

This rune would be treated as a 5th-level spell, would require a standard action to cast, and would function as if he had cast the spell himself for the purpose of duration, caster level, and the like.

A runesmith can prepare a maximum number of shareable runes each day equal to his Constitution modifier (minimum 1).

Each time this ability is used to prepare a sharable rune, that rune takes up one of the runesmith's available spell slots for that day.

So in the example above, the *fly* rune prepared by the runesmith would take up one of his 5th-level spell slots.

Permanent Rune (Ex): A 5th-level runesmith knows the secret of inscribing a permanent rune of a single chosen spell into his flesh.

To inscribe a permanent rune, a runesmith must permanently sacrifice an arcane spell slot of one level higher than the spell to be inscribed as a permanent rune, and spend 24 hours inscribing the rune.

If the spell has a costly material component, he must expend resources equal to 20 times the gp cost of the material component.

If it has a costly focus, he must expend resources equal to the cost of the focus.

If the spell has an XP cost, he must spend XP as if he had cast the spell normally.

Once he has inscribed a spell as a permanent rune, a runesmith can activate the chosen spell as a spell-like ability (using his arcane caster level as the caster level) twice per day.

TABLE 5-11: THE RUNESMITH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Rune magic	+1 level of existing arcane spellcasting class
2nd	+1	+3	+0	+3	Stonecraft expertise	+1 level of existing arcane spellcasting class
3rd	+1	+3	+1	+3	Share runes	+1 level of existing arcane spellcasting class
4th	+2	+4	+1	+4	—	+1 level of existing arcane spellcasting class
5th	+2	+4	+1	+4	Permanent rune	+1 level of existing arcane spellcasting class

SHADOWCRAFT MAGE

Illusionist is one of the most popular spellcasting classes among gnomes due to their natural affinity for illusions. Some gnomes have an even greater affinity for illusions than the average representative of their race, resulting in the prestige class known as the shadowcraft mage.

Gnome society has a great call for individuals who can make one thing look like another for the purpose of decorating, costuming, or playing pranks on people. Shadowcraft mages have a more practical attitude about illusion and focus on the daily application of their powers. Wizards and sorcerers are natural fits for the shadowcraft mage prestige class.

Bards also find it a natural extension of their magical leanings, making for diverse backgrounds among those with this profession.

In general, an NPC shadowcraft mage only reveals herself when she wants to be found—even then, she rarely shows her true form.

Dealing with a shadowcraft mage means peering through layer after layer of misdirection and deception.

Among the most powerful shadowcraft mages, illusion becomes an effective substitute for reality, with shadowcraft conjurations and evocations functioning almost as well as their standard counterparts.

Adaptation: A cabal of nongnome illusionists could certainly use this prestige class; simply replace the racial requirement with a requirement that shadowcraft mages be members of the cabal.

The requirement for a 4th-level spell from the shadow subschool restricts this class to arcane spellcasters.

If not for that requirement, clerics with the *Trickery* domain could qualify more easily than wizards and sorcerers.

Hit Die: d4.

REQUIREMENTS

To qualify to become a shadowcraft mage, a character must fulfill all the following criteria.

Race: Gnome.

Skills: Bluff 4 ranks, Hide 4 ranks.

Feats: Spell Focus (illusion).

Spells: Able to cast at least three illusion spells, including at least one shadow spell of 4th level or higher.

CLASS SKILLS

The shadowcraft mage's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Disguise (Cha), Hide (Dex), Knowledge (arcana) (Int), Move Silently (Dex), Perform (Cha), Search (Int), Spellcraft (Int), and Spot (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the shadowcraft mage prestige class.

Weapon and Armor Proficiency: Shadowcraft mages gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a shadowcraft mage gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting

class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If she had more than one spellcasting class before becoming a shadowcraft mage, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Cloak of Shadow (Su): A shadowcraft mage can cloak her form in shifting shadows.

This ability provides her with a variable amount of concealment depending on her level.

While her cloak of shadow is active, attacks against a shadowcraft mage have a miss chance equal to $15\% + 5\%$ per class level (to a maximum of 40% at 5th level).

Darkvision and low-light vision offer no help in piercing the cloak of shadow, although any creature that can see in magical darkness can ignore the miss chance, as can a creature with *true seeing*.

A shadowcraft mage can dismiss or resume this effect as a free action.

While her cloak of shadow is active, a shadowcraft mage can make Hide checks as if she had concealment.

Cloak of shadow doesn't function in daylight, and it is the equivalent of a 3rd-level *darkness* effect for the purpose of interacting with light spells.

Silent Illusion (Ex): After a shadowcraft mage reaches 2nd level, all spells from the illusion school that she casts no longer require a verbal component, as if the Silent Spell feat had been applied to them.

The levels and casting times of these illusion spells don't change, however.

If a shadowcraft mage casts illusion spells that can't be affected by the Silent Spell feat (for instance, if the character casts bard spells), this ability has no effect on those spells.

Shadow Illusion (Su): Beginning at 3rd level, a shadowcraft mage is able to infuse some of her figments (see the list

below) with material from the Plane of Shadow, making them partially real.

The subschool of these spells changes from figment to shadow.

A shadowcraft mage can use the altered spell to mimic any sorcerer or wizard conjuration (summoning), conjuration (creation), or evocation spell at least one level lower than the illusion spell.

The altered spell functions identically to the *shadow conjuration* or *shadow evocation* spell, except that the spell's strength equals 10% per level of the figment spell used.

For example, a shadowcraft mage who uses *silent image* to create an *acid splash* would deal 10% of the normal damage to a creature that succeeds on its Will save to disbelieve the shadow.

If she used *programmed image* to mimic *summon monster V*, the creature would have 60% of the hit points of a normal creature of its kind, and its damage would be 60% normal against a creature that succeeds on its Will save to disbelieve.

A shadowcraft mage can apply shadow illusion to any of the following figment spells: *silent image*, *minor image*, *major image*, *persistent image*, and *programmed image*.

Extended Illusion (Ex): After a shadowcraft mage reaches 4th level, the duration of any illusion spell she casts or and spell-like ability from the illusion school that she uses is doubled, as if the Extend Spell feat had been applied to it. The levels and casting times of these spells and spell-like abilities don't change, however.

This ability stacks with the effect of the Extend Spell feat, which still changes the spell's effective level.

Powerful Shadow Magic (Su): When a shadowcraft mage reaches 5th level, the strength of the effects created by her *shadow conjuration*, *shadow evocation*, *greater shadow conjuration*, *greater shadow evocation*, and *shades* spells increases by 20%.

That is, these spells are an additional 20% likely to affect disbelieving creatures and deal 20% more damage.

This bonus also applies to figment spells transformed into shadow spells via the shadow illusion power (see above).

TABLE 5-12: THE SHADOWCRAFT MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Cloak of shadow	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Silent illusion	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Shadow illusion	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Extended illusion	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Powerful shadow magic	+1 level of existing spellcasting class

STONEBLESSED

A stoneblessed bonds to the stone of the mountains, blending into a dwarf, gnome, or goliath community and making it her home.

A stoneblessed character usually lives with her chosen race for several years, learning customs and building solid bonds of friendship and trust.

At the end of this period, the potential stoneblessed is invited into the tribe, clan, or community and is forever after considered a member of her chosen people.

Once this ceremony is finished, the members of the adopted community expect the stoneblessed to put her

interests above even those of the individual's native race—they consider their home to be the stoneblessed's home, and they expect the stoneblessed to feel the same.

Although members of other races comprise the vast majority of the stoneblessed, dwarves, gnomes, and goliaths occasionally become stoneblessed as well.

An individual usually makes this choice because she feels strongly drawn to one of the other races of stone.

For example, those goliaths brave enough to venture into the deep caverns to trade with dwarves occasionally decide to stay; after a few years, they might join the dwarf community permanently.

An NPC stoneblessed is usually easy to spot because she sticks out like a sore thumb.

The centaur living in the extra-large gnome burrow, the exiled drow who teaches magic to the dwarves, and the hill giant towering above even the goliaths—all are obviously not like their fellows.

Yet no matter how odd they appear, stoneblessed are fully integrated into their adopted cultures.

In fact, many stoneblessed are more mindful of their adopted cultural traditions than native members of a community because they consciously try to be good “gnomes”, “dwarves”, or “goliaths”.

Adaptation: This prestige class—or one like it that you make yourself—is a way to give racial abilities to creatures not of that race.

The class offers racial abilities based on specialized training or cultural immersion first, saving spell-like abilities and more obviously magical or biological abilities for the 3rd (and highest) level of the prestige class.

If you're creating a prestige class tied to a particularly powerful race, you might need more than three levels to effectively balance powerful racial abilities.

Hit Die: d8.

REQUIREMENTS

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

Creature Type: Giant, humanoid, or monstrous humanoid.

Skills: Appraise 2 ranks, Craft (stoneworking) 5 ranks.

Special: The character must be able to speak Dwarven, Gnome, or Goliath (must match the language of the chosen race), as well as Terran.

Special: The character must be invited to become a stoneblessed by a member of the chosen race.

Fulfilling this requirement usually entails living with the race in question for several years, although it might (at the DM's discretion) also involve the completion of a single great task.

CLASS SKILLS

The stoneblessed's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Jump (Str), and Profession (Wis).

Each stoneblessed character gains additional class skills based on the race to which she forms a bond (see stonebond, below).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the stoneblessed prestige class.

Weapon and Armor Proficiency: Stoneblessed gain no proficiency with any weapon or armor.

Stonebond (Ex): A stoneblessed must choose one race of stone with which to bond: dwarf, gnome, or goliath.

This choice must be the same race that invited the stoneblessed to become one of them (see Requirements, above).

Depending on her choice, a stoneblessed gains certain abilities.

Dwarf: A dwarf-bonded stoneblessed adds Appraise (Int), Intimidate (Cha), Knowledge (architecture and engineering) (Int), and Knowledge (dungeoneering) (Int) to her list of stoneblessed class skills.

A dwarf-bonded stoneblessed gains a +2 bonus on Appraise and Craft checks related to stone or metal.

Gnome: A gnome-bonded stoneblessed adds Bluff (Cha), Hide (Dex), Listen (Wis), Perform (Cha), and Spellcraft (Int) to her list of stoneblessed class skills.

A gnome-bonded stoneblessed gains a +2 bonus on Listen and Craft (alchemy) checks.

Goliath: A goliath-bonded stoneblessed adds Balance (Dex), Diplomacy (Cha), Knowledge (geography) (Int), Sense Motive (Wis), and Survival (Wis) to her list of stoneblessed class skills.

A goliath-bonded stoneblessed gains a +2 bonus on Sense Motive checks and can engage in accelerated climbing (climbing half her speed as a move action) without suffering the –5 penalty on the Climb check.

Racial Battle Technique (Ex): At 2nd level and higher, a stoneblessed gains a +4 dodge bonus to Armor Class against monsters of the giant type.

In addition, she gains another ability based on her chosen race: A dwarf-bonded stoneblessed gains a +1 bonus on attack rolls against orcs and goblinoids.

A gnome-bonded stoneblessed gains a +1 bonus on attack rolls against kobolds and goblinoids.

A goliath-bonded stoneblessed gains a +1 bonus on attack rolls against giants.

Stoneborn (Ex): At 3rd level, a stoneblessed completes the bond with her chosen race.

The stoneblessed gains a permanent +2 increase to her Constitution score.

In addition, for all effects related to race, a stoneblessed is considered a member of the race to which she is bonded.

For example, dwarf-bonded stoneblessed are just as vulnerable to effects and abilities that affect dwarves as actual dwarves are (such as a ranger's favored enemy ability), and they can use magic items that are usable only by dwarves.

The stoneblessed meets any racial prerequisite for prestige classes and feats as if she were a member of her bonded race.

Finally, the stoneblessed gets an ability based on her type of racial bond:

Stonecunning (Ex): A dwarf-bonded stoneblessed gains a +2 bonus on Search checks to notice unusual stonework. Something that isn't stone but that is disguised as stone also counts as unusual stonework.

A dwarf-bonded stoneblessed who merely comes within 10 feet of unusual stonework can make a Search check as if she were actively searching, and a dwarf-bonded stoneblessed can use the Search skill to find stonework traps as a rogue can.

A dwarf-bonded stoneblessed can also intuit depth, sensing her approximate depth underground as naturally as a human can sense which way is up.

Speak with Animals (Sp): Once per day, a gnome-bonded stoneblessed can use *Speak with Animals*, as the spell cast by a 1st-level druid.

Toughness: A goliath-bonded stoneblessed emulates the resilience of the goliath tribesfolk and gains Toughness as a bonus feat.

TABLE 5-13: THE STONEBLESSED

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+2	+0	+0	Stonebond
2nd	+1	+3	+0	+0	Racial battle technique
3rd	+2	+3	+1	+1	Stoneborn

BEHIND THE CURTAIN: THE STONEBLESSED PRESTIGE CLASS

The requirements for this prestige class are deliberately set lower than normal for a prestige class. A character can qualify for this class as early as 2nd level, take her 3rd character level in

stoneblessed, and finish progressing through the class by the time she reaches 5th level. This “early in, early out” feature makes it possible for a stoneblessed to pursue a dwarf-, gnome-, or goliath-oriented prestige class at a fairly low level, rather than forcing such a character to wait for an unreasonably long time.

STONEDEATH ASSASSIN

For as long as the two ancient races have existed, dwarves and goblins have fought.

They share an affinity for underground living, but dwarves live for honor and craft, while goblins and their kin practice brutality and spread strife.

Through the many wars that the two races have waged against one another, their stone citadels and underground strongholds have given the stout and honorable dwarves a tremendous advantage.

Although the goblinoids easily outnumber the dwarves, their swarming hordes cannot overcome strong stone walls and carefully trapped corridors.

Through the years, the smartest and cruelest among the goblinkin began to train in earnest to overcome these strongholds, striving to turn the dwarves’ affinity for stone into a weakness rather than a strength.

The best of these creatures developed their own affinity with stone, and they began to infiltrate dwarf strongholds, disarming traps, weakening gates, and assassinating dwarf leaders just as they were trying to organize their people to repel a goblin invasion.

Most stonedeath assassins are hobgoblin rogues or rangers, but bugbears and even exceptional goblins have been known to undertake stonedeath training.

NPC stonedeath assassins are usually found sneaking their way through dwarven defenses—if they’re found at all. Often they merely leave bearded corpses in their wake. Even when they’re not on missions for their goblinoid masters, stonedeath assassins like to hunt dwarves for sport, dwarven mining operations being a favorite hunting ground.

A stone death assassin sometimes lurks in the tunnels of a dwarven mine for days, picking off miners one by one until the dwarves either retreat or form warbands to chase the assassin down.

Adaptation: The stonedeath assassin prestige class combines traditional rogue and assassin abilities with ones related to the likely environment the class will hunt in. You could create a similar “poison thorn assassin” class, for example, that was designed for elves, not goblinoids. You would replace *meld into stone*, *stoneskulk*, and corrupt stone with *forestskulk*, *tree shape*, and perhaps *tree stride* or *blight*.

Rather than stonedeath strike as a 5th-level ability, perhaps a poison thorn assassin can exude its own poison periodically for a particularly deadly attack.

Hit Die: d6.

REQUIREMENTS

To qualify to become a stonedeath assassin, a character must fulfill all the following criteria.

Creature Type: Goblinoid subtype.

Base Attack Bonus: +3.

Skills: Hide 8 ranks, Move Silently 8 ranks.

CLASS SKILLS

The stonedeath assassin’s class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

See Chapter 4 of the *Player’s Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the stonedeath assassin prestige class.

Weapon and Armor Proficiency: Stonedeath assassins gain no proficiency with any weapon or armor.

Meld into Stone (Sp): In perfecting their skills to elude pursuit within the halls of a dwarf stronghold, stonedeath assassins develop a near mystical ability to meld with stone surfaces for brief periods.

A stonedeath assassins can use *meld into stone* as the spell of the same name cast by a cleric of a level equal to the stonedeath assassin’s class level.

A stonedeath assassin can use this ability once per day per class level.

Trapfinding (Ex): A stonedeath assassin can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden.

Finding a magic trap has a DC of 25 + the level of the spell used to create it.

A stonedeath assassin can use the Disable Device skill to disarm magic traps.

A magic trap generally has a DC of 25 + the level of the spell used to create it.

A stonedeath assassin who beats a trap’s DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Sneak Attack: If a stone death assassin of 2nd level or higher can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.

Basically, the stonedeath assassin’s attack deals extra damage any time his target would be denied a Dexterity

bonus to AC (whether the target actually has a Dexterity bonus or not), or when the stonedeath assassin flanks his target.

This extra damage is 1d6 at 2nd level, and it increases to 2d6 at 4th level.

Should the stonedeath assassin score a critical hit with a sneak attack, this extra damage is not multiplied.

(See Table 8–5: Attack Roll Modifiers and Table 8–6: Armor Class Modifiers, page 151 of the *Player's Handbook*, for combat situations in which the stonedeath assassin flanks an opponent or the opponent loses his Dexterity bonus to AC).

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

A stonedeath assassin can't strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, a stonedeath assassin can make a sneak attack that deals nonlethal damage instead of lethal damage.

He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty, because he must make optional use of his weapon to execute a sneak attack.

(See Nonlethal Damage, page 146 of the *Player's Handbook*).

A stonedeath assassin can sneak attack only living creatures that have a discernible anatomy—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack.

Any creature that is immune to extra damage from critical hits is not vulnerable to sneak attacks.

The stonedeath assassin must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot.

A stonedeath assassin cannot sneak attack while striking a creature with concealment (see page 152 of the *Player's Handbook*) or striking the limbs of a creature whose vitals are beyond reach.

Stoneskulk (Ex): At 2nd level, a stonedeath assassin learns subtle tricks for moving and blending with stone, especially in caverns and worked stone corridors.

When underground and touching a stone surface, the character can use the Hide skill even if the terrain doesn't grant cover or concealment.

Corrupt Stone (Su): More than simple assassins, the disciples of this class turn their deep understanding and devoted training against the stone that their dwarf enemies love so much.

Starting at 3rd level, a stonedeath assassin can weaken and corrupt objects of stone and creatures of earth with a simple touch.

With a successful melee touch attack, a stonedeath assassin can deal 3d6 points of damage to a stone object or a creature with the earth subtype.

This damage ignores the hardness of such an object or overcomes the natural damage reduction of such a creature. This damage increases to 4d6 points at 4th level and 5d6 points at 5th level.

A stonedeath assassin can use this ability once per round, up to a maximum number of times per day equal to his class level.

Stonedeath Strike (Su): If a 5th-level stone death assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage,

the sneak attack has the additional effect of petrifying the target.

While studying the victim, the stonedeath assassin can undertake other actions so long as his attention stays focused on the target, the target does not detect the stonedeath assassin or recognize him as an enemy, and both remain in contact with a stone surface.

If the victim of such an attack fails a Fortitude save (DC 10 + stonedeath assassin's class level + the stonedeath assassin's Int modifier), the victim's body is petrified (as the *flesh to stone* spell).

Humanoids with the dwarf or gnome subtype take a –4 penalty on this save.

If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Once a stonedeath assassin has completed the 3 rounds of study, he must make the attack within the next 3 rounds.

If a stonedeath strike is attempted and fails (the victim makes her save) or if the stonedeath assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before the assassin can attempt another stonedeath strike.

Both the stonedeath assassin and the victim must remain in contact with a stone surface while the assassin studies the victim and while the attack is made.

TABLE 5–14: THE STONEDEATH ASSASSIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Meld into stone, trapfinding
2nd	+1	+0	+3	+0	Sneak attack +1d6, stoneskulk
3rd	+2	+1	+3	+1	Corrupt stone
4th	+3	+1	+4	+1	Sneak attack +2d6
5th	+3	+1	+4	+1	Stonedeath strike

STONESPEAKER GUARDIAN

The stonespeaker guardian taps into the divine power of the earth itself to defend her fellow stonespeakers, as well as other goliaths and friendly races, from their enemies. Equally adept at spellcasting and melee combat, the stonespeaker guardian is a terror to behold for the giant, orc, or other marauder who has aroused the stonespeaker's ire.

Stonespeaker guardians typically come from the ranks of goliath druids of the stonespeakers (see page 82).

Some multiclass as barbarians, rangers, or fighters to improve their martial abilities.

NPC stonespeaker guardians act in accordance with the concord of stonespeakers, and most use spells such as *animal messenger* to stay in contact with their brethren.

Many stonespeaker guardians attach themselves to goliath tribes for months or years, and they are accorded the respect due elders for their wisdom.

Others move across the mountains by themselves or in small groups, settling disputes within or among the tribes before moving on.

Adaptation: One of the key features of the stonespeaker guardian prestige class is the ability to use the Stone Form feat in conjunction with the wild shape ability to turn into a kind of creature a druid can't become.

A similar class based in a volcanic region might take on a fiery form or one made from magma. An "oceanspeaker guardian" could take a watery form and gain a swim speed, eventually acquiring the vortex special ability possessed by water elementals.

Hit Die: d8.

REQUIREMENTS

To qualify to become a stonemaker guardian, a character must fulfill all the following criteria.

Race: Feral gargon or goliath.

Skills: Knowledge (nature) 6 ranks, Survival 8 ranks.

Feats: Endurance, Stone Form*.

Special: Wild shape ability.

* New feat described in Chapter 6.

CLASS SKILLS

The stonemaker guardian's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Search (Int), Spot (Wis), and Survival (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the stonemaker guardian prestige class.

Weapon and Armor Proficiency: Stonemaker guardians gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a stonemaker guardian gains new spells per day (and spells known, if applicable) as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If she had more than one divine spellcasting class before becoming a stonemaker guardian, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Stony Hide (Ex): The natural armor bonus of a stonemaker guardian under the effect of the Stone Form feat improves by 1 per class level, up to a maximum of +5 at 5th level.

Wild Shape (Su): A stonemaker guardian's class levels stack with levels from all other classes that grant the wild shape ability to determine the maximum Hit Dice of the forms she can assume and the amount of time she can spend in one wild shape.

At 2nd level and again at 4th level, a stonemaker guardian gains one additional use of wild shape per day.

This benefit stacks with her number of daily uses gained from other classes that grant that ability.

She doesn't gain any additional wild shape-related class features, such as the ability to wild shape into Large animals, plants, and so on.

Stoneslam Attack (Ex): The slam attacks of a stonemaker guardian of 3rd level or higher under the effect of the Stone Form feat deal damage as if the stonemaker guardian were one size category larger than she is.

A Medium stonemaker guardian, for example, deals 2d6 points of damage with her slam attacks instead of the normal 1d8 points of a Medium character.

Fortification (Ex): When a critical hit or sneak attack is scored on a stonemaker guardian of 4th level or higher, there is a 50% chance the critical hit or sneak attack is negated and damage is instead rolled normally.

Earth Glide (Su): A 5th-level stonemaker guardian under the effect of the Stone Form feat can glide through the earth like an earth elemental.

The stonemaker guardian moves at half speed while gliding through the earth in this manner, but she can move through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.

This burrowing leaves no tunnel or hole, nor does it create any ripple or other signs of its presence.

A *move earth* spell cast on an area containing a stonemaker guardian moving in this manner flings the guardian back 30 feet, stunning her for 1 round unless she makes a DC 15 Fortitude save.

Earth Master: At 5th level, a stonemaker guardian gains Earth Master (see Chapter 6) as a bonus feat.

TABLE 5-15: THE STONESPEAKER GUARDIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Stony hide	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Wild shape +1/day	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Stoneslam attack	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Fortification, wild shape +1/day	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Earth glide, Earth Master	+1 level of existing divine spellcasting class

RACES OF THE DRAGON (3.5)

DISCIPLE OF THE EYE

"Leaving an opponent stunned or unconscious only creates a pest that may rise to challenge you again."

However, killing your foe is secondary to planting the fear of the dragon within him—the longer he lives, the more he will tell others of your dreadful, terrifying gaze."

—Molik, kobold disciple of the eye

The way a disciple of the eye fixes her gaze on someone can be remarkably unsettling.

A leashed draconic fury is smoldering inside her—the promise of a retribution so great that its mere intimation is enough to make observers fear for their lives.

As a disciple of the eye, you know the messages that the eyes alone can impart.

Indeed, eyes can both send and receive information.

You are able to collect heightened knowledge about your environment.

More important, your merest glance guarantees your foes that by the time you move to become a blur of dragon-inspired bloodshed, it is already too late for them.

BECOMING A DISCIPLE OF THE EYE

Monks are natural candidates for disciples of the eye, since the prerequisite skills are class skills for them and they have the prerequisite feat automatically—not to mention the fact that, once they enter the class, disciple levels improve their fast movement and flurry of blows abilities. Sorcerers could also take up the class; they have high Dexterity and Charisma scores, both of which are integral to disciple of the eye class abilities, even though they lack Spot as a class skill.

Rogues with high Charisma scores also make good candidates, but lack Concentration as a class skill.

A rogue/sorcerer multiclass character could certainly work, keeping in mind that you also want a good Strength score for melee combat.

ENTRY REQUIREMENTS

Subtype: Dragonblood.

Alignment: Any lawful.

Skills: Concentration 8 ranks, Spot 8 ranks.

Feats: Improved Unarmed Strike.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Climb, Craft, Diplomacy, Gather Information, Hide, Jump, Intimidate, Knowledge (arcana), Knowledge (geography), Listen, Move Silently, Profession, Sense Motive, Spot, Survival, Swim, Tumble.

CLASS FEATURES

As they advance in level, disciples of the eye gain increased unarmed abilities.

They learn how to increase their perception of the world as well as strike fear into their opponents.

Fast Movement (Ex): Your disciple of the eye levels stack with your monk levels (if any) for the purpose of determining your unarmored speed bonus.

(See the monk class feature, pages 40–41 of the *Player's Handbook*).

If you don't have any monk levels, you are treated as a monk of the same class level as your disciple class level for determining your unarmored speed bonus.

Flurry of Blows (Ex): Your disciple of the eye levels stack with your monk levels (if any) for the purpose of determining the attack bonuses you use when making a flurry of blows.

(See the monk class feature, page 40 of the *Player's Handbook*).

If you don't have any monk levels, you are treated as a monk of the same class level as your disciple class level for determining your flurry of blows attack bonuses.

Wandering Eyes (Sp): As a disciple of the eye, you gain the ability to remotely perceive your surroundings.

As a standard action, you can create a magical sensor that provides visual information as the *arcane eye* spell (PH 173), for up to 1 minute per day per disciple level (which can be expended gradually, minimum 1 round).

The effect of this ability is identical to that of the *arcane eye* spell, except that the magical sensor is shaped like a dragon of Fine size.

The moment you stop concentrating on the invisible sensor, it winks out of existence and must be created again.

Natural Armor Bonus (Ex): By the time you reach 2nd level, your martial training has begun to harden you against physical attacks, providing you with a +1 bonus to your natural armor.

This bonus increases to +2 at 4th level.

Frightful Attack (Ex): At 2nd level, you can unsettle your foes by evoking the presence of the dragon within you.

This ability takes effect automatically whenever you make an attack roll against an opponent that has fewer Hit Dice than your character level.

The target of your attack must succeed on a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier) or be shaken for 1d4 rounds.

Dragons and creatures with the dragonblood subtype are immune to this effect.

Creatures that succeed on this save can't be affected again by your frightful attack for 24 hours.

Keen Senses (Ex): When you attain 3rd level, your senses dramatically improve.

You can see four times as well as a human can in shadowy illumination, and twice as well as a human can see in normal light.

If you can already see farther than a human but not as well as indicated above, your vision extends to this improved distance.

If you already have improved vision that matches or exceeds this distance, your vision does not improve.

You also gain darkvision out to 120 feet.

If you already have darkvision but not out to 120 feet, your current darkvision extends to that distance.

If your current darkvision already extends to 120 feet or more, your darkvision does not improve.

Glare of the Enraged Dragon (Su): At 4th level, you can use a swift action (see page 122) and focus your dragon heritage into an enraged glare that you direct against any creature within 30 feet.

The target of your glare must succeed on a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier) or be shaken for 1d4 rounds.

This ability can be used a number of times per day equal to your disciple level.

Affected foes that are already shaken become frightened instead.

Blindsense (Ex): At 5th level, your senses dramatically expand.

You gain blindsense out to 30 feet.

If you already have blindsense out to 30 feet or more, the range of the ability does not improve.

PLAYING A DISCIPLE OF THE EYE

As a disciple of the eye, you are capable of ending a fight by either frightening your foes away, assaulting them with your martial skill, or both.

You are not the kind of melee fighter who rushes into combat, preferring to gather information about your enemy remotely before planning the best method of engagement.

If a quarrel cannot be defused, you are prepared to fight at a moment's notice, often warning your combatant that one of you will probably die.

This is not typically a threat, but an honest profession of consequence.

When you face mindless creatures that operate on instinct, nothing can be gained by such a frank admonition, so against such opponents you attack without reservation.

COMBAT

You prefer to begin combat only after you have collected information on foes using your *wandering eyes* ability. Your ability to send a dragonlike sensor to scout for you is useful in a wide variety of situations, though the dragonsensor's presence is certainly something potential foes might wonder about, and perhaps be thus forewarned of your imminent arrival.

Once combat is joined, your ferocious martial techniques combined with the frightful nature of your attacks can cause less powerful foes to quail in your presence. While your victims might not run, shaken foes are far less likely to take you down.

They are also more likely to make mistakes, creating valuable openings for you and your comrades to exploit. As you proceed in the class, you eventually gain the ability to use the glare of the enraged dragon.

This is an ideal ability to use on already shaken foes, for if you successfully stare down such a creature with this ability, it becomes frightened and flees the battle. You should use this ability on lesser creatures in a combat against multiple foes, giving you the advantage of focusing your martial prowess on your most significant opponent.

ADVANCEMENT

Disciples of the eye have undergone training as martial artists.

At the same time, they understand that the threat of great violence (specifically, dragon-inspired violence) can be as effective a deterrent as the violence itself.

Sometimes this realization heralds a spiritual journey that can intersect with the path of those who seek to emulate dragons.

As you advance in the disciple of the eye class, consider devoting resources to increasing or enhancing your Charisma score.

This score is an important factor in your ability to shake or frighten your foes, and keeping it as high as possible should be one of your primary goals.

RESOURCES

For the most part, a disciple of the eye has no special resources.

You are usually on your own when it comes to organized support.

As a lawful character, you crave a structured community, and therefore you might associate with Singers of Concordance (see page 91) in particular.

DISCIPLES IN THE WORLD

"Once a disciple of the eye becomes involved in a conflict, the only safe resolutions are to commit to peace or walk away."

—Arytemaurg, dragonwrought kobold

Player characters who become involved with dragonblood humanoids might find themselves crossing paths with a disciple of the eye without realizing it at first, given a disciple's tendency to dress in the same clothes worn by commoners and to avoid notice as much as possible.

A lawful good disciple often chooses to guard a defenseless group of individuals, while a lawful evil disciple seeks to dominate small communities through regular doses of fear.

A lawful neutral disciple might be skilled at negotiating a peace between opposing sides of a war.

ORGANIZATION

Disciples of the eye do not form lasting communities, each feeling most effective as an individual within an existing organization.

Even so, at times several disciples have combined their strength in times of great martial need.

These compacts are formed either when everyone involved attempted to mediate a situation and failed, or when mediation was impossible due to the mindless nature of the threat.

In such cases, it is not unusual for a group of disciples to operate together, either as a team of infiltrators that inflicts damage behind enemy lines, or as a driving force to break through on the battlefield.

These sorts of attacks are highly successful; the disciples can remotely scout ahead with their *wandering eyes* ability and then focus their energy where the most damage can be done.

NPC REACTIONS

Those unfamiliar with a particular disciple of the eye have an indifferent attitude toward her.

Because disciples are usually not part of a particular organization, very few NPCs would be able to stereotype newly encountered disciples as foes or friends.

If a disciple of the eye has made a name for herself in a particular location, then of course the attitudes of NPCs in that area shift—becoming more friendly if the disciple is seen to be on the side of right, but becoming more unfriendly if the disciple's draconic ability to shake and frighten foes is widely witnessed or talked about.

The average NPC is afraid of dragons and of those who display dragonish abilities.

DISCIPLE OF THE EYE LORE

Characters with ranks in Knowledge (local) or Knowledge (history) can research disciples of the eye to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Disciples of the eye are skilled martial artists who seek to emulate dragons.

DC 15: Disciples of the eye can send little invisible dragonlike creatures wandering to scout distant locations.

DC 20: Disciples of the eye demonstrate a fury during their initial attack that is reminiscent of a dragon's aspect, frightening the weak-willed.

DC 30: Characters who achieve this level of success can learn important details about specific disciples of the eye, including notable accomplishments and geographical origins.

Player characters trying to locate a disciple of the eye should make a DC 20 Gather Information check to discover the necessary intermediaries and protocols for contacting one.

If the player characters are talking to a Singer of Concordance and request a mediator, give them a +2 circumstance bonus on the check.

DISCIPLES IN THE GAME

This prestige class is interesting to players on multiple levels.

As negotiators sent to intimidate and frighten, disciples of the eye offer roleplaying opportunities.

With their *wandering eyes* ability, disciples of the eye are ideal for reconnaissance or spying.

As martial artists, they can throw themselves into melee combat with abandon. Opportunities for each style of gaming should be offered for a full play experience, depending on individual preferences.

ADAPTATION

Disciples of the eye are intended for dragonblood humanoids.

If none are present in your campaign, this prestige class can be played with a regular humanoid—just remove the dragonblood subtype requirement.

Some other element must be used, however, to serve as the seed of the character's ability to frighten others—require instead 2 ranks in Knowledge (arcana), concentrating on some particularly scary magical beast that the disciple emulates.

In addition, the shape of the wandering eyes sensor should change from the form of a dragon to that of the new creature being emulated.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	HIT DIE: d8 Natural Armor Bonus
1st	+0	+2	+2	+2	Fast movement, flurry of blows, wandering eyes	+0
2nd	+1	+3	+3	+3	Frightful attack	+1
3rd	+2	+3	+3	+3	Keen senses	+1
4th	+3	+4	+4	+4	Glare of the enraged dragon	+2
5th	+3	+4	+4	+4	Blindsense	+2

DRACOLEXI

"Before there was a written script, the Draconic language was spoken by true dragons for thousands of years.

The nuances of every word are still filled with arcane meaning, but only if you know how to pronounce and unlock that power."

—Renthisjarcaniss, black dragon

A dracolexi lives in a world forgotten by most creatures alive today, back when the first Draconic words reverberated with preternatural meaning.

As a dracolexi, you try to understand that primordial vocabulary by devoting yourself to the study of ancient dialects and languages, hoping to discover exactly how certain Draconic words were once uttered.

These words hold little power until a dracolexi understands the meaning behind them.

When a dracolexi can finally pronounce the word with the original emotional and intellectual subtext in mind, he can invoke instantaneous arcane power.

With practice and more than a little experimentation, you can master these Draconic words, but you must be prepared to live a life both adventurous and studious by turns in order to locate and decipher the histories that embody these secrets.

BECOMING A DRACOLEXI

A member of any class capable of spontaneous arcane spellcasting and having Knowledge (arcana) as a class skill can qualify for this prestige class without too much effort. Bards have an easier time qualifying than most other characters, because of the skill and language requirements.

A key attribute for a dracolexi is Charisma for spellcasting, but a high Intelligence is equally important when researching Draconic words, not to mention Decipher Script, Knowledge, and Search checks.

Dracolexi do a fair amount of adventuring, so a good Dexterity helps get them out of tight spots and a high Constitution helps them survive anything they can't escape.

ENTRY REQUIREMENTS

Feats: Eschew Materials or Still Spell.

Skills: Knowledge (arcana) 8 ranks, Perform (oratory) 4 ranks, Spellcraft 4 ranks.

Spells: Must be able to spontaneously cast 2nd-level arcane spells, must know at least one language-dependent spell.

Languages: Must be able to speak Draconic plus at least two languages from the following list: Auran, Dwarven, Elven, Ignan.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Climb, Craft, Decipher Script, Gather Information, Jump, Knowledge (all skills, taken individually), Profession, Sense Motive, Spellcraft, Search, Speak Language, Swim, Use Magic Device.

CLASS FEATURES

As they advance in the class, dracolexi acquire knowledge of increasingly powerful Draconic words, while also mastering the original dialects of the dragons and thus gaining the ability to affect spell energy.

Spellcasting: At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming a dracolexi, you must decide which class to add each level to for the purpose of determining spells per day, caster level, and spells known.

Draconic Words (Su): When you enter this class, you begin to discover the arcane nuances that allow specific spoken Draconic words to produce powerful effects.

Your intuitive understanding of how to express these words cannot be imparted to others.

Even if one of these words is repeated perfectly by someone else, the utterance has no effect, because the speaker lacks the internalized understanding that can only come from the special studies that dracolexi engage in.

At 1st level and every three levels thereafter (4th, 7th, and 10th), you can learn one Draconic word from among those described below in order to use it and gain the benefit of its effect.

Some Draconic words have a class level requirement that must be met before the word can be learned.

You can't learn the same word twice.

Speaking a word is a swift action (see page 122) that activates the word's effect; if the word affects a particular creature, you can target any creature (including yourself) within 30 feet.

A *silence* spell or similar effect prevents you from using Draconic words; if you are deafened, you have a 20% chance of misspeaking a Draconic word when using it (this counts as a use of the word but has no effect).

Beginning at 4th level, you can choose to incorporate a known Draconic word into the verbal component of a spontaneously cast arcane spell as you cast it (which requires no action other than the normal casting of the spell).

In this case, the word takes effect at the end of the spell's casting time, just before the spell takes effect.

If the Draconic word would normally target a specific creature, it can only target a creature that is targeted by the spell, or a single creature within the area of the spell.

A spell cast without a verbal component can't have a Draconic word added to its effect.

You can use each Draconic word any number of times per day, but no more than one word can be used each round (nor can you use the same word more than once per round).

No creature can be targeted by the same Draconic word twice in a 24-hour period.

If a saving throw is allowed against the power of the Draconic word, the save DC is 10 + your dracolexi level + your Cha modifier.

Renthisj: The target's speech can be understood by any creature that can speak a language.

A target incapable of speech gains no benefit from this Draconic word (which means "speak").

The effect lasts for a number of hours equal to your class level.

Will negates (harmless).

Ssifisv: This Draconic word translates into Common as "rest".

It removes the fatigued condition from the target, or reduces the target's exhausted condition to fatigued.

If you are at least 7th level, it instead removes both fatigued and exhausted conditions.

Vor: This Draconic word, which translates as "learn", grants the target a competence bonus on Knowledge checks and Spellcraft checks equal to your class level for 1 hour.

Ocuir: This Draconic word, meaning "see", grants the target a competence bonus on Search checks and Spot checks equal to your class level for 1 hour.

Osvith: This Draconic word, translating to "flee" in Common, renders its target shaken for 1d4 rounds.

If the target has Hit Dice equal to or less than your dracolexi level, it is frightened instead.

Will negates.

Ssearth: The target of this Draconic word ("prolong") is healed of 1 point of damage per caster level.

If you speak this word as part of a spell, you can choose instead to extend the spell (as if you had applied the Extend Spell feat), but without any adjustment in spell slot or casting time.

Veschik: This Draconic word means "replenish".

The target regains one spell slot (but not a slot that held a prepared spell) of the highest level of arcane spell it can cast spontaneously.

If the target has not already cast any spells of that level, it instead regains one spell slot of the highest arcane spell level for which it has already spontaneously cast a spell.

Strix: The target of this Draconic word ("invigorate") gains temporary hit points equal to twice your class level.

These hit points last for a maximum of 1 hour.

Ossalur: This Draconic word, meaning "travel", grants its target a 30-foot enhancement bonus to all its speeds for a number of rounds equal to your class level.

This effect doesn't give the target a mode of movement it doesn't have (a creature with no fly speed isn't treated as a creature with a fly speed of 0 feet).

Valignat: This Draconic word, meaning "burn", deals 5d6 points of fire damage to the target.

If you speak the word as part of a spell with the fire descriptor, you can choose instead either to empower or widen the spell (as if you had applied the Empower Spell feat or the Widen Spell feat), but without any adjustment in spell slot or casting time.

DRACOLEXI DRACONIC WORDS

Minimum Level	Draconic Word (translation)	Effect
1st	<i>renthisj</i> (speak)	Speech can be understood by all creatures
1st	<i>ssifisv</i> (rest)	Eliminate fatigue or exhaustion
1st	<i>vor</i> (learn)	Bonus on Knowledge, Spellcraft checks
4th	<i>ocuir</i> (see)	Bonus on Search and Spot checks
4th	<i>osvith</i> (flee)	Target shaken or frightened for 1d4 rounds
4th	<i>ssearth</i> (prolong)	Heal target or extend spell
7th	<i>veschik</i> (replenish)	Regain spell slot
7th	<i>strix</i> (invigorate)	Grant temporary hit points
10th	<i>ossalur</i> (travel)	+30-ft. enhancement bonus to all speeds
10th	<i>valignat</i> (burn)	Deal 5d6 fire damage, or empower or widen fire spell

Bonus Feat: A dracolexi learns how to rely on little but her own voice to cast spells.

At 2nd level, you gain your choice of Eschew Materials or Still Spell as a bonus feat.

If you already have these feats, you gain nothing from this class feature.

Power Word Spells (Su): The words of Draconic power share some fundamental similarities to the various *power word* spells (those in the *Player's Handbook* as well as the ten new *power word* spells presented in Chapter 7 of this book), and your studies shed new light on the use of these magical effects.

At 3rd level, you can select any single *power word* spell and add it to the spell list of any one spontaneous arcane spellcasting class that you have, treating it as a spell of one level lower than normal.

If your class spell list doesn't normally include spells of the (adjusted) level of the *power word* spell, you can't add it to your spell list.

For example, a 5th-level bard/3rd-level dracolexi could select *power word distract* (see page 115).

It is normally a 4th-level spell, but he can treat it as a 3rd-level bard spell.

He could even choose *power word blind* (normally a 7th-level spell) and add it to his class spell list as a 6th-level bard spell, despite the fact that he is not yet capable of casting 6th-level bard spells.

He couldn't choose *power word kill* or *power word stun* with this ability, since even with the adjustment these would be 8th-level and 7th-level spells, respectively, which aren't normally available to bards.

Furthermore, if you are (or become) capable of casting spells of that level, you can also add the *power word* spell to your list of spells known.

If you already know the selected *power word* spell, you can move that spell to one level lower on your class spell list and also add any spell of the *power word* spell's original level to your spell list.

The bard in the previous example couldn't add *power word disable* (normally a 5th-level spell) to his list of spells known until he was capable of casting 4th-level bard spells.

A 9th-level sorcerer/3rd-level dracoloxi, on the other hand, could immediately add *power word disable* to his list of spells known, since he is capable of casting 4th-level spells.

If he already knew *power word disable* as a 5th-level spell, he would add it to his list of 4th-level spells known and then add a different 5th-level sorcerer spell of his choice to his spells known list.

At 6th level and again at 9th level, you can select another *power word* spell in this fashion.

Bonus Spells Known: A dracoloxi is particularly talented in using spells that incorporate language and speech.

At 5th level, you can add any two language-dependent spells from your class's spell list to your list of spells known for that class.

The spells must be of a level you are capable of casting, and the two spells must be of different levels.

For example, a 5th-level sorcerer/5th-level dracoloxi could add *lesser geas* (a 4th-level sorcerer spell) and *suggestion* (a 3rd-level sorcerer spell) to his list of spells known.

He couldn't learn *command* (since it's a cleric spell) or *mass suggestion* (since it's a 6th-level spell and beyond his ability to cast).

Voice in Silence (Ex): When coupled with arcane energy, your voice becomes potent enough to temporarily overcome areas of silence or even your own deafness.

Beginning at 8th level, you can expend an arcane spell slot as a move action to suppress all *silence* spells (or similar effects) in your space, and to render your voice audible to you and other creatures sharing your space even if you or they are deafened.

This effect lasts for a number of rounds equal to the level of the spell slot expended.

Only you (and any other creatures sharing your space) benefit from this effect; adjacent creatures that are deafened or within a *silence* effect are still affected by the deafness or *silence*.

The effect moves with you.

PLAYING A DRACOLEXI

You are that rare breed of academic who takes a decidedly adventurous approach to studying.

As a dracoloxi, you are not well armed and might also not be overtly geared toward offensive spellcasting.

Onlookers might even think that you have paid your companions for their protection.

In fact, you are in a unique position to seem like much less than you are, effectively hiding in plain sight.

Adventuring is a means to an end for you; your primary goal is always acquiring bits of linguistic lore.

Still, if you are heading into dangerous situations to acquire such knowledge, you might as well enjoy the experience by surrounding yourself with trustworthy colleagues.

It is unlikely that they share your passion for languages, but they might accept your impartial leadership.

COMBAT

Words are your weapons, and you wield them as a fighter does a sword—sometimes with finesse, sometimes with a heavy hand.

While most enemies might initially overlook the threat you pose, you are also a spellcaster of no small ability.

Regardless of whether you came to be a dracoloxi as a bard or a sorcerer (or by some other path), you can devote many of your known spells toward stealth, utility, and travel.

While offensive spells are important, you can always use your Draconic words to affect your enemies.

ADVANCEMENT

Dracoloxi are academic by nature.

Most have a background either in research (hailing from an established college or university) or in exploring ancient monasteries or temples.

Perhaps, at some point during your studies, you came upon an obscure dialect embedded in an ancient historical text.

It seemed to go unnoticed by others, but you became obsessed with it.

Following the patterns of this dialect, you were able to discover the existence of Draconic words that, when properly spoken by a proper individual, could alter reality. While you might have discovered these arcane patterns on your own, tracing them back to a single word of power, most dracoloxi candidates have a teacher.

Instructors have been known to provide “seeded” material to all their students and then privately mentor the ones who notice the lexicological patterns.

A brilliant character can continue this research on his own, but most dracoloxi candidates seek out assistance, including those who make their initial discoveries alone.

RESOURCES

If you are mentored by dracoloxi instructors, the resources they have amassed are available to you.

These typically include libraries of scrolls and tomes that can aid your search for additional linguistic magic.

Such a library or resource can even become the place to which you report back with new findings or cross-reference the discoveries made by other dracoloxi in the field.

DRACOLEXI IN THE WORLD

“I didn't know why that little fellow was so smug, until he sent a stream of fire arcing back at the gnome wizard with a single word. Now I get it.”

—Bragon Stonesplitter, human barbarian

Player characters are more likely to encounter a dracoloxi studying a rune-covered wall in the deepest part of a monster-filled dungeon than to cross paths with one in a civilized metropolis.

When not adventuring, a dracoloxi is usually trying to gain access to private libraries in the hope of expanding his research.

The PCs might find themselves recruited by a dracoloxi for a spelunking expedition, delving into caves or abandoned lairs that no one previously knew existed.

A dracoloxi can become so fixated on his pursuit of Draconic words that he fails to notice imminent dangers and so counts on others nearby to remain alert.

ORGANIZATION

Dracoloxi really have nothing to lose from full disclosure, and so they openly exchange information whenever the opportunity presents itself.

They always value new perspectives when it comes to their highly obscure interests, regardless of alignment.

In this respect, a dracoloxi puts his academic work before personal feelings when the possibility of pooling resources exists.

Finding more than three dracolexi in one place is extremely rare, however, since they are always traveling to follow up leads.

Instead of an organization, dracolexi have a way of communicating with each other by leaving arcane marks on the scrolls and tomes they read, flagging them after a fashion for other members of their profession.

When a dracolexi enters a library, he casts *detect magic* right away in the hope of finding such books, reading those texts first and thus saving valuable time.

If dracolexi know one another well, these runes and symbols might be personalized.

NPC REACTIONS

Dracolexi move through a world that remains largely unaware of their profession and purpose.

Only those with significant education or magical knowledge would know of dracolexi at all.

Most members of the class take advantage of this anonymity, preferring to maintain privacy when it comes to the reasons for their travels.

Individuals who are aware of the field of study, such as librarians, scholars, and other academic types, will have a starting attitude of friendly, unless the dracolexi refuses to share information, in which case the attitude will drop to indifferent.

Those who are not aware of dracolexi as a whole will have a starting attitude of indifferent toward any particular dracolexi.

DRACOLEXI LORE

Characters with ranks in Knowledge (arcana) or Knowledge (history) can research the dracolexi to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Dracolexi are spontaneous spellcasters who somehow draw their power from the study of ancient languages.

DC 15: Dracolexi cast potent *power word* spells, using their knowledge of Draconic dialects to great effect.

DC 20: Dracolexi include Draconic words of power in their spells' verbal components to create additional effects.

DC 30: Characters who achieve this level of success can learn important details about specific dracolexi, including notable accomplishments and mentors from whom they studied.

Player characters trying to locate a dracolexi should make a DC 20 Gather Information check to discover the necessary intermediaries and protocols for contacting one.

If the player characters are searching for a dracolexi in a library, give them a +2 circumstance bonus on the check.

DRACOLEXI IN THE GAME

The dracolexi class is ideal for characters who disdain brawny displays of strength but enjoy the unassuming powers of mind and thought that go unnoticed until too late.

This prestige class appeals to players who enjoy a calculated sense of drama that comes from having a few tricks up their sleeve.

Dracolexi have an economy of motion that really shines when they fight enemy spellcasters.

ADAPTATION

Dracolexi are appropriate for any campaign setting in which recorded history is valued by society and accumulated in libraries.

These repositories of knowledge do not have to be colleges or universities, but can take the form of churches or temples that store information in some form.

A dracolexi could even be found studying ancient runes etched or painted onto the walls of caverns.

A dracolexi does not consider any detail too small for his attention.

TABLE 5-3: THE DRACOLEXI

HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Draconic words (1)	—
2nd	+1	+0	+0	+3	Bonus feat	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	<i>Power word</i> spells	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Draconic words (2)	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Bonus spells known	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	<i>Power word</i> spells	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Draconic words (3)	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Voice in silence	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	<i>Power word</i> spells	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Draconic words (4)	+1 level of existing arcane spellcasting class



Ancient Draconic Cavern

One square = 5 feet

1. Cavern entrance
2. Stalagmite formations
3. Carved Draconic runes
4. Shallow water
5. Litrix



DRAGON DEVOTEE

*"I am even more than I appear to be.
At heart, I am dragon."*

—Braxon

Dragons hold a great fascination for some individuals, leading those folk into closer and closer association with the powerful race.

Some individuals (primarily those related to sorcerers) feel the call more strongly, thanks to their dragon ancestry, occasionally even leading them to attempt to awaken their blood and bring those traits to the fore.

Learning more about dragons is the first step toward understanding them.

The dragon devotee expands upon this knowledge and begins to manifest dragonlike qualities.

BECOMING A DRAGON DEVOTEE

Dragon devotees are most often fighters or rogues who desire the power and the glory of dragonkind.

They need to have basic knowledge about dragons and understand their language.

Comprehending the mindset of dragons lets you delve deeper into what it means to be a dragon and to help you become one of them.

An above-average Charisma score is necessary to gain the class's spellcasting ability.

ENTRY REQUIREMENTS

Race: Nondragon, can't have draconic template.

Base Attack Bonus: +5.

Skills: Knowledge (arcana) 1 rank.

Languages: Draconic.

CLASS SKILLS

(4 + Int modifier per level): Climb, Concentration, Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot.

CLASS FEATURES

As you advance through the levels of this class, you improve your combat skills and gain improved (or new) spellcasting abilities.

Ability Increase (Ex): When you enter this class, your Charisma score increases by 2 points.

At 3rd level, your Constitution score improves by 2 points.

At 5th level, your Strength score improves by 2 points.

Natural Armor (Ex): A dragon devotee's skin thickens and toughens, developing minuscule scales.

This change provides a +1 bonus to your existing natural armor bonus to AC, or simply a +1 natural armor bonus if you had no natural armor to begin with.

Combat Technique (Ex): At 2nd level and again at 4th level, you become more deadly in combat.

Each time you gain this class feature, you can choose either to take a bonus feat (any feat from the list of fighter bonus feats for which you meet the prerequisite) or to improve the extra damage dealt by your existing sneak attack, skirmish, or sudden strike class feature by 1d6.

(The skirmish class feature is described in the scout class, and the sudden strike class feature is found in the ninja class; both of these classes appear in *Complete Adventurer*).

You must already have the sneak attack, skirmish, or sudden strike class feature in order to choose this option.

If you have more than one of these class features, you must apply the bonus to a single class feature (but you can choose a different class feature at 4th level from what you chose at 2nd level).

Draconic Resistance (Ex): At 2nd level, you become resistant to paralysis and magic sleep effects, gaining a +4 bonus on saves against such effects.

Ignore Spell Failure (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail if those spells have somatic components.

Beginning at 3rd level, you can ignore the arcane spell failure chance when casting 0-level and 1st-level arcane spells.

This benefit doesn't apply to spells higher than 1st level, including 0-level or 1st-level spells that occupy a higher-level spell slot because of the application of a metamagic feat.

Spellcasting: At 3rd level and 5th level, you gain spells per day, spells known, and an increase in caster level as if you had also gained a level in sorcerer.

You do not, however, gain any other benefit a character of that class would have gained.

If you don't have any levels in sorcerer before reaching 3rd level in this class, you gain spells per day, spells known, and an increase in caster level as if you were a 1st-level sorcerer.

You use all the normal rules for sorcerer spellcasting as described in the *Player's Handbook*.

Upon reaching 3rd level in this class, you add *magic fang* to your sorcerer spell list as a 1st-level spell and *greater magic fang* to your sorcerer spell list as a 3rd-level spell.

You can choose these spells as spells known (assuming, in the latter case, that you are able to know and cast 3rd-level sorcerer spells), and you can use spell trigger items such as wands that contain these spells.

Claws (Ex): At 4th level, you gain two claw attacks that each deal damage according to your size (see the table below).

Size	Claw Damage
Up to Tiny	1
Small	1d2
Medium	1d3
Large	1d4
Huge	1d6
Gargantuan	1d8
Colossal	1d10

If you already have claw attacks, use the value given here or your existing claw damage, whichever is greater.

These claws are primary attacks unless you already have secondary claw attacks, in which case they remain as secondary attacks.

Draconic Template: At 5th level, you gain all the abilities of the draconic creature template (see page 74) that you have not already gained as dragon devotee class features—except that you do not apply the template's level adjustment.

Specifically, you gain the dragonblood subtype in addition to any subtype you might already have.

You also gain darkvision out to 60 feet, low-light vision, and a +2 bonus on Intimidate checks and Spot checks.

PLAYING A DRAGON DEVOTE

You admire dragons for their puissance and power, feeling an inexplicable link to them.

Because you are interested in delving into the mysteries of dragonhood, you decide to pursue the life of a dragon devotee to explore that link and awaken the heritage within you.

You love to speak Draconic and to talk about dragons with others who likewise admire this most noble of creatures.

Most dragon devotees feel drawn to likeminded individuals.

They want to share their knowledge of and interest in dragons with others.

Indeed, as a dragon devotee changes physically and mentally to become more like a dragon, he wants to share this experience with those who can appreciate his growth and development.

If the opportunity to interact with a dragon arises, you're the first to take it.

While you would prefer to converse peacefully with a dragon, you're not afraid to pit your own fighting prowess against one if diplomacy isn't an option.

To one as devoted to them as you are, dragons are the ultimate friend or the ultimate foe.

COMBAT

Dragon devotees generally use the fighting techniques they mastered before joining the prestige class.

The new abilities they gain from advancing in the class complement their old ones and expand their options.

If you were a fighter or some other martial character before taking up this class, you'll find that the additional Constitution and Strength the class provides makes up for the lower base attack bonus.

The spellcasting ability gained at 3rd and 5th levels provides greater autonomy and more options.

Even if you're at your best in melee combat, you might still appreciate being able to use spells such as *enlarge person* or *expeditious retreat* to make yourself more capable (or more elusive) on the battlefield.

If you were a rogue or a similar kind of character before being attracted to the dragon devotee class, you might continue to improve your sneak attack ability (or a similar class feature), or you might benefit more from selecting bonus feats that enhance your stealth-based approach, such as Improved Feint.

For spells, good selections are weaponlike spells (see the sidebar) that allow you to add your sneak attack damage after a successful touch attack, such as *ray of frost* or *shocking grasp*.

If you came into the class as a sorcerer, you still use spells as your primary combat focus.

You end up trading some spellcasting ability for a better Charisma score, which improves your spells' save DCs and gives you one or more additional bonus spells.

The boost you receive in Strength and Constitution improves your chance of surviving close combat when you can't avoid it.

ADVANCEMENT

A dragon devotee must have a strong initial interest in dragons.

Either through culture or through training, you have acquired the ability to speak Draconic, and you know something about arcane matters.

In addition, you must have a moderate level of combat prowess (represented by the base attack bonus entry requirement).

Becoming a dragon devotee and honing one's skills are not structured, formal events.

While at its core the class simply allows you to become more dragonlike, it also offers opportunities to gain bonus feats or increase sneak attack damage.

All of these aspects contribute to simultaneously improving the skills you had when entering the dragon devotee prestige class while enhancing your "inner dragon".

If you choose to pursue the dragon devotee class to the end, your character receives the draconic template.

Alternatively, learning more about dragons might entice you to enter the dragon disciple prestige class (DMG 183).

After attaining 3rd level in the dragon devotee prestige class, you'll likely have what you need to join (assuming you have built up your ranks in Knowledge [arcana]).

The dragon disciple prestige class offers you the opportunity to transform into a half-dragon.

Many dragon devotees feel the allure of this option.

If you have chosen to create in yourself an even closer tie to dragons, the dragon devotee class might be just a beginning, preparing you for better things.

RESOURCES

Although dragon devotees have no regular organization, they do have shared interests with other devotees, dragon disciples, and dragon heart mages (see page 88).

Individuals who hold a similar interest in dragons, such as these, are often very friendly toward others who share their passion.

The support of those others might be as limited as being eager to share reminiscences or as expansive as volunteering to team up for dragon-related activities such as a diplomatic foray or a hunt.

DRAGON DEVOTEES IN THE WORLD

"The one you're looking for is over there, at the bar.

I'll bet you five gold pieces that if you say the word 'dragon' loudly, he'll be over here before you can finish counting out my winnings."

—Lidda

The dragon devotee class is a great way for a character to become a bit more dragonlike.

It also provides an effective way for members of many classes to meet the requirements for the dragon disciple prestige class.

ORGANIZATION

Dragon devotees have much in common with dragon disciples and dragonheart mages.

Although no specific organization caters to these individuals, they find great solace and enjoyment in speaking with others who share their devotion to dragons. Their common interests sometimes lead them to the same places.

Dragon devotees wind up meeting together at dragon-focused events or in dragon-inhabited areas.

Quite a few dragon devotees take their admiration and imitation of dragons so seriously that they decide to worship one of the dragon deities.

In such cases, a church or shrine dedicated to the deity serves as a meeting place for those devoted worshippers.

NPC REACTIONS

The increased Charisma that characters gain upon entering the dragon devotee class means they have a good chance of being more likable than the average individual.

NPCs who meet the character for the first time will have a starting attitude of friendly, at least so long as the dragon

devotee character does not manifest any blatantly draconic features in his appearance.

Such an abnormal appearance reduces the default starting attitude to indifferent.

Dragon devotees are rare, and they have no organized presence in the world.

Because of this, each dragon devotee influences the NPCs around him without regard to his chosen profession.

The exceptions to this rule are those dragon devotees who have sought out and acquired the company of dragons.

A character traveling with or serving dragons can expect a reaction ranging from hostile to helpful, depending on the type of dragon he serves.

Following a black dragon will cause individuals in the surrounding area to hate and fear you, while serving a silver dragon will invite the admiration and envy of any locals you might meet.

Most dragons enjoy the attention that a dragon devotee lavishes on them, because such attention feeds their vanity. Dragons will greet a dragon devotee with a starting attitude of indifferent, rather than unfriendly or hostile, as can be their wont.

DRAGON DEVOTEES LORE

Characters with the bardic knowledge ability or ranks in Knowledge (arcana) can research dragon devotees to learn more about them.

When a character makes a bardic knowledge check or a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Some individuals find dragons so fascinating that they try to become more like them.

These creatures call themselves dragon devotees.

DC 15: Rogues and fighters who become dragon devotees manage to maintain most of their key abilities while making themselves more dragonlike.

DC 20: Dragon devotees become draconic creatures in the end, though some are not satisfied with this transformation and follow a different path to seek even greater draconic power.

Player characters trying to locate a dragon devotee should make a DC 20 Gather Information check to discover the location of and the method for contacting one.

Characters who make this check in a settlement located within 10 miles of a dragon's lair get a +2 circumstance bonus on their check.

DRAGON DEVOTEES IN THE GAME

Dragon devotee player characters and NPCs are easy to work into an ongoing game.

As long as your campaign has dragons, it's natural to find characters and creatures dedicated to becoming more like them.

A player character need not pursue the life of a dragon devotee.

It's a fine class to dabble in, but need not be pursued to its conclusion.

It's designed to enable a character who doesn't have spontaneous spellcasting ability to meet the requirements of the dragon disciple prestige class after only a couple of levels.

Sorcerers or bards might find the Charisma increase attractive enough to give up some of their spellcasting ability (in terms of caster level).

If one or more player characters in the game are dragon devotees, you should provide them with some chances to

focus on their dragon-inspired abilities: opportunities to speak Draconic, encounters with adversarial or friendly dragon, a book about dragons in a treasure hoard, armor made from dragonhide, or even just occasionally meeting another dragon devotee or dragon disciple.

ADAPTATION

The dragon devotee is a very versatile class that should appeal to a wide spectrum of characters.

TABLE 5-4: THE DRAGON DEVOTEE HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+0	Ability increase (+2 Cha), natural armor	—
2nd	+1	+3	+0	+0	Combat technique, draconic resistance	—
3rd	+2	+3	+1	+1	Ability increase (+2 Con), ignore spell failure	+1 level of sorcerer
4th	+3	+4	+1	+1	Claws, combat technique	—
5th	+3	+4	+1	+1	Ability increase (+2 Str), draconic creature template	+1 level of sorcerer

WEAPONLIKE SPELLS

A weaponlike spell, simply put, is any spell that requires an attack roll to affect a target and that deals damage (lethal, non-lethal, ability damage, or ability drain) if the attack roll succeeds. (The concept is discussed in full in *Complete Arcane*, starting on page 85.)

In all relevant respects, an attack with a weaponlike spell functions like an attack with a natural weapon or a manufactured weapon. It threatens a critical hit on a roll of 20 and deals double damage on a critical hit (unless a spell's description indicates otherwise). It can be used to make a sneak attack—a fact that is critically important to many dragon devotees. As a

general rule, if a sneak attack with a weaponlike spell succeeds, the extra damage dealt is of the same type as the damage normally dealt by the spell.

For instance, consider a 7th-level rogue/3rd-level dragon devotee who chose to improve his sneak attack ability at 2nd level in the prestige class and who selected *chill touch* as one of his sorcerer spells known when he attained 3rd level as a devotee. If he succeeds on a melee touch attack after casting the spell and is in a position to make a sneak attack on his target, the attack deals a total of 6d6 points of negative energy damage and, if his target fails its save, 1 point of Strength damage.

DRAGONHEART MAGE

"Claws and teeth are all very well if fighting is what you like, but my dragon blood has more practical uses."

—Wedlen Mooncaller, dragonheart mage

Some arcane spellcasters are fascinated both by the dragon's hardy physical nature as well as the dragon's spellcasting ability.

The dragonheart mage is perfect for the dedicated spellcaster who wishes to embrace the power of dragon blood while still advancing in magical expertise.

BECOMING A DRAGONHEART MAGE

This prestige class is available only to those who can demonstrate draconic heritage.

Most dragonheart mages are sorcerers, who ascribe their magical ability to a dragon ancestor, and this class enhances the ability to cast sorcerous magic.

Multiclass sorcerer/bards might also find the dragonheart mage interesting, since it helps build on their already impressive Charisma-based abilities.

Kobolds are drawn to the class, which offers greater physical strength as well as improved spellcasting.

Mere dabblers in arcane magic are less likely to become dragonheart mages.

ENTRY REQUIREMENTS

Spellcasting: Ability to spontaneously cast arcane spells.

Skills: Knowledge (arcana) 8 ranks.

Feats: Draconic Heritage*.

Languages: Draconic.

* New feat described on page 102.

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Gather Information, Knowledge (all, taken individually), Listen, Speak Language, Search, Spellcraft, Spot.

CLASS FEATURES

As you advance in this class, you cultivate your draconic heritage by developing a breath weapon and gaining draconic feats, at the cost of a couple of levels' worth of spellcasting ability.

Draconic Breath (Su): At 1st level, you gain the Draconic Breath feat.

As a dragonheart mage, you realize some additional benefits from taking this feat.

As stated in the feat description on page 102, you can use a standard action to change arcane spell energy into a breath weapon that deals 2d6 points of damage per level of the spell that you expend.

As you gain levels in this prestige class, however, the amount of damage you can deal increases.

At 6th level, your breath weapon deals 2d8 points of damage per level of the spell you give up.

At 10th level, your breath weapon deals 3d6 points of damage per level of the spell you give up.

Spellcasting: At each level except 1st and 6th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a dragonheart mage, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Draconic Feat: At 2nd, 4th, and 8th level, you gain a bonus draconic feat.

Choose any draconic feat for which you meet the prerequisite, as given on page 99.

PLAYING A DRAGONHEART MAGE

As a dragonheart mage, you acquire a few draconic powers while accepting a slower spellcasting progression. You do not become a draconic creature or a half-dragon, as dragon devotees and dragon disciples do, but you also have more freedom to choose which expressions of draconic power you wish to take on.

COMBAT

You are tougher than the average arcane spellcaster, but you are still not a front-line combatant by any means. Your strengths lie in taking advantage of your draconic abilities while assisting your party's combatants with your breath weapon.

Your best role in combat is to exploit your Draconic Breath feat to its fullest while backing it up with spellcasting.

Once you reach 2nd level, you begin to acquire additional draconic abilities in the form of draconic feats.

Depending on the feats you choose, you could improve your Armor Class, hit points, resistances, or other characteristics that would enhance your survivability in combat.

ADVANCEMENT

You likely started down this path because you were fascinated by the innate power of dragons.

You might have been tempted at first by the dragon disciple class, until you realized that it was more combat-oriented than you desire and would require you to give up too much of your spellcasting advancement.

For you, the transformation to a half-dragon is less important than waking the magical power of a draconic heritage.

You are driven by a thirst for knowledge of all things draconic, and as you advance in power, you are able to face more and more dangerous challenges to find it.

You might seek out and explore lairs of dragons long dead or speak to those who live there yet.

In this search, you might receive commissions from arcane spellcasters who are of a less exploratory bent but seek unusual materials or bits of lore.

You can increase your own experience in this way as well as gain monetary rewards.

DRAGONHEART MAGES IN THE WORLD

Dragonheart mages are the "adventuring archaeologists" of a fantasy setting.

They are bolder about exploring uncharted territory than more scholarly magic specialists.

ORGANIZATION

Dragonheart mages have no special organization; in fact, traditional magic establishments find them to be bizarre and difficult to manage.

As a dragonheart mage, you are likely to be found in the lounge of an adventurer's association, spinning tales of your most recent exploits and eagerly seeking rumors of new mysteries to be unearthed.

Sometimes, just like an adventuring archaeologist, you might have to have a "real" job to hold body and soul together between outings.

You might be a visiting lecturer at an academy of magic, for example, or you could spend time between adventures crafting magic items to finance the next expedition.

NPC REACTIONS

When you make the deliberate choice to become a hybrid of dragon and some other race, you provoke strong reactions, both negative and positive.

Among those you meet for the first time, starting attitudes will be either friendly or unfriendly.

Almost no one you meet will feel indifferent toward you, unless they are familiar with or have some degree of draconic heritage themselves.

Given the lack of specific organization held by dragonheart mages, you rarely encounter anyone who has heard of this particular course of study.

Those who are aware of dragonheart mages, such as the individuals who staff and study at traditional schools and research centers of magic, have a starting attitude of unfriendly, given your unorthodox methods of achieving power.

DRAGONHEART MAGE LORE

Characters with the bardic knowledge ability or ranks in Knowledge (arcana) can research dragonheart mages to learn more about them.

When a character makes a bardic knowledge check or a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Some sorcerers claim their abilities stem from dragon blood and seek to awaken it.

DC 15: Certain sorcerers who unlock their draconic heritage actually gain dragonlike abilities.

These individuals refer to themselves as dragon heart mages.

DC 20: Dragonheart mages are powerful spellcasters with draconic abilities.

They are always searching for information about the origin and heritage of dragons.

If a city has an adventurers' gathering place or meeting hall, a dragonheart mage can often be found therein (Gather Information DC 10).

Having a dragon disciple in the party reduces the DC of this check by 5.

DRAGON DISCIPLES AND DRAGONHEART MAGES SHARE SIMILAR MOTIVATIONS, EVEN IF THEY FOLLOW DIVERGENT PATHS **DRAGONHEART MAGES IN THE GAME**

As a player character, you are a good choice for an adventuring party's arcane spellcaster.

Unlike a half-dragon or even a dragon disciple, you don't have the powerful physique that might let you travel alone.

In return, you can provide magical support to your companions that is almost the equal of a pure sorcerer's, while being able to defend yourself ably against enemies who focus on eliminating the spellcaster quickly.

An NPC dragonheart mage might well be a rival for a treasure or exploratory mission.

Those who choose evil dragon varieties follow a path of greed or power lust, and they are likely to lead bands of lesser creatures in their service to pursue their ends rather than join a group of equals.

ADAPTATION

The idea of exploring a racial heritage to unlock some of its power can be extended to other types of creatures besides dragons.

For example, a skum in service to an aboleth might learn to awaken some of the aboleth nature within itself, or an aasimar could try to get in touch with his celestial heritage. As a DM, you could adapt the concept of the dragonheart mage (or the dragon disciple) to gradually confer some of

the innate abilities of an ancestral creature type on the character progressing in the class.

For example, the skum above would slowly acquire mindaffecting abilities that become more powerful with increasing level; gain the aquatic subtype; and perhaps develop aboleth slime.

The aasimar could follow a path more like that of the dragon disciple, culminating in the half-celestial template.

TABLE 5-5: THE DRAGONHEART MAGE

HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Draconic Breath (2d6)	—
2nd	+1	+3	+0	+3	Draconic feat	+1 level of existing spellcasting class
3rd	+1	+3	+1	+3	—	+1 level of existing spellcasting class
4th	+2	+4	+1	+4	Draconic feat	+1 level of existing spellcasting class
5th	+2	+4	+1	+4	—	+1 level of existing spellcasting class
6th	+3	+5	+2	+5	Draconic Breath (2d8)	—
7th	+3	+5	+2	+5	—	+1 level of existing spellcasting class
8th	+4	+6	+2	+6	Draconic feat	+1 level of existing spellcasting class
9th	+4	+6	+3	+6	—	+1 level of existing spellcasting class
10th	+5	+7	+3	+7	Draconic Breath (3d6)	+1 level of existing spellcasting class

SINGER OF CONCORDANCE

"The love of Io nourishes all his children."

—Adetherin Forzenda, Singer of Concordance

The Singers of Concordance are a small order of wandering draconic spiritual guides who begin as servitors of Io, the Ninefold Dragon, creator of all dragonkind.

Their mission is to bring peace and comfort to Io's scattered children, especially the often isolated half-dragons and draconic creatures.

They are more than simple preachers and healers, however—they have been entrusted by the father of dragons with the task of protecting the Spheres of Concordance that he created to ease his children's pain.

BECOMING A SINGER OF CONCORDANCE

Almost all members of this class are dragon-descended (half-dragons and draconic creatures), whose life apart from "normal" society prepares them to undertake their wandering ministry.

The ability to cast divine magic is a requirement of the class, and its dedication to Io means that most entrants are clerics who worship that draconic deity.

True dragons with the ability to cast divine spells as arcane spells could enter the class, but not many do.

Sometimes a newly christened Singer has a varied background with a mix of experience, of which divine spellcasting forms only a part.

ENTRY REQUIREMENTS

Subtype: Dragonblood.

Spellcasting: Ability to cast 3rd-level divine spells.

Skills: Knowledge (religion) 8 ranks.

Deity: Io.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Diplomacy, Heal, Knowledge (arcana), Knowledge (the planes), Knowledge (religion), Profession (any), Sense Motive, Spellcraft, Survival.

CLASS FEATURES

The higher you rise in this class, the closer becomes your connection to the great spheres created by Io.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a Singer of Concordance, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known. Aspect of Peace (Su): Upon entering this class, you attune yourself to the great Song of Io and to one Sphere of Concordance that is sustained by Io's song.

In so doing, you draw that sphere's aspect of peace spiritually closer to you and the reality you inhabit. This effect is always active while you are conscious (and the effect moves with you), but not if you are unconscious or dead.

It grants you immunity to the first compulsion effect (magical or otherwise) that would otherwise affect you each day, and for the remainder of the day grants you a +4 morale bonus on saving throws to resist further compulsion effects.

Each ally within 10 feet of you at any time during the day feels a reflection of the Sphere of Concordance's aspect of peace and gains a +4 morale bonus on saving throws against compulsion effects.

As you gain levels as a Singer of Concordance, you gain the ability to call up additional aspects of a Sphere of Concordance.

As this occurs, you can enjoy multiple aspects operating simultaneously, without conflict.

In fact, the more aspects called into existence, the closer you draw to your chosen Sphere of Concordance.

Bonus Domain: At 2nd level, you gain access to an additional cleric domain from the following list of domains: Dragon*, Healing, Knowledge, Magic, Strength, Travel, or Wealth.

You gain the granted power associated with the domain you choose, and you can select the spells in that domain as your daily domain spells.

* Domain described in *Draconomicon*, page 107.

Aspect of Refuge (Su): At 3rd level, you increase your attunement to your sphere, allowing you to call upon its aspect of refuge.

You can call up this effect as a standard action, and dismiss it as a swift action (see page 122) or as a free action made in conjunction with attacking any other creature (automatic dismissal), or by moving more than 20 feet from where you first called up the aspect of refuge.

All creatures within 20 feet of you that attempt to strike or otherwise target any other creature, even with a spell, must attempt a Will save (DC 10 + 1/2 your character level + your Wis modifier).

If the save succeeds, the creature can attack normally and is not affected.

If the save fails, the creature can't follow through with the attack.

That part of its action is lost, and it can't directly attack another creature while it remains within the refuge.

Creatures that do not attempt to target another creature with an attack or other effect remain unaffected.

The refuge does not prevent creatures within 20 feet of you from being attacked or affected by area or effect spells, or from other attacks launched from farther away.

You can use nonattack spells or otherwise act within the refuge without dismissing it.

For instance, you could heal wounds, cast a *bleed* spell, perform an *augury*, or summon creatures.

Aspect of Exclusion (Sp): At 5th level, you further increase your attunement to your sphere, allowing you to call upon its aspect of *exclusion* once per day for a period of up to 1 round per caster level.

You can call up this effect as a standard action, and dismiss it as a swift action or by moving more than 10 feet from where you first called up the aspect of exclusion.

The *aspect of exclusion* appears as an immobile, faintly shimmering sphere that surrounds you and all creatures within 10 feet of you.

This aspect prevents all spell effects of 4th level or lower from entering the sphere.

This effect is otherwise identical to *globe of invulnerability* (and is considered a 6th-level spell effect).

After reaching 8th level, you can use this ability twice per day.

Aspect of Healing (Su): At 6th level, you become able to call upon your sphere's aspect of healing.

This aspect is always active while you are conscious (and the effect moves with you), but not if you are unconscious or dead.

Any healing performed within 10 feet of you (and any healing you initiate) cures an additional 1d8 points.

Undead within 10 feet of you that are dealt damage by a *cure* spell take an additional 1d8 points of damage.

Aspect of Safety (Su): At 9th level, you can call upon your sphere's aspect of safety once per day for a period of up to 1 minute per caster level.

You can call up the effect as a standard action, and dismiss it as a swift action or by moving more than 10 feet from where you first called up the aspect of safety.

The area within the 10-foot-radius sphere surrounding you is impervious to planar travel of any sort, except if such travel is initiated by you.

The effect also deals 6d6 points of damage to creatures that attempt to enter it other than those you designate.

A Will save (DC 10 + 1/2 your character level + your Wis modifier) halves the damage dealt.

An undesignated creature within the sphere takes no further damage beyond the initial 6d6 points, unless it exits and then attempts to reenter.

Sphere of Concordance (Sp): At 10th level, you perfect your union with the great Song.

You gain the ability to transport you and up to eight willing companions to and from a particular Sphere of Concordance at will.

This effect is considered a 7th-level spell effect.

See the sidebar for a description of the environment found within a Sphere of Concordance.

PLAYING A SINGER OF CONCORDANCE

A Singer of Concordance is an individual at once alone and interconnected with the world.

As you travel and minister to the dragon-descended, you might serve as a wandering mendicant, head up a caravan or a traveling encampment, or adventure side by side with trusted companions (who might themselves have descended from dragons).

COMBAT

As a Singer of Concordance, you are not a violent individual.

Sometimes, however, combat is necessary to preserve your own life or that of your companions.

Yours is not a front-line role, but rather one of support and rescue.

At lower levels, your abilities keep your allies calm in stressful situations and protect them against attacks.

Since your spellcasting ability continues to advance, you eventually gain access to higher-level divine spells—including those that can hinder or harm opponents.

As you advance in level, you are able to extend more potent defenses around your allies.

At the pinnacle of your power, you can make it nearly impossible for enemies to hurt your companions, or you can protect them utterly by transporting them to safety within a Sphere of Concordance.

ADVANCEMENT

The worship of Io is not very formalized.

Some dragons might have a simple shrine to the Ninefold Dragon in their lairs, usually in the form of a polished metal disk affixed to a wall.

Among kobolds, Io's shrines are more standardized but are usually in the middle of a wild space.

Clerics of the Concordant Dragon enter his worship through long journeys of self-discovery; often these are internal journeys of the soul.

The path to joining the Singers of Concordance always begins with seeking out (or, rarely, being approached by) a Singer and agreeing to perform services on behalf of the organization.

Such missions usually involve assisting another Singer in fulfilling one of Io's assignments, such as "calm the fury of the red dragon in the Crag".

While the Singer focuses on more difficult aspects of the task, the acolyte might help protect the common folk in the

region or carry word of the holy mission to others who can assist.

If you perform such duties satisfactorily, after a time you are inducted into the society in a ceremony that involves several days of invocations to Io and lengthy rituals, culminating in a journey with another Singer to a special Sphere of Concordance in which the Song of Io resounds eternally.

When you hear the great Song of Io reverberating within the sphere, you know you are in contact with the very thoughts of your creator—and you are forever changed. After you return from the sphere, you remain aware of the Song as a distant echo in your mind.

SINGERS OF CONCORDANCE IN THE WORLD

If you are a half-dragon or a draconic creature, it is likely that your early life was unhappy and filled with loneliness. The need to belong and to find meaning in existence drove you to Io's worship, and now that you have experienced the utter joy of the Song, you desire nothing so much as to bring that joy to your aching kindred.

Not many true dragons follow this path.

On rare occasions, a dragon of one of the more sociable varieties (such as the silver dragon or the song dragon) might decide to bring word of Io's joy to others, but among other varieties a Singer is almost never found.

Most dragons simply have no need or desire to bring knowledge of Io to others.

This class is usually a career path chosen by dragons of young adult to mature adult age, since a wyrm tends to be sluggish and less willing to leave its lair.

Among the lesser kin of dragonkind, especially kobolds, Singers demonstrate the sense of belonging that comes from knowing one's true heritage.

A kobold adept leading a mining party, for example, might become a Singer to bring Io's peace to all the miners in the colony, or even to unite scattered colonies through the great Song.

This class is well suited to divine spellcasters, but it is also a good fit for characters with the ability to cast divine magic as arcane spells.

Bards and even true dragons can thrive in this class, especially as their healing and support abilities grow. It's also an excellent pretext for adventuring, since you live to bring the knowledge of the Song to all of Io's creations. You might travel with a group of dragon-descended characters to minister to their souls as they seek their fortunes, or explore the marvels of the world while making its inhabitants happier.

ORGANIZATION

The Singers of Concordance comprise a very loose organization.

Only a small number of Singers exist, and very few of these have attained the pinnacle of their profession.

Singers are widely scattered and do not often come into contact with one another, though sometimes an emergency requires them to gather.

To combat the isolation that could result from such a far-flung group, they engage in regular updates to keep all the Singers informed of the status of the others, as well as their success in bringing the news of the Song.

In order to become a Singer of Concordance, a character must have proved himself capable through earlier service. Because of this, each singer is granted wide leeway in how to handle a situation.

In the matter of admitting others to a Sphere of Concordance, however, not much variance is tolerated. These demiplanes are intended primarily for the children of Io.

Although an emergency situation might require that those of nondragon ancestry enter one, the circumstances would have to be dire indeed.

The spheres are divinely morphic, and if Io judges a singer has used this ability too recklessly, he can hedge out those companions of a Singer who do not have draconic heritage. The first such use generally passes without comment, but repeatedly revealing the spheres to the nonblooded can result in the Singer being barred from the bliss of the Song.

NPC REACTIONS

Singers of Concordance bear a sort of isolated fame.

To members of the general population, a Singer is little more than another wanderer.

They have never heard of Io and have no wish to comfort or console dragonkind, and so they greet all Singers with a starting attitude of indifference.

To those among their ministry, however, the Singers are both beloved and reviled, depending on an individual dragon's taste for spiritual comfort.

Among dragons and the dragon-descended, starting attitudes vary from friendly to unfriendly, but are only rarely indifferent.

No dragon or dragon-descended character who believes in Io will act in a hostile manner toward a Singer, no matter how unwelcome the individual may be, out of respect for the Ninefold Dragon.

The enemies of dragons are hostile to Singers of Concordance, and some even take pleasure in the misery they cause by killing a Singer.

Beings who covet and envy the delights of a Sphere of Concordance are a great danger to Singers.

They might either kill a priest out of spite, or capture and torment one in hopes of forcing him to take them to a sphere.

No Singer has thus far consented to do so, becoming instead a martyr for Io if he or she dies during the ordeal.

SINGER OF CONCORDANCE LORE

Characters with the bardic knowledge ability or ranks in Knowledge (arcana) can research dragonheart mages to learn more about them.

When a character makes a bardic knowledge check or a skill check, read or paraphrase the following, including the information from lower DCs.

Dragons and dragon-descended have a +4 racial bonus on this check.

DC 10: Io created all dragons and their kin.

His priests travel the world ministering to the children of Io and bringing them inner peace.

DC 15: A small group of Io's clergy, called the Singers of Concordance, have secret knowledge that lets them perform wondrous acts of healing and protection.

DC 20: Io is said to have created marvelous retreats for heartsore and injured dragons, filled with every kind of beauty and wealth.

The Singers of Concordance are in tune with these locations and draw on their powers to assist all dragonkind.

DC 30: Long ago, Io defeated Roknar, who coveted the riches within a Sphere of Concordance.

Now these demiplanes of healing and rest are hidden from the knowledge of all but a few trusted priests, the Singers of Concordance.

A DC 20 Gather Information check allows a character to arrange a meeting with a Singer.

Dragons and dragon-descended have a +4 racial bonus on this check.

SINGERS OF CONCORDANCE IN THE GAME

Player character Singers are a great asset to any adventuring party, thanks to their superior defensive and healing skills. They also help to smooth the path diplomatically when encountering dragons or members of draconic races, who universally receive these wandering priests with respect. Characters who prefer roles involving social interaction, diplomacy, and party support are well suited to the class. Having a shrine to Io in the region where the party adventures, one that is known and accessible to the dragon-descended characters, helps encourage clerics of the Ninefold Dragon and sets up the opportunity to enter the organization.

As NPCs, Singers of Concordance are a way to connect different groups of dragon kindred in the campaign world. They can bring news of happenings that might affect the party, and themselves be the sources of adventure.

Perhaps a Singer needs assistance in helping dragonkind who are suffering injustice, or a party intent on plundering a hoard unexpectedly encounters a stern Singer who calls on them to stay their greedy hands.

ADAPTATION

If you wish to open up this prestige class to characters without draconic heritage, it makes a suitable choice for those who are intimately connected with dragons in some way, such as affiliated cultists of Io or dragonfriends (a prestige class in *Draconomicon*).

Perhaps the more distantly related races, such as troglodytes and lizardfolk, have more draconic heritage in your campaign and could qualify for the prestige class.

In general, though, rising in the worship of Io takes longer and is more difficult for those who are not of strong draconic heritage.

The priests of Io set them even more strenuous tasks to prove their dedication before considering them as potential Singers.

SHRINE TO IO

This map depicts a shrine to Io that has been founded in the petrified rib cage of an immense great wyrm gold dragon's corpse.

When the end finally came for that great dragon, its bones literally became part of the landscape.

Now, itinerant dragons and their kin stop to pay respects to Io and to leave a small contribution to the shrine.

A Singer of Concordance is usually present to defend the holy place.

ENTRANCE

The fossilized skeleton is partially buried in the surrounding sedimentary rock, so that the rib cage and the front of the skull protrude somewhat but the head and neck are completely underground.

The entrance to the shrine is through the gaping jaws of the enormous skull.

Tokens of Io's worship (metallic disks of different colors) are hung from the great fangs, and a path of glittering coins is marked down the center of the gullet.

As the dragon's flesh decayed, a hollow tunnel was left through the neck area.

The path, studded with glimpses of vertebrae, continues through the sinuous corridor to the rib cage.

SHRINE

The shrine itself resembles a cathedral, formed by the natural vault of the rib cage.

It is more than 50 feet long, and the sky is visible between the massive bones.

These openings fill the shrine with a waxy yellow light during the day and allow moonlight (when it is present) to silver the space at night.

In the center of the space is a metallic disk inlaid in the rock floor.

This forms the worship area and is also the repository of the Sacred Hoard, which consists of offerings made by worshipers.

Over the millennia, this hoard has become an impressive heap of coins, gems, and other valuable objects.

Such wealth is irresistible to temple thieves, so the shrine is always guarded physically by the clergy of Io as well as by magic wards and traps.

(The DM should place appropriate obstacles along the way inside the tunnel that leads to the hoard).

In addition, a descendant of the long-dead gold dragon has her lair nearby and keeps a watchful eye out against desecration of her ancestor's remains.

Shrine to Io



TABLE 5-6: THE SINGER OF CONCORDANCE

HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Aspect of peace	+1 level of existing spellcasting class
2nd	+1	+0	+3	+3	Bonus domain	+1 level of existing spellcasting class
3rd	+1	+1	+3	+3	Aspect of refuge	+1 level of existing spellcasting class
4th	+2	+1	+4	+4	—	+1 level of existing spellcasting class
5th	+2	+1	+4	+4	Aspect of exclusion 1/day	+1 level of existing spellcasting class
6th	+3	+2	+5	+5	Aspect of healing	+1 level of existing spellcasting class
7th	+3	+2	+5	+5	—	+1 level of existing spellcasting class
8th	+4	+2	+6	+6	Aspect of exclusion 2/day	+1 level of existing spellcasting class
9th	+4	+3	+6	+6	Aspect of safety 1/day	+1 level of existing spellcasting class
10th	+5	+3	+7	+7	Sphere of Concordance	+1 level of existing spellcasting class

SPHERES OF CONCORDANCE

The great dragon deity lo created these retreats among the planes so that his children could find rest, with the Singers of Concordance as their guides.

When a character enters the Singer of Concordance class and chooses a Sphere of Concordance from which to draw off aspects, that Sphere becomes linked to him. Other entrants into the class thereafter choose other spheres.

A Sphere of Concordance is a demiplane, roughly 500 feet across, with the following traits.

- Normal gravity.
- Minor positive-dominant.
- Divinely morphic. lo or his emissaries can prevent the entrance of nondraconic creatures, or expel any creatures that commit violence within the demiplane.
- Mildly neutral-aligned.
- Enhanced Magic. Spells and spell-like abilities that use positive energy, including *cure* spells, and spells from the Community*, Creation*, Healing, and Protection domains, are empowered (as if the Empower Spell feat had been applied to them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already empowered are unaffected by this benefit.

*Domains described in *Complete Divine*, pages 137–138.

- Impeded Magic. Spells and spell-like abilities that use negative energy, including *inflict* spells, and spells from the Death, Destruction, and Madness* domains are impeded.

*Domain described in *Complete Divine*, page 139.

- Creatures within a Sphere of Concordance are always subject to the aspects of peace, refuge, healing, *exclusion*, and safety, as defined and described in the Singer of Concordance prestige class entry.

The environment within a Sphere of Concordance is pleasant, with mild temperatures and a normal atmosphere. The sphere is filled with beautiful images, precious works of art, glittering gold, and shining gems for the enjoyment and appreciation of its draconic sojourners. Because the demiplane is positive-dominant, the colors, scents, and other sensations provoked by these features are greatly heightened. However, they are bonded with the demiplane: Any attempt to remove riches from this place causes the material to revert to the raw essence of creation, vanishing instantly. (The essence returns to the demiplane and is then reshaped.)

Being a demiplane, a Sphere of Concordance is not easily accessible with *plane shift* or other means of planar travel. Attempts to reach a sphere without guidance or prior knowledge (or the Singer of Concordance 10th-level class feature) result in the traveler arriving on a random Outer Plane. Creatures that enter a Sphere of Concordance that is already linked to another Singer of Concordance are considered undesignated (unless they have been previously designated by the other Singer), and thus are adversely affected by the sphere's aspect of safety.

RACES OF THE WILD (3.5)

ARCANE HIEROPHANT

"There's nothing unnatural about magic.

Magic ebbs and flows through the very earth where you stand, the air that you breathe, and the water that you drink.

A fire has some magic of its own, as I'm sure you'll agree when it warms you on a cold day or cooks your food."

—Altherion Duniiloli, arcane hierophant

Arcane hierophants wield a blending of arcane magic and divine magic with a heavy emphasis on nature and the elements.

Though they possess the learning and discipline commonly associated with wizards, they also have practical knowledge of the natural world commonly associated with druids.

Like druids, they can change shape into animal and elemental forms, but they also can wield powerful arcane spells.

BECOMING AN ARCANE HIEROPHANT

Multiclassing as a wizard/druid provides the quickest path to becoming an arcane hierophant, though you can meet the arcane spellcasting requirements as a bard or sorcerer and the divine spellcasting requirements as a relatively high-level ranger.

You'll need druid or ranger levels to meet the class feature requirements.

Intelligence or Wisdom (either one can govern your spellcasting) is a key ability for you.

A high Dexterity score can prove helpful to you in combat, both to improve your Armor Class and to help you beat the opposition to the punch with a quick spell.

ENTRY REQUIREMENTS

Alignment: Any nonlawful.

Base Attack Bonus: +4.

Skills: Knowledge (arcana) 8 ranks, Knowledge (nature) 8 ranks.

Spells: Ability to cast 2nd-level arcane spells and 2nd-level divine spells.

Special: Trackless step class feature.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Craft, Diplomacy, Handle Animal, Knowledge (arcana), Knowledge (nature), Listen, Profession, Ride, Spellcraft, Spot, Survival, Swim.

CLASS FEATURES

As they advance in level, arcane hierophants improve their spellcasting abilities.

They also learn how to change shape, and they develop powers that allow them to use plants and animals as weapons and tools.

Weapon and Armor Proficiency: You gain no proficiency in any weapons or armor.

You abide by the same armor restrictions that druids do, and you lose your divine spellcasting ability and supernatural or spell-like class abilities if you wear prohibited armor or carry a prohibited shield.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class and a level in a divine spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other class feature a character of that class would have gained.

If you had more than one arcane spellcasting class or more than one divine spellcasting class before becoming an arcane hierophant, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Ignore Arcane Spell Failure: When casting an arcane spell, you ignore the arcane spell failure chance for any

nonmetallic light or medium armor (padded, leather, or hide armor).

You learn to cast arcane spells while wearing the types of armor that druids favor.

Wild Shape (Su): If you do not already possess the ability, you gain no new ability to wild shape.

However, you add your arcane hierophant level to your druid level and gain the wild shape ability of a druid of the resulting level.

For example, a character who is a 3rd-level wizard/3rd-level druid/4th-level arcane hierophant has the wild shape ability of a 7th-level druid.

If you are not a druid, (for example, if you entered the class as a wizard/ranger), you do not gain the ability to wild shape.

Companion Familiar: Upon becoming an arcane hierophant, you must dismiss your familiar, if you have one.

(You do not risk losing XP for doing so).

You may retain any one animal companion you already possess.

You add your arcane hierophant class level to your druid or ranger level for purposes of determining your animal companion's bonus Hit Dice, natural armor adjustment, and Strength/Dexterity adjustment (see the sidebar *The Druid's Animal Companion*, page 36 of the *Player's Handbook*).

For example, a character who is a 4th-level druid/3rd-level wizard/4th-level arcane hierophant has the animal companion of an 8th-level druid (+4 bonus HD, +4 natural armor, and +2 Strength/Dexterity adjustment, or an animal companion chosen from the 4th-level or 7th-level lists). In addition, your animal companion (if any) gains many of the abilities that a familiar would normally possess.

You add your arcane hierophant class level to your arcane spellcasting class level, and determine the Intelligence bonus and special abilities of your animal companion accordingly (see the sidebar *Familiars*, page 53 of the *Player's Handbook*).

For example, a 4th-level druid/3rd-level wizard/4th-level arcane hierophant has a familiar companion equal to that of a 7th-level wizard and 8th-level druid (Intelligence 9, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind, devotion).

The Hit Dice, hit points, attack bonus, saving throws, feats, and skills of the familiar companion are determined as normal for an animal companion.

Due to the familiar companion's unusual Intelligence score, it may very well have more skill points than other animals of its kind.

The familiar companion is a magical beast (augmented animal), but you can bestow harmless spells on your familiar companion as if it were an animal instead of a magical beast.

If your familiar companion is killed or dismissed, you do not lose XP.

You can summon a new familiar companion by performing a ceremony requiring 24 hours of uninterrupted prayer.

Channel Animal (Sp): Starting at 4th level, you gain the ability twice per day to establish a magical conduit between yourself and a single animal that you touch (including your familiar companion).

For each use of this class feature, a spell you cast whose range is touch or greater can originate from the animal instead of from you, provided that you have line of sight and line of effect to the animal.

The spell's line of effect then extends from the animal to the target based on the senses of the animal, not you.

You can also use this power to deliver touch spells through the animal.

Once you cast the spell, the animal is considered to be holding the charge for the spell (see page 176 of the *Player's Handbook*).

Starting at 8th level, you gain two additional uses of this ability each day.

Channel Plant (Sp): Starting at 6th level, you gain the ability to establish a magical conduit between yourself and a natural, nonanimated plant (but not creatures of the plant type) once per day.

This ability functions like the channel animal class feature, except that the line of effect from the plant to the target is based on your senses.

You can use this power to deliver touch spells through the plant.

Once you cast the spell, the plant is considered to be holding the charge for the spell (see page 176 of the *Player's Handbook*), except that the spell is delivered to the first creature or object that can receive the spell when the subject touches the plant.

At 10th level, you gain a second daily use of your channel plant ability.

PLAYING AN ARCAN HIEROPHANT

Think deeply, but creatively.

Your character relies on a deep understanding of magic and nature for his powers.

He didn't get where he is, however, by thinking inside the box.

He has forged his own way by melding two distinct magical traditions to create a potent new whole.

Your thoughts and actions should reflect that blending of nature and magic.

Avoid emotion and excess.

Nature wastes nothing and proceeds without emotion or sentimentality.

You need not be dour, but calm deliberation suits your character better than recklessness or a volatile temper.

Be wary of unexpected results and unintended consequences from your actions.

Take risks if you must, but stick to calculated risks.

When you ponder an action, know what you're likely to achieve if successful and what you're likely to lose if you fail.

Reject courses of action that expose you to losses greater than your potential gains.

Be persistent.

In time, the wind can wear away a mountain, so don't get discouraged when things don't go your way.

Still, strike hard when you can.

A stroke of lightning cleaves away rock faster than sand blown on the wind.

Show reverence for nature's beauty and bounty.

Oppose the wanton destruction of natural places and objects.

COMBAT

Your wild shape ability can make you an effective combatant when the need arises, but your strength lies in

your spells, and you don't have the Armor Class or hit points to fight in the front line all the time. Your combination of arcane and divine spellcasting ability gives you access to all the offensive spells you're likely to need, so don't forget to prepare a variety of utilitarian spells that provide you and your party with healing, information gathering, and mobility.

ADVANCEMENT

Arcane hierophant circles usually keep a close watch on any potential new members operating in or near their areas. They pay special attention to characters who choose on their own to multiclass as druid/wizards (recognizing kindred spirits), but they often study and secretly groom any spellcasters who show an interest in nature. They may approach such characters with opportunities for adventuring in the wild, such as tracking and rescuing captives, intercepting raids, or even locating and propagating rare plants and animals.

Once accepted into a circle (see Organizations, below), a new arcane hierophant is expected to continue his divine and arcane studies, maintain and defend the circle's citadel, and undertake such missions as might become necessary to maintain the circle's integrity.

These might include reconnaissance missions (to determine the whereabouts and intentions of potential enemies), diplomatic missions, and seeing to the protection and training of prospective new recruits to the circle. If you have the ability to wild shape, many options open up for you.

The ability is good for fighting, but you also can fly, swim, and even pass through solid ground when in elemental form, making you an excellent scout and infiltrator. Don't forget to take the Natural Spell feat in order to be able to use your formidable spellcasting abilities while using wild shape.

Don't overlook the tactical possibilities that your channel power gives you.

You can literally cast spells around corners though the use of this ability.

You may need to combine it with some divination to get a decent idea of where your spell is aimed.

RESOURCES

As a member of a circle, you have access to the circle's citadel.

Many citadels are little more than secret hideouts where you can stay for a night or two in reasonable safety. More influential and powerful circles have citadels that contain libraries and laboratories for your use and a staff of servants and guards for assistance and protection. Membership in a circle brings you in contact with other characters who share your ideals and your commitment to nature and to magic and who might be available to accompany you on adventures.

A circle may include wildrunners, druids, rangers, wizards, and maybe even some mid- to high-level barbarians. Such characters generally have starting attitudes of friendly toward you but will expect some sort of compensation (such as a little cash up front and a cut of the proceeds after the adventure).

These characters might help you in other ways such as casting spells for you or even creating items.

You'll still have to pay the going rate for such services, but at least word of what you're doing won't spread beyond the circle.

Likewise if you're strapped for cash you might purchase services or items in return for your own labor (or for a favor to be named later).

ARCANE HIEROPHANTS IN THE WORLD

If the PCs get involved in the diplomacy, politics, or trade that passes between different groups in the wild, they'll eventually meet arcane hierophants—though they might not recognize them for what they are.

To the casual observer, there's not much difference between an arcane hierophant and a druid or wizard. When you need an inscrutable character to convey information, render aid, or launch a magical attack in the wilderness, an arcane hierophant (or a whole circle of them) can serve very well indeed.

ORGANIZATION

Arcane hierophants band together in groups called circles. A circle traditionally has at least seven members (though in theory even a single arcane hierophant might establish a circle) and seldom more than two dozen members (not including guards and servants).

Each circle maintains a secret retreat, called a citadel, where the members can meet to study, train, and discuss matters of mutual interest.

A citadel is usually located in an area of great natural beauty, such as a mountain valley, sylvan glade, or island. Some circles, however, operate within cities, and their citadels might be located near waterways, gardens, or markets where produce or other natural products are sold. Most circles value their privacy, but they don't take great pains to conceal their existence (though they invariably keep the location of their citadel secret).

Some circles operate publicly and others covertly, as their members prefer.

Each circle has a leader, usually called the speaker, chosen for his magical accomplishments, leadership skills, and persuasiveness.

A speaker is often, but not always, the most powerful spellcaster in the circle.

Beyond that, a circle has no formal organization, though an informal hierarchy based on seniority and merit develops in well-established circles.

Circles usually have no formal names.

For convenience, the members choose some fairly meaningless name or simply adopt the name of the circle's founder or one of its more famous members.

Circle members avoid names based on the location or appearance of their citadel, because that information is supposed to be secret.

Typical circle names include The Fellowship of Cymbeline, Servants of the Harvest, Friends of the Highwood, and Syngil's Watchers.

The only circle member with any real duties is the speaker, who keeps track of the other members and their doings, stays in contact with other circles, and sees to it that someone (often the speaker himself) maintains the citadel and trains new members.

Many arcane hierophants (especially halflings and adventurers of all kinds) become associated with several different circles as they roam about.

These itinerant members almost never serve as speakers; they move from citadel to citadel, exchanging news with the local arcane hierophants and taking on any tasks for which a relative outsider might be well suited.

The Circle of the Open Road provides a notable exception to this rule: It is a mobile circle in which halflings make up most of the membership.

Their speaker, a tallfellow halfling called Feideal Chestnutsower, is known for his love of roasted chestnuts and his penchant for planting chestnut trees wherever he goes.

NPC REACTIONS

Arcane hierophants provoke a wide variety of reactions, depending on their own actions and the ideals and prejudices of the people they meet.

A known member of a circle often stands in high regard among commoners in the area where the circle is located, especially if the circle has been active in defending the area, dealing with natural disasters, or giving support and advice. Such commoners will have an indifferent starting attitude at worst.

Not all circles are benign, however, and local folk probably have an unfriendly or even hostile starting attitude when a circle has been acting contrary to their interests, such as interfering with attempts at settlement, breeding or introducing predatory animals, or disrupting activities such as mining or woodcutting.

Many druids look upon arcane hierophants as dabblers in the ethos of the druid and are indifferent at best.

Some druids look upon arcane hierophants as heretical or iconoclastic because of their mingling of nature and magic. The major point of disagreement is how arcane hierophants think about nature and magic.

They see both as forces that can be understood and manipulated, an idea many druids find deeply offensive. These druids usually prove hostile to the arcane hierophant circle.

Other druids regard arcane hierophants as kindred spirits and tend toward friendly starting attitudes upon meeting them.

These druids may become allies or even members of an arcane hierophant circle.

Rangers and bards usually respect arcane hierophants for their knowledge and magical powers.

ARCANE HIEROPHANT LORE

Characters with Knowledge (arcana) or Knowledge (nature) can research the arcane hierophants to learn more about them.

When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: "Arcane hierophants wield the magical might of both arcane spellcasters and powerful druids.

Many can take on the forms of animals and imbue the creatures and plants around them with dangerous or useful spells".

DC 15: "Groups of arcane hierophants are called circles, and their functions vary, depending on their location and the temperaments of their members.

Arcane hierophant circles are loosely organized under a single leader, called a speaker.

The speaker represents the circle in relations with outsiders but has little real authority".

DC 20: "Arcane hierophants believe that magic is just another force of nature, and they behave accordingly. They share many of the same values and philosophical ideas as druids but lack the druid's commitment to neutrality and the natural order".

DC 30: Characters who achieve this level of success can learn important details about the specific circles in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake. PCs trying to establish contact with a circle of arcane hierophants for some reason can do so through a Gather Information check.

The check DC depends on how open the circle members are about their activities and goals; it can range from 10 for a circle that operates publicly to 20 for a clandestine circle. Most circles don't bother to keep their existence a secret, but they don't advertise their presence either.

Contacting such a circle requires a DC 15 Gather Information check.

In any case, a successful check either puts you in contact with the speaker or with an intermediary or ally of the circle.

Discovering the whereabouts of a circle's citadel takes at least a DC 25 Gather Information check, and the task could be much more difficult or simply impossible.

ARCANE HIEROPHANTS IN THE GAME

Given their semisecretive nature, it's easy to introduce arcane hierophants to the game.

The PCs could meet one while traveling, or perhaps a druid or wizard they know chooses to multiclass and eventually enters the prestige class.

The prestige class appeals to players who like to wield flashy magic but find sorcerers and wizards a little too fragile.

ADAPTATION

Arcane hierophants are relatively rare as presented here, but you can decide otherwise for your own campaign.

You could create a great circle of arcane hierophants as the ruling magocracy (or theocracy) in a particular land, such as an elf kingdom or an unspoiled human realm.

Entrusted with the learning and lore of a kingdom, arcane hierophants choose the land's kings, hold the powers of high and low justice, and guide the land's defense against the dangers all around.

TABLE 5-1: THE ARCANES HIEROPHANT

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Companion familiar, ignore arcane spell failure, wild shape	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
4th	+3	+1	+1	+4	Channel animal 2/day	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
6th	+4	+2	+2	+5	Channel plant 1/day	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
7th	+5	+2	+2	+5	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
8th	+6	+2	+2	+6	Channel animal 4/day	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
9th	+6	+3	+3	+6	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
10th	+7	+3	+3	+7	Channel plant 2/day	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class

CHAMPION OF CORELLON LARETHIAN

*"When an arrow will not suffice, when no spell will overcome, a stout heart and a sharp blade may prevail.
With Corellon's grace, I fear no foe who stands within reach of my sword."*

—Alissera Berothar, champion of Corellon Larethian

Many evil warriors believe that elves, while dangerous in ranged combat, have no stomach for melee. They expect that elves would fall like leaves in an autumn windstorm once the battle becomes the work of sword and axe rather than arrow and spell.

These warriors have never encountered a champion of Corellon Larethian.

The champion of Corellon is a noble elf fighter, an elf knight or lord who can stand up to any orc or human warrior.

All elves admire the grace, discipline, and skill necessary to become a swordmaster, and the champion of Corellon is the very paragon of elven swordsmanship.

Clad in shining elven mail or plate, the champion relies on quickness, agility, and an almost scholarly study of the most difficult and advanced techniques of swordplay instead of brute power.

As the name suggests, a champion of Corellon Larethian holds a special place in elf society.

Large temples of Corellon Larethian often host groups of champions who serve as elite temple guards, advisors and bodyguards to elf rulers, and questing knights in the service of the whole elf race.

BECOMING A CHAMPION OF CORELLON

In order to become a champion of Corellon, an elf must excel in swordplay and exhibit patience, grace, and compassion.

Even in the most desperate of times, elves do not judge a warrior merely by her martial skill.

To take joy only in feats of arms is to live a crude and diminished life.

There is more to life than fighting well, and the true champion knows this.

The quickest way to become a champion of Corellon Larethian is to advance as a fighter, due to the difficult feat requirements.

However, a level of cleric, paladin, or rogue (preferably paladin, because it maximizes your base attack bonus) will be quite useful in meeting the skill requirements.

The champion of Corellon class offers no spellcasting advancement, so you will not receive much benefit for entering this prestige class after advancing primarily as a spellcaster.

ENTRY REQUIREMENTS

Race: Elf or half-elf.

Alignment: Any nonevil.

Base Attack Bonus: +7.

Skills: Diplomacy 4 ranks, Knowledge (religion) 2 ranks.

Feats: Proficient with all martial weapons and heavy armor, Combat Expertise, Dodge, Mounted Combat.

Special: Must worship Corellon Larethian.

Special: In addition to the feats above, you must also take either Weapon Focus (longsword) or Exotic Weapon Proficiency (elven thinblade or elven courtblade).

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft (any), Diplomacy, Handle Animal, Heal, Intimidate, Knowledge (any), Profession, Ride, Sense Motive, Spellcraft.

CLASS FEATURES

Champions of Corellon continue to improve their combat skills as they advance in level, learning bonus fighter feats and special techniques for making use of heavier armor than that favored by most elves.

Weapon and Armor Proficiency: You gain no proficiency with any weapon or armor.

Corellon's Blessing (Su): Upon entering this class, you gain the ability to heal wounds by touch, much like a paladin's lay on hands ability.

Each day you can heal a total number of hit points of damage equal to your champion level × your Charisma modifier (minimum 1).

For example, a 6th-level champion of Corellon with a Charisma score of 14 can heal 12 points of damage per day. You can choose to divide the healing among multiple recipients, and you don't have to do it all at once. Using this ability is a standard action.

You can use any or all of this healing power to deal damage to undead creatures.

Using Corellon's blessing in this way requires a successful melee touch attack and doesn't provoke attacks of opportunity.

You decide how much of your daily allotment of healing to use as damage after successfully touching your undead foe. If you have levels in paladin, you add your levels of champion of Corellon and paladin together and determine your ability to heal accordingly (although if you have a Charisma score of lower than 12, your paladin levels do not contribute to your ability to heal).

Bonus Feat: At 1st level and every three levels thereafter, you gain a bonus feat.

This must be a feat noted as a bonus fighter feat, and the feat must have Combat Expertise, Dodge, or Mounted Combat as a prerequisite.

Elegant Strike (Ex): Upon reaching 2nd level, you become able to place your attacks where they deal greater damage. You apply your Dexterity bonus as a bonus on damage rolls (in addition to any Strength bonus you may have) with any of the following weapons: longsword, rapier, elven thinblade, elven lightblade, elven court sword, or scimitar. Targets immune to sneak attacks or extra damage from critical hits are immune to your elegant strike.

Superior Defense (Ex): At 3rd level, you learn special techniques for making the best use of an elf's natural agility even while wearing restrictive armor.

The maximum Dexterity bonus for any medium or heavy armor you wear (including mithral versions) is increased by 1.

For example, full plate armor normally has a maximum Dexterity bonus of +1, but the superior defense ability increases this to +2.

At 6th level, you improve the maximum Dexterity bonus of medium or heavy armor by 2 and at 9th level by 3.

Unimpeded Movement (Ex): At 5th level, you no longer reduce your movement when wearing medium or heavy armor.

(You still reduce your movement if carrying a medium or heavy load, however).

If you know the Spring Attack feat, your unimpeded movement ability allows you to use Spring Attack even while wearing heavy armor.

Corellon's Wrath (Su): At 8th level, you gain the ability to briefly channel the divine power of Corellon Larethian, enveloping one melee weapon you wield in a veil of incandescent light as a free action.

You gain a +2 sacred bonus on attack rolls and deal an extra 2d6 points of damage with each melee attack you make with the affected weapon for 1 round.

While Corellon's wrath is in effect, the weapon is considered magic and good-aligned for the purpose of overcoming damage reduction.

You can use this ability a number of times per day equal to 3 + your Cha modifier (minimum once per day).

EX-CHAMPIONS OF CORELLON

Few champions of Corellon ever turn to evil, but it occasionally happens.

If your alignment changes to evil, you are expelled from the order and lose the supernatural abilities derived from this class (Corellon's blessing and Corellon's wrath).

However, you are not barred from gaining more levels in this class if you so desire.

You can continue to refine the combat techniques you have learned, but you cannot make use of the class's supernatural abilities.

PLAYING A CHAMPION OF CORELLON

You are a noble and courageous warrior.

While you espouse a personal code that bears some resemblance to the chivalric tradition of a human knight, you bring a uniquely elven perspective to the concepts of honor, valor, fidelity, and truthfulness.

Specifically, you are not under any obligation to prove your personal bravery by declining advantages that would help you to defeat a foe or by rashly attacking enemies superior to you.

If you had not proved your valor already, you would not be a champion of Corellon; your sacred trust is to defend the innocent, the weak, and the elf people in the most expedient and effective way you can.

Consequently, you do not scorn the bow, the spell, or the ruse of war when such things are called for.

You know that once you strike a blow you cannot undo it, even if it later proves to have been a mistake.

Therefore, you are slow to strike and deliberate in your actions and words until it is clear that combat is the best response to a particular challenge.

When blood must be spilled, you will do so quickly and expertly.

You do not enjoy killing, but you take pride in doing it well when it must be done.

Remember, life is not one continuous battle, and you should not diminish yourself by defining your entire existence as empty perfection behind your blade.

You appreciate many fine things—art, literature, beauty, good company, laughter, and love.

Sometimes hope and heart are the best weapons against evil.

COMBAT

You fight with skill and special maneuvers, not brute power.

Your best attribute is your Armor Class—you win fights by avoiding damage.

Combine your Combat Expertise feat with heavy armor and a shield, and you'll be hard to hit indeed, especially after your superior defense ability kicks in.

If you're facing a tough foe, think about using your Combat Expertise aggressively in conjunction with fighting defensively to occupy your enemy while your companions wear him down.

Your best weapon choice is probably the elven thinblade. It's better than a longsword, and you can use Weapon Finesse to make yourself into a very effective Dexterity-based fighter instead of a Strength-based fighter.

ADVANCEMENT

In order to become a champion of Corellon, you must start down a road that leads to some of the most interesting and powerful feats in the game—Spring Attack and Whirlwind Attack.

You should definitely consider making your next three feat choices Mobility, Spring Attack, and Whirlwind Attack.

You should also think about Improved Disarm, Improved Feint, and Improved Critical (which works very well with the elven thinblade).

Your class abilities are at their best when you commit to wearing the best heavy armor you can afford.

At your first opportunity, upgrade to mithral full plate armor.

It's expensive, but you will appreciate the increase in your maximum Dexterity bonus and your movement rate, especially if you picked up Spring Attack.

RESOURCES

Temples to Corellon Larethian can be found in almost any elf town or city, and even small forest settlements are likely to have at least a shrine dedicated to the Creator of the Elves.

Clerics of Corellon regard you as a staunch friend and ally, and they will go out of their way to aid you in whatever fashion they can.

As long as there aren't other demands on their spellcasting services, you can obtain spells from these temples at no cost unless the spells in question demand an expensive material component or an experience point expenditure, in which case the cleric in question expects you to provide the component or compensate him appropriately for the experience points he must spend.

In addition to the clerics, the other members of your chapter share your skills and interests.

They can often be persuaded to join you in an important quest or to attend to some matter that you cannot deal with yourself because other affairs demand your attention.

Of course, you may in turn be asked to help a fellow champion from time to time in the same way.

CHAMPIONS OF CORELLON IN THE WORLD

As some of the most capable fighters found among elf communities, champions of Corellon can often be found in three common situations—as elite guards to elf rulers, mages, or clerics; as commanders and leaders in elf armies; and as crusaders outside the elf homelands, working hard to counter the efforts of those the elves consider enemies. When you need an elf swordmaster to serve as an ally to the PCs, as a guard to an important elf NPC, or even an honorable lord to rule an elf city, a champion of Corellon is a good choice.

Champions of Corellon bear a strong resemblance to elf fighters or elf paladins, and most strangers do not recognize a member of the prestige class as anything other than a skillful elf warrior.

ORGANIZATION

Naturally, champions of Corellon are strongly affiliated with temples dedicated to Corellon's worship.

Collectively, they comprise an order of religious warriors known to the elves as the *Aelavellin Corellon*—literally, the Sword Knights of Corellon.

Each temple of sufficient size (generally, any temple in a small town or larger community) hosts a chapter of the *Aelavellin*, which consists of anywhere from one to a dozen or more champions in the largest temples.

While the chapters are affiliated with the temples of Corellon, the individual champions are not under the command of the clerics of Corellon or even higher-ranking members of the order.

Champions of Corellon generally hold other responsibilities in the community, serving as watch captains, royal advisors, and so on.

Meetings of each chapter are ceremonial in nature, conducted for purposes of companionship and consideration of civic issues.

The *Aelavellin Corellon* has a command hierarchy of sorts, and on rare occasions (a great battle, for instance) the champions assemble as an elite guard, serving as the armored heart of an elf army.

In practice, a champion of Corellon never has to weigh the dictates of the order against her personal responsibilities to her home, ruler, or family.

A champion is welcome among any chapter she encounters in her travels and free to leave a chapter whenever her duties or desires lead her to move on.

NPC REACTIONS

Champions of Corellon are indistinguishable from any other elf fighters, at least in the eyes of nonelves, and therefore receive much the same reaction from others. Those who would be disposed to be friendly toward elves will likewise be friendly to champions of Corellon Larethian, and those who regard elves as enemies certainly feel no differently about champions of elf deities.

If it is possible for an orc to hate an elf more than orcs generally hate elves, clerics of Gruumsh despise any cleric or servant of Corellon Larethian beyond all reason.

Gruumsh worshipers sometimes launch suicidal attacks in the hope of killing a servant of Corellon.

CHAMPION OF CORELLON LORE

Characters with Knowledge (religion) or Knowledge (nobility and royalty) can research the champions of Corellon Larethian to learn more about them.

When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: "Some powerful elf lords or knights are dedicated to the service of Corellon Larethian.

They are known as champions of Corellon".

DC 15: "Any large temple dedicated to Corellon Larethian is likely to be home to one or more champions.

They are elite guards, agents, and troubleshooters for elven realms, often embarking on quests to advance causes important to elves or defend the elven people.

They don't like to start fights, but when violence becomes necessary you won't find a more skillful or determined opponent".

DC 20: "Champions of Corellon are highly skilled swordmasters.

Few can match their ability with the blade.

They are expert melee fighters and often wear heavier armor than most elves do.

They possess some paladinlike abilities and strive to be just, honorable, and courageous".

DC 30: Characters who achieve this level of success can learn important details about specific chapters or champions in your campaign.

Finding a champion of Corellon is not terribly difficult, provided one knows where to find a good-sized temple of Corellon Larethian or an elf town or city.

Once the PCs have found an appropriate site, they can establish contact with a chapter of champions by making a DC 10 Gather Information check.

If, for some reason, they wish to meet a champion without going through elf intermediaries or without approaching the clerics of Corellon Larethian, the DC increases to 25.

Elf PCs gain a +5 circumstance bonus on these Gather Information checks.

CHAMPIONS OF CORELLON IN THE GAME

Any elf warrior of sufficient skill might turn out to be a champion of Corellon Larethian.

Champions of Corellon make excellent NPC allies who might aid the PCs against a threat the elves consider important, or the ruler of an elf town might be a champion herself.

The great majority of champions are good.

However, some embark on this path only to later fall into darkness or evil.

Some allow their hatred for enemies or rivals of the elven folk to overcome them and become cold and remorseless killers.

Others are enamored by the lure of power and seek to rule over their fellows.

Few elf realms are subject to the same sort of bitter power struggles that often erupt in human kingdoms, but even elves are not immune to bitterly contested successions or clan rivalries, and an embittered ex-champion is often at the heart of such trouble.

The champion of Corellon prestige class appeals to players who like playing smart fighters who possess a number of tactics at their disposal, thanks to a broad and sophisticated selection of feats.

While she might not match a fighter built purely for inflicting damage, a champion has more options at her disposal and can be just as effective (or more effective, in many cases) than a simple Strength-based fighter in many situations.

ADAPTATION

You can easily adapt the champion of Corellon to the service of almost any other deity, or even another race altogether.

The basic premise of the class (a Dexterity-based fighter with some divine powers) lends itself to association with any number of deities.

A human order of champions in the service of Pelor, for instance, could use the champion of Corellon class with very little alteration.

TABLE 5–2: THE CHAMPION OF CORELLON LARETHIAN
Hit Die: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Corellon's blessing, bonus feat
2nd	+2	+3	+0	+3	Elegant strike
3rd	+3	+3	+1	+3	Superior defense +1
4th	+4	+4	+1	+4	Bonus feat
5th	+5	+4	+1	+4	Unimpeded movement
6th	+6	+5	+2	+5	Superior defense +2
7th	+7	+5	+2	+5	Bonus feat
8th	+8	+6	+2	+6	Corellon's wrath
9th	+9	+6	+3	+6	Superior defense +3
10th	+10	+7	+3	+7	Bonus feat

LUCKSTEALER

"Want riches beyond measure?

Just make sure you're there when the other guy's luck runs out."

—Mik Cobblethrust, luckstealer with the halfling "Four Hands" caravan.

As a luckstealer, you're part spellcaster, part professional gambler—and 100% mischief-maker.

You're the halfling who fleeces local card sharps out of their hard-earned gold, then disappears in a puff of smoke when the swords come out.

Not that you flee, of course—you're just moving to the perfect ambush spot and signaling the rest of your caravan to rob the town treasury while the locals are busy fighting you.

BECOMING A LUCKSTEALER

Luckstealers are spellcasters, so the easiest way to get into the prestige class is to take levels in wizard or sorcerer.

Wizards have more skill points due to their high Intelligence, so it's a little easier for them to buy ranks in Profession (gambler).

A sorcerer is a better match for this prestige class because some of its skills and class features rely on Charisma.

Clerics with the Luck domain also qualify for the luckstealer class, but the low hit points and poor base attack bonus make the prestige class less attractive to them.

Bards also qualify for the luckstealer prestige class easily, but the class doesn't enhance their existing abilities.

ENTRY REQUIREMENTS

Race: Halfling.

Skills: Profession (gambler) 9 ranks.

Feats: Dallah Thaur's Luck (see page 149).

Spells: Ability to cast 3rd-level arcane or divine spells.

Domain: Luck (divine spellcasters only).

CLASS SKILLS

(4 + Int modifier per level): Appraise, Bluff, Concentration, Craft, Knowledge (local), Profession, Sense Motive, Sleight of Hand, Spellcraft.

CLASS FEATURES

As a luckstealer, your spellcasting progression slows down a bit, but you gain two useful curse abilities, class features that have an element of gambling to them, and some magical techniques that help you work your mischief at the gaming table.

Spellcasting: At each level indicated on Table 5–3, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other class feature a character of that class would have gained.

If you had more than one spellcasting class before becoming a luckstealer, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Curse of the Fatespurned (Sp): By staring at a living opponent for a moment (a move action), you can steal a bit of his or her luck for yourself.

Your target must succeed on a Will save (DC 10 + your class level + your Cha modifier) or take a –2 penalty on attack rolls, saves, ability checks, and skill checks for 1 minute.

The *curse of the fatespurned* has a range of 60 feet.

The effect cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Your cursed enemy's bad fortune is your good fortune.

Whenever you successfully use *curse of the fatespurned*, you gain 2 points for your luck pool.

You can spend points from your luck pool on a 1-for-1 basis to gain a luck bonus on any attack roll, ability check, skill check, or saving throw you make.

You decide how many points you're spending before you make the roll.

You can also use points from your luck pool to power your desperate recall and fate's proof class features (described below).

Unspent points remain in your luck pool for 1 minute.

You can't have more points in your luck pool than your Charisma modifier (minimum 1).

You retain the good fortune (and the points in your luck pool) even if your enemy uses *remove curse* or another spell to remove his or her bad luck.

Subtle Magic (Su): The spells you cast often don't register to divination magic.

If a divination is attempted against one of your spells, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level.

The subtle magic class feature covers only your spells; the magic items you possess still register normally to *detect magic* and other spells.

Lucky Magic (Su): When you reach 4th level, good fortune infuses the spells you cast.

Whenever you cast a spell that has a variable, numeric effect, you can reroll one die out of every five (minimum one reroll).

For example, if you cast *enervation*, you can reroll the 1d4 to determine how many negative levels the spell bestows.

If you cast a 15d6 *delayed blast fireball*, you can reroll any three of the fifteen dice.

You must take the results of the new rolls, even if they're worse.

Desperate Recall (Su): At 4th level and higher, you can recover the energy from a spell you just cast, but doing so costs you a bit of the luck you have accumulated.

Once per day, as a move action, you can recall any one spell that you had prepared and then cast (if you prepare spells ahead of time) or the energy from one spell slot (if you cast spells spontaneously).

The spell or spell slot is then ready for use again, just as if it had not been cast.

At 7th level, you can use desperate recall twice per day, and at 10th level, you can use it three times a day.

Whenever you use the desperate recall class feature, you have to pay luck's cost: 1 point from your luck pool for a 1st- to 3rd-level spell, 2 points for a 4th- to 6th-level spells, and 3 points for a 7th- to 9th-level spell.

If you can't afford to pay luck's cost, you can instead lose any luck points you have in your pool and give up a measure of your own personal good fortune: For 1 minute, you take a -1 penalty on all attack rolls, saves, ability checks, and skill checks, and a -1 penalty to your Armor Class.

This penalty stacks with itself and with penalties from the fate's proof class feature and the Dallah Thaun's Luck feat.

Curse of the Black Cloud (Sp): At 7th level and higher, you can manipulate the threads of fate itself, causing a thin black cloud to descend over your foes and steal their luck away.

This ability functions like the *curse of the fatespurned* class feature, except that the black cloud curses everyone within a 20-foot spread.

The cloud doesn't affect vision, and it naturally disperses a round after you use this class feature.

At 10th level, you can use this class feature twice a day.

As with *curse of the fatespurned*, you get the good luck that your enemies lose.

You gain 2 points for your luck pool for each living creature that suffers the *curse of the black cloud*.

The luck pool's maximum size is equal to your Charisma modifier (minimum 1).

As described in the *curse of the fatespurned* class feature, you can use points from your luck pool to improve your rolls or to use the desperate recall or fate's proof class features.

Fate's Proof (Su): At 10th level, you have a sense of fate that borders on the precognitive.

You gain occasional flashes of insight when you're in danger.

For example, in the middle of a battle you might receive an instantaneous vision of a troll rending you limb from limb.

By ducking and evading the troll's outstretched claws, you're able to avert a grisly fate.

You can use this ability to avoid critical hits, poison attempts, and other particularly dangerous attacks.

Three times per day, you can force an opponent to reroll an attack roll, or you can reroll a save you've failed.

Announce your decision to do so after you know the full effects of your bad fortune: how much damage the attack deals, the consequences of the failed save, or secondary effects such as poison or improved grab.

When you use the fate's proof class feature, the attack begins again from the moment of the attack roll, and the spell or other condition that forced you to make a save begins again from the moment you attempt the save.

You must accept the result of the reroll, even if it's worse than the original result.

You can't use fate's proof more than once on the same roll. Whenever you use the fate's proof class feature, you have to pay luck's cost: 5 points from your luck pool.

If you can't afford to pay luck's cost, you can instead lose any luck points you have in your pool and give up a measure of your own personal good fortune: For 1 minute, you take a -2 penalty on all attack rolls, saves, ability checks, and skill checks, and a -2 penalty to your Armor Class.

This penalty stacks with itself and with penalties from the desperate recall class feature and the Dallah Thaun's Luck feat.

PLAYING A LUCKSTEALER

You are finely attuned to the ebb and flow of probability, and you love to play the odds—or better yet, stack them in your favor.

Tempting fate comes naturally to you.

Whether across a card table or on the field of battle, your enemies wince whenever they have to face you.

They know that you'll take any good fortune they have and replace it with bad luck—and bad luck is the one attack no one can defend against.

Many of the more established and populous halfling caravans have a luckstealer or two traveling with them; the luckstealer title isn't considered pejorative in halfling culture.

The magical techniques that comprise your class features are well understood by halfling sages—it's just that not everyone shows the aptitude for or interest in messing with the laws of probability.

Your fellow halflings think of you primarily as a powerful spellcaster and don't pay too much attention to the literal meaning of your title.

If someone threatens the safety or welfare of a halfling community, the leaders will often turn to a luckstealer, saying, "Can't you curse our nemesis so they'll leave us alone?" They understand the general principle behind a luckstealer's abilities, but they usually don't know the specifics.

COMBAT

For a luckstealer, the fundamental tactical decision is how to spend the luck points you get with your curse class features.

The luck points only last for 1 minute, so it's not worth it to hoard them unless you know in advance that you have a critical roll or check coming up.

Early in a fight or in a battle against undead, you may be caught without luck points.

You can still use desperate recall and fate's proof, but you need to balance the penalties you'll accept against the benefits from an extra spell or possibly thwarting an enemy attack.

Your *curse of the black cloud* ability is the fastest way to get a lot of luck points, but you have to be careful placing it so you don't steal the luck of your allies.

If you really need the extra spell that desperate recall will provide, it's not necessarily the end of the world if you steal a little luck from a friend.

The penalties disappear after 1 minute anyway, so your ally might agree that a critical, party-saving spell might be more important than a temporary inconvenience.

(At least that's how you'll spin it if your friends complain).

If you're a high-level luckstealer facing a particularly dangerous foe, it's a good idea to try to get 5 luck points as soon as you can and keep them.

That's because the fate's proof ability is your best way to thwart certain death.

It's best used after your enemies get lucky, such as when a monster scores a critical hit against you or you roll a 1 on an easy but important saving throw.

Fate's proof is less useful when average dice results did you in, because it's likely that your enemy will be able to repeat the success during the reroll.

ADVANCEMENT

Usually a wizened mentor teaches the magical techniques that make up the luckstealer's class features to a promising but mischievous student in the halfling community. The techniques are straightforward but delicate, so the mentor demonstrates them and teaches a series of exercises that hone the student's ability to manipulate fate and fortune.

Once a mentor has taught these exercises, a young luckstealer requires no further instruction.

However, knowing how luckstealing works and actually being able to pull it off are two different things.

It takes countless hours of practice to master the delicate ebb and flow of probability for the luckstealer's art.

When you use first send a *curse of the black cloud* against your enemies, it doesn't represent something you've just learned.

You've been attempting the *curse of the black cloud* for months or years, and this is just the first time it worked.

Once you become a luckstealer, your other character-advancement choices are relatively straightforward.

If you were a wizard before you became a luckstealer, use magic to improve your Charisma score.

Don't neglect Intelligence, obviously, but make Charisma a priority.

If you're a sorcerer, consider spells that have variable effects so you can get the full benefit of your lucky magic class feature.

RESOURCES

There is no secret society of luckstealers, but most halfling communities recognize that it's useful to have a powerful spellcaster in their midst.

A luckstealer on the run can almost always count on safe refuge among halflings, who'll hide him and provide what other aid they can spare.

Temples dedicated to Olidammara also treat luckstealers well—if they've heard of them.

LUCKSTEALERS IN THE WORLD

From a DM's standpoint, the luckstealer is a good prestige class to offer a player who has a natural mischievous streak—and to use for a frustrating, hard-to-pin-down nemesis for PCs.

ORGANIZATION

Luckstealers don't have an organized group or an agenda beyond that of their halfling caravans.

Because a luckstealer is a charismatic, powerful spellcaster, such a character is almost always an influential member of the community.

A luckstealer is sometimes an instigator of criminal schemes cooked up by less respectable halflings; many are the ringleaders of roving thieves' guilds.

Other luckstealers lead caravans of their own or act as senior advisors to a community leader.

Pulling strings from behind the scenes is a common tactic for luckstealers because they're personable, good bluffers, and able to use spells surreptitiously to good effect with their subtle magic class feature.

Some luckstealers spend their days working on their next scheme, setting up the big folk for another humiliating loss at the hands of the halflings.

Others take a day-to-day approach to life, relying on fate to bring them one adventure after another.

They're rarely disappointed.

Many luckstealers venerate Dallah Thaun, but their relationship with clerics of the halfling goddess can be complicated.

Recently, clerics of Dallah Thaun have been trying to bring luckstealers under their wing, granting them high station in the church in exchange for magical aid and a measure of control.

Some luckstealers are stubbornly independent, spurning the advances of the church even if they are worshippers of Dallah Thaun.

Other luckstealers wonder whether the luckstealing techniques weren't really Dallah Thaun's to begin with, and they're more willing to cast their lot with Dallah Thaun's clergy.

NPC REACTIONS

Few nonhalflings know about luckstealers, and saying someone is a "luckstealer" sounds like a quaint halfling way of describing an unlucky person.

Of course, those in the know have definite opinions about powerful spellcasters who can twist fate itself.

Most halfling caravan leaders have heard of luckstealers, and few are indifferent toward them. About half of such leaders regard luckstealers well and have an initial attitude of friendly.

The others have found that trouble follows in the wake of a luckstealer and have an initial attitude of unfriendly. Halflings who are not part of a community's leadership almost always have an initial attitude of friendly because many half ling folk tales feature a luckstealer who's always getting into trouble but escaping by fooling the big folk. Luckstealers likewise have few enemies beyond halfling communities.

Rivalries occasionally develop between a luckstealer and a cleric of Dallah Thaun, and sometimes an evil luckstealer will turn on his own caravan.

Clerics of Olidammara (and other gods with the Luck and Trickery domain) tend to think of luckstealers as kindred spirits, when they have heard of them at all, and have an initial attitude of friendly.

LUCKSTEALER LORE

Characters with Knowledge (local) can research the luckstealers to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. Halflings get a +4 circumstance bonus on the check because luckstealers are a significant part of their culture. DC 10: "Luckstealers are spellcasters who specialize in curse-magic".

DC 15: "A luckstealer does what it says—he takes your luck and uses it to power his magic.

A lot of them hide in halfling caravans, stealing people's good fortune and then leaving town".

DC 20: "A luckstealer can steal people's luck—it's a sort of curse—but the effects don't last very long. Almost all of them used to be sorcerers".

DC 30: Characters who achieve this level of success can learn important details about specific luckstealers in your campaign.

A DC 25 Gather Information check is sufficient to set up a meeting with a luckstealer.

Halflings get a +4 circumstance bonus on this check as well, as a luckstealer is more apt to trust a fellow halfling.

LUCKSTEALERS IN THE GAME

Whether it's a PC or an NPC, a luckstealer is a good choice when you want a slippery spellcaster who always lives to fight another day.

If you have a luckstealer at the table, you can challenge the PCs by giving them multiple encounters without a rest break.

That will give the luckstealer a chance to use his desperate recall ability to save the group.

Longer battles also favor a luckstealer, because his curses have a bigger effect on the game when combat stretches beyond two or three rounds.

ADAPTATION

As written, the luckstealer is tied to halfling culture, but it would be a balanced prestige class for any race.

It would be particularly appropriate for spellcasters with a connection to luck or fate—whether they're arcane or divine casters.

It's also straightforward to put an evil twist on luckstealers, turning them into secretive plotters who work secret magic, bring misfortune, and manipulate fate to their own ends.

TABLE 5-3: THE LUCKSTEALER HIT DIE: D4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Curse of the fatespurned, subtle magic	—
2nd	+1	+0	+0	+3	—	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	—	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Lucky magic, desperate recall 1/day	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	—	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	—	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Curse of the black cloud 1/day, desperate recall 2/day	—
8th	+4	+2	+2	+6	—	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	—	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Curse of the black cloud 2/day, desperate recall 3/day, fate's proof 3/day	—

RUATHAR

"If you agree to leave the land west of the Dursar River unsettled, the elves of Veldiri will give you leave to settle in the eastern forest and answer any call for their aid, should you need it.

On this matter I can speak for the Veldiri."

—Johdur Ter Harak, elf-friend of Veldiri

Also known as "elf-friend" or "star-friend", a ruathar is a person of some other race who has earned the special friendship of the elven folk.

While many individuals who render the elf people some notable service are known as elf-friends, a ruathar is truly blessed—the recipient of a powerful magical ritual that

infuses him with the real and lasting blessing of the elf race.

The elves extend the invitation to become ruathars to very few individuals indeed, but those so honored have a home among the elf people for the rest of their days if they so desire.

Elves can become ruathars, but such characters are somewhat unusual.

An elf becomes a ruathar when he renders a great service to an elf realm that is not his homeland, or when one or more of his nonelf companions receive the honor in recognition for a deed he also shared in.

When an individual elf is singled out for this kind of recognition in his homeland, he is usually called "star-friend" rather than "elf-friend".

BECOMING A RUATHAR

Ruathars are expected to be capable of serving as defenders of the elven people.

While many elf-friends render elves service of great importance through feats of diplomacy, invention, gift giving, or compassion, only those who are willing and able to hazard their lives side-to-side with elf warriors are made into ruathars.

Therefore, elves must find some basic competence with blade or spell in a potential ruathar before they consider bestowing the honor of the ritual.

Ruathars must be noteworthy examples of elven values, so they are often particularly keen-eyed, magically skilled, or well-spoken individuals.

ENTRY REQUIREMENTS

Base Attack Bonus: +6, OR Skills: Any skill 9 ranks, OR

Spells: Ability to cast 3rd-level spells.

Special: In addition to meeting one of the three requirements given above, you must have performed a great service to an elf community, such as participating in the defeat of a monster of at least CR 10, recovering a valuable elven magic item, or risking death in order to save an elf's life.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Craft (any), Diplomacy, Handle Animal, Hide, Knowledge (all skills, taken individually), Listen, Move Silently, Profession, Search, Sense Motive, Spellcraft, Spot, Survival.

CLASS FEATURES

You continue to improve both your skill at arms and your spellcasting abilities as you advance in level.

Weapon and Armor Proficiency: You receive Martial Weapon Proficiency as a bonus feat.

You can choose the longsword, rapier, longbow (including composite longbow), or shortbow (including composite shortbow).

Other than that, you gain no proficiency with any type of weapon, armor, or shield.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other class feature a character of that class would have gained.

If you had more than one spellcasting class before becoming a ruathar, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Word of Friendship (Sp): You learn a short magical phrase that identifies you as a ruathar.

While anyone can learn to mouth the words of the phrase, only ruathars are taught the magical key that makes the phrase more than just a few words in Elven.

This is a sonic, language-dependent effect and is equivalent to a 1st-level spell.

The *word of friendship* does not influence the hearer's mind in any way, but all elves know that only ruathars are taught it.

Elves addressed in such a fashion generally begin with an attitude of friendly or helpful toward you, unless you are obviously engaged in an evil act.

Gift of the Elves: During the ruathar ceremony, you are traditionally presented with a gift of elven magic to aid you in your travels.

This gift takes the form of any one of the following items: *boots of elvenkind*, *cloak of elvenkind*, elven chain, a +1 rapier, a +1 longsword, or a +1 composite longbow (Strength bonus up to +4, as appropriate for you).

The elves provide whatever gift they deem most useful to you.

If the gift is lost or destroyed, you do not receive another one.

While you are free to give away or sell the gift, good manners dictate that the gift of the elves should be kept and treasured.

Low-Light Vision (Ex): At 2nd level, you gain low-light vision.

You can see twice as far as a human in conditions of dim illumination.

If you already have low-light vision, you gain improved low-light vision, and you can now see four times as far as a human in conditions of dim illumination.

Elfwise (Ex): At 2nd level, you gain the uncanny visual acuity and senses of the elves.

You gain a +2 bonus on Search, Spot, and Listen checks.

(These bonuses stack with an elf's racial bonuses).

Star Blessing (Su): At 3rd level, you gain a +1 sacred bonus on attack rolls and saving throws while under the night sky (above ground and outside during nighttime).

Arvandor's Grace (Ex): When you reach 3rd level, the love of the elven folk actually changes you, instilling in you a glimmer of elven agelessness.

Your racial life span and the lower limit of each of your age categories increase by 50%.

If this change places you in a younger age category than you formerly occupied, you retain any ability score bonuses and penalties you previously gained for aging—your aging effectively stalls until you cross a threshold into an age category that's new to you.

For example, a human normally reaches middle age at 35, old age at 53, and venerable age at 70, and his maximum age is 2d20 years beyond that.

A 3rd-level human ruathar reaches middle age at 52, old age at 79, venerable age at 105, and has a maximum age of 3d20 years beyond that.

If a 40-year-old human became a 3rd-level ruathar, his age category would revert to adult.

He would retain the -1 penalty to Strength, Dexterity, and Constitution he took when he previously entered middle age at age 35, as well as the +1 bonus to Intelligence, Wisdom, and Charisma he previously received.

He wouldn't age further until age 79, when he would receive the bonuses and penalties for old age.

Even elf ruathars can receive Arvandor's grace; such characters are astonishingly long-lived.

PLAYING A RUATHAR

You have earned a special trust that very few nonelves ever receive.

Above all else, you want to live up to that trust and make sure that you never abuse it.

It's very likely that you already carry yourself with at least some amount of grace, compassion, and wisdom.

After all, if the elves did not see in you many of the values and character traits they hold praiseworthy, they would not have named you a ruathar.

In dealing with others, be patient and consider long-term repercussions.

As a ruathar, your actions reflect on those elves who honored you as an elf-friend.

Do not give hasty answers or act rashly.

You believe, as do the elves, that many problems are only worsened by taking a quick and ill-considered response today, when a better answer might become apparent with a little time.

Don't be afraid to stop and ask yourself: What would my elf friends want me to do now?

While you admire elven ways and seek to emulate elves in many respects, one of the things that your elf comrades most admire in you is the fact that you are not an elf.

You often think of things that would never occur to elves, and sometimes see answers to problems that elves might otherwise miss.

You are at your best when you combine your knowledge and respect for elven ways with the particular viewpoint of your own race.

COMBAT

Your character's strengths and weaknesses remain largely unchanged by taking ruathar levels.

If you were a skilled spellcaster before, you remain one.

If you were a skilled melee combatant before, you still are now.

Do not expect a level or two in ruathar to change the way you handle yourself in a fight.

Remember, though—elves don't often seek out unnecessary fights, and it never hurts to ask yourself whether an act of stealth, subterfuge, or spellcasting might achieve the same result as a battle, but with much less risk.

ADVANCEMENT

As a ruathar, you are not expected to abandon your previous calling and try to be something you are not.

You should continue to hone whatever skills or talents you previously possessed.

If you were a fighter before you became a ruathar, you should continue to choose feats that support your own combat style or help to shore up your weaknesses.

If you were a wizard, you should continue to pursue knowledge of spells in your favored schools of magic and search out arcane lore useful in your chosen quests.

While the ruathar class abilities offer few specific advancement paths, the class slightly favors multiclass characters, who find the combination of a good base attack bonus and good spellcasting advancement useful.

If all you have (other than your ruathar levels) are levels in fighter or some other nonspellcasting class, you are not gaining the full benefit the ruathar class offers.

Consider picking up a level of a spellcasting class, even if you otherwise might not have done so.

The ruathar class also offers some attractive benefits for characters who are good at stealth and detection.

While the class does not provide a great number of skill points, its class skills are useful ones such as Hide, Search, and Spot.

In addition, the low-light vision and elfwise abilities are very useful for characters such as halflings or humans who otherwise don't see well in the dark.

RESOURCES

A ruathar can live among the elves as long as he likes, but he will be expected to be as self-sufficient and responsible as any other member of the community.

A ruathar can even bring nonelf guests into an elf community, and the elves will respect the ruathar's judgment as to the intentions and discretion of his comrades (although the ruathar must answer for his poor judgment as any other elf would, should his trust prove to be misplaced).

A ruathar can certainly purchase or trade for minor magic items, elven items, spellcasting services, and other such useful objects if he so chooses.

Ruathars in distress can count on whatever aid the elves can muster, without expectation of repayment.

Of course, ruathars who require rescuing more than once or twice, or who ask for help when it isn't clearly needed, could conceivably wear out their welcome—but the elves don't make elf-friends of the sorts of people who would abuse their trust, and so the question "How much is too much?" simply doesn't come up.

RUATHARS IN THE WORLD

Elf-friends are generally found in and around elf settlements, as one might expect.

Any nonelf who spends a lot of time near elves might be a ruathar, although in truth real elf-friends are very rare indeed.

Ruathars who don't actually live among elves often serve as elven eyes and voices in other lands.

For example, a human cleric who happens to be an elf-friend keeps her eyes open for news that might interest elves, and certainly reports any dangers she discovers in her travels.

If need be, a ruathar speaks on behalf of his elf friends, representing their views in the courts of human nobles or the throne halls of dwarven clan-fathers.

Most ruathars would not presume to commit their friends to dangerous or distasteful courses of action, but if some matter must be decided, the ruathar can give an answer, and the elves will give his words the same weight they would give to their own.

ORGANIZATION

No real organization of ruathars exists.

Each ruathar is a unique individual, and the majority of ruathars know no other elf-friends.

(The elves themselves know many ruathars, of course).

Sometimes, small orders or bands of trustworthy elf allies—for example, the rangers of a particular forest, a druid circle, or an elite order of eldritch knights from a nearby human realm—may include a number of ruathars, all of whom have rendered great service to elvenkind. Any character belonging to such a group is likely to be treated as an elf-friend himself, even if he has not formally been named as such.

NPC REACTIONS

Ruathars have chosen to stand with the elves, for better or worse.

Those who befriend elves befriend ruathars; those who are enemies to elves are also enemies to ruathars.

Naturally, any elf who meets a ruathar is inclined to be either friendly or helpful toward the character, unless the elf is devoted to evil—in which case he likely looks on the ruathar as an insolent dog who crudely mimics the ways of the elf people.

Rangers and good-aligned bards or druids also look favorably upon a ruathar.

They know that anyone who has earned so much trust from the elf people must be a staunch defender of good and a potential ally in the fight against evil.

Dwarves tend to be suspicious of a ruathar and wonder what the character sees in the carefree, lazy lifestyle that elves embrace.

Orcs, goblins, and other humanoids who hate elves also despise ruathar.

A ruathar would be wise to avoid falling into their hands.

RUATHAR LORE

Characters with the Knowledge (geography) or Knowledge (local) skills can research the ruathars to learn more about them.

When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

Elf characters making these checks gain a +10 circumstance bonus.

DC 10: "Elves sometimes reward nonelves who have performed some great service for elvenkind by naming them elf-friends".

DC 15: "Elf-friends are called 'ruathars' in Elven.

They are given gifts of magic by the elves they have helped, and they are received as friends in any elf settlement".

DC 20: "Ruathars have phenomenal longevity; they're lightly touched by the same timelessness that elves seem to possess.

They also acquire some other elven traits, such as elven sight, and enjoy the blessing of the elven deities".

DC 30: Characters who achieve this level of success can learn important details about specific elf-friends in your campaign.

PCs who wish to contact a ruathar can attempt to do so by making a DC 30 Gather Information check (or DC 20 if made in an elf settlement).

If a PC is an elf or a ruathar herself, she gains a +5 circumstance bonus on this check.

A successful check puts the PC in contact with an elf who knows the ruathar personally; whether the elf consents to lead the PCs to the elf-friend is another matter.

RUATHARS IN THE GAME

Almost any good-aligned nonelf character might be a ruathar, especially if he is a natural ally to the elves in your campaign.

A stalwart ranger who helps the elven folk to defend their forest from evil incursions, a cleric who once healed a badly wounded elf prince, or a wandering adventurer who happened to recover and return an elven artifact might easily have been named an elf-friend.

However, most ruathars in your game will likely be players, not NPCs.

The opportunity to become a ruathar is a special reward you can offer a player character who has completed a dangerous quest that aids the elf people.

Even if the PCs did not necessarily set out to perform a service for the elves, the elves admire brave and just deeds, especially those that counter the machinations of evil forces.

The ruathar prestige class appeals to players who like to immerse their characters in the evolving story of the campaign and sink roots into the world you're building for them.

Winning a rare and special honor such as the undying friendship of the elf people is an especially memorable reward, something that these players will appreciate much more than simple experience points and gold pieces.

ADAPTATION

The drow have ruathar of their own, whose mind-set and personality are as well attuned to the dark elves as normal elf-friends are to the surface elves; nonevil player characters would certainly not want to meet them.

Drow-favored ruathar gain darkvision rather than low-light vision at 2nd level and a +1 profane bonus on attacks and saves when underground at 3rd level.

Beyond this, the ruathar prestige class is one that does not adapt well.

You probably shouldn't try to make it into something it isn't.

While you could easily envision a prestige class of "dwarf-friends" or "halfling-friends", the ruathar class features reflect elven strengths and talents.

You would have to create a new set of class features to theme the ruathar class for another race.

TABLE 5-4: THE RUATHAR HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	<i>Word of friendship</i> , gift of the elves	+1 level of existing spellcasting class
2nd	+1	+0	+3	+3	Low-light vision, elfwise	+1 level of existing spellcasting class
3rd	+2	+1	+3	+3	Star blessing, Arvandor's grace	+1 level of existing spellcasting class

SKYPLEDGED

"Hear my cry, lords of wind and sky!

Honor the age-old bargain once more!"

—Mikraeni Vithikil, skypledged druid

The skypledged represent a mystical tradition among the raptorans that harkens back to an ancient pact with powerful lords of the Elemental Plane of Air.

The sky pledged are a tangible manifestation of that pact, exchanging divine power with one another and with powerful air elementals.

BECOMING A SKYPLEDGED

Raptoran clerics and druids will find it relatively straightforward to join the skypledged once they have acquired a modicum of divine power.

ENTRY REQUIREMENTS

Race: Raptoran.

Spells: Ability to cast *summon monster* IV or *summon nature's ally* IV.

Special: Flight extraordinary ability.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Craft, Handle Animal, Heal, Intimidate, Knowledge (nature), Knowledge (the planes), Listen, Profession, Spellcraft, Spot, Survival.

CLASS FEATURES

The skypledged class features all relate to the bargain that the raptoran race made ages ago with powerful air elementals.

Skypledge: The skypledged receive much of their power from a conduit to the Elemental Plane of Air.

In exchange for this gift, every skypledged must be an exemplar of loyalty to his or her elemental patrons.

Upon joining the skypledged, you vow to aid air elementals in their struggles against other primal forces of the universe (such as the other elements).

As part of this vow, you voluntarily forego casting any spell with the fire, water, or earth descriptors.

If you choose to cast a prohibited spell, it functions normally, but you are considered a pledgebreaker (described below) until you pay for your transgression (often with an *atonement* spell).

Spell completion and spell trigger items that reproduce fire, water, or earth effects are not prohibited.

You can use a scroll of *wall of fire* or a *staff of earth and stone* normally.

Divine Spellpool (Su): The skypledged and their elemental patrons share a magical reservoir of spell energy bound into the fabric of the sky itself.

You can tap into this reservoir, called the spellpool, and call spells from this common resource at need.

Calling a Spell: Calling a spell from the spellpool can be done at any distance but requires you to have an open, unused spell slot of the appropriate level.

When preparing spells for the day, you decide at that time whether to leave some spell slots open.

You can call only for a spell of a level that you could normally cast.

You can call a number of spells per day whose total levels are equal to or less than half your caster level (round down, minimum one).

For example, a 7th-level cleric/1st-level skypledged can call one 3rd-level spell and one 1st-level spell, or two 2nd-level spells, assuming she has slots available and isn't considered a pledgebreaker.

When you call a spell, you take a full-round action to concentrate (which does provoke attacks of opportunity). The spell appears in your mind at the beginning of your next turn and can be used immediately.

However, if you do not cast the called spell within a number of minutes equal to your caster level, it fades from your mind as though cast.

Spell Availability: Three stages of access to the spellpool exist.

A new skypledged gains divine spellpool I privileges, which grants access to spells of 1st to 3rd level.

Starting at 4th level, divine spellpool II allows access to 4th- to 6th-level spells.

Starting at 7th level, divine spellpool III grants access to 7th- to 9th-level spells.

No 0-level spells are available, but the spellpool can provide any other spell on the cleric or druid spell list in the *Player's Handbook*—even cleric spells to a druid or druid spells to a cleric.

The only unavailable spells are those with the fire, earth, or water descriptor, and those cleric spells that appear as domain spells but not on the main cleric spell list.

Spellpool Debt: Every time you call a spell, you incur a debt. To pay this debt, you must return spell power to the spellpool, in the form of a spell you have prepared of a level

equal to that of the called spell, or a number of spells whose combined levels equal the level of the called spell.

For instance, the spellpool debt for a 5th-level spell is five levels, which could be paid off with another 5th-level spell or any combination of spells whose levels total five.

Returning a spell's power to the spellpool is a full-round action, like calling a spell, and depletes a prepared spell slot as if the spell had been cast.

The debt must be repaid within a number of days equal to your skypledged class level; otherwise, you become a pledgebreaker (see below) and you cannot access the spellpool again until you repay your debt and atone for your transgression.

You must repay this debt as a part of any atonement for being a pledgebreaker.

You can't build up a positive balance with the spellpool by paying off a debt before incurring it.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other class feature a character of that class would have gained.

If you had more than one divine spellcasting class before becoming a skypledged, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Beckon Breeze (Sp): At 2nd level, you gain the ability to ask your elemental patrons to change the wind speed and direction on your behalf once per day.

You can change the wind direction as you like, and you can change the wind force by one category in either direction—for example, from light to moderate or from severe to strong (see Table 3–24: Wind Effects, page 95 of the *Dungeon Master's Guide*).

The prevailing winds change everywhere within a 100-foot radius centered on your location at the time you ask the wind lords for aid.

The changes you create with this ability last 1 minute per level, and it takes 1d4 rounds for the winds to shift as you've beckoned.

This ability does not function indoors or underground.

Instant Supplication (Sp): Beginning at 3rd level, you can beg the wind-lords to save a falling creature within sight—often a comrade, but you can seek the boon for the yourself if you're somehow rendered unable to fly.

This effect functions like a *feather fall* spell cast on the targeted creature.

This is an immediate action that a skypledged character can use at any time (even on someone else's turn).

Beckon Winds (Sp): When you reach 5th level, this ability replaces the *beckon breeze* class feature.

It is identical to that ability, except you can now change the wind force by up to two categories (from light to strong, for example, or from severe to moderate).

Servant Supplication (Su): Starting at 6th level, you gain an ally drawn from the primal power of the Elemental Plane of Air.

Once per day, as a full-round action, you may call a 15 HD Large air elemental (described on page 131) to serve you loyally and well as long as you avoid pledgebreaker status. The air elemental remains with you for 1 hour, after which it returns to the Elemental Plane of Air.

The elemental acts as you command during your turn. **Beckon Gale (Sp):** At 8th level, this ability replaces the *beckon winds* class feature.

It is identical to that ability, except you can now change the wind force by up to four categories (from light to windstorm, for example, or from hurricane to moderate).

Assumptive Supplication (Su): Beginning at 9th level, you can ask the elemental powers to lend you their form for 1 minute once per day.

You assume the form of a Huge air elemental; see the 20th-level druid wild shape class feature, page 37 of the *Player's Handbook*.

Cyclonic Doom (Su): When you attain 10th level, the elemental lords cloak you in the protective power of your own personal cyclone, if you take a standard action to ask for their help.

A cyclone of magical wind spins through all spaces adjacent to you.

If you are on the ground, anyone in an adjacent square takes 15d6 points of bludgeoning damage from the magically enhanced wind.

Those who survive must succeed on a Fortitude save (DC 20 + your Str modifier) or be knocked prone.

If you are flying, anyone in an adjacent square takes 15d6 points of bludgeoning damage and must succeed on a Reflex save (DC 20 + your Str modifier) or be ejected 2d6×10 feet directly away from you (as if they had been bull rushed that far).

Check to see whether a creature is adjacent to you at the start of that creature's turn and at any point during that creature's movement.

If you move adjacent to someone, for example, he won't take damage or attempt a save until the start of his turn.

If someone moves adjacent to you, he takes damage and attempts the saving throw immediately.

The cyclonic doom ability is usable for 10 rounds per day, split up as desired.

You can activate or deactivate your cyclonic doom as a free action, but you can't do both in the same turn.

PLAYING A SKYPLEDGED

To be one of the skypledged is to love the freedom of the open skies and the rush of the wind over your feathered wings.

It's also a solemn role, because you are the tangible proof of an ancient pact made between your ancestors and the lords of the Elemental Plane of Air.

All raptorans have a minor connection to the pact—everyone finds air spells a little easier to manipulate, and all raptorans undergo the Walk of the Four Winds to honor the pact with the air elementals and earn the right to fly.

In contrast, you pledge to uphold the pact in a much more fundamental way.

The mysterious lords of the Elemental Plane of Air grant you extra power because you embody that ancient pact to the fullest.

Usually, you don't have to do anything other than forgo spells associated with other elements to keep your part of the bargain.

Nevertheless, the powerful elementals who made the pact know that if they need winged warriors from the Material Plane, they can call on the skypledged and get immediate help.

They haven't done so in living memory, but you could get the call to help fight a war on the Inner Planes at any time.

The skypledged are spread out among the thousands of flocks that make up raptoran society.

Their only organizational purpose is to pass along the tradition to worthy raptorans and look after the interests of the raptoran race.

Two skypledged who meet don't necessarily agree in matters of alignment, flock affiliation, or anything else.

As a skypledged, you share with your fellows an affinity for air and sky, but little else.

Another skypledged is no more or less likely to aid you than any other raptoran.

COMBAT

Skypledged are spellcasters first and foremost, so you'll generally circle a battlefield from above, hurling spell after spell from the sky.

Because the spellpool gives you access to both cleric and druid spells, you can confound your enemies with combinations few other spellcasters can manage, such as casting both *barkskin* and *shield of faith* before a fight, or following a *holy smite* spell with *call lightning*.

Many skypledged favor summoning spells (though your dedication to air constrains your choices somewhat), using minions from the Elemental Plane of Air to flank enemies, harry flying foes, and chase down escaping enemies.

You can also use the wind itself to good advantage.

By making the wind blow harder, you can render ranged attacks difficult or impossible.

By confounding archers, you've just made the sky a safer place for you to fly.

ADVANCEMENT

When a skypledged reaches old age, he or she passes along the tenets of the skypledge to two or three younger raptorans—often a flock's most capable clerics or druids.

Not all skypledged survive to old age, so those who do take multiple apprentices to ensure that the overall number of skypledged stays more or less constant.

Such training isn't unduly complicated.

A would-be member of the prestige class must memorize the skypledge itself, then must master the esoteric techniques for accessing the spellpool.

Prospective members also learn the names and histories of some of the mysterious elemental lords on the other side of the elemental-raptoran pact.

RESOURCES

The skypledged have no larger agenda beyond observing the ancient pact, so their organization provides little in the way of resources to its members, though a retiring skypledged will sometimes pass along heirloom weapons or other magic items to promising apprentices.

Part of the ancient pact states that the skypledged should be ready to go to war on behalf of the Elemental Plane of Air at a moment's notice, so you should make sure you're always properly equipped for battle.

(For most adventurers, this won't be a problem).

SKYPLEDGED IN THE WORLD

As an NPC, a skypledged makes an effective elite guardian of a raptoran flock.

The ability to combine druid and cleric magic offers an interesting surprise in combat, and a flying spellcaster with air elemental allies poses a tactical challenge for even a well-prepared group of adventurers.

ORGANIZATION

There's no hierarchy among the skypledged.

The organization of the class manifests more as a shared mystical tradition and a way of life than as a group with schemes and agendas.

Individual skypledged certainly have goals of their own, and there's nothing preventing a group of skypledged from working toward a common objective.

If anyone directs the affairs of the skypledged, it's the elemental lords on the Elemental Plane of Air.

The elemental lords vie with each other for dominance on their own plane.

They drop their internal rivalries only when plotting against the forces of other elemental planes and when facing other threats to the power of air.

The elemental lords function best in a campaign when their exact nature and goals remain mysterious.

If you want to introduce a specific elemental lord into one of your adventures, start with an elder air elemental, increase one of its mental ability scores to the mid-20s, and add levels in a spellcasting class (probably cleric or sorcerer).

Names of the better-known elemental lords include Halasti of the Twelve Zephyrs, Shallafari Achandi, Cumularon, and Rashalae of the Last Breath.

Most skypledged have positions of authority within a raptoran flock, but a few wander the Material Plane helping raptoran communities in need.

Some high-level skypledged spend time on the Elemental Plane of Air, soaring across the endless sky there.

Recently a couple of factions have emerged within the skypledged.

The Vanguard of the Home Skies is a group of several dozen skypledged who have taken it upon themselves to fight the forces of earth, fire, and water—despite no request to do so from an elemental lord.

They attack nonraptoran spellcasters who rely on the power of one of these elements, attack elementals of these kinds they find on the Material Plane, and even raid the other elemental planes.

The Liberators of Vanakalth are a group of seven skypledged who all had a role in the freeing of a noble djinni from imprisonment by a rakshasa clan.

The Liberators are making war on the rakshasas and may have other goals; the djinni Vanakalth now directs their affairs from a cloud-castle on the Elemental Plane of Air.

NPC REACTIONS

The skypledged used to be made up of only the best and brightest among the raptorans, but the ardor of the raptorans to observe the tenets of the pact has cooled somewhat over the centuries.

The average raptoran doesn't often think about the race's pact with the air elementals.

Most raptorans don't consider the pact an active concern but a historical event, and those same individuals largely see the skypledged as followers of an esoteric mysticism. Raptorans don't treat a skypledged any better than they would treat a member of another class.

They have a starting attitude of indifferent.

The skypledged have at least something in common with one another, even if their alignments and flock affiliations are at odds.

Two skypledged who meet have a starting attitude toward one another one step more favorable than would otherwise be the case.

Creatures native to the Elemental Plane of Air have a starting attitude of friendly toward skypledged.

It's rare for Material Plane creatures to understand elemental affairs, and rarer still for others to pledge service to an elemental ideal.

Creatures native to other elemental planes have a starting attitude of unfriendly if they know they're interacting with a skypledged.

If a raptoran is known to be a pledgebreaker, the attitudes of Inner Plane natives are reversed.

The powers of earth, fire, and water will be eager to talk to someone who has spurned the air, but natives of the Elemental Plane of Air will suspect treachery, or at least untrustworthiness, from a pledgebreaker.

SKYPLEDGED LORE

Characters with Knowledge (the planes) can research the skypledged to learn more about them.

When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: "The skypledged?

They're raptoran air-element spellcasters".

DC 15: "The skypledged are so called because they've promised to aid the Elemental Plane of Air if it's attacked. In the meantime, they can draw spell power from the plane, and they're really good at summoning air elementals".

DC 20: "Most skypledged can cast both cleric and druid spells, and many have a powerful air elemental at their beck and call.

They can control the wind itself".

DC 30: Characters who achieve this level of success can learn important details about specific skypledged in the campaign.

PCs who wish to contact a skypledged must first locate a raptoran tribe.

Once they have established contact with the tribe, a successful DC 20 Diplomacy check convinces the raptorans to identify one among their number (if any) as a skypledged.

SKYPLEDGED IN THE GAME

A skypledged PC doesn't place any unusual demands on the DM, because the skypledged organization doesn't demand much from its members.

Unless you're planning a planar campaign where the Elemental Plane of Air is threatened, the elemental lords that created the raptoran pact will never demand anything from the skypledged.

A skypledged PC will want to use her beckon abilities from time to time, so the adventures you create should have some outdoor encounters.

In addition, like any DM with a raptoran PC at the table, you'll quickly become adept at the aerial maneuverability rules (described on page 20 of the *Dungeon Master's Guide*).

ADAPTATION

As written, the prestige class reflects an important event in raptoran history: the pact with the air elementals.

It can also serve as a model for any spellcasting prestige class that has pledged itself to an extraplanar power.

If you alter the class in this way, you can leave the spellpool class feature intact and develop new abilities to replace the beckon and cyclonic doom class features.

ADVANCED LARGE AIR ELEMENTAL

This air elemental is typical of those received through a skypledged's servant supplication class feature. It is a 15 HD version of the one found on page 95 of the *Monster Manual*.

Large Air Elemental: CR 7; Large elemental (air, extraplanar); HD 15d8+45; hp 112; Init +11; Spd fly 100 ft. (perfect); AC 20, touch 16, flat-footed 13; Base Atk +11; Grp +17; Atk +18 melee (2d6+2, slam); Full Atk +18 melee (2d6+2, 2 slams); SA air mastery, whirlwind; SQ damage reduction 5/—, darkvision 60 ft., elemental traits; AL N; SV Fort +8, Ref +16, Will +5; Str 15, Dex 25, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +9, Spot +9; Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam).

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): This elemental can transform itself into a whirlwind once every 10 minutes for up to 7 rounds at a time.

The whirlwind is 5 feet wide at the base, 30 feet wide at the top, and 40 feet tall.

Medium or smaller creatures take 2d6 points of damage per round in the whirlwind (Reflex DC 19 negates).

A second Reflex save at the same DC is required to avoid being picked up by the winds. Creatures in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls.

A creature that can fly is allowed a Reflex save each round to escape the whirlwind.

If the base of the whirlwind touches the ground, the whirling debris creates a 20-foot-diameter cloud centered on the whirlwind.

The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

TABLE 5–5: THE SKYPLEDGED

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Skypledge, divine spellpool I	+1 level of existing divine spellcasting class
2nd	+1	+0	+3	+3	Beckon breeze	+1 level of existing divine spellcasting class
3rd	+2	+1	+3	+3	Instant supplication	+1 level of existing divine spellcasting class
4th	+3	+1	+4	+4	Divine spellpool II	+1 level of existing divine spellcasting class
5th	+3	+1	+4	+4	Beckon winds	+1 level of existing divine spellcasting class
6th	+4	+2	+5	+5	Servant supplication	+1 level of existing divine spellcasting class
7th	+5	+2	+5	+5	Divine spellpool III	+1 level of existing divine spellcasting class
8th	+6	+2	+6	+6	Beckon gale	+1 level of existing divine spellcasting class
9th	+6	+3	+6	+6	Assumptive supplication	+1 level of existing divine spellcasting class
10th	+7	+3	+7	+7	Cyclonic doom	+1 level of existing divine spellcasting class

PLEDGEBREAKERS

Your pledge to forego fire, earth, and water spells is entirely voluntary on your part; you still have access to those spells, and you can prepare and cast them if you so choose. Likewise, you can take spells from the divine spellpool without replenishing the reservoir.

However, if you do either of those things, you are considered a pledgebreaker. While a pledgebreaker, you retain your spellcasting ability, but you lose access to other class features until you

atone for your breach of the ancient pact between the raptors and the air elementals. An *atonement* spell is often a good way to restore your good standing in terms of the pledge. Unless you broke your pledge while under magical compulsion or similar extenuating circumstances, it'll cost you 500 XP to atone for your misdeed. In particularly egregious cases, the elemental lords may put a *geas/quest* on you prior to letting you back into the fold.

STORMTALON

"Fear nothing!

Death from the sky!"

—Austriesha, stormtalon captain

The stormtalons are consummate aerial warriors, using both their weapons and their razor-sharp foot talons to dive on their hapless foes.

They are elite protectors of the raptoran race, sent by the high chieftain whenever a raptoran flock is in trouble.

BECOMING A STORMTALON

Becoming a stormtalon means joining the raptoran equivalent of the military.

Recruits are tested for combat prowess before admission into the ranks of the stormtalons, so fighters, paladins, rangers, and barbarians get into the prestige class easiest.

The latter two classes find the stormtalon class particularly appealing because they don't wear heavy armor anyway and will be able to fly unencumbered.

ENTRY REQUIREMENTS

Race: Raptoran.

Base Attack Bonus: +5.

Special: Flight extraordinary ability.

CLASS SKILLS

(2 + Int modifier per level): Balance, Climb, Craft, Intimidate, Jump, Spot, Tumble.

CLASS FEATURES

The stormtalon's class features all make you a better fighter in the air.

Foot Talons (Ex): The first lesson a stormtalon learns is how to sharpen his or her foot talons so they become weapons. Such sharpening takes an hour a day to maintain, but it turns your feet into claws that deal 1d6 points of damage plus your Strength modifier.

You are considered proficient with these attacks.

When you make a full attack, you use your full base attack bonus with any weapons in hand and take a -5 penalty on your talon attack.

The Multiattack feat (see page 304 of the *Monster Manual*) lessens this penalty to -2.

You can use your foot talons only when you're airborne. They deal both piercing and slashing damage, so they'll do double damage when you make a dive attack (see page 68). The talons are useful as weapons, but they're not dexterous enough to wield weapons or perform any action requiring fine motor skills.

Bonus Aerial Feat: At every even-numbered level, you learn a new trick useful to aerial combat.

Choose a feat from the following list: Aerial Reflexes†, Aerial Superiority†, Born Flyer†, Diving Charge†, Flyby Attack*, Hover*, Improved Flight†, Multiattack*, Wingover*.

* Feat described on page 304 of the *Monster Manual*.

† New feats described in Chapter 6 of this book.

Fast Flight (Ex): Beginning at 3rd level, you gain a fly speed 10 feet faster than the norm for your race.

At 5th level, it's 20 feet faster, and at 9th level, it's 40 feet faster.

Except that this class feature applies to fly speed rather than land speed, it otherwise functions like the fast movement barbarian class feature described on page 25 of the *Player's Handbook*.

Improved Foot Talons (Ex): When you reach 7th level, you have become more adept at dealing wicked cuts with your foot talons.

Your talons now deal 1d8 points of damage and can be used even when you aren't flying.

PLAYING A STORMTALON

The stormtalon's battle cry "Death from the sky!" tells you all you need to know.

You swoop down on your foes and deal grievous damage before they even know what hit them.

Take this prestige class if you want a potent combination of battlefield maneuverability and combat effectiveness.

You're also part of a larger organization devoted to protecting raptoran flocks scattered all across the world. When the high chieftain of the raptorans sends in the stormtalons, it's a sign that she takes a particular crisis seriously.

COMBAT

You obviously fight best when you're in the air, but your tactical decisions just start there.

You can function as pinpoint artillery for your allies, circling above the battlefield and skewering with arrows anything that moves.

Alternatively, you can dive down on your foes, dealing double damage with a spear or other piercing weapon and then either moving back out of harm's way or hovering just above the enemy.

Once your enemies have seen one technique, you can confound them by switching to the other.

Your ability to get airborne is also useful before a fight starts.

You can scout out the best terrain in relative safety and perhaps see enemies before they see you.

You're able to get around the battlefield easier than either your nonraptoran comrades or your enemies, so you can quickly move to provide a flanking situation, get a healing potion to a fallen friend, or cut off an enemy's escape route.

ADVANCEMENT

Would-be stormtalons have to pass a six-week training regimen designed to weed out those who aren't tough enough.

You don't have to play through the whole basic training process; your DM will likely account for it between adventures.

You'll periodically reconnect with the stormtalon leadership to get further training.

The leadership may also assign you missions from time to time, sending you to defend a raptoran flock that's in some kind of trouble.

RESOURCES

Stormtalons traditionally wield spears in combat, and the organization has accumulated quite an arsenal of magic spears over the years.

PCs who want a magic spear can get one for 80% of its normal cost if they contact the stormtalons and request one.

Acquiring a spear this way takes one week per point of enhancement bonus (or equivalent if the spear has a special ability).

STORMTALONS IN THE WORLD

The stormtalon prestige class is a good fit for a player who wants to focus on aerial combat.

As a group, the stormtalons function as the cavalry that rushes in at the last minute to save an endangered raptoran flock.

Depending on the situation, the stormtalons might be the answer to PCs' prayers or the object of their curses.

ORGANIZATION

The stormtalons are organized like a military, with senior officers issuing commands to junior officers in charge of small groups of rank-and-file soldiers.

However, they are dispersed across the world, so communication up and down the chain of command is reserved for major issues.

Each stormtalon has a great degree of autonomy.

At any one time, a few hundred stormtalons are stationed near the high chieftain of the raptorans.

If a raptoran flock is in trouble, the group sends a message (often by magical means) to the high chieftain.

If the chieftain perceives a serious threat, she orders a small team of stormtalons (usually less than a dozen) to fly to the distressed flock and take care of the situation.

Storm talons are also usually the ones chosen as messengers when the high chief needs to deliver urgent news to leaders of other races.

Stormtalons who aren't stationed with the high chieftain or out on a mission are dispersed among the thousands of raptoran flocks.

Often an individual stormtalon or a small group will be assigned several flocks to watch over.

The individual or group visits each in turn, benefiting from each flock's hospitality but remaining alert for threats.

Stormtalons can also request "detached duty", which maintains their standing in the organization but frees them to travel on their own.

As long as a stormtalon provides a way for superior officers to make contact with him, he's likely to be granted detached duty status.

Adventuring PCs will probably spend most of their time on detached duty.

A rivalry exists between the high chieftain's stormtalons and those dispersed among the raptoran flocks. The high chieftain's stormtalons believe that their fellows lose the benefit of discipline when they aren't in daily contact with the rest of the organization. The flock-based stormtalons believe that the high chieftain's stormtalons are too "by the book" and unwilling to employ creative solutions. There's an element of truth to both stereotypes. The rivalry isn't violent—a stormtalon is a stormtalon, after all—but the raptoran penchant for debate often comes home to roost in a chieftain-versus-flock argument.

NPC REACTIONS

The average raptoran adores the stormtalons. They're the raptoran equivalent of the colonial Minutemen, the Texas Rangers, and the 101st Airborne all rolled into one.

A raptoran's starting attitude toward a stormtalon is friendly—or helpful if the stormtalons are responding to a threat against a flock.

STORMTALON LORE

Characters with Knowledge (local) can research the stormtalons to learn more about them.

When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: "The stormtalons are what raptorans call their best warriors".

DC 15: "Stormtalons work in small groups at the behest of the raptoran leadership.

They swoop in to save raptoran communities under some kind of threat".

DC 20: "The stormtalons train endlessly in aerial combat, and they fight in three dimensions better than most people fight in two".

DC 30: Characters who achieve this level of success can learn important details about the activities of specific stormtalons in your campaign.

Stormtalons are far from shy, so PCs trying to establish contact with one need only contact the nearest raptoran flock (which can require a DC 20 Gather Information check if its location is not already known).

Once the PCs have made their intentions known, the nearest stormtalon will seek them out at a time and place of his choosing to find out their purpose.

STORMTALONS IN YOUR GAME

A stormtalon PC will probably spend most of his time on detached duty status, but you can have a superior officer assign a mission if you need to kick-start an adventure that involves a threatened raptoran flock.

Stormtalons will fight alongside nonraptorans as needed, so the entire party can rush to the rescue of a raptoran flock under monstrous attack.

The stormtalons are also a useful way to rescue PCs who have gotten themselves in over their heads near a raptoran community—and a tough foe for PCs who attack a raptoran cliff dwelling.

Any raptoran PC wants the chance to fly from time to time, but it's essential to give a stormtalon that chance in almost every fight.

Occasionally, it's okay to send the action into low-ceilinged tunnels when you want to give a stormtalon PC an extra challenge, but such encounters should be the exception, not the rule.

ADAPTATION

While the stormtalons are designed for the raptoran race, this prestige class would be appropriate for any flying race such as gargoyles, half-celestials, half-fiends, and aarakocras (found in the FORGOTTEN REALMS® campaign setting).

TABLE 5-6: THE STORMTALON

HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Foot talons
2nd	+2	+3	+0	+0	Bonus aerial feat
3rd	+3	+3	+1	+1	Fast flight (+10 ft.)
4th	+4	+4	+1	+1	Bonus aerial feat
5th	+5	+4	+1	+1	Fast flight (+20 ft.)
6th	+6	+5	+2	+2	Bonus aerial feat
7th	+7	+5	+2	+2	Improved foot talons
8th	+8	+6	+2	+2	Bonus aerial feat
9th	+9	+6	+3	+3	Fast flight (+40 ft.)
10th	+10	+7	+3	+3	Bonus aerial feat

WHISPERKNIFE

"Killed a halfling over a trifling bit of property?

Burned a wagon, maybe, or drove peaceful settlers out into the wilderness?

Cheated the small folk out of money because you knew that they couldn't even the score—when there were only a handful of them but a whole townful of you?

I'll find you, and I'll collect the debt you owe my kin.

You'll never see me coming."

—Gerend Eastwind, halfling whisperknife

Many halflings are rogues; everyone knows that.

Some towns are careful to befriend halfling caravans, offering honest work and a fair deal in the expectation that halflings won't steal from friends.

Other settlements are standoffish and suspicious, relying on vigilance and harsh laws to discourage any larcenous intent.

Still other places greet halflings with violence, cruelty, and scorn, sheltering brigands and thieves who feel free to murder and rob those who are smaller and less numerous than they are.

Halfling caravans avoid such settlements from then on—but the halfling whisperknife seeks them out, repaying murder, theft, or humiliation in the same coin.

BECOMING A WHISPERKNIFE

A whisperknife must be stealthy, quick, and skilled at both ranged and melee combat.

The quickest path to this prestige class is to begin with one or two levels of rogue in order to gain the necessary skills and sneak attack ability, and then switch to fighter or ranger to improve overall combat ability (in the form of base attack bonus) and learn the necessary feats.

A few whisperknives acquire some arcane spellcasting in the form of a couple of levels of sorcerer or wizard, because spells such as *invisibility* or *deep slumber* can make the deadly work of the whisperknife much easier.

A whisperknife of this sort often begins with three or four levels of rogue, then gains five or six levels in an arcane spellcasting class.

However, qualifying for the whisperknife class is much easier with the bonus feats offered by either the fighter or ranger class.

ENTRY REQUIREMENTS

Race: Halfling.

Base Attack Bonus: +4.

Skills: Balance 3 ranks, Climb 3 ranks, Hide 6 ranks, Jump 3 ranks, Move Silently 6 ranks, Tumble 3 ranks.

Feats: Point-Blank Shot, Quick Draw, Two-Weapon

Fighting, Weapon Finesse.

Special: Sneak attack +1d6.

CLASS SKILLS

(6 + Int modifier per level): Balance, Bluff, Climb, Disable Device, Handle Animal, Hide, Intimidate, Jump, Knowledge (local), Listen, Move Silently, Open Lock, Search, Sense Motive, Sleight of Hand, Spot, Swim, Tumble.

CLASS FEATURES

As you advance in level, you become better at switching from melee combat to ranged combat in the blink of an eye. You become a mobile and infuriating opponent who can launch a devastating barrage of sneak attacks.

Weapon and Armor Proficiency: You gain no proficiency with any weapon or armor.

Rapid Shot: Whenever you are throwing light weapons, you are treated as having the Rapid Shot feat, even if you do not have the normal prerequisites for that feat.

Most whisperknives, true to their names, throw daggers in this way.

Uncanny Dodge (Ex): You cannot be caught flat-footed and react to danger before your senses would normally allow you to do so.

You retain your Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker.

However, you still lose your Dexterity bonus to AC if immobilized.

If you already have uncanny dodge from another class, you instead gain improved uncanny dodge (see below), and the levels from that class stack with your levels of whisperknife to determine the minimum level a rogue must be to flank you.

Sneak Attack (Ex): Beginning at 2nd level, you deal an extra 1d6 points of damage when you are flanking an opponent or at any time when the target would be denied its Dexterity bonus.

This extra damage applies to ranged attacks only if the target is within 30 feet.

At 5th level the extra damage increases to 2d6, and at 8th level it increases to 3d6.

See the rogue class feature, page 50 of the *Player's Handbook*.

Defensive Throw (Ex): At 3rd level, you learn special defensive techniques for attacking with thrown weapons. You no longer provoke attacks of opportunity for attacking with a thrown weapon (however, if you attack with a different sort of ranged weapon, such as a bow, you still provoke attacks of opportunity).

Improved Catch (Ex): Also at 3rd level, you become so skilled with thrown weapons that you can take better advantage of a weapon with the returning special ability. When you make a ranged attack with a returning weapon, you can move after the attack, and the weapon will still return to you as long as line of sight between you and the weapon exists at the beginning of your next turn.

Close Defense (Ex): Beginning at 4th level, you know how to fight in a crowd of larger opponents.

If you are adjacent to a Medium or larger foe, you gain a +2 dodge bonus to Armor Class against attacks from all foes adjacent to you.

If the Medium or larger foe moves away or falls, you lose the benefit of close defense (although you might be able to move next to the same foe again on your next turn and reestablish it).

Enemies making ranged attacks or attacks with reach weapons aren't affected by close defense.

Fast Movement (Ex): At 6th level, you have mastered the art of unusually swift movement.

Your land speed is faster than the norm for halflings by 10 feet.

This benefit applies only when you are wearing no armor, light armor, or medium armor and not carrying a heavy load.

Apply this bonus before modifying your speed because of any load carried or armor worn.

Poison Use (Ex): Starting at 6th level, you are trained in the use of poison and never risk accidentally poisoning yourself when applying poison to a blade.

Vengeful Strike (Su): Beginning at 7th level, as a standard action you can execute a single vengeful strike in place of a sneak attack.

You coldly whisper the name of your intended victim to your weapon, and then you make a single melee or ranged attack.

You gain a +2 morale bonus on the attack roll.

If you hit, your foe must make a Fortitude save (DC 10 + your class level + your Dex modifier) or be stunned for 1d4 rounds.

You must know the victim's name in order to make a vengeful strike; "that orc over there" is not good enough.

Creatures without names (most creatures of Intelligence 2 or lower) are not subject to a vengeful strike.

You usually use this ability against a person or creature you know to have harmed halflings.

You can use this ability once per day at 7th level and three times per day at 10th level.

Superior Catch (Ex): When you reach 8th level, your improved catch ability is extended.

You can use two returning weapons for two attacks each in a single round, or you can use one returning weapon for three attacks in the same round, as long as your target is no farther away than one range increment.

(If your target is farther away than one range increment, you can still use your superior catch ability, but only for a single attack each turn).

Improved Uncanny Dodge (Ex): When you reach 9th level, you can no longer be flanked.

See the barbarian class feature, page 26 of the *Player's Handbook*.

Ranged Flank (Ex): At 9th level, you know how to flank a foe by using a ranged weapon.

You must be within 10 feet of the enemy in question, and you flank as if you were wielding a reach weapon (see Reach Weapons, page 137 of the *Player's Handbook*).

You do not threaten the foe and may not make attacks of opportunity against the foe unless you are actually adjacent to the foe and armed with a melee weapon.

PLAYING A WHISPERKNIFE

If there's one thing you can't stand, it's a bully.

You've seen them all your life—people who use their bigger size or better social standing in order to push around those smaller or poorer than they are.

Your fellow halflings aren't defenseless, of course, but they prefer to deal with bullies by picking up their stakes and leaving trouble behind.

You, on the other hand, are inclined to teach a bully a hard and lasting lesson.

After all, if you let a thug or a robber get away with pushing you around, the same will happen to the next person to come around after you leave.

If you demonstrate that it can be dangerous to make enemies of halflings, maybe the bullies will think twice before they start trouble with the small folk again.

While you are quite able to teach a lethal lesson when it's called for, you also keep a sense of proportional response.

An influential human merchant who cheats a halfling caravan and then has the town guard drive off the camp hasn't killed anybody.

He deserves vengeance in the form of embarrassment, theft, or exposure.

In comparison, a gang of brigands or orc marauders that sack a halfling caravan should be made to pay the ultimate price.

While a dead brigand might not learn much from your efforts, he won't repeat his crimes, and his example might serve to dissuade other ruffians and robbers in the area. Keep your eyes open and your blades close, but don't tip your hand until it's time to act.

The deterrent you present is made much more effective if you don't seem to be anything other than an ordinary halfling adventurer.

Let people wonder whether all halflings can fight with the stealth and ferocity you possess.

It'll be good for them to treat the small folk with a little respect.

COMBAT

You're an ambusher, most effective when you strike quickly and avoid being trapped in a long, dangerous melee.

Keep moving, use your enemies for cover, and above all use your abilities to create as many sneak attack opportunities as possible.

Get up close to enemies who are not skilled in melee, such as wizards or sorcerers, and stay away from enemies who can beat you in a head-on fight, such as fighters or powerful monsters.

Your Rapid Shot feat and improved catch ability make you very effective as a ranged sneak attack specialist.

Remember, halflings gain a +1 attack bonus with thrown weapons; you're at your best with a bandolier of daggers and an enemy standing 10 feet away.

By the time you have a couple of levels in whisperknife, you can deliver multiple sneak attacks in a single round.

ADVANCEMENT

Surprise and mobility are your best weapons on the battlefield.

Look for feats, skills, or magic items that add to these capabilities.

Dodge and Mobility help you to move around enemies and avoid attacks of opportunity, as does the Tumble skill.

Improved Initiative increases your chance of catching a foe flat-footed at the beginning of a fight and ending the battle before the other fellow even knows it has started.

Your Dexterity score probably exceeds your Strength score by a fair margin, so Weapon Finesse will make you a much better melee combatant.

If you decide to take levels in classes other than whisperknife as you advance, you should strongly consider ranger, fighter, or rogue.

Ranger and fighter levels add more of the feats that you will want to master, while rogue levels increase your sneak attack damage faster.

Find yourself at least one dagger or similar light thrown weapon with the returning special ability, and preferably two or more.

You'll never run out of things to throw as long as at least one of them comes back each round.

RESOURCES

Every halfling settlement or caravan is your haven and your retreat.

Like a partisan or a guerrilla, you can move among your neighbors and kin, hidden from the eyes of your enemies. Even halflings who generally disapprove of your methods will shelter you for a short time; they know how important it is for halflings to look out for each other.

Your closest allies are the other members of your triangle (see below).

Even if you go for a long time without seeing these comrades, you should stay in touch by correspondence or by leaving messages for them at prearranged places.

When you need someone in the next town over to dig into the truth of a rumor or observe the comings and goings of a particular person, the other whisperknives in your triangle may be able to help you.

Of course, you should expect to do the same for them when they request it.

Not all other whisperknives are your friends.

While few whisperknives ever raise blades against each other, some members of the class are little more than secretive halfling assassins, willing to kill anyone if the price is right.

You share a simple professional courtesy with whisperknives whose methods and motivation differ from yours, but you certainly do not have to help them in their work, nor should you expect them to help you in yours.

WHISPERKNIVES IN THE WORLD

Like the halflings themselves, whisperknives present a dichotomous face to the world.

They are assassins in all but name, frequently stalking and killing the enemies of the halfling race, but they are also courageous defenders of their people.

While some whisperknives lose their way and become simple killers for hire, most save their blades for those who have done (or intend to do) injury to other halflings.

Many whisperknives submerge this hidden cause within the career of an itinerant adventurer, keeping their eyes open for dangers to the halfling race as they wander from land to land.

ORGANIZATION

For generations, whisperknives have used an effective organizational structure: the triangle.

Whisperknives gather in small fellowships of only three members.

Usually, two of these are experienced whisperknives, and the third is an aspiring candidate who is mentored by the other two.

When one whisperknife dies or moves on, the remaining members of the triangle seek out a likely new member—either a solitary whisperknife looking for a triangle to join or a promising new candidate.

Triangles meet in secret and take pains to avoid the discovery of any one of their members as a whisperknife. The purposes and training methods of the whisperknives are recorded as a sort of code or tradition, handed down from member to member over time.

No grand society of whisperknives exists to coordinate the activities of each triangle, although the whisperknife traditions include various signs and passwords by which a member of one triangle can identify the member of a different one.

A whisperknife triangle is basically an association of equals. Because the members rarely operate in concert, an individual is free to pursue whatever calling or interests he likes.

It is not unusual for whisperknives to spend years away from their fellow triangle members, engaged in their own adventures and simply keeping in touch by the occasional letter or message left at a favorite inn.

NPC REACTIONS

Since most people don't recognize the difference between a whisperknife and any other halfling rogue or fighter, members of this prestige class generally provoke the same sort of reactions that any halfling adventurer would among a particular community.

In lands where halflings are regarded as lazy thieves and swindlers, a whisperknife is regarded with an unfriendly attitude.

In lands where halflings are thought of as pleasant (if sometimes larcenous) travelers and neighbors, a whisperknife enters most encounters facing an indifferent or even friendly attitude.

Other halflings are of a mixed mind about whisperknives. Some believe that the whisperknife is only borrowing trouble for all halflings, and they advocate retreat and avoidance instead of confrontation.

Other halflings admire the courage and skill of the whisperknife, and they believe that whisperknives serve to deter the worst of the aggression against the halfling people.

In general, a whisperknife can expect a friendly reaction from other halflings.

WHISPERKNIFE LORE

Characters with Knowledge (local) can undertake research to find out more about whisperknife triangles that might be operating in a particular area and about whisperknives in general.

When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: "People who grievously harm roaming halfling caravans have a tendency to turn up dead a little while later. There is a secret society of halfling assassins who make a point of killing those who murder or rob other halflings".

DC 15: "These so-called assassins are known as whisperknives.

Some are actually assassins, and they kill for money.

Most are secret defenders of the halfling race, stealthy and ruthless blademasters who use their martial skills to make other folk answer for injuries they do to half lings.

Not every half ling caravan or settlement is watched over by a whisperknife, but you never know which ones are".

DC 20: "Whisperknives always associate in triangles, or groups of three.

They rarely work together, but instead gather to pass on the rites and traditions of the whisperknife and to trade news of the enemies of halflings.

Whisperknives have no overarching society or leadership beyond the traditions of their calling".

DC 30: Characters who achieve this level of success can learn the names and known exploits of specific whisperknives.

Contacting a whisperknife is not easy if you are not a half ling.

Whisperknives naturally conceal the true nature of their vocation from any nonhalfling, passing themselves off as scouts, rogues, or simply adventurers of indeterminate sort.

A DC 25 Gather Information check in a halfling caravan or settlement puts a character seeking a whisperknife in contact with a go-between who decides whether to introduce the character to a whisperknife.

A halfling who attempts this Gather Information check gains a +10 circumstance bonus; a check made in a settlement without any significant halfling presence has a DC of at least 35.

WHISPERKNIVES IN THE GAME

A whisperknife excels at looking like something less than he is.

You could easily introduce a whisperknife into your campaign by creating an ally for the players who turns out to be more skilled and dangerous than they expect.

You could present a whisperknife as a villain, an assassin who intends to kill someone the PCs are duty bound to protect.

In a more sophisticated campaign, consider introducing the whisperknife as a vigilante whose excesses must be checked.

The whisperknife prestige class appeals to players who want to combine the stealth and flexibility of the rogue with the combat power of the fighter or ranger.

It also offers the opportunity to play against type, by creating a somber and serious halfling who's more interested in fighting than subterfuge and who possesses a bit of a cruel streak, at least when it comes to dealing with those he thinks of as his enemies.

ADAPTATION

The whisperknife is a good class for any Small character; a goblin whisperknife or kobold whisperknife would work just as well as a halfling whisperknife.

You might choose to make this class available to characters of Medium size, but you should alter the close defense class feature to a crowd defense ability that provides the same benefit as long as the character is adjacent to at least two enemies.

TABLE 5-7: THE WHISPERKNIFE

HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Rapid Shot, uncanny dodge
2nd	+2	+0	+3	+0	Sneak attack +1d6
3rd	+3	+1	+3	+1	Defensive throw, improved catch
4th	+4	+1	+4	+1	Close defense
5th	+5	+1	+4	+1	Sneak attack +2d6
6th	+6	+2	+5	+2	Fast movement, poison use
7th	+7	+2	+5	+2	Vengeful strike 1/day
8th	+8	+2	+6	+2	Superior catch, sneak attack +3d6
9th	+9	+3	+6	+3	Improved uncanny dodge, ranged flank
10th	+10	+3	+7	+3	Vengeful strike 3/day

WILDRUNNER

*"The land nourishes my soul.
It gives my feet wings and makes my spirit soar.
Thanks to the land I am the watcher unseen, the runner unheard,
and the tracker unerring.
To the enemies of the land I am death unseen and unrelenting."
—Finleia Luthiamne, Pack Leader of the Keepers of the High Vale*

Wildrunners give themselves almost wholly to nature, seeking to return to their untamed roots and eventually become fey creatures.

Though seemingly barbaric, wildrunners retain their civilized learning and judgment while tapping into the primal forces within themselves and within the land. Some wildrunners choose to live after the fashion of untamed animals, unfettered and beholden to nothing but their own desires and their fundamental needs.

Most, however, become guardians of the land and of the communities that gave them birth.

BECOMING A WILDRUNNER

The ranger class is the easiest path to becoming a wildrunner; all the required skills are class skills for rangers, and the wildrunner's abilities will make you a better ranger.

Barbarian, druid, and rogue also are good entry paths, although you'll have to buy some skills as cross-class. Charisma (for your primal scream ability), Dexterity (for stealth abilities and ranged combat), and Strength (for melee combat) are key abilities for you.

ENTRY REQUIREMENTS

Race: Elf or half-elf.

Alignment: Any good or chaotic.

Skills: Hide 5 ranks, Knowledge (nature) 5 ranks, Move Silently 5 ranks, Survival 8 ranks.

Feats: Endurance.

CLASS SKILLS

(4 + Int modifier per level): Balance, Climb, Handle Animal, Hide, Intimidate, Jump, Knowledge (nature), Listen, Move Silently, Spot, Survival, Swim.

CLASS FEATURES

As you advance in level, you gain abilities that aid you in mastering the environment and making you self-sufficient in the wild.

Weapon and Armor Proficiency: You gain no proficiency with any weapons or armor.

If you wear heavy armor, you do not benefit from your fast movement ability.

Fast Movement (Ex): Your land speed is faster than the norm for your race by 10 feet while wearing light, medium, or no armor.

This increase stacks with similar increases, such as that from the barbarian class.

See the barbarian class feature, page 25 of the *Player's Handbook*.

Trackless Step (Ex): You cannot be tracked in natural surroundings.

See the druid class feature, page 36 of the *Player's Handbook*.
Primal Scream (Su): At 2nd level, you become able to bring forth the power inherent within and release it in a blood-chilling scream.

Releasing a primal scream is a free action that does not provoke attacks of opportunity.

A primal scream induces a state of feral frenzy that lasts for a number of rounds equal to 3 + your Con modifier (minimum 1).

You can use your primal scream ability a number of times per day equal to 3 + your Cha modifier (minimum 1).

Using a primal scream always requires you to shout, so you cannot use a primal scream if you cannot speak.

In this frenzy, you gain a +2 bonus to Strength and a +6 bonus to Dexterity.

In addition, your jaw elongates and your teeth become razor-sharp; you gain a bite attack that deals 1d6 points of damage (1d4 if you are Small, or 1d8 if you are Large).

You can wield a weapon in one or both hands at your normal attack bonus and make a secondary bite attack, but in that case the bite attack takes a –5 attack penalty (or –2 with the Multiattack feat).

In addition to these effects, a primal scream confers additional benefits as you gain levels, as described below. All effects are cumulative.

Enemies Shaken: Starting at 4th level, your primal scream makes enemies within 30 feet shaken when you activate the ability.

This is a sonic, mind-affecting fear effect.

Creatures in the area must make Will saves (DC 10 + your class level + your Cha modifier).

On a failed save, a creature is shaken for a number of rounds equal to your class level.

Creatures with more Hit Dice than you are immune to this effect.

Pounce: At 6th level, you gain the ability to pounce on an opponent in the round in which you activate your primal scream.

If you charge a foe in the same round that you scream, you may make a full attack, instead of the normal single attack allowed after a charge.

Enemies Cower: Beginning at 8th level, your primal scream can immobilize enemies with fear when you activate the ability.

This is a sonic, mind-affecting fear effect.

It functions like the enemies shaken ability described above, except that any enemy with less than half your Hit Dice that fails its Will save is cowering instead of shaken.

Fast Healing: At 10th level, when you activate your primal scream you gain fast healing 5 for the duration of your feral frenzy, as long as you have at least 1 hit point.

If you also have the rage class feature, you can rage and use your primal scream at the same time, gaining the benefits of both abilities.

Scent (Ex): At 2nd level, you learn to rely on senses that most other people never even suspect.

You gain the scent special ability.

You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if the opponent is downwind, it drops to 15 feet.

You do not detect the exact location of the source—only its presence somewhere within range.

You can take a move action to note the direction of the scent.

Whenever you come within 5 feet of the source, you pinpoint the source's location.

Endure Elements (Sp): Starting at 3rd level, you can use *endure elements* on yourself at will.

Your caster level is equal to your wildrunner class level.

Hide in Plain Sight (Ex): Beginning at 5th level, you can use the Hide skill in natural terrain even while being observed.

See the ranger class feature, page 48 of the *Player's Handbook*.

Unfettered Stride (Ex): At 7th level, you gain the ability to move through or across a variety of terrain features without it affecting your movement or skill checks.

This ability applies to bogs, rubble, undergrowth, ice sheets, and natural stone floors.

See Chapter 3 of the *Dungeon Master's Guide* for the effect of terrain on movement and skill checks.

Feyheart: At 9th level, your mystic bond with nature changes your very being.

Your type becomes fey (augmented humanoid), and you gain damage reduction 2/cold iron.

PLAYING A WILDRUNNER

You are never completely at ease outside the wilderness. Many wildrunners carry some token brought from a familiar haunt.

It could be something trivial such as a vial of sand from a favorite spot along a river, a leaf or flower from a pleasant glade, or perhaps a feather from a native bird.

It could be something more practical, such as a staff or bow made from wood harvested in your home forest or a tinderbox with a bit of flint from the hills of home.

When adventuring anywhere, stay in touch with what's happening around you.

Observe the local plants, animals, or people, including the people in your party.

Try to ascertain what has happened recently, what the conditions are right now, and what might happen next.

You might express your interest in your surroundings actively by being curious as a cat or passively, like a deer listening for trouble.

In all cases, try to be sensitive to the moods in the people you meet and make some reaction to them.

You might avoid or try to soothe an angry comrade, calm a fearful villager, or bring a braggart down a few notches.

Above all, take an active role in whatever situation you discover, even if all you do is flee from it.

Wildrunners are learned and civilized, but they've worked hard to uncover the feral aspects of their natures, and they seldom deal with anything passively.

COMBAT

Your primal scream abilities are what set you apart from other characters, so use them aggressively.

It doesn't pay to squander your limited daily uses of this power, but there's no prize for finishing the day with uses left over, either.

You'll seldom have a combat encounter in which your primal scream doesn't prove useful.

A primal scream is a free action, so you have little excuse not to use it—unless the situation calls for stealth.

Early in your career, look for foes you can isolate or defeat quickly (much as a hungry predator chooses a weaker member of the herd as a target when hunting for food).

This method has the virtue of thinning out the opposition while minimizing the risk to yourself; both can prove important when you're just starting out in the class, because you're probably fairly lightly armored and you haven't had much time to build up a high natural armor bonus.

Concentrate on one foe at a time, attack until the foe falls or flees, then move on to the next.

When you have felled your lesser opponents, join the attack on your chief foe, if there is one.

As your level increases, you can use your extra speed and your hide in plain sight ability to maneuver around the battlefield and strike where you'll prove the most effective.

As you gain more primal scream abilities, you'll gain the power to thwart or eliminate multiple foes at once, and you'll have a chance to knock out leaders or singularly powerful foes.

When you gain your fast healing primal scream at 10th level, you develop great staying power in a fight.

Just don't get too cocky—you have to be conscious to use your fast healing.

ADVANCEMENT

Becoming a wildrunner is usually a matter of personal choice.

All wildrunners within a particular area customarily form a loosely organized pack with the oldest or most experienced wildrunner serving as the nominal leader.

These wildrunners generally keep a close watch on potential new members, teaching them survival skills and nurturing their love of nature and of the land.

Any character who shows the aptitude to become a wildrunner is welcomed as at least an informal member of the pack, but all new members are expected to come to the pack of their own accord.

Packs do not actively recruit new members.

A new member is often introduced to the pack in a simple ceremony in which the pack members gather during a moonlit night to meet the new member.

As a matter of tradition, only a few pack members introduce themselves to the new member, and these members serve as advisors and mentors to the newcomer. All pack members who are present get a good look at the new member and learn his name, but do not show themselves.

This practice allows the established pack members to remain anonymous yet still able to identify the new member by sight.

The new member's mentors often take the character on a tour of the pack's territory and explain any ongoing

concerns or projects the pack might have, such as guarding a settlement, gathering information on newcomers to the area, or watching the movements of a potential enemy. Mostly, however, the new member is left alone but asked to share anything he learns with the rest of the pack and to lend a hand when the need arises.

As you attain higher levels in the wildrunner prestige class, you'll want to focus on the skills and abilities that help you use your class features to best advantage.

Ranks in Hide and Move Silently are necessary to take full advantage of your hide in plain sight ability.

Listen and Spot help you avoid the embarrassment of being ambushed in your home terrain.

You'll do well with a defensive item that can negate or reduce hits against you, such as a *cloak of displacement*, or even a *potion of blur* or *displacement* (drink the potion in the round you loose a scream).

RESOURCES

When a new wildrunner is introduced to a pack, his mentors can provide him with information and access to a network of an unknown number of allies (other pack members) who can aid the character in numerous ways (when they feel inclined).

Most wildrunner packs have informal links with other packs throughout the land, and a wildrunner's mentors can send word out whenever the wildrunner has an errand that takes him away from home.

So no matter where a wildrunner goes, he can find help in unexpected places.

WILDRUNNERS IN THE WORLD

Wildrunners can be found almost anywhere, from the depths of trackless forests to the tops of remote mountains, and PCs who venture into the wilderness can meet them anywhere.

There's no telling whether a modest hunter or eccentric mountaineer is merely a commoner eking out a living in the wild or a powerful NPC wearing a humble guise.

ORGANIZATION

Wildrunner packs might have anywhere from a few members to several dozen, depending on the size of their territory.

A pack's territory usually covers a single well-defined geographical locale, such as a particular forest, mountain, or watershed, and usually not more than fifty miles across.

Ordinarily, pack members have little to do with each other unless there is a new member to induct or some threat to the land develops.

The pack members exchange news and talk whenever they happen to meet, and smaller groups of close friends within the pack may dwell together or at least meet often.

They spend their days reflecting on their own inner natures and honing their outdoor skills.

As part of their commitment to the land, they defend it against invaders and despoilers.

Many packs devote themselves to guarding highways, trails, settlements, tombs, or areas of exceptional natural beauty.

Wildrunners might maintain a secret presence in a sparsely settled area, where they pose as farmers, artisans, hunters, trappers, or woodcutters.

These secret wildrunners work at their vocations at least part time but also take time to wander the wilds and enjoy nature.

Packs often choose names for their groups based on their location and avowed purpose, such as The Wardens of the High Forest, Guardians of the Golden River, or People of the Hollow Hills.

The position of pack leader is largely an honorific that carries no real privileges or authority except what the pack leader can command by virtue of her personal accomplishments or strength of will.

A pack leader with a particularly strong will and sense of purpose can form her pack into a powerful force.

NPC REACTIONS

Druids and rangers tend to think well of wildrunners, mostly because wildrunners usually share a similar mind-set and suite of skills with druids and rangers.

Evil druids and rangers usually have little in common with wildrunners except their ability to get along in the wild.

Wildrunners often are the first to detect and block schemes that evil druids or rangers hatch.

Barbarians often admire wildrunners for their free-spirited ways and their ability to survive in the wild, but many barbarians regard wildrunners as sneaky or evasive.

Most barbarians find a wildrunner's devotion to nature at least a little bit crazy.

Elves and halflings generally honor wildrunners for their accomplishments and stewardship of the land.

Wild elves in particular find a wildrunner's return to his primal roots noteworthy and admirable.

Raptorans agree that wildrunners have accomplished much, but they don't regard that as anything special; still, they welcome wildrunners as people who have learned to live with nature.

WILDRUNNER LORE

Characters with Knowledge (nature) can research wildrunners to learn more about them.

When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: "Many pristine wildernesses are haunted by woodland warriors known as wildrunners.

Wildrunners forsake civilization and society.

They have the keen senses and blind fighting fury of wild predators".

DC 15: "Groups of wildrunners are called packs, and they usually include all the wildrunners in a certain locale.

Wildrunner packs are loosely organized under a single leader whose position is mostly honorary.

The pack leader may rouse the pack from time to time to accomplish some purpose but otherwise has little real authority".

DC 20: "Wildrunners serve as unofficial guardians of the land where they live, and of all things that dwell there.

They usually oppose any attempts to tame or clear wild lands but may support limited and prudent efforts to extract wild resources".

DC 30: Characters who achieve this level of success can learn important details about the specific packs in your campaign, including notable members and what tasks they choose to undertake.

PCs trying to establish contact with a pack of wildrunners can make a DC 20 Gather Information check to discover the necessary intermediaries or meeting places.

Just talking to a wildrunner encountered in the wild might work, or it might not, because few members of a pack know the identities of members senior to them.

WILDRUNNERS IN THE GAME

As a rustic character free from the burdens and concerns of civilization, a wildrunner can provide the DM with many entertaining roleplaying opportunities.

A wildrunner can provide struggling PCs with useful guidance or information and can help the DM advance an adventure's plot.

A wildrunner who has completely reverted to his animal nature might stalk and attack PCs just as any other predator might do, forcing the PCs to deal with an intelligent and capable foe that thinks of them as nothing more than prey. Because they keep mostly to themselves and sometimes work undercover, it's easy to add wildrunners to an ongoing campaign—they've been there all along, going about their business unbeknownst to the PCs.

This prestige class appeals to players who like to reflect on how their characters think and what they do when they're not adventuring, and to players who understand outdoor life.

A wildrunner also has a few secrets to keep from other characters, and that can prove irresistible to some players. When a player decides to enter the wildrunner class, prepare one or two NPCs who can serve as the PC's mentors, and give some thought to the setting and mood for the character's acceptance ceremony (if any).

A secret glade deep in the woods full of night sounds, a hidden cave filled with ghostly echoes, or similar setting works well.

ADAPTATION

The wildrunner class is suitable for characters of any race, and you could adapt this class accordingly by simply dropping the racial requirement.

You might wish to limit the class to certain tribes or regions in order to define a particular corner of your campaign. The class would also work well for evil wilderness warriors; a clan of murderous orc wildrunners would make for memorable foes indeed.

TABLE 5-8: THE WILDRUNNER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	HIT DIE: D10 Special
1st	+1	+2	+2	+0	Fast movement, trackless step
2nd	+2	+3	+3	+0	Primal scream, scent
3rd	+3	+3	+3	+1	Endure elements
4th	+4	+4	+4	+1	Primal scream (enemies shaken)
5th	+5	+4	+4	+1	Hide in plain sight
6th	+6	+5	+5	+2	Primal scream (pounce)
7th	+7	+5	+5	+2	Unfettered stride
8th	+8	+6	+6	+2	Primal scream (enemies cower)
9th	+9	+6	+6	+3	Feyheart
10th	+10	+7	+7	+3	Primal scream (fast healing)

SANDSTORM (3.5)

ASHWORM DRAGOON

"Only the desert has a fascination: to ride alone—in the sun of the forever unpossessed country—away from man.

That is a great temptation."

—Nebkhas, an ashworm dragoon

Some of the sand-hardened folk who have lived in the desert for millennia have come to appreciate the qualities of the ashworm.

The skill of training ashworms as mounts has become popular, but you have been able to form a bond with a single ashworm so strong that the ashworm serves almost as an extension of your will.

You, and talented riders like you, are known as ashworm dragoons.

As an ashworm dragoon, you ride across the vast desert sands (and sometimes beneath or beyond).

You choose your own path, whether that involves defending your people, taking service with a patron, or striking out in search of adventure.

BECOMING AN ASHWORM DRAGOON

Most ashworm dragoons are fighters, though some barbarians and rangers, and even a few rogues, might take a few levels in this class.

The required Mounted Combat and Ride-By attack feats, as well as ranks in Ride and Handle Animal, are important to capitalize on the class's abilities and show devotion to the path.

ENTRY REQUIREMENTS

Base Attack Bonus: +5.

Skills: Handle Animal 4 ranks, Ride 8 ranks.

Feats: Mounted Combat, Ride-By Attack.

Special: Must have ridden an ashworm.

CLASS SKILLS

(2 + Int modifier per level): Climb, Craft, Handle Animal, Intimidate, Jump, Profession, Ride, and Spot.

CLASS FEATURES

All of the following are class features of the ashworm dragoon prestige class.

Ashworm Mount (Ex): You have the service of a loyal ashworm that serves you as a mount.

Unlike the ashworms sold as regular mounts, this ashworm's poison stinger is not clipped.

Moreover, it never tries to submerge when it reaches open sand, as ashworms sold as mounts do.

Finally, your ashworm serves readily as a combat steed.

To ride your mount, you need special tack, harness, and an exotic saddle, all of which costs 70 gp.

Your ashworm is so loyal to you that it bears you without complaint on the surface of the sand, as well as on other surfaces found in nonwaste regions, for months or even years at a time.

Your ashworm is more powerful than a typical representative of its species, and it grows stronger as you gain ashworm dragoon levels.

See the table below for details.

ASHWORM ADVANCEMENT

Dragoon Level	Bonus HD	Natural Armor Adj.	Str Adj.
1st–2nd	+2	+4	+1
3rd–4th	+4	+6	+2
5th–6th	+6	+8	+3
7th–8th	+8	+10	+4
9th–10th	+10	+12	+5

If your ashworm mount is slain, you can obtain a new mount after a day of searching in any appropriate waste area.

Saddle Bonus (Ex): You gain a competence bonus equal to your class level on all Handle Animal and Ride checks associated with your ashworm while you are mounted.

Bonus Feat: At 2nd and 9th level, you can choose a bonus feat from the fighter bonus feats given in the *Player's Handbook*.

Heightened Sting (Ex): Wild ashworms, and ashworms chosen as mounts by dragoon characters, have a poisonous stinger (normal saddle-broken ashworms sold as mounts have their stinger clipped for the rider's safety).

At 3rd level and higher, you can induce your mount to make a heightened sting attack in conjunction with your regular attacks that round.

When making a heightened sting attack, the ashworm's attack roll modifier is equal to your base attack bonus + the ashworm's Str modifier.

On a successful hit, the victim's Fortitude save DC to resist the poison is $10 + \frac{1}{2}$ your character level + the ashworm's Con modifier.

This is a special attack, and it can be made only once per round, and a total number of times per day equal to your class level.

In rounds when you choose not to make a heightened sting attack, the ashworm can make a normal sting at its regular attack bonus, and the DC to resist the poison is determined normally.

Relentless Shield (Ex): At 4th level and higher, you can make a Ride check after any attack that successfully strikes your ashworm mount, in an attempt to negate the hit on your ashworm.

Normally, the Mounted Combat feat allows you to make this attempt only once per round.

See the Mounted Combat feat, page 98 of the *Player's Handbook*, for details.

In addition, you gain a +2 bonus on Ride checks made to negate an opponent's attack roll.

This ability does not extend to any other type of mount.

Stamp into the Sand (Ex): At 5th level, you gain Trample as a bonus feat.

Instead of using a hoof, the ashworm makes one sting attack against the knocked-down target.

If you already have the Trample feat (or gain it later), you gain an extra benefit: When mounted on your ashworm, a foe you have knocked down using Trample is so thoroughly flattened that rising from a prone position requires a full-round action instead of a move action.

Sand Rider (Su): Upon reaching 6th level, you have formed such a close bond with your mount that you are able to stay with the ashworm when it travels beneath the sand.

During these trips, you have learned the trick of tightening your harness, just so, while at the same time guiding your sandswimming mount in an expert manner that allows you to cling to the ashworm's back without being swept off, and without fear of suffocation.

This ability does not allow you to remain attached when the ashworm burrows through solid earth (but see the earth rider class feature, below), and you can travel in this manner for 1 minute per class level at a time before you and your mount must surface for air.

Full Mounted Attack (Ex): Beginning at 7th level, you can make a full attack when your mount moves more than 5 feet but no farther than its speed as a single move action.

You cannot combine this full attack with a charge action.

Spirited Worm (Ex): You gain Spirited Charge as a bonus feat at 8th level.

If you already have Spirited Charge (or gain it later), you gain an extra benefit: When mounted on your ashworm and using the charge action, you deal an extra 1d6 points of damage (or 2d6 with a lance).

This ability does not extend to any other type of mount.

Earth Rider (Su): At 10th level, your bond with your mount is so close that you are able to stay with the ashworm even when it travels beneath packed earth.

During these trips, you have learned the trick of quickly adjusting your harness, while at the same time guiding your burrowing mount in an expert manner that allows you to cling to the ashworm's back without being swept off, and without fear of suffocation.

You can travel in this manner for 1 minute per class level at a time before you and your mount must surface for air.

An ashworm cannot burrow through solid rock.

If it is forced to stop burrowing (such as if it is slain) while you are on its back, you are subject to the normal hazards of being buried alive.

PLAYING AN ASHWORM DRAGOON

The aptitude, strength, and form of the ashworm, both in its ability to swim below earth and sand, as well as its lethal sting in conflict, are noble and even beautiful.

The bond you form with your mount is in part dependent on this appreciation.

The bond also relies upon the trust your ashworm mount places in you—it depends on you to provide adequate food, shelter, and care, and to use your skills to protect it in combat.

In return, you trust your mount to bear you without complaint, to stand brave when danger threatens, and to fight with a fury that matches your own when conflict inevitably descends.

The life of the ashworm dragoon is that of a wanderer.

As a result, you must often leave the desert sands behind from time to time.

An ashworm, confident in its rider, will bear you equally well across packed earth, stone, or even cobbled city streets. When you travel away from the heat and sands, you must perforce deal with those who have never seen an ashworm, let alone a dragoon.

It is your burden to accept the gaping looks, the comments (some unkind), and other related behavior of the creatures you meet with dignified calm.

Your dignity goes to show the narrow-minded how noble the ashworm can be.

While a common mount, no matter how well trained, still requires a touch of the whip, your ashworm needs only a subtle hint to know your desire.

So, too, can you recognize the signs and postures of your ashworm, which lets you know when it is hungry, tired, or has a particular interest in some bit of the environment. Letting the ashworm have its head from time to time is as important as expecting its complete loyalty in desperate situations.

COMBAT

You are an accomplished warrior in your own right, but with your ashworm mount, you are an even more potent force.

Merely riding your mount against nonmounted foes grants you a +1 attack bonus on all your melee attack rolls from higher ground (see page 157 of the *Player's Handbook* for details on mounted combat), a boon that cannot be overlooked.

Of course, you must keep your mount safe from reprisal attacks.

To that end, it should always be in the front of your mind to use your Mounted Combat feat.

This becomes all the easier when you reach 4th level and gain the relentless shield ability, and you can attempt to negate every attack against your mount, instead of just one attack per round.

At 3rd level, your bond with your ashworm mount becomes so refined that through clever use of the reins and positioning of your mount, the ashworm can make attacks boosted by your own base attack bonus.

Energized by the heat of battle, the ashworm produces even more potent poison for these particular attacks.

At 6th level, you can use the sand rider ability to sneak up behind enemies, position yourself for a charge, and otherwise use terrain to your advantage.

Consider wielding a lance—a charging ashworm can cause even the strongest foe to tremble, especially if you've taken the Spirited Charge feat and reached 8th level, when you gain the spirited worm class feature.

ADVANCEMENT

You fight from the exotic saddle of your ashworm.

To this end, use the feats you gain every four levels, as well as the bonus feats offered by the dragoon class, to enhance your mounted fighting ability.

Getting the Trample and Spirited Charge feats are good ways to leverage the abilities offered by the class, though of course you could just rely on getting them by way of the stamp into the sand and spirited worm class features, and use feat slots to build on another fighting strategy.

Socially, ashworm dragoons are considered somewhat akin to knights among desert people—they wander and take up quests, doing good (or evil), and otherwise engage in high adventure.

Often, these adventures lead away from the desert, especially if you team up with a group of likeminded wanderers who hail from greener lands.

RESOURCES

The obedient ashworm class feature assures that you will always be able to obtain a mount.

However, your best bet for procuring custom harness and tack, barding, and other particulars associated with the ashworm is from the roving communities of desert people most strongly associated with ashworms: the painted elves. The painted elves can provide you with this equipment at the prices you would expect to pay for a horse's accoutrements in a temperate region (roughly 60 gp).

ASHWORM DRAGOONS IN THE WORLD

Ashworm dragoons hail from the hot sands of desert regions, but many end up venturing far from where they first learned the art of husbanding an ashworm.

Without the ashworm herders, an ashworm dragoon would lack someone to teach him his skills.

ORGANIZATION

Several nomadic tribes, not all of them of the same race (but including some human tribes and several painted elf tribes), follow great herds of ashworms across the desert. While some desert nomads rely on raiding or hunting to survive, these “pastoralists” rely on the ashworm to meet all their needs.

Ashworm herders follow the creatures' seasonal migration patterns, which can vary from year to year.

The timing and destinations of migrations are determined primarily by the needs of the herd for water and food.

These nomadic societies do not create permanent settlements, but live in tents or other easily constructed dwellings year round.

Herding nomads are self-sufficient in procuring most other necessities.

Ashworms are rarely killed for family use alone.

Fresh meat is distributed throughout the community.

The tribes usually do not have the capability of adequately preserving meat, making this practice the most efficient use of the animals.

Not only does this tradition ensure that no spoilage takes place but also sets up numerous obligations to reciprocate within the community, promoting cooperation and solidarity.

The slaughter of an ashworm has become a ritual occasion to feed both the deities and the people.

Ashworm herders have distinct personality traits: They tend to be cooperative with each other and aggressive toward outsiders.

They make important decisions quickly and act on them independently.

Most important, they have a profound attachment to their animals.

An ashworm herder leader is someone who can direct the movements of the herd and decide on an optimum strategy for using scarce resources without having to consult others. The leader aggressively defends the herd by expanding territory at the expense of other tribes.

Members of herder tribes often acquire prestige and power by being brave and successful in raids, as well as by accumulating large ashworm herds.

As a result, there is often a great gap in status between a young man or woman and an elder of the herding tribe. Unless bonding comes naturally, those interested in learning how to become an ashworm dragoon must travel awhile with a particular herding tribe to learn the secrets of ashworm bonding from a nomad elder.

NPC REACTIONS

Depending on the season, ashworm herders are either eagerly sought (during the trading season), or feared and fled from (during the raiding season).

However, ashworm dragoons stay separate from any one nomadic community more often than not, and popular accounts ascribe ashworm dragoons as following personal codes of knightlike honor.

Because of the stories of personal bravery and supposed honor, those with troubles in need of resolution sometimes seek out ashworm dragoons.

While not every dragoon follows a personal code of chivalry, most are happy to accept dangerous tasks in return for suitable recompense.

ASHWORM DRAGOON LORE

Characters with Knowledge (history), Knowledge (local), or Gather Information can research the ashworm dragoons to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs when a higher result is rolled.

DC 10: Anyone can buy ashworms that are broken to the saddle, though they are somewhat skittish and their temperament suffers when their poisonous stinger is clipped.

DC 15: Some very skilled individuals learn how to ride wild ashworms with exceptional skill.

These ashworm dragoons ride a better breed of ashworm, and do not fear their own mount's sting.

DC 20: Those who seek to train as an ashworm dragoon must seek an elder of one of the nomadic herding tribes—an elder of the tribe is usually predisposed to train those who first offer a significant gift.

DC 30: The master ashworm dragoon can ride an ashworm below the sand without harm, and even through solid earth.

PCs trying to establish contact with an ashworm dragoon (for whatever reason) are best served by first finding one of the large tribes that herd ashworms.

Someone in the tribe will have the skills of a dragoon, or know where dragoons can be found.

ASHWORM DRAGOONS IN THE GAME

DRAGOON PALADINS

Ashworms have a poison attack, but many paladins forswear the use of poison. As such, most paladins who become ashworm dragoons go through a lengthy ritual known as the Consecration of the Sifting Sand. The daylong ritual includes wilderness fasting, prayer, and the removal of the ashworm's poison-producing glands (followed by *cure* spells so the ashworm doesn't suffer).

LORD OF TIDES

*"I am a physician with my finger on the pulse of the earth."
—Hintak'anai, a lord of tides*

Survival in the waste depends on the ability to locate drinkable water, and many desert dwellers have this innate sense.

The abilities of the lord of tides go beyond this basic need. You are in touch with the power of Kikanuti; as you grow in experience and power, you gain control over the lifeblood of the world.

You can sense the movement of magma, summon beings of elemental might, and even open portals to the Elemental Planes.

BECOMING A LORD OF TIDES

The ranger or druid class is the most likely to produce a lord of tides; Knowledge (nature) and Survival are class skills for you.

Clerics also enter this class, particularly those who specialize in magic dealing with water, although they must usually take ranks in Survival as a cross-class skill.

Wisdom is the most important ability for the class, both for Survival-related checks and spellcasting).

Questing dragoons can spread forth from the desert, and are potentially found in all arid and temperate environments.

This prestige class is for those who like an honest, stand-up fight, and it is most suited to fighters.

While the keeping and stabling of a mount might seem onerous to some, the benefits of a mount should not be dismissed lightly.

Moreover, because an ashworm can climb even sheer walls, no dragoon should worry about bringing an ashworm into a dungeon environment because of potential obstacles.

ADAPTATION

The ashworm dragoon should fit into any campaign with little or no customization.

TABLE 3-2: THE ASHWORM DRAGOON

HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Ashworm mount, saddle bonus
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	Heightened sting
4th	+4	+4	+1	+1	Relentless shield
5th	+5	+4	+1	+1	Stamp into the sand
6th	+6	+5	+2	+2	Sand rider
7th	+7	+5	+2	+2	Full mounted attack
8th	+8	+6	+2	+2	Spirited worm
9th	+9	+6	+3	+3	Bonus feat
10th	+10	+7	+3	+3	Earth rider

When the Consecration of the Sifting Sand is complete, the ashworm has permanently lost its poison attack, but a mystic bond has developed between the ashworm and the paladin/dragon. The ashworm gains the benefits of being a paladin's special mount (as described on page 44 of the *Player's Handbook*), and the dragoon can now call the ashworm from the celestial realms in which it now resides (often the white sands of the Mithardir layer of Arborea, despite that plane's chaotic tendencies).

Charisma is also important, since this class entails leadership responsibilities.

ENTRY REQUIREMENTS

Skills: Survival 8 ranks.

Feats: Scorpion's Resolve.

Spells: Ability to cast 2nd-level divine spells.

Special: You must undergo an initiation ritual and return with a relic (see Playing a Lord of Tides, below).

CLASS SKILLS

(4 + Int modifier per level): Concentration, Craft, Knowledge (geography), Knowledge (nature), Knowledge (the planes), Listen, Profession, Search, and Survival.

CLASS FEATURES

All of the following are class features of the lord of tides prestige class.

Spellcasting: At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a lord of tides, you must decide to which class to

add each level for the purpose of determining spells per day, caster level, and spells known.

Locate Potable Water (Su): This ability is similar to the *locate water* spell (see page 117), but in addition to determining the size and distance of water bodies, you can tell whether the water is drinkable.

If it is not drinkable, you can sense the reason, such as salt, poison, infectious organisms, or magical fouling.

The ability takes a full-round action to initiate and lasts for 10 minutes.

Heat Endurance: You gain Heat Endurance as a bonus feat. If you already have the Heat Endurance feat, you instead gain Improved Heat Endurance.

Release the Water Within (Sp): Starting at 2nd level, you can painfully extract water from living creatures once per day, creating a puddle at their feet.

When you use this ability, a living creature you target within 30 feet must succeed on a Fortitude save (DC 10 + lord of tides level + your Wis modifier) or take 1d8 points of dessication damage per lord of tides level.

This dessication damage cannot be healed (even with *cure* magic) until the creature drinks at least 1 quart of water. Creatures that fail their saves take damage and are fatigued until they drink a quart of water.

If you kill a living creature with this ability, the puddle of water around the body animates 1 round later into a water mephit, which you can control for up to 1 minute per lord of tides class level.

After the duration has expired, the mephit collapses back into a puddle of inanimate water.

At 4th, 7th, and 10th level, you gain more daily uses of this ability.

Burrow (Ex): On attaining 3rd level, you gain a burrow speed of 5 feet.

This ability allows movement only through relatively soft materials, such as earth and sand.

Many dungeon floors and buildings are made of stone, which you cannot pass through with this ability.

You do not gain any special ability to avoid suffocation.

Summon Elemental (Sp): Beginning at 6th level, you are able to summon a Large elemental once per day, which must have the water subtype.

The ability is otherwise identical to the *summon monster VI* spell (see page 287 of the *Player's Handbook*).

When you reach 8th level, this ability improves: You can summon either an elder elemental once per day or a Large elemental three times per day, which can have the water or fire subtype.

The ability is otherwise identical to the *summon monster IX* spell (see page 288 of the *Player's Handbook*).

Your effective caster level for this ability is equal to 10 + your lord of tides class level.

Elemental Jaunt (Su): At 9th level you gain the ability to shift to an elemental plane for short times, once per day as a standard action.

This ability is similar to the *plane shift* spell (see page 262 of the *Player's Handbook*), but you and up to eight willing creatures remain on the elemental plane for up to 1 minute per lord of tides class level.

This ability grants no protection against the environmental hazards of the chosen plane.

Elemental Portal (Su): This ability is the pinnacle of the art embodied in the lord of tides class.

When you reach 10th level, you can create a limited-use portal between the Material Plane and a location of your choice that you have visited on any elemental plane.

The portal appears as a two-dimensional circular aperture with a radius of 10 feet, which resembles an eddy of colored water standing vertically in the air.

The color of the water depends on the plane to which the portal connects: pale blue for the Elemental Plane of Air, green for the Elemental Plane of Earth, red for the Elemental Plane of Fire, and deep blue for the Elemental Plane of Water.

The portal you bring into being is usable twice per day and is keyed to a special object you make as part of the creation process.

The possessor of this portal key can activate the portal and pass through it as a standard action.

Any other creatures wishing to pass through must do so within 1 round after the key-holder opens it.

Once the portal is open, touching or passing through it instantly transports a creature to the elemental plane, provided the creature fits within its physical dimensions. The portal grants no protection against the environmental hazards of that plane.

A solid object at the destination point prevents the portal's operation, but not the presence of a creature (the traveler is instead transported to the closest possible space to the original destination).

Unattended objects cannot pass through a portal, but a traveler can carry up to 850 pounds of equipment.

To create the portal, you must assemble raw materials (gold dust, precious stones, and refined alchemical substances) costing at least 30,000 gp; this cost is halved if the portal connects to the Elemental Plane of Water.

These materials must include a portion of the substance of an elemental from the desired plane, which is the main ingredient in the portal key.

Crafting the portal takes 1 day per 500 gp of materials expended, so a portal to the Elemental Plane of Water would require 30 days to complete, while other portals would take 60 days.

PLAYING A LORD OF TIDES

As a lord of tides, you are the spiritual center of your people.

They depend on you to find precious water and defend that resource from hostile beings.

You also hold the power of life and death—the wrath of elemental beings is at your command, and you do not brook disrespect or disobedience.

You are not capricious or cruel, though.

Life in the waste is harsh, and your followers must understand that.

Among the bhuka, a lord of tides usually heads up the group of shamans responsible for weather magic and paying proper honor to Kikanuti and her children.

You lead the seasonal ceremonies and initiate new members, and you have an honored seat at the council of elders.

Nevertheless, you answer to the community's Grandmother, who is generally the highest-level druid in the community.

Some bhuka shamans who grow too proud rebel against the Grandmother's authority, only to find that their elemental magic cannot hold against that of one blessed by Kikanuti.

They are cast out into the wilderness, becoming bitter wanderers who long to take vengeance on any isolated bhuka they might find.

Sometimes an outcast lord of tides sells her services to others, especially enemies of the bhuka, or attempts to start her own cult.

On rare occasions, bhuka shamans train particularly gifted members of other races to become lords of tides.

This selection is a singular honor, and a particular community usually only confers this honor on one outsider in its history.

COMBAT

A lord of tides is not a front-line combatant.

Your strength lies in supporting your companions by directing them to important resources and summoning powerful elemental creatures to assist them in battle.

Existing combat and spellcasting abilities from your original class are still valuable, especially if you have magical healing.

You can use your burrowing ability to set up ambushes or to move stealthily beneath opponents, then surface to set up flanking opportunities.

Alternatively, you can hang back behind the front lines, bringing elemental allies into combat to harry and flank enemies.

Your elemental jaunt ability is a great last-ditch escape if things go badly for the party.

If you are fighting on your home turf, it pays to have set up an elemental portal.

Since it is keyed to you, enemies will not be able to follow easily—and if they do, you and your party can return, using summoned creatures to hold off enemies so that they are stranded on the elemental plane.

ADVANCEMENT

Among the bhuka, a character aspiring to a career as a lord of tides always begins as a lesser druid (shaman) serving the tribe.

The current leader of the shamans directs your tasks, which usually support the community's water needs.

You and the tribe's other druids perform ritual magic to help crops and moderate the weather.

As you become more experienced, you begin to lead some of the lesser rituals and participate in decision-making at the shamans' circle.

Most shamans continue along this ceremonial path and grow in spellcasting ability in the usual fashion.

A given community only has one lord of tides.

When it is time to choose a new lord of tides, usually because the present one has set out to found a new settlement or is dying of old age, any candidate undertakes a special quest.

You must go into the desert with no food, water, or other supplies aside from basic protection from the sun, and you must survive there unaided for a month.

You also must commune with Kikanuti's children and return with proof of this in the form of a sacred object.

In practice, this quest entails summoning or otherwise contacting an elemental and asking for a portion of its substance to craft a fetish (a sort of talisman) in the form of your phratry's Emergence relic (see the bhuka description, page 39).

When you return to the community, you present this fetish to the Grandmother, who acknowledges your achievement. You wear the fetish constantly from that point on.

If you advance far enough to craft an elemental portal, the fetish becomes the key that allows you to open it.

A key is passed down through generations after the death of a portal's creator.

Nonbhuka lords of tides are expected to return to a bhuka community from time to time to relate their exploits to the gathered listeners.

RESOURCES

As a member of the shamans' circle, you have access to the shared knowledge of the community's ancestral shamans. You also have the ear of the elders and particularly the community's Grandmother.

If you need something, your influence is likely to work in your favor.

Sometimes you will have to go out adventuring to deal with a threat to the community or to establish a new community by locating untapped resources, or perhaps to set up an elemental portal around which a settlement can be built.

In such cases, you are accompanied by other shamans, who are mid- to high-level druids themselves, as well as rangers and other warriors—a formidable force to challenge.

Nonbhukas that do not dwell full-time in a community have access to these resources only when they return to the community where they gained their training.

LORDS OF TIDES IN THE WORLD

In the waste, water is more precious than gold.

A desert-dwelling community needs a lord of tides to establish itself if it lacks access to a river or a year-round supply of water.

Wandering lords of tides sell their services dearly to those who need them.

If adventurers who are not native to this harsh realm want to find a lord of tides, they usually need to negotiate with the followers of a "freelance" member of the class.

A bhuka community does not hire out the services of its resident lord of tides.

If the DM runs a planes-hopping setting, the presence of a lord of tides allows for the creation of a waste environment peppered with elemental portals.

Since each portal is keyed to its creator, using them is a challenge that probably involves dealing with the lord of tides who controls the portal—or seizing the key by force from hostile cultists.

An adventuring party that includes a lord of tides can found its own base of operations, serving as a source of adventure seeds and challenges from hostile creatures that wish to seize the portal.

ORGANIZATION

As a lord of tides in a bhuka community, your unique status ensures that you are an important member of any bhuka gathering, next to only the Grandmother in power even if not a member of the bhuka race.

Many lords of tides delegate their responsibilities to others while they are absent from the community.

In the community, it is your responsibility to set the schedule for ceremonies in observation of the Emergence. These times correspond roughly to midsummer but do not always fall on the same day each year.

Your sensitivity to the movement of the deep earth allows you to determine the optimum moment for harmony with Kikanuti.

You are the caretaker of the ritual pit or sacred cave, and you lead any rites that take place there (see the bhuka description, page 39).

If the community contains an elemental portal (whether created by you or by a previous lord of tides), you control access to it by always wearing the portal key.

You might also embark on missions to locate needed resources or learn about threats that face the community. You begin each day leading ritual salutations to Kikanuti and call upon her children to live peaceably among your people.

The entire village participates in this observance, which takes place in the central plaza and culminates with the passing of a communal bowl of fresh spring water. During the day, you check on the community's water supply, ensuring that it remains clean and abundant, and sensing whether changes in the underground environment could pose a threat.

You consult with the shamans and the Grandmother on matters of ritual and social importance.

If the community has grown too large, you plan a migration to found a new one, which includes locating a suitable supply of water and ensuring it is free of threats.

If you are an outcast lord of tides, you have usually severed your connection to Kikanuti, instead attempting to spread your influence by means of power over the elements, especially water.

You might find service as a priest of a cruel desert deity, such as Azul or Set, claiming the deity's favor and demanding sacrifices on his behalf.

Primitive tribes of the waste are likely to fall under your influence because of your status as an outcast lord of tides.

REACTIONS

Bhuka communities are deeply respectful of a lord of tides. The populace has a generally friendly attitude, and its shamans are usually helpful.

Whenever you travel to another village, you will be greeted with feasting and an invitation to lead a welcoming ceremony.

If you lead a migration to found a new settlement, you are conferred the highest honor by any bhuka group you encounter.

On the other hand, an outcast lord of tides is seen as an object of fear and is shunned by all bhuka.

The shamans and the Grandmother of any bhuka settlement are automatically hostile.

Even wandering bhuka who are not part of communities distrust a shunned lord of tides and are generally unfriendly—even these wanderers retain a sense of connection to Kikanuti and despise those who have obviously rejected her.

Enemies of the bhuka people, or those who compete with them for scarce resources, know that a lord of tides is the key to a community's viability.

Crude waste-dwellers, especially scabland orcs, resent a lord of tides's power and often try to capture one for their own

benefit, or else try to kill her to deprive their enemies of her strength.

LORD OF TIDES LORE

Characters with Knowledge (arcana) or Knowledge (geography) can research the lords of tides to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs when a higher result is rolled.

DC 10: The bhuka people have powerful leaders called lords of tides, who have the power to find and control water.

DC 15: A lord of tides can summon elementals and even travel to the elemental planes.

DC 20: A lord of tides can open portals to elemental planes and controls all access to these portals.

DC 30: Characters who achieve this level of success can learn important details about a specific lord of tides in a bhuka community, or learn about an outcast lord of tides who has set up a cult in the waste.

LORDS OF TIDES IN THE GAME

An NPC lord of tides can provide a great adventure hook if she is leading a migration to a new community.

The bhuka are not a warlike people, so they might need to hire combat experts to protect the expedition as it crosses hostile territory.

If a threat emerges from the elemental planes, an NPC lord of tides might seek adventurers to enter a portal and deal with the threat.

A fanatical cult in the train of an outcast lord of tides makes a great ongoing adversary for a party.

As a lord of tides, a player character might be a go-between for the adventurers and a bhuka community, which could serve as an important waypoint or outpost for several adventures set in and around the waste.

Alternatively, she might be an exile seeking to regain her status by doing great deeds in the world.

Another possibility is a lord of tides who has lost her community for some reason, which might be the case if warring neighbors destroy a community.

The search to find a new community and return life to the blasted waste can be the ongoing motivation for a member of the prestige class.

ADAPTATION

The lord of tides prestige class can be adapted to different sorts of environments if the campaign is not set primarily in the waste.

The ability to locate water is less important in the jungle or the frostfell, but being able to tell if water is good to drink still matters, and the ability to summon and control elementals can be adapted to any setting.

TABLE 3-3: THE LORD OF TIDES

HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Locate potable water, Heat Endurance	—
2nd	+1	+3	+0	+3	Release the water within 1/day	+1 level of existing spellcasting class
3rd	+2	+3	+1	+3	Burrow 5 ft. (earth)	+1 level of existing spellcasting class
4th	+3	+4	+1	+4	Release the water within 2/day	+1 level of existing spellcasting class
5th	+3	+4	+1	+4	—	+1 level of existing spellcasting class
6th	+4	+5	+2	+5	Summon elemental	+1 level of existing spellcasting class
7th	+5	+5	+2	+5	Release the water within 3/day	+1 level of existing spellcasting class
8th	+6	+6	+2	+6	Summon elder elemental	+1 level of existing spellcasting class
9th	+6	+6	+3	+6	Elemental jaunt	+1 level of existing spellcasting class
10th	+7	+7	+3	+7	Elemental portal, release the water within 4/day	+1 level of existing spellcasting class

SAND SHAPER

"Sand shapers have been dead for three thousand years.

They are a myth—a legend to frighten small children and weak-hearted cowards.

They are ghosts.

Mirages.

But, still, I don't like to go out into the ruins where they once ruled...too dangerous."

Once dreaded throughout the waste, and long thought vanished from the face of the world, sand shapers use the power of the desert itself to conquer and rule an empire in the heart of the desert.

Though they did die out, the secret of their power remains for those with the courage to find it and the mettle to prove themselves worthy to wield it.

You few who walk the path of the sand shaper are living legends to your allies, or nightmares reborn to your enemies.

You are part prophet, part priest, part magician, and part assassin.

In time, you might even be a conqueror, as well—the first in a new dynasty of sand shapers.

BECOMING A SAND SHAPER

Because the class offers advancement of a character's existing arcane spellcasting, typically only bards, wizards, and sorcerers become sand shapers.

More wizards than sorcerers take the prestige class, because sorcerers have to buy ranks in both Knowledge (nature) and Survival as cross-class skills, and they usually lack the wizard's extra skill points from a high Intelligence score. Bards qualify for the class easily, but they give up improvement of their bardic music to do so.

ENTRY REQUIREMENTS

Alignment: Any neutral.

Skills: Knowledge (nature) 4 ranks, Survival 4 ranks.

Feat: Touchstone (City of the Dead).

Spells or Spell-Like Abilities: Arcane caster level 5th.

CLASS SKILLS

(4 + Int modifier per level): Climb, Concentration, Craft, Diplomacy, Handle Animal, Heal, Intimidate, Jump, Knowledge (nature), Listen, Profession, Ride, Search, Sense Motive, Spellcraft, Spot, and Survival.

CLASS FEATURES

All of the following are class features of the sand shaper prestige class.

Spellcasting: At each level except 1st and 9th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an

arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming a sand shaper, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Dust Magic (Ex): Your magic is more powerful in wastelands environments.

When casting arcane spells in any sort of waste terrain, your caster level is considered to be one level higher than your actual caster level.

Even in nonwaste environments, as long as you carry 15 or more pounds of sand as part of your equipment, you gain the benefit of this class feature.

Desert Insight: As a member of this class, you gain knowledge of additional spells (see the list below).

If you were a caster who previously prepared spells (such as a wizard), you can prepare these spells like any other spell to which you have access.

If you are a spontaneous caster (such as a sorcerer), these spells are available to you like any other spell you know. You cannot cast a spell of higher level than the maximum spell level you can cast.

These spells become options for you when you gain access to the appropriate spell level.

1st—bear's endurance, bull's strength, cat's grace, endure elements, parching touch†, speak with animals, summon desert ally I†.

2nd—eagle's splendor, fox's cunning, heat metal, owl's wisdom, resist energy, summon desert ally II†, summon swarm.

3rd—control sand†, desiccate†, dispel magic, dominate animal, haboob†, slipsand†, summon desert ally III†, sunstroke†, tormenting thirst†, wind wall.

4th—blast of sand†, summon desert ally IV†, wall of sand†, wither†.

5th—choking sands†, flaywind burst†, flesh to salt†, summon desert ally V†, transmute sand to stone†, transmute stone to sand†.

6th—awaken sand†, mummify†, sandstorm†, summon desert ally VI†.

7th—mass flesh to salt†, summon desert ally VII†.

8th—summon desert ally VIII†, whirlwind.

9th—summon desert ally IX†.

† New spell described in Chapter 5.

Sand Shape (Sp): All sand shapers know how to magically sculpt the soil of the waste (generally desert sand, dust, or gravel) into mundane objects.

You can create any solid object you can imagine, provided you have access to a sufficient quantity of the appropriate soil and you can successfully make a caster level check. The DC of the check is determined by the size and complexity of the item:

Item Size	DC
1 cu. ft. or less	-5
1.1–2.0 cu. ft.	0
2.1–4.0 cu. ft.	5
4.1–8.0 cu. ft.	10
8.1–12.0 cu. ft.	15
12.1–16.0 cu. ft.	20
16.1–24.0 cu. ft.	25
24.1–30.0 cu. ft.	30

Item Complexity	Modifier
Fine details	+2
Functioning tool	+2
Functioning armor/weapon	+5
Multiple parts	+5
Masterwork version	+10
Moving parts	+10

For example, Osrutek, a 6th-level wizard/8th-level sand shaper, decides to use his *sand shape* ability to create barding for his horse.

The DM determines that the total volume of the barding is about 6 cubic feet, and so assigns his attempt a base DC of 10.

Because barding is armor (+5), and consists of multiple parts (+5), the DM assigns an additional +10 modifier to the DC, bringing it up to 20.

Osrutek's caster level check bonus is +13, so he must roll a 7 or higher to complete the barding.

Each attempt to create an item requires a number of minutes equal to the DC.

(Osrutek's attempt to create horse barding would require 20 minutes).

You can take 10 on this check.

Created items persist for 10 minutes per sand shaper level, and can only be solid objects; you cannot use this ability to create liquids, gases, or living matter.

The objects created have no magical properties, though they radiate faint transmutation magic.

You can create and maintain a number of objects equal to your sand shaper level.

If you create an additional item, the item that has been in existence the longest reverts back to sand.

Items you create using this ability otherwise persist for the duration of this use of the ability, regardless of their distance from you.

If you use the alchemical item *shapeland* (see page 102) to create an item, you do not count that item against your limit, in addition to the other benefits provided by *shapeland*.

All items created in this fashion have hardness 5 and hit points according to their size: Fine 1; Diminutive 2; Tiny 3; Small 5; Medium 8; Large 10; Huge 15; Gargantuan 20; Colossal 25.

Sandform (Sp): At 2nd level and higher, you have the ability to transform your body into animated sand, along with all your gear, once per day for up to 1 minute + 1 round per sand shaper level.

This ability works in all other respects like the spell of the same name (see page 119).

Sand Stride (Sp): At 3rd level and higher, you can fly as by means of the *overland flight* spell once per day.

You must begin and end your flight on a square of waste terrain; if your movement crosses a different type of terrain, your flight ends immediately, dropping you abruptly (albeit safely) to the ground.

Improved Sand Shape (Sp): At 4th level, you learn to magically sculpt the soil of the waste (generally desert sand, dust, or gravel) into animate objects.

You can create one of the creatures described below, provided a sufficient quantity of the appropriate soil (3 cubic feet unless otherwise noted) is available and you can successfully make a caster level check; the DC is based on the specific creature.

Every creature you create has damage reduction 5-, but *sand shaped* creatures reduced to 0 hit points are destroyed.

Each attempt to create a creature requires a number of minutes equal to the DC indicated for the creature.

You can take 10 on this check.

Created items persist for 1 minute + 1 round per sand shaper level.

You can create and maintain a number of creatures and objects (when using *sand shape* and *improved sand shape* simultaneously) equal to your sand shaper level.

If you create an additional creature or item, the creature or item that has been in existence the longest reverts to sand. Creatures you create using this ability otherwise persist for the duration of this use of the ability (unless otherwise noted), regardless of their distance from you.

Available creatures include the following.

Desert Eagle (DC 20): With its superior vision and ability to range far ahead and above, the desert eagle is the perfect scout.

It responds to your mental commands, and you can, as a full-round action, see things from the eagle's perspective (using the eagle's Spot modifier and point of view).

It is in all other respects identical to a normal eagle (see page 272 of the *Monster Manual*).

Dust Jackal (DC 15): A dust jackal is a master of stealth and cunning; it can creep virtually undetected into hidden places and enemy encampments, and there either carry out attacks or retrieve small items.

A dust jackal is otherwise the same as an ordinary jackal (see the small dog entry, page 271 of the *Monster Manual*).

Golden Camel (DC 15): A golden camel is the animal of choice for bearing burdens.

It responds only to your mental commands.

Otherwise, it is identical to an ordinary camel (see page 270 of the *Monster Manual*).

Unlike other creatures created with this ability, a golden camel persists for 10 minutes per sand shaper level.

It appears equipped with a saddle, tack, and harness.

Creating this sand-shaped creation requires 10 cubic feet of soil.

Mirage Hound (DC 15): A mirage hound is a faithful companion that fearlessly guards its creator at all times. It can be commanded to attack, but it does so only if it can remain within 20 feet of you.

A mirage hound is otherwise the same as an ordinary small dog (see the small dog entry, page 271 of the *Monster Manual*).

Sand Scorpion (DC 20): A sand scorpion is identical to a Tiny monstrous scorpion (see page 287 of the *Monster Manual*). You can mentally command it, and it is most often used as a tool of assassination.

Creating this sand-shaped creation requires only 1 cubic foot of soil.

Sun Steed (DC 15): A sun steed is a courageous mount that can be ridden into battle as though it were a light warhorse (see page 274 of the *Monster Manual*).

It appears equipped with a saddle, tack, and harness.

Creating this sand-shaped creation requires 10 cubic feet of soil.

Improved Dust Magic (Ex): At 5th level, your affinity with the waste increases, and your spells grow even more potent. Three times per day, when you cast an arcane spell in any sort of waste terrain, you can empower, enlarge, extend, silence, or still your spell, as the appropriate metamagic feats.

These options have the same general effect as the metamagic feats of the same name, except that they do not use up higher-level spell slots, and even if you prepare spells, you can decide to alter them with this ability as you cast a spell.

None of these abilities stack with the benefits of the metamagic feats of the same name—for example, you cannot use improved dust magic to empower an empowered *fireball*.

You can, however, maximize a spell already modified by a different metamagic feat.

Using this ability with a spontaneously cast spell increases the casting time as described on page 88 of the *Player's Handbook*.

You gain an additional use of this ability at 7th level and at 9th level.

At 9th level and higher, uses of this ability count as uses of greater dust magic (see below).

Desert Slumber (Ex): At 7th level and higher, if you lie in the soil of the waste (generally desert sand, dust, or gravel), you regrow severed body members, mend broken bones, and restore ruined organs as though a *regenerate* spell had been cast upon you.

The soil must be at least deep enough, and occupy a large enough area, to cover all but your face.

You can use this ability once per day.

Greater Dust Magic (Ex): By 9th level, your affinity with the waste has almost reached its peak.

Five times per day, when you cast spells in any sort of waste terrain, you can choose to maximize or widen your spell. Uses of this ability and of improved dust magic (see above) come from the same pool, so you can use both abilities a total of five times per day.

For example, you could empower four times per day and maximize once, or widen three times and enlarge two times.

These options have the same general effect as the metamagic feats of the same name, except that they do not use up higher-level spell slots, and even if you prepare

spells, you can decide to alter them with this ability as you cast a spell.

None of these abilities stack with the metamagic feats of the same name; that is, you cannot use greater dust magic to maximize a maximized *ice storm*, for example.

You can, however, maximize a spell already modified by a different metamagic feat.

You can also combine greater dust magic with improved dust magic—maximizing an enlarged *ice storm*, for example. Using this ability with a spontaneously cast spell increases the casting time as described on page 88 of the *Player's Handbook*.

Desert Shroud (Ex): At 10th level, you gain the ability to come back to life under certain conditions.

If the remains of your deceased body lie in the soil of the waste (generally desert sand, dust, or gravel) for 10 minutes, you are restored to life as though a *resurrection* spell had been cast upon you, provided you have not been dead for more than one hundred years.

The soil must be deep enough, and occupy a large enough area, to cover your entire body (based on your size when the effect is complete).

PLAYING A SAND SHAPER

While it's sometimes helpful for the purpose of group cooperation to let others believe otherwise, you are in charge.

You are in command of the arcane secrets of ancient rulers, so why shouldn't you rule today?

Granted, some of the reason for this attitude might simply be the voices of your sand shaper predecessors talking through you, but their acceptance of you as one of their own is proof enough that you were born to command others.

Of course, the strength of your convictions fades somewhat as you leave the waste.

The power of the sand shapers extends only to the lands they once ruled—the deserts—and if you roam too far from their former empire, your power and influence wane. You become little more than the spellcaster you were before, albeit still with the magic of sand shaping at your disposal.

Your overall goal is to ensure that you seek adventuring in the place where you are strongest: in the waste.

COMBAT

Subtlety only impresses those who are subtle themselves. To truly awe your subjects, you must use the full power at your command.

Hurl the very wrath of the waste against your foes—but reserve your greatest powers for your greatest enemies. Others can rely on surprise and sneak attacks; you work through fear and intimidation.

In fact, your first action in any combat situation should be to take as much fight out of your opponents as possible, leaving them easy prey for your allies.

Always be prepared to fight to the death; if you retreat, those enemies—and anyone else they talk to—will not fear you next time.

At 4th level, when you learn to shape the sand, you never need fear being without your equipment.

You can actually allow your foes to “capture” you—then destroy them from within.

In fact, your only major concern is likely to be that your enemies might immediately execute you, out of fear that you will live up to your reputation.

Since you probably do not rely much on armor, and your hit points are not likely to be high, the attacks of those too ignorant to fear you—which includes a great many beasts and animals—could prove to be your undoing. Once you reach 7th level, you truly begin to draw upon your full legacy of power.

Your ability to regenerate means that even your lack of hit points is less of a problem.

You really only need to fear losing your head—though a sufficient quantity of blows can still destroy you, if you have no opportunity to lie in the soil and restore your body to its proper, healthy shape.

When you reach 10th level, even losing your head holds no real danger for you; the desert can bring you back to life, even if all that is left of you is dust.

ADVANCEMENT

You advance in the ranks of the sand shapers—both those living and long dead—by surpassing their achievements. Considering that the oldest sand shapers once built an empire, you had better be prepared for a long and arduous trek to your goal.

Initially, focus on consolidating your power.

Curry favor with your allies.

Make short work of your enemies.

If you have time, seek out other sand shapers and work with them to plan a return to the glory days of the sand shaper empire.

Locate and retrieve lost sand shaper artifacts.

Above all else, leave your mark on the world.

Remind everyone of the power of the sand shapers.

Your overall goal is to develop a following.

No matter how powerful you become as a sand shaper, dead is dead—unless you have loyal followers willing to locate your remains and use them to restore you to life.

Hone your skill in Diplomacy and Intimidate foremost, and remember to spend skill points on Sense Motive.

It never hurts to ensure that your loyal subjects are as loyal as you believe them to be.

Spending some of your accumulated treasure on them couldn't hurt, either; just because you wield the power of ancient emperors does not mean that you command as many subjects as your predecessors.

RESOURCES

The desert is your greatest resource, so you should develop ways of keeping it close.

You might use anything from a *helm of teleportation* to a fast horse, but it is important to have a ready means of reaching the place where your dust magic serves you best.

Even more to the point, you need to know that should you become a 10th-level sand shaper, you can lie down to die in the sands—when the sands blow over you, you will be brought back to life to carry on with the restoration of the sand shaper empire.

Otherwise, the extent of your empire is what you carve out of the world around you.

No one is simply going to give you a palace, a treasury, and an army of followers to guard them, so you have to take or make them.

SAND SHAPERS IN THE WORLD

Sand shapers no longer have much of a place in the world; their empire died out a few thousand years ago.

Those who have since become sand shapers are but remnants of the former power and glory of that empire.

Any drive they feel to restore that empire is either some misguided urge to write themselves into the sand shaper legend—or some more sinister influence, perhaps exerted by the long-dead spirits of the original sand shapers.

ORGANIZATION

Sand shapers rarely work together.

They might strive for common goals from time to time, but only for short periods.

Each sand shaper feels some urge to be in charge, and that does not include sharing command.

Conversely, sand shapers feel no qualms about assembling a band of companions who share a more or less equal role in adventures.

(A sand shaper might even reward them with ministerial posts once he has reestablished the sand shaper empire).

The only real organization that a sand shaper will work with is a corps of loyal servants and followers: subjects for his new empire.

The most successful new sand shaper so far, Osrutek the First, divides his time between seeking relics of the first sand shapers and ruling over the small kingdom of outlaws and peasants he has subjugated since first becoming a sand shaper.

Osrutek, a wizard, is the most powerful of the known sand shapers, though he has not yet learned how to rise from the dead.

Until he does, he travels nowhere without a retinue of servants and guards, all of whom are devoted—mostly through sheer fear of him—to protecting him from harm. Osrutek has promised the most skilled among his followers (and therefore, the most dangerous to him) portions of his empire to rule to ensure their loyalty.

He has no intention of keeping those promises, however. Osrutek needs these lieutenants because he is on a crusade to eliminate all other sand shapers, whom he considers “pretenders to his dynasty”.

Thus far, he has slain three and claimed their riches for his treasury.

His single-minded attitude toward this end might prove his undoing, however; each sand shaper he slays is more incentive for others to band together against him.

NPC REACTIONS

Commoners fear sand shapers, perhaps because sand shapers do not seem to care what happens to the common folk—so long as the sand shapers get what they want.

Most waste-dwellers have no treasures worth taking, and they serve better alive than dead.

Nobles have much more to fear—especially if they count relics of the sand shaper empire among their wealth.

Most people tend to stay out of a sand shaper's way (if they recognize him).

While sand shapers might be obsessed with resurrecting their ancient empire, they generally do not attack anything that moves.

They become violent only when they have a reason to do so—though, unfortunately, they count “being interfered with” among such reasons.

Since most people never know what a sand shaper's business is, nearly anything could constitute interference.

Thus, the best policy is to leave a sand shaper alone—unless, of course, he shows up at the city gates with an army.

The possibility that a sand shaper has targeted a kingdom for conquest is really the only good reason to offer resistance.

It is important to be certain; antagonizing a sand shaper out of fear that he might attack you might turn out to be a self-fulfilling prophecy.

SAND SHAPER LORE

Characters with Knowledge (history) can research the sand shapers to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs when a higher result is rolled.

DC 10: The sand shapers were a cult of spellcasters that created an empire in the waste three thousand years ago. They were eventually defeated, and their cities and palaces are now nothing more than ruins.

Rumors say that some of them survived, though these are probably superstitions.

DC 15: The sand shapers were ruthless conquerors, slaying those who opposed them and enslaving those too weak to fight back.

They were able to use powerful magic that drew upon the waste to call down sandstorms and bury their enemies.

DC 20: The magic of the sand shapers lives on, slumbering in the ancient ruins.

It is said that those brave enough to journey to the City of the Dead can unlock the secret of the sand shapers' dust magic and become sand shapers themselves.

DC 30: Over the centuries, many people have unlocked the secrets of the sand shapers and become sand shapers themselves.

Some have been defeated, others have vanished into the wastes, and one or two are rumored to have disguised themselves as mighty wizards, even now serving as court magicians to mighty rulers—though they are most likely waiting for the right time to strike.

The only known sand shaper is Osrutek, who occupies the ancient ruins at Sohlak; he is clearly building an army, and a war of conquest is inevitable.

The only question is when it will come.

PCs trying to establish contact with a sand shaper (for whatever reason) should make a DC 25 Gather Information check to track one down.

Whether or not the sand shaper is willing to listen depends largely on his alignment.

However, if the PCs have some artifact of the original sand shapers, give them a +2 circumstance bonus on the check. A sand shaper who is any alignment but neutral good is not willing to work for the PCs, though he might agree to work with them for a time—especially if it means expanding his own personal empire.

SAND SHAPERS IN THE GAME

Sand shapers play a role in a running subplot in a campaign—the sand shapers' desire for conquest—and so might be a bit difficult for a DM to wedge in.

Still, their desire to recover ancient treasures can certainly drive a traditional dungeon-crawl campaign set in the wastes.

This prestige class is likely to appeal to players who enjoy head-on confrontations and empire-building.

DMs should give a sand shaper plenty of opportunities to flex his magical muscles, substituting a little real estate and a few followers for gold and magic items now and again.

A DM's hardest job in a campaign involving a sand shaper will be making sure the sand shaper doesn't dominate the spotlight.

The DM should give other PCs plenty of reasons to adventure outside the wastes (where the sand shaper's powers are less potent), and perhaps even plan the campaign around the idea that the other PCs might one day have to stop their sand shaper companion from conquering the surrounding land.

ADAPTATION

The sand shaper is a waste specialist, and as such is not well suited to campaigns that don't take place in a desert environment.

Adapting this prestige class mostly involves altering its waste-dependent abilities, such as dust magic, and replacing them with those appropriately suited to a prominent environment type in the campaign.

The core mechanics of the abilities can remain the same; generally, only the flavor of the abilities needs to be changed.

TABLE 3-4: THE SAND SHAPER

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Desert insight, dust magic, <i>sand shape</i>	—
2nd	+1	+0	+0	+3	<i>Sandform</i>	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	<i>Sand stride</i>	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	<i>Improved sand shape</i>	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	<i>Improved dust magic</i> 3/day	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	—	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	<i>Desert slumber</i> , <i>improved dust magic</i> 4/day	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	—	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	<i>Greater dust magic</i> 5/day	—
10th	+5	+3	+3	+7	<i>Desert shroud</i>	+1 level of existing arcane spellcasting class

SCION OF TEM-ET-NU

"You have abused the gifts of Tem-Et-Nu by using the rivers to make war upon her people.

I am sent by the high priestess to put a stop to your depredations. So, to answer your question, that thrashing you hear from the bowels of this vessel is the sound of an enraged crocodile tearing a hole in the bottom of your war barge."

—Karlott, a scion of Tem-Et-Nu

Paladins of the temple of Tem-Et-Nu are sometimes selected to become the guardians of the rivers. The waterways of the wastelands are sacred to the river deity, and the source of life and livelihood for the plains people.

It is given to you to enforce the deity's laws and ensure that those who misuse the river are punished.

To that end, you can draw upon your ever-increasing martial skills, but you must also learn the many ways of the river, its strengths, and how to tap those strengths when you need its power most.

BECOMING A SCION OF TEM-ET-NU

The paladin class is the most straightforward path to becoming a scion of Tem-Et-Nu; Diplomacy is a class skill, and the base attack bonus requirement keeps many classes out until they reach at least 7th level.

However, you need not have all of your levels devoted to paladin; there is just enough wiggle room to take a level in another class, such as cleric.

Strength and Constitution (for combat) and Charisma (for your spells and interpersonal skills) are key abilities for you.

ENTRY REQUIREMENTS

Alignment: Lawful good or lawful neutral.

Base Attack Bonus: +5.

Skills: Diplomacy 8 ranks, Swim 4 ranks.

Special: You must be blessed by Tem-Et-Nu in a ritual held in one of her temples.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Diplomacy, Gather Information, Handle Animal, Heal, Knowledge (nature), Knowledge (religion), Profession, Ride, Sense Motive, Survival, and Swim.

CLASS FEATURES

All of the following are class features of the scion of Tem-Et-Nu prestige class.

Buoyancy (Ex): Upon entering this class, you become buoyant in water, giving you a +4 circumstance bonus on Swim checks.

Additionally, your armor has been blessed by a cleric of Tem-Et-Nu, which means the armor check penalty for your armor is not doubled for the purposes of Swim checks.

If you ever lose your armor, or if you want a new suit blessed, a cleric of Tem-Et-Nu can perform the ceremony to bless your armor at any temple devoted to your patron deity.

The blessing is free of charge for scions.

River Mastery (Ex): As a member of this class, you gain a +1 insight bonus on attack rolls and damage rolls against river-dwelling aquatic creatures.

Spellcasting: At each even-numbered level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a scion of Tem-Et-Nu, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

River's Vigor (Su): Beginning at 2nd level, you can emulate the vigor and unstoppable power of the river during a

spring flood, gaining 5 temporary hit points per scion class level for 1 minute per scion class level once per day.

From 6th level on, you can use river's vigor two times per day (the temporary hit points gained with each use of this ability do not stack).

River Walk (Sp): At 3rd level and higher, you can tread on river water as though you were affected by a *water walk* spell from.

You can use this ability once per day for every three scion of Tem-Et-Nu levels.

Your caster level for this ability is equal to your class level.

The River's Life Is Mine (Su): At 3rd level and higher, you gain fast healing 5 whenever you begin your turn in or adjacent to a square containing a river.

Smite Evil (Su): Beginning at 4th level, once per day you can attempt to smite evil with one normal melee attack. You add your Charisma bonus (if any) to your attack roll and deal an extra 1 point of damage per class level.

If you accidentally smite a creature that is not evil, the smite has no effect, but the ability is still used up for the day.

You must declare the use of the smite before making the attack roll.

Starting at 8th level, you can smite twice per day.

If you have levels in a class that grant a smite evil ability (such as paladin), you gain extra uses of that ability, and the levels of that class stack with your scion of Tem-Et-Nu class levels to determine the power of your smite evil ability.

Divine Power (Sp): At 5th level, you gain the benefit of *divine power*, as the spell, once per day.

Your caster level is equal to your class level.

If you activate this ability while submerged up to your waist (or deeper) in a river, the amount of time you benefit from the ability does not count toward the duration of the effect until you move out of water of this depth.

Once the duration begins to count down, however, it does not stop even if you proceed to immerse yourself in waist-deep water.

At 10th level, you can use this ability twice per day.

Control Water (Sp): Beginning at 6th level, you can use *control water*, as the spell, three times per day.

Your caster level is equal to your class level.

Restoring Immersion (Sp): When you attain 7th level, you become able to draw upon the power of Tem-Et-Nu once per day to benefit from a *restoration* effect if you immerse yourself completely in water for a short time.

Restoring negative levels requires that you be immersed for 1 minute per negative level.

Curing ability score damage requires 5 rounds per point, and restoring drained ability score points requires 1 minute per point.

You can receive more than one benefit during each period of immersion you undergo.

For example, you could restore three negative levels and four drained ability points by remaining immersed for 7 consecutive minutes.

Your caster level for this ability is equal to your class level.

Divert River (Sp): At 9th level, you become capable of changing the course of a river for a short time.

With slow-moving rivers, this is the equivalent of casting both versions of *control water* simultaneously: lower water downstream of your location, and raise water aimed at where you divert the river.

Water overflows the river's bank where you specify, rather than following the natural contours of the river. With fast-moving rivers, the effect is more dramatic: The river downstream is affected as though the lower water version of *control water* had been cast, and a *flashflood* effect, as the spell (see page 114), originates at the point on the river that you specify.

Regardless of the speed of the river, the effect lasts for 2 hours unless you choose to end it sooner.

Multiclass Note: A paladin who becomes a scion of Tem-Et-Nu may continue advancing as a paladin.

PLAYING A SCION OF TEM-ET-NU

Your top priority in any mission is to ensure that no mortal agency does damage to the waterways or preys upon those who depend on the rivers.

Beyond that, you are free to wander far and wide, though you need to be cognizant of your duty to your deity and make sure that your adventuring does not interfere with that duty.

If possible, enlist your allies to help you.

Strike a bargain, if necessary, to aid them in their adventuring if they help you achieve your greater goal of serving Tem-Et-Nu.

Even though you might be the only one in your group who serves Tem-Et-Nu, you need not play the loner; the wise warrior knows when to seek the aid of friends and allies.

Of course, the cult of Tem-Et-Nu would prefer that you work with those who worship the river deity, but it is willing to overlook such a small matter—provided none of your allies are evil.

COMBAT

Although paladins of Tem-Et-Nu have a reputation for straightforward combat tactics, this reputation is undeserved, and scions of Tem-Et-Nu drive that point home.

You might agree to meet an enemy alone in single combat, but that doesn't mean you haven't planned for a betrayal on the enemy's part.

Most of the features of the scion of Tem-Et-Nu class are not designed to improve your combat prowess, but rather to increase your versatility.

The ability to walk upon water (gained at 3rd level) allows you to approach vessels on the river while wearing full armor.

The ability to raise and lower water (gained at 6th level) allows you to aid or hinder the movement of boats, or perhaps to expose aquatic enemies to one's nonswimming allies.

Finally, the 9th-level ability to temporarily divert an entire river allows you to direct water where it is needed most (for crops and such), and also to beach enemy ships.

ADVANCEMENT

Your advancement is in the hands of the clerics of Tem-Et-Nu; you are their servant.

Initially, you travel up and down the river, visiting farms and fishing villages, helping them where and how you can. When you take your first level in the scion prestige class, you act as a river marshal, not only helping out but also actively taking part in the communities you visit, as though each one were your home.

As time passes, you are expected to teach and organize these communities so they can operate without your direct supervision.

The goal is to eventually select a likely community in which to build another temple to Tem-Et-Nu, thus spreading the river deity's influence even further.

RESOURCES

Your best resource as a scion of Tem-Et-Nu is the temple of Tem-Et-Nu.

Although the temple cannot provide everything for you, its clerics can bless your armor (helping you maintain your buoyancy class feature), provide you with information (both on current events and ancient lore), and heal your injuries (and those of any individuals aiding you) free of charge.

So long as you adventure close to Tem-Et-Nu's riverside temples, you always have a place to rest for the night without worrying about being ambushed by wandering villains.

If you travel upon the river, you can always borrow passage on one of the temple's river barges—though they only make stops at other temples.

So long as your companions are not evil, and you vouch that they are assisting your work in some way, these resources are also available to them.

SCIONS OF TEM-ET-NU IN THE WORLD

If the PCs adventure on or near a major waterway in the waste, they will eventually encounter a scion of Tem-Et-Nu. Such individuals are potentially helpful allies (or at least temporary resources), assuming the PCs are not evil; evil PCs can expect to be treated with suspicion or outright hostility.

They might be asked to move on or simply be attacked, depending on how powerful they are (or appear to be).

ORGANIZATION

Scions of Tem-Et-Nu usually work alone or with a small group of allies, but if they are operating on a waterway, other scions are not far off.

The scions report their activities and investigations at every temple of Tem-Et-Nu they come across, and the temples impart that information to the other scions who visit. This passing of information might include a call for reinforcements.

Such a call generally garners 1d3+1 other scions, arriving at a rate of one per day; these other scions are of a level comparable to the scion who requested their aid.

A typical scion of Tem-Et-Nu is Karlott, who specializes in coming to the aid of other scions.

Though she puts in a requisite amount of time helping farmers with irrigation issues and tracking down smugglers on the river, Karlott is far more interested in rumors of scions seeking additional comrades-in-arms.

She drops everything to rush to the scene and pledge her blade to the cause.

Other more experienced scions think of her as something of a loose cannon, but they cannot fault her performance in combat.

NPC REACTIONS

The average law-abiding citizen who lives or works on a waterway is generally quite happy to see a scion of Tem-Et-Nu; the scions are always ready to lend a hand and frequently pass out gold coins as a gesture of charity (a practice the scions call "cutting loose the ballast").

Nobles are a little less happy to see scions, because while a visit from a scion might be merely a courtesy call, it could also be a request for funds or some other costly form of aid.

A noble's refusal to provide such aid—even on perfectly legitimate grounds—almost always leads to an uncomfortable silence during which the noble suspects that the scion is using her powers to determine whether or not the noble is refusing out of evil intent (through the medium of *detect evil*).

Some nobles—perhaps those with guilty consciences—have spoken out against this practice, and in response the scions generally deny subjecting nobles to divination spells without their permission; the scions claim they are merely remaining silent while considering an alternate form of persuasion.

Although scions of Tem-Et-Nu are a kind of law unto themselves as far as the rivers are concerned, they do not consider themselves apart from the law.

For one, they have no prison facilities; anyone they arrest must be handed over to the normal authorities.

In fact, most appointed officers of the law see the scions as a type of “citizens’ watch” group, and they trust the scions’ scrupulous adherence to the law and their care for the welfare of the community.

Authorities often consult with the scions regarding crimes committed on or across rivers (though most scions have no particular ability to track down clues, in the water or anywhere else).

The only real clashing point is jurisdiction.

The scions believe it is in their mandate to confiscate illegal goods found in or on the water, and then give them to the temples to sell (or in some cases destroy) to raise funds.

Since most authorities earn their living by levying fines, they see the scions’ policy of confiscation as taking food out of their families’ mouths.

The scions relent, giving up some of what they have confiscated, when there is too much for them to carry themselves, but otherwise they refer the authorities to the temples—at which point most law officers simply give up. The clerics are notoriously difficult to convince once the treasure is locked up in their vaults.

SCION OF TEM-ET-NU LORE

Characters with Knowledge (religion) can research the scions of Tem-Et-Nu to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs when a higher result is rolled.

DC 10: The scions of the river deity are guardians of the river.

They keep the waterways clear of smugglers and pirates, and they’re never too busy to help mend a dam or rescue livestock from the water.

They sometimes even hand out money, if they think you need it.

DC 15: The scions of Tem-Et-Nu travel from temple to temple, reporting on conditions along the river and looking for news of trouble spots.

They generally travel on boats or barges, but some of them have mounts.

DC 20: The scions have a strict code of honor, and that applies to how they fight, as well.

One rarely turns down a challenge to single combat, even if it’s clearly a trap.

Only if a life is in danger elsewhere or a scion is engaged on an important mission will she turn a challenger away; even then, she usually comes back to the challenge eventually.

DC 30: Characters who achieve this level of success can learn important details about specific scions of Tem-Et-Nu in your campaign, including notable allies and companions. PCs who try to establish contact with a scion of Tem-Et-Nu usually must visit the nearest temple of the river deity and inform the clerics there.

Word will eventually reach the scion in question.

If the PCs are trying to enlist the scion’s services, give them a +2 circumstance bonus on the check if the mission involves a waterway, and another +2 bonus if the PCs make a suitable donation to the temple.

SCIONS OF TEM-ET-NU IN THE GAME

Scions of Tem-Et-Nu aren’t particularly invasive—they’re almost monklike in their single-minded devotion to their duties—so adding them to a campaign should be relatively easy.

The scions could have been around all along: They were those friendly river marshals the PCs saw helping farmers and fishers.

This prestige class appeals to players who appreciate the paladin lifestyle but want to take it in a more specific direction.

A DM with a scion of Tem-Et-Nu in his campaign should try at least some of the time to play to the scion’s strengths. The DM should set adventures on or near rivers so the scion can use her powers.

A DM should feel free to occasionally remind the scion’s player that temple accommodations extend to the scion’s companions as well—meaning free room and board in a safe environment so long as the party sticks close to the rivers and waterways.

ADAPTATION

The scion of Tem-Et-Nu is built around the idea of protecting important waterways.

If the campaign has such regions, the scion is an excellent fit.

Otherwise, simply alter the focus of the class to another vital feature of the setting.

For example, a scion of Fharlanghn might protect frequently used roads in the campaign, and a scion of Moradin might protect key mountain passes.

Abilities that focus on water need to be altered slightly to take the new terrain element into play.

Buoyancy might instead be called sturdiness and provide the scion of Moradin a +4 bonus on Balance checks in mountainous regions.

Likewise, river mastery might become plains mastery, providing the scion of Fharlanghn a +1 bonus on attack rolls and damage rolls against plains-dwelling creatures.

TABLE 3-5: THE SCION OF TEM-ET-NU

HIT DIE: D10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+2	Buoyancy, river mastery	—
2nd	+2	+3	+0	+3	River's vigor 1/day	+1 level of existing spellcasting class
3rd	+3	+3	+1	+3	River walk, the river's life is mine	—
4th	+4	+4	+1	+4	Smite evil 1/day	+1 level of existing spellcasting class
5th	+5	+4	+1	+4	Divine power 1/day	—
6th	+6	+5	+2	+5	Control water, river's vigor 2/day	+1 level of existing spellcasting class
7th	+7	+5	+2	+5	Restoring immersion	—
8th	+8	+6	+2	+6	Smite evil 2/day	+1 level of existing spellcasting class
9th	+9	+6	+3	+6	Divert river	—
10th	+10	+7	+3	+7	Divine power 2/day	+1 level of existing spellcasting class

SCORPION HERITOR

"Beneath every stone lurks a scorpion."

—Anekhet, a scorpion heritor

The desert scorpion is thought to symbolize revenge, and sometimes cruelty.

In the waste, the scorpion also symbolizes stealth, passion, and perseverance in the face of extinction.

By emulating the essence of the scorpion and becoming one with the scorpion's strength, desert people can tap into the scorpion's vitality.

Scorpion heritors, through a special relationship with the scorpion spirit, gain the mystical abilities of the scorpion, and can even take its shape.

BECOMING A SCORPION HERITOR

Only characters who already revere the scorpion, who know something of its ways, who know how to survive in the desert, and who have taken the scorpion's venom into their blood can become scorpion heritors.

Rogues are most often associated with the scorpion heritor class, but it isn't unheard of for barbarians, rangers, or even fighters to pick up a few levels of the prestige class.

Most classes have to buy at least some ranks in required skills as cross-class skills.

ENTRY REQUIREMENTS

Base Attack Bonus: +3.

Skills: Hide 8 ranks, Knowledge (nature) 4 ranks, Survival 4 ranks.

Feat: Scorpion's Resolve.

Special: Must have survived the venomous sting of a monstrous scorpion.

CLASS SKILLS

(8 + Int modifier per level): Appraise, Balance, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Intimidate, Jump, Knowledge (local), Knowledge (nature), Listen, Move Silently, Open Lock, Perform, Profession, Search, Sense Motive, Sleight of Hand, Spot, Survival, Swim, Tumble, Use Magic Device, and Use Rope.

CLASS FEATURES

All of the following are class features of the scorpion heritor prestige class.

Scorpion's Instincts: You gain Scorpion's Instincts (see page 53) as a bonus feat.

Sneak Attack: Beginning at 2nd level, you deal extra damage when you are flanking an opponent or at any time when the target would be denied its Dexterity bonus to AC.

This extra damage applies to ranged attacks only if the target is within 30 feet.

See the rogue class feature, page 50 of the *Player's Handbook*. This damage increases at 4th, 6th, 8th, and 10th level.

Scorpion Form (Su): Beginning at 3rd level, you can take the form of a Tiny monstrous scorpion once per day, as if using the *polymorph* spell, for up to 1 minute.

Envenom Blade (Ex): At 5th level, your saliva becomes venomous.

As a free action three times per day, you can envenom your melee weapon, a thrown weapon, or a piece of ammunition for a ranged weapon.

Using this ability does not provoke attacks of opportunity. The Fortitude save DC of the venom is equal to 15 + your Wis modifier.

The venom deals 1d4 points of Constitution damage as its primary and secondary damage.

If you already have a bite attack, you can choose to envenom your bite as a use of this ability.

Immunity to Scorpion Venom (Ex): At 5th level, you gain immunity to all scorpion poisons (but not to the poison of other creatures).

Scorpion's Sense: At 7th level, you gain Scorpion's Sense (see page 53) as a bonus feat.

Tail of the Scorpion (Su): At 9th level, you learn to grow a dark, translucent scorpion's tail once per day, which magically emerges from whatever clothing or armor you're wearing.

The stinger on the end of the tail deals the damage indicated on the table below, + 1/2 your Strength bonus (if any).

Scorpion Heritor Size	Stinger Damage	Poison Damage (initial and secondary)
Small	1d3	1d2 Con
Medium	1d4	1d3 Con
Large	1d6	1d4 Con

The DC for the poison save is 10 + 1/2 your Hit Dice + your Con modifier.

You can wield a weapon in one or both hands at your normal attack bonus and make a secondary natural attack with the tail at a –5 penalty.

The tail of the scorpion lasts for 1 hour or until you dismiss it.

Growing or dismissing the tail is a standard action.

PLAYING A SCORPION HERITOR

You hold a deep reverence for scorpions, both of the normal and monstrous varieties.

You know that the scorpion has much to teach, if only you could see the lessons it can provide.

It is a survivor, preferring to strike suddenly from hiding. If forced into open combat, it is still a vicious, dangerous foe—like you.

Though you would not willingly kill your lesser brethren, the monstrous scorpions that range the desert are tests—by slaying them, you gain their strength and increase your own skill.

Sometimes you take it upon yourself to explain to your friends the lessons the scorpion has to teach, if they seem as if they have open minds.

You don't particularly enjoy having proverbs thrown back in your face, especially the untruthful tale of the Frog and the Scorpion.

You prefer truisms such as, "In ten thousand years the lands now green will be dry and dead, home of the scorpion", or, "When you least expect it, you may find the desert in the heart of your brother.

When you do, weather the storm like the scorpion.

If necessary, seek vengeance afterward".

COMBAT

Like the scorpion, you are swift, stealthy, and lethal.

You are most effective when your enemies least expect your presence.

Where others depend on charge attacks and direct strength of arms, you pick your moments, delivering your deadly attacks from the shadows.

In most cases, you should allow your brawnier companions, if any, to engage in conflict first, thus drawing the attention (and attacks) of your enemies.

Once so engaged, your foes become easy prey for you.

Even if you accidentally draw a few attacks from your enemies, in most cases your allies have already softened up the enemy sufficiently so that your assaults will be sufficient to finish the task.

At 3rd level, you become able to briefly take the form of a scorpion.

Tiny in size, you can slip into places unguessed by your foes, wait in hiding for your moment to strike, or spy out secrets that you could never have learned otherwise.

At 5th level and higher, you can envenom your weapons with the scorpion's poison.

Use this ability against your most potent foes, weakening them enough for your physical attacks to bring the final darkness.

ADVANCEMENT

For the children of the scorpion, advancement is straightforward: Continue to focus on skills such as Hide, Move Silently, and Tumble.

Spend discovered treasure hoards on poison, magic weapons, and protective magic.

The Mobility feat is good to consider, as is Two-Weapon Fighting.

As a scorpion heritor, you can choose to walk your own path as you increase in power, or you can link your fortunes with the Lodge of the Scorpion (see Scorpion Heritors in the World, below), an organization that exists in some of the deep deserts of the world.

RESOURCES

You have to rely on yourself more than anything else.

Alone but hidden, your strength is magnified.

However, if you do join the Lodge of the Scorpion (or are already a member, having gained your training in this

prestige class from that organization), you discover that the lodge helps its own, providing a place to rest, relax, and heal from past exploits.

Other groups in the desert that revere the scorpion, such as the asherati and certain desert nomads, will also aid you if you are in distress, should you reveal your affiliation.

On the other hand, stay clear of bhuka and common merchant caravans moving through the desert, which revile the scorpion as vermin.

SCORPION HERITORS IN THE WORLD

If the PCs venture into the waste, they will eventually encounter those who revere the scorpion for its ability to survive the harshest of climates.

Wherever those who honor scorpions are found, scorpion heritors likely hide in the sands.

ORGANIZATION

In all the deserts of all the worlds, many groups have chosen to revere a particular desert creature, extolling its ability to survive and seeking to learn from the lessons that the creature's mere existence can reveal.

These groups are referred to as lodges.

A lodge represents an association that goes beyond village or even desert borders, and a member of a given lodge can often find associates and a place to rest in the appropriate lodgehouse in another location.

In addition to providing a safe house and gathering point for its members, a lodge also focuses on skills, conferred abilities, and extraordinary powers based on the creature from which the lodge takes its name.

The Lodge of the Scorpion is the most pervasive, yet because of its secrecy and focus on stealth, it might be the least well known.

A typical lodgehouse for the Lodge of the Scorpion serves as a boarding house, meeting place, and training hall for its members.

Many members live within its walls year round.

Each lodgehouse is governed by an Elder of the Lodge, who sees to it that those who stay within the space abide by the rules.

To join the Lodge of the Scorpion, a character must submit to the initiation—being stung on the palm by a scorpion and surviving the experience.

Some knowledge of the scorpion must also be demonstrated (Knowledge [nature] 1 rank), though someone usually joins a lodge for the purpose of learning more.

Each scorpion lodge has a particular quality associated with its reverence for a creature type, which is often linked with a feat (see Chapter 2).

Scorpion's Resolve is the feat associated with the Lodge of the Scorpion.

NPC REACTIONS

Whether folk fear or admire the scorpion, all respect its potential for danger.

The same is true for one who openly bears the scorpion insignia.

On the whole, though, commoners fear scorpions, and in situations where the scorpion heritor reveals his scorpionlike abilities, he is greeted with that same fear.

Of course, scorpion heritors need not adorn themselves with the scorpion motif, and might instead choose subtlety over dramatics.

Stealth—and likely a scorpion heritor's mission—requires that he not stick out as a potential danger.

Those who know that a character is a scorpion heritor give that individual a wide berth. One never knows what might cause a scorpion to sting, and many wonder if the same might not be true for the scorpion heritor.

SCORPION HERITOR LORE

Characters with Knowledge (history), Knowledge (local), or Gather Information can research the scorpion heritors to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs when a higher result is rolled.

DC 10: Some think the scorpion's survival in the desert is a worthy feat.

These individuals are called scorpion heritors.

DC 15: The scorpion heritors are trained by an organization dedicated to revering the scorpion, called the Lodge of the Scorpion.

DC 20: Those who seek to become a member of the Lodge of the Scorpion or a scorpion heritor must submit to the sting of a scorpion.

DC 30: Scorpion heritors emulate the scorpion, gaining more than that creature's resolve and ability to sense things normally unseen—their saliva is venomous, and they possess the scorpion's tenacity and deadly stealth.

PCs who try to establish contact with a scorpion heritor (for whatever reason) should make a DC 20 Gather Information check to find a lodgehouse for the Lodge of the Scorpion, through which contact can be arranged, or a DC 25 Gather Information check to track a scorpion heritor down directly.

If the PCs are trying to hire a scorpion heritor to infiltrate or slay an enemy in the desert, give them a +2 circumstance bonus on the check.

SCORPION HERITORS IN THE GAME

Scorpion heritors are there if you need them, ranging the deep desert in search of prey or sometimes helping those in need.

Other scorpion heritors leave the desert entirely, roaming in more verdant realms but still relying on their desert-bred abilities.

ADAPTATION

This prestige class is most suited to those who prefer stealth to direct confrontations.

They might have strange habits, such as a predilection for keeping dangerous pets (typically normal scorpions), that set them apart from others.

Despite their differences, scorpion heritors probably do not require any great stretch on the DM's part to include in the game, since their abilities are self-contained and in accord with the standard rogue class.

TABLE 3-6: THE SCORPION HERITOR

HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Scorpion's Instincts
2nd	+1	+3	+0	+0	Sneak attack +1d6
3rd	+2	+3	+1	+1	Scorpion form
4th	+3	+4	+1	+1	Sneak attack +2d6
5th	+3	+4	+1	+1	Envenom blade, immunity to scorpion venom
6th	+4	+5	+2	+2	Sneak attack +3d6
7th	+5	+5	+2	+2	Scorpion's Sense
8th	+6	+6	+2	+2	Sneak attack +4d6
9th	+6	+6	+3	+3	Tail of the scorpion
10th	+7	+7	+3	+3	Sneak attack +5d6

WALKER IN THE WASTE

"The waste is a monument filled with eternal reminders."

—Abesukh Habah, a walker in the waste

A walker in the waste embodies the harsh, unforgiving nature of the desert.

The waste's dryness can perfectly preserve a royal city, a wondrous creature, or a towering forest—caught at the very moment of death, before age and decay can spoil it.

Maybe you want to protect your chosen environment and warn away those who would intrude.

For you, most living things are nothing more than potential exhibits, and your soul is as parched as the sands that surround you.

BECOMING A WALKER IN THE WASTE

Clerics who serve deities of thirst are the most common characters to take levels in this class.

You already worship a harsh deity, and the magic of the dry and deadly waste comes readily to you.

If you're a desert druid of a harsh bent, you might take up this path as well.

ENTRY REQUIREMENTS

Alignment: Any nongood.

Feat: Heat Endurance.

Spells: Ability to cast at least three spells of the Sand or Thirst domain as divine spells.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft (alchemy), Decipher Script, Heal, Intimidate, Knowledge (arcana), Knowledge (geography), Knowledge (nature), Profession, Spellcraft, and Survival.

CLASS FEATURES

All of the following are class features of the walker in the waste prestige class.

Spellcasting: At each level except 1st and 10th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a walker in the waste, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Improved Heat Endurance: You gain Improved Heat Endurance (see page 50) as a bonus feat.

If you already have the Improved Heat Endurance feat, you can choose another feat.

Desiccating Touch (Su): As a touch attack, you can drain moisture from a living creature.

At 1st level, this ability deals 1d6 points of dessication damage, or 1d8 points to plant creatures or elementals with the water subtype.

At every odd-numbered level thereafter, the dessication damage increases by 1d6 (or 1d8), to a maximum of 5d6 (or 5d8) at 9th level.

The touched creature can make a Fortitude save (DC 10 + walker in the waste level + your Wis modifier) for half damage.

The Wasting (Su): On reaching 2nd level, you can transform a handful of dust or sand into a terrible disease. Once per day, you can blow sand into the face of a living opponent within 20 feet.

Using this ability is a standard action that provokes attacks of opportunity.

You can pick up dust from the ground as a move action or take it from a pouch as a free action.

The opponent is entitled to a Reflex save (DC 10 + walker in the waste level + your Wis modifier) to avoid inhaling the dust.

On a success, the dust has no effect and drifts harmlessly to the ground.

An opponent who fails this save contracts the wasting, a supernatural affliction that gradually mummifies its victims (see *Disease*, page 21).

Local Drought (Su): Beginning at 3rd level, you can produce desert conditions in a 20-foot-radius emanation with you at the center.

The temperature band in that area rises by one step or to hot, whichever produces the hotter result.

(See *Heat Dangers* and the effects of natural dehydration in Chapter 1).

You can suppress this effect for 1 round as a free action, but it renews automatically on your next turn unless you consciously suppress it again.

Withered Toughness (Ex): When you attain 4th level, your body becomes inured to the arid conditions in which you thrive.

Your flesh grows leathery and tough, and your natural armor bonus improves by 2.

In addition, you gain immunity to the effects of dehydration (although not the effects of magical dessication damage) and heat dangers (such as heat exhaustion and sunstroke), sun glare, and sunburn, although fire damage affects you normally.

Pillar of Salt (Sp): At 5th level and higher, you can use *flesh to salt* once per day, duplicating the effect of the spell (see page 116).

Your caster level for this ability is equal to your class level.

Create Sand Golem (Ex): At 6th level, you learn the secret of creating a sand golem (see page 182).

You do not need the Craft Golem feat to create a sand golem, as you normally would, but you cannot use this ability to create any other type of golem.

Create Salt Mummy (Su): At 8th level, you learn a specialized form of the ancient art of mummification.

Invested with the dark power of the waste, you are able to preserve and animate a corpse.

You also add to it the essence of dehydration to produce a horrid salt mummy (see below).

Greater Drought (Su): Beginning at 9th level, you can produce extreme desert conditions in a 100-foot-radius emanation with you at the center.

The temperature band in that area rises by two steps or to severe heat, whichever produces the hotter result.

(See *Heat Dangers* and the effects of natural dehydration in Chapter 1).

You can suppress this effect for 1 round as a free action, but it renews automatically on your next turn unless you consciously suppress it again.

This effect supersedes that of the local drought ability.

Dry Lich: On reaching 10th level, you learn to apply the secrets of waste preservation to your own body, becoming a dry lich.

You must undergo the Sere Rite, overseen by another dry lich, which includes preserving your flesh, removing your organs and storing them in special canopic jars, and imbuing your body with foul magic to make it undying.

See the dry lich template, page 155, for more information.

As a dry lich, you cannot be permanently killed unless the canopic jars containing your life essence are destroyed.

PLAYING A WALKER IN THE WASTE

However you got here, you're a loner.

You bring the desert with you, and you maintain it where it already exists.

Not many understand your pure, dry desire to preserve.

They think it is evil or perverse.

But you know the truth: Someone needs to keep a record of what was.

There is no higher calling.

At times you must join forces, at least temporarily, with others.

A loose fellowship of walkers, called the Dusty Conclave, occasionally gathers to discuss mutual threats and plan action for the coming years.

You sometimes work with desert-dwelling tribes and groups of druids, rangers, or barbarians to repel those who would threaten your waste and destroy the creation you have labored so hard to craft.

You might use fear to coerce such service, but the desert also has its riches, and gold always speaks the right language.

COMBAT

You are a spellcaster primarily, not trained for hand-to-hand combat, but your enemies might underestimate your deadliness in melee.

The thickest armor is no defense against your desiccating touch.

Just getting close enough to make that attack puts opponents under the effect of your local drought ability, possibly weakening and damaging them.

You retain impressive spellcasting power, and once you have created golem servants, direct attacks against you become more difficult.

After you have learned the art of creating salt mummies, you "seed" them about the waste to maintain permanent vigilance.

You always have at least one by your side as protection or to strengthen your bargaining position.

Your tactics are straightforward: Send in the monster, then use spells and devastating touch attacks against distracted foes.

When working with a group, it's best to maintain your distance so as not to catch your allies in the local drought that surrounds you.

You might advance, taking cover from one or more golem or mummy companions, weakening your foes while allies lob in ranged attacks.

Alternatively, you might stand back and use *pillar of salt* to remove your most powerful foe, then let your companions finish off any remaining threats.

Once you have attained the pinnacle of your career, you are a fearsome monster in your own right.

Those who do not quail before your terrible presence only hurt themselves when they try to harm you.

Your vulnerabilities are few, and the armies of servants you can create keep all but the mightiest challengers from ever facing you.

Only the hated touch of water is a true threat—you take extensive precautions to keep it from entering your domain.

ADVANCEMENT

A walker is not recruited so much as awakened.

You are filled with a profound, all-consuming love for the arid beauty of the waste.

You would do anything to be closer to that essence, to spread its cleanliness across the world.

You spend more and more time wandering the deserts, practicing your magic and growing increasingly acclimated to the environment.

Eventually, you encounter another who is equally dedicated to the waste.

That one tells you of the fraternity of those who love the desert as you do, and you are introduced to the Dusty Conclave.

If you are deemed worthy of the mysteries, you become a full-fledged walker in the waste and are expected to do the conclave's work assiduously.

This task is not too hard, since all in the Dusty Conclave have the same goal—to spread the waste to every part of the world.

You must expand the borders of your patrol and leave clear warnings to all who would interfere.

You must defend the waste, whether personally or through the artificial guardians you create.

If the conclave calls, you go to war.

RESOURCES

Your own nature leads you down the walker's path, and you attain the class's lesser abilities through your own efforts.

To craft the sand golems and salt mummies that are so indispensable to your work, you need the ancient lore of the Dusty Conclave.

That organization is the source of the special materials needed to create these servants.

The Sere Rite of your ultimate preservation also requires the participation of a dry lich, and only these most ancient walkers possess the knowledge of the materials and magic needed for that transformation.

If your patrol is threatened by those who would harm the desert, you are expected to deal with the interlopers.

Even a novice in the class has power enough to destroy or dissuade enemies.

Against greater threats, the conclave moves together.

Each walker has a scarab amulet that is attuned to the others—a mental call for help brings others swiftly.

Each sand golem also has such an amulet, and its creator can send the creature to the aid of any other who calls for it.

WALKERS IN THE WORLD

The existence of walkers in the waste offers a way to bring the desert environment to the PCs instead of forcing them to travel to a new location.

ORGANIZATION

The Dusty Conclave has few members, so each walker patrols a large tract of the waste.

They gather at most once a year, usually at midsummer noon to participate in ritual magic, exchange news, and address pressing issues.

The conclave also maintains and passes on the knowledge of crafting sand golems and animating salt mummies to those deemed worthy of such knowledge.

To demonstrate your worthiness, you must undertake a mission for the conclave.

Usually this mission involves furthering the spread of the waste in some way: drying up a village's water supply to force the inhabitants out, making a pilgrimage and an offering to a desert dragon, or establishing diplomatic ties with efreet or other dangerous waste spirits.

If the conclave is satisfied that you have performed the task well, it introduces you to the higher mysteries.

Otherwise, the conclave withholds the secrets of mummification and immortality (in game terms, you do not progress beyond 7th level in the prestige class).

REACTIONS

Most other waste-dwellers fear the walkers.

They see you and your comrades as heartless monsters who cruelly destroy life, but they don't understand.

People who inhabit the borders of a waste truly loathe walkers, for it is their land that is most in danger of "preservation".

If a walker is known to have entered the region, the leaders of desert-bordering settlements waste no time in assembling a force to combat the threat.

Experienced adventurers are in great demand when such a threat looms.

Savage desert beings, such as scablands orcs, might offer a form of worship to a walker.

They make excellent agents to clear the way of unnecessary life as you approach.

Such creatures, though, have little sense of the value of history.

Their looting destroys most items worthy of preservation, so they are best used only as shock troops; the more controllable golems can finish the job.

Bhukas hate walkers in the waste with a deep passion.

They view such beings as the antithesis of their mother deity, since the walkers seem dedicated to undoing her great works.

The presence of a walker is one of the few things that drive this peaceable race to take up arms.

WALKER LORE

Characters with Knowledge (arcana) or the bardic knowledge ability can research walkers in the waste to learn more about them.

DC 10: A terrible creature brings the desert with it wherever it travels.

DC 15: Certain spellcasters devoted to the magic of thirst are able to create new desert and leave behind dried husks of living things.

DC 20: Walkers in the waste are able to create hideous monsters of sand and salt, and the most powerful of them are undead creatures themselves.

DC 30: The walkers form a loose organization called the Dusty Conclave; their goal is to transform the world into desert.

The most powerful members of this group are dry lichs, undead beings that embody dryness.

Their high ceremonies are held at midsummer noon.

WALKERS IN THE GAME

An NPC walker in the waste presents an ongoing threat to civilization, which can form the basis of an entire story arc. Integrating a PC walker into the game is more difficult, since such beings are solitary by nature; however, a party of nongood characters could form the retinue of a walker, traveling together to spread the waste to other parts of the world.

Alternatively, adventuring with a walker can appeal even to good PCs if the walker's goal happens to support a worthwhile endeavor (such as drying up the swamps of evil lizardfolk).

ADAPTATION

If the idea of a solitary walker in the waste is not appealing as a prestige class choice, you can modify the concept. Instead of heartlessly spreading the desert, the walker is instead an environmental champion, a militant druid dedicated to protecting the waste against the encroachment of civilization or holding off the advance of hostile beings. Such a concept omits the nongood alignment requirement for the class.

Such a walker might lead or hire an expedition to defend her homeland, or come to the aid of desert folk who are under attack.

NEW MAGIC ITEM: CANOPIC JARS

To become a dry lich, a walker in the waste who has reached 10th level in that prestige class must undergo the Sere Rite.

This ritual requires the participation of at least one other dry lich, and the prospective dry lich must also craft a set of five canopic jars in which to preserve his internal organs. Each canopic jar has a specific likeness, as given below.

Organ	Canopic Jar
Lungs	Baboon
Stomach	Jackal
Liver	Vulture
Intestines	Falcon
Heart	Human

These jars retain the dry lich's life force, and unless they are destroyed, a slain dry lich resurrects within 1d6 weeks after its destruction.

The jars are Tiny objects, made of magically hardened clay or ceramic having 40 hit points, hardness 20, and a break DC of 40.

Canopic Jar: Strong necromancy; CL 14th; Craft Wondrous Item, 9th-level walker in the waste; Price 20,000 gp.

NEW MONSTER: SALT MUMMY

The salt mummy is a particularly horrid undead creature whose creation is a secret of the Dusty Conclave.

Salt Mummy: CR 8; Medium undead; HD 12d12 plus 36; hp 114; Init -1; Spd 30 ft.; AC 18, touch 9, flat-footed 18; Base Atk +6; Grp +13; Atk +9 melee (2d6+17 plus dehydrating impact, slam); Full Atk +9 melee (2d6+17 plus dehydrating impact, slam); SA dehydrating impact; SQ darkvision 60 ft., fast healing 10, undead traits, unholy toughness, water weakness; AL CE; SV Fort +4, Ref +3, Will +8; Str 27, Dex 8, Con —, Int 6, Wis 10, Cha 16.

Skills and Feats: Hide +7, Listen +9, Move Silently +7, Spot +9; Alertness, Cleave, Improved Natural Weapon (slam), Improved Toughness, Power Attack.

Dehydrating Impact (Su): Each time a salt mummy touches a living creature, the creature must make a DC 19 Fortitude save or take 4d6 points of damage as moisture is evaporated from its body.

This impact is especially devastating to plants and creatures with the water subtype (such as water elementals), which instead take 4d8 points of damage.

Even on a successful save, a creature still loses moisture, taking half damage.

The save DC is Charisma-based.

Unholy Toughness (Ex): A salt mummy gains a bonus to its hit points equal to its Charisma modifier times its Hit Dice.

Water Weakness: All water deals damage to a salt mummy as if it were holy water.

TABLE 3-7: THE WALKER IN THE WASTE HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Desiccating touch 1d6, Improved Heat Endurance	—
2nd	+1	+0	+0	+3	The wasting	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Desiccating touch 2d6, local drought	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Withered toughness	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Desiccating touch 3d6, <i>pillar of salt</i>	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Create sand golem	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Desiccating touch 4d6	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Create salt mummy	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Desiccating touch 5d6, greater drought	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Dry lich	—

SAVAGE SPECIES (3.0)

EMANCIPATED SPAWN

Wretched slaves of undead, bonded eternally by unnatural death, various kinds of spawn haunt the night.

Once in a great while, one of these unfortunates finds herself freed when the undead creature that created it is destroyed.

Now, though still cursed with undeath, the emancipated spawn begins to recall her former life and perhaps finds some measure of redemption.

The unlife of an emancipated spawn is a lonely one. Few creatures she meets are likely to perceive that she is searching for old memories and simply try to destroy her as quickly as possible.

An emancipated spawn might be found in the company of her former adventuring friends (who may even have been her liberators), who are unwilling to abandon their former companion.

Hit Die: d12.

REQUIREMENTS

To qualify to become an emancipated spawn, a character must fulfill all the following criteria.

Race: Intelligent undead created by another undead using its create spawn ability.

Base Attack Bonus: +3.

Special: Must have been created as a spawn by an undead creature that has since been destroyed.

CLASS SKILLS

The emancipated spawn's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Disguise (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the emancipated spawn prestige class.

Weapon and Armor Proficiency: Emancipated spawn are proficient with all simple weapons, and otherwise neither gain nor lose any weapon, armor, or shield proficiencies by gaining levels of this class.

Turn Resistance (Ex): An emancipated spawn gains an additional +2 turn resistance at each level.

This stacks with any inherent turn resistance of the undead creature; for example, an emancipated ghoul at 1st level

would benefit from a total turn resistance of +4 (+2 for being a ghoul and +2 for the prestige class).

Recall Feats (Ex): At 1st level, an emancipated spawn remembers several aspects of her former existence.

She regains all the feats she had as a living character, provided she meets their prerequisites.

These remembered feats are in addition to any feats gained for advancing a level.

Recall Class Features (Ex): At 2nd level, an emancipated spawn remembers more of her former existence.

She now can use all the class features of one former class, as a character of that former class's level.

If the former class was a spellcasting class, the emancipated spawn is able to cast one spell of each level available to the character (if she was a wizard, she must still consult her spellbook, or learn from scrolls if her spellbook was lost when she became a spawn).

If the character had a familiar, the empathic link between her and the familiar is reestablished.

Rediscovery (Ex): At 3rd level, the emancipated spawn comes fully into her heritage.

She recalls all her former class features and abilities, regains her former base attack bonus, base saving throw bonuses gained from class levels, hit points, and all other class benefits, and can now advance again in any of her former classes.

This applies even if a former character class does not normally allow free multiclassing, provided the character did not leave the path prior to her transformation into an undead spawn.

Thus, a former paladin could continue to gain levels as a paladin (effectively multiclassing as a monster/paladin), but if she had left the path of paladinhood before her transformation, she is still ineligible to return to that class.

In addition, a 3rd-level emancipated spawn receives the benefit of a sudden jump in ECL.

If a character takes all three levels of the emancipated spawn prestige class, its ECL becomes the sum of its monster ECL + its three levels of emancipated spawn + the character's former class levels.

For example, Yvine was a 10th-level fighter who became a ghoul spawn and then was freed.

He adventures as an ECL 5 character and then takes one level of emancipated spawn, becoming ECL 6.

His next level is also emancipated spawn, making his ECL 7.

When he next takes the 3rd level of emancipated spawn, his ECL becomes 18 (5 for ghoul + 3 for emancipated spawn + 10 for fighter).

TABLE 7-1: THE EMANCIPATED SPAWN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	+2 turn resistance, recall feats
2nd	+1	+0	+0	+3	+4 turn resistance, recall class abilities
3rd	+2	+1	+1	+3	+6 turn resistance, rediscover

FREED SPAWN

If an undead spawn's creator is destroyed, the spawn is no longer controlled by that creature. If the freed spawn was a player character when alive, it can now adventure like a character with an ECL equivalent to the creator's. For instance, a freed ghoul spawn has an ECL of 5, and a freed shadow spawn's ECL is 10.

When the mental link that binds it to its creator is broken, a freed spawn is instantly aware of that fact. It can choose to revert to the alignment the character had when he or she was alive. Whether it does this or retains its current alignment as

an undead creature, a freed spawn has basic memories of its past (what sort of character it was in life, who his or her friends were, and so forth). These basic memories can help the freed spawn find and rejoin its old adventuring party, if that's what the character wants to do.

A freed spawn can gain experience points through adventuring, adding them to the XP total the character had when alive. When it becomes eligible to advance a level, it can add class levels as normal or pursue the emancipated spawn prestige class, which eventually enables the spawn to recall all the abilities it had before it became an undead.

ILLITHID SAVANT

Mind flayers are connoisseurs of brains, but some take this taste to the next level.

The illithid savant is an academic who deals in applied science, acquiring new knowledge from the brains he consumes.

Often an illithid savant specializes in the arcane arts, usually as a wizard since he tends toward scholarly pursuits. Bards, with their insatiable quest for knowledge, frequently gravitate to this career.

Less often, a nonclassed mind flayer stumbles onto the path of the savant through consuming a particularly noteworthy brain.

Illithid savants make excellent support members for just about any group, although they prefer the company of other mind flayers.

They usually bring several thralls of desired classes or creature types for consumption as needed.

A savant often heads up an inquisition or even a cult to pursue his ends.

Hit Die: d4.

REQUIREMENTS

To qualify to become an illithid savant, a character must fulfill all the following criteria.

Race: Mind flayer.

Skills: Knowledge (arcana) 10 ranks.

Special: Must have consumed the brain of a creature of CR 9 or greater.

CLASS SKILLS

The illithid savant's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Hide (Dex), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Scent (Int, exclusive skill), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the illithid savant prestige class.

Weapon and Armor Proficiency: Illithid savants neither gain nor lose proficiency with any weapons, armor, or shields by gaining levels in this class.

Acquire Skill (Ex): At 1st level, an illithid savant can acquire one skill known by a creature whose brain he has consumed, chosen at the time of consumption.

He permanently gains all of the creature's ranks in that skill (but not racial or ability score bonuses to the skill modifier) even if his new total is more ranks than the illithid savant's current character level would normally allow.

This skill becomes a class skill for the illithid savant, and he may buy more ranks in the skill if the new ranks do not cause him to exceed his maximum ranks in the skill.

At 4th, 6th, and 8th level, the illithid savant can acquire and use one additional skill from a brain.

Lore (Ex): At 1st level, an illithid savant gains the ability to make a special lore check twice per day to recall esoteric information from the brains of those he has consumed.

Just as with a bardic knowledge check (see Chapter 3 of the *Player's Handbook* for more on this ability and typical check DCs), the illithid savant adds his level in this prestige class and his Intelligence modifier as bonuses on any attempt to learn something unusual.

At 2nd, 5th, and 9th level, the illithid savant can make a special lore check two additional times per day.

Acquire Feat (Ex): At 2nd level, an illithid savant permanently acquires one of the feats of a consumed creature, provided he meets that feat's prerequisites.

At 4th, 6th, and 8th level, the illithid savant can acquire and use one additional feat from a consumed brain.

Acquire Class Feature (Ex): At 3rd level, an illithid savant permanently gains one class feature of a consumed brain's owner, as a character of that creature's level in that class.

If the former character was a spellcaster, the illithid savant is able to cast one spell of each level available to the character (if the victim was a wizard, the mind flayer must still consult a spellbook or learn from scrolls), as well as any bonus spells provided by the illithid savant's ability scores. If the illithid savant already has spellcasting levels, these spells are in addition to those granted by the illithid savant's spellcasting class levels.

At 7th level and again at 10th level, the illithid savant can gain another class feature from a consumed brain.

Acquire Special Attack or Special Quality (Ex): At 5th level, the illithid savant permanently gains one special attack or special quality of a consumed brain's owner.

The chosen ability must not rely on a physical feature of the consumed creature, such as a gaze attack, a breath weapon, flight, or a natural attack with an appendage not possessed by the mind flayer.

If the ability allows a saving throw, the illithid savant uses his own ability score modifier to determine the DC.

At 9th level, the illithid savant can gain another special attack or special quality from a consumed brain.

TABLE 7-2: THE ILLITHID SAVANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Acquire skill 1, lore 2/day
2nd	+1	+0	+0	+3	Acquire feat 1, lore 4/day
3rd	+1	+1	+1	+3	Acquire class feature 1
4th	+2	+1	+1	+4	Acquire skill 2, acquire feat 2
5th	+2	+1	+1	+4	Acquire special attack or special quality 1, lore 6/day
6th	+3	+2	+2	+5	Acquire skill 3, Acquire feat 3
7th	+3	+2	+2	+5	Acquire class feature 2
8th	+4	+2	+2	+6	Acquire skill 4, acquire feat 4
9th	+4	+3	+3	+6	Acquire special attack or special quality 2, lore 8/day
10th	+5	+4	+3	+7	Acquire class feature 3

MASTER OF FLIES

Ravings from fevered explorers describe an unstoppable horror, a swarming mass that creeps under doors and through window frames to drain the life from its hapless prey.

Such stories are usually dismissed, but they do contain a kernel of truth.

The master of flies is an intelligent swarm that can form a massive being at need, or a single creature that can dissolve into a cloud of vermin.

A master of flies may be a creature having an affinity with vermin, such as a drider or an aranea.

Sometimes she is a being who has an innate ability to summon creatures, such as a vampire.

The master of flies is a favorite prestige class of demons, who revel in the horrific.

Sometimes even a druid may follow this path.

Becoming a master of flies usually appeals to a depraved personality intent on horror and destruction.

Such beings shun all contact with others except to insinuate themselves into a group of potential prey.

Hit Die: d8.

REQUIREMENTS

To qualify to become a master of flies, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Escape Artist 5 ranks, Knowledge (nature) 8 ranks.

Feats: Quick Change (see Chapter 4).

Special: Must possess the ability to change form, such as from an alternate form ability, the shapechanger subtype, or a *wild shape* ability.

CLASS SKILLS

The master of flies' class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Control Shape (Wis), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Move Silently (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the master of flies prestige class.

Weapon and Armor Proficiency: A master of flies neither gains nor loses proficiency with any weapons, armor, or shields by gaining levels of this class.

Summon Swarm (Sp): A master of flies can use *summon swarm* as a sorcerer of her character level.

She can use this ability once per day per level she has attained in this prestige class.

The creatures summoned must be vermin; roll 1d20 on the following table.

d20	Swarm Type
1-6	Spiders (vermin, poisonous)
7-13	Centipedes (vermin, poisonous)
14-20	Flying beetles (vermin)

Swarm Shape (Su): Beginning at 2nd level, a master of flies can take the form of a swarm of vicious little vermin and return to her own form.

This effect is similar to that of a *summon swarm* spell, except that the swarm is of the same size category as the caster (and it has the same face statistic as the caster).

The master of flies can choose the type of vermin from the table above.

In swarm shape, she can move at a speed of 15 feet, or up to 45 feet if the swarm flies (poor maneuverability).

The swarm has the same number of hit points as the original creature and can be damaged by fire and area-effect spells and abilities.

If the swarm is dispersed (by *gust of wind*, for example), the master of flies must return to her own shape.

To do so, the dispersed creatures must first coalesce (at the swarm's speed); the master of flies must take a standard action on the following round to transform.

A master of flies can use this ability once per day at 2nd level and more times per day at 3rd, 4th, 6th, 7th, and 9th level, as shown on Table 7-3: The Master of Flies.

At 5th level, a master of flies is able to take the shape of a swarm identical to that produced by an *insect plague* spell, except that the swarm can be no more than one size larger than the master of flies (you can choose the face if more than one is available).

This swarm can move at half the master of flies' normal speed and can fly at the same speed (clumsy maneuverability).

At 8th level, a master of flies is able to take the shape of a swarm identical to that produced by a *creeping doom* spell, except that the swarm can be no more than two size categories larger than the master of flies (you can choose the face statistic if more than one is possible).

This mass of vermin can only move at 10 feet per round and cannot fly.

In all other respects, the swarm shape ability is identical to the druid's *wild shape* ability (see Chapter 3 of the *Player's Handbook*).

Pied Piper (Su): At 3rd level, a master of flies is able to influence vermin to a limited extent.

She can use this ability once per day per level in this prestige class to charm a number of Hit Dice of vermin

equal to or less than her character level, starting with the lowest Hit Dice vermin within range and moving up in Hit Dice until the limit is reached.

The range of this effect is 10 feet × the master of flies' level. The vermin are allowed Will saves against this effect (DC 14 + Cha modifier), and any that make their save cannot be affected again by the pied piper ability of that master of flies for one day.

Charmed vermin move toward the master of flies at their land speed, taking the most direct path available.

If the path leads into a dangerous area, the creatures get another saving throw.

Charmed vermin can take no actions other than to defend themselves.

If the master of flies moves, the charmed vermin follow.

This effect lasts for as long as the master of flies concentrates.

Once concentration is broken, those vermin cannot be affected again by the pied piper ability of that master of flies for one day.

Insect Plague (Sp): Beginning at 5th level, a master of flies can use the spell-like ability *insect plague* as a sorcerer of her class level.

She can use this ability once per day per level in this prestige class.

Flyblown (Su): At 7th level, a master of flies can shift to a swarm shape and back as a free action.

Creeping Doom (Sp): Beginning at 8th level, a master of flies can use the spell-like ability *creeping doom* as a sorcerer of her class level.

She can use this ability once per day per level in this prestige class.

Awaken Vermin (Sp): At 9th level, a master of flies gains the ability to awaken humanlike sentience in a vermin.

She can use this ability once per week.

This ability is identical to the 5th-level druid spell *awaken*, except that only vermin can be affected and there is no XP cost.

Swarm Leap (Su): At 10th level, a master of flies becomes completely attuned to the throb and hum of vermin swarms, gaining the supernatural ability to instantaneously transport herself over great distances through that medium. Once per day as a standard action, she can enter any swarm of mundane vermin whose size equals or exceeds her own and travel to another such swarm in a single round, regardless of distance.

The master of flies merely designates a distance and direction ("a swarm 50 miles south of here"), and the swarm leap ability transports her to a destination swarm as close as possible to the desired location.

She can attempt to name a specific swarm ("a beehive in an apiary just outside the city of Greyhawk"), but if no such target exists, the ability fails and the master of flies is ejected from the entry swarm.

Both the entry swarm and the destination swarm must be alive, but they can be either naturally occurring or summoned.

A master of flies in swarm shape cannot use herself as the entry point, but she could enter through an *insect plague* she created in a previous round.

She could even use another master of flies in swarm shape as the entry or destination swarm.

When exiting a swarm, the master of flies must choose an adjacent 5-foot-by-5-foot space in which to appear (or a correspondingly larger space if it is larger than Medium-size).

Except as noted here, this ability functions like the 6th-level druid spell *transport via plants*.

TABLE 7-3: THE MASTER OF FLIES

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Summon swarm
2nd	+1	+0	+0	+3	Swarm shape 1/day
3rd	+2	+1	+1	+3	Swarm shape 2/day, pied piper
4th	+3	+1	+1	+4	Swarm shape 3/day
5th	+3	+1	+1	+4	Swarm shape (plague), insect plague
6th	+4	+2	+2	+5	Swarm shape 4/day
7th	+5	+2	+2	+5	Swarm shape 5/day, flyblown
8th	+6	+2	+2	+6	Swarm shape (doom), creeping doom
9th	+6	+3	+3	+6	Swarm shape 6/day, awaken vermin
10th	+7	+4	+3	+7	Swarm leap

SCALED HORROR

Scaled horrors are elite amphibious soldiers.

They specialize in guarding the watery borders of lizardfolk domains.

Striking abruptly from the water's edge, they leave fear and destruction in their wake.

Many an unwary intruder is last seen as a trail of bubbles in the marsh waters, taken below by scaled horrors.

Lizardfolk are the most common scaled horrors, but locathahs, merfolk, and sahuagin sometimes have similar guardians.

Occasionally kuo-toas train as scaled horrors as well.

As NPCs, scaled horrors work in squads of 2–5 members along the edges of their people's domains.

They sometimes serve other races as mercenaries, but always in situations where they can fight from the water. They rarely work alone, but even a solitary scaled horror is a skilled guerrilla.

Hit Die: d10.

REQUIREMENTS

To qualify to become a scaled horror, a character must fulfill all the following criteria.

Race: Character must have either the aquatic or the reptilian subtype.

Base Attack Bonus: +5.

Skills: Hide 5 ranks, Move Silently 5 ranks, plus either Swim 5 ranks or a +8 racial bonus on Swim checks.

CLASS SKILLS

The scaled horror's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Hide (Dex),

Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Survival (Wis), and Swim (Str).
Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the scaled horror prestige class.

Weapon and Armor Proficiency: Scaled horrors are proficient with all simple and martial weapons, shields, and light armor.

Otherwise they neither gain nor lose weapon, armor, or shield proficiency by taking levels in this class.

Improved Grab (Ex): If a scaled horror hits with its natural weapons or unarmed attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

The ability works only against opponents of the same size or smaller.

The scaled horror has the option to conduct the grapple normally, or simply use its natural weapons or unarmed attack to hold the opponent.

Each successful grapple check it makes during successive rounds automatically deals damage given for the attack that established the hold.

Keen Scent (Ex): A scaled horror can notice creatures by scent in a 180-foot radius, provided both the scaled horror and the creature are in the same body of water, and can detect blood in the water at a range of up to 1 mile.

Spells: Beginning at 1st level, a scaled horror gains the ability to cast divine spells from the ranger spell list (see Chapter 11 of the *Player's Handbook*).

To cast a spell, the scaled horror must have a Wisdom score of at least 10 + the spell's level, so a scaled horror with a Wisdom of 10 or lower cannot cast these spells.

Scaled horror bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the scaled horror's Wisdom bonus.

When the scaled horror gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the scaled horror gets only bonus spells.

A scaled horror without a bonus spell for that level cannot yet cast a spell of that level.

A scaled horror prepares and casts spells just as a ranger does (though the scaled horror's caster level is the same as its class level).

Freedom of Movement (Ex): Beginning at 2nd level, a scaled horror moves and fights underwater as if subject to the spell *freedom of movement*.

Damage Reduction (Ex): Starting at 4th level, a scaled horror gains the ability to shrug off some amount of injury from each blow or attack.

Subtract 2 from the damage the scaled horror takes each time he is dealt damage.

At 10th level, this damage reduction rises to 4/—.

Damage reduction cannot reduce damage to less than 0.

Spring Attack (Ex): At 5th level, a scaled horror gains Spring Attack as a bonus feat.

Silent Spell: At 7th level, a scaled horror gains Silent Spell as a bonus feat.

Still Spell: At 8th level, a scaled horror gains Still Spell as a bonus feat.

TABLE 7-4: THE SCALED HORROR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+2	+0	+0	Improved grab, keen scent	0	—	—	—
2nd	+1	+3	+0	+0	Freedom of movement	1	—	—	—
3rd	+2	+3	+1	+1		1	0	—	—
4th	+3	+4	+1	+1	Damage reduction 2/—	1	1	—	—
5th	+3	+4	+1	+1	Spring Attack	1	1	0	—
6th	+4	+5	+2	+2		1	1	1	—
7th	+5	+5	+2	+2	Silent Spell	2	1	1	0
8th	+6	+6	+2	+2	Still Spell	2	1	1	1
9th	+6	+6	+3	+3		2	2	1	1
10th	+7	+7	+3	+3	Damage reduction 4/—	2	2	2	1

SIREN

Some harpies hone their mind-affecting songs to add new effects.

A harpy siren is an artist who constantly seeks to expand and improve upon her innate sonic ability.

Any creature with a mind-affecting sonic ability could take this prestige class, but few other than harpies are intelligent enough.

Cloakers sometimes hone their already impressive sonic abilities.

A rare gibbering mouther or yeth hound may follow this path, but only exceptional individuals.

Sirens can be problematic in a party, since their sonic abilities are often indiscriminate.

With increasing expertise, however, they can focus their talents to become excellent support for combat specialists, softening up opposition for killing strokes.

Hit Die: d4.

REQUIREMENTS

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

Skills: Bluff 6 ranks, Intimidate 6 ranks, Perform 8 ranks (includes either ballad, buffoonery, chant, epic, limericks, melody, ode, or storytelling).

Special: Must possess an innate sonic, mind-affecting ability.

CLASS SKILLS

The siren's class skills (and the key ability for each skill) are Bluff (Cha), Craft (any) (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Listen (Wis), Perform (Cha), Profession (any) (Wis), Search (Int), and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the siren prestige class.

Weapon and Armor Proficiency: Sirens neither gain nor lose proficiency with any weapons, armor, or shields by gaining levels in this class.

Reverberation (Su): At 1st level, the siren gains Reverberation (see Chapter 4) as a bonus feat.

Song of Despair (Su): At 2nd level, a siren begins to enhance her already formidable sonic abilities with additional effects.

Once per day, she can overlay a despair effect on her sonic attack identical to that of an *emotion* spell.

Those affected by the sonic attack make their saving throws for that attack before resolving the despair effect.

The Will save DC to resist this effect is 12 + the siren's level + the siren's Cha modifier.

The despair effect lasts 1 round per siren class level.

Charisma Bonus (Ex): At 3rd level, a siren gains a +2 inherent bonus to her Charisma score.

This bonus rises to +4 at 6th level and to +5 at 8th level.

Song of Nightmare (Su): At 4th level, a siren gains a new sonic ability.

Once per day per level in this prestige class, she can overlay a terrifying effect on her sonic attack.

This is identical to the effect of a *phantasmal killer* spell, affects all creatures within range of the siren's sonic attack, and has instantaneous duration.

The Will and Fortitude saves to resist this effect have a DC of 12 + the siren's level + the siren's Cha modifier.

Song of Idiocy (Su): At 5th level, a siren gains a new sonic ability.

Once per day per level in this prestige class, she can overlay an Intelligence-damaging effect on her sonic attack.

This is identical to the effect of a *feeblemind* spell, affects all creatures within range of the siren's sonic attack, and has instantaneous duration.

The Will save to resist this effect has a DC of 12 + the siren's level + the siren's Cha modifier, and arcane spellcasters and creatures that use arcane spell-like abilities take a -4 penalty on their saves.

Song of Weakness (Su): At 7th level, a siren gains a new sonic ability.

Once per day per level in this prestige class, she can overlay a level-draining effect on her sonic attack.

This is identical to the effect of an *enervation* spell, except that all creatures within range of the siren's sonic attack are entitled to a Fortitude save to resist the effect, and it has instantaneous duration.

The Fortitude save to resist this effect, and to remove the negative levels, has a DC of 12 + the siren's level + the siren's Cha modifier.

Song of Stone (Su): At 9th level, a siren gains a new sonic ability.

Once per day per level in this prestige class, she can overlay a *flesh to stone* effect on her sonic attack.

This is identical to the spell, affects all creatures within range of the siren's sonic attack, and has instantaneous duration.

The Fortitude save to resist this effect has a DC of 12 + the siren's level + the siren's Cha modifier.

Song of Death (Su): At 10th level, a siren's sonic attack reaches its zenith.

Once per day, she can overlay a *power word, kill* effect on her sonic attack.

This is identical to the spell cast as an area spell and has instantaneous duration.

TABLE 7-5: THE SIREN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Reverberation
2nd	+1	+0	+0	+3	Song of despair
3rd	+2	+1	+1	+3	Charisma bonus +2
4th	+3	+1	+1	+4	Song of nightmare
5th	+3	+1	+1	+4	Song of idiocy
6th	+4	+2	+2	+5	Charisma bonus +4
7th	+5	+2	+2	+5	Song of weakness
8th	+6	+2	+2	+6	Charisma bonus +5
9th	+6	+3	+3	+6	Song of stone
10th	+7	+4	+3	+7	Song of death

SLAAD BROODER

Slaadi are chaos personified—no two are exactly identical. Only a few of the baser sorts live long enough to advance to the rank of gray slaad or death slaad, but the slaad brooder is another path of development.

The brooder's sole purpose is to implant as many egg pellets as he can to produce the widest possible range of progeny. Only red slaadi can naturally implant egg pellets, but they are the most common and the most widespread of their ilk. Those not gifted with the ability may acquire it by taking this prestige class.

A superior brooder can aspire to a rank of great respect in slaad society, second only to gray slaadi in power.

The path, though, is one whose end few survive to attain.

Slaadi don't get along well with one another, let alone with nonslaadi.

Slaad brooders are always loners, roving through Limbo and traveling to other planes to establish rookeries.

Hit Die: d8.

REQUIREMENTS

To qualify to become a slaad brooder, a character must fulfill all the following criteria.

Race: Any slaad.

Alignment: Any chaotic.

Skills: Concentration 10 ranks.

Feats: Great Fortitude, Improved Multiattack.

CLASS SKILLS

The slaad brooder's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the slaad brooder prestige class.

Weapon and Armor Proficiency: A slaad brooder neither gains nor loses proficiency with any weapons, armor, or shields by gaining levels in this class.

Implant (Ex): A slaad brooder gains the ability to implant pellets with any of his natural attacks.

If he previously had a similar ability (red slaad's implant ability or blue slaad's disease ability), he can now use that ability with any of his natural attacks.

The affected creature must succeed on a Fortitude save (DC 10 + slaad brooder's character level + slaad brooder's Con modifier) to avoid implantation.

The egg gestates for one week before hatching into a slaad that eats his way out, killing the host.

Twenty-four hours before the egg fully matures, the host falls extremely ill (-10 to all ability scores).

A *remove disease* spell rids a host of the pellet, as does a successful Heal check (DC 20).

If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

If the brooder is a blue slaad, the pellet hatches into a red slaad.

If the brooder is a red slaad, the pellet hatches into a blue slaad.

If the host is an arcane spellcaster, the egg pellet instead hatches into a green slaad.

Improved Grab (Ex): If a slaad brooder hits with one or more claw or rake attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

The ability works only against opponents of the same size or smaller.

The slaad brooder has the option to conduct the grapple normally, or simply use its natural weapons to hold the opponent.

Each successful grapple check it makes during successive rounds automatically deals bite damage.

Imbue Pellet (Su): At 2nd level, a slaad brooder imbues a single egg pellet with an additional feature randomly determined from the options described below (roll d4 and apply the appropriate feature).

This feature affects the host as indicated.

Where a save is permitted, the DC is equal to 10 + slaad brooder's character level + slaad brooder's Con modifier. Roll separately for each implant attack.

1. **Burn:** The pellet deals 1d6 points of heat damage to the host on the round of implantation.

A successful Fortitude save halves the damage.

The pellet deals an additional 1d6 points of heat damage on the next round unless the host makes a successful Fortitude save.

2. **Caustic:** As the burn feature, except that the damage is acid damage.

3. **Chill:** As the burn feature, except that the damage is cold damage.

4. **Shock:** As the burn feature, except that the damage is electricity damage.

Deep Implant (Ex): At 3rd level, a slaad brooder can implant his pellet more deeply within the host's body,

adding +2 to the DC of the Fortitude save to resist implantation.

In addition, repeated Heal checks after the first to remove the pellet deal 1d6 points of damage to the patient instead of the usual 1d4 points, as the healer must cut more deeply into the host's body.

Rapid Hatching (Ex): On reaching 4th level, a slaad brooder gains the ability to transfer some of his own vitality into the egg pellet, allowing it to mature more quickly.

The egg hatches in 24 hours instead of 1 week.

Six hours before it hatches, the host comes down with the severe illness, losing 10 points from each ability score.

Chaos Focus (Su): At 5th level, a slaad brooder's imbue pellet ability becomes more potent: The DC to halve or negate the damage from the additional feature of the pellet (burn, caustic, chill, or shock) increases by +2.

Multiple Implant (Ex): At 6th level, a slaad brooder can implant more than one pellet within the host's body. Each of his natural attacks that hits can implant an egg pellet.

Color Choice (Ex): At 7th level, a slaad brooder can choose the color of his spawn.

He can produce a green slaad even if the host creature is not an arcane spellcaster.

He can determine the color of each pellet's spawn if he has implanted more than one in the same host.

Heighten Chaos (Su): At 8th level, the DC to halve or negate the damage from the additional feature of an egg pellet increases by +2.

This bonus stacks with the bonus provided by the chaos focus ability.

Corporeal Instability (Su): On reaching 9th level, a slaad brooder can effect a terrible transformation on the host creature.

Unless she makes a successful Fortitude save (DC 10 + slaad brooder's level + Slaad brooder's Con modifier), the host's shape melts into a formless mass.

She cannot hold or use any item, nor can she wear clothing or armor.

Her speed drops to 10 feet or one-quarter normal, whichever is lower.

She can no longer cast spells or use magic items, and she cannot distinguish between friend and foe, attacking blindly (-4 penalty on attack rolls, 50% miss chance).

For each round the host spends in an amorphous state, she takes 1 point of permanent Wisdom drain from mental shock.

If the creature's Wisdom score falls to 0, she becomes catatonic and unresponsive.

A creature can regain her own shape for 1 minute with a successful Charisma check (DC 15).

On a failure, the creature can still repeat the check each round until successful.

A *shapechange* or *stoneskin* spell fixes the affected creature's form for the duration of the spell, although it does not cure the affliction.

The corporeal instability can be removed with a *restoration*, *greater restoration*, or *heal* spell; a separate *restoration* spell is required to restore Wisdom drain.

Death Spawn (Ex): At 9th level, a slaad brooder's extraordinary vitality gives his egg pellets the ability to hatch even from a host that has died (the death of a host becomes an increasingly likely event as a brooder becomes more powerful).

Neither *remove disease* spells nor Heal checks can destroy the pellets growing in a dead host, but destruction of the body by fire, acid, *disintegrate* spells, and the like will do so. *Dominant Spawn* (Sp): On reaching 10th level, the slaad brooder becomes the undisputed master of spawn. If he is present at the hatching of a red, blue, or green slaad, he can take control of the newborn as with a *dominate monster* spell.

TABLE 7-6: THE SLAAD BROODER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Implant, improved grab
2nd	+2	+3	+0	+3	Imbue pellet
3rd	+3	+3	+1	+3	Deep implant
4th	+4	+4	+1	+4	Rapid hatching
5th	+5	+4	+1	+4	Chaos focus
6th	+6	+5	+2	+5	Multiple implant
7th	+7	+5	+2	+5	Color choice
8th	+8	+6	+2	+6	Heighten chaos
9th	+9	+6	+3	+6	Corporeal instability, death spawn
10th	+10	+7	+3	+7	Dominant spawn

SURVIVOR

During their adventuring career, heroes—especially monster heroes—may find themselves the victims of mental domination, spells, and special attacks. Monster characters may prove especially vulnerable to magical attacks, given that their saving throws often lag significantly behind those of standard-race characters. For this reason, more than a few heroes set up training programs and academies where a character willingly undergoes a program of pain and torture. The students are subjected to frequent assaults to their bodies with cunning traps that challenge agility, psionic torment through mind-affecting spells and hired nonhumanoids, frequent draining attacks by controlled undead, and steady doses of weak poisons. Those who survive the program emerge a few weeks later—tougher, faster, and less vulnerable to attacks. A survivor's past may lie in any class, as may his future. All that is required is mental and physical focus. Hit Die: d6.

REQUIREMENTS

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

Base Save Bonus: Highest base save bonus must be lower than character level.

Special: The path of the survivor requires a concentrated month of study to enter the prestige class.

During this month, the character must stay in one place and spend all his waking hours in study, practice, and meditation.

CLASS SKILLS

The survivor can spend his skill points to purchase any skills that any of his previous classes (or his base monster race) have made available as a class skill (though not exclusive skills), or any skill that is eligible as a cross-class skill.

The survivor prestige class does not add new skills to a character's list of class skills.

Skill Points at Each Level: 2 + Int modifier.

The effect lasts one day per slaad brooder's character level. The hatchling can resist the effect with a successful Will save (DC 10 + slaad brooder's level + slaad brooder's Con modifier).

A slaad brooder that has reached this level of power is a threat to the dominance of death slaadi, who are his implacable enemies.

CLASS FEATURES

All of the following are class features of the survivor prestige class.

Weapon and Armor Proficiency: A survivor neither gains nor loses proficiency with any weapon, armor, or shields by gaining levels in this class.

Uncanny Dodge (Ex): A survivor gains the ability to react to danger before his senses would normally allow him to do so.

He retains his Dexterity bonus to Armor Class (if any) regardless of being caught flat-footed or struck by an invisible attacker (he still loses his Dexterity bonus to Armor Class if immobilized).

At 3rd level, the survivor can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker.

This defense denies rogues the ability to use flank attacks to sneak attack the survivor.

The exception to this defense is that a rogue at least four levels higher than the survivor can flank him (and thus sneak attack him).

Evasion (Ex): At 2nd level, a survivor gains evasion.

If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as a fireball), he takes no damage with a successful saving throw.

Evasion can only be used if the survivor wears light armor or no armor.

Improved Evasion (Ex): This ability, gained at 4th level, works like evasion, except that while the survivor still takes no damage on a successful Reflex save against spells such as fireball or a breath weapon, he now takes only half damage on a failed save.

The survivor's training allows him to get out of harm's way with incredible speed.

Damage Reduction (Ex): At 5th level, a survivor gains the ability to shrug off 5 points of damage from each blow or attack.

Subtract 5 from the damage the survivor takes each time he is dealt damage.

Damage reduction can reduce damage to 0 but not less than 0.

This damage reduction stacks with any other damage reduction of the “x/–” type (such as the damage reduction

that is a class feature of the barbarian).

TABLE 7–7: THE SURVIVOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Uncanny dodge (Dex bonus to AC)
2nd	+0	+3	+3	+3	Evasion
3rd	+0	+3	+3	+3	Uncanny dodge (can't be flanked)
4th	+0	+4	+4	+4	Improved evasion
5th	+0	+4	+4	+4	Damage reduction 5/–

SYBIL

Steeped in ancient lore, or maddened by divine inspiration, the sybil is a reclusive prophet.

Questers make the difficult journey to a sybil's remote and hidden lair to ask for a glimpse of the future.

A sybil is exceptionally talented in divination, not through arcane study or devoted service to a deity, but through a mystical focus that borders on insanity.

The traditional exemplar is the sphinx with its famous riddle, but any being with the innate talent for prognostication might follow this path.

Some fey, celestials, and even devils become sybils; these last do so largely to torment and mislead mortals.

The sybil is by her very nature solitary.

Such beings rarely if ever leave their lairs, although a mysterious purpose may send one in search of lost knowledge.

In these rare instances, sybils might form temporary alliances to meet the immediate objective.

Hit Die: d4.

REQUIREMENTS

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

Alignment: Neutral.

Skills: Concentration 10 ranks, Knowledge (arcana) 8 ranks, Sense Motive 8 ranks.

Feats: Empower Spell-Like Ability.

Special: Must have an innate spell-like divination ability.

CLASS SKILLS

The sybil's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (any) (Wis), Scry (exclusive skill, Int), and Sense Motive (Wis).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the sybil prestige class.

Weapon and Armor Proficiency: A sybil neither gains nor loses proficiency with any weapons, armor, or shields by gaining levels in this class.

Divine Insight (Su): A sybil is able to touch the essence of reality, albeit in a mind-bending way.

She gains an “insight score” equal to her level in this prestige class that has three effects.

1. Add the insight score to Wisdom when determining bonus spells or save DCs when casting divine spells or using divine spell-like abilities.

2. Subtract this score from her Wisdom score when making any other checks or saving throws involving Wisdom alone.

3. Once per day, the sybil can add her insight score to Wisdom when making a check or save.

She must choose to use this power before making the roll. Reclusive Insight (Su): At 2nd level, a sybil learns to focus inwardly and discern hidden truths.

By spending 24 hours in complete solitude, she gains two additional effects of her insight score for the next 24 hours.

1. This score is added to her Intelligence score when making any checks that depend on Intelligence, such as Scry or bardic knowledge.

2. This score is subtracted from Intelligence to determine bonus spells or save DCs when casting arcane spells or using arcane spell-like abilities.

Riddle (Sp): Beginning at 3rd level, a sybil gains the gift of prophecy and can see more clearly as she increases in experience.

However, the truths she sees are couched in mystery.

These revelations are always accurate and carry no cost in experience points or material components, but demand a price be paid—answer the sybil's riddle.

A correct answer earns the questioner the benefit of the specified divination spell, with no chance of failure.

An incorrect answer, however, carries a penalty, which is more severe the more difficult the riddle becomes.

Conundrum: At 3rd level, a sybil begins to express her gift of prophecy.

The riddle is a simple one.

A correct answer earns the benefit of an *augury* spell, with no chance of failure.

An incorrect answer causes the questioner to take 1 point of temporary damage to an ability score of the sybil's choice.

The sybil can use this ability once per day per class level.

Mystery: At 5th level, a sybil's prophecy becomes more precise.

The riddle is moderately challenging.

A correct answer earns the benefit of a *divination* spell, with no chance of failure.

An incorrect answer causes the questioner to take 2 points of temporary damage to an ability score of the sybil's choice.

The sybil can use this ability once per day per class level.

Koan: At 7th level, a sybil's prophecy is uncanny.

The riddle is challenging.

A correct answer earns the benefit of a *commune* spell as cast by a cleric of the sybil's character level (the sybil contacts a powerful extraplanar being of like philosophical bent).

An incorrect answer causes the questioner to take 2 points of temporary damage to each ability score.

The sybil can use this ability once per day per two class levels (round down).

Enigma: At 8th level, a sybil can supplement prophecy with preternatural knowledge.

The riddle is difficult.

A correct answer earns the benefit of a *legend lore* spell, but it requires only 1d4×10 rounds to gain an answer about a person or item at hand.

Detailed information about a person, place, or thing requires 1d4×10 minutes to retrieve, while rumors require 1d10 days to garner details.

An incorrect answer causes the questioner to take 2 points of temporary damage to each ability score, to a maximum of -8.

Ability scores are not reduced below 1.

The sybil can use this ability no more than three times per week.

Apocrypha: At 10th level, a sybil's preternatural clarity is near infallible.

The riddle is nearly impossible.

A correct answer earns the benefit of a *discern location* spell, but the sybil need not have come into contact with the person or thing sought.

An incorrect answer bestows 2d6 negative levels on the questioner.

The sybil can use this ability once per week.

Lesser Geas (Sp): At 4th level, a sybil can use *lesser geas* once per day as a divine spell cast by a cleric of her class level (include any cleric levels).

Mysterious Lore (Ex): At 4th level, a sybil gains access to a special lore check much like that of bards and loremasters, but she is restricted in how it can use this ability.

She adds her insight score (see Divine Insight, above) to the die roll, which stacks with any levels in bard or loremaster, but on a failure she loses the benefit of her reclusive insight ability until she can spend another 24 hours in solitude.

Geas/Quest (Sp): At 6th level, a sybil can use *geas/quest* once per day as a divine spell cast by a cleric of her class level (include any cleric levels).

Limited Wish (Sp): At 9th level, a sybil can use *limited wish* once per year as a divine spell cast by a cleric of its class level (include any cleric levels).

TABLE 7-8: THE SYBIL

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Divine insight
2nd	+1	+0	+0	+3	Reclusive insight
3rd	+1	+1	+1	+3	Riddle: Conundrum
4th	+2	+1	+1	+4	Lesser geas, mysterious lore
5th	+2	+1	+1	+4	Riddle: Mystery
6th	+3	+2	+2	+5	Geas/quest
7th	+3	+2	+2	+5	Riddle: Koan
8th	+4	+2	+2	+6	Riddle: Enigma
9th	+4	+3	+3	+6	Limited wish
10th	+5	+4	+3	+7	Riddle: Apocrypha

HANDLING RIDDLES

One of the most difficult tasks in roleplaying, whether as DM or player, is using riddles effectively. Too often, a riddle is either childishly easy—or worse, a hoary cliché—or so obscure as to be incomprehensible to any but the creator. Here are some ideas on how to present effective, challenging riddles that are appropriate to the situation's difficulty.

Look to examples from myth, folklore, and even popular entertainment. (Don't forget the challenge of the Keeper at the Bridge of Death in *Monty Python and the Holy Grail*!)

The sphinx's riddle is well known and therefore unsuitable, but consider lesser known sources, such as pronouncements by the Oracle of Delphi. An example is the Oracle's answer to the Athenians who came seeking advice against the Persian conqueror Xerxes: "The wooden wall will save you and your children." The statement is ambiguous, but the solution Athens came up with—building a fleet that ultimately turned the Persians back—fulfilled one interpretation of it. A riddle need not have only one answer, and the way it is interpreted can be the foundation for adventure.

In the *divination* spell, the *Player's Handbook* contains useful advice on prophecy that can help you cast a riddle or oracular pronouncement in an appropriate way. The *Defenders of the Faith* class book for clerics and paladins supplements this, and can be helpful (if you have the book).

Fairy tales are a wonderful source of inspiration for riddles and prophecies. Often the hero is required to answer a question or solve a mystery, which makes a great adventure theme to place in the mouth of a sybil. You can find numerous folktale resources on the Web, including many non-European tales (which are likely to be less well known to American or European players). Riddles are often a topic of interest for mathematicians; for example, the works of Douglas Hofstadter (*Gödel, Escher, Bach: An Eternal Golden Braid*), Lewis Carroll (*The Universe in a Handkerchief*), and Martin Gardner (various) contain many useful conundrums.

Finally, collections of riddles and puzzles (often aimed at children, but not necessarily) are available in bookstores, online, and in libraries. They are a good place to start when constructing a riddle of your own, and a great source of simpler questions.

Examples of Riddle Types

Conundrum: This is an easy riddle, and a "chestnut" can do well here. For example, this is a traditional Haitian riddle: "They serve it food, it stands on four feet, but it can't eat." The answer: a table. This riddle could be used to drop a hint to the party about an altar.

Mystery: A somewhat more difficult form, examples of mysteries can be found in folklore and literature. One of the

riddles told to Bilbo by Gollum in J.R.R. Tolkien's *The Hobbit* is: "What has roots as nobody sees,/ Is taller than trees./ Up, up it goes,/ And yet never grows?" The answer: a mountain. This might lead a party to a lost dwarven city or a dragon's lair.

Koan: Now things are getting tricky. The best source for inspiration for this riddle type, not surprisingly, is a collection of Zen fables or real-life koans. As an example: Draw a line and tell the questioner to make the line shorter without touching any part of it. (The usual answer is to draw a second, longer line.) A lateral thinking puzzle works just as well, though, such as this classic: "A woman has a brother who was born at the same time on the same day in the same year. Yet they are not twins. How is this possible?" Answer: They are two of a set of triplets. These puzzles should ideally force the listener to think in an unaccustomed way and can help present an offbeat sort of adventure.

Enigma: Such posers ought to be very difficult to answer, and a good one requires some thought and research. Philosophical and religious riddles are good models for enigmas, since they are intended to lead the solver to a higher awareness. Here is a Mongol example, which refers to particular stars in the sky and might hint at a cross-planar expedition. (In this case you would probably replace the specific real-world references with equivalents found in the game world.)

Behind the Altai and Khangai Mountains

There are a hundred thousand horses, they say.

There is a group of seven loners, they say.

There is a group of six which flock together, they say.

There is a group of three which form a file, they say.

There are two which set black and white apart, they say.

There is one left behind, they say.

(The "hundred thousand" is a reference to all the stars in the sky. The "seven loners" are the stars that make up the constellation Ursa Major, or the Big Dipper. The number of stars is reduced in each line of the riddle. The "one left behind" is the North Star, which can be found in the night sky by extending one side of the Ursa Major trapezoid.)

Apocrypha: A "nearly impossible" riddle is even trickier to construct than to solve! One way around the problem is to present a riddle that is no riddle at all, such as Bilbo's famous stumper to Gollum in *The Hobbit*: "What have I got in my pocket?" By all standards, Bilbo cheated—but Gollum accepted the question and tried to answer, thereby validating the challenge. Similarly, the challenge of Rumpelstiltskin to name him is virtually impossible, perhaps not really a riddle at all—but with immense reward. If you don't feel like breaking the rules, try referring to unusual items or an unfamiliar culture, perhaps adapting a real-world riddle to subjects found in the game world. This is a great way to begin a search for an artifact or a piece of ancient, lost lore—something to build a whole campaign around.

WAVERIDER

Undersea folk have their own champions, experts at mounted combat from the backs of allied sea creatures. The waverider and her companion animal defend their city with a vigor that exceeds either's individual powers. Waveriders are often merfolk or tritons who enter military service to defend their communities.

Occasionally aquatic elves join this profession, although their independent nature does not tend to produce large settlements.

Locathah and even kuo-toa waveriders are not unknown.

Rarely, sahuagin take this prestige class, but their ferocious and xenophobic nature does not lend itself readily to such a partnership.

Waveriders work well in groups and are often encountered in military-style organizations.

Adventuring parties of aquatic beings often include one or more waveriders.

Hit Die: d10.

REQUIREMENTS

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

Race: Fey, humanoid, monstrous humanoid, or outsider with the aquatic subtype.

Base Attack Bonus: +5.

Skills: Ride (an aquatic animal) 6 ranks.

Feats: Mounted Archery, Mounted Combat.

CLASS SKILLS

The waverider's class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha),

Intimidate (Cha), Jump (Str), Profession (any) (Wis), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the waverider prestige class.

Weapon and Armor Proficiency: Waveriders are proficient with all simple and martial weapons, with all types of armor, and with shields.

Waverider Mount: A waverider can call a special aquatic mount to serve her.

This may be a hippocampus (see sidebar), sea lion, shark, porpoise, elasmosaurus, or whale.

HIPPOCAMPUS

Large Magical Beast

Hit Dice: 4d10+12 (34 hp)

Initiative: +2

Speed: Swim 60 ft.

AC: 16 (–1 size, +2 Dex, +5 natural)

Attacks: Tail slap +8 melee and bite +3 melee

Damage: Tail slap 1d6+5, bite 1d8+3

Face/Reach: 10 ft./5 ft.

Saves: Fort +7, Ref +6, Will +4

Abilities: Str 20, Dex 15, Con 16, Int 10, Wis 13, Cha 13

Skills: Hide –2, Listen +8, Sense Motive +5, Spot +8, Survival +5

Feats: Iron Will

Climate/Terrain: Temperate and warm aquatic

Organization: Solitary, pair, or pod (5–20)

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic good

Advancement: 5–8 HD (Large); 9–12 HD (Huge)

A hippocampus is a thoroughbred steed for aquatic riders. It is prized as an underwater mount and gladly serves good causes.

A hippocampus looks like a horse gone native underwater with coloration ranging from black to aquamarine. The front half resembles a horse with short hair, except that fins replace hooves and mane. The hindquarters are those of a great fish, with scales and a muscular tail fanning out into a large fin.

Wild hippocampi race through open water, living wild and free. Though fairly intelligent, they are simple creatures. They enjoy races and displays of strength and endurance.

This creature is stronger and more intelligent than others of its type.

A waverider may have only one mount at a time.

Hippocampi do not get bored or restless as long as they stay moving and have a challenge or competition. Winning does not seem to be the most important part of a race or test for hippocampi; simply striving is their joy. Marathon relay races and long-distance scavenger hunts are favorite forms of competition.

While they do not take naturally to domesticated life, hippocampi can be convinced that living among an underwater civilization is a good idea. Even domesticated, a hippocampus tries to make a contest out of everyday tasks. If another hippocampus is nearby to challenge, so much the better. Hippocampus trainers try to discourage this behavior, because hippocampi can become quite reckless in the heat of a race.

Hippocampi speak Aquan.

Combat

Hippocampi bash foes with their muscular tails, then attempt a nasty bite before the opponent can recover. A wild hippocampus will generally retreat rather than fight on if it takes significant damage, unless its foals are at risk, in which case it will fight to the death.

Training a Hippocampus

Training a hippocampus as a mount requires a successful Handle Animal check (DC 22 foal, DC 29 adult). Hippocampus foals are worth 2,500 gp on the open market. Professional trainers charge 1,000 gp to rear or train a hippocampus. Riding a trained hippocampus requires an exotic saddle. A hippocampus can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

Carrying Capacity: light load, up to 459 pounds; medium load, 460–918 pounds; heavy load, 919–1,380 pounds.

If the mount is slain, the waverider can call another one after a year and a day.

See the Waverider Mount sidebar for more information.

WAVERIDER MOUNT

The waverider's mount differs from a standard creature of its type in a number of ways. A Medium-size waverider typically rides a hippocampus, sea lion, Large shark, killer whale, or porpoise. A Tiny or Small waverider usually chooses a Medium-size shark, while a Large waverider favors an elasmosaurus, Huge shark, or cachalot whale. This mount is a magical beast, not an animal. It has a number of special abilities, as shown below.

Character Level	Bonus HD	Natural Armor	Str Adj.	Int	Special
7 or less	+1	+1	+1	5	Improved evasion, share spells, empathic link, share saving throws
8–10	+2	+2	+2	6	
11–14	+4	+4	+3	7	Speak with creatures of its kind
15–18	+6	+5	+4	8	Fast movement
19–20	+8	+6	+6	9	Spell resistance

Character Level: The character level of the waverider.

Bonus Hit Dice: These are extra d8 Hit Dice, each of which gains a Constitution modifier as normal. Extra Hit Dice improve the mount's base attack and base save bonuses, as usual (see the *Monster Manual* for rules on advancing magical beasts).

Natural Armor: This is an increase to the mount's natural armor bonus.

Str Adj.: Add this figure to the mount's Strength score.

Improved Evasion (Ex): If the waverider's mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving

throw and half damage even if the saving throw fails.

Share Spells: At the waverider's option, she may have any spell that she casts on herself (if she is a spellcaster) also affect her mount. This also applies to spell-like abilities. The mount must be within 5 feet. If the spell or spell-like ability has a duration other than instantaneous, the spell stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if the mount returns to the waverider before the duration expires. Additionally, the waverider may cast a spell or use a spell-like ability with a target of "You" on her mount instead of on herself. The waverider and her mount can even share spells that normally do not affect creatures of the mount's type (magical beast).

Empathic Link (Su): The waverider has an empathic link with her mount out to a distance of 1 mile. The waverider cannot see through the mount's eyes, but the two can communicate telepathically. Even intelligent mounts see the world differently from their riders, so misunderstandings are always possible.

Share Saving Throws: The mount uses its own base saves or the waverider's, whichever is higher.

Speak with Creatures of Its Kind (Su): The mount can communicate with aquatic animals or with creatures of approximately the same kind. A whale or porpoise can speak with any whale or porpoise, while a shark can speak with other fish, and a frog can speak with amphibians.

Fast Movement (Ex): The mount's swim speed increases by 5 feet if Small, and by 10 feet if Medium-size or larger.

Spell Resistance (Ex): The mount gains spell resistance equal to the waverider's class level + 5. To affect the mount with a spell, a spellcaster must make a level check (1d20 + caster level) at least equal to the mount's spell resistance.

Mounted Weapon Bonus (Ex): At each level, a waverider gains the indicated bonus on her attack roll with the designated weapon while mounted.

Trident Charge (Ex): A waverider can use a trident to deal double damage when used from the back of a charging mount.

The Spirited Charge feat can be used to increase the damage multiple to triple normal.

Ride Bonus (Ex): At 2nd, 5th, 7th, and 9th level, a waverider gains the indicated bonus on Ride checks.

Breach (Ex): On reaching 3rd level, a mounted waverider can make a leaping charge to attack opponents out of the water.

The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" high jump as part of a charge, with a maximum height distance of twice its length.

If it contacts an opponent during the jump, the waverider gains the normal +2 bonus on her attack roll.

At the end of the jump, waverider and mount are once again submerged and thus do not take the –2 penalty to Armor Class against opponents out of the water (those underwater are still able to take advantage of the waverider's being temporarily off balance).

A waverider cannot use this ability in two consecutive rounds.

Sound (Ex): On reaching 4th level, a waverider can dive at high speed as part of a charge when attacking opponents underwater.

The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" long jump as part of a charge, with a maximum distance of six times its length.

If it contacts an opponent during the dive, the waverider gains a +4 bonus on her attack roll and increases the damage multiplier with her mounted weapon one more step (double to triple, triple to quadruple) but takes a –4 penalty to Armor Class for the next round.

A waverider cannot use this ability in two consecutive rounds.

Improved Mounted Archery (Ex): At 5th level, a waverider is better able to use a crossbow, harpoon, javelin, trident, or shortspear while mounted.

When making ranged attacks with any of these weapons while mounted, she takes only a –1 penalty on ranged attacks if the mount is making a double move, and –2 if the mount is running.

Full Mounted Attack (Ex): At 6th level, a waverider may attack as a standard action when its mount moves more than 5 feet rather than as a partial action.

Skim (Ex): On reaching 7th level, a mounted waverider can make more effective charges against opponents out of the water, skimming over the surface like a flying fish.

The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" long jump as part of a charge, with a maximum distance of four times its length, and a "running" high jump with a maximum vertical distance of twice its length. (Use the same roll to determine both height and length).

If it contacts an opponent during the jump, the waverider gains the normal +2 bonus on its attack roll.

At the end of the jump, waverider and mount are once again submerged and thus do not take the –2 penalty to Armor Class against opponents out of the water (those underwater are still able to take advantage of the waverider's being temporarily off balance).

A waverider cannot use this ability in two consecutive rounds.

Superior Mounted Archery (Ex): At 8th level, a waverider takes no penalties when making ranged attacks with a crossbow, harpoon, javelin, trident, or shortspear while mounted.

Wavedancing (Ex): On reaching 9th level, a mounted waverider can maneuver very effectively out of the water. Rider and mount can move up to four times the mount's swim speed out of water and can make charges, including Ride-By Attacks if the waverider has this feat (normal charge rules apply).

In addition, she can now use her breach, sound, and skim abilities in consecutive rounds.

Call of the Deeps (Su): At 10th level, a waverider can summon one or more water elementals once per day, as with a *planar ally* spell.

TABLE 7–9: THE WAVERIDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Waverider mount, mounted weapon bonus +1 (trident), trident charge
2nd	+2	+3	+0	+3	Mounted weapon bonus +1 (javelin/harpoon), Ride bonus +2
3rd	+3	+3	+1	+3	Breach, mounted weapon bonus +2 (trident)
4th	+4	+4	+1	+4	Sound, mounted weapon bonus +2 (javelin/harpoon)
5th	+5	+4	+1	+4	Improved mounted archery, mounted weapon bonus +3 (trident), Ride bonus +4
6th	+6	+5	+2	+5	Full mounted attack, mounted weapon bonus +3 (javelin/harpoon)
7th	+7	+5	+2	+5	Skim, mounted weapon bonus +4 (trident), Ride bonus +6
8th	+8	+6	+2	+6	Superior mounted archery, mounted weapon bonus +4 (javelin/harpoon)
9th	+9	+6	+3	+6	Wavedancing, mounted weapon bonus +5, Ride bonus +8
10th	+10	+7	+3	+7	Call of the deeps, mounted weapon bonus +5 (javelin/harpoon)

YUAN-TI CULTIST

The deep jungles hold secret temples to the evil deities of the yuan-ti.

The mysteries of these deities are hidden to outsiders, but the yuan-ti cultist masters their rituals to gain personal power.

A yuan-ti cultist can enter the service of Merrshaulk, the yuan-ti's chief deity, upon reaching adulthood.

After passing the coming-of-age ritual, the prospective candidate enters the temple warrens and rarely if ever leaves the complex again.

Ritual and rote learning fill his waking hours, and foul visions steep his dreams.

Sacrificial rituals and bloody ceremonies line the road to the ultimate goal, becoming an immortal emissary of Merrshaulk.

The yuan-ti cultist is bound to his temple, but on very rare occasions one might set out on a quest—generally to found a new shrine—accompanied by large numbers of pureblood yuan-ti.

Hit Die: d4.

REQUIREMENTS

To qualify to become a yuan-ti cultist, a character must fulfill all the following criteria.

Race: Yuan-ti halfblood or abomination.

Alignment: Any evil.

Patron: Merrshaulk.

Skills: Craft (alchemy) 5 ranks, Knowledge (religion) 10 ranks, Perform (chant) 1 rank.

Spells: Ability to cast 3rd-level divine spells.

CLASS SKILLS

The yuan-ti cultist's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (architecture) (Int), Knowledge (religion) (Int), Perform (chant) (Wis), Profession (any) (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the yuan-ti cultist prestige class.

Weapon and Armor Proficiency: A yuan-ti cultist is proficient with all simple weapons and with shields.

Otherwise, a cultist neither gains nor loses any weapon, armor, or shield proficiency by gaining levels in this class.

Spellcasting: A yuan-ti cultist continues training in magic. Thus, when a new yuan-ti cultist level is gained, the character gains new spells known and spells per day as if he had also gained a level in a divine spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and so on).

This essentially means that he adds the level of yuan-ti cultist to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Outer Circle: A yuan-ti cultist enters the service of Merrshaulk and learns some of the secrets of the cult. He gains a +2 circumstance bonus on Diplomacy and Intimidate checks when dealing with yuan-ti not of the

temple hierarchy and a +2 circumstance bonus on Knowledge (religion) checks dealing with the worship of Merrshaulk.

In addition, the yuan-ti cultist learns the secret of brewing the dreadful mixture that transforms humans into tainted ones or broodguards (see Yuan-Ti in Chapter 10: Templates). The mixture requires the venom of a halfblood or pureblood yuan-ti as well as certain herbs and roots found only in tropical forests, whose raw materials cost is at least 50 gp.

SUFFERING PRESTIGE DOMAIN

Granted Power: You can use a *pain touch* once per day. Make a melee touch attack against a living creature, which bestows on that creature a –2 enhancement penalty to Strength and Dexterity for 1 minute on a successful attack. This spell-like ability does not affect creatures immune to critical hits.

Sticks to Snakes (Sp): At 2nd level, a yuan-ti cultist gains the ability to transform inert pieces of wood, such as arrows, torches, or staves, into snakes.

Once per day, he can transform 1d4 sticks + 1 per class level (including cleric levels) within medium range (100 feet + 10 feet/level).

These cannot be enchanted items.

Unattended items get no saving throw, while those in a creature's possession get a Will save.

Sticks of 2 feet or less in length become Tiny vipers; those longer than 2 and shorter than 4 feet in length become Small snakes, while those longer than 4 and up to 6 feet long become Medium-size.

Transforming a Large weapon, such as a longsword, or sticks of a like size into a Large viper counts as creating two snakes for each such item.

Items of Huge or larger size cannot be so transformed.

The effect's duration is 2 rounds per class level.

Third Circle: At 3rd level, a yuan-ti cultist advances to the next rank in service to Merrshaulk.

The circumstance bonus on Diplomacy and Intimidate checks when dealing with other yuan-ti and on Knowledge (religion) checks rises to +4.

Snake Darts (Sp): On ascending to 3rd level, the cultist undergoes ritual tattooing of snakes on his forearms or (if he does not possess arms) on legs, snakes, or tail as appropriate.

Three times per day as a standard action, the cultist can launch these tattoos against opponents within medium range (100 feet + 10 feet/level).

The snakes seek out their target(s) with unerring accuracy, hitting automatically.

The target takes 2d6 points of damage from the impact and must succeed on a Fortitude saving throw (DC 10 + yuan-ti cultist's level + yuan-ti cultist's Con modifier) as the snakes' venom takes effect.

Primary and secondary damage is 1d6 Constitution.

On the following round the snakes fly back to the cultist. Before the spell can be cast again, the cultist must swallow the living snakes, which causes the tattoos to reappear on his arms.

Swallowing the snakes is a standard action that causes the cultist no harm.

Psionic Focus (Su): At 4th level, a yuan-ti cultist's psionic ability becomes more focused.

The DC to craft this mixture is 25; if the cultist has 5 or more ranks in Profession (herbalist), he gains a +2 synergy bonus on this check.

Spit Poison: A yuan-ti cultist can spit his poison (if he has a poison attack) in a 10-foot cone.

Suffering Prestige Domain: At 2nd level, a yuan-ti cultist gains access to the Suffering prestige domain.

This allows the cultist access to a third domain's spells and immediately give him the domain's granted power, as set out in the accompanying sidebar.

Suffering Domain Spells

1 Bane	6 Harm
2 Endurance	7 Eyebite (sicken effect only)
3 Bestow curse	8 Symbol (pain effect only)
4 Enervation	9 Horrid wilting
5 Feeblemind	

He adds +2 to the DC for all saving throws against his innate psionic powers.

Psionics: Chant of Pain (Sp): At 4th level, a yuan-ti cultist expands his inherent psionic ability and learns to focus it on the ceremonies of pain.

At will as a full-round action, he can dance and chant in a sinuous sacrament to deal 3d6 points of damage to one living creature within 60 feet.

A successful Will save (DC 10 + yuan-ti cultist's class level + yuan-ti cultist's Wis modifier) halves the damage.

This ability has no effect on beings that are immune to mind-affecting effects, such as oozes and plants.

Second Circle: At 5th level, a yuan-ti cultist advances to a senior rank in service within the cult.

The circumstance bonus on Diplomacy and Intimidate checks when dealing with other yuan-ti and on Knowledge (religion) checks rises to +6.

In addition, if the cultist is a halfblood, he undergoes a painful, night-long ritual that transforms him into a human-headed abomination (abominations form the leadership within the temple hierarchy).

If he is already an abomination but does not have a human head, this ceremony transforms him into that form.

This ceremony requires the participation of at least six abominations of the Inner Circle.

Finally, at this level the cultist learns the secret of transforming a tainted one into a pureblood yuan-ti.

This involves brewing a more potent version of the infusion that transforms humans into tainted ones (Craft [alchemy] DC 30, raw materials cost 100 gp).

In addition, at least three yuan-ti cultists of the Second Circle must preside over the ceremony, which lasts 1 hour.

If the creature does not desire the transformation, he must succeed on a Fortitude save (DC 10 + yuan-ti cultist's class level + yuan-ti cultist's Con modifier).

On a failure, he lapses into a coma and dies within 1 hour unless revived with a *delay poison* or *neutralize poison* spell.

Greater Psionic Focus (Su): At 6th level, a yuan-ti cultist further refines his psionic abilities.

He adds +4 to the DC for all saving throws against his innate psionic powers.

This overlaps (does not stack with) the bonus granted by the psionic focus ability.

Psionics: Chant of Agony (Sp): At 6th level, a yuan-ti cultist becomes a master of pain.

Three times per day as a full-round action, he can dance and chant to deal 9d6 points of damage to one living creature within 60 feet.

A successful Will save (DC 10 + yuan-ti cultist's class level + yuan-ti cultist's Wis modifier) halves the damage.

This ability has no effect on beings that are immune to mind-affecting effects, such as oozes and plants.

First Circle: At 7th level, a yuan-ti cultist advances to a more senior rank within the cult.

The circumstance bonus on Diplomacy and Intimidate checks when dealing with other yuan-ti and on Knowledge (religion) checks rises to +8.

In addition, the cultist's poison becomes more virulent.

He gains Virulent Poison as a bonus feat.

Finally, at this rank the cultist learns the secret of transforming a pureblood yuan-ti into a halfblood.

This involves brewing a more potent version of the infusion that transforms humans into tainted ones (Craft [alchemy] DC 35, raw materials cost 500 gp).

In addition, at least three yuan-ti cultists of the Inner Circle must preside over the ceremony, which lasts 6 hours.

If the creature does not desire the transformation, he must succeed on a Fortitude save (DC 10 + yuan-ti cultist's class level + yuan-ti cultist's Con modifier).

On a failure, he lapses into a coma and dies in 1 hour unless revived with a *delay poison* or *neutralize poison* spell.

Unhallow (Sp): At 7th level, a yuan-ti cultist gains the ability to use *unhallow* once per week as the spell cast by a cleric of his class level (including cleric levels).

He does not require the normal material components to use this ability, but he must still expend herbs, oils, and incense worth 500 gp per level of any spells tied to the *unhallow* area.

Command Reptiles (Su): At 8th level, a yuan-ti cultist is able to mentally command all snakes and reptilian animals within 30 feet at will.

This resembles *dominate animal* cast by a cleric of his class level (including cleric levels).

Psionics: *Chant of Agony* (Sp): At 8th level, a yuan-ti cultist can perform a ritual of sacrifice to Merrshaulk.

Once per day as a full-round action, he can dance and chant to slay one living creature within 60 feet.

With a successful Will save (DC 10 + yuan-ti cultist's class level + yuan-ti cultist's Wis modifier), the creature instead takes 6d6 points of damage.

This ability has no effect on beings that are immune to mind-affecting effects, such as oozes and plants.

Inner Circle: At 9th level, a yuan-ti cultist ascends to the highest tier of mortal power within the cult.

The circumstance bonus on Diplomacy and Intimidate checks when dealing with other yuan-ti and on Knowledge (religion) checks rises to +10.

In addition, the cultist's poison becomes even more dangerous.

He gains Deadly Poison as a bonus feat.

Finally, at this level the cultist learns the secret of transforming a halfblood yuan-ti into an abomination.

He must join at least five other cultists of the Inner Circle to perform the day-long ceremony.

One cultist casts *polymorph other* on the creature to be transformed, while the others chant and pray.

The creature must receive six doses of the tincture that transforms a pureblood into a halfblood, one every 4 hours.

If the creature does not desire the transformation, he must succeed on a Fortitude save (DC 10 + yuan-ti cultist's class level + yuan-ti cultist's Con modifier).

On a failure, he dies instantly.

Unholy Aura (Su): At 9th level, a yuan-ti cultist can use *unholy aura* once per day, as the spell cast by a cleric of his class level (including cleric levels).

Voice of Merrshaulk: On reaching 10th level, a yuan-ti cultist attains the pinnacle of his career, transcending his mortal essence to become an emissary of Merrshaulk.

His type changes to outsider, but he can be raised from the dead if willing.

He gains spell resistance equal to 20 + his Wisdom modifier.

In addition, the Voice of Merrshaulk gains the supernatural ability to communicate telepathically with any other creature within 100 feet that has a language.

He can also command other yuan-ti at will, as *dominate monster* cast as a divine spell by a cleric of the cultist's class level (including cleric levels).

This is a spell-like, mind-affecting compulsion effect.

TABLE 7-10: THE YUAN-TI CULTIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Outer Circle, spit poison	+1 level of existing class
2nd	+1	+3	+0	+3	Suffering prestige domain, <i>sticks to snakes</i>	+1 level of existing class
3rd	+2	+3	+1	+3	Third Circle, <i>snake darts</i>	+1 level of existing class
4th	+3	+4	+1	+4	Psionic focus, psionics: <i>chant of pain</i>	+1 level of existing class
5th	+3	+4	+1	+4	Second Circle	+1 level of existing class
6th	+4	+5	+2	+5	Greater psionic focus, psionics: <i>chant of agony</i>	+1 level of existing class
7th	+5	+5	+2	+5	First Circle, <i>unhallow</i>	+1 level of existing class
8th	+6	+6	+2	+6	Command reptiles, psionics: <i>chant of death</i>	+1 level of existing class
9th	+6	+6	+3	+6	Inner Circle, <i>unholy aura</i>	+1 level of existing class
10th	+7	+7	+3	+7	Voice of Merrshaulk	+1 level of existing class

SERPENT KINGDOMS (3.5)

ANCIENT MASTER

Most Yuan-ti grow forgetful and sleepy as they age, but a few of the most powerful and strongest-willed abominations grow mightier of mind while their bodies are failing.

They acquire additional psionic powers and gradually become recognized as the "ancient masters" of the race. Some become religious zealots, founding new temples or taking over existing ones and fanatically furthering whatever aims Sseth shows them in dream-visions. Others withdraw from Yuan-ti tribal politics and then society as a whole to live in isolated seclusion, much the way many study-obsessed human wizards do.

Like human mages, such Yuan-ti typically build or take over fortresses in which to carry out their business.

These ancient masters often engage in truly ambitious breeding experiments, or take up strange hobbies with astonishing vigor and enthusiasm.

One tale tells of an ancient master who crafted full-sized, blown-glass replicas of attractive humans. Another describes one who stole all the tomes from Candlekeep, translated them into other tongues, and then covertly returned them.

Hit Die: d8.

REQUIREMENTS

To qualify to become an ancient master, a character must fulfill all of the following criteria.

Race: Yuan-ti.

Alignment: Any evil (usually chaotic evil).

Base Attack Bonus: +9.

Skills: Concentration 15 ranks, Knowledge (arcana) 10 ranks.

Special: Access to an extensive magical library, a tutor of any race who possesses at least fourteen sorcerer or wizard class levels, or any psionic powers or psionic class levels.

CLASS SKILLS

The ancient master's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Knowledge (all skills taken individually) (Int), Speak Language, and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the ancient master prestige class.

Weapon and Armor Proficiency: Ancient masters gain no proficiency with any weapon, armor, or shield.

Attraction (Sp): An ancient master can plant a compelling attraction in the mind of any subject within 25 feet of her. The attraction can be toward a particular person, object, action, or event.

The target takes all reasonable steps to get close to the person, find the object, attend the event, or perform the action designated, though it does not suffer from blind obsession and does not take extreme risks to do so.

The subject can recognize danger but does not flee unless the threat is immediate.

If the ancient master specifies herself as the object of the attraction, she cannot command the subject indiscriminately, though the subject does listen to her (even if it disagrees).

This ability grants the ancient master a +4 bonus on Charisma checks made to influence the subject for the duration of the effect.

Attraction lasts for 1 hour.

This ability is usable once per day at 1st level and an additional once per day every three ancient master levels thereafter (twice per day at 4th level, three times per day at 7th level, and four times per day at 10th level).

This ability is the equivalent of a 1st-level spell.

Conceal Thoughts (Sp): At 2nd level, an ancient master can protect her own thoughts (but not those of any other creature) from analysis.

She gains a +4 bonus on saving throws against divination effects that reveal emotions or thoughts and a +20 circumstance bonus on Bluff checks made to oppose Sense Motive checks.

This ability is always active.

Body Equilibrium (Ex): A 3rd-level or higher ancient master can adjust her body density to match that of any solid or liquid she stands on.

Thus, she can walk on water, quicksand, or even a spider's web without sinking or breaking through.

(This ability does not confer any resistance to particularly sticky webs).

She can move at her normal speed, but she cannot run on an unfirm surface without sinking or breaking through. If she falls while using this ability, damage from the impact is halved.

This ability is usable at will.

Levitate (Sp): Upon reaching 4th level, an ancient master can use *levitate* (caster level equals ancient master level) once per day.

She gains one additional use per day of this ability at 7th level and another at 10th level.

Dimension Door (Sp): At 5th level, an ancient master can use *dimension door* (caster level equals ancient master level) once per day.

She gains one additional use per day of this ability at 8th level.

Shadow Concealment (Su): At 6th level, an ancient master gains the ability to take on shadow form for 1 minute per ancient master level.

While in this state, she becomes incorporeal, appearing as a shadowy image of herself.

She gains a +10 circumstance bonus on Hide checks while this ability is in effect.

The ancient master gains one additional use per day of this ability at 9th level.

Baleful Teleport (Sp): At 7th level, an ancient master can disperse miniscule portions of a target creature or object weighing no more than 300 pounds.

The target takes 9d6 points of damage from this attack. A successful Will save (DC 10 + ancient master level + ancient master's Cha modifier) halves the damage.

A target under a *dimensional anchor* effect is immune to *baleful teleport*.

This ability is usable once per day at 7th level and twice per day at 10th level.

This ability is the equivalent of a 5th-level spell.

Claws of the Vampire (Sp): When an ancient master reaches 8th level, she can cause the fingers on both her hands (if she has any) to grow to wicked, 2-inch-long points. She gains a claw attack (base damage 1d8 points) that does not provoke an attack of opportunity.

Whenever she uses this attack, she heals one-half the base damage that she deals with *claws of the vampire*.

She can use this ability in conjunction with feats, abilities, or spells that allow additional attacks in the same round.

This effect lasts for 1 hour per ancient master level and can be used once per day.

This ability is the equivalent of a 4th-level spell.

Mind Probe (Sp): Once per day, a 9th-level or higher ancient master can read the thoughts of any one living creature within 30 feet that fails a Fortitude save (DC 10 + ancient master level + ancient master's Cha modifier).

All the target's memories and knowledge are accessible to her, from memories deep below the surface to those easily called to mind.

She can learn the answer to one question per round, to the best of the target's knowledge.

She can also probe a sleeping target, though it may make a Will save (DC 10 + ancient master level + ancient master's Cha modifier) to wake after each question.

Targets that do not wish to be probed can attempt to move beyond the ability's range unless somehow hindered.

The ancient master poses the questions telepathically and the answers are imparted directly to her mind.

She and the target do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to her questions.

Creatures protected by *mind blank* are immune to this ability.

Mind probe lasts for 1 minute per ancient master level.

This ability is the equivalent of a 5th-level spell.

Disintegrate (Sp): A 10th-level ancient master can use *disintegrate* (caster level 10th) once per day.

TABLE 12-1: THE ANCIENT MASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	<i>Attraction</i> 1/day
2nd	+1	+0	+0	+3	<i>Conceal thoughts</i>
3rd	+1	+1	+1	+3	<i>Body equilibrium</i>
4th	+2	+1	+1	+4	<i>Attraction</i> 2/day, <i>levitate</i> 1/day
5th	+2	+1	+1	+4	<i>Dimension door</i> 1/day
6th	+3	+2	+2	+5	Shadow concealment 1/day
7th	+3	+2	+2	+5	<i>Attraction</i> 3/day, <i>baleful teleport</i> 1/day, <i>levitate</i> 2/day
8th	+4	+2	+2	+6	<i>Claws of the vampire</i> 1/day, <i>dimension door</i> 2/day
9th	+4	+3	+3	+6	<i>Mind probe</i> 1/day, shadow concealment 2/day
10th	+5	+3	+3	+7	<i>Attraction</i> 4/day, <i>baleful teleport</i> 2/day, <i>disintegrate</i> 1/day, <i>levitate</i> 3/day

COILED CABALIST

Standing apart from the priests of Sseth but careful never to draw their collective ire by openly opposing them, the members of the Coiled Cabal pursue the arcane arts largely in secrecy.

The creed of this shadowy organization holds that true power can be obtained through mastery of magic that has nothing to do with gods.

After all, magic has worked well as a weapon for the puny humans, so there's no reason that it shouldn't also be part of the vrael olo arsenal.

Cabalists work in oumkathuss—small groups of no more than a dozen individuals.

Each oumkathuss reports to up to three overhods, who in turn report to higher-ranking overhods within a hidden hierarchy.

Rank in the Coiled Cabal is not closely tied to level or magical mastery, but it is linked to achievements.

A typical member is a sorcerer or wizard with enough experience and prestige to have attracted half a dozen apprentices.

Hit Die: d8.

REQUIREMENTS

To qualify to become a coiled cabalist, a character must fulfill all of the following criteria.

Race: Yuan-ti.

Alignment: Any evil (usually chaotic evil).

Base Attack Bonus: +7.

Skills: Concentration 9 ranks, Knowledge (arcana) 9 ranks. Spellcasting: Able to cast 3rd-level arcane spells.

CLASS SKILLS

The coiled cabalist's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the coiled cabalist prestige class.

Weapon and Armor Proficiency: Coiled cabalists gain no proficiency with any weapon, armor, or shield.

Spells per Day/Spells Known: When a new coiled cabalist level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class granted him access to 3rd-level spells before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on), except for an increased effective level of spellcasting.

This essentially means that he adds the level of coiled cabalist to the level of whatever other arcane spellcasting class granted him access to 3rd-level spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one arcane spellcasting class that granted access to 3rd-level spells before he became a coiled cabalist, he must decide to which class he adds each level of coiled cabalist for the purpose of determining spells per day and spells known.

Handfang (Sp): At 1st level, a coiled cabalist can use *handfang* (caster level equals arcane caster level; see Spells in Chapter 11) once per day.

The Fortitude save DC for the poison is 10 + coiled cabalist level + coiled cabalist's Cha modifier.

Coiled Cabalist		
Level	Handfang Effect	Save*
1st	Venom	Fortitude negates (initial and secondary)
3rd	1d4+1 points of acid damage	None
5th	Paralysis for 1d4 rounds	Fortitude negates
7th	Unconsciousness for 1d6 or until the victim takes hours damage	Fortitude negates
9th	4d4 points of damage	Fortitude half

*The save DC for all effects is 10 + coiled cabalist level + coiled cabalist's Cha modifier.

As he advances in the prestige class, the coiled cabalist can use his *handfang* ability to deliver venom altered by his magical knowledge to produce other effects instead of poison, according to the table above.

Spell Turning (Sp): Three times per day, a 2nd-level coiled cabalist can produce an effect identical to that of the *spell turning* spell (caster level equals character level), except that he can turn back only 1d4 spell levels per round.

The number of spell levels he can turn back per round increases to 1d4+2 at 6th level and to 1d4+4 at 10th level.

TABLE 12-2: THE COILED CABALIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	<i>Handfang</i> (venom)	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	<i>Spell turning</i> (1d4)	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	<i>Handfang</i> (acid)	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	—	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	<i>Handfang</i> (paralysis)	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	<i>Spell turning</i> (1d4+2)	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	<i>Handfang</i> (unconsciousness)	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	—	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	<i>Handfang</i> (damage)	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	<i>Spell turning</i> (1d4+4)	+1 level of existing arcane spellcasting class

FANG OF SSETH

The Viper's Fangs is a secretive order of spies that operates throughout Faerûn on behalf of the yuan-ti.

Its membership is largely made up of humans and yuan-ti pureblood thieves, assassins, and thugs.

Members refer to each other as Vipers and follow a fraternal code that's been known to override the orders of powerful Yuan-ti priests, coiled cabalists, and tribal leaders. The code is a simple one: Don't harm or steal from other Vipers.

Members of the Viper's Fangs know that a slow, soft, and subtle manner of operation is the right way to power for the yuan-ti.

Indeed, they champion careful husbanding of human prosperity so that the prize is always worth taking (and ever more valuable).

However, as the saying goes, "There are times when the Vipers must bite, and that's when they call on their fangs".

The Fangs of Sseth constitute the strike force of the Vipers—the stealthy killers who leave no trace.

Hit Die: d8.

REQUIREMENTS

To qualify to become a fang of Sseth, a character must fulfill all of the following criteria.

Race: Yuan-ti, human, Yuan-ti-human crossbreed, tainted one, or other Yuan-ti-created being.

Alignment: Any evil (usually chaotic evil).

Base Attack Bonus: +7.

Religion: The candidate must worship Sseth and only Sseth.

Feats: Any two of the following: Alertness, Deceitful, Deft Hands, Investigator, Negotiator, Nimble Fingers, Persuasive, Stealthy.

Special: The candidate must have slain in the name of Sseth and aided a Yuan-ti without prearranged payment or reward.

CLASS SKILLS

The fang of Sseth's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (act) (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Use Magic Device (Cha), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the fang of Sseth prestige class.

Weapon and Armor Proficiency: Fangs of Sseth gain no proficiency with any weapon, armor, or shield.

Enhanced Ranged Attacks (Ex): At 1st level, the fang of Sseth gains a +1 bonus on attack rolls with all ranged weapons.

This bonus increases to +2 at 6th level.

Sneak Attack (Ex): This ability functions like the rogue ability of the same name.

The extra damage dealt increases by +1d6 at 4th, 7th and 10th levels.

If a fang of Sseth gets a sneak attack bonus from another source (such as rogue levels) the bonuses on damage stack. Furthermore, fang of Sseth levels stack with any other appropriate class levels (such as rogue or assassin) for the purpose of overcoming improved uncanny dodge.

Poison Resistance (Ex): Because a fang of Sseth trains with all sorts of poisons (not just reptile venoms), she becomes increasingly resistant to their effects.

A 1st-level fang of Sseth gains a +1 bonus on saves against all poisons.

This bonus increases by +1 for every two additional fang of Sseth levels gained (to +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).

Poison Use (Ex): Fangs of Sseth are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Bonus Feat: At 2nd level, the fang of Sseth gains the Snatch Arrows feat as a bonus feat if she does not already have it. If she already has Snatch Arrows, she instead gains Shot on the Run.

If she already has that feat, she instead gains Manyshot. She need not meet the prerequisites to gain her bonus feat. A fang of Sseth who already has all three feats gains no benefit.

Serpent Shape (Su): A 3rd-level fang of Sseth gains the psionic ability to change into a Medium viper at will as a full-round action.

A fang of Sseth who already possesses this ability (such as a Yuan-ti) instead gains the ability to assume completely human form.

This ability functions like a *polymorph* spell (caster level 19th), except that the fang of Sseth regains no lost hit points.

When in viper form, a fang of Sseth with a poisonous bite uses either her own venom or that of her viper form, whichever is more potent.

She can remain in viper form for as long as she desires and resume her normal form as a full-round action.

Spider Climb (Su): A 5th-level or higher fang of Sseth can use *spider climb* (caster level equals fang of Sseth level) at will.

Favor of Sseth (Sp): Upon attaining 8th level, the fang of Sseth receives a visit from Sseth in her dreams, during which the god bites her.

His venom imparts a special gift—the ability to move about without fear of detection by normal means.

This ability functions like the *greater invisibility* spell (caster level equals fang of Sseth level), except that the fang is hidden from hearing and scent as well.

She radiates silence to a radius of 5 feet, does not leave a scent, and cannot be detected by the scent ability.

This effect lasts for 8 hours, though the fang of Sseth may end it earlier as a free action.

This ability is the equivalent of a 6th-level spell.

EX-FANGS OF SSETH

A fang of Sseth who ceases to be evil, or who betrays Sseth or the Coiled Cabal loses all special abilities of the prestige class and may not progress any farther in levels as a fang of Sseth.

She regains her abilities and advancement potential if she atones for her violations (see the *atonement* spell description in the *Player's Handbook*), as appropriate.

TABLE 12-3: THE FANG OF SSETH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Enhanced ranged attacks +1, poison resistance +1, poison use, sneak attack +1d6
2nd	+1	+0	+3	+0	Bonus feat
3rd	+2	+1	+3	+1	Poison resistance +2, serpent shape
4th	+3	+1	+4	+1	Sneak attack +2d6
5th	+3	+1	+4	+1	Poison resistance +3, spider climb
6th	+4	+2	+5	+2	Enhanced ranged attacks +2
7th	+5	+2	+5	+2	Poison resistance +4, sneak attack +3d6
8th	+6	+2	+6	+2	<i>Favor of Sseth</i>
9th	+6	+3	+6	+3	Poison resistance +5
10th	+7	+3	+7	+3	Sneak attack +4d6

MASTER OF VIPERS

Most vrael olo work within their tribes, but a few become loners, rejecting the collective scheming and rising religious strife that marks yuan-ti tribal life.

Some of these individuals embrace human society, trying to conceal their true natures and dwell among humans.

Others "go wild," becoming independent wilderness explorers and jungle hunters.

A rare handful recognize and follow a deepening affinity for their lesser kin—the venomous snakes.

Such yuan-ti choose to dwell in wild places frequented by such creatures, such as sunny rock faces riddled with caverns, overgrown jungle ruins, and the like.

These outcast yuan-ti eventually learn to hunt not only to feed themselves, but also to spread destruction far and wide for the pure pleasure of it.

Tales among both yuan-ti and human adventurers call such individuals masters of vipers.

A master of vipers is always a lone Yuan-ti.

He never joins adventuring parties and travels with nonvipers only to hide from pursuers or to scout potential prey.

Hit Die: d8.

REQUIREMENTS

To qualify to become a master of vipers, a character must fulfill all of the following criteria.

Race: Yuan-ti.

Alignment: Any evil (usually chaotic evil).

Base Attack Bonus: +7.

Skill: Knowledge (nature) 8 ranks.

Feat: Great Fortitude.

CLASS SKILLS

The master of viper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Knowledge (nature) (Int), Move Silently (Dex), Survival (Wis), and Swim (Str).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the master of vipers prestige class.

Weapon and Armor Proficiency: Masters of vipers gain no proficiency with any weapon, armor, or shield.

Handfang (Sp): At 1st level, a master of vipers can use *handfang* (caster level equals master of vipers level; see Spells in Chapter 11) three times per day.

The Fortitude save DC for the poison is 10 + master of vipers level + master of vipers's Cha modifier.

Poison Immunity (Ex): A master of vipers is immune to all poisons.

Hold Serpent (Sp): At 2nd level, a master of vipers gains the ability to paralyze a serpent as if with a *hold animal* spell (caster level equals master of vipers level), except that the effect works only on serpents and lasts for 1 round per master of vipers level.

Any subject with an Intelligence score of 3 or higher may attempt a Will save (DC 10 + master of vipers level + master of vipers's Cha modifier) to negate the effect.

Ward Serpents (Su): Beginning at 3rd level, a master of vipers can hold serpents at bay.

This ability functions like a *protection from evil* spell (caster level equals master of vipers level), except that the deflection and resistance bonuses apply to attacks from serpents, and summoned serpents cannot touch the master of vipers.

This ability is usable once per day at 3rd level and one additional time per day for every two master of vipers levels gained thereafter (twice per day at 5th level, three times per day at 7th level, and four times per day at 9th level).

Charm Serpent (Sp): At 4th level, a master of vipers can use a limited form of *charm animal* (caster level equals master of vipers level) that affects only serpents.

Any subject with an Intelligence score of 3 or higher may attempt a Will save (DC 10 + master of vipers level + master of vipers's Cha modifier) to negate the effect.

This ability is usable one additional time per day for every two master of vipers levels gained (twice per day at 6th level, three times per day at 8th level, and four times per day at 10th level).

Serpent Dart (Sp): At 5th level, a master of vipers can produce serpentlike darts from his pointing fingers.

This ability functions like the *magic missile* spell (caster level equals master of vipers level), except that the missiles produced are Tiny vipers that deliver poison (injury, Fortitude DC 10 + master of vipers level + master of vipers's Con modifier, initial and secondary damage 1d6 Con) in addition to the spell's damage.

The *serpent darts* vanish after striking their targets.

This ability is usable three times per day at 5th level, four times per day at 7th level, and five times per day at 9th level.

Serpent Reach (Ex): Three times per day, a 5th-level or higher master of vipers can transform his wrist into a flexible, serpentine form that can expand 2 feet per master of vipers level.

This effect lasts for 2 rounds per master of vipers level.

This ability enables the master of vipers to deliver touch spells at a distance and, when combined with *handfang*, to bite distant opponents.

However, the serpentine wrist lacks the strength to constrict or entwine a foe.

The master of vipers can expand or retract his wrist as a free action.

Summon Serpents (Sp): At 6th level, a master of vipers can call any sort of serpent he has previously seen to fight or work for him.

Two serpents of the same kind appear and obey the character's commands.

For each new master of vipers level attained, an additional snake appears (three at 7th level, four at 8th level, five at 9th level, and six at 10th level).

The summoned serpents are all the same kind.

This ability otherwise functions like a *summon nature's ally* spell.

Viper Swarm (Sp): Once per day, a 7th-level or higher master of vipers can summon a viper swarm (see *Fiend Folio* page 172) that moves as he directs.

Use of this ability instantly ends any ward serpents, *charm serpent*, or *summon serpents* abilities that the character may have active.

Great Serpent (Su): At 8th level, a master of vipers gains the *chameleon power* and *scent* abilities of a yuan-ti halfblood if he did not already have them.

Furthermore, his *alternate form* ability is no longer limited to the shapes of vipers.

He can now take the form of any Huge or smaller serpent that he has seen before.

Swarm Shape (Su): When the master of vipers reaches 9th level, his *alternate form* ability expands to allow the form of a viper swarm (see *Fiend Folio* page 172).

This ability enables the master of vipers to move through tiny holes where a foe cannot follow, as well as attack as a swarm.

Translocate Serpent (Sp): At 10th level, a master of vipers can use a limited form of teleportation either to move a Medium or smaller serpent to a desired location, or to move himself to any spot within 5 feet of a serpent or the physical remains of one.

This ability otherwise functions like the *dimension door* spell.

TABLE 12-4: THE MASTER OF VIPERS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	<i>Handfang</i> , poison immunity
2nd	+1	+3	+0	+0	<i>Hold serpent</i>
3rd	+2	+3	+1	+1	Ward serpents 1/day
4th	+3	+4	+1	+1	<i>Charm serpent</i> 1/day
5th	+3	+4	+1	+1	<i>Serpent dart</i> 3/day, serpent reach, ward serpents 2/day
6th	+4	+5	+2	+2	<i>Charm serpent</i> 2/day, <i>summon serpents</i>
7th	+5	+5	+2	+2	<i>Serpent dart</i> 4/day, <i>viper swarm</i> , ward serpents 3/day
8th	+6	+6	+2	+2	<i>Charm serpent</i> 3/day, great serpent
9th	+6	+6	+3	+3	<i>Serpent dart</i> 5/day, swarm shape, ward serpents 4/day
10th	+7	+7	+3	+3	<i>Charm serpent</i> 4/day, <i>translocate serpent</i>

NAGA OVERLORD

Naga overlords are evil masterminds who operate in secret, usually behind cults of devoted followers.

They seek to enslave lesser races and use them to dominate whole communities.

Naga overlords tend to be extremely vain, power-hungry, and obsessed with negating any threats to their safety and comfort.

Many even exhibit powerful god complexes.

Most naga overlords are banelar nagas, dark nagas, ha-nagas, or spirit nagas, although rare evil representatives of other naga types are not unknown.

Banelar overlords typically have levels in mystic theurge, while dark nagas, ha-nagas, and spirit nagas that become naga overlords usually are powerful sorcerers.

Hit Die: d8.

REQUIREMENTS

To qualify to become a naga overlord, a character must fulfill all of the following criteria.

Race: Naga.

Alignment: Any evil.

Skills: Bluff 4 ranks, Diplomacy 4 ranks, Intimidate 4 ranks, Sense Motive 4 ranks.

Feats: Extend Spell, Skill Focus (Intimidate), Spell Focus (enchantment).

Spellcasting: Able to cast *dominate person* as a spell.

CLASS SKILLS

The naga overlord's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Sense Motive (Wis), Speak Language (None), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the naga overlord prestige class.

Weapon and Armor Proficiency: Naga overlords gain no proficiency with any weapon, armor, or shield.

Spells per Day/Spells Known: When a new naga overlord level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class he had (or could cast spells as) before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on), except for an increased effective level of spellcasting.

This essentially means that he adds the level of naga overlord to the level of whatever other arcane spellcasting class he had, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one arcane spellcasting class before he became a naga overlord, he must decide to which class he adds each level of naga overlord for the purpose of determining spells per day and spells known.

Enslave (Su): A naga overlord can attempt to enslave any one living creature within 30 feet.

The target must succeed on a Will save (DC 10 + 1/2 naga overlord's character level + naga overlord's Cha modifier) or be affected as though by a *dominate person* spell (caster level equals naga overlord's arcane caster level).

An enslaved creature obeys the naga overlord's telepathic commands until freed by *remove curse*, and it can attempt a new Will save every 24 hours to break free.

The control is also broken if the naga overlord dies or travels more than 1 mile from its slave.

This ability is usable once per day at 1st level, twice per day at 4th level, and three times per day at 7th level.

Augment Followers I (Su): The naga overlord can augment the abilities of its followers.

The following spells automatically function as if affected by the Extend Spell feat when cast by a 2nd-level or higher naga overlord: *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, *mass bear's endurance*, *mass bull's strength*, *mass cat's grace*, *mass eagle's splendor*, *mass fox's cunning*, *mass owl's wisdom*, and *owl's wisdom*.

These spells do not occupy higher spell slots or require additional casting time.

Tap Slave (Su): At 3rd level, a naga overlord can leech the life force of any one enslaved follower within 1 mile as if using the *vampiric touch* spell (caster level equals naga overlord's arcane caster level), except that he need not actually touch the target.

This ability is usable once per day at 3rd level, twice per day at 6th level, and three times per day at 9th level.

Augment Followers II (Su): The range of the following spells automatically becomes close (25 ft. + 5 ft./2 levels) when they are cast by a 5th-level or higher naga overlord:

bear's endurance, bull's strength, cat's grace, eagle's splendor, fox's cunning, mass bear's endurance, mass bull's strength, mass cat's grace, mass eagle's splendor, mass fox's cunning, mass owl's wisdom, and owl's wisdom.

Augment Followers III (Su): The following spells automatically function as if affected by the Extend Spell feat when cast by an 8th-level or higher naga overlord: *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's*

cunning, *mass bear's endurance*, *mass bull's strength*, *mass cat's grace*, *mass eagle's splendor*, *mass fox's cunning*, *mass owl's wisdom*, and *owl's wisdom*.

These spells do not occupy higher spell slots or require additional casting time.

Enslave Monster (Su): At 10th level, a naga overlord's *enslave* ability functions like *dominate monster* rather than *dominate person*.

TABLE 12-5: THE NAGA OVERLORD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Enslave 1/day	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Augment followers I	+1 level of existing arcane spellcasting class
3rd	+2	+1	+1	+3	Tap slave 1/day	+1 level of existing arcane spellcasting class
4th	+3	+1	+1	+4	Enslave 2/day	+1 level of existing arcane spellcasting class
5th	+3	+1	+1	+4	Augment followers II	+1 level of existing arcane spellcasting class
6th	+4	+2	+2	+5	Tap slave 2/day	+1 level of existing arcane spellcasting class
7th	+5	+2	+2	+5	Enslave 3/day	+1 level of existing arcane spellcasting class
8th	+6	+2	+2	+6	Augment followers III	+1 level of existing arcane spellcasting class
9th	+6	+3	+3	+6	Tap slave 3/day	+1 level of existing arcane spellcasting class
10th	+7	+3	+3	+7	Enslave monster	+1 level of existing arcane spellcasting class

SERPENT SLAYER

Any intelligent being who learns what the yuan-ti are up to can be considered a foe of the vrael olo, but some individuals devote their entire lives to thwarting the serpentfolk.

Certain alert Harpers and Red Wizards fall into this category, as do high-ranking priests of human deities who have glimpsed the true might and nature of the yuan-ti. Such characters view the Slithering Ones as the ultimate doom of humankind if their power is not broken soon. In recent decades, certain priests of Helm took vows to smash the yuan-ti and thereby became the first true serpent slayers.

But this path is by no means limited to followers of the Vigilant One—or to clerics.

Serpent slayers aren't part of a formal organization, but they do aid each other whenever possible.

They sometimes scratch small recognition marks on stone or in dirt to denote the location of a cache, hidden route, or suspicious feature.

Their sign is an oval snake head with a forked tongue, impaled by a dagger through the head's lone visible eye. If this sign is surrounded by a diamond-shaped outline, it warns of danger.

Hit Die: d8.

REQUIREMENTS

To qualify to become a serpent slayer, a character must fulfill all of the following criteria.

Base Attack Bonus: +6.

Skills: Concentration 4 ranks, Knowledge (nature) 2 ranks, Spot 4 ranks.

Feats: Combat Casting, Dodge, Mobility.

Spells: Able to cast arcane or divine spells.

CLASS SKILLS

The serpent slayer's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (any)

(Int), Knowledge (all skills taken individually) (Int), Listen (Wis), Search (Int), Spot (Wis), Spellcraft (Int), and Survival (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the serpent slayer prestige class.

Weapon and Armor Proficiency: Serpent slayers gain no proficiency with any weapon, armor, or shield.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new serpent slayer level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class he had before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on), except for an increased effective level of spellcasting.

This essentially means that he adds the level of serpent slayer to the level of whatever other spellcasting class he had, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before he became a serpent slayer, he must decide to which class he adds each level of serpent slayer for the purpose of determining spells per day and spells known.

Venomguard (Ex): A serpent slayer gains a +4 bonus on saving throws against the venom of all Scaled Ones.

Detect Poison (Sp): At 2nd level, a serpent slayer gains the psionic ability to use *detect poison* (caster level equals serpent slayer level) at will.

Poison Immunity (Ex): At 3rd level, a serpent slayer becomes immune to all poisons.

Locate Serpent (Sp): A 4th-level serpent slayer gains the ability to sense Scaled Ones nearby. This ability functions like the *locate creature* spell (caster level equals serpent slayer level), except that it detects only Scaled Ones.

The serpent slayer can determine the kind of Scaled One detected, but a specific individual can be distinguished only if the serpent slayer has previously touched her.

This ability is usable twice per day at 4th level, and one additional time per day for every two serpent slayer levels thereafter (three times per day at 6th level, four times per day at 8th level, and five times per day at 10th level).

Neutralize Poison (Sp): At 5th level, a serpent slayer can use *neutralize poison* (caster level equals serpent slayer level) three times per day.

Ward Serpents (Su): Beginning at 6th level, a serpent slayer can hold serpents at bay.

This ability functions like a *protection from evil* spell (caster level equals serpent slayer level), except that the deflection and resistance bonuses apply to attacks from serpents, and summoned serpents cannot touch the serpent slayer.

This ability is usable once per day at 6th level and one additional time per day for every two serpent slayer levels gained thereafter (twice per day at 8th level and three times per day at 10th level).

Witherscales (Su): At 7th level, a serpent slayer can deal 2d4 points of damage to any Scaled One with a melee touch attack.

Strike of the Serpent (Sp): Once per day, an 8th-level serpent slayer can use *true strike* (caster level equals serpent slayer level) to augment an attack against any Scaled One.

He gains another daily use of this ability at 10th level.

Smite Serpent (Su): Once per day, a 9th-level or higher serpent slayer can attempt to smite a Scaled One with one normal melee attack.

He adds his Charisma bonus (if any) to his attack roll and deals one extra point of damage per serpent slayer level.

If the serpent slayer accidentally smites a Scaleless One, the smite has no effect, but the ability is still used up for that day.

TABLE 12-5: THE SERPENT SLAYER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Venomguard	+1 level of existing spellcasting class
2nd	+1	+3	+0	+3	<i>Detect poison</i>	+1 level of existing spellcasting class
3rd	+1	+3	+1	+3	Poison immunity	+1 level of existing spellcasting class
4th	+2	+4	+1	+4	<i>Locate serpent</i> 2/day	+1 level of existing spellcasting class
5th	+2	+4	+1	+4	<i>Neutralize poison</i>	+1 level of existing spellcasting class
6th	+3	+5	+2	+5	<i>Locate serpent</i> 3/day, ward serpents 1/day	+1 level of existing spellcasting class
7th	+3	+5	+2	+5	Witherscales	+1 level of existing spellcasting class
8th	+4	+6	+2	+6	<i>Locate serpent</i> 4/day, <i>strike of the serpent</i> 1/day, ward serpents 2/day	+1 level of existing spellcasting class
9th	+4	+6	+3	+6	Smite serpent	+1 level of existing spellcasting class
10th	+5	+7	+3	+7	<i>Locate serpent</i> 5/day, <i>strike of the serpent</i> 2/day, ward serpents 3/day	+1 level of existing spellcasting class

SHINING SOUTH (3.5)

CRINTI SHADOW MARAUDER

Among the idly rich Crinti of Dambrath, some thrill in the havoc they wreak on their traditional foes—the halflings to the east, the wild elves to the north, and the wizards to the west.

These riders take pleasure in instilling uncertainty in their prey from a shroud of shadows, then imparting feelings of fearful surprise as the marauders appear without warning, escalating finally to sheer terror as the chase begins. Few actually see Crinti shadow marauders coming, and fewer live to tell the tale.

Crinti shadow marauders combine the physical prowess of master rider with the stealth of the most cunning shadowdancers.

Rangers work as the best entry class, but multiclass rogues and fighters are also attracted to the path of the Crinti shadow marauder.

Clerics, druids, and wizards find themselves particularly ill-suited to the strange combination of skills demanded by this class.

Crinti shadow marauders are found almost exclusively in Dambrath, since they tend to come from the aristocracy that rules that land.

They ride in packs as small as three to four individuals, all the way up to large skirmishing forces of several hundred. While the riders favor the fine horses of Dambrath, they are by no means limited to such mounts.

Occasionally, a Crinti shadow marauder grows tired of the life of riding on the plains with her comrades and leaves Dambrath entirely, perhaps taking up with others to see the wider world.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Crinti shadow marauder, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Handle Animal 4 ranks, Hide 8 ranks, Move Silently 8 ranks, Ride 8 ranks.

Feats: Mounted Combat, Stealthy.

Region: Dambrath.

Special: The character must either be Crinti or have the official sanction of the nobility of Dambrath. Only those accepted by the Crinti can train as shadow marauders.

CLASS SKILLS

The Crinti shadow marauder's class skills (and the key ability for each skill) are Balance (Dex), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), and Use Rope (Dex). Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Crinti shadow marauder.

Weapon and Armor Proficiency: Crinti shadow marauders gain no proficiency with any weapons, armor, or shields.

Shadow Ride (Su): A Crinti shadow marauder can travel on her mount between shadows as if by means of a *dimension door* spell.

Such supernatural transport must begin and end in an area with at least some shadow.

The marauder can ride up to a total of 50 feet per Crinti shadow marauder level per day in this way.

The amount can be split up among many rides, but rides of a distance shorter than 25 feet count as 25 feet.

Sudden Strike (Ex): Beginning at 2nd level, if a Crinti shadow marauder can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Whenever a Crinti shadow marauder's target is denied his Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus to AC or not), the marauder deals an extra 1d6 points of damage with her attack.

The extra damage increases to 2d6 at 4th level.

The extra damage from the sudden strike ability stacks with extra damage from sneak attack whenever both would apply to the same target.

Ranged attacks count as sudden strikes only if the target is within 30 feet.

A Crinti shadow marauder can't strike with deadly accuracy from beyond that range.

A Crinti shadow marauder can only use sudden strike against living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack.

Any creature that is immune to critical hits is not vulnerable to sudden strike damage.

The Crinti shadow marauder must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot.

A Crinti shadow marauder cannot make a sudden strike while striking a creature with concealment or striking the limbs of a creature whose vitals are out of reach.

A Crinti shadow marauder can't use sudden strike to deliver nonlethal damage.

Weapons only capable of dealing nonlethal damage don't deal extra damage when used as part of a sudden strike.

Bonus Feat: At 3rd level, the Crinti shadow marauder gains a bonus feat selected from the following list: Mounted Archery, Ride-By Attack, Spirited Charge, Trample. The Crinti shadow marauder must meet the normal prerequisites for the feat.

Shadow Walk (Sp): Starting at 3rd level, a Crinti shadow marauder can use *shadow walk* once per day, affecting only herself and her mount.

Her caster level is equal to her Crinti shadow marauder level, and she must be astride her mount to use this ability. This ability does not stack with shadow walk spell-like abilities granted by other sources.

Shadow Pounce (Ex): At 5th level, a Crinti shadow marauder learns how to attack swiftly from the shadows. Any time she uses an ability, spell, or effect with the teleportation descriptor (for example, her shadow ride ability), she can execute a full attack upon completion of the teleportation.

The marauder must have line of sight to her intended target from her original location.

Further, the spot to which she teleports must be a place from which she can make a melee attack against the intended target with whatever weapon she had in hand at the beginning of her action.

Table 2-1:
The Crinti Shadow Marauder

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Shadow ride
2nd	+1	+0	+3	+0	Sudden strike +1d6
3rd	+2	+1	+3	+1	Bonus feat, shadow walk
4th	+3	+1	+4	+1	Sudden strike +2d6
5th	+3	+1	+4	+1	Shadowpounce

GREAT RIFT DEEP DEFENDER

The Great Rift deep defender has a keen understanding of the importance of making a stand.

He knows he must remain vigilant against the possibility of attack from the ancient enemies of the gold dwarves, and he has taken it upon himself to become an immovable bastion of protection at the edges of his subterranean home. He acts as a dam against the enemies that would invade his beloved Rift, and such a dwarf refuses to give way to any attacks, no matter how formidable.

Most Great Rift deep defenders are first fighters, paladins, rangers, or clerics.

Rogues, bards, and monks depend too heavily on mobility to effectively use the abilities of the Great Rift deep defender, and the gold dwarves don't count many barbarians among their number.

While sorcerers and druids might find the defensive capabilities of the Great Rift deep defender beneficial, such individuals usually have other goals.

Great Rift deep defenders serve as the main line of defense along the perimeter of the Deep Realm, that portion of the Great Rift below the surface and adjacent to the Underdark. They work well in units, guarding passages that lead deeper into uncontrolled territory.

Occasionally, a Great Rift deep defender can be found on some special mission elsewhere in the Underdark or, more rarely, on the surface.

Hit Die: d12.

REQUIREMENTS

To qualify to become a Great Rift deep defender, a character must fulfill all the following criteria.

Race: Gold dwarf.

Alignment: Any lawful.

Base Attack Bonus: +7.

Feats: Dodge, Endurance, Toughness.

Region: The Great Rift.

CLASS SKILLS

The Great Rift deep defender's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Great Rift deep defender.

Weapon and Armor Proficiency: A Great Rift deep defender is proficient with all simple and martial weapons, light, medium, and heavy armor, and shields (including tower shields).

AC Bonus (Ex): The Great Rift deep defender receives a dodge bonus to Armor Class that starts at +1 and improves as the defender gains levels to a maximum of +3 at 5th level.

Hold the Line: The Great Rift deep defender gains Hold the Line (see page 20) as a bonus feat.

Uncanny Dodge (Ex): At 2nd level and higher, a Great Rift deep defender gains the extraordinary ability to react to danger before his senses would normally allow him to even be aware of it.

He retains his Dexterity bonus to Armor Class (if any) regardless of being caught flat-footed or struck by an invisible attacker.

(He still loses any Dexterity bonus to AC if immobilized).

If the character gains uncanny dodge from a second class (such as rogue), he automatically gains improved uncanny dodge (see below).

Uncanny Stability (Ex): Starting at 3rd level, a Great Rift deep defender improves his racial resistance to being moved from his position.

He gains an additional +4 bonus on ability checks made to resist being bull rushed or tripped while standing in a narrow or low space (+8 total, counting the dwarf racial trait).

See Subterranean Bulwark below for definitions of narrow and low spaces.

Improved Uncanny Dodge (Ex): At 4th level and above, a Great Rift deep defender can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker.

This defense denies rogues the ability to use flanking to sneak attack the deep defender.

The exception to this defense is that a rogue at least four levels higher than the deep defender can flank him (and thus sneak attack him).

If the character gains uncanny dodge (see above) from a second class (such as rogue), the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the Great Rift deep defender.

Subterranean Bulwark (Ex): When he is in an enclosed area, the Great Rift deep defender can become a stalwart bastion of defense.

In a narrow or a low space, he gains DR 3/—, as well as a +1 bonus on attack rolls and a +2 bonus on damage rolls.

(A narrow space is an area no wider than 5 feet, while a low area is shorter than the deep defender, but at least half of his height).

He cannot move from the spot he is defending without losing the benefits of this ability.

The deep defender ignores the penalty for hampered melee when fighting in a narrow or low space with light or one-handed melee weapons, and takes only a –4 circumstance penalty on attack rolls when using a two-handed weapon in such conditions.

In a space both narrow and low, the deep defender functions as if only one of those conditions applied.

In addition, when fighting in cramped quarters the deep defender does not lose his Dexterity bonus to Armor Class.

Table 2–2:
The Great Rift Deep Defender

	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+1	+2	+0	+2	+1	Hold the line
2nd	+2	+3	+0	+3	+1	Uncanny dodge
3rd	+3	+3	+1	+3	+2	Uncanny stability
4th	+4	+4	+1	+4	+2	Improved uncanny dodge
5th	+5	+4	+1	+4	+3	Subterranean bulwark

GREAT SEA CORSAIR

Plying the trade lanes along the southern coast of Faerûn, the Great Sea corsair is a master of the waves with a devil-may-care attitude.

Branded pirate by some and independent mercenary by others, the Great Sea corsair is a privateer who runs things her own way and gets payment for services up front.

Those who pay a Great Sea corsair can expect their own ships to sail safely, secure that they have a powerful naval force watching their backs.

Ships that haven't bothered to contract with these privateers can anticipate—sooner or later and out of sight of land—to be boarded and plundered.

Such is life on the Great Sea.

Rogues are most likely to turn their attention to the path of a Great Sea corsair, while barbarians, bards, fighters, and rangers do so less frequently.

Occasionally, a spellcaster might be attracted to life aboard a privateer's ship.

Other classes either don't have the requisite skills or simply have no interest in such a drastically different lifestyle.

Great Sea corsairs enjoy one another's company.

A number of them might carouse together when ashore, but few ever stray far enough inland to leave behind the

tangy smell of salt and the soothing sound of crashing waves.

Sometimes a Great Sea corsair takes up with other adventurers, especially if there is seagoing travel to be expected and treasure to be had.

CREATING A GREAT SEA CORSAIR

You can create a Great Sea corsair by adapting the dread pirate prestige class from *Song and Silence* for use in Faerûn. (An updated version of the dread pirate prestige class also appears in the upcoming D&D supplement *Complete Adventurer*).

The prestige class can be used with the following adjustments.

Patron (Ex): At 1st level, the Great Sea corsair must designate some merchant or political entity as her patron. This patron is a person or an organization that the corsair has served in some way.

For example, if the Great Sea corsair has been hired by a Dambrathan noble to sink his rivals' merchant ships, then the corsair can designate the noble as a patron.

The corsair gains a +2 circumstance bonus on Diplomacy checks when dealing with her patron.

She gains a +2 circumstance bonus on Intimidate checks when dealing with any of her patron's adversaries, or anyone she is known to have pirated before (as inconsequential as a single ship and its crew to as daunting as an entire nation).

At any point, the corsair can switch to a new patron, in which case the circumstance bonuses change accordingly.

If the corsair ever chooses to forgo a patron altogether, she immediately takes a -2 circumstance penalty on all Diplomacy checks with anyone the DM deems appropriate, until such time as she establishes a new patron.

A corsair without a patron is a mere pirate, unworthy of trust.

HALRUAAN ELDER

For a member of Halruaan society, being recognized as a wizard is not enough; the panache with which one utilizes magic is of equal importance.

Halruaan elders are the very epitome of such ostentatious thinking, and their dazzling and unique displays of arcane force make them the most respected practitioners in the land.

Their unparalleled talents are what earned them a seat on the revered and prestigious Council of Elders, where they participate in the policy-making of the country.

Arcane spellcasters are the only classes eligible to join the ranks of the Halruaan elders, and the vast majority are wizards.

Neither bards nor sorcerers are respected in Halruaan society, so few of them ever stay in their homeland long enough to attain the level of talent necessary to become a member of the Council.

No other classes have the necessary skills to become a Halruaan elder.

Though Halruaan elders are responsible for governing the country, the demands on their time in this capacity are not great.

Thus, they are free to travel, experiment, and research new spells or craft items.

A sizable number of elders rarely appear in the court of the netyarch (wizard-king), choosing instead to venture forth in search of wondrous magic elsewhere in Faerûn.

Hit Die: d4.

REQUIREMENTS

To qualify to become a Halruaan elder, a character must fulfill all the following criteria.

Skills: Diplomacy 5 ranks, Knowledge (arcana) 10 ranks, Spellcraft 10 ranks.

Feats: Halruaan Adept, Spell Thematics, any metamagic feat, any one item creation feat.

Spells: Able to cast 4th-level arcane spells.

Region: Halruaa.

Special: The character must petition for entry into the Halruaan Council of Elders and, after a divinatory background check by current elders, be accepted to that ruling body.

CLASS SKILLS

The Halruaan elder's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Halruaan elder prestige class.

Weapon and Armor Proficiency: Halruaan elders gain no proficiency in weapons or armor.

Spells Per Day/Spells Known: At each level, the Halruaan elder gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If he had more than one arcane spellcasting class before becoming a Halruaan elder, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Adroit Casting (Ex): The Halruaan elder has become so skilled at casting his spells with various metamagic feats that utilizing such feats has become easier for him.

At 1st level, he picks a metamagic feat he knows.

The cost in increased level of spell slots to use that metamagic feat is now permanently reduced by one level, to a minimum total modification of a spell's original level + 1.

For example if a Halruaan elder with adroit casting 1 wishes to prepare an empowered magic missile, that spell takes up a slot only one level higher than its original level (instead of two).

At 4th level, and every three levels thereafter, the Halruaan elder can choose another metamagic feat he knows.

That feat gains the same benefit; spells altered by that feat take up a slot one level lower than normal (minimum of the spell's original level + 1).

If the Halruaan elder doesn't have a metamagic feat to apply the ability to when he gains a level that grants adroit casting, or if he's has previously applied adroit casting to all of the viable metamagic feats he knows (any metamagic feats that require spells to occupy a slot two or more levels

higher than normal), he gains no benefit from this ability until he acquires a new metamagic feat that adroit casting can affect.

At that time, he can automatically designate that feat as altered by the unused application of adroit casting.

The elder cannot choose the same metamagic feat more than once with adroit casting.

For example, a Halruaan elder who picks Quicken Spell at 4th level, reducing the cost in increased level of spell slots to three, cannot pick Quicken Spell against at 7th or 10th level to reduce the cost again.

The elder can prepare a spell with multiple metamagic feats altered through the adroit casting ability.

For example, a 10th-level wizard/10th-level Halruaan elder who has selected Empower Spell and Maximize Spell as two of the metamagic feats altered by adroit casting can prepare 1st-level empowered, maximized spells in 4th-level

spell slots, as opposed to 6th-level spell slots ($2 - 1$ [empowered] + $3 - 1$ [maximized] = 3 [new spell slot used]).

Circle Link (Ex): A Halruaan elder has the ability to participate in Halruaan circle magic through the Halruaan Adept feat, a prerequisite for entry into the class.

Circle magic is described fully on page 59 of the *Forgotten Realms Campaign Setting* and page 194 of the *Dungeon Master's Guide*.

A Halruaan elder of at least 5th level can be a circle leader.

He also goes through a ritual so he can be contacted via Halruaa's *Crystal Orb* (see page 59).

Signature Spell: A Halruaan elder gains Signature Spell as a bonus feat at 2nd, 5th, and 8th levels.

He need not meet the prerequisite for the feat, and thus can choose any spell he knows as a signature spell, rather than a spell he has mastered with the Spell Mastery feat.

See page 43 of *Player's Guide to Faerûn* for the Signature Spell feat.

Table 2–3: The Halruaan Elder

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Adroit casting 1, circle link	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Signature Spell	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	—	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Adroit casting 2	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Signature Spell	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	—	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Adroit casting 3	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Signature Spell	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	—	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Adroit casting 4	+1 level of existing arcane spellcasting class

HALRUAAN MAGEHOUND

Magehounds are Halruaa's inquisitors.

Conceived in the country's earliest days as a means of preventing the kind of tragedy Karsus brought upon the Netherese, magehounds are tasked with keeping renegade practitioners in check.

They test the Jordaini for magical ability, track down criminal wizards, and enforce Halruaa's most important laws—those governing the use of magic.

Everyone fears magehounds to some degree, for they are considered above the normal laws of the land.

They answer only to the Council of Elders, and even those wizards are not immune to a magehound's wrath.

Typically, only wizards or clerics have the insight and dedication to become a Halruaan magehound.

temperament Occasionally, sorcerers become magehounds, and they are, in some ways, considered more appropriate for the task because of their perverse (by Halruaan standards) arcane nature.

The job of Halruaan magehounds is often lonely.

Arcane spellcasters shun their company, and rarely do these inquisitors gather in force unless their prey is particularly powerful or difficult to capture.

More often, a magehound has associates to assist her in the hunt.

These companions provide skills and abilities that compliment the magehound's own, making her task that much easier.

Hit Die: d4.

REQUIREMENTS

To qualify to become a Halruaan magehound, a character must fulfill all the following criteria.

Skills: Concentration 5 ranks, Gather Information 4 ranks, Sense Motive 4 ranks, Spellcraft 5 ranks.

Feats: Combat Casting, Great Fortitude, Lightning Reflexes.

Spells: Ability to cast 4th-level arcane or divine spells.

Ability to cast at least three spells that require Fortitude saves and at least three spells that require Reflex saves.

(A spell that deals damage but allows no saving throw can substitute for any of these required spells).

Patron Deity: Azuth.

Region: Halruaa.

CLASS SKILLS

The Halruaan magehound's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Search (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the Halruaan magehound prestige class.

Weapon and Armor Proficiency: A Halruaan magehound gains no proficiency with any weapon or armor.
Spells Per Day/Spells Known: At each level except 4th and 8th, a Halruaan magehound gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If she had more than one spellcasting class before becoming a Halruaan magehound, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Improved Saves (Ex): The Halruaan magehound learns to improve her resistance to the very sorts of spells she uses against others.

At 1st level, she gains a +1 resistance bonus on her saves against spells and spell-like abilities.

This bonus increases by +1 every two levels above 1st, to a maximum of +5 at 9th level.

Arcane Sensitivity (Sp): The Halruaan magehound develops a keen awareness of the presence of arcane magic in any living creature.

She can use *arcane sensitivity* (see page 44) at will as a wizard whose level is equal to her Halruaan magehound level plus her highest spellcaster level.

Spell Resistance (Ex): The Halruaan magehound develops resistance to magic.

At 4th level, she gains a spell resistance equal to 15 + her Halruaan magehound level.

Antimagic Field (Sp): The Halruaan magehound develops a powerful tool to thwart the mages she is hunting.

At 10th level, the magehound can use antimagic field once per day as a wizard whose level is equal to her Halruaan magehound level plus her highest spellcaster level.

Table 2-4: The Halruaan Magehound

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Improved spell saves (+1), arcane sensitivity	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	—	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Improved spell saves (+2)	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Spell resistance	—
5th	+2	+1	+1	+4	Improved spell saves (+3)	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	—	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Improved spell saves (+4)	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	—	—
9th	+4	+3	+3	+6	Improved spell saves (+5)	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Antimagic aura	+1 level of existing spellcasting class

HAND OF THE ADAMA

The hand of the Adama is a benign leader, judge and jury, and protector of the common folk all rolled into one.

In a land where the faith of the people is intertwined with their day-to-day activities, the hand of the Adama is the presence that helps them remember the code of conduct, settles disputes, and assists those who require aid.

A hand of the Adama understands better than anyone the truths of "The One" and serves as teacher for others to gain clarity in their actions.

Clerics and paladins most often turn to the role of spiritual advisor and peacekeeper that the hand of the Adama embodies.

Very rarely, a druid or ranger accepts the mantle of a hand of the Adama.

No other classes have the spiritual connection necessary to serve a temple and its flock in such a manner.

Hands of the Adama often work in small groups together, or with others who are devoted in their own way to furthering the tenets of the faith.

Occasionally, a hand of the Adama leaves the Golden Water on some mission or purpose, but most are not often seen far from home.

The companions of a hand of the Adama must be individuals of high moral character.

Hit Die: d8.

REQUIREMENTS

To qualify to become a hand of the Adama, a character must fulfill all the following criteria.

Alignment: Lawful good or lawful neutral.

Skills: Diplomacy 8 ranks, Heal 8 ranks, Knowledge (religion) 8 ranks.

Spells: Able to cast 3rd-level divine spells.

Patron Deity: The Adama.

Region: The Golden Water.

CLASS SKILLS

The hand of the Adama's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the hand of the Adama prestige class.

Weapon and Armor Proficiency: Hands of the Adama gain no weapon or armor proficiency.

Spells Per Day/Spells Known: At each level, a hand of the Adama gains new spells per day (and spells known, if applicable) as if he had also gained a level in a divine

spellcasting class to which he belonged before adding the prestige class level.
He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If he had more than one divine spellcasting class before becoming a hand of the Adama, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Tongues (Sp): A hand of the Adama can use tongues as the spell a number of times per day equal to his hand of the Adama level plus his Charisma bonus (minimum once per day) as a caster of a level equal to his hand of the Adama level plus his highest divine spellcaster level.

Lay on Hands (Su): A hand of the Adama can heal a total number of hit points of damage equal to his hand of the Adama level \times his Charisma bonus (if any) by touch. See the paladin class feature on page 44 of the *Player's Handbook*.

Paladin levels stack with hand of the Adama levels for the purpose of determining how many hit points the hand of the Adama can heal per day.

Discern Lies (Sp): Beginning at 2nd level, a hand of the Adama can use *discern lies* as the spell three times per day as a caster of a level equal to his hand of the Adama level plus his highest divine spellcaster level.

The save DC against this ability is $14 +$ the hand of the Adama's Wis modifier.

Remove Disease (Sp): A hand of the Adama of 2nd level can use *remove disease*, as the spell, once per week at 2nd level. At 5th level and higher, he can use this ability twice per week.

Divination Enhancement (Ex): Beginning at 3rd level, a hand of the Adama adds twice his hand of the Adama level to his percentage chance of success when using divination spells such as augury or divination.

If a cleric 11/hand of the Adama 4 casts divination, his chance of success is 70% (base) + 15% (1% per caster level) + 8% ($2 \times$ his hand of the Adama level), or 93%.

Pierce Illusion (Su): At 4th level and above, a hand of the Adama gains the supernatural ability to penetrate illusions and disguises at will.

Whenever a hand of the Adama sees an illusion or disguise spell of any sort, he immediately makes a Will save to see through it.

The hand of the Adama need not interact with or touch the illusion; visual contact is enough to give the Will save.

Learn the Truth (Su): By touching a creature that has lied to him, a hand of the Adama of 5th level can force the creature to tell the truth.

The creature can make a Will save (DC $15 +$ the hand of the Adama's Cha modifier) to resist this mind-affecting compulsion effect.

If the saving throw fails, the creature must speak the true version of the lie it uttered.

The hand of the Adama can use this ability at will, but only after casting *discern lies* (or using his spell-like ability of the same name) on the creature in question.

Table 2–5: The Hand of the Adama

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Tongues, lay on hands	+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	Discern lies, remove disease 1/week	+1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	Divination enhancement	+1 level of existing divine spellcasting class
4th	+3	+1	+1	+4	Pierce illusion	+1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	Learn the truth, remove disease 2/week	+1 level of existing divine spellcasting class

HIN FIST

A hin fist is a devout member of a temple dedicated to both Yondalla and the protection of the halfling realm of Luiren. Brimming with confidence in her own abilities, a hin fist transforms that self-assurance into the power of mastery over herself and the world around her.

She sees her body and mind as gifts from Yondalla that should be developed and used to the fullest—there should be no need for artificial tools such as weapons.

Clerics, paladins, and monks make the best hin fists, while bards, fighters, and rogues sometimes narrow the focus of their life to adapt to these ways.

Even druids, sorcerers, and wizards can occasionally discipline the mind and body enough to make good use of a hin fist's skills and abilities.

Hin fists usually study and improve themselves among their own kind in temples in Luiren.

Otherwise they wander across the land alone or with small groups, serving as champions of Yondalla.

Their strict beliefs require them to select comrades that are true of heart.

CREATING A HIN FIST

You can create a hin fist by adapting the sacred fist prestige class from *Complete Divine* for use in Faerûn.

The prestige class can be used with the following adjustments.

To qualify to become a hin fist, a character must fulfill the following criteria (in addition to those of the original prestige class).

Race: Halfling.

Alignment: Lawful good.

Patron Deity: Yondalla.

Region: Luiren.

JORDAIN VIZIER

The Jordaini are a special servitor caste, though still upper class, in the magocracy of Halrua.

They are trained at a young age to understand magic, schooled in a wide range of academic disciplines, and taught to be imperturbable in the face of the wondrous. Following their graduation from House Jordain, they are assigned to one of Halruaa's ruling class of wizards, where their special skills make them important advisors to and guardians of their new masters.

Most jordan viziers begin their training as experts, and then apply their abilities to the monk class until qualifying as a jordan vizier, whereupon they typically alternate between monk and jordan vizier levels.

Members of the jordan order usually multiclass as experts, fighters, jordan viziers, and monks, but some multiclass as rogues.

Few take up spellcasting classes, since doing so inevitably makes them hunted by the magehounds.

Jordan viziers approach adventures as unflappably as they approach everything else.

While most jordan viziers are found away from their homes only when they accompany their masters on important missions, a few flee Halruaa due to a breach of their ethical code or to find freedom.

Such renegades are hunted persons, likely to surround themselves with likeminded allies and be always on the move.

Hit Die: d6.

REQUIREMENTS

To qualify to become a jordan vizier, a character must fulfill all the following criteria.

Race: Human (Halruaan).

Alignment: Any lawful.

Base Will Save: +6.

Skills: Concentration 8 ranks, Diplomacy 2 ranks, Gather Information 2 ranks, Heal 2 ranks, Knowledge (arcana) 8 ranks, Knowledge (history) 4 ranks, Knowledge (nobility and royalty) 4 ranks, Knowledge (any one other) 4 ranks, Listen 2 ranks, Spellcraft 4 ranks.

Feats: Iron Will, Spellwise.

Patron Deity: One of Halruaa's accepted deities, usually Mystra or Azuth.

Special: Must be literate and speak Common, Halruaan, and at least two other languages.

Must have been raised by House Jordain.

Such rearing precludes the practice of arcane magic and the use of many magic items, subject to investigation by a magehound.

CLASS SKILLS

The jordan vizier's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Speak Language (n/a), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the jordan vizier prestige class.

Weapon and Armor Proficiency: A jordan vizier gains no proficiency with any weapons or armor.

Arcane Nondetection (Ex): A jordan vizier undergoes mental and physical training to make him difficult to detect with arcane divination spells and items.

This ability functions exactly like the *nondetection* spell, except that it works only against arcane magic.

The DC to overcome this nondetection ability is 15 + the character's jordan vizier level + his Cha modifier.

Arcane Spell Resistance (Ex): A jordan vizier has spell resistance against arcane magic equal to 10 + the character's jordan vizier level + his Cha modifier.

Eidetic Memory (Ex): Jordan viziers are trained so deeply in various forms of mnemonics that their skills become subconscious.

They collect knowledge from all disciplines and can process it in a deductive way that defies explanation.

This ability has three functions: recollection of knowledge and perceptions, committing specific things to memory, and making accurate conclusions.

Through years of study, with the intention of becoming of the greatest use to his wizard master, a jordan vizier gains the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge.

The jordan vizier adds his jordan vizier level + his Int modifier to a lore check, which functions otherwise exactly like a bardic knowledge check.

See page 28 of the *Player's Handbook* for more information on bardic knowledge.

If a jordan vizier has levels in bard, loremaster, or another class that grants an ability similar to bardic knowledge, those class levels stack for the purpose of determining the efficacy of this aspect of eidetic memory.

Table 2–6: Eidetic Memory shows additional example DCs for recalling or knowing a particular fact.

Table 2–6: Eidetic Memory

Type of Memory	DC
Recall obvious detail or common knowledge	10
Several noblewomen attended Elder Thebadol's induction celebration; the gist of a conversation; silver weapons hurt lycanthropes.	
Recall important detail or specialized knowledge	15
Thebadol's third daughter was absent; key phrases of a conversation; fiendish creatures have cold resistance.	
Recall noticeable detail or esoteric knowledge	20
Boryka, a magehound, asked several ball-goers about Thebadol's daughter; word-for-word recollection of key portions of a conversation; which spells affect a particular kind of golem.	
Trivial detail or obscure knowledge	25
Thebadol grimaced briefly when Boryka asked about his daughter; word-for-word recollection of an entire conversation; the resistances and immunities of various outsiders.	

A jordan vizier can also commit an item to memory with perfect accuracy.

He can store a number of items equal to his jordan vizier level + his Int modifier.

The jordan vizier can drop older items in favor of new ones.

Dropped items can be recalled as if they were other types of memories, using the DCs on Table 2–6: Eidetic Memory.

Finally, the jordan vizier can use his honed memory to make lightning-fast deductions based on only the slightest clues, patterns, or scraps of information.

He can make reasonable statements about a person, place, or object, from seemingly little knowledge.

However, this ability is the result of a rigorously logical process, involving recalling and correlating every possible piece of data with bearing on the topic.

The nature of the knowledge the jordan vizier gains is subject to DM discretion, but might include the answer to a riddle, the way out of maze, or even a conclusion concerning a dilemma.

An eidetic memory check, with a bonus equal to the character's jordan vizier level + his Int modifier, must be made to compile the desired information.

The DM secretly determines the DC.

Bonus Language (Ex): During their laborious studies, jordan viziers learn new languages to access more knowledge and better serve their wizard masters.

The jordan vizier can choose a new language at 2nd and 4th level.

Combat Insight (Ex): Due to their quick, deductive minds and extensive training, jordan viziers can predict an opponent's next move to some extent.

Jordan viziers gain a +1 insight bonus on attack rolls and a +1 dodge bonus to Armor Class.

At 4th level, the bonuses increase to +2.

Counterspell (Su): While jordan viziers do not learn to cast spells, beginning at 3rd level, they learn to direct their spell resistance outward.

This, combined with their knowledge of wizardry and how to disrupt spells, gives them the ability to prepare to counterspell an arcane spell as a ready action.

(For more information on counterspells, see page 170 of the *Player's Handbook*).

Like a spellcaster, a jordan vizier must select an opponent as the target of the counterspell and ready an action to counter her spell.

When the opponent tries to cast a spell, a vizier makes a Spellcraft check (DC 15 + the spell's level) as a free action to identify the opponent's spell.

Unlike a spellcaster, to complete the action, the jordan vizier must make a special class level check (1d20 + jordan vizier level) that equals or exceeds 5 + the spell's caster level.

If successful, the jordan vizier negates the arcane spell with no other results.

The jordan vizier can only counterspell spells of a level equal to or less than his jordan vizier level + his Cha modifier, and he can only attempt to counterspell a number of times per day equal to the same number.

This power is Weave-based and can be affected by Shadow Weave feats and magic just as any other Weave magic.

An ex-jordan vizier who gains the ability to counterspell as a spellcaster must choose, after making his Spellcraft check,

to counterspell either as a jordan vizier or as his spellcaster class.

The abilities do not stack in any way.

Aide-de-Camp (Ex): Jordan viziers eventually become indispensable assistants to their masters.

At 5th level, the character doubles his Intelligence and Wisdom bonuses (if any) for the purposes of eidetic memory and all appropriate class skill checks.

Grace (Ex): At 5th level, jordan viziers become more resistant to the effects of magic.

The character can apply his Charisma bonus (if any) as a bonus on saving throws against supernatural abilities, spells, and spell-like abilities.

Code of Conduct: Jordan viziers are indoctrinated to never lie, never utilize spells (or magic items that produce spell-like effects), and obey Halruaan wizards, authorities, and laws.

The punishment for breaking these rules is usually death.

All Jordaini are rendered infertile upon graduation, so no jordan vizier can have children.

Jordan viziers seldom handle money on the theory that they are less likely to be corrupted by its lure.

They are taught to value the philosophical over the material and rely on their wizard masters to handle most of their material needs.

Multiclass Note: Most jordan viziers multiclass in expert, monk, and/or fighter.

Jordan viziers can add levels in any of these classes without losing the ability to advance as a monk.

This is an exception to the rule in the Ex-Monks section, page 42 of the *Player's Handbook*.

Violating this expanded limit by multiclassing into a class other than those listed above ends the jordan vizier's development as a monk, as described in the standard rules. Such multiclassing does not end the jordan vizier's development as a jordan vizier.

Some jordan viziers multiclass as rogues or sorcerers, though the latter choice almost assuredly forces them out of the jordan order and makes them fugitives hunted by the deadly magehounds.

Ex-Jordan Viziers: A jordan vizier who becomes nonlawful cannot gain further levels as a jordan vizier, but he retains all jordan vizier abilities.

In addition, a jordan vizier who gets caught violating the code of conduct can be thrown out of the jordan order, thereby preventing him from gaining new levels in this class.

Unfortunately, such banishment is more rare than a death sentence.

Table 2–7: The Jordan Vizier

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+0	+0	+2	Arcane nondetection, arcane spell resistance, eidetic memory
2nd	+1	+0	+0	+3	Bonus language, combat insight +1
3rd	+2	+1	+1	+3	Counterspell
4th	+3	+1	+1	+4	Bonus language, combat insight +2
5th	+3	+1	+1	+4	Aide-de-camp, grace

LUIREN MARCHWARDEN

The Luiren marchwarden is the defender of the frontier in the land of the halflings.

In Luiren, much of the territory is still verdant and untamed.

The hin rarely settle down for long stretches, but their communities are still threatened by encroaching monsters and would-be invaders from other lands.

The halflings need protectors to watch over them and keep dangers from slipping past the borders unobserved.

Such is the task of the Luiren marchwarden.

Rangers and druids are best suited to become marchwardens, but sometimes other classes choose this path.

Of those classes, only wizards and sorcerers truly lack the defensive instincts necessary to carry out the tasks of the marchwarden effectively.

Barbarians are unusual in Luiren, and thus they are also rare as marchwardens.

Marchwardens work alone and in small groups.

Either way, they accept responsibility for a specific region of the countryside, and they consider it their duty to defend that plot of land—and the halflings who reside on it—from any and all threats.

They seldom roam beyond their home territory, because many of their abilities and powers are tied to the region where they stand vigilant.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Luiren marchwarden, a character must fulfill all the following criteria.

Race: Halfling.

Alignment: Any nonevil.

Base Attack Bonus: +4.

Skills: Knowledge (Luiren local) 5 ranks, Knowledge (geography) 8 ranks.

Feats: Alertness, Investigator, Track Spells: Able to cast 1st-level divine spells.

Region: Luiren.

CLASS SKILLS

The Luiren marchwarden's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (Luiren local) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Luiren marchwarden prestige class.

Weapon and Armor Proficiency: A Luiren marchwarden gains no proficiency with any weapons or armor.

March Bonus (Ex): A Luiren marchwarden gets a morale bonus on saves and to Armor Class whenever he is within the boundary of his march (see Sanctify March, below).

He also gets this bonus on Hide, Knowledge (nature), Listen, Move Silently, Spot, and Survival checks while within his march.

This bonus starts at +2 and improves with every odd marchwarden level, until it reaches +4 at 5th level.

Sanctify March (Ex): A Luiren marchwarden establishes a territory, called a march, which is his to defend against all threats.

This march is an area 5 miles per marchwarden level in a radius from a central point—usually the center of a village or town, but sometimes an unusual place, such as a sacred grove or a waterfall.

To consider a location for his march, a marchwarden must know the terrain exceptionally well (as indicated by the skill requirements for this class).

While a marchwarden is within his sanctified march, he gains all the additional abilities and bonuses of the class as specified below.

If a Luiren marchwarden chooses to establish a new march, he must first create familiarity with the location by living there for a month.

Once he has become accustomed to the area, the marchwarden can designate the locale as his march, but the benefits of the march are not fully vested immediately.

The first week a Luiren marchwarden occupies his new march, he has only the benefits of a 1st-level marchwarden.

During the second week, the benefits due a 2nd-level marchwarden activate, and so on each week, until the maximum benefits of the marchwarden's own level function.

The moment a marchwarden establishes a new march, he loses all benefits in the old one.

Detect Evil (Sp): A Luiren marchwarden can use *detect evil* at will while inside the boundary of his sanctified march.

Share March Bonus (Ex): Beginning at 2nd level, a Luiren marchwarden can share the morale bonuses he gains from his march bonus ability with a single ally within 30 feet.

Sharing the march bonus is a free action that can be performed at will, but a marchwarden must be able to see his ally at the time the ability is activated.

The effect lasts until the target is out of range or until the Luiren marchwarden ends it as a free action.

Easy Trail (Su): From 2nd level on, any time a Luiren marchwarden is inside the boundary of his sanctified march, he can move through all types of terrain as though under the effects of an *easy trail* spell.

This spell is found on page 46.

Safe Clearing (Sp): A 3rd-level and higher marchwarden gains the ability to use the spell *safe clearing* (see page 48) once per day.

The effect is treated as if improved by the Widen Spell metamagic feat.

A marchwarden must be within his march to use this ability, and he uses it at a caster level equal to twice his Luiren marchwarden level.

Dispel Evil (Sp): Once he reaches 4th level, a Luiren marchwarden inside the boundary of his sanctified march can use *dispel evil* once per day.

His caster level is equal to twice the character's Luiren marchwarden level.

Land Womb (Sp): A 4th-level Luiren marchwarden gains the ability to use the spell *land womb* once per day, so long as he is inside the boundary of his sanctified march.

His caster level is equal to twice the character's Luiren marchwarden level.

Commune with March (Sp): Beginning at 5th level, a marchwarden can gather information about her entire march once per day as if he had cast the *commune with nature* spell.

Hide in Plain Sight (Ex): At 5th level, within the confines of his march, a marchwarden can use the Hide skill even

while being observed.

Table 2–8: The Luiren Marchwarden

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	March Bonus	Special
1st	+1	+2	+2	+0	+2	Sanctify march, detect evil
2nd	+2	+3	+3	+0	+2	Share march bonus, easy trail
3rd	+3	+3	+3	+1	+3	Safe clearing
4th	+4	+4	+4	+1	+3	Dispel evil, land womb
5th	+5	+4	+4	+1	+4	Commune with march, hide in plain sight

MAQUAR CRUSADER

The Maquar are the noble class of warriors in the nation of Estagund that exist for one purpose—devoted service to the rajah of that land.

A Maquar crusader follows a strict code of conduct that not only limits what he can own or where he can live, but also limits the ways in which merchants can influence him. Traditionally, Maquar crusaders are charged with protection of the royal house and family, defense of the nation, and consultation on battle tactics.

They are both powerful champions, capable of impressive combat prowess with the falchion, and renowned defenders, skilled at protecting those who cannot defend themselves.

Fighters and paladins make up the bulk of recruits to the ranks of the Maquar, though rangers and clerics sometimes hear the call to serve the rajah.

Members of few other classes have the combination of dedication, military skill, and discipline to succeed as Maquar crusaders.

Maquar crusaders usually operate in groups, though these can be small elite units tasked with specific jobs—such as security for the rajah's daughter—or in larger forces during times of war.

A lone Maquar crusader might be sent on a serious mission in the service of his rajah, perhaps as a guardian for diplomats.

At these times, the crusader might welcome the companionship of adventurers, though some find the Maquar's strict code of conduct inconvenient at times.
Hit Die: d8.

REQUIREMENTS

To qualify to become a Maquar crusader, a character must fulfill all the following criteria.

Alignment: Lawful good or lawful neutral.

Base Attack Bonus: +5.

Skills: Knowledge (nobility and royalty) 4 ranks.

Feats: Alertness, Combat Expertise, Weapon Focus (falchion).

Patron Deity: The Adama.

Region: The Golden Water.

Special: The character must have a reputation as an honorable and dedicated person.

He must spend one full month living by the standards of the Maquar crusader's code of conduct before being admitted into the Maquar.

CLASS SKILLS

The Maquar crusader's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (nobility and royalty) (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Maquar crusaders are proficient with all simple and martial weapons, all types of armor, and shields.

Uncanny Loyalty (Ex): The Maquar crusader's unswerving dedication and loyalty to his duty makes him difficult to corrupt or influence.

Beginning at 1st-level, he gains a +1 resistance bonus on Will saves against all mind-affecting spells and spell-like abilities; this bonus increases as the crusader gains levels, until it reaches +4 at 10th level.

Harm's Way (Ex): A Maquar crusader can elect to place himself in the path of danger to protect a single ally, called his charge.

Anytime the crusader is within 5 feet of his charge, and the charge is subject to an attack, the crusader can elect to switch places with her and take the attack in her place (the two physically switch spaces).

The crusader must declare his intent to switch places with his charge before the attack roll is made.

A charge can be selected as a free action when the crusader rolls initiative at the beginning of a combat and cannot be changed for the duration of that combat.

The Maquar crusader can only use this ability if his charge is one size category larger than he is, or smaller.

Greater Weapon Focus: Maquar crusaders receive Greater Weapon Focus (falchion) as a bonus feat.

Smite (Su): Once per day, a Maquar crusader of 2nd level or higher can make a single melee attack with a +4 attack bonus and a damage bonus equal to his Maquar crusader level.

The crusader must declare the smite before making the attack roll, and that smite use is wasted for the day if he misses.

At 6th level, the smite is usable two times per day, increasing to three times per day at 9th level.

Allied Defense: A 3rd-level Maquar crusader gains Allied Defense (see page 19) as a bonus feat.

Defensive Strike (Ex): Starting at 4th level, a Maquar crusader can make an attack of opportunity against an adjacent opponent who attacks his charge in melee.

The crusader is still limited to one attack of opportunity per round, unless he has the Combat Reflexes feat.

He gains a +1 bonus on this attack for every three levels above 4th.

Deflect Attack (Ex): Beginning at 5th level, the Maquar crusader can attempt to parry a melee attack against his charge.

To attempt this, he must be within 5 feet of his charge, aware of the impending attack, not flat-footed, and holding a melee weapon or shield capable of deflecting the attack.

Once per round when his charge would normally be hit with a melee weapon, the crusader can make a Reflex save (DC 20 + attacking weapon's magic enhancement bonus [if any]).

If he succeeds, he deflects the blow as a free action, rendering it harmless.

At 8th level, the Maquar crusader gains a +1 competence bonus on this Reflex save.

Code of Conduct: The Maquar crusader must adhere to a strict code of conduct at all times or risk being expelled from the Maquar and losing his honored status within society.

A Maquar cannot own anything other than the clothes he wears, his armor, his sword, and a small amount of personal effects that he can carry himself.

(Maquar crusaders hailing from the paladin class can keep their special mounts and the gear required for riding).

He has no home other than the one his rajah supplies him. It is the rajah's responsibility to provide for a Maquar crusader (one cannot hold a job other than as a crusader), but he is expected to assist the public in a time of need, whether that means defending the rajah from assassins or helping to build a new public building in a small village. A Maquar crusader cannot take payment for his service, whether in coin or other material goods, but he can ask for a single night's hospitality from any citizen when he is away from his usual quarters.

The Maquar are expected to obey the rajah (or a leader he appoints to operate on his behalf) unquestioningly.

Multiclass Note: A character who was a paladin before joining the Maquar crusader prestige class can freely add levels of Maquar crusader without losing the ability to advance as a paladin, so long as he continues to meet all other requirements for maintaining paladin status.

This is an exception to the rule in the Ex-Paladins section, page 44 of the *Player's Handbook*.

Violating this expanded limit by multiclassing into a class other than Maquar crusader ends the character's development as a paladin, as described in the standard rules.

Such multiclassing does not end the character's development as a Maquar crusader.

Table 2–9: The Maquar Crusader

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Greater Weapon Focus (falchion), harm's way, uncanny loyalty +1
2nd	+2	+3	+3	+0	Smite 1/day
3rd	+3	+3	+3	+1	Allied Defense, uncanny loyalty +2
4th	+4	+4	+4	+1	Defensive strike
5th	+5	+4	+4	+1	Deflect attack
6th	+6	+5	+5	+2	Smite 2/day, uncanny loyalty +3
7th	+7	+5	+5	+2	Defensive strike (+1)
8th	+8	+6	+6	+2	Deflect attack (+1)
9th	+9	+6	+6	+3	Smite 3/day, uncanny loyalty +4
10th	+10	+7	+7	+3	Defensive strike (+2)

SCOURGE MAIDEN

Scourge maidens are warrior-priestesses of Loviatar dedicated to pain and anguish.

They have perfected the art of torture, both physical and mental, and they find their own spiritual satisfaction by tormenting anyone they can.

The scourge, Loviatar's favored weapon, is an implement of war and persecution for all scourge maidens.

Clerics and cleric/fighters who are initiated into inner circle of Loviatar's followers are eligible to become scourge maidens.

Few others have the demeanor and talents to serve in such a fashion.

Scourge maidens are the frontline combatants within temples dedicated to Loviatar.

They are responsible for fetching prisoners, defending high-ranking priestesses, and inflicting painful punishment on offenders.

Though scourge maidens typically work in groups with one another, they can and do undertake solitary quests.

These servants of Loviatar can be found in the company of adventurers—so long as those adventurers are not squeamish and have the moral latitude to accept a sadist in their midst.

Hit Die: d8.

REQUIREMENTS

To qualify to become a scourge maiden, a character must fulfill all the following criteria.

Gender: Female.

Alignment: Lawful evil, lawful neutral, or neutral evil.

Base Attack Bonus: +4.

Skills: Heal 4 ranks, Intimidate 8 ranks, Use Rope 4 ranks.

Feats: Initiate of Loviatar, Exotic Weapon Proficiency (scourge).

Patron Deity: Loviatar.

CLASS SKILLS

The scourge maiden's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Rope (Dex).

Skill Points at Each Level: 2 + Int Modifier.

CLASS FEATURES

All of the following are class features of the scourge maiden prestige class.

Weapon and Armor Proficiency: Scourge maidens gain no weapon or armor proficiencies.

Spells Per Day/Spells Known: At each odd-numbered level, a scourge maiden gains new spells per day (and spells known, if applicable) as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If she had more than one divine spellcasting class before becoming a scourge maiden, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Weapon Focus: A scourge maiden receives Weapon Focus (scourge) as a bonus feat.

Bane (Sp): At 2nd level and above, a scourge maiden can fill her enemies with fear and doubt.

This ability, usable three times per day, duplicates the effects of the *bane* spell, with a save DC equal to 11 + the scourge maiden's Cha modifier.

The caster level is equal to her divine spellcaster level.

Crushing Despair (Sp): A 3rd-level scourge maiden can evoke great sadness.

Three times per day, the scourge maiden can use *crushing despair*, with a save DC equal to 14 + the scourge maiden's Cha modifier.

The caster level is equal to her divine spellcaster level.

Stunning Strike (Ex): Beginning at 4th level, a scourge maiden can stun an opponent with a blow from her scourge.

She must declare that she is using this ability before she makes her attack roll (thus, a failed attack roll ruins the attempt).

This ability forces a foe damaged by the scourge maiden's attack to make a Fortitude saving throw (DC 10 + 1/2 the scourge maiden's character level + the maiden's Wis modifier), in addition to dealing damage normally.

An opponent who fails this saving throw is stunned for 1 round (until just before the scourged maiden's next action). A stunned character can't act, loses any Dexterity bonus to AC, and takes a -2 penalty to AC.

A scourge maiden can attempt a stunning attack once per day for every scourge maiden level she has attained, and no more than once per round.

Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Painful Strike (Ex): At 5th level, the scourge maiden can cause great pain with her scourge attacks.

She can spend one of her stunning strike daily uses to subject the target of her scourge to such debilitating pain that he is nauseated for 2 rounds.

A successful Fortitude save (DC as stunning strike) negates the effect.

Creatures immune to stunning attacks are also immune to this ability.

Agonizing Strike (Ex): At 6th level, the scourge maiden can cause crippling pain with her scourge attacks.

She can spend one of her stunning strike daily uses to subject the target to such punishing pain that he immediately drops prone and is dazed by the agony for 1d4 rounds.

Being prone means the victim gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to Armor Class against melee attacks.

A successful Fortitude save (DC as stunning strike) negates the effect.

Creatures immune to stunning attacks are also immune to this ability.

Table 2-10: The Scourge Maiden

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+1	+2	+0	+2	Weapon Focus (scourge)	+1 level of existing divine spellcasting class
2nd	+2	+3	+0	+3	Bane 3/day	—
3rd	+3	+3	+1	+3	Crushing despair 3/day	+1 level of existing divine spellcasting class
4th	+4	+4	+1	+4	Stunning strike	—
5th	+5	+4	+1	+4	Painful strike	+1 level of existing divine spellcasting class
6th	+6	+5	+2	+5	Agonizing strike	—

SILVER MARCHES (3.0)

GIANT-KILLER

Giant-killers are great heroes so long as they are killing giants.

When they are not out doing what they do best, giant-killers tend to drink a lot and pick fights with people bigger than themselves.

Some kindly giant-killers break the stereotype, but everyone expects giant-killers to be rude and boastful, so many live down to expectations.

Giant-killers are found most frequently in regions where giants are common.

Most giant-killers begin their careers as barbarians, fighters, or rangers, but clerics of certain deities, paladins, and rogues also choose this path.

Not all giants are evil, and not all giant-killers are good. There are a few sorcerers and wizards among their number, but hardly any druids.

As NPCs, most giant-killers prefer to operate alone or with a small group of like-minded allies.

Many of them have sworn to avenge some past wrong or foul deed committed by giants, such as the destruction of their homes or the murder of a member of their family. Where giants gather in strength, several giant-killers sometimes pool their resources in order to more effectively defeat their sworn enemies.

The recent invasion of giants in the Evermoor region, and the subsequent influx of displaced trolls into the Silver Marches, has resulted in a boom in the giant-killing business.

Giant-killers from around Faerûn have arrived in the vicinity to ply their trade, offering their services to the highest bidders.

Giant-killers charge whatever the market will bear, and the more unscrupulous of the lot often refuse the first offer from a prospective employer, hoping that the problem will worsen and result in a better, more lucrative offer.

A bona fide giant-killer is an expert in his field, and several of them have made themselves invaluable on the outskirts of the Evermoors and in the town of Nesmé.

There are also native giant-killers among the dwarves of Citadel Felbarr and Mithral Hall, but while the latter sometimes make themselves available to other communities, those living in the former most often serve the interests only of their own home.

Lady Alustriel has recently appealed to King Warcrown on the matter, asking him to consider sending one or two of his kingdom's giant-killers to help scour the lands around the Silverwood for trolls, before the creatures become an even worse problem for the farmsteads outlying the city of Everlund.

Hit Die: d10.

REQUIREMENTS

To qualify to become a giant-killer, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Feats: Dodge, Mobility, Toughness.

Skills: Hide 2 ranks, Wilderness Lore 4 ranks.

Special: The character must have already slain at least one giant of any type.

He need not have accomplished this alone, but he must have damaged the giant with at least one melee attack.

CLASS SKILLS

The giant-killer's class skills (and the key ability for each skill) are Climb (Str), Hide (Dex), Jump (Str), Move Silently (Dex), Tumble (Dex), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the giant-killer prestige class.

Weapon and Armor Proficiency: The giant-killer is proficient with all simple and martial weapons, but gains no proficiency in any type of armor or shield.

Smite Big Folk (Su): Giant-killers know how and where to hit their foes so that every blow counts.

Once a day, a giant-killer can smite a foe of at least Large size (provided the foe is larger than the giant-killer) with one melee attack.

He adds his Wisdom modifier (if positive) to his attack roll and inflicts 1 extra point of damage per class level.

The giant-killer can only use this ability a certain number of times per day as determined by his level.

Barbarian giant-killers can use the smite big folk ability when raging.

Bonuses from the smite big folk ability stack with ranger bonuses for a favored enemy, and can be combined with a smite ability conferred by another class (such as a paladin's smite evil ability).

Improved Mobility: Sometimes fighting a giant within range of the creature's mighty limbs is unavoidable.

Fortunately, the giant-killer learns how to make himself harder to hit when he must be underfoot.

This ability works exactly as the Mobility feat, except that the giant-killer's bonus to AC is +8 instead of +4.

Giant Lore: The giant-killer is a repository of knowledge and information concerning his chosen foes.

Beginning at 1st level, a giant-killer adds this bonus to skill checks used in situations that directly concern giants, such as a Knowledge (local) check to determine where a giant's lair might be located, a Move Silently check to creep past a sleeping giant, or a Wilderness Lore check when tracking a giant.

Damage Reduction (Ex): Beginning at 2nd level, a giant-killer gains the extraordinary ability to shrug off some amount of injury from each blow or attacked.

Subtract this number from the damage the giant-killer takes each time he is dealt damage.

Damage reduction can reduce damage to 0 but not below 0.

Diehard (Ex): At 4th level, if reduced to from -1 to -9 hit points, a giant-killer may remain conscious and take a partial action each round.

The giant-killer still loses 1 hit point each round when at negative hit points (unless stabilized), and dies when he reaches -10 hit points.

If he is stabilized, the giant-killer is disabled.

At 8th level, a giant-killer may act normally each round when at from -1 to -9 hit points, although he still loses 1 hit point per round (unless stabilized) until dead at -10 or lower.

At 10th level, instead of dying at -10 hit points or lower, he may make a Constitution check (DC 10 + 1 per previous check) to remain alive for another round.

He dies immediately if reduced to -30 hit points or lower.

TABLE 6—1: THE GIANT-KILLER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Giant lore +1, improved mobility, smite big folk 1/day
2nd	+2	+3	+0	+0	Damage reduction 1/—
3rd	+3	+3	+1	+1	Giant lore +2, smite big folk 2/day
4th	+4	+4	+1	+1	Dichard
5th	+5	+4	+1	+1	Giant lore +3, smite big folk 3/day
6th	+6	+5	+2	+2	Damage reduction 2/—
7th	+7	+5	+2	+2	Giant lore +4, smite big folk 4/day
8th	+8	+6	+2	+2	Dichard 2
9th	+9	+6	+3	+3	Giant lore +5, smite big folk 5/day
10th	+10	+7	+3	+3	Damage reduction 3/—, dichard 3

HORDEBREAKER

Many folk of the Silver Marches harbor a special hatred for the tribes and hordes of humanoid that constantly threaten to destroy the civilized way of life in this region. This antipathy is so great for some that it borders on paranoid obsession, and these folk sometimes swear enmity against one or more races of humanoids that gather in large groups—especially those that gather in the mountain hordes.

In the opinion of these fanatics, there is no greater danger facing the world than the ever-growing humanoid horde menace, and they believe it's up to them to fight it.

The hordebreaker is a person who makes destroying the horde threat her life's work.

She trains long and hard to make herself the perfect engine of orc destruction.

Often such individuals have suffered personal losses at the hands of humanoid hordes.

Whatever the motivation, the hordebreaker's mission to destroy orcs and other such creatures is her reason for living.

Most hordebreakers are barbarians, and many of them hail from those Uthgardt tribes that consider the orcs their traditional enemies, particularly the Sky Pony tribe.

They sometimes work with other hordebreakers, but they tend to be loners: A life of single-minded hatred is not well suited to close companionship.

Some hordebreakers attach themselves to adventuring parties if such groups are likely to encounter orcs or are engaged on a mission that will undermine an orc horde's plans.

Hit Die: d12.

REQUIREMENTS

To qualify to become a hordebreaker, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Feats: Power Attack, Cleave, Great Cleave.

Skills: Knowledge (local) 5 ranks, Spot 4 ranks.

CLASS SKILLS

The hordebreaker's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Move Silently (Dex), Search (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the hordebreaker prestige class.

Weapon and Armor Proficiency: A hordebreaker gains no proficiency with any type of weapon or armor.

Horde Enemy: A hordebreaker selects a horde enemy from the following list of creatures: bugbears, gnolls, goblins, hobgoblins, kobolds, or orcs.

Any creature type that the Dungeon Master determines gathers in tribes or hordes in the campaign world is also acceptable.

This ability works exactly like the favored enemy ability of the ranger class.

If a hordebreaker with ranger levels chooses a horde enemy that she already has as a favored enemy, the bonuses stack. When a hordebreaker reaches 3rd level, the bonus against her first horde enemy increases to +2 and she gains a new horde enemy at +1.

When a hordebreaker reaches 5th level, the bonus against her first horde enemy increases to +3, the bonus against her second horde enemy increases to +2, and she gains a new horde enemy at +1.

Horde Knowledge: A hordebreaker acquires a great deal of information and knowledge specific to the Silver Marches while interacting with the land's denizens.

Beginning at 1st level, a hordebreaker may make a special horde knowledge check with a bonus equal to her hordebreaker level + her Intelligence modifier to see whether she knows some relevant information about local notable humanoid tribes or hordes, such as their legendary places or items, or regional politics.

This check will not reveal the powers of a magic item but may give him a hint as to its general function.

A hordebreaker may not take 10 or 20 on this check.

The Dungeon Master determines the Difficulty Class of the check by referring to the table below.

DC	Type of Knowledge and Examples
8	Common, known by at least a substantial minority of the local population. Example: King Obould Many-Arrows is gathering an orc horde to crush the lands of the south.
13	Uncommon but available, known by only a few people in the area. Example: The rivalry between King Obould's many sons.
18	Obscure, known by few, hard to come by. Example: A secret route to the army encampment of a goblin tribe, or the exact location of the tomb of a great hobgoblin chieftain.
23	Extremely obscure, known by very few, possibly forgotten by those who once knew it, possibly known only by those who don't understand the significance of the knowledge. Example: The exact military strategy used by the town of Deadsnows to defeat the orc horde that tried to destroy it centuries ago.

Hold the Line: A hordebreaker trains herself to withstand the charging might of enemies hurling themselves into battle with great force.

At 2nd level, charging into an area threatened by a hordebreaker grants the hordebreaker an attack of opportunity.

The hordebreaker's attack of opportunity happens immediately, before the charge attack is resolved.

Tough to Kill (Ex): Every hordebreaker knows that sooner or later, she is going to get hurt.

At 4th level, if reduced to -1 to -9 hit points, a hordebreaker may remain conscious and take a partial action each round.

The hordebreaker still loses a hit point each round when at negative hit points (unless stabilized) and dies when she reaches -10 hit points.

If she is stabilized, the hordebreaker is disabled.

Anvil of Doom (Ex): Once per day, a hordebreaker can become a living anvil on which her enemies break by assuming a defensive stance.

In this defensive stance, the hordebreaker gains extraordinary strength and durability, but she cannot move from the spot she is defending.

She gains the following benefits:

- +2 Strength
- +4 Constitution
- +2 resistance bonus on all saves
- +4 dodge bonus to AC

The increase in Constitution increases the hordebreaker's hit points by 2 per character level, but these hit points go away at the end of the defensive stance when her Constitution score drops back down 4 points.

These extra hit points are not lost first the way temporary hit points are.

While defending, a hordebreaker cannot use skills or abilities that would require her to shift her position, such as *Move Silently* or *Jump*.

A defensive stance lasts for a number of rounds equal to 3 + the hordebreaker's newly improved Constitution modifier. The hordebreaker may end her defensive stance voluntarily prior to this limit.

At the end of her defensive stance, the hordebreaker is winded and takes a -2 penalty to Strength for the duration of the encounter.

Invoking anvil of doom takes no time itself, but a hordebreaker can only do so during her action.

The bonuses conferred by anvil of doom do not stack with similar bonuses, such as the dwarven defender's defensive stance.

TABLE 6-2: THE HORDEBREAKER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	First horde enemy, horde knowledge
2nd	+2	+3	+0	+0	Hold the line
3rd	+3	+3	+1	+1	Second horde enemy
4th	+4	+4	+1	+1	Tough to kill
5th	+5	+4	+1	+1	Third horde enemy, anvil of doom

KNIGHT-ERRANT OF SILVERMOON

Charged with the safety of the city of Silvermoon and its citizens, the professional fighting force known as the Knights in Silver is often all that stands between Silvermoon and the dangers of the frontier.

Consequently, the Knights never know what sort of mission they'll be called upon to undertake next: Warfare, reconnaissance, disaster relief, and diplomacy have all been among the tasks that the Knights have fulfilled with distinction in service to their home.

Consequently, members of this prestige class master a wide variety of capabilities, so that they can be ready for anything when duty calls.

Hit Die: d8.

REQUIREMENTS

To qualify to become a knight-errant of Silvermoon, a character must fulfill the following criteria.

Alignment: Any good.

Base Attack Bonus: +5.

Feats: Mounted Combat, Ride-By Attack, Survivor, Weapon Focus (light lance or heavy lance).

Skills: Intuit Direction 2 ranks, Knowledge (Silvermoon local) or Knowledge (the North local) 4 ranks, Ride 4 ranks, Spot 4 ranks.

Other: Serve among the Knights in Silver for at least one year and then petition Knight-Grand Commander Sernius

Alathar for detachment as a knight-errant, or gain a commission as a knight-errant directly from Taern Hornblade, High Mage of Silvermoon.

CLASS SKILLS

The knight-errant of Silvermoon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Handle Animal (Cha), Hide (Dex), Diplomacy (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Knight-errants of Silvermoon gain the following class features.

Weapon and Armor Proficiency: A knight-errant of Silvermoon gains no proficiency with any kind of weapon or armor.

Badge of Office: Regardless of what personal armor, weapons, and accoutrements he may choose, each knight is obligated to wear the silver cloak clasp that is his badge of office.

This clasp is shaped to resemble a longsword piercing a crescent moon.

Each badge is also a *brooch of resistance* +1.

If a knight-errant loses his badge of office, he must purchase a new one in Silvermoon (cost 1,000 gp) as soon as possible.

Fighter Feat: A knight-errant of Silvermoon gains a bonus feat at 2nd, 5th, and 9th level.

These bonus feats must be chosen from the list of bonus feats available to a fighter.

Marches Knowledge: A knight-errant acquires a great deal of information and knowledge specific to the Silver Marches while interacting with its denizens.

Beginning at 2nd level, a knight may make a special Marches knowledge check with a bonus equal to his knight-errant level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary places or items, or regional politics.

This check will not reveal the powers of a magic item but may give a hint as to its general function.

The knight may not take 10 or 20 on this check.

The DM determines the Difficulty Class of the check by referring to the table below.

DC	Type of Knowledge and Examples
10	Common, known by at least a substantial minority of the Silver Marches' population. Examples: King Harbromm's hatred of King Obould; common ghost stories about the ruins of Ghaurin Mansion.
15	Uncommon but available, known by only a few people in the area. Example: The rivalry between two scholars at the University of Silvermoon.

20 Obscure, known by few, hard to come by. Examples: A secret route down into the Everfire below Sundabar; the genealogy of Bruennor Battlehammer's first cousin.

25 Extremely obscure, known by very few, possibly forgotten by those who once knew it, possibly known only by those who don't understand the significance of the knowledge. Example: Details about the battle that gave the town of Deadsnows its name.

Sworn Enemy: At 1st level, a knight-errant declares a specific group of people or monsters as his sworn enemy. This is a much narrower category than a ranger's favored enemy.

Sworn enemies include any nationality, group, tribe, or organization, or type or subtype of creature that is known or suspected to pose a threat to the Silver Marches. Suitable organizations include the Arcane Brotherhood, the Daemonfey, the People of the Black Blood, or the churches of Bane or Talos.

In general, monsters or creature types must be named by both type and location—for example, drow of Menzoberranzan, duergar of Gracklstugh, frost giants of the Spine of the World, hobgoblins of Doomspire, orcs of the Heart Taker tribe, or the orcs of Dark Arrow Keep.

A knight-errant gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against his sworn enemy, and a +1 bonus on weapon damage rolls against these creatures.

This damage bonus does not apply to damage against creatures that are immune to critical hits, and the knight does not gain this bonus when using a ranged weapon against a target that is farther away than 30 feet.

A knight who is also a ranger may choose a sworn enemy that is a subset of his favored enemy (Dark Arrow orcs, if his favored enemy was orc, for example), in which case the bonuses stack.

At 7th level, a knight-errant may select a second sworn enemy, and the bonus for his previous sworn enemy goes up to +2.

Homeland: At 3rd level, a knight-errant gains a +2 bonus on Diplomacy, Hide, Intuit Direction, Move Silently, Sense Motive, and Wilderness Lore checks when within the city of Silvermoon or within fifty miles of its walls.

(Knights-errant traveling in the Underdark or other strange environments such as underwater do not gain this bonus).

Fast March (Ex): A knight-errant may be ordered to march or ride nearly anywhere in the Silver Marches at a moment's notice.

So well does a knight-errant know the lay of the land in the Silver Marches that at 5th level his overland speed is $1\frac{1}{2}$ times the normal speed for his base movement (or his mount's base movement) and the terrain type.

A knight-errant can lead a party of additional travelers, conferring this advantage on a number of additional creatures equal to his class level \times his Charisma modifier (if positive), or a minimum of one creature per knight-errant level.

Faultless Navigation (Ex): At 7th level, a knight-errant knows the Silver Marches so well that he gains a +10 bonus on any Intuit Direction checks in the Silver Marches or the lands immediately bordering the league.

Expert Rider: A knight-errant no longer incurs penalties for riding mounts different or very different from the type of mount designated in his Ride skill.

Loyal Heart (Su): At 10th level, a knight-errant's love of his land and zeal in its defense confer a +3 morale bonus on all

saving throws while he is in the city of Silvermoon or within fifty miles of its walls.

As with the homeland ability, this benefit does not apply in the Underdark or similar strange environments that lie within fifty miles of the city but are visited by the Knights in Silver only in the most unusual circumstances.

TABLE 6—3: THE KNIGHT-ERRANT OF SILVERMOON

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Badge of office, first sworn enemy
2nd	+2	+3	+0	+0	Fighter feat, Marches knowledge
3rd	+3	+3	+1	+1	Homeland
4th	+4	+4	+1	+1	Fast march
5th	+5	+4	+1	+1	Fighter feat
6th	+6	+5	+2	+2	Faultless navigation
7th	+7	+5	+2	+2	Second sworn enemy
8th	+8	+6	+2	+2	Expert rider
9th	+9	+6	+3	+3	Fighter feat
10th	+10	+7	+3	+3	Loyal heart

ORC SCOUT

Slipping down from the wild, barren high country into the more civilized lands of the south, the scout begins his work. His task is not to fight the enemy directly, but rather to gain valuable knowledge about the enemy's strengths, weaknesses, and movements.

With the scout's help, the enemy will be destroyed, and he will play a valuable role in that downfall.

The scout's contribution to the foe's demise is visible not in the execution of his missions, but on the battlefield when the opponent realizes that the orc commanders know far more about them than they should.

Part wilderness warrior and part spy, the orc scout is a hero to his people.

His glory comes not from prowess in combat, but from risking his life to bring his chieftain accurate intelligence about the enemy's activities.

He prepares for this role by training himself to survive in inhospitable climes, to make clandestine observations from afar, and to return home safely with his knowledge intact. Most orc scouts are barbarians, fighters, or rangers who have chosen to be trained for special missions on behalf of their tribe.

Orc scouts normally work alone or in pairs.

Rarely, they gather in a triad when the task at hand is too demanding for a solo mission or twin group.

Their goal is to spy on the enemy and get home safely to tell what they know.

Hit Die: d8.

REQUIREMENTS

To qualify to become an orc scout, a character must fulfill all the following criteria.

Race: Orc, half-orc, or tanarukk.

Base Attack Bonus: +5.

Skills: Move Silently 6 ranks, Wilderness Lore 4 ranks.

Feats: Alertness, Endurance, Stealthy.

CLASS SKILLS

The orc scout's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the orc scout prestige class.

Weapon and Armor Proficiency: Orc scouts are proficient in simple and martial weapons and light armor.

Fieldcraft (Ex): At 1st level, an orc scout gains a bonus on a number of skill checks due to his intensive training in these capabilities.

The orc scout gains a +1 bonus on Climb, Heal, Hide, Intuit Direction, Listen, Move Silently, Search, Spot, and Wilderness Lore checks whenever he is engaged in a scouting mission.

The bonus increases to +2 at 3rd level and to +3 at 5th level.

Blend into Wilds (Ex): At 1st level, an orc scout learns to blur his lines with the aid of colored body paint, carefully chosen clothing, and posture, making it much difficult for others to see him.

This technique requires 1 minute to implement but grants the orc scout a +10 competence bonus on his Hide check.

An orc scout can use this ability only when he is in a wilderness area, and only if he is not under observation by foes.

If he moves at all, he loses the benefit of blending and must make his Hide check normally (see the Hide skill description).

Bonus Feat: At 2nd level and again at 4th level, an orc scout gains a feat from the following list: Blooded, Forester, Resist Poison, Survivor, Toughness, Treetopper.

Fast Movement (Ex): At 2nd level, an orc scout's speed improves to 40 feet, as shown on Table 6–4.

An orc scout in medium or heavy armor, or carrying a medium or heavy load, loses this extra speed. At 5th level, the orc scout's speed improves to 50 feet. Orc scouts with levels in barbarian add that class's fast movement bonus to their orc scout base speed. Sneak Attack (Ex): Often an orc scout must strike an opponent unawares in order to accomplish his mission. At 3rd level, an orc scout gains the ability to execute a sneak attack if he can catch an opponent unable to defend himself from attack, striking a vital spot for extra damage. Any time the orc scout's opponent would be denied his Dexterity bonus to Armor Class (whether he actually has a Dexterity bonus or not), the orc scout's attack deals +1d6 points of extra damage. Should the orc scout score a critical hit with a sneak attack, this extra damage is not multiplied. It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is no farther than 30 feet away.

With a sap or an unarmed strike, an orc scout can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even at the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack. An orc scout can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to strike. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. The orc scout must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. An orc scout cannot sneak attack while striking at a creature with concealment or by striking at the limbs of a creature whose vitals are beyond reach. If an orc scout gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

TABLE 6-4: THE ORC SCOUT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Fieldcraft +1, blend into wilds
2nd	+1	+0	+3	+0	Bonus feat, fast movement (40 ft.)
3rd	+2	+1	+3	+1	Fieldcraft +2, sneak attack +1d6
4th	+3	+1	+4	+1	Bonus feat
5th	+3	+1	+4	+1	Fieldcraft +3, fast movement (50 ft.)

PEERLESS ARCHER

Many armies boast units of soldiers who use a bow as their primary weapon, but most do not possess the discipline to gain the kind of expertise that the peerless archer has. The peerless archer devotes her life to perfecting her skill with the bow.

All other concerns are secondary.

For her, the perfect moment in life occurs when the arrow is loosed and everything depends upon the accuracy of her eye, the steadiness of her hand, and her understanding of her chosen weapon.

For the most skilled archers, life is lived to its fullest in that moment.

Perfection is a bullseye, and everything else is irrelevant.

Fighters and rangers are the most common peerless archers, but barbarians and paladins sometimes choose to follow this path of mastery.

Monks are drawn to the almost spiritual nature of the discipline.

Rogues and powerful sorcerers have been known to take up the class from time to time, but it is rare.

Druids and wizards are rarely tempted to abandon their other pursuits to devote themselves so completely to a single weapon.

As NPCs, peerless archers are often mercenaries, hired by military officers or noble rulers either to augment the field units or undertake some special task, such as picking off spellcasters in the opposing army's ranks.

Hit Die: d10.

REQUIREMENTS

To qualify to become a peerless archer, a character must fulfill the following criteria.

Base Attack Bonus: +7.

Skills: Craft (bowmaking) 10 ranks.

Proficiency: Longbow, shortbow, composite longbow, or composite shortbow.

Feats: Point Blank Shot, Far Shot, Precise Shot, Quick Draw.

CLASS SKILLS

The peerless archer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (bowmaking) (Int), Hide (Dex), Jump (Str), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the peerless archer prestige class.

Weapon and Armor Proficiency: A peerless archer gains no proficiency with any weapon or type of armor.

Expert Bowyer: A peerless archer understands her weapon on a fundamental level that most trained soldiers never achieve.

At 1st level, an archer gains a +3 bonus on all Craft (bowmaking) skill checks.

Ranged Sneak Attack (Ex): When wearing light armor or no armor, a peerless archer can draw and fire in a split-second, catching her targets unawares.

She loses this special ability when fighting in medium or heavy armor.

At 1st level, a peerless archer gains the ability to execute a ranged sneak attack if she catches an opponent unable to defend himself from attack.

Any time the peerless archer's opponent would be denied his Dexterity bonus to Armor Class (whether he actually has a Dexterity bonus or not), the peerless archer's ranged attack deals +1d6 points of extra damage.

This extra damage increases to +2d6 at 4th level, +3d6 at 7th level, and +4d6 at 10th level.

Should the peerless archer score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so her ranged attacks can only count as sneak attacks if the target is no farther than 30 feet away.

A peerless archer can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to strike. Additionally, any creature immune to critical hits is similarly immune to sneak attacks.

The peerless archer must be able to see the target well enough to pick out a vital spot.

The peerless archer cannot sneak attack while striking at a creature with concealment (unless her sharp shooting ability overcomes the concealment; see below) or by striking at the limbs of a creature whose vitals are not in her line of sight.

If the peerless archer gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Sharp Shooting (Ex): A peerless archer's skill with her bow allows her to strike accurately at foes, even when they are attempting to take advantage of cover or concealment. Beginning at 2nd level, a peerless archer's targets receive cover or concealment one step worse than they should.

For example, a target with three-quarters cover is treated as if he had one-half cover.

At 5th level, a peerless archer ignores two steps of cover or concealment, so the same target would be treated as if he had one-quarter cover instead of three-quarters cover.

At 9th level, a peerless archer ignores three steps of cover or concealment.

This ability has no effect against foes with total cover.

Fletching (Su): At 2nd level, a peerless archer gains the ability to create magic arrows (and only arrows) with a +1 enhancement bonus, as if she possessed the Craft Magic Arms and Armor feat and met all other requirements for the arrow she wishes to make.

At 4th, 6th, 8th, and 10th levels, the bonus of the arrows she can create with this ability increases to +2, +3, +4, and +5, respectively.

Crafting Arrows: Crafting a masterwork arrow requires 5 gp in materials, a workshop of some kind, and two days per arrow (this is an approximation of average results of the Craft skill; if you wish to calculate exactly how long it takes, refer to the Craft skill description).

Enhancing Arrows: In addition to the arrows to be crafted, a peerless archer must use materials and spend XP to create arrows with an enhancement bonus, as shown below.

Bonus	Cost (One)	Cost (Fifty)	XP (One)	XP (Fifty)	Arrows per Day
+1	20 gp	1,000 gp	1	80	25
+2	80 gp	4,000 gp	6	320	6
+3	180 gp	9,000 gp	14	720	3
+4	320 gp	16,000 gp	25	1,280	2
+5	500 gp	25,000 gp	40	2,000	1

Cost is the cost in raw materials to craft one arrow, or fifty. This doesn't include the cost of the arrows themselves.

XP is the amount of XP it costs to craft one arrow, or fifty.

Arrows per Day is the number of arrows of that value that can be crafted per day of work.

Power Shot: At 3rd level, a peerless archer learns how to make devastatingly powerful bowshots.

On her action, before making any attack rolls, she may choose to subtract a number from all ranged attack rolls and add the same number to all ranged damage rolls.

This number may not exceed her base attack bonus.

The penalty on her attack rolls and bonus on her damage rolls apply until her next action.

Threaten: At 8th level, a peerless archer gains the ability to threaten nearby areas with her bow as if she were wielding a melee weapon when wearing light armor or no armor. She loses this special ability when fighting in medium or heavy armor.

Her bow functions as a reach weapon, threatening anything 10 feet away but not immediately adjacent to her. Any attacks of opportunity she receives because she threatens nearby areas are normal ranged attacks, and these count against her maximum number of attacks of opportunity per round.

TABLE 6—5: THE PEERLESS ARCHER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Expert bowyer, ranged sneak attack +1d6
2nd	+2	+3	+0	+0	Sharp shooting 1, fletching +1
3rd	+3	+3	+1	+1	Power shot
4th	+4	+4	+1	+1	Ranged sneak attack +2d6, fletching +2
5th	+5	+4	+1	+1	Sharp shooting 2
6th	+6	+5	+2	+2	Fletching +3
7th	+7	+5	+2	+2	Ranged sneak attack +3d6
8th	+8	+6	+2	+2	Threaten, fletching +4
9th	+9	+6	+3	+3	Sharp shooting 3
10th	+10	+7	+3	+3	Ranged sneak attack +4d6, fletching +5

WILD SCOUT

Wild scouts are the spies of the wilderness, traversing the open and wild country in search of valuable information. They are a boon to whoever employs them, though their services are often expensive.

Good wild scouts seek out and report on the movements of evil creatures and forces in the wilderness, usually on behalf of a noble or community.

Evil wild scouts do the same for their employers, but it is the forces of good that are the target of their clandestine observations.

Most wild scouts are barbarians, druids or rangers.

Some are fighters or rogues who feel more of an affinity for the wild places than for urban areas.

Sorcerers and wizards are rare among their number.

As an NPC, a wild scout is typically in the employ of a general, noble, or community.

Characters might encounter one acting as the extreme advance guard for an approaching army, or discover that they themselves are under a wild scout's scrutiny.

Hit Die: d8.

REQUIREMENTS

To qualify to become a wild scout, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Feats: Endurance, Track.

Skills: Hide 8 ranks, Intuit Direction 4 ranks, Knowledge (nature) 4 ranks, Move Silently 4 ranks.

CLASS SKILLS

The wild scout's class skills (and the key ability for each skill) are Animal Empathy (Wis), Climb (Str), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the wild scout prestige class.

Weapon and Armor Proficiency: A wild scout is proficient with all simple and martial weapons, light armor, and shields.

Improved Track (Ex): A wild scout learns the art of tracking creatures accurately without sacrificing speed.

This ability functions as the Track feat, except that the wild scout does not incur any penalty to movement.

In other words, a wild scout can move at his normal speed while tracking, and does not incur a penalty for moving more quickly than his base speed while tracking.

Home Turf (Ex): When in an area with which they are intimately familiar, wild scouts are even more capable.

At 1st level, a wild scout designates his home turf, an area no larger than one hundred square miles (about ten miles by ten miles).

While in this area, the wild scout gains a +4 bonus on Animal Empathy, Hide, Intuit Direction, Move Silently, and Wilderness Lore checks.

The wild scout's home turf expands to two thousand five hundred square miles (fifty miles by fifty miles) at 4th level, and to the entire region (as defined in the *FORGOTTEN REALMS Campaign Setting*) at 8th level, reflecting the fact that he can range far and wide in service to his employer.

Wild Feat: At 1st level and again at 10th level, a wild scout gains a bonus feat, chosen from the following list: Forester, Resist Poison, Stealthy, Survivor, Toughness, Treetopper.

Fast March (Ex): A wild scout travels over diverse terrain and makes arduous journeys without benefit of luxuries, and speed is often of the essence.

So well does a wild scout know the lay of the land within his home turf that at 2nd level his overland speed is $1\frac{1}{2}$ times his normal base movement (or his mount's base movement) and the terrain type.

The wild scout can lead a party of additional travelers, conferring this advantage on a number of additional creatures equal to his class level \times his Charisma modifier (if positive), or a minimum of one creature per wild scout level.

Nondetection (Sp): Starting at 2nd level, a wild scout learns to tap into the nature of the wilderness itself in order to help him avoid attempts to divine his presence or actions.

This spell-like ability functions exactly like the spell of the same name, but only while the wild scout is within his home turf and not within an urban area.

Camouflage (Ex): A wild scout trains himself to make the most of his surroundings when he wishes to remain unseen.

Beginning at 3rd level, whenever a wild scout uses natural elements (foliage, trees, boulders, sand dunes, shrubbery, and so forth) to gain cover or concealment, he increases the benefit of his cover or concealment by one step.

For example, if the wild scout was hidden behind a tree conferring one-half cover, he would actually gain the Armor Class bonus and Reflex save bonus for three-quarters cover.

If he was concealed by dense foliage, normally three-quarters concealment and a 30% miss chance, he would actually gain the benefit of nine-tenths concealment and a 40% miss chance.

At 6th level, a wild scout receives the benefit of cover or concealment two steps better than his actual situation, and at 9th level three steps better.

(He must have at least one-quarter cover or concealment to receive any benefit, of course.)

No cover does not improve to three-quarters cover, not even for a 9th-level wild scout).

Commune with Nature (Sp): Beginning at 5th level, a wild scout becomes so keenly attuned to the wilderness that he can use the clues carried on the air and soil of the land itself to divine the presence of other places and creatures in the wild.

Once per day, he may use *commune with nature* at a caster level equal to his wild scout level.

At 7th level, a wild scout may use *commune with nature* twice per day, and at 10th level three times per day.

The wild scout may only invoke this power when he is within his home turf.

TABLE 6—6: THE WILD SCOUT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Improved track, home turf, wild feat
2nd	+1	+3	+0	+0	Fast march, <i>nondetection</i>
3rd	+2	+3	+1	+1	Camouflage 1
4th	+3	+4	+1	+1	Home turf 2
5th	+3	+4	+1	+1	<i>Commune with nature</i> 1/day
6th	+4	+5	+2	+2	Camouflage 2
7th	+5	+5	+2	+2	<i>Commune with nature</i> 2/day
8th	+6	+6	+2	+2	Home turf 3
9th	+6	+6	+3	+3	Camouflage 3
10th	+7	+7	+3	+3	<i>Commune with nature</i> 3/day, wild feat

SONG AND SILENCE (3.0)

DREAD PIRATE

Thugs and cutthroats in every port lay claim to the title “pirate”, but actually making a fortune through piracy is no easy task.

A dread pirate, however, has mastered every aspect of larceny on the high seas.

His network of contacts tells him when a particularly valuable cargo is shipping out.

After a flawless ambush at sea, he swings aboard the target ship on a rope, rapier in hand.

Once he and his shipmates have overpowered the prize vessel's crew, they liberate the cargo and make their escape.

Later, the dread pirate meets representatives from the black market in some isolated cave and sells his newly acquired cargo for a handsome profit.

Some dread pirates accomplish their goals through fear, killing indiscriminately and ruling their ships at rapier-point.

Others minimize bloodshed and exhibit a curious sort of chivalry, perhaps realizing that the captain and crew of a prize ship are more likely to surrender if they believe they'll live to see port again.

Now and then a dread pirate takes his chivalric streak a step further and preys only on the ships of enemy nations—or even solely on other pirates.

A dread pirate's lifestyle fits most rogues to a tee, for the job requires a number of skills that members of other classes don't have the time or inclination to learn.

However, the class is also attractive for some spellcasters, who can use magic to conceal their ships or incapacitate a prize vessel's crew.

Hit Die: d6.

REQUIREMENTS

To qualify for the dread pirate prestige class, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +4.

Skills: Appraise 8 ranks, Profession (sailor) 8 ranks, Swim 5 ranks, Use Rope 5 ranks.

Feats: Quick Draw, Weapon Finesse (any).

Special: The character must own a ship worth at least 10,000 gp.

The method of acquisition—purchase, force of arms, or skullduggery—makes no difference, as long as he can freely operate it on the high seas.

CLASS SKILLS

The dread pirate's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the dread pirate prestige class.

The Difficulty Class (DC) for any required skill check is included where appropriate.

Weapon and Armor Proficiency: A dread pirate is proficient with simple and martial weapons and with light and medium armor.

If he is wearing light, medium, or no armor, he can fight with two weapons as if he had the feats Ambidexterity and Two-Weapon Fighting.

A dread pirate most often fights with a rapier and either a short sword or a dagger in his off-hand.

If he has no magical means of swimming in armor, he usually goes unarmored, at least while aboard ship.

Fearsome Reputation: At 2nd level, the dread pirate is developing a reputation on the high seas.

At this point, he must decide whether to adopt the honorable pirate's code (avoid undue bloodshed and focus on cargo, not mayhem) or take the more bloodthirsty, dishonorable approach.

Unless he is going incognito, the dread pirate gains a +2 circumstance bonus on Diplomacy checks (if honorable) or Intimidate checks (if dishonorable).

Every two dread pirate levels thereafter, this bonus increases by +2.

Failure to live up to his reputation at any point may (at the DM's discretion) negate these bonuses.

Rope Swing (Ex): If a number of overhead ropes or booms are nearby (and on a ship, they almost always are), a dread pirate of 3rd level or higher can grab one and swing up to

20 feet in a straight line as a move-equivalent action or as the movement portion of a charge action.

If the dread pirate makes a successful Use Rope check (DC 15), this movement doesn't provoke attacks of opportunity for moving through threatened squares.

A successful Use Rope check (DC 25) allows the character to move up to 20 feet through occupied squares without provoking attacks of opportunity.

Failure in either case means the dread pirate swings through the desired area but provokes attacks of opportunity normally.

Rope swing can be used on land as well—in a room with a tapestry or chandelier, for example.

Players using the variant rules for Tumble (see Chapter 2) should apply the same variant to rope swing.

Wind at Your Back: At 3rd level, the dread pirate has become a master at eking every bit of propulsion out of the prevailing winds.

Any ship he captains moves 1 mile per hour faster than normal.

Leadership Bonus: At 5th level, the dread pirate gains a +2 bonus to his character level for the purpose of acquiring cohorts with the Leadership feat.

Every two dread pirate levels thereafter, this bonus increases by +2.

Shifting Deck: As a free action, a dread pirate of 5th level or higher can attempt a Balance check (DC 15).

Success negates any penalties for uneven ground, such as a ship's deck in rolling seas, and any higher-ground bonuses that opponents might otherwise have.

The DM may set a higher DC for checks involving particularly uneven or dangerous ground.

Come About: The dread pirate's ability to maneuver a vessel is legendary.

At 6th level, he gains a +4 insight bonus on Profession (sailor) checks.

Concealed Weapon Attack: A dread pirate often hides small daggers up his sleeves or in his boots.

At 7th level, a dread pirate who doesn't already have the sneak attack ability gets it now at a +2d6 damage bonus, but he can use it only to make sneak attacks with concealed weapons.

If the character does have the sneak attack ability from a previous class, the damage bonuses stack only for sneak attacks made with concealed weapons.

Hoist The Black Flag (Sp): The unique insignia of a dread pirate of 8th level or higher is so well known that when it is displayed on a flag or banner, every ally within 50 feet of it gains a +2 morale bonus on attacks.

This bonus lasts for 10 rounds after the flag is revealed, or until it is destroyed or lowered, whichever occurs first.

Hoist the black flag may be used three times per day, and the dread pirate must either hoist the flag personally or hand it to an ally who then hoists it.

Scourge of the Seas: A 10th-level dread pirate's exploits have become so legendary that hundreds of able sailors are willing to sign on as his crew for no compensation other than a share of the booty.

High-level dread pirates can use this influx of sailors to crew pirate fleets of up to a dozen ships.

Any small city's dock district has enough sailors (1st-level warriors and experts) to crew a single ship, and a larger city can provide the crew for an entire fleet.

This ability is separate from the Leadership feat; crew members acquired with the scourge of the seas ability don't count as cohorts or followers.

TABLE 1-1: THE DREAD PIRATE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Fight with two weapons
2nd	+2	+0	+3	+0	Fearsome reputation +2
3rd	+3	+1	+3	+1	Rope swing, Wind at your back
4th	+4	+1	+4	+1	Fearsome reputation +4
5th	+5	+1	+4	+1	Leadership +2, Shifting deck
6th	+6	+2	+5	+2	Come about, Fearsome reputation +6
7th	+7	+2	+5	+2	Concealed weapon attack, Leadership +6
8th	+8	+2	+6	+2	Fearsome reputation +8, Hoist the black flag
9th	+9	+3	+6	+3	Leadership +6
10th	+10	+3	+7	+3	Fearsome reputation +10, Scourge of the seas

DUNGEON DELVER

In many ways, the dungeon delver is the ultimate expression of the adventuring rogue.

He's skilled at moving stealthily through all types of dungeon terrain, detecting and disarming inconvenient traps, bypassing locks, locating treasure, and filching protected items.

The typical dungeon delver has forsaken people skills to concentrate on the nuts and bolts of dungeon exploration and treasure retrieval.

Rogues make excellent dungeon delvers, as do the rare bards and rangers who choose to pursue this track. (Most bards would miss their admiring audiences, however, and rangers might find it difficult to acquire all the necessary skills).

Since a dungeon delver frequently works alone, he must learn to think and act independently, relying upon no one but himself.

Even when exploring a dungeon in the company of other adventurers, he often keeps to himself—scouting ahead, disarming traps a safe distance from the group, or seeking treasure while the others are distracted.

The best dungeon delvers become legends and are sought after by anyone with a particularly inaccessible treasure to recover.

Some even accept regular stipends from various nobles to leave their treasures alone.

Only the best dungeon delvers survive to make names for themselves, however.

Those who lack the necessary skill and savvy perish anonymously on unsuccessful expeditions, leaving behind their bones for some luckier compatriot to discover.

Hit Die: d6.

REQUIREMENTS

To qualify as a dungeon delver, a character must fulfill all the following criteria.

Skills: Climb 10 ranks, Craft (stonemasonry) 5 ranks, Disable Device 10 ranks, Hide 5 ranks, Move Silently 5 ranks, Open Lock 10 ranks, Search 10 ranks.

Feats: Alertness, Blind-Fight.

Special: To become a dungeon delver, a character must first survive a great trial underground.

This usually takes one of three forms:

- A solo dungeon expedition that earns the character one-half of the experience points needed for advancement to the next level.

(For example, a 7th-level character must earn 3,500 XP on such a solo run).

The character must complete the venture in one week, though he may leave the dungeon and return as often as desired during that time.

- Survival of a cave-in or other collapse (see Cave-Ins and Collapses in Chapter 4 of the *Dungeon Master's Guide*).

- Living for a year without seeing the light of the sun, usually among underground denizens such as the deep dwarves or drow.

CLASS SKILLS

The dungeon delver's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All the following are class features of the dungeon delver prestige class.

Weapon and Armor Proficiency: Dungeon delvers are proficient with all simple and martial weapons, as well as with light armor.

Danger Sense: The dungeon delver possesses an uncanny intuition that warns him of impending danger.

This grants him a +2 insight bonus on Reflex saves to avoid traps, a +2 dodge bonus to AC against attacks by traps, and a +4 insight bonus on Spot checks made to spot creatures at the beginning of an encounter (see the Encounter Distance rules in Chapter 3 of the *Dungeon Master's Guide*).

At 6th level, these bonuses increase to +4, +4, and +6, respectively.

Traps: At 1st level, the dungeon delver acquires the traps ability if he does not already have it from a previous class (see the Rogue section in Chapter 3 of the *Player's Handbook*).

Blindsight (Ex): At 2nd level, the dungeon delver gains acute sensitivity to sounds, smells, movement, and other disturbances within 20 feet.

This enhanced spatial sense enables him to maneuver and fight as well as he can under normal conditions, regardless of the ambient lighting.

Invisibility is irrelevant, though the character cannot sense ethereal creatures.

Blindsight does not replace normal vision.

Activating this ability is a standard action, and the effect lasts for 10 minutes.

This ability is not dependent upon hearing, so deafness and similar effects do not negate it.

At 8th level, the dungeon delver's blindsight range increases to 40 feet.

Stonecunning (Ex): A 3rd-level dungeon delver gains the stonecunning ability.

This functions exactly as it does for dwarves (see Dwarf in Chapter 2 of the *Player's Handbook*), except that the check modifiers are competence bonuses rather than racial bonuses.

Reduce (Sp): At 4th level, the dungeon delver can squeeze through narrow crevices, half-collapsed passages, prison bars, and other tight spots that would normally block a character of his size and bulk.

This ability, usable three times a day, works exactly like a reduce spell cast by a 5th-level sorcerer.

Darkvision (Sp): At 5th level, the dungeon delver gains the ability to use darkvision at will, with a range of 60 feet.

If he already has darkvision as a class feature or racial ability, the ranges do not stack.

Treasure Sense (Su): At 7th level, the dungeon delver can sense an accumulation of treasure worth 1,000 gp or more within a range of 200 feet per dungeon delver level.

He does not know the exact composition or nature of the treasure thus located, only its direction and distance from him (with a 10-foot margin of error).

All valuables within 10 feet of a given point count as a single treasure, so two piles of gold pieces separated by 5 feet would register as one treasure, not two.

Treasure sense always locates the treasure with the greatest market value if more than one accumulation is within range.

This ability does not grant any knowledge about the safest path (if any) between the dungeon delver and the treasure; it merely provides direction and distance.

Find the Path (Sp): Three times per day, a dungeon delver of 9th level or higher can find his way into and out of the most confounding mazes and dungeons.

This ability functions like a *find the path* spell cast by a 16th-level sorcerer, except that it affects the user only.

Phase Door (Sp): At 10th level, the dungeon delver gains the ability to create a phase door once per day.

This enables him to bypass cave-ins, walk through dead ends and immovable obstructions (such as a portcullis welded into place), and make quick escapes through walls.

This ability functions exactly like a phase door spell cast by an 15th-level sorcerer, except that the dungeon delver can create an ethereal passage through any nonliving substance, not just wood, plaster, and stone.

TABLE 1–2: THE DUNGEON DELVER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Danger sense +2/+4, traps
2nd	+1	+3	+3	+0	Blindsight 20 ft.
3rd	+2	+3	+3	+1	Stonecunning
4th	+3	+4	+4	+1	Reduce
5th	+3	+4	+4	+1	Darkvision
6th	+4	+5	+5	+2	Danger sense +4/+6
7th	+5	+5	+5	+2	Treasure sense
8th	+6	+6	+6	+2	Blindsight 40 ft.
9th	+6	+6	+6	+3	Find the path
10th	+7	+7	+7	+3	Phase door

FANG OF LOLTH

Many bards and rogues study ways to “trick” magic items into working without their usual requirements. Sometimes, though, the curious get more than they bargained for.

Worshippers of Lolth occasionally create a magic item called a *fang scarab* that gives spiders an attack bonus. Such an item is ordinary enough—until a bard or rogue makes a successful Use Magic Device check to trick it into working for her.

Though she does gain the benefit of the *fang scarab*, it also fuses to her neck, beginning a metamorphosis that could eventually turn her into a half-spider abomination.

Some fight this transformation, continuing their adventuring careers normally with only a few outward manifestations of spiderlike qualities.

Others embrace the metamorphosis and earn levels in the fang of Lolth prestige class, giving over their bodies to the image of the Demon Queen of Spiders.

Regardless of their attitudes toward this new legacy, those who have fused with *fang scarabs* eventually learn that death is the only way to separate the items from their bodies.

Clerics and other agents of Lolth know about this aspect of fang scarabs, so they spare no effort to bring anyone who has fused with one into Lolth’s service.

Most NPC fangs of Lolth work for clerics of the Spider Queen, but a few renegades exist who want the power of the spider but aren’t willing to bow to Lolth.

Agents of the Spider Queen constantly hound such characters, intent on either bringing them into Lolth’s service or killing them to recover the *fang scarabs*.

Because fangs of Lolth begin their careers by unlocking the secrets of the fang scarab, they must be able to trick the item into treating them as spiders.

That limitation leaves this class open only to characters with ranks in the Use Magic Device skill.

Even the most powerful wizards and sorcerers try in vain to get fang scarabs to work in this manner; it takes the intuitive guesswork (and luck) of one who knows how to trick magic items.

Hit Die: d6.

REQUIREMENTS

To qualify as a fang of Lolth, a character must fulfill all the following criteria.

Alignment: Any nonlawful and nongood.

Base Attack Bonus: +5.

Skills: Use Magic Device 10 ranks.

Special: The character must acquire a scarab and get it to function with a successful Use Magic Device check (DC 25).

This grants her the benefits of the item (see sidebar) and fuses it permanently to her neck.

CLASS SKILLS

The class skills for the fang of Lolth (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

See Chapter 4 of the *Player’s Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the fang of Lolth prestige class.

Weapon and Armor Proficiency: Fangs of Lolth gain no new weapon or armor proficiencies.

Skill Bonuses: As an extraordinary ability, the fang of Lolth gains a +2 competence bonus on Climb and Jump checks.

In addition, the whispers of Lolth provide her with subconscious hints about how magic works, giving her a +4 insight bonus on Use Magic Device checks.

This bonus is a supernatural ability.

Sneak Attack: The fang of Lolth gains the sneak attack ability (see the Rogue section in Chapter 3 of the *Player’s Handbook*) at 2nd level if she does not already have it.

She gains +1d6 damage with this attack initially, but this rises to +2d6 at 5th level and to +3d6 at 8th level.

If she already has the sneak attack ability from a previous class, the damage bonuses stack.

Spider Bite: The fang of Lolth can unhinge her jaw and bite with her razor-sharp teeth as an attack action.

Her bite is a natural attack that deals 1d6 points of damage if she is Medium-size, or 1d4 points of damage if she is Small.

This attack does not provoke an attack of opportunity from the fang of Lolth's foe.

If she uses a full attack action, she can make normal weapon attacks and use her bite as a secondary natural attack at the standard –5 penalty.

Climb Speed 20 Feet (Ex): At 4th level, the fang of Lolth can climb walls and ceilings at a speed of 20 feet, just like the monstrous spider she's slowly becoming.

This ability grants her a +8 racial bonus on Climb checks.

Natural Armor: At 6th level, the character's skin toughens, granting her a +2 natural armor bonus.

At 10th level, her skin hardens into a chitinous carapace, increasing her natural armor bonus to +4.

Spider Vision (Ex): At 6th level, the fang of Lolth gains increased visual acuity in the form of a +4 competence bonus on both Spot and Search checks.

She also gains darkvision with a range of 60 feet.

If she already has darkvision as a class feature or racial ability, the ranges do not stack.

Summon Swarm (Sp): Three times a day, a fang of Lolth of 7th level or higher can summon and direct an army of normal spiders to do her bidding.

This ability works exactly like a *summon swarm* spell cast by a druid of a level equal to the character's fang of Lolth level, except that the swarm is always composed of spiders.

The fang of Lolth can spend a move-equivalent action to direct the swarm, which moves at a speed of 30 feet.

Spider Limbs (Ex): At 9th level, the fang of Lolth actually grows two more pairs of limbs, which emerge from her back or the sides of her torso when needed and are fully retractable.

Extending or retracting the spider limbs is a move-equivalent action that does not provoke attacks of opportunity.

The fang of Lolth's spider legs are tipped with simple claws that can hold weapons and other items normally, though they are incapable of the fine manipulation required for

spellcasting or using Dexterity-based skills such as Open Lock and Pick Pocket.

Despite her extra limbs, the fang of Lolth is still limited to one standard action per round.

She can, however, make a secondary natural attack with each clawed spider leg at the standard –5 penalty as part of a full attack action.

Her claws deal 1d4 points of damage if she is Medium-size or 1d3 points of damage if she is Small.

The fang of Lolth can acquire the Multiattack, Multidexterity, and Multiweapon Fighting feats if she wishes to use her claws more effectively or wield weapons in multiple limbs.

At 10th level, the fang of Lolth's spider limbs grow long and sturdy enough to propel her forward, if she devotes two of her spider legs entirely to locomotion, her land and climb speeds each increase by 20 feet.

Vermin Type (Ex): At 10th level, the fang of Lolth's creature type changes to vermin, though she retains her previous Intelligence score, Hit Die type, and abilities.

As a vermin, she becomes immune to mind-influencing effects (*charms*, *compulsions*, *phantasms*, *patterns*, and *morale effects*).

Physical Changes: With each fang of Lolth level she attains, the character's body undergoes a metamorphosis.

With the exception of the unhinged jaw and the extra spider limbs (both of which allow special attacks as detailed above), all these changes are merely cosmetic, but they are permanent.

These spiderlike features do not alter the fang of Lolth's Charisma score or interpersonal skills, but the DM may choose to impose a circumstance penalty on any checks involving interaction with creatures that find such changes frightening.

A clever fang of Lolth may avoid this issue by wearing a *hat of disguise* or employing some other magic that alters her appearance.

TABLE 1–3: THE FANG OF LOLTH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Physical Changes
1st	+0	+0	+2	+0	Skill bonuses	Skin darkens
2nd	+1	+0	+3	+0	Sneak attack +1d6	Limbs lengthen
3rd	+2	+1	+3	+1	Spider bite	Jaw unhinges to allow bite attack
4th	+3	+1	+4	+1	Climb speed 20 ft	Eyes enlarge and become multifaceted
5th	+3	+1	+4	+1	Sneak attack +2d6	Fingers and toes lengthen
6th	+4	+2	+5	+2	Natural armor +2, spider vision	Tufts of coarse, black hair cover body, eyes develop spider vision
7th	+5	+2	+5	+2	Summon swarm	Back hunches
8th	+6	+2	+6	+2	Sneak attack +3d6	Smallest finger or toe on each limb atrophies away harmlessly
9th	+6	+3	+6	+3	Spider limbs	Grows extra spiderlike limbs
10th	+7	+3	+7	+3	Natural armor +4, vermin type	Insect chitlin covers skin

OUTLAW OF THE CRIMSON ROAD

It's often said that you don't choose the crimson road; it chooses you.

"The crimson road" is how folklore often refers to the outlaw's life because it is bloody and dangerous. But while you may come to outlawry through no fault of your own, most outlaws unquestionably bring that fate upon themselves.

The outlaw of the crimson road is totally cut off from normal society.

Anyone is free to kill him without legal reprisal, for a writ of outlawry has already revoked his rights to trial and due process.

Whether or not he's truly guilty of the crimes attributed to him, there's a reward for putting his head on a pike or hanging him at a crossroads.

An outlaw of the crimson road might be a failed revolutionary, a loyal supporter of some deposed ruler, or merely an ordinary individual who angered the wrong person at the wrong time.

With a sentence of death hanging over his head, he has taken to living outside society's laws, robbing all who pass except those under his special protection (see The Outlaw's Code sidebar).

Characters of many classes may find themselves outlaws, but some take to it better than others.

Rogues excel at stealth and rangers at woodcraft—both handy skills for planning ambushes.

Bards, on the other hand, rely primarily on their reputations and the legends about their exploits to make travelers part peaceably with their goods.

A lone monk drummed out of his order could be a highly effective outlaw, as could a paladin who has fallen afoul of a corrupt administration and taken to the woods as a final, desperate way of righting wrongs.

Barbarians usually lack the subtlety to make a living this way.

Hit Die: d6.

REQUIREMENTS

To become an outlaw of the crimson road, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Bluff 5 ranks, Disguise 5 ranks, Gather Information 5 ranks, Intimidate 5 ranks, Ride 5 ranks.

Feats: Expertise, Improved Initiative.

Special: An appropriate legal authority must pronounce a writ of outlawry upon the character, though he need not actually be guilty of any of the crimes named therein.

In addition, the character must swear to abide by the Outlaw's Code (see sidebar).

CLASS SKILLS

The class skills for the outlaw of the crimson road (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the outlaw of the crimson road prestige class.

Weapon and Armor Proficiency: An outlaw of the crimson road is proficient with simple weapons, one martial weapon of choice, and one exotic weapon (the net), as well as with light armor.

Ambush: During a surprise round, the outlaw can make an attack against any target who hasn't yet acted. If successful,

such an attack by a 1st-level outlaw of the crimson road deals +1d6 points of extra damage.

This amount increases by +1d6 points for every two additional outlaw levels the attacker has.

Creatures immune to sneak attacks (such as undead, constructs, oozes, and plants) are likewise not vulnerable to this special damage.

A ranged attack delivers the extra damage only if the target is within 30 feet.

If the character already has the sneak attack ability from a previous class, the extra damage for an ambush stacks with his sneak attack damage, but only if conditions are also right for a sneak attack.

Life on the Crimson Road: The outlaw has learned much from his time on the wrong side of the law.

At 2nd level and again at 5th level, he may take one of the following bonus feats: Alertness, Improved Disarm, Improved Trip, Mounted Archery, Mounted Combat, Quick Draw, Ride-By Attack, Spirited Charge, Trample, Weapon Finesse, or Whirlwind Attack.

Prerequisites apply normally for these choices.

Evasion: At 3rd level, the outlaw gains the evasion ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if he does not already have it.

Fugitive's Luck: At 4th level, the outlaw of the crimson road gains a +1 luck bonus on all saving throws and a +2 luck bonus on Escape Artist checks.

These bonuses increase to +2 and +4 at 6th level, and to +3 and +6 at 9th level.

Leadership: Also at 4th level, the outlaw gains Leadership as a bonus feat and begins to attract a band of like-minded cohorts and followers.

These may range from people he spared in an earlier encounter (see The Outlaw's Code sidebar) to would-be lieutenants drawn by his growing reputation among the homeless commoners he protects.

Some of these cohorts and followers may join the outlaw in his hideout and operate openly at his side, while others might help by providing safe houses, alibis, supplies, and possibly even cover identities when needed.

After all, an outlaw who enters a town where there's a price on his head has a better chance of maintaining his cover if he has a good disguise and some innocent-looking companions.

Improved Evasion: At 6th level, the outlaw gains the improved evasion ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if he does not already have it.

Ranged Disarm: At 7th level, the outlaw can use ranged attacks to disarm opponents within 30 feet.

Doing so doesn't provoke an attack of opportunity from the defender unless a normal ranged attack would (if the outlaw and the target are adjacent, for instance).

Regardless of the ranged weapon the outlaw is using, it counts as a one-handed, Medium-size weapon for the opposed disarm check.

The outlaw cannot lose his own weapon during such an attempt.

Legend: At 8th level, the character's reputation gains him a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks.

This bonus applies only when he is interacting openly with others who know his reputation, not when he is in disguise or otherwise unknown to those with whom he is dealing.

Furthermore, the outlaw's status as a legend counts as "great prestige" for purposes of acquiring cohorts and followers with the leadership feat.

Cheat Death (Ex): At 10th level, an outlaw of the crimson road gains the extraordinary ability to avoid a fatal blow. This reflects the difficulty inherent in bringing the career of any truly remarkable highwayman to its final close. The cheat death ability functions exactly like the rogue's defensive roll (see the Rogue section in Chapter 3 of the *Player's Handbook*), except that any source of damage (including spells and traps) can be avoided, and the outlaw need not be aware of the attack beforehand.

Once per day, he can make a Reflex save (DC = damage dealt) to take half damage from an attack, spell, or effect that would otherwise reduce him to 0 or fewer hit points.

If the effect directed at him allows a Reflex save for half damage, the outlaw's improved evasion ability comes into play as it normally would, but improved evasion does not otherwise help him cheat death.

Of course, an unscrupulous outlaw who knows that someone is about to storm his hideout might use his Disguise skill to switch clothes with a flunky.

Then all he has to do is feign death from some relatively minor injury (one that dealt enough damage to kill the flunky) and make a quiet exit as soon as his "killers" are occupied elsewhere.

Ruses such as this often help to extend an outlaw's career.

TABLE 1-4: THE OUTLAW OF THE CRIMSON ROAD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Ambush +1d6
2nd	+1	+3	+3	+0	Life on the crimson road
3rd	+2	+3	+3	+1	Ambush +2d6, evasion
4th	+3	+4	+4	+1	Fugitive's luck, Leadership
5th	+3	+4	+4	+1	Ambush +3d6, life on the crimson road
6th	+4	+5	+5	+2	Fugitive's luck, improved evasion
7th	+5	+5	+5	+2	Ambush +4d6, ranged disarm
8th	+6	+6	+6	+2	Legend
9th	+6	+6	+6	+3	Ambush +5d6, fugitive's luck
10th	+7	+7	+7	+3	Cheat death

The Outlaw's Code

Each outlaw of the crimson road must choose a group (subject to the DM's approval) that is immune to his depredations. For example, the Pirates of Penzance refused to rob orphans, while Robin Hood spared the poor. Some outlaws refuse to steal from members of the opposite sex, of their own race, or of the clergy. In return, the group granted this immunity idolizes the outlaw and aids him in times of distress. For example, members of the chosen group might provide a hiding place or send pursuers in the wrong direction. An outlaw who knowingly harms a member of his chosen group must atone for his misdeeds (see the atonement spell in the *Player's Handbook*). Until he has completed his penance, he loses all class features from the prestige class except for weapon and armor proficiencies.

ROYAL EXPLORER

Keoland monarchs enjoy learning of other lands and cultures, but pressing matters of state often keep them tied to their throne rooms.

So for years, they have sponsored crack teams of explorers who travel the length and breadth of the world, then return to deliver reports on faraway wonders.

Accordingly, the royal library of Keoland has the best selection of maps in the world, as well as a fascinating series of journals known as the *Minutes of the Royal Explorers Society*.

Because the *Minutes* are often used in geography lessons, many a noble's child lies awake at night, dreaming of climbing mountains along with Ahn Balic or hunting albino dire wolves with Istai Sunblessed.

However, the entrance examinations for the Royal Explorers Society are rigorous indeed.

To be accepted, an applicant must not only demonstrate a thorough knowledge of geography and possess impeccable cartographic skills, but also impress the society's admissions committee with verifiable tales of a particularly noteworthy exploration.

Academic geographers tend not to survive explorations in the wild, so most royal explorers are former bards or rogues. Adventurers in the midst of their own explorations sometimes encounter NPC royal explorers, who may either seek advice or offer it.

In addition, many of them hire bands of adventurers to deal with the more dangerous denizens of the areas they're exploring.

Royal explorers also pay top coin for copies of any maps adventurers may have made of previously unexplored regions.

Hit Die: d8.

REQUIREMENTS

To become a royal explorer, a character must fulfill all the following criteria.

Skills: Decipher Script 5 ranks, Intuit Direction ranks, Profession (cartographer) 8 ranks, Wilderness Lore 5 ranks.

Feats: Alertness, Endurance.

Special: The character must be admitted to the Royal Explorers Society.

This requires fulfilling all the requirements listed above and also submitting a verifiable report of a significant exploration to the society's review council.

Such a report should include, at minimum, a detailed map of the area explored, descriptions of native flora and fauna, a narrative of encounters with the area's inhabitants, and a significant relic (preferably magical) brought back for the society's museum.

CLASS SKILLS

The class skills for the royal explorer (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Gather Information (Cha), Handle Animal (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (geography) (Int), Listen (Wis), Profession (Wis), Speak Language (None), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Magic Device (Cha), Use Rope (Dex), and Wilderness Lore (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the royal explorer prestige class.

Weapon and Armor Proficiency: The royal explorer gains proficiency with one exotic weapon of choice.

He gains no other weapon or armor proficiencies.

Bonus Language: At 1st level and each odd-numbered royal explorer level thereafter, the character gains one bonus language of choice from Table 4–6 in the *Player's Handbook*.

Explorer Lore: A royal explorer has a chance to know almost anything, either from his own experience or from the tales of fellow explorers.

This ability functions exactly like bardic knowledge (see the Bard section in Chapter 3 of the *Player's Handbook*), except that the check modifier equals the character's royal explorer level + his Intelligence modifier.

Bard levels stack with royal explorer levels for the purpose of determining this modifier.

Explorer Check: The royal explorer makes a Knowledge (geography) check (DC 15) once per month or whenever he travels to a new culture.

Success means he can use his knowledge of the culture he is visiting to his advantage, gaining a +4 circumstance bonus on certain skill checks.

At 2nd level, this bonus applies only to Diplomacy checks.

For every two royal explorer levels thereafter, the bonus also applies to one additional skill, as shown on Table 1–5. He retains these circumstance bonuses until his next Knowledge (geography) check.

For particularly isolated or far-off cultures, the DM can raise the DC of the Knowledge (geography) check to 20 or higher.

Track: At 2nd level, the royal explorer gains Track as a bonus feat.

Brave: A royal explorer of 3rd level or higher gains a +4 morale bonus on Will saves against fear effects.

Search Bonus: At 5th level, a royal explorer gains a +2 competence bonus on Search and Wilderness lore checks made to find a path, including checks for secret doors and for following tracks.

Never Lost: A royal explorer of 6th level or higher automatically succeeds at Wilderness lore and Intuit Direction checks made to avoid being lost, and maze spells don't affect him.

Skill Mastery: At 7th level and higher, a royal explorer can use his skills reliably even under adverse conditions.

When he first qualifies for this ability, select a number of skills equal to 3 + his Intelligence modifier for mastery.

When making a check with one of these skills, the character may take 10 even if stress and distractions would normally prevent him from doing so.

Fearless (Ex): A royal explorer of 9th level or higher is immune to fear effects.

TABLE 1–5: THE ROYAL EXPLORER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Bonus language, explorer lore
2nd	+1	+3	+3	+0	Explorer check (Diplomacy), Track
3rd	+2	+3	+3	+1	Bonus language, brave
4th	+3	+4	+4	+1	Explorer check (Sense Motive)
5th	+3	+4	+4	+1	Bonus language, Search bonus
6th	+4	+5	+5	+2	Explorer check (Gather Information), never lost
7th	+5	+5	+5	+2	Bonus language, skill mastery
8th	+6	+6	+6	+2	Explorer check (Disable Device)
9th	+6	+6	+6	+3	Bonus language, fearless
10th	+7	+7	+7	+3	Explorer check (Use Magic Device)

The Minutes of the Royal Explorers Society

Because they're map-intensive and hand-scribed, copies of the *Minutes of the Royal Explorers Society* are rare. Thus, they are terrific finds for characters seeking adventure (and treasure). Each bimonthly issue contains at least one lengthy report on a far-off land, typically written as a series of journal entries. Relevant maps are included, as is other data collected during the exploration. Shorter reports on explorations in progress appear in a separate "Correspondence from Afield" section.

The most interesting parts of the *Minutes*, however, are near the back of each issue. The "Annotations" section offers lively debate as explorers query, dispute, or praise reports from previous issues. The "Order of the Cautionary Tale" section always offers a firsthand account of some misadventure, comic or tragic, suffered by a royal explorer. The Order of the Cautionary Tale isn't a real knightly order, of course, but many royal explorers take a curious pride in attaining membership. After all, an explorer has to survive to tell a cautionary tale. ...

SPYMASTER

Some adventurers glory in their reputations—the wider their exploits are known, the happier they are.

By contrast, the spymaster prefers to avoid attention. She does her work quietly and in private, keeping well away from public scrutiny.

To allay suspicions, she often maintains a cover identity by pretending to be a member of some other character class—typically the one in which she began her career.

Spymasters are rarely popular, but as long as nation distrusts nation, there will be work for those who can gather information that others wish to keep hidden.

Many a ruler who publicly claims to abhor spymasters secretly employs a stable of them, if only to protect his own secrets from the spymasters of other nations.

The secrecy inherent in the profession and its high fatality rate make it impossible to determine how many spymasters are active in a setting at any given time.

Rogues make excellent spymasters because of their generous skill allotments and their propensity for stealth. Likewise, rangers have an edge when operating as spymasters in outdoor surroundings.

In truth, however, characters of any class may become spymasters—the more unlikely the combination may seem, the better the cover it provides.

Some wizards and sorcerers use their spellcraft as a cover for subterfuge, and some barbarians are far more subtle than they may seem.

Spymasters may also be of any alignment.

They range from self-serving information brokers who sell their services to the highest bidder to high-minded moles who penetrate and destroy corrupt organizations.

It's important for spymasters to keep personal emotions distinct from professional attachments.

They must be ready to liquidate even someone close to them without a moment's thought if so ordered.

Betrayal is their business, and their loyalty is always to their mission, not to the people encountered while carrying that mission out.

Occasionally, spymasters find it expedient to infiltrate adventuring parties heading for the area where the real mission lies.

Hit Die: d8.

REQUIREMENTS

To become a spymaster, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Bluff 5 ranks, Gather Information 5 ranks, Innuendo 5 ranks.

Feat: Skill Focus (Bluff).

Special: The character must have 5 ranks in each of two skills from the following list: Diplomacy, Disguise, Forgery, and Sense Motive.

CLASS SKILLS

The spymaster's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Read

Lips (Int), Scry (Int), Search (Int), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All the following are class features of the spymaster prestige class.

Weapon and Armor Proficiency: A spymaster is proficient with light and medium armor and with all simple and martial weapons.

Cover Identity: A typical spymaster wishes to keep her true profession secret, so she pretends to be a simple rogue, ranger, or the like.

In addition to allaying her companions' suspicions, maintaining a cover identity also leads opponents to underestimate the spymaster until it is too late.

At 1st level, a spymaster establishes one specific cover identity (such as Murek the tailor from Sumberton).

While operating in that identity, she gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

At 4th level and again at 7th level, the spymaster can maintain one additional cover identity that provides the same circumstance bonuses as the first.

Should the spymaster wish to "retire" a cover identity and develop a new one, she must spend one week rigorously practicing subtle vocal intonations and body language before she earns the bonuses.

Cover identities do not in themselves provide the spymaster with additional skills, proficiencies, or class features that others might expect of the professions pretended, though required ranks (see below) can bolster skills in the chosen areas.

However, the spymaster must be careful to choose identities that can withstand regular scrutiny.

Required Ranks: A spymaster makes it a point to know what she's doing while she's pretending to be someone else. At every spymaster level, she must spend at least two skill points on a Craft, Profession, or Knowledge skill relating to one other chosen cover identities.

The usual maximum rank limit still applies to these skills.

Sneak Attack: The spymaster gains the sneak attack ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) at 1st level if she does not already have it. She gains +1d6 damage with this attack initially, but this rises to +2d6 at 4th level and to +3d6 at 7th level, if she already has the sneak attack ability from a previous class, the damage bonuses stack.

Undetectable Alignment (Ex): The web of different identities and agendas inside the spymaster's mind makes it impossible to detect her alignment via any form of divination once she reaches 2nd level.

This ability functions exactly like an *undetectable alignment* spell, except that it is always active.

Only divinations are confounded; spells that function only against certain alignments, such as *protection from evil* and *holy smite*, affect the spymaster normally.

Quick Change (Ex): By 3rd level, the spymaster has become adept at quickly switching from one identity to another. She now can don a disguise in one-tenth the normal time (1d3 minutes) and put on or take off armor in one-half the normal time.

Uncanny Dodge (Ex): Also at 3rd level, the spymaster gains the uncanny dodge ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if she did not already have it.

She gains additional benefits of this ability as her spymaster level increases (see Table 1–6).

If she already had uncanny dodge from one or more previous classes, levels of those classes stack with spymaster levels for the purpose of determining the benefits, but she continues to progress in the ability along whichever track she was originally using for it.

For example, if a rogue becomes a spymaster, add together her levels of spymaster and rogue, then refer to Table 3–15; The Rogue in the *Player's Handbook* to determine the benefits of uncanny dodge at her new, combined level.

Slippery Mind (Ex): At 5th level, the spymaster gains the slippery mind ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if she does not already have it.

Spot Scrying (Ex): Also at 5th level, the spymaster notices the magical sensor created by *arcane eye*, *scrying*, a crystal ball, or the like with a successful Spot check (DC 20).

Deep Cover (Ex): At 8th level, the spymaster can quiet her mind and completely immerse herself in her cover identity at will.

While she is in deep cover, divination spells detect only information appropriate for her cover identity; they reveal nothing relating to her spymaster persona.

Hear Subharmonics: Also at 8th level, the spymaster can determine the true motives of others by listening carefully to the subtle inflections of their voices.

Her ears are so well trained that she gains a +3 insight bonus on Sense Motive checks.

Detection Damper (Su): At 9th level, the spymaster can subconsciously create interference that hampers *detect magic* spells.

The aura strengths for all magic items she holds, carries, or wears register as two categories weaker than they normally would.

For example, a strong aura becomes faint, and faint or dim auras become completely undetectable.

Reactive Body Language (Ex): Also at 9th level, the spymaster learns the silent language of subconscious body movements.

By mimicking the body language of those with whom she interacts, she gains a +2 insight bonus on Bluff and Disguise checks.

Mind Blank (Sp): At 10th level, the spymaster can become immune to all mind-affecting spells and divinations by rigorously silencing her mind.

Using mind blank is a standard action, and the spymaster can do it a number of times per day equal to 3 + her Intelligence modifier.

This ability works exactly like a mind blank spell cast by a 15th-level sorcerer, except that it affects the spymaster only and its duration is 10 minutes.

TABLE 1–6: THE SPYMASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Cover identity, required ranks, sneak attack +1d6
2nd	+1	+3	+3	+0	Required ranks, undetectable alignment
3rd	+2	+3	+3	+1	Quick change, required ranks, Uncanny dodge (Dex bonus to AC)
4th	+3	+4	+4	+1	Cover identity, required ranks, sneak attack +2d6
5th	+3	+4	+4	+1	Required ranks, slippery mind, spot scrying
6th	+4	+5	+5	+2	Required ranks, uncanny dodge (can't be flanked)
7th	+5	+5	+5	+2	Cover identity, required ranks, Sneak attack +3d6
8th	+6	+6	+6	+2	Deep cover, hear subharmonics, required ranks
9th	+6	+6	+6	+3	Detection damper, reactive body language, required ranks
10th	+7	+7	+7	+3	Mind blank, Required ranks

TEMPLE RAIDER OF OLIDAMMARA

Olidammara's worshipers don't have many temples of their own, but some of them spend a great deal of time in the temples of other deities—robbing them of every valuable that's even remotely portable.

The temple raiders are an elite cadre of thieves who worship the Laughing Rogue and specialize in stealing valuables and secret lore from the temples of other deities. Few enterprises are as dangerous as breaking into a temple, so Olidammara grants limited spellcasting abilities to temple raiders in his service.

Temple raiders usually work in small teams, using stealth, disguise, or magic to infiltrate a rival temple secretly. Once inside, they plunder the treasury, steal religious relics, and abscond with any secrets the clerics of the rival temple cared to write down.

If all goes well, they slip out unnoticed, but they're not above fighting their way to freedom.

They know that the penalty for stealing from a temple is usually death, so they're quick to draw blades when capture seems imminent.

Temple raiders are always listening for news of great riches or dark secrets at the temples of other deities, and they eagerly chase down rumors of hidden shrines and half-buried temples from bygone ages.

However, they typically have plenty of time between raids for normal adventuring, which they undertake frequently with their deity's blessing.

After all, dungeon adventuring hones the skills that the temple raider needs for special missions—such as liberating the war-booty that the clerics of St. Cuthbert's temple are now bringing home for safekeeping.

Clerics who venerate other deities consider temple raiders a menace, so most of the latter pose as rogues, bards, or even clerics of Olidammara instead.

Rogues and bards usually have the skills a temple raider needs, whereas only a few rare clerics—even those of Olidammara—can pick a lock or sabotage a trap well enough to meet the temple raiders' standards.

Player characters may encounter NPC temple raiders fleeing from town with their latest victims on their heels, or in the midst of planning a raid.

Hit Die: d6.

REQUIREMENTS

To qualify as a temple raider of Olidammara, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Base Attack Bonus: +5.

Skills: Disable Device 4 ranks, Open Lock 4 ranks, Search 8 ranks.

Special: The character must worship Olidammara and be invited to join the ranks of the temple raiders by at least three current members of that prestige class.

CLASS SKILLS

The temple raider's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Disable Device (Int), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the temple raider of Olidammara prestige class.

Weapon and Armor Proficiency: A temple raider is proficient with all simple weapons and with the rapier. In addition, he is proficient with both light and medium armor.

Traps: At 1st level, a temple raider gains the traps ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if he does not already have it.

Spells: A temple raider can cast, a small number of divine spells.

His spells are based on Wisdom, so casting any given spell requires a Wisdom score least 10 + the spell's level.

The DC for saving against these spells is 10 + spell level + the raider's Wisdom modifier.

When the table indicates that the temple raider is entitled to 0 spells a given level (such as 0 1st-level spells at 1st level), he gets only those bonus spells that his Wisdom score allows.

Like a cleric, a temple raider can prepare one domain spell at each spell level in addition to his regular allotment.

At the time he becomes a temple raider, the character must choose two domains from the three over which Olidammara holds sway (Chaos, Luck, and Trickery).

He thus has access to two domain spells at each spell level and may prepare one or the other each day in his domain spell slot.

A temple raider must spend 1 hour each night in quiet contemplation and supplication to Olidammara to regain his daily allotment of spells.

Time spent resting has no effect on whether he can prepare spells.

Unlike clerics, temple raiders do not channel energy to turn or rebuke undead, nor can they spontaneously cast *cure* or *inflict* spells.

They also gain no granted powers for their domains.

Sneak Attack: The temple raider gains the sneak attack ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) at 2nd level if he does not already have it.

He gains +1d6 damage with this attack initially, and this rises by +1d6 per three temple raider levels thereafter.

If he already has the sneak attack ability from a previous class, the damage bonuses stack.

Uncanny Dodge (Ex): At 3rd level, the temple raider gains the uncanny dodge ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if he did not already have it.

He gains additional benefits of this ability as his temple raider level increases (see Table 1–7).

If he already had uncanny dodge from one or more previous classes, levels of those classes stack with temple raider levels for the purpose of determining the benefits, but he continues to progress in the ability along whichever track he was originally using for it.

For example, if a rogue becomes a temple raider, add together his levels of temple raider and rogue, then refer to

Table 3–15: The Rogue in the *Player's Handbook* to determine the benefits of uncanny dodge at his new, combined level.

Save Bonus: A little bit of Olidammara's luck has rubbed off on the temple raider in the form of a luck bonus on all saving throws.

This bonus rises from +1 at 4th level to +2 at 7th level to +3 at 10th level.

TEMPLE RAIDER SPELL LIST

Temple raiders choose their spells from the following list:

1st Level—*cure light wounds*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect secret doors*, *endure elements*, *entropic shield*, *inflict light wounds*, *invisibility to undead*, *obscuring mist*, *protection from evil*, *protection from good*, *protection from law*, *random action*, *remove fear*, *sanctuary*, *shield of faith*, *spider climb*.

2nd Level—*augury*, *cat's grace*, *cure moderate wounds*, *darkness*, *darkvision*, *delay poison*, *fog cloud*, *hold person*, *inflict moderate wounds*, *knock*, *lesser restoration*, *misdirection*, *resist elements*, *silence*, *undetectable alignment*.

3rd Level—*blindness/deafness*, *cure serious wounds*, *dispel magic*, *inflict serious wounds*, *locate object*, *magic circle against evil*, *magic circle against good*, *magic circle against law*, *magic vestment*, *negative energy protection*, *protection from elements*, *remove curse*.

4th Level—*air walk*, *cure critical wounds*, *freedom of movement*, *inflict critical wounds*, *neutralize poison*, *restoration*, *spell immunity*.

TABLE 1–7: THE TEMPLE RAIDER OF OLIDAMMARA

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spells per Day*—			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+2	Traps	0+1	—	—	—
2nd	+1	+0	+3	+3	Sneak attack +1d6	1+1	—	—	—
3rd	+2	+1	+3	+3	Uncanny dodge (Dex bonus to AC)	1+1	0+1	—	—
4th	+3	+1	+4	+4	Save bonus +1	1+1	1+1	—	—
5th	+3	+1	+4	+4	Sneak attack +2d6	1+1	1+1	0+1	—
6th	+4	+2	+5	+5	Uncanny dodge (Can't be flanked)	1+1	1+1	1+1	—
7th	+5	+2	+5	+5	Save bonus +2	2+1	1+1	1+1	0+1
8th	+6	+2	+6	+6	Sneak attack +3d6	2+1	1+1	1+1	1+1
9th	+6	+3	+6	+6	Uncanny dodge (+1 against traps)	2+1	2+1	1+1	1+1
10th	+7	+3	+7	+7	Save bonus +3	2+1	2+1	2+1	1+1

*In addition to the stated number of spells per day for 1st- through 4th-level spells, a temple raider gets a domain spell for each spell level. The "+1" on this list represents that. These spells are in addition to any bonus spells for having a high Wisdom.

THIEF-ACROBAT

Like any large guild, a thieves' guild has many specialists within its ranks—pickpockets, burglars, swindlers, and even highway robbers.

None of these, however, have the prestige of a thief-acrobat—the superlative second-story burglar who is infamous for daring escapades across the city's rooftops. The thief-acrobat excels at getting into and out of places no one else can.

If every street-level entrance to the Jewelers' Guildhouse is locked and well guarded, the thief-acrobat simply jumps atop the building from the roof of a nearby inn, throws a grappling hook to the highest minaret, runs up the attached rope to a shuttered window, and quickly picks the lock.

Should her escape go awry once she has the goods, her gymnastic combat style keeps her out of harm's way. Most thief-acrobats began as rogues and worked their way up through the guild's ranks.

Members of other classes—particularly the barbarian and illusionist—often find the acrobatics and climbing skills of the thief-acrobat prestige class quite attractive as well. Adventuring parties often encounter an NPC thief-acrobat in the midst of some crime.

Sometimes, however, a thief-acrobat hires adventurers to help with particularly dangerous capers, or even to create diversions while she works.

Hit Die: d6.

REQUIREMENTS

To become a thief-acrobat, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Skills: Balance 8 ranks, Climb 8 ranks, Jump 8 ranks, Tumble 8 ranks.

Special: The character must have the evasion ability and be a member in good standing of the local thieves' guild.

CLASS SKILLS

The thief-acrobat's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Craft (Wis), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Innuendo (Wis), Jump (Str), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Tumble (Dex), and Use Rope (Dex).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the thief-acrobat prestige class.

Weapon and Armor Proficiency: Thief-acrobats are proficient with all simple weapons.

With the exception of sneak attacks, the thief-acrobat cannot use any other class features while wearing armor bulkier than light.

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action.

Unbounded leap (Ex): A thief-acrobat's height does not limit her jumping distance (horizontal or vertical).

Fast Balance (Ex): At 2nd level, the thief-acrobat gains the ability to balance easily on a precarious surface.

A successful Balance check (for DCs, see the Balance skill description in Chapter 4 of the *Player's Handbook*) allows her to move her speed rather than half her speed under such conditions.

Improved Trip: At 2nd level, the thief-acrobat gains Improved Trip as a bonus feat, even if she does not have the Expertise feat prerequisite.

Improved Evasion (Ex): At 3rd level, the thief-acrobat gains improved evasion (see the Rogue section in Chapter 3 of the *Player's Handbook*) if she does not already have it.

Slow fall (Ex): At 3rd level, the thief-acrobat also gains the slow fall ability (see the Monk section in Chapter 3 of the *Player's Handbook*).

Initially, she takes falling damage as though each fall were 20 feet shorter than it actually is.

The falling distance that she can ignore increases by 10 feet for every three thief-acrobat levels she gains.

If the character already has the slow fall ability from a previous class, the distances do not stack.

Defensive Fighting Bonus: The fact that the thief-acrobat is perpetually whirling and spinning makes her a difficult target to hit.

When fighting defensively, she gains a +4 dodge bonus to AC rather than the normal +2 bonus or the +3 bonus for having 5 or more ranks in Tumble.

When executing the total defense standard action, she gains a +8 dodge bonus to AC rather than the usual +4 bonus or the +6 bonus for having 5 or more ranks in Tumble.

Sneak Attack: The thief-acrobat gains the sneak attack ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) at 4th level if she does not already have it.

She gains +1d6 damage with this attack initially, but this rises to +2d6 at 9th level.

If she already has the sneak attack ability from a previous class, the damage bonuses stack.

Cartwheel Charge: By somersaulting and cartwheeling in a straight line toward a foe 10 feet or more away, the thief-acrobat of at least 5th level can make an unusual charge attack, gaining the standard +2 bonus on attack rolls and –2 penalty to AC for a charge.

Executing the cartwheel charge requires a Tumble check (DC 20).

Success means that the thief-acrobat deals sneak attack damage to her target on a successful hit; failure means she achieves the normal results of a charge but does not get sneak attack damage.

Fast Climb (Ex): By 5th level, the thief-acrobat is an expert at climbing.

A successful Climb check allows her to move her full speed rather than half her speed in any situation that would normally require such a check.

Fast climb counts as a miscellaneous full-round action.

Prone Defense: By 6th level, the thief-acrobat is accustomed to rolling and spinning on the ground.

Opponents who attack her while she's prone don't get the +4 attack bonus that they ordinarily would receive.

Defensive Roll: At 7th level, the thief-acrobat gains the defensive roll ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) does not already have it.

Move Anywhere (Ex): By 8th level, a thief-acrobat can move normally even while balancing on a precarious surface or climbing.

In either case, she moves her speed with each move-equivalent action and can even run if desired, as long as she does so in a straight line.

Furthermore, she can take 10 on all Climb and Balance checks unless she's engaged in melee combat.

Fight Anywhere (Ex): By 10th level, the thief-acrobat can fight normally even while climbing or balancing on something.

This means, for example, that a thief-acrobat could climb a few steps up a nearby wall to earn the attack bonus for higher ground while engaged in melee.

She must, however, keep at least one hand free to climb.

TABLE 1–8: THE THIEF ACROBAT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Bonus language, explorer lore
2nd	+1	+3	+3	+0	Explorer check (Diplomacy), Track
3rd	+2	+3	+3	+1	Bonus language, brave
4th	+3	+4	+4	+1	Explorer check (Sense Motive)
5th	+3	+4	+4	+1	Bonus language, Search bonus
6th	+4	+5	+5	+2	Explorer check (Gather Information), never lost
7th	+5	+5	+5	+2	Bonus language, skill mastery
8th	+6	+6	+6	+2	Explorer check (Disable Device)
9th	+6	+6	+6	+3	Bonus language, fearless
10th	+7	+7	+7	+3	Explorer check (Use Magic Device)

VIGILANTE

One vigilante may have suffered personally at the hands of criminals and be bent on revenge.

Another might have lost loved ones to knives in a dark alleyway.

Still another could be atoning for the time he himself spent on the wrong side of the law.

Whatever the cause, a vigilante has burning desire to solve crimes and bring criminals to justice.

The vigilante combines magical and mundane investigative techniques to assess a crime scene.

He's adept at finding out "the word on the street" about a crime, analyzing clues, and identifying likely suspects.

Once he's on the trail, he relentlessly tails, apprehends, and interrogates a suspect until the truth comes out.

One vigilante could work for the local ruler or the city guard, but another might be an independent detective-for-hire.

A third might even take to the streets by night to stop crimes in progress—or keep would-be criminals from striking in the first place.

A bard or rogue can pick up the variety of skills a vigilante needs very quickly.

Rangers also tend to find the class appealing, for it allows them to engage in urban hunts with criminals as their prey.

An NPC vigilante might turn up just in time to save the player characters from becoming crime victims themselves.

However, if they break the law on a vigilante's home turf, the heroes may find themselves under his unwelcome scrutiny.

Hit Die: d6.

REQUIREMENTS

To qualify as a vigilante, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Base Attack Bonus: +4.

Skills: Gather Information 8 ranks, Intimidate 8 ranks, Search 8 ranks, Sense Motive 8 ranks.

Feat: Alertness.

CLASS SKILLS

The vigilante's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Wis), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Move

Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Tumble (Dex), and Use Rope (Dex).

See Chapter 4 in the *Player's Handbook* for skill descriptions. Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the vigilante prestige class.

Weapon and Armor Proficiency: Vigilantes are proficient with all simple and martial weapons, plus the net.

They gain no new armor proficiencies.

Spells: Beginning at 1st level, a vigilante can cast arcane spells just as a sorcerer does.

To cast a particular spell, the vigilante must have a Charisma score of at least 10 + the spell's level.

The character gains bonus spells based on his Charisma score, and the DC for the saving throws against his spells is 10 + the spell's level + the vigilante's Charisma modifier.

Like a sorcerer, a vigilante need not prepare his spells ahead of time.

TABLE 1–10: VIGILANTE SPELLS KNOWN

Vigilante Level	1st	2nd	3rd	4th
1st	2	—	—	—
2nd	2	—	—	—
3rd	3	1	—	—
4th	3	2	—	—
5th	4	2	1	—
6th	4	3	2	—
7th	5	3	2	1
8th	5	4	3	2
9th	5	5	4	2
10th	5	5	4	3

Detect Evil (Sp): Once per day per vigilante level, the character can *detect evil* just as a paladin does (see the Paladin section in Chapter 3 of the *Player's Handbook*).

Search for Clues: A vigilante of 2nd level or higher who merely passes within 5 feet of a clue to a crime is entitled to a Search check to notice it as if he were actively looking for it.

The vigilante must be aware that a crime has occurred, but need not know the specifics.

The clue cannot be more than a week old.

Streetwise: Select one city to be the vigilante's "home turf".

While in that city, he gains a circumstance bonus on

Innuendo and Gather Information checks.

This bonus is initially +2 at 2nd level, but it increases with class level as given on Table 1–9.

If he moves to another city, he must spend a month getting acquainted with the new area before he can use this ability there.

Incredible Luck: This ability, available to vigilantes of 3rd level or higher, allows you to reroll any roll you have just made after learning the result but before it has taken effect.

The rerolled result must be kept.

Although this ability is usable more than once per day at higher levels, a vigilante can't use it more than once for a given check.

Shadow: At 4th level, the vigilante gains Shadow as a bonus feat.

(See Chapter 2 of this book for this feat's description).

Punish the Guilty (Su): If a vigilante of 5th level higher personally witnesses someone committing an action that the laws of his home turf define as a crime, he can attempt to punish the miscreant.

To do so, he makes one normal attack and adds his Charisma bonus (if any) to the attack roll, along with any other modifiers that would normally apply.

If the attack is successful, it deals 1 extra point of damage per vigilante level.

This special attack must occur within three days of the crime; otherwise the bonuses no longer apply.

Punish the guilty is usable once per day at 5th level, twice per day at 7th level, and three times per day at 10th level.

The vigilante can use this ability as many times as desired against the same miscreant and in response to the same incident, as long as all such uses occur within the time limit.

Should the vigilante mistakenly try to punish someone who is not actually guilty of the crime witnessed, the bonuses do not apply, but the attempt still counts against the number allowed per day.

Slippery Mind (Ex): At 9th level, the vigilante gains the slippery mind ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if he does not already have it.

VIGILANTE SPELL LIST

Vigilantes choose their spells from the following list.

1st Level—*cause fear, change self, detect magic, detect secret doors, identify, light, obscuring mist.*

2nd Level—*darkvision, daylight, detect thoughts, locate object, scare, see invisibility, zone of truth.*

3rd Level—*clairaudience/clairvoyance, discern lies, dispel magic, emotion, magic circle against evil, speak with dead, tongues.*

4th Level—*arcane eye, detect scrying, dimensional anchor, fear, locate creature, scrying.*

TABLE 1–9: THE VIGILANTE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+2	Detect evil	0	—	—	—
2nd	+1	+0	+3	+3	Search for clues, Streetwise +2	1	—	—	—
3rd	+2	+1	+3	+3	Incredible luck 1/day	1	0	—	—
4th	+3	+1	+4	+4	Streetwise +4, Shadow	1	1	—	—
5th	+3	+1	+4	+4	Punish the guilty 1/day	1	1	0	—
6th	+4	+2	+5	+5	Streetwise +6	2	1	1	—
7th	+5	+2	+5	+5	Incredible luck 2/day, Punish the guilty 2/day	2	1	1	0
8th	+6	+2	+6	+6	Streetwise +8	2	2	1	1
9th	+6	+3	+6	+6	Slippery mind	2	2	2	1
10th	+7	+3	+7	+7	Punish the guilty 3/day	3	2	2	2

VIRTUOSO

The roar of the crowd, the praise of spectators after a great performance, the showers of gifts from attractive admirers—why would anyone trade all that for sleeping in the woods or poking around in smelly old dungeons?

The virtuoso leaves creeping down dark corridors and matching wits against deadly traps to others.

Her place is on the stage, surrounded by adoring fans.

Fortunately for her, every place she goes becomes a stage, and as long as there's anyone to impress, she's in the spotlight.

The typical virtuoso is outgoing, charismatic, and gregarious.

She loves to be around people and is quick to win friends with her charming manner.

Some might call her a temperamental egomaniac, yet everyone feels a little better in her presence.

Many virtuosos are musicians; others are accomplished dancers or actors.

Still others choose to specialize in obscure and unusual forms of entertainment, such as stage magic or juggling.

Since entertainers are often on the road, a virtuoso can travel wherever she likes, incorporating as much adventuring into her journeys as she wishes.

Because of her talent for winning admirers, she usually remains above suspicion should anything underhanded occur in a place she is visiting on tour.

Bards are most often drawn to this prestige class, although rogues, illusionists, and multiclass combinations of both can also excel in it.

Bards tend to perform as musicians or actors, illusionists as stage magicians, and rogues as dancers, tumblers, or sleight-of-hand artists.

Characters of most other classes are either not outgoing enough to enjoy being virtuosos, or they find other channels for their extrovertism.

Hit Die: d6.

REQUIREMENTS

To qualify as a virtuoso, a character must fulfill all the following criteria.

Skills: Perform 10 ranks, Intimidate or Diplomacy 6 ranks.

Spells: Able to cast 0-level arcane spells (cantrips).

CLASS SKILLS

The virtuoso's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Wis), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Spellcraft (Int), and Tumble (Dex).

See Chapter 4 in the *Player's Handbook* for skill descriptions. Skill Points at Each level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the virtuoso prestige class.

Weapon and Armor Proficiency: Virtuosos gain no new weapon or armor proficiencies.

Spells per Day/Spells Known: Since the virtuoso often uses magic to enhance her performances, it's important for her to maintain her magical studies.

Thus, whenever she gains a new virtuoso level, she gains new spells per day and spells known as if she had gained a level in a spellcasting class she belonged to before adding the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, new familiar abilities, and so on).

This means that she adds her new level of virtuoso to the level of some other spellcasting class she has, than determines spells per day, caster level, and spells known (if formerly a bard or sorcerer) accordingly.

If the character had more than one spell-casting class before becoming a virtuoso, she must decide to which class she adds each level of virtuoso for purposes of spells per day and spells known.

Bardic Music: At 1st level, the virtuoso gains the bardic music ability if she did not already have it from a previous class.

All the bardic music effects (countersong, *fascinate*, inspire competence, inspire courage, inspire greatness, and *suggestion*) become available to her immediately, subject to their usual Perform skill requirements (see the Bard section in Chapter 3 of the *Player's Handbook*).

Countersong requires either a musical or a poetic performance; all others can be produced with any performance type.

Each bardic music effect except *suggestion* requires one daily use of either the virtuoso performance ability (see below) or the bardic music ability.

Suggestion does not require any uses, but the subject must first be fascinated.

Virtuoso Performance: With an impassioned soliloquy or a haunting melody, the virtuoso can create magical effects beyond even the capabilities of bardic music.

Virtuoso performance can be used once per virtuoso level per day.

If the virtuoso has bard levels, those stack with virtuoso levels to determine uses per day.

Many virtuoso performance effects require more than one of the ability's allotted daily uses.

Although many of the names refer to musical performances, the virtuoso isn't actually so limited—for example, an actor could perform a "sustaining soliloquy" rather than a sustaining song.

As with bardic music, the virtuoso can usually fight while using this ability but cannot cast spells or activate magic items by either spell completion or command word.

If the performance forces any target to make a Will save, the only other action the virtuoso can take in the same round is a 5-foot step.

Sustaining Song (Su): A 1st-level virtuoso with at least 11 ranks in Perform can sustain her unconscious allies, negating their need for stabilization checks during her performance.

Because they're not making stabilization checks, the affected allies are neither stabilizing nor losing hit points.

A sustaining song lasts for 5 minutes or until the virtuoso stops performing, whichever comes first.

Sustaining song is a supernatural ability.

Calumny (Su): A 3rd-level virtuoso with at least 13 ranks in Perform has mastered the fine art of slander and can deliver a performance that makes a specific character or group (class, race, nationality, or the like) appear in the worst light possible.

Each member of the audience must make a Will save with a DC equal to the virtuoso's Perform check result.

Success negates the calumny effect; failure shifts that individual's attitude toward the target by one category—that is, from friendly to indifferent, from indifferent to unfriendly, or from unfriendly to hostile (see Table 5-4: Influencing NPC Attitude in the *Dungeon Master's Guide*).

Furthermore, each affected creature gains a +2 morale bonus on all opposed social interaction checks against the target.

Calumny lingers in the minds of affected audience members for 24 hours per daily use of virtuoso performance applied to the calumny attempt.

For example, a 7th-level bard/3rd-level virtuoso could apply seven daily uses of virtuoso performance to a song of antiuergar sentiment.

All who heard it and failed their Will saves would be affected for a week, and the virtuoso would have three virtuoso performance uses left that day.

Calumny is a supernatural, mind-affecting, language-dependent ability.

Jarring Song (Su): A 4th-level virtuoso with at least 14 ranks in Perform can inhibit spellcasting.

Anyone attempting to cast a spell during a jarring song must make a Concentration check (DC 15 + the spell level). Success allows normal completion of the spell; failure means it is lost.

A jarring song requires three daily uses of virtuoso performance and is a supernatural, sonic ability.

Sharp Note (Sp): A 5th-level virtuoso with at least 15 ranks in Perform can sharpen the blades of all piercing and slashing weapons within a 10-foot radius.

The affected weapons function as if a 6th-level sorcerer had cast a keen edge spell on them, except that the effect lasts only 10 minutes.

Sharp note requires three daily uses of virtuoso performance and is a spell-like, transmutation ability.

Mindbending Melody (Sp): A 6th-level virtuoso with at least 16 ranks in Perform can dominate a humanoid that she has already fascinated.

This ability functions exactly like a dominate person spell cast by a 9th-level sorcerer.

The target can make a Will save (DC 15 + the virtuoso's Charisma modifier) to negate the effect.

A mindbending melody requires two daily uses of virtuoso performance and is a spell-like, mind-affecting, language-dependent, charm ability.

Greater Calumny (Su): A 7th-level virtuoso with at least 17 ranks in Perform can whip her audience into a frenzy of loathing.

Greater calumny functions exactly like calumny, except that the audience's attitude is shifted two categories (indifferent to hostile, for example), and each affected audience member gains a +4 morale bonus on all opposed social interaction checks with the target.

Greater calumny is a supernatural, mind-affecting, language-dependent ability.

Magical Melody (Su): An 8th-level virtuoso with at least 18 ranks in Perform can empower allied spellcasters, raising their effective caster levels by +1 each for the purposes of spell effects and spell resistance checks.

This effect lasts as long as the performance does.

Magical melody requires two daily uses of virtuoso performance per minute maintained.

It is a supernatural ability.

Song of Fury (Su): A 9th-level virtuoso with at least 19 ranks in Perform can enrage her allies.

This ability functions exactly like barbarian rage on all willing allies within 20 feet, and it lasts as long as the virtuoso continues her performance.

Song of fury requires three daily uses of performance per round maintained.

It is a supernatural, mind-affecting ability.

Revealing Melody (Sp): A 10th-level virtuoso with at least 20 ranks in Perform can reveal all things as they actually are.

All those who hear the revealing melody are affected as if by a true seeing spell cast by a 17th-level sorcerer.

The effect lasts as long as the song does.

Revealing melody requires two daily uses of virtuoso performance per round maintained and is a spell-like, divination ability.

TABLE 1-11: THE VIRTUOSO

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+2	Bardic music, virtuoso performance (sustaining song)	+1 level of existing class
2nd	+1	+0	+3	+3		+1 level of existing class
3rd	+2	+1	+3	+3	Virtuoso performance (calumny)	+1 level of existing class
4th	+3	+1	+4	+4	Virtuoso performance (jarring song)	+1 level of existing class
5th	+3	+1	+4	+4	Virtuoso performance (<i>sharp note</i>)	+1 level of existing class
6th	+4	+2	+5	+5	Virtuoso performance (<i>mindbending melody</i>)	+1 level of existing class
7th	+5	+2	+5	+5	Virtuoso performance (greater calumny)	+1 level of existing class
8th	+6	+2	+6	+6	Virtuoso performance (magical melody)	+1 level of existing class
9th	+6	+3	+6	+6	Virtuoso performance (song of fury)	+1 level of existing class
10th	+7	+3	+7	+7	Virtuoso performance (<i>revealing melody</i>)	+1 level of existing class

STORMWRACK (3.5)

KNIGHT OF THE PEARL

"On my oath, I shall defend this kingdom beneath the sea and all its people, from that which threatens them, whether from the abysses, the shoals, the lands, or even the planes beyond.

Upon my life I swear it."

—Timora Argareth, a knight of the pearl

The knight of the pearl is a loyal defender of the aventi people, dedicated to the service of Aventernus and his appointed kings.

Not all paladins of the aventi people are meant to become knights of the pearl, for many of them have other obligations.

A knight of the pearl is a paladin who has taken the defense and prosperity of her people as her sacred charge.

For that sacrifice, Aventernus grants her the Blessings of the Pearl, a secret technique for infusing the very waters that surround the paladin with positive energy, causing them to glow with a pearlescent sheen.

BECOMING A KNIGHT OF THE PEARL

The paladin who seeks entry into the Order of the Pearl must demonstrate a strong knowledge in the manipulation and channeling of positive energy.

She must also be an exemplary paladin with a history of defending the aventi people and using her strength to benefit those who are weaker than she.

In short, the Order of the Pearl requires uncompromising heroism from those who would join their ranks. This is undeniably a class for paladins, given the strict alignment and special ability requirements. The Order of the Pearl has also been known to attract young clerics or fighter/clerics, drawn by the heroic nature of the knights.

ENTRY REQUIREMENTS

Alignment: Lawful good.

Base Attack Bonus: +5.

Feats: Extra Turning.

Skills: Knowledge (religion) 5 ranks.

Special: Turn undead, proficiency with at least one martial weapon and with heavy armor.

Special: Must be accepted as a member of the Order of the Pearl.

CLASS FEATURES

Weapon and Armor Proficiency: You gain no weapon or armor proficiencies.

Lay on Hands: You can heal wounds by touch if your Charisma score is 12 or higher.

Each day you can heal a total number of hit points of damage equal to your knight of the pearl level \times your Charisma modifier.

This ability works just like the paladin class feature of the same name (see page 44 of the *Player's Handbook*).

If you already gained this ability from another class, your levels in both classes stack to determine the total number of hit points of damage you can heal each day.

Blessed Soul: You can freely take levels in this prestige class without restricting future advancement as a paladin.

Your knight of the pearl levels stack with paladin levels for the purpose of your aura of good and stack with cleric and paladin levels for the purpose of turning undead.

Buoyant Armor (Su): At 2nd level, you can use positive energy to buoy up your armor in the water.

You take no armor check penalty on Swim checks, and the weight of your armor does not count toward your carrying capacity.

This effect only functions while you are in the water.

Pearl's Blessing (Su): At 3rd level, you can use the positive energy-imbued waters around you to deliver extra damage with your melee attack.

As a free action, you spend a turn undead attempt to focus positive energy into your weapon; the next successful strike with that weapon deals an extra 2d6 points of damage from positive energy.

If the energy is not used within a number of rounds equal to your class level, it fades and is lost.

At 5th level, you can focus more energy into your weapon, dealing an extra 4d6 points of damage on your next strike. The damage does not stack with itself.

When not in a body of water, you deal half as much extra damage (+1d6 at 3rd level, +2d6 at 5th level).

Pearl Blade (Su): At 4th level, your slashing weapons develop a pearlescent sheen when you wield them, and you ignore the normal penalties for using slashing weapons in the water.

This ability only functions in the water.

Water's Blessing (Su): At 5th level, you gain the ability to affect evil water-dwelling creatures with your turn undead attempts.

Furthermore, when in water you can spend a turn undead attempt to deal 4d6 points of damage to all evil or undead

creatures within 30 feet, while simultaneously healing good creatures of 4d6 points of damage.

All the creatures damaged and healed must be in contact with the water for the water's blessing to take effect.

EX-KNIGHTS OF THE PEARL

Rare is the knight of the pearl who strays from the path of service to the aventi, but it has been known to happen.

A knight of the pearl who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all knight of the pearl abilities (and likely loses all paladin abilities as well).

She cannot progress any farther as a knight of the pearl. She regains her abilities and advancement potential if she atones for her violations (see the *atonement* spell description, page 201 of the *Player's Handbook*) in appropriate fashion.

PLAYING A KNIGHT OF THE PEARL

A knight of the pearl has dedicated herself to her people first and foremost—even the religious organization of your church is second, though you consider your service to the aventi the highest of sacred callings, so there is no conflict in your mind.

Every knight of the pearl is a member in good standing of the Order of the Pearl.

You can hold one of two statuses in the order: active or questing.

If active, you are expected to remain in your assigned court, ready to defend it and the aventi king you have sworn to serve.

If you have taken an oath of questing, you are permitted to be away from those regular duties, so long as your quest fulfills your sacred duty of defending the aventi people.

COMBAT

A knight of the pearl is devastating in the water.

You are capable of wearing heavier armor than can be commonly found in an aquatic environment.

As such, you enjoy a higher Armor Class than most characters you will encounter in maelstrom adventures.

Likewise, your special abilities grant you the use of weapons normally limited in the water, a fact you should take advantage of.

You also have the Blessings of the Pearl (as your positive energy channeling techniques are called in the order).

A knight of the pearl is usually an up-close warrior.

You should be careful to see that your allies are protected.

Do not hesitate to disengage from a foe in order to aid a comrade in grievous danger, even if that means exposing yourself to harm in the process—the defense of the good is always more important than the destruction of evil to a knight of the pearl, especially if the comrade in question is one of the aventi.

Knights of the pearl wield great powers against both undead and creatures with the water subtype (including water elementals, black dragons, and some mephits).

Establish an agreed-upon signal for your allies to converge on your position in order to take advantage of your water's blessing, particularly when fighting undead. Do not hesitate to damage your foes while simultaneously healing your allies.

ADVANCEMENT

The Order of the Pearl does not actively recruit members. Instead, those who feel that their duties as a paladin are in line with those of the order seek out membership.

Your own kingdom's assigned knight, or a questing knight of the pearl you encounter while adventuring, will be only too happy to offer advice on how to gain the order's approval and will even act as your de facto mentor, suggesting missions to prove your dedication to the order's goals and providing training in channeling positive energy and weapons.

The first and foremost duty is service.

Younger knights are expected to pay respect to older and more experienced knights when their paths cross, but beyond this teaching the higher secrets and skills of this prestige class tends to be quite informal.

As a knight of the pearl, you are a front-line fighter, and your choices should reflect that.

As a focused channeler of positive energy, taking the Extra Turning feat grants you the ability to use your powers more often each day.

Additionally, the use of divine feats (see *Complete Divine*) will get even more out of your already prodigious channeling abilities.

RESOURCES

Just as you can certainly expect to be called upon to aid other members of the Order of the Pearl in pursuit of their duties, you can expect to receive aid as well.

The members of Aventernus's priesthood are naturally very sympathetic to the order's goals and will often aid its knights when they can with spellcasting and other assistance.

The aventi kings are almost always willing to lend their aid as well, when they can do so.

Many knights of the pearl with the Leadership feat attract cohorts from among the king's household guard, who tend to idealize these knights and their sacrifices for the aventi people.

You should invest in the best armor you can acquire—many knights favor heavy armor and weapons crafted of pearlsteel (see page 128).

Likewise, your pearl blade ability allows you to use weapons normally very limited in use in the water, so don't hesitate to take advantage of this benefit.

KNIGHTS OF THE PEARL IN THE WORLD

The knights of the pearl are an order of civic-focused paladins sworn to defend the aventi people from threats. They serve as captains and champions of the Royal Guard and don't hesitate to undertake adventuring when it can benefit their people.

Many aventi kings have a level or two in this prestige class, as well.

A knight of the pearl makes a perfect emissary from a nearby aventi kingdom or a guide for PCs visiting the aventi people.

A knight of the pearl could also serve as opposition to a group of PCs who find themselves at odds with the aventi.

ORGANIZATION

The Order of the Pearl maintains a chapterhouse in each aventi kingdom.

These chapterhouses are usually located on royal grounds, with its members dedicated to defending the aventi king and his people.

Each chapterhouse is led by a Master Sergeant, usually a mid- to high-level knight of the pearl.

The Master Sergeants answer directly to the Master of the Pearl Sword, the head of the Order of the Pearl as a whole,

who dwells in a fortified monastery outside of the domain of any of the aventi kings.

The Master of the Pearl Sword and her direct lieutenants act as defenders for the Royal Moots of the aventi kings, but their ultimate loyalty is to the aventi people as a whole.

Younger paladins joining the Order are given the title of Aspirant until they gain their first level in the knight of the pearl prestige class, at which time they are knighted by the local aventi king.

Knights of the pearl in active service train troops, guard their king, and carry out missions on his behalf.

Knights of the pearl not in active service are either questing or in medical recovery of some kind.

NPC REACTIONS

The knights of the pearl are well loved by the aventi people, usually eliciting a friendly or helpful reaction from most aventi.

By contrast, the Order of the Pearl is also well known to the aventi's enemies; kuo-toas, sahuagin, and other such folk are almost always hostile toward the Knights.

KNIGHT OF THE PEARL LORE

Characters with Knowledge (nobility and royalty), Knowledge (religion), or Gather Information can research knights of the pearl to learn more about them.

DC 10: It is said that the strange aventi, an undersea race of humanlike folk, are guarded by knights much like the paladins of surface races, though they ride aquatic mounts.

DC 15: These knights of the pearl actually act primarily as defenders, guardians, and champions of the aventi kings.

They are also known for wearing impressive armor and wielding weapons that aren't really feasible to use underwater, normally.

They serve the god Aventernus, the patron deity of the aventi.

DC 20: These knights are called the knights of the pearl because they have the ability to infuse the water around them with the holy power of their god, giving it a pearlescent glow.

DC 30: The kings of the aventi are often initiates into the Order of the Pearl.

KNIGHTS OF THE PEARL IN THE GAME

An aventi paladin is likely to be a knight of the pearl, especially if she counts the defense of her people to be among the highest of her charges.

The leader of an aventi patrol is likely to be a knight of the pearl, and most of the aventi kings are as well.

TABLE 3-3: THE KNIGHT OF THE PEARL

HIT DIE: d10

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+2	Lay on hands, blessed soul
2nd	+2	+3	+0	+3	Buoyant armor
3rd	+3	+3	+1	+3	Pearl's blessing
4th	+4	+4	+1	+4	Pearl blade
5th	+5	+4	+1	+4	Water's blessing

Skills (2 + Int per level): Concentration, Diplomacy, Handle Animal, Heal, Knowledge (nobility and royalty), Knowledge (religion), Profession, Ride, Swim.

LEGENDARY CAPTAIN

"Come about, lads!

We'll cross her bow and rake her from stem to stern!

Let's teach them what it means to tangle with Dolphin's Splash!"

—Valanthe the Golden Dolphin, legendary captain
Seafarers' tales are filled with the exploits of legendary captains—those who can urge their ships and crews to exceptional feats through sheer determination, leadership, and tactical skill.

A legendary captain might be the commander of a fleet's flagship or a bloodthirsty pirate, but whatever the role, her reputation is widespread and her crew fanatically loyal.

BECOMING A LEGENDARY CAPTAIN

The ability to command and to inspire is a rare gift, and not necessarily one that comes with high social standing. Some of the most famous captains rose from humble origins, as sailors who worked their way up through the ranks.

Others purchased a commission or bought a vessel of their own outright in order to gain a command.

However one comes by it, the profession of captain requires experience, skill, and an expert knowledge of the capability of both vessel and crew.

A typical legendary captain begins her career as a fighter or rogue with experience at sea, although a charismatic character such as a bard or paladin might also do well.

These characters generally operate in a navy or as masters of their own adventuring ships.

Spellcasters are less common, but a sorcerer captain with the very winds at her command makes for an awe-inspiring leader.

Barbarian crews are certainly well known—the sea raiders in longships are the most obvious example—but a legendary captain rarely springs from an uncivilized past.

ENTRY REQUIREMENTS

Base Attack Bonus: +4 Skills: Profession (sailor) 8 ranks,

Knowledge (geography) 5 ranks Feats: Leadership.

Special: Must be the captain or master of a ship.

CLASS FEATURES

The following are all class features of the legendary captain prestige class.

Great Captain: You gain Great Captain as a bonus feat.

If you already have Great Captain, you instead gain Skill Focus with one of the legendary captain class skills given above.

Leadership: At 2nd level, you gain a +2 bonus to your effective character level for purposes of the Leadership feat to attract followers.

This bonus increases to +4 at 4th level, +6 at 6th level, +8 at 8th level, and +10 at 10th level.

Weather Gauge (Ex): On reaching 2nd level, your superior ability in handling a ship allows you to maneuver so as to have the more advantageous wind.

You gain a +4 competence bonus on Profession (sailor) checks to gain the advantage (see Narrative Naval Combat, beginning on page 25).

As long as you have the advantage, your crew gains a +2 bonus on all Profession (sailor) checks and on attack rolls made with shipboard siege engines, and your ship gains a +2 dodge bonus to Armor Class against attacks by enemy ships.

Luck of the Wind (Su): Beginning at 3rd level, you are able to cheat the fates on occasion.

Once per day you can reroll a failed attack roll, saving throw, skill check, or ability check.

You must reroll before the DM declares whether the roll results in success or failure, and you must take the result of the reroll, even if it's worse than the original roll.

On reaching 7th level, you can reroll twice per day.

Uncanny Navigation (Su): On reaching 3rd level, you develop an innate sense for detecting and avoiding maritime hazards.

You add your legendary captain level as a bonus on Spot checks to notice aquatic hazards and on Profession (sailor) checks to navigate safely through them.

Wind at Your Back (Ex): On reaching 4th level, you can use your mastery of navigation to coax additional speed from your ship by directing the most efficient placement of sails or encouraging rowers to exert themselves.

A ship you captain moves 20% faster (minimum of +5 feet).

Accelerated Firing (Ex): Beginning at 5th level, you can urge your weapons crews to exceed ordinary performance.

A ballista or catapult can be reloaded or reaimed in a round by one less crew member than normal.

If the weapon is fully crewed, it can be reloaded or reaimed as a standard action instead of a full-round action.

In addition, your crews gain a +2 morale bonus on Profession (siege engineer) checks.

Steady Stance (Ex): Starting at 5th level, your sea legs keep you stable when others have difficulty standing.

You are not considered flat-footed while balancing or climbing, and you add your class level to Balance or Climb checks to remain balancing or climbing when taking damage.

Rake (Ex): At 6th level, you increase your ability to handle a ship and maintain an advantage in naval combat.

As long as you have the advantage, attacks against enemy vessels with your shipboard siege engines deal an additional die of damage on a successful attack.

This die is of the same kind as the weapon normally deals:

For example, a light catapult (normal damage 4d6) deals an extra 1d6 points of damage, while a ballista (normal damage 3d8) deals an extra 1d8 points.

Legendary Helm (Ex): Starting at 7th level, you grant an additional +2 dodge bonus to the Armor Class of any vessel you steer or command.

In addition, you can attempt saving throws using your save bonuses against spells or effects targeting your vessel.

For example, if a dragon uses its breath weapon against a ship you are steering or commanding, you can make a Reflex save on behalf of the ship to halve the damage.

(Normally, vessels are considered unattended objects and fail all saving throws).

Misdirect (Ex): Beginning at 8th level, you might trick an enemy captain into underestimating the capabilities of your ship and crew.

This includes disguising your vessel, lurking at the edge of fog, holding off on firing your weapons, and other such stratagems.

The enemy captain must have line of sight to your vessel, and you must make a Bluff or Profession (sailor) check, whichever modifier is higher, with a bonus on the roll equal to one-half your legendary captain level.

This is opposed by the Sense Motive check of the enemy captain.

If your check succeeds, the enemy captain and crew take a –2 penalty on attacks, saves, and skill checks for the length

of the engagement, and the enemy vessel takes a -2 penalty to Armor Class.

Splice the Main Brace (Su): On reaching 9th level, you can hearten your crew with your personal strength.

("Splice the main brace" is nautical jargon for hoisting a mug of grog, originally at the end of a hard day's work). Once per day you can produce a *mass cure light wounds* effect to heal the injuries of all on board.

Your caster level is equal to your prestige class level.

It requires 10 minutes for the healing effect to take place, so it is not usable in the midst of combat.

Fleet Admiral (Ex): At 10th level, your phenomenal leadership skills allow you to assist the crews of allies' ships as well as your own.

You can use the aid another action to confer a +2 morale bonus on checks made by the crews of a number of additional ships equal to your Charisma bonus (minimum one extra ship) within signaling distance (1 mile in clear conditions).

You grant a +4 morale bonus on allied captains' Profession (sailor) checks to gain the advantage in combat, and they gain the same benefits you confer.

In addition, when aiding the actions of your own crew, you confer a +4 bonus instead of +2 on a successful check.

PLAYING A LEGENDARY CAPTAIN

The open sea is your home, and you spend as much time as you can aboard ship.

Just being under sail is enough, but it's even better when you can combine your love with a purpose.

You can't be a captain without a crew.

To enter this class requires that you command some sort of vessel, and the first order of business is to find the right people to help you operate it.

You might be able to handle a small sloop with only a handful of crew, but a proper warship needs dozens of competent sailors and other professionals.

As leader of an adventuring group, you'll probably want to have other members of your party act as officers.

Those who lack suitable leadership or sailing skills might instead serve as specialists, such as windsingers, prelates, or surgeons.

You'll have to recruit followers and ensure they are fairly paid (a private ship has a charter setting out such details); highly skilled positions on board might be best filled by cohorts.

If you are a treasure hunter or an explorer of uncharted expanses, you are best served by a small and lightly armed vessel that can travel swiftly.

Quite probably the only crew on such a ship is your adventuring party.

If you're a pirate captain, you might want a more heavily armed ship, but you still need one that is relatively quick—if you can't get away from an unfavorable encounter, you won't live long enough to become a scourge of the seas. The crew of such a ship is heavy on hand-to-hand fighting skills, since a pirate's goal is to seize ships and cargo, not sink them.

COMBAT

Your background is in leadership rather than hand-to-hand combat, and your expertise is in getting the most out of those under your command.

Most legendary captains are good fighters, with experience as marines or pirates before gaining a command of their own.

At lower levels, use your ability to aid your crew to best effect.

Your vessel is more nimble than those of your opponents, thanks to your enhanced navigation skills, and can hold up better in ranged combat while you close to attack.

Once your crew has boarded the enemy, you can use the aid another action to improve all their attacks or Armor Class as necessary.

Once you reach higher levels in this class, you have exceptional ability to support your ship and crew in naval combat.

Take advantage of ranged combat as much as you can, whether using magic or onboard siege engines—your ship has an excellent chance of avoiding damage from magical attacks, and your crew can manage shipboard weaponry more efficiently.

Once you close to grappling range, the enemy captain is likely to be at a disadvantage due to your clever misdirection.

This in combination with the bonuses you grant to your crew should be enough to tip the balance in your favor. Should things go badly in combat, your class abilities make it easier for your crew to escape and your ship to disengage. Once safely away, you can even help the injured recover more quickly.

ADVANCEMENT

It is a matter of experience to gain the basic skills and leadership qualities needed to become a legendary captain. As a seafaring adventurer, whenever you attain a level you can improve your ability to handle a ship.

You probably began your career as a sailor or marine on board another's ship, literally learning the ropes and acquiring knowledge in dealing with the hazards of life and combat at sea.

As your experience grew, you moved into junior officer positions or became a specialist such as a pilot.

Eventually you were able to amass enough wealth (mostly likely pooled with that of fellow adventurers) to purchase a commission in a country's navy or to buy a small ship of your own.

Once you have started on the path of the legendary captain, your own reputation and experience moves you further along.

You have already acquired the Leadership feat and attracted a crew.

From then on, your exploits at sea will enhance your Leadership score as stories spread from port to port, with positive modifiers in addition to the bonuses granted by class levels.

Being known as a legendary captain improves the quality of the recruits as well: Experienced tars seek you out, and you can afford to choose the best.

Their performance on board is enhanced by your skills, further reinforcing your crew's quality.

As long as you treat them fairly and act with honor—whether as notorious pirate or decorated fleet captain—they will follow you loyally.

Your confidence in yourself increases along with that of the crew, propelling you to ever greater heights of naval leadership.

Taking ranks in Diplomacy is strongly recommended, especially when you become more involved in political matters.

Eventually you become so skilled that the followers you attract are of high enough level to possess ships of their own.

Alternatively, as your star rises within the service, you are eventually called to command a fleet of ships, although the disadvantage of such a high command rank is being less free to adventure.

The most free-spirited legendary captains prefer to command only a small group of ships as privateers, explorers, or pirates.

RESOURCES

If you are a commander within a navy, you have the considerable resources of that nation's government at your disposal.

Lower-ranking commanders can expect their ships to be crewed and outfitted properly at no expense to themselves, and it might be possible to request specialist crew members in the navy's employ be assigned to your ship.

As you advance in your career, you will cultivate contacts within the naval hierarchy and the government on whom you can draw for unusual requests or special favors—provided they are not too frequent or excessive.

Once you attain the rank of admiral, you have the ear of the highest government officials and are in a position to grant favors and supplies in turn to subordinate captains.

As an independent captain, your access to resources is not guaranteed, but you have the advantage of a reputation that precedes you.

When your ship sails into port, you are likely to be greeted by swarms of well-wishers and hopeful sailors, and perhaps by town officials hoping to gain a political advantage through association with you.

With your diplomatic skills, you can wrangle concessions such as reduced docking fees or free lodging, perhaps in exchange for taking on a mission for the town.

If your bent is more piratical, your naval expertise brings you more victories at sea, along with more plunder.

Cold, hard cash can get almost anything.

LEGENDARY CAPTAINS IN THE WORLD

A party with a legendary captain at its helm is assured of thrilling adventures.

Having such an acclaimed leader makes your ship the easy choice for those who need something done, whether townsfolk seeking relief from pirate raids or treasure hunters looking for safe passage.

You can demand premium prices and expect to get a piece of the adventuring action.

ORGANIZATION

As a naval captain, you report to the senior commanders of the fleet.

They in turn are responsible to the leaders of the government, who direct their missions and designate enemies.

Progression in the prestige class generally corresponds to advancement in rank, so you eventually become the one giving the strategic orders.

Along with this increased authority comes the inevitable politicking; as you reach new levels, you are likely to make influential new contacts—and dangerous new enemies.

As a private operator, your life is a freer one.

You own the ship, and you get to go adventuring ashore or board enemy vessels right alongside your crew (a privilege not usually accorded to senior naval officers).

NPC REACTIONS

Your reputation precedes you wherever you go, and each new port of call brings new contacts—and possibly new rivalries.

In general, the reaction of townsfolk is friendly as long as your reputation is an honorable one.

Even if you are a famous pirate, you might be welcome as long as those you prey on are not connected with the town or are seen as deserving of attack.

On the other hand, if your predations have directly affected a port, the inhabitants are likely to be unfriendly.

You are also likely to encounter other legendary captains.

These might be rivals on a wide-open pirate coast, who could see you as a worthy challenge to increase their personal glory or a friendly competitor with whom to swap boasts.

If you are an eminent fleet commander, you might be in pursuit of a legendary pirate captain.

Such a relationship can drive an episodic storyline, with repeated encounters that increase the fame of both characters.

Legendary captains and scarlet corsairs (see page 65) often become lifelong nemeses.

Within a navy, no more than one or two captains have legendary status.

They are natural rivals for promotion and attention from the country's leadership, and such a rivalry can be bitter. Once you've reached the position of fleet admiral, you will know best which commanders have the potential to become truly legendary.

You might test such captains with challenging missions to help them along their career path, or jealously protect your own position by taking such missions for your own ship. How you approach command dictates how others respond.

LEGENDARY CAPTAIN LORE

Characters with Knowledge (nobility and royalty) or Gather Information can research legendary captains to learn more about them.

DC 15: There are plenty of decent captains, and a few good ones, but some captains' names come up again and again. Stories involving them range from the exaggerated to the unbelievable.

DC 20: A legendary captain is hard to find, but she has an uncanny ability to drive her crew to new heights.

She can save a ship or win a battle by sheer will.

There's nothing like sailing under a lucky captain.

DC 30: The privateer captain known only as the Scarlet Feather has raided these shores for twenty years.

He can steer his ship directly into the wind, take on three enemy dromonds and win, and he hunts sea serpents for sport.

No one has been able to catch him, or defeat him.

LEGENDARY CAPTAINS IN THE GAME

An NPC legendary captain is a great campaign driver.

The characters can hire on to her crew and join a life of high adventure, pursuing legendary quests in the manner of Sinbad.

Of course, there is a lot of competition to join such a crew, and the PCs might have to show that they deserve the honor.

As a PC legendary captain, you're the one driving the adventures.

Where do you want to go today?

Wherever your heart takes you, your loyal crew will follow.

As your fortune and reputation grow, you can command ever larger ships and take on ever greater challenges.

TABLE 3-4: THE LEGENDARY CAPTAIN HIT DIE: d8

	Base				
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Great Captain*
2nd	+1	+3	+0	+3	Leadership +2, weather gauge
3rd	+2	+3	+1	+3	Luck of the wind 1/day, uncanny navigation
4th	+3	+4	+1	+4	Leadership +4, wind at your back
5th	+3	+4	+1	+4	Accelerated firing, steady stance
6th	+4	+5	+2	+5	Leadership +6, rake
7th	+5	+5	+2	+5	Luck of the wind 2/day, legendary helm
8th	+6	+6	+2	+6	Leadership +8, misdirect
9th	+6	+7	+3	+7	Splice the main brace
10th	+7	+7	+3	+7	Leadership +10, fleet admiral

*New feat described on page 92.

Skills (4 + Int per level): Balance, Bluff, Climb, Craft (any), Diplomacy, Intimidate, Jump, Knowledge (architecture and engineering), Knowledge (geography), Knowledge (local), Profession (any), Sense Motive, Spot, Survival, Swim, Use Rope.

LEVIATHAN HUNTER

"Here be monsters?

Ex-cel-lent."

—Lillikakooet, leviathan hunter

The leviathan hunter revels in the chase more than most hunters.

For him, there is no thrill in pursuing mere beasts, or even monsters of the usual sort.

He is an adventurer for whom only the most dangerous prey presents sufficient challenge.

He is dedicated to hunting down creatures of the perilous depths.

Most folk regard leviathan hunters as reckless or even mad, not understanding that the primal need that drives them is as deep as the ocean itself.

BECOMING A LEVIATHAN HUNTER

Nearly every leviathan hunter starts out as a ranger, although such a character might have levels of barbarian as well for general toughness and survivability.

Many are human, since that race is most prone to thrill-seeking—especially among warrior cultures.

Darfellans (see page 36) make outstanding leviathan hunters, given their cultural antipathy to sea monsters, the enemies of the great whales so beloved by their race.

Cultures that emphasize bravery or daring feats, such as orcs, also are a breeding ground for such extreme hunters.

ENTRY REQUIREMENTS

Base Attack Bonus: +5.

Feats: Iron Will, Track.

Skills: Knowledge (nature) 4 ranks.

Special: Favored enemy (aberrations, animals, dragons, or magical beasts).

CLASS FEATURES

The following are class features of the leviathan hunter prestige class.

Hunter's Insight (Ex): You possess significant bits of knowledge regarding the types of creatures you battle. You gain an insight bonus equal to your class level + 5 on all Knowledge checks made to identify an aberration, animal, dragon, or magical beast or its special powers or vulnerabilities.

You gain the same bonus on Survival checks made to track such creatures.

Trophy (Su): You have the ability to wear your enemy and protect yourself from its power.

Whenever you slay a Huge or larger aberration, animal, dragon, or magical beast, you can take a body part as a trophy, such as a horn, tooth, or claw.

You must have dealt damage to the creature in the encounter that killed it (you can't just watch the wizard blast it and then claim the trophy), and you must harvest the trophy within 1 minute of the creature's death.

You must then treat the trophy with a mixture of precious oils and magical preservatives costing at least 500 gp.

This process takes 24 hours.

When worn, a trophy grants you a +2 competence bonus to AC and on saves against all creatures of that type.

For instance, wearing the claw of a red dragon grants you the bonus against the attacks of red dragons (but not other kinds of dragons).

At 5th level, the bonus to AC and saving throws improves to +4.

A trophy works only for the leviathan hunter who created it.

Although you can create many trophies, you can benefit from the effects of no more than one trophy per class level. Simultaneously wearing more trophies than this negates the effects of all trophies.

Fell the Leviathan (Ex): You learn to place your attacks where they will have the most harmful effect against big creatures.

Beginning at 2nd level, you deal an extra 1d6 points of damage with any melee attack made against an aberration, animal, dragon, or magical beast of Huge or greater size.

This extra damage increases to 2d6 points at 4th level.

Clever Wrestling: You face many creatures capable of crushing you in their tentacles, claws, or teeth.

To better resist such attacks, you gain **Clever Wrestling** (see page 92) as a bonus feat at 3rd level, even if you would not otherwise qualify for the feat.

Immunity to Fear (Ex): You eventually learn to steel your will against the terror that defeats those of less determination.

When you reach 5th level, you become immune to fear.

PLAYING A LEVIATHAN HUNTER

You live for the hunt.

You'd do it on your own if you could, but sometimes the prey is too much even for such a mighty hunter as yourself. You don't hunt down powerful monsters because you hate them, but rather because you need to challenge yourself against their awesome power.

If it happens that you also rid a community of a horrible threat, so much the better.

COMBAT

The hunt for a mighty creature is a ready-made adventure. At lower levels, you'll probably be seeking out lesser prey such as aboleths, bulettes, dinosaurs, or juvenile dragons.

It can only help to have a party to back you up with their specialties, although you typically demand the killing blow for yourself.

At higher levels, you are ready to take on true leviathans—behirs, dire sharks, dragon turtles, purple worms, krakens, and eventually even the mightiest dragons.

The pursuit of such prey is a challenge to strain even your amazing abilities, but the rewards are equally mighty.

You're already specialized in tracking down and fighting dangerous creatures.

Many leviathan hunters come from the ranger class, where they gained expertise in a combat style as well as in the ways of their preferred prey.

As a leviathan hunter, these abilities become even stronger. When fighting on your own, you can take advantage of your enhanced tracking and evasion to come upon your prey unawares, then deal massive amounts of damage quickly.

You can escape from combat readily as well, either to flee if things are going badly or to retreat to a safe distance and finish the job with ranged attacks.

As you claim more and more trophies, your ability to withstand the deadly attacks of your enemies grows more potent.

When working in concert with others, you're the one who can lead the party to the target and help them set up deadly ambushes.

Once battle is joined, you'll be in the thick of things, clambering onto your foe, striking where it's most vulnerable, and otherwise distracting it to set up attacks by your companions.

You are superbly adapted to getting on a monster's flank and exposing it to sneak attacks.

ADVANCEMENT

There is no formal organization of leviathan hunters, since there are few such elite warriors left in the world.

Nevertheless, news of one hunter's success spreads quickly among the others, and this grapevine also brings news of legendary creatures that no one has been able to take down. It's typical to hear a leviathan hunter speak of such a challenge in admiring terms: "Yep, Ol' Blackhorn got away again.

He's a clever one".

Even if it's you the monster in question escaped from, there is no shame in telling tales of its prowess.

The glory will be that much greater when someone finally finishes off the beast.

Leviathan hunters cross paths in outfitters' shops or caravansaries on the edge of the wilderness, where they are eager to swap tales of high adventure over a meal and drinks.

This camaraderie goes with a fiercely competitive spirit, but one of friendly rivalry rather than a cutthroat win-at-all-costs mentality.

Advancement in the class generally goes hand in hand with making ever more impressive kills, increasing your bragging rights as well as your combat prowess.

The two are of nearly equal importance.

A leviathan hunter tends to focus on closely related kinds of creatures.

One might be an expert in sea monsters who hunts down krakens and other horrors of the deep, while another might prefer to hunt dangerous prey in a particular extreme environment such as the frostfell.

Some hunt a single kind of prey (such as dragons) across all terrains, while others try to pursue as many different kinds of creatures as possible.

Whatever your taste, you set a goal for yourself, then try to exceed it.

If you've finally run Ol' Blackhorn to ground, your next target is going to be something even more difficult and impressive.

RESOURCES

The most important resource for a leviathan hunter is the hunters' grapevine.

Other leviathan hunters are continually passing along tales of mighty creatures (usually of a kind or in places that they do not deal with).

In turn, you'll probably have tales to tell of your own.

Your prestige within this fellowship rises as you defeat such monsters, which ensures that you'll hear of new challenges, often before lesser hunters do.

Some leviathan hunters turn a profit from their life's pursuit, coming to the aid of people being threatened by terrible beasts and claiming substantial rewards.

If you're this kind of hunter, jobs will come your way steadily—there's always a kingdom looking to free itself of a dragon or a port that needs to rid its harbor of some horror.

The downside of such a reputation is that you can be harassed by petitioners, and if you are choosy about your assignments you might incur the ill will of those you decline to help.

LEVIATHAN HUNTERS IN THE WORLD

Whether there's a leviathan hunter among the PCs or a famed figure whose name is on everyone's lips, it's easy to build an adventure around one.

ORGANIZATION

The fellowship of leviathan hunters is informal, but they all have certain needs in common.

When a hunter is setting out after his chosen prey, he always needs supplies.

Often he needs assistants as well.

A PC leviathan hunter has the party but might still need bearers, guards, translators, and so on.

An NPC hunter might advertise for such services.

Enterprising merchants set up outfitting centers in areas near the wilderness, as well as in port cities (anything might be out there, in or across the ocean).

Some of the most reputable outfitters are retired leviathan hunters themselves.

A typical leviathan hunter spends most of his days researching the target of the next expedition.

He needs to learn the lay of the land or water around the creature's lair, familiarize himself with its routines and favorite prey, and assemble provisions and survival gear appropriate to the area.

This means visits to libraries as well as consulting with travelers from the target area—especially other leviathan hunters.

The kill itself, though exhilarating, is all too brief.

And thus the hunter turns to a new target.

The famed leviathan hunter Marbek is the subject of many a tall tale.

He is always said to be on the trail of legendary creatures. Plenty of people claim to have seen him, but nobody can precisely describe him.

Most hunters dismiss these stories as mere folktale but secretly envy the reputation of this mythical man. A few hunters have made Marbek himself the object of their pursuit. Obviously, this is not the same as hunting a dangerous beast—killing Marbek is not the goal. But the hunter who can bring proof of this legend's existence—or, better yet, join him in a hunt—is assured of fame nearly as great as Marbek's.

NPC REACTIONS

The common people adore leviathan hunters, and often have a friendly or even helpful attitude toward them. They are the celebrities of their world. Stories of a leviathan hunter's deeds are sung by bards, magnifying his achievements in the retelling. A leviathan hunter can expect to be mobbed by children wanting to hear stories of his exploits and by adult hangers-on who want a souvenir of the encounter. People will buy him drinks and offer him all manner of things.

But of course, they want something in return, such as endorsement of a business or a promise to support an aspiring political figure. Those who fancy themselves leviathan-hunter material will try to sign on to an upcoming expedition. And if the hunter is not seen as sufficiently appreciative, the adoration might sour into backbiting and complaints. Then too there are those who see leviathan hunters as a grotesque outrage against the natural order. Druids in particular have no love for those who hunt down beasts simply because they can, whether or not the creatures pose a threat.

The elders of a druidic order might place an order of death on one so presumptuous as to enter their domain on such a mission.

The relatives of a slain monster might also declare a blood oath to destroy their kin's killer, perhaps even sending agents after him far from their home.

LEVIATHAN HUNTER LORE

Characters with the Gather Information or Knowledge (local) skill can research leviathan hunters to learn more about them.

DC 10: Leviathan hunters are experts at tracking down and killing really dangerous creatures.

There aren't many of them, but they usually know each other.

DC 15: Nobody knows more about what the most terrible monsters can do—as well as how best to kill them—than a leviathan hunter.

DC 20: The greatest leviathan hunters wear trophies from the many beasts they've slain over the years.

These trophies protect them from their prey.

Marbek, it's said, has dozens of such trophies.

Just mentioning the name "MARBK" will bring out tales of the legendary hunter's exploits as well as stories of other hunters who have passed through the area.

Any local minstrel should have a repertoire of such tales.

LEVIATHAN HUNTERS IN THE GAME

The best way to handle a new leviathan hunter is to give him something to shoot for.

If you know a player is planning to develop a character to follow this path, you can provide an appropriate kind of creature to focus on.

It's best to talk with the player about his or her plans ahead of time.

That way, even before the character enters the prestige class, you can introduce a monstrous threat into the campaign to guide the player's first choices.

Once the character has started down this path, he needs ever greater challenges.

His whole purpose is to fight big monsters, so as DM you need to keep providing them.

Use stories of monsters to open up new locales in your campaign world—the hunter will follow them up.

Make sure the opponents are worthy, though.

It's the hunt, not the kill, that fulfills the leviathan hunter's life.

TABLE 3-5: THE LEVIATHAN HUNTER

HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Hunter's insight, trophy +2
2nd	+2	+3	+0	+0	Fell the leviathan +1d6
3rd	+3	+3	+1	+1	Clever Wrestling
4th	+4	+4	+1	+1	Fell the leviathan +2d6
5th	+5	+4	+1	+1	Immunity to fear, trophy +4

Skills (4 + Int per level): Climb, Craft (any), Gather Information, Hide, Jump, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (nature), Listen, Move Silently, Profession (any), Spot, Survival, Swim.

SCARLET CORSAIR

"The seas run red this night, and terror has a face.

You are looking upon that face.

Pretty, isn't it?"

—Adia Ironheart of the Red Wake, a scarlet corsair

Many pirates sail the seas, but few reach the infamy of the scarlet corsair, so called from the trail of blood left in her wake.

Where most other pirates are content to use intimidation to cow their opponents into submission, allowing them to plunder as they please, the scarlet corsair revels in combat and slaughter.

This isn't to say that all scarlet corsairs are violent killers, though most certainly are—a few scarlet corsairs refuse to take on a target unless that target is capable of putting up a good fight.

Whether patriotic privateer or self-serving buccaneer, the scarlet corsair relies on the reputation of her quick blade and terrible fighting skills to drive her prey before her.

BECOMING A SCARLET CORSAIR

A life of piracy is the first and foremost necessity in becoming a scarlet corsair.

Because this isn't an organization but rather a folk status gained through the pirate's victims retelling the stories of her attacks upon their vessels, word of mouth is essential. Most pirates seek some level of infamy: Those who acquire it for a combination of ferocious fighting and the ability to instill fear in all who face them are well on their way to becoming scarlet corsairs.

Fighters and rogues make good scarlet corsairs, since the combination of those classes provides both the flair and

fighting prowess necessary to boost a simple pirate to the status of the scarlet corsair.

Rangers too have adopted this prestige class, using intimidation and skilled swordsmanship to defeat their enemies.

And a few assassins have taken to the seas in pursuit of their vocation of killing people for profit and have become scarlet corsairs.

ENTRY REQUIREMENTS

Alignment: Any nonlawful.

Base Attack Bonus: +5.

Skills: Bluff 8 ranks, Intimidate 8 ranks, Profession (sailor) 4 ranks.

Special: Sneak attack +1d6.

Special: Must have established a reputation as a fearsome pirate.

CLASS FEATURES

The following are class features of the scarlet corsair prestige class.

Improved Feint: Upon joining this prestige class you gain Improved Feint as a bonus feat, even if you do not have the normal prerequisites for that feat.

You can feint in combat as a move action to render your foes flat-footed and thus make sneak attacks against them.

Sneak Attack: At 2nd level, you gain the ability to deal an extra 1d6 points of damage when you catch your foe off guard.

This is exactly like the rogue ability of the same name (see *Player's Handbook* page 50).

The extra damage dealt increases to 2d6 at 6th level and to 3d6 at 10th level.

If you get a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

Corsair's Feint (Ex): As a scarlet corsair, you are a master of dirty fighting and trickery.

You can make a feint as a free action rather than as a move action (see the Improved Feint feat, page 95 of the *Player's Handbook*).

But once you've surprised your enemies with such a feint, it takes time before you're able to fool them again.

At 3rd level, you must wait 2d4 rounds before using corsair's feint again.

Waiting requires no specific actions on your part; you can fight normally during this time.

Beginning at 7th level your reflexes improve and the time between corsair's feints drops to only 1d4 rounds.

Sailor's Step (Ex): At 4th level, you have learned to use the chaos of a ship at sea to your benefit, taking advantage of the swaying ship and swinging rigging to remain out of reach of your opponents.

While aboard a ship and wearing nothing more than light armor you gain a +2 dodge bonus to your Armor Class.

If you are caught flat-footed or otherwise denied your Dexterity bonus, you also lose this bonus.

At 8th level, the dodge bonus from the sailor's step class feature increases to +4.

Scourge of the Seas (Ex): Starting at 5th level, you can instill fear into your enemies.

When you use Intimidate to demoralize foes, the attempt affects all enemies within 30 feet who can see and hear you, and the effect lasts for a number of rounds equal to your Charisma modifier (minimum 1 round).

This is a mind-affecting ability, and multiple uses of this ability don't stack.

Frightening Lunge (Ex): Your ability to run your enemies through is unnerving to those who cross swords with you. Beginning at 9th level, on a successful sneak attack, you can sacrifice 2d6 points of damage to render your foe shaken. A shaken character takes a -2 penalty to all attack rolls, saves, skill checks, and ability checks.

PLAYING A SCARLET CORSAIR

You understand a truism of conflict: fear kills.

You use fear like a weapon, cultivating terrible rumors about yourself.

To you, it's just a game.

All that matters is the reputation, and you are out to build a big, fierce one.

The authorities might put a bounty on your head (the bigger the better!), but all those wanted posters promising huge rewards for your head only reinforce the idea that you're someone to be feared.

Besides, as long as they keep posting rewards, it's just another admission that they can't actually catch you.

Adventuring scarlet corsairs are likely to be scoundrels who enjoy a good fight and have little regard for the law (save their own nation's, in the case of privateers).

NPC scarlet corsairs might be terrible maritime butchers, putting helpless ships to the sword and taking what they wish, or rakes with a heart of gold who relish a good challenge—and a mug o' rum.

COMBAT

Fight with your head as much as your sword.

Intimidate your foe and demoralize them.

Bluff and strike at their unprotected areas.

Outwitting your opponents is just as important as defeating them.

A clumsy victory does your reputation no good, nor does a clever victory that no one sees.

Try to arrange for witnesses to your exploits.

Many scarlet corsairs have what some perceive as an odd code of honor against killing the helpless (or at least all of them), but that springs from simple pragmatism: someone needs to remain alive to tell the story of how truly fearful the scarlet corsair was.

Don't hesitate to use your allies in such endeavors.

A bard who can help pass on stories of your predations is just as useful as the fighter who helps you in the actual battles.

In combat, flank your opponents in order to benefit from your sneak attack bonuses.

At the height of your reputation, take full advantage of the fear your name engenders.

Intimidate opponents to limit their ability to fight you.

ADVANCEMENT

There is only one way to become a scarlet corsair—sowing terror and making a reputation for yourself.

Whether you are a pirate folk hero notorious for hitting fat merchant ships laden with cargo (only to distribute it later to feed poor dock folk) or a bloodthirsty scalawag without concern for anything but yourself and your treasury, making your name known is the only way to build your legend as a scarlet corsair.

The life of a scarlet corsair is an adventurous one, to be sure, filled with heists and daring acts of piracy.

You don't choose helpless or small prey—only the richest and best-armed ships attract your attention.

Once you have achieved levels in this class, keep your Bluff and Intimidate skills maxed out for they not only enhance

your reputation but also provide two qualities that help keep you alive—trickery and the ability to instill fear in those around you.

RESOURCES

Scarlet corsairs are independent folk and not likely to assist others of their ilk.

They usually consider one another rivals, though this can manifest in useful ways.

For instance, a scarlet corsair who hears about a plan to trap a rival might find a way to warn that rival—after all, how can she best her rival if someone else does it first?

Likewise, one scarlet corsair might alert another of a particularly choice target, so that they can compete to see who manages to pirate the ship first.

SCARLET CORSAIRS IN THE WORLD

The scarlet corsair fills the role of the notorious pirate, a buccaneer of such terrible reputation that the mention of her name is enough to cause a reaction.

When the DM needs a feared villain that only the PCs are brave enough to go after, a scarlet corsair is perfect for the role.

Similarly, when the campaign calls for a good-hearted rake who glories in the stories people tell about him while pursuing a vendetta against some particular nation or group, the scarlet corsair will equally well fit the bill.

NPC REACTIONS

The reactions of most NPCs to the scarlet corsair are universally poor.

Any law-abiding seafarer who's heard of the corsair begins with an attitude of hostile, which inspires zeal in the brave and fear in most others.

Other pirate captains are simply unfriendly or indifferent, since the corsair is a capable rival, but potential crewmembers are usually friendly toward the corsair.

A rare few folk are likely to idolize the scarlet corsair because of her reputation.

These are often folk who either don't understand the way the world works and have romanticized the pirate and her activities or are of a proper temperament to become followers and cohorts.

SCARLET CORSAIR LORE

Characters with Knowledge (history), Knowledge (local), or Gather Information can research scarlet corsairs to learn more about them.

DC 10: Some pirates, by dint of their incredible notoriety, are capable of striking fear into entire crews just by showing their flags or other insignias.

DC 15: These buccaneers, called scarlet corsairs in sailor's slang, don't hesitate to use fear and dirty tricks—not just to take what they want but to cement their reputations as cutthroats and monsters.

DC 20: If you see the skull-and-manacles of Adia Ironheart, or the black hawk of the Raptor of the Southern Coast, you unfurl your sail, put your best and strongest men at the oars, and make for the horizon.

DC 30: Most scarlet corsairs have a kind of brotherly rivalry going on.

They consider only other scarlet corsairs to be their true rivals and equals—everyone else is just prey waiting to happen.

SCARLET CORSAIRS IN THE GAME

Any particularly infamous pirate in the campaign could qualify as a scarlet corsair.

This is not the nameless buccaneer whose exploits confuse and torment authorities as they try to figure out who is responsible—there is never any doubt when a scarlet corsair hits a target.

This isn't to say that all scarlet corsairs are known immediately.

Many of them use pseudonyms as part of their identities, as well as outrageous, readily apparent dress or other affectations, if for no other reason than it makes it easier to have a quiet drink in a pub between exploits.

TABLE 3-6: THE SCARLET CORSAIR

HIT DIE: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Improved Feint
2nd	+2	+0	+3	+0	Sneak attack +1d6
3rd	+3	+1	+3	+1	Corsair's feint (once per 2d4 rounds)
4th	+4	+1	+4	+1	Sailor's step +2
5th	+5	+1	+4	+1	Scourge of the seas
6th	+6	+2	+5	+2	Sneak attack +2d6
7th	+7	+2	+5	+2	Corsair's feint (once per 1d4 rounds)
8th	+8	+2	+6	+2	Sailor's step +4
9th	+9	+3	+6	+3	Frightening lunge
10th	+10	+3	+7	+3	Sneak attack +3d6

Skills (4 + Int per level): Appraise, Balance, Bluff, Climb, Craft, Decipher Script, Diplomacy, Gather Information, Intimidate, Jump, Knowledge (geography), Knowledge (local), Perform, Profession (sailor), Survival, Swim, Tumble, Use Rope.

SEA WITCH

"I am one with the sea.

I awaken the very ocean.

Cross me, and you cross the vengeful deeps as well."

—Sibi alin Zakor, sea witch

Astride the crashing waves comes the sea witch: a terrible chaotic mage who wields the power of water and calls on the living horrors of the deep.

Mariners blame sea witches for every mysterious shipwreck or monstrous raid, even when such events occur naturally—and since sea witches thrive on destruction and fear, they do not protest.

BECOMING A SEA WITCH

Wizards and sorcerers with a love of violent weather-magic are typical sea witches.

However, it's also possible for monstrous beings that already possess such innate abilities to enter the class: A naga, for example, could become a very powerful sea witch. A kraken with levels in an arcane spellcasting class could augment its already considerable abilities with the powers granted by this prestige class.

ENTRY REQUIREMENTS

Alignment: Any chaotic.

Speak Language: Aquan.

Spells: Ability to cast arcane spells, which must include *control water*, *control weather*, or *favorable wind**, as well as *summon monster III* (or any higher-level *summon monster* spell).

* New spell described on page 116.

CLASS FEATURES

The following are class features of the sea witch prestige class.

Curse of the Sea Witch (Sp): The ocean is a vengeful, mercurial entity, and you're capable of awakening its dark side.

Your curse functions like *bestow curse*, except that the target can remove it automatically by spending an hour more than a mile from the nearest large body of water.

Starting at 3rd level, you can use this class feature twice per day.

Spellcasting: At each level indicated in Table 3–8, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other class feature a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming a sea witch, you must decide which class gains each level for the purpose of determining spells per day, caster level, and spells known.

Call Maelstrom (Su): On attaining 2nd level, you gain the innate ability to create a terrible whirlpool called a maelstrom (see page 13 for complete details on this phenomenon).

The whirlpool persists for 1 hour per class level and can appear anywhere within 1 mile of you.

This whirlpool has no special exit: Creatures ejected from the vortex must make their way back to the surface or away from the currents.

You can create a maelstrom once per day.

At 6th level, you can produce a major maelstrom once per day.

This has no special exit, but you can locate the vortex so that it empties into an underwater feature such as a cavern, if the feature is within the whirlpool's depth.

At 9th level, you can produce a greater maelstrom once per day.

This vortex opens directly into the Elemental Plane of Water.

You do not control the destination on that plane.

Briny Deep Summoning (Sp): Starting at 4th level, you can summon a dire shark, echinoloth*, or elder tojanida to attack your enemies and follow your commands for 1 round per arcane caster level.

This spell-like ability otherwise functions like the highest-level *summon monster* spell you can cast.

Starting at 8th level, you can employ this class feature twice per day.

You can summon a caller from the deeps*, a scyllan*, or 1d4+1 dire sharks, echinoloths*, or elder tojanidas.

* New creature described in Chapter 7.

Curse of the Albatross (Sp): Beginning at 5th level, you're able to extend your curse to cover an entire ship and its crew.

The ship takes a –10 foot speed penalty, and its crew takes a –4 penalty on Profession (sailor) and Swim checks.

The curse of the albatross otherwise functions like *bestow curse* and can be ended with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.

Moving away from a large body of water isn't sufficient to end this curse, but it might make it come into play less often.

Starting at 7th level, you can use this class feature twice per day.

Call Phantom Ship (Sp): At 10th level, you can create a eerily glowing longship with phantom rowers that crosses the seas at your command.

The phantom ship, which lasts 1 hour per arcane caster level, is functionally a longship, except that it has an oar speed of 30 feet.

The rowers are phantoms, AC 15 (+4 natural armor, +1 Dex), with 7 hp +1 hp per caster level.

They won't do anything other than silently row.

PLAYING A SEA WITCH

Your power over the violence of the seas makes you at once feared and respected.

If you are of an evil bent, you might be a leader of a pirate fleet, causing your prey to founder in a whirlpool and feeding sailors to the summoned scyllans.

Alternatively, you could curse merchant ships, then use weather magic to smash them against the coast so that your scavenger people can salvage the goods.

Your magic also lends itself well to protecting your base of operations, summoning mighty maelstroms and ferocious monsters to smash any who approach.

Some sea witches, if not exactly good, are not deliberately evil.

Your mastery of the sea's power can protect your people by sinking pirate ships and driving away hostile creatures.

A stretch of water known to be hazardous (because of your efforts) keeps away the curious and hides your people's settlements from the reavers who plague the coast.

Maelstrom currents can bring fish and driftwood closer to shore, and summoned monsters might help bring food for a hungry village.

Most sea witches, however, are loners who exult in the violence of the sea and take no heed of the devastation they leave in their wake.

COMBAT

As a spellcaster, hand-to-hand combat is not your strength. That's why you call on powerful sea creatures to assist you. You are already able to cast *summon monster* spells, since that is a prerequisite for the class, and as you attain higher levels you can call ever more powerful monsters to your aid.

Just getting close to you is difficult for enemies, because you can trap pursuers in deadly maelstroms.

The maelstrom and your spellcasting can keep you safe if you work alone, but your magic is also well suited to supporting allies.

A cursed ship caught in a whirlpool's currents can't effectively respond to attacks from your vessel, and enemies distracted by a sea monster's attacks can't concentrate on your forces.

As you attain higher levels, the monsters you summon have powerful magic and supernatural abilities of their own.

At your most powerful, you bring another feature to the battlefield: the ability to simply remove enemies.

Your greater maelstrom is likely to smash a ship to flinders, but even if it survives the vessel and its crew are then sucked into the Elemental Plane of Water.

Without plane-spanning magic (or more practically, a way to survive underwater), enemies so caught are irrevocably trapped.

ADVANCEMENT

Your love of the wild waters—or perhaps a sheer thirst for destruction—drives you onto the path of becoming a sea witch.

You've already begun to cast water-controlling magic and call upon the beasts of the deep.

This prestige class brings your talents to their natural culmination.

Sea witches are not an organized group—in fact, each is a territorial being claiming a wide swath of ocean, so they are few and far between.

Those who travel the seas consider this a blessing.

The awe engendered by your mere existence brings ever-increasing reward.

You might begin as a minor pirate lord who uses magic to help garner plunder but eventually become the ruler of a terrible island-kingdom demanding tribute from all who must pass through your waters.

If you are more benevolently disposed, you become increasingly powerful within a community that depends on you for protection.

RESOURCES

Even without an organization on which to draw, you have many resources at your disposal.

Your summoned creatures are intelligent and able to perform other duties besides attacking your enemies.

If you belong to a community, you are in a position of power.

You can call on warriors and requisition materiel, whether through intimidation or loyalty.

SEA WITCHES IN THE WORLD

Having a sea witch in an adventuring party offers plenty of opportunities.

Pirate hunters, for example, find a sea witch in their midst strikes terror into the hearts of buccaneers who cannot stand up to his monstrous and magical assaults.

By contrast, raiders can take advantage of a sea witch's skills to establish a well-protected base anywhere along a coast.

NPC REACTIONS

For the most part, people live in terror of sea witches.

Parents threaten children with stories of summoned monsters that carry away misbehavers, and grizzled sailors spin tales of immense whirlpools that swallow ships without a trace.

Having a terrible reputation is just fine for someone who really is a sea witch, but it can be a problem for a character wrongly believed to be one.

Commoners such as average sailors, fishers, and shore dwellers are automatically hostile to anyone they believe to be a sea witch.

They have no power to combat such a mighty threat, though, so they either flee or hide.

Unless the sea witch is known as a benevolent defender or a leader of people who depend on his magic, trying to establish contact or even to convince them of good intentions is almost impossible.

Nations that feel threatened by a sea witch are likely to hire high-level adventurers (especially spellcasters) to try to neutralize the danger.

Conversely, a sea witch sometimes finds his talents sought by fleets looking for an edge in battle.

A sea witch's most dangerous enemies are other sea witches, who might see him as a threat to their plans to consolidate their power.

When two warring nations pit sea witches against each other, the devastation can be staggering.

SEA WITCH LORE

Characters with Knowledge (arcana) or the bardic knowledge ability can research sea witches to learn more about them.

DC 10: Ships sometimes disappear in a particular stretch of ocean.

It's not natural.

DC 15: There's a sea witch living in the area, who can use magic to destroy ships.

DC 20: Sea witches can summon powerful monsters and even cause the sea to swallow their enemies.

Stay far, far away from them by any means you can.

SEA WITCHES IN THE GAME

An NPC sea witch makes a dangerous adversary who can form the basis of an entire campaign.

At lower levels, the party might encounter minions who bring demands for tribute.

As they advance, the player characters could battle raiding fleets led by magic-wielding servants.

Finally, they challenge the master of the seas himself—perhaps with a sea witch of their own to counterbalance his fearsome power.

TABLE 3-7: THE SEA WITCH

HIT DIE: d4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	<i>Curse of the sea witch</i> 1/day	+1 level of existing arcane spellcasting class
2nd	+1	+3	+0	+3	Call maelstrom	+1 level of existing arcane spellcasting class
3rd	+1	+3	+1	+3	<i>Curse of the sea witch</i> 2/day	+1 level of existing arcane spellcasting class
4th	+2	+4	+1	+4	<i>Briny deep summoning</i> 1/day	—
5th	+2	+4	+1	+4	<i>Curse of the albatross</i> 1/day	+1 level of existing arcane spellcasting class
6th	+3	+5	+2	+5	Call major maelstrom	+1 level of existing arcane spellcasting class
7th	+3	+5	+2	+5	<i>Curse of the albatross</i> 2/day	+1 level of existing arcane spellcasting class
8th	+4	+6	+2	+6	<i>Briny deep summoning</i> 2/day	—
9th	+4	+6	+3	+6	Call greater maelstrom	+1 level of existing arcane spellcasting class
10th	+5	+7	+3	+7	Call phantom ship	+1 level of existing arcane spellcasting class

Skills (2 + Int per level): Concentration, Craft (any), Knowledge (arcana), Knowledge (nature), Knowledge (the planes), Profession (any), Spellcraft, Swim.

STORMCASTER

"My breath is the wind.
My heartbeat, the thunder.

My fury, the lightning.

To test my wrath is to test the very forces of the storm, to your peril."

—Tamask Laryn, master stormcaster

Many things in nature have drawn the attention of the seeker of the arcane—the elements, the nature of the unseen world, the weaving of illusions.

The stormcaster is one who seeks to tap into the power of a strange and terrifying phenomenon: the raging storm.

The stormcaster is a terrible figure to most who encounter him.

He seems to travel, unconcerned, through the foulest of weather.

A part of him revels in this destructive manifestation of the elements—the fouler the weather, the happier he seems.

Many who know of these weather wizards whisper that they do not follow storms—rather, the storms follow them.

BECOMING A STORMCASTER

The would-be stormcaster revels in the fury of the storm.

There is something awesome and terrible about a storm that draws him, and he is constantly seeking to understand it.

He masters those spells that mimic the power of the storm and even learns to infuse the elements of the storm—whether the clap of thunder or the strike of lightning—into his other spells, seeking to become one with that power.

Stormcasters are drawn from the ranks of arcane or divine casters.

The wizard who pursues this path needs to understand the primal energies inherent in the storm.

The sorcerer, on the other hand, often feels that he is laying claim to some terrible birthright—many such sorcerers have in their heritage the blood of blue dragons or of other creatures who are at home in a wild storm's fury.

Druids occasionally pursue the path of the stormcaster but at the risk of turning their backs on much of their natural powers.

ENTRY REQUIREMENTS

Alignment: Any nonlawful.

Skill: Knowledge (arcana) 4 ranks, Knowledge (nature) 4 ranks.

Spellcasting: Must have the ability to cast *gust of wind* and either *lightning bolt* or *call lightning*.

CLASS FEATURES

The following are class features of the stormcaster.

Storm Spell Power (Ex): You are truly skilled in the use of spells that wield the power of the stormy seas.

Any spell you cast that has the air, electricity, sonic, or water descriptor is cast at +2 caster level.

Thunderclap (Su): You can channel stored spell energy into pure sonic energy.

You can lose any prepared spell or spell slot in order to generate a 30-foot-radius burst of sonic energy.

The burst deals 1d4 points of sonic damage per level of the spell slot to all targets in the area; any creature damaged by this effect is stunned for 1 round.

A Fortitude save halves this damage and negates the stun effect.

You are immune to your own thunderclap power.

This otherwise functions like the cleric's spontaneous casting class feature (see page 32 of the *Player's Handbook*).

Resistance to Electricity (Ex): At 2nd level, you gain some ability to resist the deadly power of lightning (resistance to electricity 10).

Spellcasting: Beginning at 2nd level, when you gain a new stormcaster level you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a stormcaster, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Shield of Winds (Sp): Starting at 3rd level, you can call up high winds to cast aside the arrows of your foes.

As an immediate action (equivalent to a free action, except you can take it when it isn't your turn), you can surround your space with an effect equal to a *wind wall* (see page 302 of the *Player's Handbook*) for 1 round.

You can use this ability once per day at 3rd level, two times per day at 6th level, and three times per day at 9th level.

Eye of the Storm (Ex): Even in a storm, the winds whipping around you seem to leave you unaffected.

Beginning at 4th level, you ignore the penalties associated with ranged attack rolls and Listen checks due to high winds (see page 95 of the *Dungeon Master's Guide*).

Actions that are impossible in high winds (such as using ranged attacks in winds above 50 mph) are still impossible.

At 8th level, you gain the ability to share this protection with any number of allies within 30 feet.

Granting (or removing) this benefit from any number of allies is a free action.

Thunderbolt (Ex): Beginning at 5th level, you use your knowledge of the storm to add the power of thunder to your lightning-based spells.

Any spell you cast that deals electricity damage also deals an extra 1 point of sonic damage per spell level and stuns any creature damaged by the spell for 1 round (Fortitude save negates; DC equals the save DC of the spell, even if the spell wouldn't normally allow a save).

Resistance to Sonic (Ex): At 7th level, you become somewhat resistant to the power of thunder.

You gain resistance to sonic 10.

Call Storm (Sp): You only feel fully at home within the confines of a storm.

At 8th level, you gain the ability to use a *control weather* effect once per week but can only create a windstorm, thunderstorm, or hurricane-force winds (see page 214 of the *Player's Handbook* and pages 94–95 of the *Dungeon Master's Guide*).

You are treated as a druid when using this ability (or when casting *control weather* through your own spellcasting power) for the purpose of duration and area of the spell.

Lord of the Storm (Su): At 10th level, your mastery of the power of the storm is complete.

You gain resistance to electricity 30 and resistance to sonic 30.

You are immune to being blown away, knocked down, or checked by high winds (whether natural or magical).

You gain a +2 competence bonus on saves against spells with the air or water descriptor.

PLAYING A STORMCASTER

As a stormcaster, you are most at home when the winds howl, lightning cuts the sky, and thunder shakes the very ground beneath you.

There is something primal within you that is happiest in the midst of these great storms, and you have turned your formidable powers toward understanding and deepening that kinship.

You believe that the peace that most people seek is a falsehood, an illusion of security in a world that provides none.

Better by far to seek shelter in the midst of the raging torrent and become one with it.

It is said that once there was a cabal of arcanists who sought to understand and master the secrets of the storm.

Unfortunately, this organization was torn apart by the mercurial moods and rages of its members.

Throughout the years, others have tried to codify these teachings and organize a school or brotherhood to foster its mysteries, but all have been riven by rivalries and soon dispersed.

Let the others have their councils, school, brotherhoods, cabals—nothing matters to you but the fury of the storm. Stormcasters who take to adventuring usually do so as a means of funding their research and so they can be among those who aren't immediately afraid of them.

NPC stormcasters are always impressive figures.

Some are terrible creatures who wield the storms at their command as weapons, threatening and destroying those who defy them, while others are simply hermits with odd interests and abilities.

COMBAT

You possess some of the most formidable combat spells available, such as *lightning bolt*, *call lightning*, *ice storm*, or even a *fireball* transmuted into an explosion of lightning through the Energy Substitution feat (described in *Complete Arcane*).

Protect yourself through spells such as *protection from energy* so that you don't have to be concerned with your own lightning effects.

The ability to augment them through metamagic feats (especially Empower Spell and Widen Spell) is highly desirable, so don't hesitate to do so.

In combat, keep in mind that while you are likely to be out of the way casting spells into the fray, your allies are apt to be right in the middle of it.

Protect those who are most likely to find themselves in the middle of your lightning spells with a *protection from energy* spell.

Indeed, it might be wise to invest in a *wand of protection from energy*.

Do note, however, that any archers in your group are unlikely to thank you for making their job more difficult through the strong winds with which you usually surround yourself.

A stormcaster's most advantageous combat location is flying in the middle of a howling storm.

Your spells are harder to resist because of the call storm ability and you are nearly impossible to hit with ranged attacks due to the high winds.

You, on the other hand, benefit greatly from those winds—you might even find it useful to invest in some ranged attack spells for just these situations.

ADVANCEMENT

There is no single origin story for a stormcaster.

Some might have had the secrets of the class told to them by a creature of the storm, a friendly elemental, or the servant of a storm god.

Many sorcerers simply awaken to their own potential.

Others felt the call to enter a storm and found an experienced stormcaster there, reveling in the heart of the terrible gale.

Stormcasters actively seek out storms, or even create them, in order to understand their powers and abilities.

As a result, they find it difficult to live in civilized areas, since most people aren't interested in having a storm-summoner as a neighbor.

As you increase in level, you will find it beneficial to prepare for your big battles.

Certainly, your arrival being presaged by a massive storm could tip off the foe, but you command the upper hand in such a situation.

Keep to the air when you can, and invest in the Extend Spell feat.

Do your spellcasting from on high, which will keep you out of the reach of most of your enemy's attacks.

RESOURCES

Very little support is to be had from other stormcasters, save for a certain kinship of the like-minded.

On the other hand, a *wand of protection from energy* will greatly benefit you and those you work closely with, allowing you to cut loose with your truly destructive magics while leaving your allies relatively unaffected.

Stormcasters capable of creating magic items usually create a *stormrider cloak* (see page 134).

STORMCASTERS IN THE WORLD

The stormcaster is a figure of strange yet attractive power—no one can deny the incredible primal force of the storm, and it is a pleasing thought to imagine controlling that kind of power.

A stormcaster can fulfill a variety of roles, from the strange hermit on a stormy mountaintop to the mage who wanders into town at the onset of a hurricane and is gone with the winds.

Stormcasters make not just good villains but also enigmatic figures who possess secrets that the PCs might want but must brave the storm to find.

NPC REACTIONS

As attractive as most people find the thought of the power a stormcaster wields, being faced with the reality of one is something else entirely.

If a character is a known stormcaster, he will be treated like any other force of nature—safely ignored when he can be, or appeased until he goes away.

Clerics and worshipers of Procan share the savant's admiration of storms and are inclined to be friendly to known stormcasters.

STORMCASTER LORE

Characters with Knowledge (arcane) or Gather Information can research stormcasters to learn more about them.

DC 10: Some arcanists, called stormcasters, seek to tap into the power of the storm, becoming one with it.

DC 15: Stormcasters have the ability to fly in storms.

They are immune to lightning and thunder and resistant to those spells that create electricity and damaging sound.

DC 20: A stormcaster can command the storm to lift him up, cast aside arrows, and carry his voice for miles.

He has the kind of command over weather spells normally found only in druids and clerics.

DC 30: The winds of a storm aid a stormcaster, bringing sounds to his ears and carrying his projectiles and spells toward his foes.

STORMCASTERS IN THE GAME

A strange wind witch lives on an island over which a storm howls permanently.

A wandering madman shows up in town just as the thunderheads roll in and roams the streets, cackling with the thunder and then disappearing just before the sun shows itself again.

A wizard lives in a tower outfitted with strange copper implements made to attract and study the power of the storm.

All these are stormcasters.

TABLE 3–8: THE STORMCASTER

HIT DIE: d4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+2	+0	Storm spell power, thunderclap	—
2nd	+1	+3	+3	+1	Resistance to electricity 10	+1 level of existing spellcasting class
3rd	+1	+3	+3	+1	Shield of winds 1/day	+1 level of existing spellcasting class
4th	+2	+4	+4	+1	Eye of the storm	+1 level of existing spellcasting class
5th	+2	+4	+4	+2	Thunderbolt	+1 level of existing spellcasting class
6th	+3	+5	+5	+2	Shield of winds 2/day	+1 level of existing spellcasting class
7th	+3	+5	+5	+2	Resistance to sonic 10	+1 level of existing spellcasting class
8th	+4	+6	+6	+3	Call storm, eye of the storm 30-ft. radius	+1 level of existing spellcasting class
9th	+4	+6	+6	+3	Shield of winds 3/day	+1 level of existing spellcasting class
10th	+5	+7	+7	+3	Lord of the storm	+1 level of existing spellcasting class

Skills (2 + Int per level): Concentration, Craft, Intimidate, Jump, Knowledge (arcana), Knowledge (nature), Listen, Profession, Spellcraft, Survival.

WAVEKEEPER

“The very currents of the primal abysses answer my call, landwalker.

Despoil these waters at your own risk.”

—Admarin of the Blue Waters, a wavekeeper

The druid is a creature of many habitats, and the average druid is able to make himself at home in the mountain heights as easily as in the depths of the forest.

But some druids, particularly the druids of marine races, feel the call of the primal deeps.

These druids seek to understand the life patterns that ebb and flow with its currents; they embrace the power of the oceans.

The ocean answers the wavekeeper’s call, with awesome and devastating results.

BECOMING A WAVEKEEPER

In order to become a wavekeeper, a character must be drawn to the sea.

This is not the exclusive province of aquatic races—some land-dwellers show more love and concern for the sea than the average aquatic elf or merfolk—but this prestige class is far more common among the aquatic peoples.

Characters with animal companions benefit greatly from this class, so druids and rangers excel as wavekeepers.

In the Circle Beneath the Waves, druids make up the majority of this prestige class, although some rangers who have sworn to defend the circle take levels in this class as well.

ENTRY REQUIREMENTS

Alignment: Any neutral.

Base Attack Bonus: +4.

Skills: Survival 8 ranks, Swim 5 ranks.

Spellcasting: Able to cast 1st-level divine spells.

Special: Animal companion with aquatic subtype or swim speed.

CLASS FEATURES

The following are class features of the wavekeeper.

Weapon and Armor Proficiency: You gain no weapon or armor proficiencies.

Masterful Swimmer (Ex): You augment your swimming using the minutest of currents and swimming patterns, granting you a swim speed of 20 feet or increasing your existing swim speed by 10 feet if you have a natural swim speed.

Mysteries of the Sea: You master the powers of nature that make up the oceans.

Choose one of the following domains: Blackwater, Ocean, Storm, or Water.

The spells of that domain are added to your divine spellcaster class list, and you can prepare them normally. You also gain the granted power associated with that domain.

(The Blackwater, Ocean, and Storm domains can be found in Chapter 6).

Beast of the Sea (Ex): Starting at 2nd level, your animal companion continues to advance.

Subtract 1 from your class level and add the result to your effective druid level for determining the abilities of your animal companion.

Wave Master (Su): Beginning at 2nd level, when near a body of water you can focus a rush of water at a single creature within 30 feet.

This jet of water can bludgeon or push back a creature, at your option.

As a bludgeoning attack, the wave of water deals 1d6 points of nonlethal damage per class level.

A Reflex save reduces damage to half (DC 10 + one-half class level + Wisdom modifier).

If you instead choose to push back a creature, treat the wave of water as a bull rush with a bonus on the Strength check equal to 8 + your class level.

Mastery of Breath (Ex): At 3rd level, you adapt to your watery environment, becoming amphibious and able to breathe water or air interchangeably.

Water Breathing (Sp): At 3rd level, you gain the ability to use a *water breathing* effect once per day, with a caster level equal to your class level and two times the normal duration.

Current Mastery (Ex): At 5th level, you gain the ability to create currents that move the water in your vicinity.

The current flows in a direction you specify and affects water within 30 feet of your position.

Creatures, including yourself, are moved in the direction the water flows.

Your current moves at 10 feet per round.

At 10th level, the speed of your current increases to 20 feet per round.

You can use your current mastery to increase or impede the speed of a ship, though if you attempt to impede a ship with sails that ship's speed is only reduced by 5 feet (or by 10 feet for a 10th-level wavekeeper).

Wave Form (Su): At 7th level, you gain the ability to transform into a Small, Medium, or Large water elemental. This otherwise functions as the druid's wild shape ability (see page 37 of the *Player's Handbook*).

In addition to the normal effects of wild shape, you gain all the elemental's extraordinary, supernatural, and spell-like abilities.

You also gain the elemental's feats for as long as you maintain the wild shape but retain your own creature type. Starting at 9th level, you can transform into a Huge water elemental.

Call of the Abyss (Sp): Once per day at 10th level, you can call upon the very powers of the ocean's currents to serve you.

An elder water elemental answers your call, a creature made up of the swirling black lightless waters of the deepest abyss, retaining this lightless quality even when called to the surface.

It attacks your opponents to the best of its ability.

PLAYING A WAVEKEEPER

The wavekeeper is usually a druid who has taken the ocean as a whole as his protectorate, declaring himself the defender of those vast realms that lie beneath the waves. You consider the waves themselves to be a gate that separates the watery realms from the lands above—and you are the gatekeeper.

To that end, most wavekeepers work to keep those realms separated: the civilizations of the surface world must not pollute or influence the oceanic realms and the aquatic peoples must be cautious when dealing with the land. You do not oppose communication or trade between sea folk and land walkers; in fact, you might even encourage it, utilizing your unique powers to enable such interaction. You are simply careful to ensure that the lackadaisical outlook on the natural world that seems to haunt the land folk doesn't infect the peoples of the sea.

Wavekeepers are likely to become adventurers in an effort to carry forth their sworn goals.

Whether becoming an ambassador to a nearby human settlement or seeking to stop the plots of a kraken to gain control over the thieves' guilds of a coastal nation, you stand ready to use your talents to keep the sea and the land from tainting one another.

You might or might not be a member of the Circle Beneath the Waves, an organization of likeminded wavekeepers and allied druids and rangers.

If you are, you know that you can turn to them to aid you in problems that come to your attention.

Likewise, you know that you could be called upon to render aid to others within the organization.

If you do not belong to the Circle, you were likely taught the mysteries of the wavekeepers by one of their number, for it is a tradition to teach these mysteries to any who can hear the call of the sea.

COMBAT

You possess a variety of special techniques for dealing with opponents both aquatic and land-based.

Where possible, engage your opponent from the water, especially if that target is on land—you'll find that improved cover from being in the water (see Attacks from Land, page 93 of the *Dungeon Master's Guide*) makes it an especially useful place from which to cast your spells.

This is doubly true against enemy spellcasters, since you gain the Reflex saving throw bonus against attacks from land-bound spellcasters.

In the water, you will usually have the advantage of mobility, due to the speed increases from both masterful swimmer and current mastery.

Augment your animal companion with current mastery and a spell or two, and you'll find yourself with a truly formidable ally (especially if it gains the Swim-By Attack feat as it advances in HD, enabling it to attack foes while remaining out of their reach).

Don't hesitate to take such feats as Dodge and Swim-By Attack in order to take advantage of such things yourself, especially in a combat-focused wild shape.

At higher levels, your ability to assume the shape of a water elemental will go a long way toward aiding you in combat, with its damage reduction and vortex abilities.

The sight of a wavekeeper in elemental form, his spell-enhanced shark companion, and an elder water elemental composed of the lightless waters of the ocean trenches has certainly dissuaded many would-be assailants.

ADVANCEMENT

Many druids or rangers find themselves with the appropriate requirements to become wavekeepers, but not all necessarily hear that call.

Those who do wander the ocean depths, delighting in their endless variety.

The newly initiated wavekeeper learns the secrets not just of the flow of life in animal and plant but in the very currents of the ocean as the seas open their secrets to him. As you advance in this prestige class, you should enable yourself to effectively use your magical prowess in all forms, so don't hesitate to take the Natural Spell feat. Additionally, though this class doesn't grant much in the way of additional wild shape advancement, you could take an extra level or so of druid in order to secure this ability, for the sea is full of dangerous creatures whose forms you can emulate.

RESOURCES

Though you might have to do some convincing, other wavekeepers will assist you in endeavors where you can demonstrate that the failure of your quest could result in damage to the seas and the way of life therein.

Members of the Circle Beneath the Waves in particular are likely to assist where they can.

Such allies are a very good resource for spellcasting and are likely to perform spellcasting for wavekeepers for a reduced price, or even for free if the need is great.

Most undersea civilizations give at least grudging respect to the wavekeepers and their kin—they recognize the

importance of the keepers in the balance of the undersea world, but the keepers are also notorious for coming to undersea civilizations and making demands of them, for the good of the ocean itself.

As such, wavekeepers are likely to receive minor assistance or at least partial cooperation from aventi, merfolk, aquatic elves, locathah, sahuagin, and other undersea peoples, but this is likely to be given with some measure of hesitation. Many aquatic folk have learned to tread carefully around the wavekeepers and their demands.

WAVEKEEPERS IN THE WORLD

The wavekeeper fills the role of a druidic defender of the wilderness for the oceanic realms.

They excel in a variety of roles in the campaign, from concerned druids sympathetic to PC aims to crazed, feral spellcasters who oppose all civilizations and intermixing between land and ocean peoples.

If you need a druid to come to the PCs asking for help with a threat to the seas, or a reliable guide through lonely and perilous ocean grottoes, or a dangerous menace with vast resources at his beck and call, the wavekeeper fits the bill perfectly.

ORGANIZATION

Though not all wavekeepers belong to the Circle Beneath the Waves, all acknowledge the Circle as the source for the secrets that make up their power.

The Circle Beneath the Waves is dedicated to the defense of the maritime realm.

The circle itself is part of the larger over-arching druidic organization, the subaquatic branch of that much larger tree.

The Circle Beneath the Waves is divided into three smaller groups.

The People of the Green Waters hold the concerns of the shallow seas as their own, especially where those waters are influenced and possibly endangered by land-dwelling civilizations.

The People of the Blue Waters hold the mid-depth seas as their concern, watching the civilizations of the open ocean, as well as assisting the People of the Green Waters where they can.

The People of the Black Waters hold the deepest, lightless trenches and depths of the ocean as their concern.

It is the least well-known branch of the circle and sometimes mistrusted by the others.

The Circle Beneath the Waves includes druids of many aquatic races.

The People of the Green Waters are made up primarily of shoal halflings, locathah, and merfolk as well as a number of surface-dwelling druids who have taken various coasts and islands as their protectorate.

The People of the Blue Waters tend to be made up of aventi and aquatic elves, with a few merfolk, malenti, ixitxachitl, and seafaring druids among them.

The People of the Black Waters are made up of many strange beings, with sahuagin in the majority, followed by aventi, outcast aquatic elves, and strange merfolk.

A trio of powerful wavekeepers, one representing each of the peoples, leads the Circle Beneath the Waves.

These three Keeper Hierophants, called the Green Keeper, the Blue Keeper, and the Black Keeper, do not rule but rather speak on behalf of their respective factions—a

representative who ceases to speak for his or her faction in order to pursue a personal agenda soon finds himself or herself replaced.

These three do not serve for any particular time and can be replaced with a majority vote of the people they serve.

Daily life as a member of the circle isn't very different from that of the average druid.

The Circle's influence is unobtrusive and subtle—members of a people meet with one another informally all the time and take their opinions to the Keeper Hierophant of their group.

The three Keeper Hierophants meet once a season to discuss the goings-on in their respective domains.

NPC REACTIONS

Undersea natives tend to treat wavekeepers with some degree of deference, for the keepers make many sacrifices to keep the oceans and the life within them healthy and free from harm.

As such, most aquatic folk are Indifferent or Friendly to wavekeepers.

Surface-dwellers who know of the wavekeepers are much more fearful of them, blaming them (often wrongly) for shipwrecks and sea monster attacks; sailors and seafarers are usually unfriendly to wavekeepers.

WAVEKEEPER LORE

Characters with Knowledge (religion) or Gather Information can research wavekeepers to learn more about them.

DC 10: There are stories of strange druids who dwell in the depths of the ocean.

Some say that they maintain benevolent watch over sea-creatures in their area; others claim they are terrible reavers who use the powers of the ocean to indulge their own whims.

DC 15: It is said that some of these aquatic druids can command the waters the way other druids control plants, and that they are always accompanied by gigantic sea predators ready to do their bidding.

Each of them maintains a protectorate, which some defend with honor and fairness and others with viciousness and cruelty.

DC 20: These druids belong to an order called the Circle Beneath the Waves, drawn from the various aquatic races as well as a few druids from surface-dwelling races.

They gather occasionally to discuss events in their protectorates.

DC 30: The Circle Beneath the Waves is led by three so-called Keeper Hierophants, one for each branch of the circle: the People of the Green Waters (who deal with aquatic areas near land), the People of the Blue Waters (who deal with the open sea, away from land but relatively near the surface), and the People of the Black Waters (who deal with those abysses of the ocean that are never touched by light).

WAVEKEEPERS IN THE GAME

Any druid encountered near an aquatic environment might turn out to be a wavekeeper.

Wavekeepers make excellent NPC allies for parties who find themselves near the ocean frequently and excellent NPC mentors for PC druids with a focus on the aquatic environment.

TABLE 3-9: THE WAVEKEEPER

Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Masterful swimmer, mysteries of the sea	—
2nd	+1	+3	+0	+3	Beast of the sea, wave master 1/day	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Mastery of breath, <i>water breathing</i>	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Wave master 2/day	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Current mastery	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Wave master 3/day	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Wave form	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Wave master 4/day	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Wave form (Huge)	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	<i>Call of the abyss</i> , current mastery (20 ft.), wave master 5/day	+1 level of existing divine spellcasting class

Skills (4 + Int per level): Concentration, Craft, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge (nature), Listen, Move Silently, Profession, Search, Spellcraft, Spot, Survival, Swim.

SWORD AND FIST (3.0)

CAVALIER

Representing the ultimate in mounted warfare, the cavalier is the quintessential knight in shining armor.

The charge of the cavalier is among the most devastating battlefield offensive weapons any culture can hope to field. Most cavaliers belong to the upper social class or nobility of a society.

The cavalier dedicates his life to the service of a higher authority, such as a noble or sovereign, deity, military or religious order, or a special cause.

His is a hereditary honor that comes with the price of lifelong service to his monarch, country, or other object of service.

The cavalier is expected to participate in any wars or other armed conflict in which his lord or cause is engaged.

Cavaliers in service to other nobles often serve their master beyond the battlefield as well, performing such duties as their skills, and their noble lord, see fit.

The cavalier often pursues such selfless goals as the eradication of evil and chaos from the world, and justice for all the subjects of his land.

He can also be a bully and a braggart who uses his status and privileges to pursue only his own self-aggrandizement.

Hit Die: d10.

REQUIREMENTS

To qualify to become a cavalier, a character must fulfill the following criteria.

Alignment: Lawful.

Base Attack Bonus: +8.

Feats: Spirited Charge, Weapon Focus (lance), Weapon Focus (any sword), Mounted Combat, Ride-by attack.

Handle Animal: 4 ranks.

Knowledge (Nobility and Royalty): 4 ranks.

Ride: 6 ranks.

Equipment: Masterwork heavy armor and masterwork large shield.

CLASS SKILLS

The cavalier's class skills (and the key ability for each skill) are Diplomacy (Cha), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Profession (Int), and Ride (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The cavalier is proficient with all simple and martial weapons, all types of armor, and shields.

Knowledge (Nobility and Royalty): The cavalier gains a +2 bonus on all checks using this skill.

Tall in the Saddle: The cavalier gains a bonus to his Ride skill check whenever he uses the Mounted Combat feat to negate a hit his mount takes in combat.

Deadly Charge: when mounted and using the charge action, you deal triple damage with a melee weapon (or quadruple damage with a lance), up to the number of times per day indicated.

This ability supersedes the Spirited Charge feat.

Mounted Weapon Bonus: The cavalier gains a bonus to his attack roll when using the designated weapon while mounted.

Ride Bonus: The cavalier gains a competence bonus to Ride checks.

Burst of Speed (Ex): At 3rd level, the cavalier can urge his mount to greater than normal speeds, this ability doubles the distance of the mount's normal charge movement.

This ability can be used once per day without penalty to the mount.

Each additional use of the ability in a single day requires the mount to make a Will save (DC 20) immediately after the conclusion of the additional charge; failure results in the mount taking 2d6 points of damage.

Full Mounted Attack: At 6th level, the mounted cavalier may attack as a standard action when his mount moves more than 5 feet (assuming an opponent exists to be attacked), rather than as a partial action.

TABLE 2-1: THE CAVALIER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Mounted weapon bonus lance +1, Ride bonus +2, Tall in the saddle +1
2nd	+2	+3	+0	+3	Deadly Charge 1/day, Mounted weapon bonus sword +1
3rd	+3	+3	+1	+3	Burst of speed, Mounted weapon bonus lance +2, Tall in the saddle +2
4th	+4	+4	+1	+4	Deadly Charge 2/day, Mounted weapon bonus sword +2, Ride bonus +4
5th	+5	+4	+1	+4	Mounted weapon bonus lance +3, Tall in the saddle +3
6th	+6	+5	+2	+5	Deadly Charge 3/day, Full mounted attack, Mounted weapon bonus sword +3
7th	+7	+5	+2	+5	Mounted weapon bonus lance +4, Ride bonus +6, Tall in the saddle +4
8th	+8	+6	+2	+6	Deadly Charge 4/day, Mounted weapon bonus sword +5
9th	+9	+6	+3	+6	Mounted weapon bonus lance +5, Ride bonus +8, Tall in the saddle +5
10th	+10	+7	+3	+7	Deadly Charge 5/day

DEVOTED DEFENDER

The devoted defender is a professional guardian.

She is an individual who is skilled at protecting a designated client from harm, often by taking her charge's place as the target of threats and attacks.

In return for these services, the devoted defender usually receives compensation in the form of coin, room and board, and sometimes in resources such as access to magic healing, but the exact details of the agreement are between the individual devoted defender and her employer.

It is not uncommon for a noble or other important personage to number at least one devoted defender among his personal retinue, and sometimes to make a devoted defender the chief of his security services.

Most devoted defenders are fighters, but any character who becomes a devoted defender benefits from the attack, Save and Armor Class bonuses.

Monks sometimes become devoted defenders, as do clerics, when they are assigned to protect important individuals within their order or clergy.

NPC devoted defenders are mostly fighter who either left military service and turned to security work to make a living.

Hit Die: d10.

REQUIREMENTS

To qualify to become a devoted defender, a character must fulfil the following criteria.

Base Attack Bonus: +5.

Feats: Weapon Focus (any melee weapon), Alertness

Search: 4 ranks.

Sense Motive: 4 ranks.

Spot: 4 ranks.

CLASS SKILLS

The devoted defender's class skill, (and the key ability for each skill) are Climb (Str), Innuendo (Wis), Jump (Str),

Listen (Wis), Profession (Int), Sense Motive (Wis), Search (Int), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The devoted defender is proficient with all simple and martial weapons, all types of armor, and shields.

Armor Class Bonus: The devoted defender concentrates on defence, both for herself and her charge.

She receives this dodge bonus to AC as a result of that focus.

Harm's Way: Beginning at 1st level, the devoted defender may elect to place herself in the path of danger in order to protect her single charge.

Any time that you are within 5 feet of your charge, and your charge suffers an attack, you may switch places with your charge and receive the attack in his place.

You must declare this before the attack roll is made.

You select your charge when you roll initiative, and it is a free action to do so.

You may not change your charge for the duration of that combat.

Defensive Strike: You can make an attack of opportunity against any adjacent opponent who attacks your charge in melee.

You gain a +1 bonus to this attack for every two levels after 2nd.

Deflect Attack: Beginning at 3rd level, the devoted defender can attempt to parry a melee attack against her charge.

She must be within 5 feet of her charge to attempt this and holding a melee weapon or shield to deflect the attack.

Once per round when your charge is attacked, you may make an opposed attack roll.

You gain a competence bonus to your attack roll as indicated on the table.

If you beat the attacker, you deflect the blow.

You must be aware of the attack beforehand and not flatfooted.

TABLE 2-2: THE DEVOTED DEFENDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+1	+2	+2	+0	+1	Harm's way
2nd	+2	+3	+3	+0	+1	Defensive Strike
3rd	+3	+3	+3	+1	+2	Deflect Attack +1
4th	+4	+4	+4	+1	+2	Defensive Strike +1
5th	+5	+4	+5	+1	+3	Deflect Attack +2
6th	+6	+5	+5	+2	+3	Defensive Strike +2
7th	+7	+5	+5	+2	+4	Deflect Attack +3
8th	+8	+6	+6	+2	+4	Defensive Strike +3
9th	+9	+6	+6	+3	+5	Deflect Attack +4
10th	+10	+7	+7	+3	+5	Defensive Strike +4

AC Bonus: The defensive bonus to the character's Armor Class, added to the character's normal AC bonus. This bonus applies only when the devoted defender is actively engaged in protecting her client from an attack; otherwise, use the character's normal AC bonus.

DRUNKEN MASTER

Martial arts students face a bewildering array of martial arts schools, each with its own adherents and detractors.

But few schools are as unusual—or as controversial—as Drunken Boxing.

By weaving and staggering about as if inebriated, drunken boxers avoid many blows.

Likewise, their stumbling, lurching attacks catch their opponents off guard.

Moreover, when they actually imbibe alcohol, drunken masters can perform truly prodigious feats of strength and bravery.

None of this garners them much respect among other martial arts schools, because drunken boxing exacts a toll on its users.

Drunken masters remain intoxicated for hours after a fight, and they are often found half-asleep in taverns, mumbling incoherently.

This flies in the face of other schools' ascetic principles.

But rival schools must be wary—they never know when the tipsy lout at the bar is just a harmless thug, and when it is a nigh-unstoppable drunken master.

Monks form the backbone of the drunken boxing school.

They lose some face with their original school or monastery for becoming a drunken master, but a brilliant display of drunken fighting can sometimes silence critics in one's former school.

Members of other character classes are chosen as drunken boxers only rarely, although students often tell the tale of a barbarian from the north who became a phenomenal drunken master.

Prospective students are studied at a distance by drunken masters, then treated to a display of drunken boxing's power.

If the student expresses enthusiasm for learning the new techniques, a group of drunken masters take him or her from tavern to tavern, getting rip-roaring drunk, causing trouble, and passing along the first secrets of the technique. Those who survive the revelry are new drunken masters.

NPC drunken masters are often found in taverns and bars. They rarely pick fights there, but are quick to come to the aid of someone overmatched in a tavern brawl.

Most keep a low profile, although some are famous—or infamous—for the deeds they have performed while under the influence.

Hit Die: d8.

REQUIREMENTS

To qualify to become a drunken master, a character must fulfil all the following criteria.

Base Attack Bonus: +4.

Base Unarmed Attack Bonus: +4.

Feats: Great Fortitude, Dodge.

Tumble: 6 ranks.

Other: Evasion ability, must be chosen by existing drunken masters and survive night of revelry among them without being incarcerated, poisoned, or extraordinarily embarrassed.

CLASS SKILLS

The drunken master's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Drink like a Demon (Ex): Your body handles alcohol differently from other people's.

You can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move-equivalent action.

Every bottle or tankard of alcohol you consume during combat reduces your Dexterity, Wisdom, and Intelligence by 1 point each, but increases your Strength or Constitution (your choice) by 1 point.

However, your Reflex save bonus, Dexterity bonus to Tumble, and AC bonus remain at their original levels regardless of your new Dexterity modifier.

Your body metabolises one drink per hour, reducing both the penalties and the bonus accordingly.

You only gain the Strength and Constitution bonuses for alcohol drunk during a fight, and the bonuses only last until the end of the combat.

(The penalties disappear more gradually).

What quantity of alcohol constitutes a "drink" is deliberately left undefined.

Bottle Proficiency: You can use bottles and large tankards as weapon using your unarmed base attack bonus, including your more favorable number of attacks per round.

Bottles do 1d6 points of bludgeoning damage with their first blow, then 1d4 points of slashing damage thereafter.

Tankards do 1d6 points of bludgeoning damage.

Furthermore, you can make these attacks without spilling most of the liquid inside.

Stagger: By tripping, stumbling, and staggering, you can make a charge attack that surprises your opponents.

This has two beneficial aspects: first, your charges need not be in straight lines, and you still move up to twice your speed.

Second, make a Tumble check (DC 15) when you begin your charge.

If you succeed, your movement through threatened squares provokes no attacks of opportunity.

Swaying Waist: You weave and bob about as you attack.

You gain a +2 dodge bonus to AC against any one opponent you choose during your turn.

This supersedes the Dodge feat, but functions like it in all other ways.

Improvised Weapons: you can use furniture, farm implements, or nearly anything else at hand to attack your foes.

Anything from a ladder to a haunch of meat to barstool is a weapon once you imbue it with your *ki* using this ability.

Regardless of the exact item, the weapon does 1d6 points of damage at your more advantageous number of attacks per round.

Most items do bludgeoning damage, although shish-kabob skewers, for example, would do piercing damage.

Long items (such as ladders) have reach according to their length, and items with many protrusions (such as chairs)

give you a +2 bonus on disarm attempts.

Finally large items with broad, flat surfaces (such as tables) can be upended to become improvised tower shields.

Drunken Rage (Ex): You can rage as a barbarian does, with a duration equal to your (new) Constitution modifier plus the number of drinks you have consumed.

You gain a +4 to Strength, +4 to Constitution, a +2 morale bonus on Will saves, and a -2 penalty to AC.

This ability supersedes the Strength and Constitution bonuses from Drink like a Demon.

Lurch: Your lurching movements let you make one feinting in combat.

Bluff check (opposed by Sense Motive) per round as a move-equivalent action.

You gain a +4 competence bonus to Bluff checks made for this purpose.

Drunken Embrace (Ex): You can grapple an opponent without provoking an attack of opportunity, and you gain a +4 competence bonus on all opposed grapple checks.

For Medicinal Purposes (Sp): By combining your *ki* power with alcohol, you can convert an alcoholic drink to a *potion of cure moderate wounds* up to three times per day.

The alcohol activates the *ki* in your body so the cure only works on you.

Alcohol drunk in this way neither impairs nor improves your ability scores.

Corkscrew Rush: You leap forward twisting your body in midair as you head butt an opponent.

This is charge attack that in addition to dealing normal damage automatically initiates a bull rush attack (without provoking an attack of opportunity).

Furthermore, you are considered to have the Power Attack feat for the purposes of a corkscrew rush, and if you hit your opponent, you stun your foe unless she makes a Will save (DC 17 + the drunken master's Wisdom modifier).

However if your attack misses, you land prone in front of your opponent.

Breath of Flame (Sp): You can use your *ki* to ignite the alcohol within you and spew it forth from your mouth in a breath of flame.

Breath of flame deals 3d12 points of fire damage to all within the 20-foot cone (Reflex save DC 18 for half).

Each time you use breath of flame, it consumes one drink's worth of alcohol within you, reducing both penalties and bonuses to your ability scores.

TABLE 2-3: THE DRUNKEN MASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Speed 50 ft., Drink like a Demon, Bottle proficiency, unarmed damage 1d8
2nd	+2	+3	+3	+0	Stagger
3rd	+3	+3	+3	+1	Speed 60 ft., Swaying waist
4th	+4	+4	+4	+1	AC bonus +1, Improvised weapons
5th	+5	+4	+5	+1	Drunken rage, Unarmed damage 1d10
6th	+6	+5	+5	+2	Speed 70 ft., Lurch
7th	+7	+5	+5	+2	Drunken embrace
8th	+8*	+6	+6	+2	For medicinal purposes
9th	+9*	+6	+6	+3	AC bonus +2, Speed 80 ft., Corkscrew rush, Unarmed damage 1d12
10th	+10*	+7	+7	+3	Breath of flame

Base Attack Bonus: Note that, like a monk, a drunken master makes unarmed iterative attacks at a -3 penalty, not the usual -5 penalty. *Drunken masters cannot attack more than five times per round.

DUELIST

In a world with heavily armored knights on huge, galloping chargers and powerful mages wielding mind-churning spells, there's no place for the daring swashbuckler who relies on his wits and reflexes to survive, right?

Wrong.

The duelist proves that precision and skill are viable alternatives to massive weapons and agility is a viable alternative to heavy armor.

The duelist is a nimble, intelligent fighter trained in making precise attacks with light weapons, such as the rapier.

Also known as the swashbuckler, the duelist always takes full advantage of his quick reflexes and wits in a fight. Rather than wearing bulky armor, duelists feel the best way to protect themselves is to not get hit at all.

Duelists are most often fighters or rangers, but almost as often are rogues or bards.

Wizards, sorcerers and monks make surprisingly good duelists due to the lack of the class's reliance on armor. They benefit greatly from the weapon skill the duelist offers.

Paladins and barbarians who deviate a good deal from their archetypes become duelists.

Elves are more likely to become duelists than dwarves, and halfling and gnome duelists are not uncommon.

Half-orc duelists are very rare.

NPC duelists are usually loners looking for adventure or a get-rich-quick scheme.

Occasionally they work in very small, tight-knit groups, fighting with team-based tactics.

Hit Die: d10.

REQUIREMENTS

To qualify to become a duelist, a character must fulfil all the following criteria.

Base Attack Bonus: +6.

Perform: 3 ranks.

Tumble: 5 ranks.

Feats: Dodge, Weapon Proficiency (rapier), Ambidexterity, Mobility.

CLASS SKILLS

The duelist's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Innuendo (Wis), Jump (Str), Listen (Wis), Perform (Cha), Sense Motive (Wis), Spot (Wis), Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The duelist is proficient with all simple and martial weapons, but no type of armor. The only shield they are proficient with is the buckler.

Canny Defense: When not wearing armor, duelists add their Intelligence bonus (if any) to their Dexterity bonus to modify Armor Class while wielding a melee weapon.

If the duelist is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.

Precise Strike: At 2nd level, the duelist gains the extraordinary ability to strike precisely with a one-handed piercing weapon, gaining a bonus 1d6 damage added to her normal damage roll.

When making a precise strike, the duelist cannot attack with a weapon in her other hand, although she can defend with it (or, if she has the proficiency, a buckler).

A duelist's precise strike only works against living creatures with discernable anatomies.

Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits (such as armor with fortification) also protects a creature from a precise strike.

Every four duelist levels gained thereafter, she increases the extra damage by +1d6.

Enhanced Mobility: When unarmored, the duelist gains an additional +4 bonus to AC against attacks of opportunity caused when he moves out of or within a threatened area.

Grace: At 4th level, the duelist gains an additional +2 competence bonus to all Reflex saving throws.

This ability functions for the duelist only when wearing no armor.

Acrobatic Attack (Ex): At 5th level, if the duelist attacks by jumping at least 5 Feet toward his opponent, jumping down at least 5 feet onto his opponent or swinging on a rope or similar object into his opponent, he gains a +2 to attack and damage rolls.

Make a Jump check; if the result is less than 5 feet, you cannot use this ability on this attack.

If the distance is greater than that between the duelist and the opponent, the duelist can limit the distance to that of the opponent as a free action.

This is an extraordinary ability.

Elaborate Parry (Ex): At 7th level, if the duelist chooses to fight defensively or use all-out defense in melee combat, she gains an additional +1 dodge bonus to her AC for each class level of duelist she has advanced.

This is an extraordinary ability.

Improved Reaction: At 8th level, the duelist gains a +2 to initiative rolls.

This ability stacks with Improved Initiative.

Deflect Arrows: The duelist gains the Deflect Arrows feat (see the *Player's Handbook*) only when he uses his one-handed piercing weapon.

TABLE 2-4: THE DUELIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Canny defence
2nd	+2	+0	+3	+0	Precise strike +1d6
3rd	+3	+1	+3	+1	Enhanced mobility
4th	+4	+1	+4	+1	Grace
5th	+5	+1	+4	+1	Acrobatic attack
6th	+6	+2	+5	+2	Precise strike +2d6
7th	+7	+2	+5	+2	Elaborate parry
8th	+8	+2	+6	+2	Improved reflexes
9th	+9	+3	+6	+3	Deflect arrows
10th	+10	+3	+7	+3	Precise strike +3d6

FIST OF HEXTOR

While many view the Fists of Hextor simply as effective if brutal mercenaries, they are in fact templars sworn to the service of their unforgiving deity.

The world is a dark and unforgiving place, or so says the Church of Hextor, wherein the strong survive by ruling the weak and forging order from the chaos.

To support its dogma, the Church established this elite company of templars and made them available for hire to those whose causes complemented the Church's ultimate goals (and who could, naturally, afford to pay the hefty tithes necessary to maintain a crack unit of well-armed and well-trained men and women).

The Fists are infamous for their efficient brutality:

Nowhere will an employer in need of military aid locate mercenaries more dedicated to ensuring that the rule of law prevails over the forces of anarchy and confusion.

Most Fists of Hextor are fighters, monks or clerics, but ex-barbarians, ex-paladins, rangers, and wizards are all counted among their number.

The chief qualifications for membership are (apart from veneration of Hextor, Champion of Evil and Scourge of Battle) a willingness to utilize cruelty and harsh measures to crush dissent, a belief that power is the greatest reward life offers, and a willingness to endure all manner of hardship in service to these ideals.

NPC Fists of Hextor are usually mercenary soldiers engaged in some martial enterprise on behalf of the nearest temple dedicated to Hextor.

Sometimes small groups or even solitary Fists are encountered, though these too are often carrying out a specific task or mission for the Church.

Hit Die: d10.

REQUIREMENTS

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

Alignment: Lawful evil, neutral evil, or lawful neutral.

Base Attack Bonus: +5.

Feats: Power Attack, Cleave, Spiked gauntlet weapon proficiency.

Intimidate: 4 ranks.

Spot: 4 ranks.

Knowledge (religion): 4 ranks.

Other: Must worship Hextor, and must survive the ritual ceremony of induction into the Fists of Hextor (see Organizations on page 44 of this book).

CLASS SKILLS

The Fist of Hextor's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Knowledge (religion) (Int), Profession (Int), Ride (Dex), Sense Motive (Wis), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: All Fists of Hextor are proficient with all simple and martial weapons, with all types of armor, and with shields.

Brutal Strike (Ex): The Church of Hextor trains its templars to fight with ruthless efficiency.

Every action, the Fist may add this bonus either to one attack roll or one damage roll, but not both.

You must declare where the bonus applies at the start of your action.

Strength Boost (Ex): Starting at 2nd level, the Fist can call upon Hextor for a +4 Strength bonus once per day.

The Fist may boost his Strength one additional time per day for every three levels above 2nd.

This bonus lasts for 4 rounds plus the Fist's level.

Frightful Presence (Ex): When a Fist of Hextor reaches 3rd level, he gains the extraordinary ability to instill fear in others as a free action once per day.

The Fist must make some dramatic action in the round in which he uses the ability, and it only affects those who see (or possibly hear, depending on the dramatic act) the Fist. The ability has a range of 5 feet per level.

All those (except for other Fists) within range are frightened for 5d6 rounds.

Those who succeed at a Will saving throw are merely shaken.

The DC for the Will save is 10 + the Fist's level + the Fist's Charisma modifier.

This extraordinary ability creates a mindaffecting fear effect.

The Fist may use this one additional time per day for every three levels above 3rd.

TABLE 2-5: THE FIST OF HEXTOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Brutal strike +1
2nd	+2	+3	+0	+0	Strength boost 1/day
3rd	+3	+3	+1	+1	Frightful presence 1/day
4th	+4	+4	+1	+1	Brutal strike +2
5th	+5	+4	+1	+1	Strength boost 2/day
6th	+6	+5	+2	+2	Frightful presence 2/day
7th	+7	+5	+2	+2	Brutal strike +3
8th	+8	+6	+2	+2	Strength boost 3/day
9th	+9	+6	+3	+3	Frightful presence 3/day
10th	+10	+7	+3	+3	Brutal strike +3

GHOSTWALKER

A mysterious figure becomes visible at the edge of town. Unheralded and unnoticed until his first step onto the dried-mud street, the stranger's only companion is soundlessness.

He draws the wordless gaze of children who cease their play and scurry to seek a hidden place to watch him, unseen.

From behind shuttered windows and closed doors, parents and shopkeepers end their conversations as their eyes follow his slow steps.

The din of the blacksmith dies, and the sudden whinny of a horse is blasphemously loud.

No one saw this one before he seemed to appear out of the summer's haze, but they know their lives will change before he has gone.

The ghostwalker is not a role that fits many heroes.

The ghostwalker wanders from place to place, typically alone as he goes about his business.

Just what drives the ghostwalker to roam from one town to another depends on the individual.

Many are monks who have left behind their cloisters, because they could no longer engage in a life of contemplation or because they rebelled against the ordered, sheltered life within a world of chaos.

One ghostwalker may be out to right an ancient wrong, another to take vengeance on a distant foe, and yet another to atone for some tragic mistake.

Some ghostwalkers represent a source of merciless justice as they right wrongs and punish the villainous.

Others are more compassionate as they progress from one community to another, helping those in need.

Ghostwalkers do exist who seep into communities determined to spread their selfish desires and villainy like a cancer.

Their abilities point to some underlying, mysterious mysticism that surrounds and accompanies these wanderers, and they often appear just when and where they are needed.

Most ghostwalkers are warriors, whether their background describes them to be fighters, monks, or rangers.

Former barbarians, fallen paladins, rogues, and some bards also take to the dusty roads of a wandering life.

Wizards, clerics, druids, and sorcerers are rarely seen as ghostwalkers, but have been known to exist.

Hit Die: d10.

REQUIREMENTS

To qualify to become a ghostwalker, a character must fulfill the following criteria.

Alignment: Lawful good, lawful evil, chaotic good, chaotic evil, or true neutral.

Base Attack Bonus: +6.

Feats: Endurance, Iron Will, Toughness.

Intimidate: 4 ranks.

Move Silently: 4 ranks.

CLASS SKILLS

The ghostwalker's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intuit Direction (Wis), Knowledge (law) (Int), Profession (Wis), Spot (Wis), Listen (Wis), Move Silently (Dex), and Sense Motive (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The ghostwalker is proficient with all simple and martial weapons, light and medium types of armor, and shields.

Painful Reckoning: If the ghostwalker loses more than 50% of his normal hit-point total in one encounter (and survives), he gains this bonus to his AC, attack, and damage

rolls when he faces the specific foe(s) that he fought in the initial encounter.

Resolute Aura (Ex): Whether fearful or respectful, humanoids around the ghostwalker typically pause and obey when confronted.

Ghostwalkers add their number of ghostwalker levels to all Intimidate checks.

Therefore, a 5th-level ghostwalker has a +5 bonus to all Intimidate checks.

Anonymity: The ghostwalker benefits from anonymity, but should his name ever become known to his foes, his powers are weakened.

On those enemies who know his name, his resolute aura no longer functions.

If they are hostile, he cannot feign death, become ethereal, or shadow walk in their presence (to a distance of 100 feet), and his painful reckoning bonus, if any, is halved against them.

Feign Death (Sp): Once per day, the ghostwalker can enter a cataleptic state that is impossible to distinguish from actual death—usually for ending an encounter.

The effect lasts for 10 rounds per level of the ghostwalker. Although he can smell, hear, and knows what is going on, no feeling or sight of any sort is possible for the

ghostwalker; any wounding of his body is not felt, and any damage taken is only one-half normal.

Paralysis, poison, and energy drain do not effect the ghostwalker in this state, but poison injected into the body becomes effective when the effect ends.

Superior Iron Will: This ability provides an additional +2 bonus to Will saves.

It stacks with the Iron Will feat.

Etherealness (Su): Calling on the obscure, mystic forces that drive him to wander the world, the ghostwalker has the power to become ethereal, as per the spell *ethereal jaunt*. The effect persists for 1 round per level of the ghostwalker. This is a supernatural ability.

Shadow Walk (Sp): The ghostwalker can *shadow walk*, as per the spell.

The character travels at a rate of one mile in (11 - the number of ghostwalker levels) minutes.

The maximum time that the ghostwalker can shadow walk is 1 hour per level per day.

The ghostwalker can *shadow walk* three times per day.

In addition, while in this state, the ghostwalker heals at the rate of 3 hit points per ghostwalker level per hour.

This is a spell-like ability.

TABLE 2-6: THE GHOSTWALKER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Painful reckoning +1, resolute auras, anonymity
2nd	+2	+3	+0	+3	Feign death, painful reckoning +2
3rd	+3	+3	+1	+3	Superior Iron Will, painful reckoning +3
4th	+4	+4	+1	+4	Etherealness 1/day, painful reckoning +4
5th	+5	+4	+1	+4	Shadow walk, painful reckoning +5
6th	+6	+5	+2	+5	Painful reckoning +6
7th	+7	+5	+2	+5	Etherealness 2/day, painful reckoning +7
8th	+8	+6	+2	+6	Painful reckoning +8
9th	+9	+6	+3	+6	Painful reckoning +9
10th	+10	+7	+3	+7	Etherealness 3/day, painful reckoning +10

GLADIATOR

Some are mere slaves, sent into a squalid pit to fight against insurmountable odds.

Others are wealthy professionals with an entourage of managers, agents, and trainers.

Rich or poor, all gladiators face death whenever they step into the arena.

Gladiators are trained warriors who fight in front of spectators in arenas large and small.

Usually they face other gladiators in single combat, but larger arenas sometimes offer group battles.

Some even feature man vs.

monster matches, pitting one or more gladiators against a beast captured from the wilderness.

The spectators cheer wildly for their favorite gladiators, and many bet vast sums on a combat's outcome.

No one wagers more than the gladiator herself does, for often a match ends only when the loser dies.

Most gladiators were once fighters or barbarians, but rogues and monks sometimes find their way to the arena floor (much to the chagrin of their surprised opponents).

In some rare cases, arenas feature "spellcaster duels" or pit a warrior against a wizard, making sure that the spellcaster's repertoire is suitably flashy and unlikely to harm the spectators.

Becoming a gladiator is a simple matter, say the veterans of the pits.

"Survive your first match, and you can call yourself a gladiator.

Lot of good it will do you..."

NPC gladiators usually ply their trade in caravans that travel from arena to arena, although some are employed as regulars in the vast coliseums of large cities.

Sometimes more famous gladiators are hired to act as bodyguards for aristocrats, and veteran gladiators assess new prospects and train would-be gladiators for their first fights in the ring.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +5.

Perform or Intimidate: 4 ranks.

(Crowds respond best to the most attractive and most menacing combatants).

Feats: Must have at least two feats from the list of fighter bonus feats.

You do not have to earn them as a fighter, but they must appear on that list.

CLASS SKILLS

The gladiator's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Ride (Dex), and Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Improved Feint: The gladiator has learned sneaky tactics such as kicking dirt in a foe's face, pretending to be badly wounded, or forcing an opponent to stare into the sun.

You can use the feinting in combat Bluff technique on page 64 of the *Player's Handbook* as a move-equivalent action.

Study Opponent: You are adept at spotting weaknesses in your foes' fighting styles.

If you take a all-out defense action, you gain a dodge bonus to your AC against any opponent who attacks you in melee combat that round.

The dodge bonus begins the round after that opponent attacks you and lasts for the duration of the fight.

Exhaust Opponent (Ex): As combat continues, you can tire out your foe.

You must attack the same opponent for at least 3 consecutive rounds.

After your third set of attacks, your opponent must make a Fortitude save to avoid taking 1d6 subdual damage from exhaustion.

The DC for this save starts at 15 and increases by 1 for every round beyond the third you continue to attack the same foe.

Many gladiators fight defensively while employing this attack.

If you do not attack for one round, the count resets to zero.

Roar of the Crowd: You can appeal to spectators with flourishes, trash-talking, and fancy moves.

As a move-equivalent action, make a Perform check (DC 15).

If you succeed, you get a +1 morale bonus to attacks and damage for the duration of the fight.

Spectators must be noncombatants, and there must be at least a half-dozen of them.

Improved Coup de Grace: You dispatch fallen foes quickly, or with great flair.

You may use a melee weapon to deliver a coup de grace attack as a standard action.

If you are being showy, you take a full-round action to deliver the coup de grace attack, but gain a +2 morale bonus to attack for the rest of the combat.

Poison Use: You are trained in the use of poison just as assassins are.

Ask your DM for details; the poison rules are found in the *DUNGEON MASTER's Guide*.

Make Them Bleed (Ex): You are skilled at dealing wounds that cause extra blood loss.

When you deal damage with a slashing weapon, the wound bleeds for one point of damage per round thereafter until a Heal check (DC 15) is made, any cure spell is applied, or 10 rounds minus the opponent's Constitution modifier elapse. Multiple wounds are cumulative, but creatures without discernible anatomies such as constructs, undead, and plants are immune to this effect.

The Crowd Goes Wild: With each blow you strike, the spectators cheer more loudly.

If you have already engaged the spectators with roar of the crowd, you gain a +2 morale bonus to damage on your first successful blow.

This bonus increases by +2 for each successive consecutive blow that deals damage to your opponent.

The bonus resets to +2 if you miss.

TABLE 2-7: THE GLADIATOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Improved feint
2nd	+2	+3	+0	+0	Study opponent +1
3rd	+3	+3	+1	+1	Exhaust opponent
4th	+4	+4	+1	+1	Roar of the crowd
5th	+5	+4	+1	+1	Study opponent +2
6th	+6	+5	+2	+2	Improved coup de grace
7th	+7	+5	+2	+2	Poison use
8th	+8	+6	+2	+2	Study opponent +3
9th	+9	+6	+3	+3	Make them bleed
10th	+10	+7	+3	+3	The crowd goes wild

HALFLING OUTRIDER

The semi-nomadic culture of the halfling race often results in sudden encounters with peril.

To safe-guard themselves, many halfling communities turn to their outriders, an elite champion whose task it is to warn his fellows of, and protect them from, danger.

The outrider is naturally skilled in the arts of riding and scouting.

Most halfling outriders are fighters, rangers, druids or rogues.

All classes, however, can benefit from the AC bonus and defensive riding capabilities of the class.

NPC halfling outriders are usually found performing their duties in the field, or relaxing in their off-duty hours.

The presence of an outrider whether a field or at rest indicates that a halfling community cannot be far away. However, some outriders feel the pull of adventure more strongly.

These leave behind their hearths and homes for a life of excitement on the road.

Hit die: d10.

REQUIREMENTS

To qualify to become halfling outrider, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Race: Halfling.

Listen: 4 ranks.

Ride: 6 ranks.

Spot: 4 ranks.

Feats: Mounted Combat, Mounted Archery.

CLASS SKILLS

The halfling outrider's class skills (and the key ability for each skill) are Animal Empathy (Wis), Handle Animal (Cha), Listen (Wis), Ride (Dex), Search (Int), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The halfling outrider is proficient with all simple and martial weapons, light armor, and shields.

Mount: Halfling outriders gain a mount appropriate to the resources of their halfling community at 1st level.

Most halfling communities attempt to provide their outriders with warponies, though some have been known to make do with lesser steeds, and a few boast more exotic animals.

The outrider is not required to pay for the mount, nor its tack, harness and accoutrements.

Alertness: The halfling outrider gains a +2 bonus on all Listen and Spot checks.

Ride Bonus: The halfling outrider gains a +2 competence bonus on all Ride checks.

Defensive Ride (Ex): The nature of the halfling outrider's responsibilities has taught him the tricks of defensive riding, provided that he does nothing else (he cannot attack when riding defensively).

He gains +2 Dexterity and a +4 AC dodge bonus.

In addition, his mount gains: X2 speed, a +2 bonus on all Will saves, and a +4 AC dodge bonus.

A defensive ride lasts for 3 rounds, plus the character's (newly improved) Dexterity modifier.

The outrider may end the defensive ride voluntarily.

At the end of the ride, both the outrider and his mount are winded and suffer a -2 Strength penalty until they are able to rest for at a minimum of 10 minutes.

The outrider can only embark on a defensive ride a certain number of times per day (determined by level).

Beginning the ride is a free action, but the outrider can only do so on his action.

Deflect Attack (Ex): Beginning at 3rd level, the outrider can attempt to parry a melee attack against his mount.

He must be holding a melee weapon or shield to deflect the attack.

Once per round when your mount would normally hit with a melee weapon, you may make a Reflex saving throw against DC20.

(If the melee weapon has a magical bonus to attack, the DC increases by that amount) You gain a competence bonus to your Reflex save as indicated on the chart.

If you succeed, you deflect the blow as a free action.

You must be aware of the attack beforehand and not flat-footed.

Leap from the Saddle (Ex): When your mount is moving no faster than twice its Speed, you can dismount with a successful Handle Animal check (DC 20) and land adjacent to your mount as a free action.

If an opponent is in an area you threaten (after you dismount), you can make a charge attack against that opponent.

This requires the full attack action.

TABLE 2-8: THE HALFLING OUTRIDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+1	+0	+2	+0	+1	Alertness, Ride bonus
2nd	+2	+0	+3	+0	+1	Defensive ride 1/day
3rd	+3	+1	+3	+1	+2	Deflect attack +1
4th	+4	+1	+4	+1	+2	Defensive ride 2/day
5th	+5	+1	+4	+1	+3	Leap from the saddle
6th	+6	+2	+5	+2	+3	Defensive ride 3/day
7th	+7	+2	+5	+2	+4	Deflect attack +2
8th	+8	+2	+6	+2	+4	Defensive ride 4/day
9th	+9	+3	+6	+3	+5	Deflect attack +3
10th	+10	+3	+7	+3	+5	Defensive ride 5/day

AC Bonus: This is nonmagical deflection bonus applied to the character's Armor Class regardless of armor worn only when mounted.

KNIGHT PROTECTOR OF THE GREAT KINGDOM

The few, the proud, the Knight Protectors are warriors dedicated to restoring the ideals of knightly chivalry before they fade forever.

The Protectors see moral decay everywhere they look in the world around them, brought on by a lapse in ethical behavior following the collapse of the once-proud Great Kingdom.

The Protectors are the last remnants of a formerly great order of knights who pledged their existence to defending that now-defunct nation.

Few of this ancient lineage remain alive today, and all that remains of the Great Kingdom is its name and a scattered few inheritor countries.

But those who take up the mantle of Knight Protector today still hope for the return of the Great Kingdom, and believe they can hasten its restoration and repair society's ills by living their lives as paragons of their venerable chivalric code.

Like paladins, knight protectors adhere to a rigid code of behavior that expresses such values as honor, honesty, chivalry, a courage.

Unlike paladins, the Protector's duty is to this code and the vanished nation for which it stands, rather than to a deity or holy order.

The Protector is expected to display these ideals in all aspects of his behavior, and throughout all his actions and deeds, however arduous they may be.

A Knight who unwillingly or unknowingly violates this code, or violates it willingly in the belief that doing so contributes to an act of greater good, may redeem himself by undertaking and completing a quest or other dangerous mission assigned by the order's leadership.

A Protector who willingly and knowingly violates this code for no adequate reason is removed from the order, and may no longer advance in levels as a Knight Protector.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Knight Protector of the Great Kingdom, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Race: Dwarf, elf, half-elf, human.

Diplomacy: 6 ranks.

Knowledge (Nobility and Royalty): 4 ranks.

Ride: 6 ranks.

Feats: Power Attack, Cleave, Mounted Combat, Great Cleave.

Heavy armor proficiency.

Alignment: Any Lawful.

Other: Gain membership in the order.

CLASS SKILLS

The Knight Protector's class skills (and the key ability for each skill) are Diplomacy (Cha), Intimidate (Cha), Knowledge (Nobility and royalty) (Int), Ride (Dex), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Knight Protectors are proficient with all simple and martial weapons, with all types of armor, and with shields.

Defensive Blow: Whenever the Knight Protector is engaged in a melee combat situation where the Knight seeks to protect a creature who is weaker than the Knight Protector (fewer HD or total levels) or who is helpless, the Knight Protector gains the listed morale bonus to his attack and weapon damage rolls.

Shining Beacon (Su): The Knight Protector is the physical and spiritual embodiment of high ideals.

All his allies gain a +4 morale bonus on saves versus fear effects when they stand within 10 feet of the Knight Protector, if the Knight is held, unconscious, or otherwise rendered helpless, his allies lose this bonus.

Best Effort (Ex): The daunting nature of the Knight Protector's goals often requires special focus of effort.

Beginning at 2nd level, a Knight Protector gains a bonus to any one skill check he makes, once per day.

You must declare that you are using this ability before you make the skill check.

Iron Will: At 2nd level, the Knight gains the feat Iron Will.

Supreme Cleave: Beginning at 3rd level, the Knight can take a 5-foot step between attacks when using the Cleave or Great Cleave feat.

No Mercy: At 6th level, the Knight Protector gains the ability to make extra attacks of opportunity.

The knight protector may make a number of extra attacks of opportunity against opponents equal to the number of the bonus and use the Knight's full attack bonus.

TABLE 2–9: THE KNIGHT PROTECTOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Defensive blow +2, Shining beacon
2nd	+2	+0	+0	+3	Best effort +2, Iron Will
3rd	+3	+1	+1	+3	Supreme Cleave
4th	+4	+1	+1	+4	Defensive blow +3
5th	+5	+1	+1	+4	Best effort +3
6th	+6	+2	+2	+5	No mercy +1
7th	+7	+2	+2	+5	Defensive blow +4
8th	+8	+2	+2	+6	Best effort +4
9th	+9	+3	+3	+6	No mercy +2
10th	+10	+3	+3	+7	Best effort +5, Defensive blow +5

The Code of the Knight Protector

Code of Conduct: The Knight Protector must be of a lawful alignment, and must adhere to the order's Code of Conduct (see below).

Support: The order supports its own. The Knight Protector can expect to receive normal arms and armor, room and board, a mount and its accoutrements from the order for as long as he remains in its ranks and adheres to the Code.

The Code:

Courage and enterprise in obedience to the Order.

Defense of any mission unto death.

Respect for all peers and equals; courtesy to all lesser.

Combat is glory; battle is the true test of self-worth; war is the flowering of the chivalric ideal.

Personal glory above all in battle.

Death to those who oppose the Great Kingdom.

Death before dishonor.

LASHER

The lasher prestige class uses the whip as an extension of herself.

A whip in the hands of a lasher is like unto a live thing, obeying the character's every command.

Lasher training goes far beyond simple exotic weapon proficiency, and not all who take up the discipline survive to its end.

Lashers prefer to use a whip or a whip dagger (exotic weapons, both).

Their ability with the whip makes them deadly warriors to be reckoned with.

Fighters, ex-paladins, rangers, ex-druids and barbarians are drawn to the art of the lash, which transforms an interesting tool into a deadly weapon.

Rogues, monks, and bardic lashers find the understated profile of a whip a plus in many of their activities.

Sorcerers, wizards, and clerics are least likely to be drawn to the art of the lash.

As NPCs, lashers are individuals who love to display the crack and snap of their whip skills.

Though they consider the use of the whip an art form, they recognize it is a martial art used primarily for combat.

Hit Die: d10.

REQUIREMENTS

To qualify to become a lasher, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Rope Use: 2 ranks.

Craft (leatherworking): 2 ranks.

Weapon Focus: Whip.

Exotic Weapon Proficiency: Whip.

Special: The lasher must own a whip or whip dagger (see Chapter 5).

Usually, a lasher owns both types of whip (and, if wealthy enough, mighty versions of both types).

CLASS SKILLS

The lasher's class skills (and the key ability for each skill) are Balance (Dex), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Spot (Wis), and Use Rope (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: A lasher's weapon training focuses on the whip.

Lashers are proficient with no armor and no shields.

Whip Sneak Attack: If a lasher catches an opponent unable to defend himself effectively from her attack anywhere within range (up to 15 ft.), she can use a whip or whip dagger to strike a vital spot for extra damage (a lasher does not gain a sneak attack with other weapons).

Any time the lasher's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), or when the lasher flanks the target, the lasher's attack deals +1d6 points of damage.

This extra damage increases by +1d6 points every fourth level (+2d6 at 5th level, and +3d6 at 9th level).

Should the lasher score a critical hit with a sneak attack, this extra damage is not multiplied.

This ability stacks with any other sneak attack ability.

With a regular whip (but not a whip dagger), the lasher can make a sneak attack that deals subdual damage instead of normal damage (see Wound below).

A lasher can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks.

Also, the lasher must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot.

The lasher cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a lasher gets a general sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Close Combat: At 1st level, the lasher can attack an opponent in a threatened square with a whip or whip dagger and not provoke an attack of opportunity.

Wound: At 1st level, a lasher can use a normal whip to deal regular damage to an opponent, instead of subdual damage, at her option.

This allows the lasher to inflict damage on creatures with an armor bonus of +1 or better or a natural armor bonus of +3 or better.

If using the whip to deal subdual damage, it deals no damage to creatures with a +1 or more armor bonus or +3 or more natural armor (as usual), lashers using a whip dagger always deal regular damage to opponents.

Whip Lash: The lasher can make attacks of opportunity with his whip or whip dagger against foes within 5 feet as if it were a melee weapon.

Improved Trip: At 2nd level, the lasher gains the Improved Trip feat, if using a whip or whip dagger to perform the trip. She need not have taken the Expertise feat, normally a prerequisite, before this.

Third Hand: At 2nd level, a lasher's precision with the whip or whip dagger allows her to use it almost like a third hand—a third hand at the end of a flexible 15-foot-long arm—as a standard action.

Depositing a lashed object into your hand is a move-equivalent action.

Note; A lasher generally uses a normal whip to perform abilities granted by third hand, because a whip dagger deals its damage to the object or individual grasped, while a regular whip does not.

Sometimes, this is not a problem, especially if the item grasped has hardness, but other times inflicting damage by using third hand is a bad idea.

Thus, most lashers carry two whips.

A lasher successfully performs a task if her attack roll equals or exceeds the DC for a given task:

- Punch a button, snuff a candle flame, flick a coin lying along the ground, etc. as a move-equivalent action.

Range 15 feet, DC 15.

- Retrieve an unattended object of up to 20 pounds, and deposit into your off-hand as a move-equivalent action.

Range 15 feet, DC 20.

- Firmly wrap the end of your whip around a pole, spike, or other likely projection up to 15 feet away as a move-equivalent action.

The DC is 22.

If used to wrap around a projection at the top of a wall, reduce the DC to climb the wall by 5.

If the point of attachment is optimal on a ceiling fixture, you could swing over a chasm of up to 25 feet wide.

You can also wrap items heavier than 20 pounds, but you cannot automatically flick them into your off hand (but you could drag them).

You can unwrap the end of your whip from the entangled object as a free action.

- When the victim of a precipitous fall, you can give up your Reflex save in an attempt to use your whip to snag a likely projection, pillar, rafter, etc., within 15 feet of the edge of the pit, cliff, bridge, etc. Generally, an unattached item (such as a statue, table, etc.) must weight twice as much as you for you to arrest your fall, otherwise you merely pull it after you).

You may attempt to snag a friend or foe standing near the edge of the precipice as you fall.

You make a ranged touch attack against another creature's AC (the friend does not apply his Dexterity bonus while an unwilling friend or a foe applies their Dexterity modifier to AC). If you hit, you wrap your whip around the target, who must make a successful Strength check against DC 20 to arrest both you and himself.

An unsuccessful Strength check sends both you and your target into the precipice.

You can unwrap the end of our whip from the entangled object as a free action.

Crack of Fate: At 3rd level, a lasher can take one extra attack per round with a whip or whip dagger.

The attack is at the lasher's highest base attack bonus, but each attack (the extra one and normal ones) suffers a -2 penalty.

The lasher must use the full attack action to use crack of fate.

Lashing Whip: At fourth level, the lasher adds a +2 damage bonus to her whip and/or whip dagger.

If using a whip, she adds +2 subdual damage or +2 regular damage, at her option.

If the lasher has already gained weapon specialization from another class (fighter, for example), the damage bonus stacks.

Improved Disarm: At 6th level, the lasher gains the Improved Disarm feat, if using a whip or whip dagger to perform the disarm action.

She need not have taken the Expertise feat, normally a prerequisite, before this.

If the lasher successfully disarms a foe, she can attempt use her third hand ability to deposit the weapon of up to 20 pounds in her off hand if she makes the appropriate check, as a move-equivalent action.

Treat the lasher's whip as a Medium-size weapon for purposes of disarming an opponent.

Stunning Snap: A lasher can use a whip or whip dagger to stun a creature instead of inflicting subdual or normal damage.

The lasher can use this ability once per round, but no more than once per level per day.

The lasher must declare she is using a stun attack before making an attack roll.

(A missed attack roll ruins the attempt).

A foe struck by a whip or whip dagger must make a Fortitude saving throw (DC 10 + the lasher's level + Strength modifier), in addition to receiving normal damage (subdual or standard).

If the saving throw fails, the opponent is stunned for one round.

A stunned character cannot act and loses any Dexterity bonus to AC, while attackers get a +2 bonus on attack rolls against a stunned opponent.

Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned by the lasher's stunning attack.

Crack of Doom: At 8th level, a lasher can take two extra attacks per round with a whip or whip dagger.

This ability supersedes crack of fate (the abilities do not stack).

The attack is at the lasher's highest base attack bonus, but each attack (the extra one and normal ones) suffers a -4 penalty.

The lasher must use the full attack action to use crack of doom.

Death Spiral (Su): At 10th level, the lasher gains transcendental understanding other whip or whip dagger. Once per day, she can spin the whip over her head with supernatural speed.

All foes within a 15-foot radius of the lasher must make a Reflex save against a DC equal to the lasher's attack roll.

Opponents who fail are stunned for 1d4+1 rounds.

Stunned opponents must make a successful Fortitude save (DC 18) or become helpless for 1d4-1 rounds (minimum 1 round).

Allies (as selected by the lasher) in range are spared the effects of the death spiral.

The death spiral is a supernatural ability.

TABLE 2-10: THE LASHER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Whip sneak attack +1d6, Close combat, Wound, Whip lash
2nd	+2	+0	+3	+0	Improved trip, Third hand
3rd	+3	+1	+3	+1	Crack of fate
4th	+4	+1	+4	+1	Lashing whip
5th	+5	+1	+4	+1	Sneak attack +2d6
6th	+6	+2	+5	+2	Improved Disarm
7th	+7	+2	+5	+2	Stunning snap
8th	+8	+2	+6	+2	Crack of doom
9th	+9	+3	+6	+3	Sneak attack +3d6
10th	+10	+3	+7	+3	Death spiral

MASTER OF CHAINS

The master of chains is a combatant specializing in the use of chains—specifically the spiked chain—as a weapon.

They usually have a sinister aura about them, and are never completely good.

They use chains as tools of terror and intimidation as much as weapons.

Along with their use of chains, they are good with locks as well.

Fighters are best equipped to become masters of chains, although rogues, rangers, and barbarians make excellent members of this rare, frightening group as well.

A master of chains often creates a lair underground filled with chains on the ground and hanging from the ceiling. Whole rooms of rattling chains suspended from above create an unnerving and dangerous setting for their foes.

Members of this prestige class usually do not work together, although a master of chains gladly teams up with those of other classes for mutual benefit.

Due to their similar affinities, these individuals often ally themselves with the outsiders known as kytons (see the *Monster Manual*).

Hit Die: d10.

REQUIREMENTS

To qualify to become a master of chains, a character must fulfill all the following criteria.

Alignment: Any nongood.

Escape Artist: 6 ranks.

Open Lock: 4 ranks.

Intimidate: 4 ranks.

Feats: Exotic Weapon Proficiency (spiked chain), Expertise, Improved Trip, Improved Disarm, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Ability Score: Int 13+ (required for Expertise).

CLASS SKILLS

The master of chains' class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (metalworking) (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), and Open Lock (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The master of chains is proficient with no weapons, and no type of armor or shield.

Scare (Su): By rattling his chains as a standard action, the master can induce *fear* in a creature as the spell of the same name, using his class level as the caster level (see the *Player's Handbook*).

The master can use this supernatural ability only once per day.

Climb Fighting: If master of chains is climbing on a rope or a chain, he suffers no penalty to attacks and foes gain no bonus to attack him, rather than the master of chains losing his Dexterity modifier while climbing and his enemy gaining a +2 on attack rolls against the master of chains.

If the master of chains is hanging from a chain that has the ability to swing more than five feet, he can use that to his advantage and gain a +2 dodge AC bonus.

Superior Weapon Focus: Stacking on top of any existing Weapon Focus bonus, this ability grants a master of chains an additional +1 to attack rolls with a spiked chain.

Chain Bind: At 4th level, the master of chains can use his weapon and a quick application of a lock (the whole process requiring a full-round action) to bind a single Small, Medium, or Large creature.

This should be treated as an attack with a net, except that the Escape Artist check to escape has a DC of 25, and the burst DC is 30.

A chain at least 10 feet long is required to accomplish this. If it is a spiked chain, the entangled creature suffers 1 point of damage per round while entangled unless they remain motionless.

Chain Armor: At 5th level, a master of chains can wrap himself in chains (as long as he has at least 20 feet of chain) to provide him with a +5 armor bonus to AC. For him, there is only a -2 maneuver penalty, no max Dex modifier, and a 30% arcane spell failure chance.

Speed is not affected.

Double Chain: At 5th level, the master of chains can choose to use a spiked chain as a double weapon instead of a weapon with reach.

(Each round, he can switch how he uses it).

Extra Lash: At 6th level, a master of chains inflicts an additional +1d6 points of damage with a spiked chain, slashing the foe with extra slack in the chain.

He must use the full attack action to use this ability.

Deflect Attacks: As a move-equivalent action, a 6th-level master of chains can use a spinning chain to provide a +4 deflection AC bonus against all attacks coming in from a chosen 180-degree arc.

This is an extraordinary ability.

Superior Weapon Specialization: Stacking on top of any existing weapon specialization bonus, this adds an additional +2 to all damage rolls made with a chain or spiked chain.

Superior Spiked Chain: At 8th level, the master of chains can modify his spiked chain so that it leaves cruel barbs behind in the targets it strikes.

Using the chain in this way causes victims to bleed 1 hit point per round until a successful Heal check is used to bind the wounds (DC 15) or until magical healing is applied to them.

It costs 25 gp to modify a chain in this manner, and 10 gp to add new spikes once the modified chain has been used five times.

(After five uses, the modified chain can be used as a normal spiked chain).

Only 8th level and above masters of chains can make and use these specially modified weapons properly—in anyone else's hands they are simply spiked chains.

Swinging Attack: At 9th level, as a full-round action, the master of chains can wrap the end of his chain around an overhead object (something that can sustain his weight) and swing at any target within 10 feet.

The foe so attacked is treated as flat-footed and the master gains a +2 attack bonus and inflicts +3d6 damage with this single attack (only one attack is allowed).

Chain Mastery (Su): As a supernatural ability, the master of chains can animate a chain (as the spell *animate rope*, but with chains) of up to 50 feet in length for 10 rounds.

The master of chains can use this ability three times per day plus a number of times equal to his Charisma bonus.

TABLE 2-11: THE MASTER OF CHAINS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Scare
2nd	+2	+0	+3	+0	Climb fighting
3rd	+3	+1	+3	+1	Superior Weapon Focus
4th	+4	+1	+4	+1	Chain bind
5th	+5	+1	+4	+1	Chain armor, Double chain
6th	+6	+2	+5	+2	Deflect attacks
7th	+7	+2	+5	+2	Superior Weapon Specialization
8th	+8	+2	+6	+2	Superior barbed chain
9th	+9	+3	+6	+3	Swinging attack
10th	+10	+3	+7	+3	Chain mastery

MASTER SAMURAI

The master samurai is a military retainer of a feudal overlord; he practices a martial code of behavior that emphasizes the value of personal honor over life itself. In some cultures he is part of the warrior aristocracy. The details of the master samurai code are quite specific. Master samurai are required and expected to demonstrate absolute obedience to their feudal overlord, even if his lord's commands might result in the master samurai's certain death.

He remains ready to die for his lord or his honor at a moment's notice, and to avenge to the death any sight to either.

His personal honor demands that he repay all debts fairly. Perhaps the most important tenet of this code is the expectation that the master samurai never commit a dishonorable act or demonstrate the slightest fear of personal injury or death.

Master samurai who fail to live up to these strictures face personal shame so overwhelming that they prefer to destroy themselves rather than live under its shadow.

Fighters, rangers, and paladins make excellent master samurai, and they find that its class abilities enhance their own combat potential.

Monks also make good master samurai: The discipline of bushido is a natural reflection of the monk's desire to study a philosophy or belief with single-minded determination.

Wizards and sorcerers may find it difficult to qualify for master samurai, but those who do enjoy the martial enhancements available to them.

Hit Die: d10.

REQUIREMENTS

To qualify to become a master samurai, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Knowledge (nobility and royalty): 4 ranks.

Ride: 4 ranks.

Intimidate: 4 ranks.

Feats: Cleave, Improved Initiative, Mounted Archery, Mounted Combat, Power Attack, Weapon Focus (bastard sword).

CLASS SKILLS

The master samurai's class skills (and the key ability for each skill) are Intimidate (Cha), Jump (Str), Knowledge (code of martial honor) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), and Tumble (Dex).

See Chapter 4; Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Master samurai are proficient with all simple and martial weapons, with all types of armor, and with shields.

Code of Conduct: The master samurai must be of a lawful alignment, and must adhere to the martial code of honor (see sidebar).

If the master samurai violates this code, he may be required to atone by performing some arduous or disagreeable task; if the violation was particularly egregious, he may be invited to commit ritual suicide.

In some cultures, when a feudal overlord is killed, defeated, or disgraced, his master samurai retainers are expected to follow him into death.

Support: Master samurai can expect to receive all the necessary requirements of life from their feudal overlord, including room and board, transportation, normal (including masterwork) arms, and armor.

Those master samurai who do not serve a lord are called ronin and do not receive the support benefit.

Tumble: At 1st level, the master samurai gains a +2 competence bonus to Tumble skill checks.

Great Cleave: At 1st level, the master samurai receives this feat for free.

Supreme Cleave: At 2nd level, the master samurai gains the ability to take a 5-foot step before making a Cleave or Great Cleave attack.

Blades of Fury: When a master samurai delays his attack with the katana until after he is attacked in the round, he takes advantage of the opening and can add a +2 bonus to his attack and damage rolls.

In other words, you delay your action until after you are attacked in melee combat.

Blades of Death: When the master samurai fights with the katana two-handed, he adds double his Strength modifier to damage rolls.

Supreme Mobility: The master samurai gains a +6 dodge bonus to his AC against attacks of opportunity provoked by moving into or out of a threatened area.

Note: A condition that makes you lose your Dex bonus to Armor Class (if any) also makes you lose dodge bonuses.

This dodge bonus supersedes that of Mobility.

Ki Strength (Ex): Beginning at 5th level, the master samurai learns to channel *ki*, a source of inner energy and strength shared by all living creatures.

You can add +2 to your Strength score for a number of rounds equal to your Wisdom bonus.

Ki Attack (Ex): Beginning at 6th level, the master samurai gains the supernatural ability to imbue his melee attacks with *ki* energy for one successful attack as a free action. The damage from such an attack can harm even a creature with damage reduction.

When using this ability, consider the master samurai's weapon to be a magic weapon with a bonus equal to the character's Wis modifier for of harming a creature with damage reduction.

Once activated, this bonus remains until the master samurai hits once with the weapon charged with *ki*.

TABLE 2-12: THE MASTER SAMURAI

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Tumble bonus, Great Cleave
2nd	+2	+0	+3	+3	Blades of Fury, Supreme Cleave
3rd	+3	+1	+3	+3	Supreme mobility
4th	+4	+1	+4	+4	Blades of Death
5th	+5	+1	+4	+4	Ki strength 1/day
6th	+6	+2	+5	+5	Ki attack 1/day
7th	+7	+2	+5	+5	Ki strength 2/day
8th	+8	+2	+6	+6	Ki attack 2/day
9th	+9	+3	+6	+6	Ki strength 3/day
10th	+10	+3	+7	+7	Ki attack 3/day

The Master Samurai's Code

The master samurai is obedient to his lord.

It is a master samurai's right to protest against bad judgments or orders from his lord and death is the final protest a master samurai can make.

The master samurai is ready to die at any time.

There is no failure, only success or death.

To die in the service of one's lord is the greatest service a master samurai can perform.

Dishonor to one's lord or family is dishonor to the master samurai.

All debts, of honor or vengeance, are repaid.

An enemy deserves no mercy.

Cowardice is dishonourable.

NINJA OF THE CRESCENT MOON

Some monks seek only enlightenment.

Others are tempted by more shadowy pursuits.

The Ninja of the Crescent Moon is a mercenary clan whose members engage in sabotage and other covert missions for an outlandish fee—if the job meets their own inscrutable moral code.

The ninja are a thorn in the side of both evil tyrants and just nobles, and no one outside the upper hierarchy knows what their real aims are.

Their bases and safe houses are unknown to any outside the Crescent Moon, and would-be patrons contact them only through a long chain of contacts.

But once the Ninja of the Crescent Moon are hired, they generally complete the job by the next crescent moon (hence the name).

The black-garbed ninja typically infiltrate their target, reveal themselves in a whirlwind of violence, then slip away into the shadows of the night.

Most ninja were once monks who heard the whispered promise of the ninja's esoteric secrets.

Curious, they began to research the Crescent Moon, following half-remembered rumors to their source.

Any monk (or occasionally rogue or fighter) who manages to track the, ninja back to their source is typically offered membership.

Those who turn the Crescent Moon down are marked for death.

NPC ninja appear seemingly from nowhere, striking without mercy.

They are often hired to steal a valuable item, kill a powerful rival, or infiltrate a besieged fortress as a precursor to an attack.

Hit Die: d8.

REQUIREMENTS

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

Base Attack Bonus: +6.

Feats: Improved Unarmed Strike, Deflect Arrows, Quick-Draw.

Move Silently: 10 ranks.

Hide: 10 ranks.

Other: Evasion class feature, must contact Crescent Moon leadership.

CLASS SKILLS

The ninja's class skills (and the key ability for each skill) are Alchemy (Int), Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Swim (Str), and Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Monklike AC Bonuses: When the ninja is wearing no armor or shield, he receives the AC bonus listed in Table 3–10 in the *Player's Handbook*.

This bonus stacks with any AC bonus he previously received as a monk.

Furthermore, the ninja applies Dexterity and Wisdom bonuses to AC if unarmored.

Sneak Attack: If a ninja can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage.

Any time the ninja's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the ninja's attack deals +1d6 points of damage.

This extra damage increases by an +1d6 points every other level (+2d6 at 3rd level, +3d6 at 5th level, and so on).

Should the ninja score a critical hit with a sneak attack, this extra damage is not multiplied.

This class ability stacks with any other sneak attack the character possesses.

It takes precision and penetration to hit a vital spot, so ranged attacks only count as sneak attacks if the target is 30 feet away or less.

A ninja can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks.

Also, the ninja must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot.

The ninja cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a ninja gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Improved Evasion: At 2nd level, a ninja's evasion ability improves.

She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a fireball, but henceforth she only takes half damage on a failed save.

Kuji-kiri (Sp): By making mystical hand gestures as a standard action, the ninja can render opponents helpless as if he would cast hypnotic pattern.

The ninja can affect 2d4 +1 per ninja level HD with kuji-kiri, and subjects must make Will saves against DC 12 + the ninja's Charisma bonus to avoid the effect.

The hypnotic pattern lasts as long as the ninja continues to gesture, plus one additional round.

The ninja can use this power once daily for each level of ninja.

Poison Use: Ninjas are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Fast Climb: The ninja can scurry up a wall at unbelievable speed.

With each successful Climb check, the ninja can move half his speed as a move-equivalent action or his speed as a full-round action.

Furthermore, he retains his Dex bonus to AC while climbing.

Silencing Attack (Su): If the ninja successfully hits a flat-footed opponent with a melee attack, the opponent is unable to speak for one round.

This prevents casting spells with a verbal component and shouting warnings or alarms.

Fast Sneak: When using Move Silently and Hide, the ninja can move at his normal speed without suffering a penalty to those skills.

Invisibility (Sp): The ninja can turn invisible (as the spell *invisibility*, but targeting himself only) once daily for each level of ninja.

Opportunist: Once per round, the ninja can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character.

This attack counts as the ninja's attacks of opportunity for that round.

Even a ninja with the Combat Reflexes feat cannot use the opportunist ability more than once per round.

Gaseous Form (Sp): You can assume *gaseous form*, as the spell (see the *Player's Handbook*), once per day for 1 round per class level.

Using this ability requires a full-round action.

Improved Kuji-kiri (Sp): The ninja's swirling hand gestures are harder to resist.

Kuji-kiri now affects 3d6 +1 per ninja level HD of creatures, and the Will save DC is 15 + the ninja's Charisma bonus.

Blindsight (Ex): Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the ninja maneuvers and fights just as well in darkness as in light.

Invisibility and darkness are irrelevant, though the ninja still cannot discern ethereal beings.

The ninja's blindsight extends for 60 feet.

Always Sneaky: The ninja is always taking 10 on Move Silently and Hide.

Unless the ninja wants to be seen or heard, make opposed Spot and Listen checks to detect the ninja's presence.

Ethereal Jaunt (Sp): By focusing his *ki*, the ninja can become ethereal for a moment or two.

Three times a day as a free action, the ninja can make an *ethereal jaunt* (as the spell of the same name, except the duration is only 1 round).

TABLE 2-13: NINJA OF THE CRESCENT MOON

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Monk-like armor bonuses, Sneak attack +1d6
2nd	+1	+0	+3	+0	Improved evasion, Kuji-kiri
3rd	+2	+1	+3	+1	Poison use, Sneak attack +2d6
4th	+3	+1	+4	+1	AC bonus +1, Fast climbing, Silencing attack
5th	+3	+1	+4	+1	Fast sneak, Sneak attack +3d6
6th	+4	+2	+5	+2	Invisibility, opportunist
7th	+5	+2	+5	+2	Gaseous form, sneak attack +4d6
8th	+6	+2	+6	+2	Improved kuji-kiri
9th	+6	+3	+6	+3	AC bonus +2, Blindsight, Sneak attack +5d6
10th	+7	+3	+7	+3	Always sneaky, Ethereal jaunt

ORDER OF THE BOW INITIATE

The Way of the Bow is used by some for spiritual self-improvement, by others a philosophical art.

Others practice it as a way of life, and yet others employ it as a religious ceremony.

Of course, many find the art of killing with the bow to be an important skill in a dangerous world.

The Way of the Bow is always what you make of it.

The Way of the Bow embraces the following concepts: Through one's archery, one's true character can be determined.

The Way of the Bow is a spiritual art.

By learning it, the archer learns about himself.

By improving in the Way of the Bow, the archer improves himself.

The Way of the Bow is a highly meditative martial art whose ultimate goals are Truth, Goodness, and Beauty.

When asked, "What is Truth?", a Master Archer picks up his bow, fires an arrow and, without saying a word, lets his mastery of the bow serve as the gauge of the archer's progress along the "way", thereby showing the archer's knowledge of reality, or "truth" itself.

The Way of the Bow is a matter of precision and discipline: the relationship you have with your bow, the arrow, your body, and your mind.

The Way of the Bow is standing meditation.

When you shoot, you can see the reflection of your mind, as in a mirror.

The target is the mirror.

When you release you also let go of your ego.

You can see your own mind.

Fighters are the most common initiates of the Order of the Bow.

Powerful rangers, paladins, and even barbarians utilize these skills and philosophies as well.

Hit Die: d10.

REQUIREMENTS

To qualify as an initiate, a character must fulfill all the following criteria:

Base Attack Bonus: +5.

Knowledge (religion): 2 ranks.

Proficiency: Longbow or shortbow or composite longbow or composite shortbow.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow or shortbow or the composite version of either, Weapon Specialization (longbow or shortbow or the composite version of either).

CLASS SKILLS

The Order of the Bow's class skills (and the key ability for each skill) are: Knowledge (religion) (Int), Craft (bowmaking) (Int), Spot (Wis), Swim (Str), and Ride (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: None.

Ranged Sneak Attack: Any time the initiate's target would be denied his Dexterity bonus to AC (regardless of whether he has a Dexterity bonus), the initiate's ranged sneak attack deals extra damage.

The extra damage is +1d6 at 1st level, and +1d6 every two levels after that.

Ranged attacks only count as sneak attacks if the target is within 30 feet.

The initiate cannot strike with such deadly accuracy beyond that range.

In every other way, treat this ability as a rogue's sneak attack.

If the character has the sneak attack ability as a rogue, the bonuses stack.

Close Combat Shot: At 2nd level, the initiate can attack with a ranged weapon in a threatened area and not provoke an attack or opportunity.

Superior Weapon Focus: Stacking with any existing Weapon Focus bonus, this adds an additional +1 to all attack rolls with the initiate's bow.

Free Attack: Once per round, whenever an ally within line of sight gains an attack of opportunity upon a foe, the initiate can make one ranged attack against the same foe, at his highest attack bonus as a free action.

Zen Archery: You gain this feat for free (see page 10).

If the character already has this feat, then the Wisdom modifier stacks with the Dexterity modifier for ranged attacks.

Superior Weapon Specialization: This stacks with any existing weapon specialization bonus, and adds an additional +2 to all damage rolls made with a longbow or shortbow.

Banked Shot (Ex): This extraordinary ability allows the initiate to fire an arrow at a target within 20 feet of a wall (but not adjacent to the wall) and treat the target as if flat-footed for purposes of AC and damage inflicted.

This is a full-round action, since it is extremely difficult

TABLE 2-14: THE ORDER OF THE BOW INITIATE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Ranged sneak attack +1d6
2nd	+2	+0	+3	+3	Close combat shot
3rd	+3	+1	+3	+3	Ranged sneak attack +2d6
4th	+4	+1	+4	+4	Superior Weapon Focus
5th	+5	+1	+4	+4	Ranged sneak attack +3d6
6th	+6	+2	+5	+5	Free attack, Zen Archery
7th	+7	+2	+5	+5	Superior Weapon Specialization
8th	+8	+2	+6	+6	Ranged sneak attack +4d6
9th	+9	+3	+6	+6	Banked shot
10th	+10	+3	+7	+7	Ranged sneak attack +5d6

RAVAGER

Feared by many, understood by few, the infamous Ravager is an individual who has dedicated himself to the service of Erythnul, Deity of Slaughter.

Living a life of violence and savagery, the Ravager seeks to spread this deity's malignant influence wherever he goes, never resting long in one place lest the forces of good and law pursue him.

Ravagers who come from the ranks of fighters and monks find that the Ravager's offensive capabilities enhance their combat skills, while wizard, sorcerer, cleric and druid Ravagers find that their ability to cause terror in their foes is a very useful defensive measure.

Ravagers spend much of their time with others of their kind, roaming the land in small, close-knit warbands, striking unsuspecting communities without warning, and retiring back into the wilderness to plan their next terrible raid.

Some times the clergy of Erythil commands a lone Ravager (undertake some mission or project that obliges the Ravager to join up with other, non-Ravager individuals; but such alliances are usually temporary and must be managed carefully, lest they lead to quarrels or worse.

NPC Ravagers are usually encountered in small warbands of from two to six individuals, but sometimes a lone Ravager may be met when undertaking a special mission. All Ravagers are readily identified by the bizarre and fearsome facial tattoos they wear to mark themselves as Erythil's instruments.

Hit Die: d10.

REQUIREMENTS

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

Alignment: Chaotic evil, chaotic neutral, neutral evil.

Base Attack Bonus: +5.

Feats: Dirty Fighting, Power Attack, Sunder.

Intimidate: 3 ranks.

Knowledge (religion): 3 ranks.

Wilderness Lore: 4 ranks.

Other: Must survive the Ravager initiation rites (See the Ravager organization description on page 50 of this book).

CLASS SKILLS

The Ravager's class skills (and the key ability for each skill) are Intimidate (Cha), Knowledge (religion) (Int), Move Silently (Dex), Profession (Int), and Ride (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: All Ravagers are proficient with all simple and martial weapons, with all types of armor, and with shields.

Pain Touch (Su): Earthnut teaches that life is pain, and so is the touch of a Ravager.

A Ravager can make an unarmed touch attack that causes 1d4 hit points of damage, plus one point per the Ravager's level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage, plus 1 point per the Ravager's level, the Ravager may make one additional pain touch attack for every three levels above 1st.

Aura of Fear (Su): Enemies within the stated distance of the Ravager suffer a -2 morale penalty on all saving throws for as long as they remain within range.

This is a supernatural ability, usable a number of times per day as given on the table.

Crudest Cut (Su): Your familiarity with pain and fear grants you a cruel precision with your melee attacks.

You must declare you are using crudest cut before making any attack rolls.

If you miss all your attack in that round, you lose one use of the crudest cut.

If you strike successfully, you deal 1d4 points of temporary Constitution damage to your target, in addition to normal damage on one attack.

You may use crudest cut once per day for every three levels you have attained.

Visage of Terror (Sp): You have plumbed the true depths of horror and hopelessness.

Once per day, you can trigger a spell-like ability similar to the arcane spell *phantasmal killer* (save DC 14 + the Ravager's class level) as a standard action.

To the foe you select, you seem to take on the visage of what the target fears most.

To others including yourself, no effect is discernible.

In order for the phantasm to touch the target, the Ravager must make a successful touch attack.

In all other respects, this ability functions as the spell in the *Player's Handbook*.

TABLE 2-15: THE RAVAGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Pain touch 1/day
2nd	+2	+3	+0	+0	Aura of fear 10' 1/day
3rd	+3	+3	+1	+1	Cruelest cut 1/day
4th	+4	+4	+1	+1	Pain touch 2/day
5th	+5	+4	+1	+1	Aura of fear 20' 2/day
6th	+6	+5	+2	+2	Cruelest cut 2/day
7th	+7	+5	+2	+2	Pain touch 3/day
8th	+8	+6	+2	+2	Aura of fear 30' 3/day
9th	+9	+6	+3	+3	Cruelest cut 2/day
10th	+10	+7	+3	+3	Visage of terror

RED AVENGER

The Red Avenger is the master of *ki*, an ancient and formidable discipline that allows the user to accomplish the extraordinary.

Through study and training, the Red Avenger learns to channel the *ki* energy and thereby achieve a variety of effects, up to and including the ability to damage an opponent by releasing the *ki* energy in her own body. Though their primary concerns revolve around settling an age-old score (see the Red Avenger class organization for details), the Red Avengers sometimes accept employment with those who can afford their services, becoming agents of injury and destruction.

Most Red Avengers are monks: The mastery of *ki* is a natural extension of the monk's own class abilities. Fighters, rangers and paladins sometimes become Red Avengers and find that the initiative bonus and *ki* abilities make them more formidable in combat.

Rogues enjoy the versatility of the Red Avenger's *ki* mastery, while druids find that the study of *ki* energy can offer new insights on the natural world.

NPC Red Avengers are normally monks who are engaged in carrying out activities that support the clan's primary goals.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Red Avenger, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Feats: Improved Unarmed Strike, Stunning Fist.

Listen: 8 ranks.

Tumble: 8 ranks.

CLASS SKILLS

The Red Avenger's class skills (and the key ability for each skill) are Balance (Dex), Gather Information (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Spot (Wis), Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The Red Avenger is proficient with all simple weapons, light armor, medium armor, and shields.

(Note: Armor heavier than leather carries a penalty on the Red Avenger skills Hide and Move Silently).

Ki: At 1st level, the Red Avenger gains a greater understanding of the supernatural ability to control and utilize *ki*.

Ki is an energy source created by and flowing through all living creatures.

Much of the Red Avenger's training is devoted to understanding and learning to focus *ki*, and the effects she

can produce at each level reflect the increasing complexity of their education.

Stunning Shout (Sp): The Red Avenger releases her *ki* energy in a sonic attack.

You can blast *ki* energy in a cone 30 feet long.

The attack stuns all targets in the cone for one round unless they make a successful Fortitude save (DC 15 + Red Avenger's Wisdom modifier).

The attack requires the Red Avenger to be able to vocalize in order to use the ability.

Ki Save (Ex): At 2nd level, the Red Avenger gains the ability to channel her *ki* into protecting herself from adverse effects.

She gains a bonus equal to her Wisdom bonus on any one saving throw other choice.

You must declare that you are using this ability before you make the saving throw.

You can use this once per day per Avenger level.

Ki Skill (Ex): At 3rd level, the Red Avenger gains a bonus to any skill check when using any Red Avenger class skill, equal to her Wisdom bonus.

You must declare that you are using this power before you make the skill check.

You can use this once per day per Avenger level.

Ki Healing (Sp): At 4th level, the Red Avenger gains the ability to channel *ki* into healing energy.

When she lays her hands on a living creature, she conducts the *ki* in such a way that it heals a number of hit points each day equal to her class level multiplied by her Wisdom bonus.

She may choose to divide her *ki* healing energy among multiple recipients, and she need not use it all at once.

Starting at 8th level, a red avenger can heal a number of hit points each day equal to twice her class level multiplied by her Wisdom bonus.

This is a spell-like ability.

Deadly Shout (Sp): The Red Avenger releases her *ki* energy in a sonic attack.

You can blast *ki* energy in a cone 30 feet long.

The attack deals 3d6 + your Wisdom modifier in damage to all within the cone.

A successful Fortitude save (DC 15 + the Avenger's Wisdom bonus) halves the damage.

The attack requires the Red Avenger to be able to vocalize in order to use the ability.

Free Ki: The Red Avenger has mastered the use of *ki* energy and channels it with ease.

Whenever using any class ability that is imbued with *ki*, you may add double your Wisdom bonus.

Multiclass Note: Monk characters can freely multiclass with this class.

In other words, you can give your monk PC a Red Avenger level, then return to the monk class for your next level, take a Red Avenger level after that, and so on.

TABLE 2–16: THE RED AVENGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Stunning shout 1/day
2nd	+2	+3	+3	+3	Ki save 1/day
3rd	+3	+3	+3	+3	Ki skill 1/day
4th	+3	+4	+4	+4	Ki healing
5th	+4	+4	+4	+4	Deadly shout 1/day, Stunning shout 2/day
6th	+5	+5	+5	+5	Ki save 2/day
7th	+6	+5	+5	+5	Ki skill 2/day
8th	+6	+6	+6	+6	Greater Ki healing
9th	+7	+6	+6	+6	Deadly shout 2/day, Stunning shout 3/day
10th	+8	+7	+7	+7	Free ki

TRIBAL PROTECTOR

The tribal protector is the battlefield champion of a savage humanoid race.

While a tribe's warriors make up the bulk of its military forces, and barbarians may be its fiercest soldiers, tribal protectors are disciplined and deadly fighters who lead any martial endeavor.

Most tribal protectors are fighters, warriors, or barbarians who adopt this prestige class to gain (or continue) a fighter's specialized training in combat maneuvers, fierce and destructive attack abilities, and a home field advantage in their tribal lands and fighting their traditional foes.

Sometimes tribal adepts, clerics, or sorcerers take on this role, depending on the tribe.

NPC tribal protectors are often found in the vanguard of a humanoid army.

If honor demands a battle between champions, the tribal protector steps forward.

Otherwise, the protector seeks out the leading warriors of the enemy army and engages them in single combat, or—as a last resort—cuts swaths through the rank and file of the opposing troops.

Hit Die: d10.

REQUIREMENTS

To qualify to become a tribal protector, a character must fulfill all the following criteria.

Alignment: The same alignment as the majority of the character's tribe.

Race: Any humanoid or monstrous humanoid except dwarf, elf, gnome, halfling, half-elf, or human.

Base Attack Bonus: +5.

Feats: Power Attack, Cleave, Great Cleave.

Wilderness Lore: 4 ranks.

CLASS SKILLS

The tribal protector's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Move Silently (Dex), Sense Motive (Wis), and Wilderness Lore (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The tribal protector is proficient with all simple and martial weapons, all types of armor, and shields.

Bonus Feats: The tribal protector gains a bonus feat at 1st, 5th, and 9th level.

These bonus feats must be chosen from the list of bonus feats available to a fighter.

Tribal Enemy: At first level, a tribal protector declares a specific group of people or monsters as his tribal enemy. This is a much narrower category than a ranger's favored enemy.

Tribal enemies might include the neighboring human nation, members of a specific religion, a rival humanoid tribe, or the drow beneath the mountains.

Tribal protectors gain a +3 bonus to Bluff and Sense Motive checks when using these skills against their enemies.

They gain the same +3 bonus to weapon damage rolls against these creatures.

This damage bonus does not apply to damage against creatures that are immune to critical hits, and the tribal defender does not gain this bonus when using a ranged weapon against a target more than 30 feet distant.

A tribal defender who is also a ranger chooses a tribal enemy that is a subset of his favored enemy.

The bonuses stack.

Homeland: Tribal protectors gain a +2 bonus to Hide, Intuit Direction, Move Silently, and Wilderness Lore checks when they are within the terrain type and geographical area of their tribal homeland.

Examples of homelands include the County of Urnst, the Adn Forest, or the Vale of the Mage.

This bonus reflects the protector's intimate familiarity with his home terrain.

Wild Fighting (Ex): Similar to a monk attacking with a flurry of blows, a tribal defender of 2nd level or higher can enter a state of wild fighting, attacking in a storm of ferocious assaults.

The character gains one extra attack per round, at his highest base attack bonus, but all the character's attacks in that round suffer a –2 penalty.

This penalty lasts for an entire round, so it also affects any attacks of opportunity the protector might make in that round.

Terrain AC Bonus: You take great advantage of your homeland's features and gain the listed deflection bonus to your AC when in your homeland (see above).

Smite (Su): Beginning at 4th level, a tribal protector gains the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to his class level (if he hits) against a member of his tribal enemy.

The protector must declare the smite before attacking.

At 7th level, the protector can smite twice per day.

At 10th level, this increases to three times per day.

TABLE 2–17: THE TRIBAL PROTECTOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Bonus feat, Tribal enemy, Homeland
2nd	+2	+3	+3	+0	Wild fighting
3rd	+3	+3	+3	+1	Terrain AC Bonus +2
4th	+4	+4	+4	+1	Smite 1/day
5th	+5	+4	+4	+1	Bonus feat
6th	+6	+5	+5	+2	Terrain AC bonus +3
7th	+7	+5	+5	+2	Smite 2/day
8th	+8	+6	+6	+2	Terrain AC bonus +4
9th	+9	+6	+6	+3	Bonus feat
10th	+10	+7	+7	+3	Smite 3/day

WARMASTER

On a green hill outside the Furyondan capital of Chendi sprawls a vast, white mansion surrounded by stables and fortifications.

Most civilian passersby deem it the home of some wealthy lord, but a practiced military eye notes that many of the walls and catapults face each other, not any outward threat. Also, military officers across the world recognize the mansion as a hallowed training grounds: The Furyondan College of War.

Graduates of the College of War—called warmasters—have served Furyondy’s military for generations, providing most of the army’s high-ranking generals.

Receiving an assignment to train at the College of War is the best assignment a young officer can hope for, and those who excel in the harsh training there become a formidable presence on the battlefield.

Warmasters are generally drawn from the ranks of standing armies, so fighters predominate at the College of War.

But the appointment process has a political aspect (as does everything else in Furyondy), so civilian “heroes of the realm” sometimes find themselves training to become warmasters.

Clerics and paladins of Heironeous and St. Cuthbert are common, but other classes are rare (every class at the College of War has at least a few wizards and rangers, however).

Would-be warmasters are most often human, although every race is represented at the College of War.

NPC warmasters are usually found at the head of an army, either on the march or defending a castle at a strategically important site.

Most are eager to lend a hand to fellow warmasters; the college’s alumni form a loose “old soldier’s network”. Sometimes the bonds of comradeship even stretch across battle lines, although warmasters stress loyalty as a primary virtue.

This prestige class may not be suitable for all campaigns, due to the responsibilities that warmasters have thrust on them and the complexities involved in maintaining a keep or castle.

As in all things, your DM decides on the viability of this class in your game.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +7.

Diplomacy: 5 ranks.

Alignment: Any nonchaotic, nonevil.

Feats: Leadership (found in the *DUNGEON MASTER’s Guide*), Martial Weapon Proficiency, Weapon Specialization.

CLASS SKILLS

The warmaster’s class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (Int), Profession (Wis), Ride (Dex), Sense Motive (Cha).

See Chapter 4: Skills in the *Player’s Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Brotherhood: Warmasters are a fraternal organization, and members are generally willing to lend a hand to their fellows.

You gain a +4 competence bonus to Diplomacy checks made to influence other warmasters.

This is a two-way street: You are expected to treat other warmasters honorably and charitably.

Leadership Bonus: Warmasters earn bonuses to their leadership level (character level + Cha bonus), enabling them to attract more powerful cohorts and followers when they use the Leadership feat upon earning a new level.

Battle Cry (Su): When your shout rings across the battlefield, it lifts the spirits of your allies.

This ability functions as the bard’s inspire courage ability, found on page 28 of the *Player’s Handbook*.

This bonus lasts a number of rounds equal to your Charisma bonus, and you can shout a battle cry once per day for every level of warmaster you have attained.

Direct Troops (Su): As a full-round action, you can give compelling directions.

You can bestow a +2 competence bonus on either attacks or skill checks to all allies within 30 feet.

This bonus lasts a number of rounds equal to your Charisma bonus.

Tower: An organization affiliated with you (the army or an important lord, for example) has offered to build you a tower in a mutually agreeable location.

As long as you uphold the ideals of the organization involved, you can manage the affairs of the tower as you wish, although you are responsible for upkeep costs. A tower is a round or square, three-level building made of stone.

Rally Troops (Su): Your presence is enough to grant any allies within 30 feet a second saving throw against fear and charm effects that they have already succumbed to. Even if they fail the second saving throw, any fear effects are less severe: panicked characters are only frightened, frightened characters are only shaken, and shaken characters are unaffected.

Hard March: You can exhort your troops to march faster. Anyone traveling with you gains a +4 morale bonus to Constitution checks required for making a forced march or any other task requiring extended exertion.

Animals are not affected.

Keep: As "Tower" above.

A keep is a fortified stone building with fifteen to twenty-five rooms.

Battle Standard (Su): The mere sight of your coat of arms or other heraldic display is enough to turn the tide of battle.

Allies within 30 feet of your standard gain the effects of both Battle Cry and Rally Troops above) as long as the standard is within range and held by you.

If your standard is captured in battle, all allies within range aware of its loss suffer a -1 morale penalty to attacks and damage until it is recovered in addition to losing the benefits described above.

Castle: As "Tower" above.

A castle is a keep (also above) surrounded by a 15-foot-high stone wall with foul towers.

The wall is 10' thick.

Die for Your Country (Su): Your presence inspires your troops to make the ultimate sacrifice for your cause.

Any allies within 30 feet of you can continue to fight while disabled or dying without penalty.

They continue until they reach -10 hit points.

Huge Castle: As "Tower" above.

This large complex has numerous associated buildings (stables, a forge, granaries, etc.), and an elaborate 20-foot-high, 10-foot-thick wall creating bailey and courtyard areas. The wall has six towers.

TABLE 2-18: THE WARMASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Brotherhood, Leadership bonus +1
2nd	+2	+3	+0	+0	Battle Cry
3rd	+3	+3	+1	+1	Direct troops, Leadership bonus +2
4th	+4	+4	+1	+1	Tower, Rally troops
5th	+5	+4	+1	+1	Hard march, Leadership bonus +3
6th	+6	+5	+2	+2	Keep
7th	+7	+5	+2	+2	Battle standard, Leadership bonus +4
8th	+8	+6	+2	+2	Castle
9th	+9	+6	+3	+3	Die for your country, Leadership bonus +5
10th	+10	+7	+3	+3	Huge castle

WEAPON MASTER

The monk, the red avenger, the drunken master, and the master samurai all harness *ki* energy as part of their martial disciplines; they are not, however, the only such persons to do so.

Some pursue the study of *ki* by mastering a single melee weapon.

To unite this weapon of choice with the body, to make them one, to use the weapon as naturally and without thought as any other limb, is the goal of weapon master. Monks who follow this path may choose unarmed attacks or the kama, nunchaku, siangham (see the *Player's Handbook*, Chapter 7) or the three-section staff (see Chapter 5 of this book) as their weapon of choice.

In order to gain any of the special abilities of the weapon master class, you must use your weapon of choice.

Once chosen, the weapon of choice cannot be later changed.

This does not mean that, if your weapon of choice is the longsword, you can only use the longsword you owned when you first became a weapon master.

The only material requirement for the class is a masterwork version of your weapon.

It means you can use any masterwork longsword and gain the benefits of the weapon master.

If you use any other weapon, you can use none of the special abilities of the prestige class.

Hit Die: d10.

REQUIREMENTS

To qualify to become a weapon master, a character must fulfill all the following criteria:

Base Attack Bonus: +5.

Intimidate: 4 ranks.

Proficiency: With your weapon of choice.

Weapon: Masterwork weapon (unless unarmed).

Feats: Dodge, Mobility, Combat Reflexes, Expertise, Weapon Focus, Whirlwind Attack, Dex 13+.

CLASS SKILLS

The weapon master's class skills (and the key ability for each skill) are: Intimidate (Cha), Knowledge (weaponry) (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Ki Damage: After you score a hit with your weapon of choice, you do not roll dice to determine the damage.

Instead, you figure the normal maximum damage (not a critical hit) you can inflict with that weapon and do that much damage to the target.
 Assume you use a longsword, have a base attack bonus of +7, and possess a 17 Strength.
 A longsword does 1d8 damage, so its maximum damage is 8 points.
 Your Strength modifier is +3, so add that for a total of 11.
 Additional damage, such as from using the Power Attack feat (following all the rules for it normally) and the sneak attack ability are determined normally; they are not maximized.
 This ability cannot be used when you roll a successful critical hit.
 Increased Multiplier: Determine the standard critical multiplier for your weapon of choice.
 With this ability, you can increase that multiplier by +1.
 For example, the longsword has a critical multiplier of $\times 2$.
 Using this ability, you can increase that multiplier to $\times 3$ ($2+1=3$) once per day at 2nd level.
 You must declare the use of this ability before you roll any damage dice.

TABLE 2–19: THE WEAPON MASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Ki damage 1/day/level
2nd	+2	+0	+3	+0	Increased multiplier 1/day
3rd	+3	+1	+3	+1	Superior Weapon Focus
4th	+4	+1	+4	+1	Increased multiplier 2/day
5th	+5	+1	+4	+1	Superior Combat Reflexes
6th	+6	+2	+5	+2	Increased multiplier 3/day
7th	+7	+2	+5	+2	Ki critical
8th	+8	+2	+6	+2	Increased multiplier 4/day
9th	+9	+3	+6	+3	Ki Whirlwind Attack
10th	+10	+3	+7	+3	Increased multiplier 5/day

TOME AND BLOOD (3.0)

ACOLYTE OF THE SKIN

"No pain, no gain."

The temptation of power drives some people to extreme lengths, regardless of the consequences.

Replacing your own skin with that of a living demon is a goal that most couldn't even conceive of, let alone consider. But this ghastly fate is exactly what some spellcasters seek in their desperate quest.

The Ritual of Bonding is a blasphemy that was long ago eradicated from most arcane libraries, but a few barely legible copies survive—or at least references thereto—along with promises of great power.

Spellcasters who happen upon such documents can choose to destroy or ignore the find, but the temptation has already occurred.

Those who give in can eventually stumble upon the complete ritual, usually through extended contact with one or more summoned fiends who are all too eager to share their terrible knowledge.

Superior Weapon Focus: Stacking with any existing Weapon Focus bonus, this adds an additional +1 to all attack rolls with the weapon master's weapon of choice.
 Superior Combat Reflexes: This ability lets you make a total number of attacks of opportunity in a round equal to your Dexterity modifier plus your Wisdom modifier.
 Ki Critical: Gain the Improved Critical feat for free.
 If you already possess this feat, add an additional +2 to your weapon of choice's threat range for critical hits.
 This +2 bonus is applied last, after any multipliers, such as those given by the Improved Critical feat or by keen weapons.
 Ki Whirlwind: You can make a Whirlwind Attack as a standard action rather than a full attack action.
 Regardless, only one Whirlwind attack can be made per round.
 Multiclass Note: Monk characters can freely multiclass with this class.
 In other words, you can give your monk PC a weapon master level, then return to the monk class for your next level, take a weapon master level after that, and so on.

Acolytes of the skin are ill-suited to any position other than one that wields temporal power.

Although NPC acolytes may sometimes serve more powerful evil characters as sinister captains, they would rather be calling the shots.

They prefer to remain safely ensconced in well-defended fortresses of evil, though sometimes an acolyte may lead an expedition to retrieve a rumored tome of evil arcane magic or other artifact of malign power.

Hit Die: d4.

REQUIREMENTS

To qualify to become an acolyte of the skin, a character must fulfill all the following criteria.

Alignment: Any nongood.

Knowledge (The Planes [Outer Planes]): 8 ranks.

Spells: Ability to cast 3rd-level arcane spells.

Special: The acolyte of the skin must have made peaceful contact with a summoned evil outsider.

CLASS SKILLS

The acolyte of the skin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

CLASS FEATURES

All the following are class features of the acolyte of the skin prestige class.

Weapon and Armor Proficiency: Acolytes of the skin gain no additional proficiency in any weapon or armor.

Spells per Day: At every second level gained in the acolyte of the skin class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming an acolyte of the skin, he must decide to which class he adds the new level for purposes of determining spells per day.

Wear Fiend (Su): An acolyte of the skin summons the essence of a fiend to himself and wears it like a second skin. The Ritual of Bonding is painful and not be undertaken lightly.

The ritual requires 10 rounds from initiation to completion, and once begun, nothing can halt its progress.

The fiendish essence subsumes the caster's own skin, an agonizing process that deals 1d4 points of damage each round of the ritual—wise candidates keep some *cure potions* on hand.

At the end of the rite, the acolyte's skin sports an oily, almost unnoticeable sheen.

However, as he gains additional levels of the prestige class, his skin darkens, sprouts spikes, and gradually gives the wearer a fiendish visage.

The fiendish essence also begins to whisper foul secrets to its wearer, urging him to evil.

(The wearer may accept or ignore this advice according to his temperament).

The bonded fiendish skin is for all intents and purposes the character's own.

It grants the acolyte of the skin a +1 natural armor bonus, a +2 inherent modifier to Dexterity, 60-foot darkvision, and the spell-like ability *poison* once per day as cast by a 16th-level caster.

The DM determines the actual nature of the skin, be it demonic, devilish, or some other fiendish creature.

Flame Resistant (Ex): At 2nd level, the fiendish skin binds tighter, granting the acolyte fire resistance 20.

Fiendish Glare (Su): At 3rd level, the acolyte of the skin gains the supernatural ability to unnerv opponents with a ferocious glare once per day.

This is not a gaze attack, and the target need not meet the acolyte's eye.

Glaring is a standard action that affects any creature he can see within 100 feet.

Opponents must succeed at a Will save (DC 20) or be appalled by the terrible promise of retribution in the acolyte's eyes, suffering a –2 morale penalty to attack rolls, damage rolls, and saving throws for 10 minutes.

A creature with 50 or fewer hit points is also stunned for 3d4 rounds, one with 51 to 100 hit points is stunned for 2d4 rounds, and one with 101 to 150 hit points is stunned for 1d4 rounds.

A creature with 151 hit points or more is not stunned but still suffers the –2 morale penalty if it fails its saving throw.

Fiendish Knowledge: The fiendish skin whispers promises of great power, and to prove it, reveals a hitherto unknown ability.

At 4th and 8th level, the acolyte chooses a bonus feat for which he already meets the prerequisites.

Skin Adaptation (Su): By 5th level, skin and wearer have grown more comfortable together, as if they had never been separate.

The natural armor bonus granted by the fiendish skin increases to +2, the acolyte's darkvision improves to a 120-foot range, and he can now use *poison* twice per day as cast by a 16th-level caster.

In addition, the acolyte gains an inherent +2 modifier to Constitution.

Cold Resistant (Ex): At 6th level, the fiendish skin confers cold resistance 20.

Glare of the Pit (Su): At 7th level, the acolyte gains the supernatural ability to produce fiery rays from his eyes.

Once per day as a standard action, he can project two rays (one from each eye) with a range of 100 feet.

He may aim both at one target, or one each at two different targets, by making a ranged touch attack.

A ray that hits the target deals 8d6 points of fire damage.

If both rays hit the same target, the damage is 16d6.

Summon fiend (Sp): At 9th level, the acolyte learns to draw on another power of his fiendish skin.

If the skin is demonic, once per day he can attempt to summon a vroek with a 35% chance of success; if devilish, once per day he can attempt to summon a gelugon with a 35% chance of success.

The summoned creatures do the acolyte's bidding but automatically return whence they came after 1 hour.

A fiend that has just been summoned cannot use its own summon ability for 1 hour.

At the DM's discretion, using this power leaves the acolyte beholden to the summoned fiend.

Symbiosis: At 10th level, the fiendish skin and the acolyte are one, and only final death can separate them.

His type changes to «outsider», which means (among other things) that he is no longer affected by spells that specifically target humanoids, such as *charm person*, but he can be hedged out by a magic circle spell against his alignment.

Additionally, the acolyte gains damage reduction 20/+1.

TABLE 3-2: THE ACOLYTE OF THE SKIN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Wear fiend	
2nd	+1	+3	+0	+3	Flame resistant	+1 level of existing class
3rd	+1	+3	+1	+3	Fiendish glare	
4th	+2	+4	+1	+4	Fiendish knowledge	+1 level of existing class
5th	+2	+4	+1	+4	Skin adaptation	
6th	+3	+5	+2	+5	Cold resistant	+1 level of existing class
7th	+3	+5	+2	+5	Glare of the Pit	
8th	+4	+6	+2	+6	Fiendish knowledge	+1 level of existing class
9th	+4	+6	+3	+6	Summon fiend	
10th	+5	+7	+3	+7	Symbiosis	+1 level of existing class

ALIENIST

"Ah—it all becomes clearer now.

I can see...I can see!"

Alienists deal with powers and entities from terrifyingly remote reaches of space and time.

For them, magical power is the triumph of the mind over the rude boundaries of dimension, distance, and often, sanity.

With knowledge and determination, they pierce the barrier at the edge of time itself.

In the Far Realm, outside of time, Herculean minds drift, absorbed in contemplations of madness.

Unspeakable beings whisper terrifying secrets to those who dare communication.

These secrets were not meant for mortals, but the alienist plunges into abysses of chaos and entropy that would blast a weaker mind.

An alienist's mad certainty is sometimes strong enough to sway others to believe in her own future transcendence.

Alienists may, on rare occasions, gather in secluded groups to enact some obscure ritual, but more often they are encountered singly.

NPC alienists sometimes haunt libraries or specialty bookshops in large cities, skulking and mumbling among stacks of rare (and dangerous) volumes.

Hit Die: d4.

REQUIREMENTS

To qualify to become an alienist, a character must fulfill all the following criteria.

Knowledge (Arcana): 8 ranks.

Knowledge (The Planes): 8 ranks.

Feat: Alertness.

Spells: Ability to cast at least one Divination spell and at least one summoning spell of 3rd level or higher.

Special: Prior contact with an alienist or a pseudonatural creature.

CLASS SKILLS

The alienist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Gather Information (Cha), Handle Animal (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Speak Language, Spellcraft (Int), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

CLASS FEATURES

All the following are class features of the alienist prestige class.

Weapon and Armor Proficiency: Alienists gain no additional proficiency in any weapon or armor.

Spells per Day: When a new alienist level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming an alienist, she must decide to which class she adds each level of alienist for purposes of determining spells per day.

Summon Alien (Sp): When an alienist casts any *summon monster* spell, she summons a "pseudonatural" version of a creature chosen from the appropriate list on page 258 of the *Player's Handbook*.

For example, by casting *summon monster VI*, she could summon a pseudonatural rast.

This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below).

If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

Alien Blessing: An alienist applies a +1 insight bonus on all saving throws, but she permanently loses 2 points of Wisdom.

Metamagic Secret: The alienist listens to the secret voices whispering from beyond time's end, and profit thereby. At 3rd and 7th level, she may choose any metamagic feat as a bonus feat.

Mad Certainty: At 4th level, the alienist's mad certainty in the power of entities beyond the reach of normal space and time lend her an unnatural fortitude.

She gains an additional 3 hit points as though from the Toughness feat.

However, constantly dwelling on such beings is mentally corrosive, and the alienist's mind begins to fracture.

She develops a phobia against a specified kind of creature, suffering a –2 penalty to saving throws, attack rolls, and Charisma-based skill and ability checks in regard to these creatures.

The selected creature gains a +2 morale modifier to AC and saving throws against the phobic alienist. The DM determine the creature feared. Good choices include spiders, snakes, birds, or insects. Beings that share attribute with or those that resemble the selected creature also trigger the phobia.

Pseudonatural Familiar: On reaching 5th level the alienist's familiar, if any, gains the pseudonatural template (see Pseudonatural Creatures below) in addition to the powers and abilities normal for a familiar of the appropriate level. This does not replace the familiar—the original slowly takes on pseudonatural aspects, which become fully active at this point.

From this point on, newly summoned familiars already possess the pseudonatural template.

Extra Summoning: From 6th level on, the alienist gains one extra spell slot at her highest spell level. This slot can be used only for a *summon monster* spell. As the alienist becomes able to learn higher-level spells, the extra slot migrates up to the new highest level.

Insane Certainty: At 8th level, the alienist's mad certainty crystallizes into a truly chilling mania. She gain an additional 3 hit points as though from the Toughness feat, but her phobia likewise intensifies. All penalties and bonuses listed under Mad Certainty for the selected creature increase to $-6/+6$.

Timeless Body: At 9th level, the alienist learns the secret of perpetual youth. She no longer suffers ability penalties for aging and cannot be magically aged (see Table 6–5: Aging Effects on page 93 of the *Player's Handbook*).

Any penalties she may have already suffered, however, remain in place. Bonuses still accrue, but the alienist is stolen away by horrible entities when her time is up, and she is never seen again.

Transcendence (Su): At 10th level, the alienist, through long association with alien entities and intensive study of insane secrets, transcends her mortal form and becomes an alien creature. Her type changes to "outsider", which means (among other things) that she is no longer affected by spells that specifically target humanoids, such as *charm person*, but she can be hedged out by a *magic circle* spell against her alignment. Additionally, the alienist gains damage reduction $20/+1$ and electricity resistance 20.

Upon achieving transcendence, the alienist's appearance undergoes a minor physical change, usually growing a small tentacle or other strange addition or substitution, such as an extra appendage, organ, eye, or enigmatic lump. The alienist can hide this abnormality in a robe or hood, but the alien growth is not under the alienist's control and sometimes moves, twitches, opens, or otherwise animates of its own accord.

Anyone who shares the alienist's predilection for study of the Far Realms immediately recognizes her transcendent nature, and she gains a +2 circumstance modifier on all Charisma-based skill and ability checks when interacting with such beings. She gains a +2 circumstance modifier on Intimidation checks against all other creatures to whom she reveals her abnormal nature.

PSEUDONATURAL CREATURES

Pseudonatural creatures dwell past the eons that lie between the stars, beyond the planes as we know them, nestled in far realms of insanity. When summoned to the Material Plane they often take the form of, and emulate the abilities of familiar creatures, though they are more gruesome in appearance than their earthly counterparts. Alternatively, they may appear in a manner more consistent with their origins: A mass of writhing tentacles is a favorite, although other terrible forms are always possible.

CREATING A PSEUDONATURAL CREATURE:

"Pseudonatural" is a template that can be added to any corporeal creature (referred to hereafter as the «base creature»).

The creature's type changes to «outsider».

It uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A pseudonatural creature retains all the special attacks of the base creature and also gains the following.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll.

The creature is not affected by the miss chance that applies to attacks against a concealed target.

Special Qualities: A pseudonatural creature retains all the special qualities of the base creature and also gains the following.

- Electricity and acid resistance (see the table below).
- Damage reduction (see the table below).
- SR equal to double the creature's HD (maximum 25).

If the base creature already has one or more of these special qualities, use the better value.

Hit Dice	Electricity, Acid	
	Resistance	Damage Reduction
1-3	5	—
4-7	10	5/+1
8-11	15	5/+2
12+	20	10/+3

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form. Saves: Same as the base creature. Abilities: Same as the base creature, but Intelligence is at least 3. Skills: Same as the base creature. Feats: Same as the base creature. Climate/Terrain: Any land and underground. Organization: Same as the base creature. Challenge Rating: Up to 3 HD, as base creature; 4 HD to 7 HD, as base creature +1; 8+HD, as base creature +2. Treasure: Same as the base creature. Alignment: Same as base creature. Advancement: Same as the base creature.

TABLE 3-3: THE ALIENIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Summon alien	+1 level of existing class
2nd	+1	+0	+0	+3	Alien blessing	+1 level of existing class
3rd	+1	+1	+1	+3	Metamagic secret	+1 level of existing class
4th	+2	+1	+1	+4	Mad certainty	+1 level of existing class
5th	+2	+1	+1	+4	Pseudonatural familiar	+1 level of existing class
6th	+3	+2	+2	+5	Extra summoning	+1 level of existing class
7th	+3	+2	+2	+5	Metamagic secret	+1 level of existing class
8th	+4	+2	+2	+6	Insane certainty	+1 level of existing class
9th	+4	+3	+3	+6	Timeless secret	+1 level of existing class
10th	+5	+3	+3	+7	Transcendence	+1 level of existing class

ARCANE TRICKSTER

"Got it!"

Arcane tricksters combine their knowledge of spells with a taste for intrigue, larceny, or just plain mischief.

They are among the most adaptable of adventurers.

Arcane spellcasting and the sneak attack ability are needed to qualify for this class, making it a natural choice for multiclassed wizard/rogues or sorcerer/rogues.

Assassins occasionally opt for this class, but usually only if they already have wizard or sorcerer levels.

Arcane tricksters tend to use a seat-of-the-pants approach to adventuring, loading up on spells that improve their stealth and mobility.

NPC arcane tricksters are the sort of people who might bump into you in a crowded tavern.

(Check your pockets).

Hit Dice: d4.

REQUIREMENTS

To qualify to become an arcane trickster a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Decipher Script: 7 ranks.

Disable Device: 7 ranks.

Escape Artist: 7 ranks.

Knowledge (Arcana): 4 ranks.

Spells: Ability to cast *mage hand* and at least one arcane spell of 3rd level or higher.

Special: Sneak attack +2d6.

CLASS SKILLS

The arcane trickster's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Search (Int), Speak Language (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4+Int modifier.

CLASS FEATURES

All the following are class features of the arcane trickster prestige class.

Weapon and Armor Proficiency: Arcane trickster gain no additional proficiency in any weapon or armor.

Spells per Day: When a new arcane trickster level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming an arcane trickster, he must decide to which class he adds the new level for purposes of determining spells per day.

Ranged Legerdemain (Su): Using his unique talents, an arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Pick Pocket.

Working at a distance increases the normal skill check DC by 5, and the arcane trickster cannot take 10 on the check. Any object so manipulated must weigh 5 pounds or less. The arcane trickster can use ranged legerdemain only a certain number of times per day as determined by his level (see Table 3-4: The Arcane Trickster).

He can make only one ranged skill check each day, and only if he has at least one rank in the skill being used.

Sneak Attack: This is exactly like the rogue ability of the same name.

The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th).

If the arcane trickster gets a sneak attack modifier from another source (such as rogue levels), the bonuses to damage stack.

Impromptu Sneak Attack (Su): Once a day, the arcane trickster's unique combination of magical and rogue skills allows the arcane trickster to declare one melee or ranged attack the character makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack).

The target of impromptu sneak attack loses any Dexterity bonus to Armor Class, but only against that attack.

The power can be used against any target, but creatures that are not subject to critical hits suffer no extra damage

(though they still lose any Dexterity bonus against the attack).

At 7th level, the arcane trickster can use this ability twice a day.

TABLE 3-4: THE ARCAN TRICKSTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Ranged legerdemain 1/day	+1 level of existing class
2nd	+1	+0	+3	+3	Sneak attack +3d6	+1 level of existing class
3rd	+1	+1	+3	+3	Impromptu sneak attack 1/day	+1 level of existing class
4th	+2	+1	+4	+4	Sneak attack +4d6	+1 level of existing class
5th	+2	+1	+4	+4	Ranged legerdemain 2/day	+1 level of existing class
6th	+3	+2	+5	+5	Sneak attack +5d6	+1 level of existing class
7th	+3	+2	+5	+5	Impromptu sneak attack 2/day	+1 level of existing class
8th	+4	+2	+6	+6	Sneak attack +6d6	+1 level of existing class
9th	+4	+3	+6	+6	Ranged legerdemain 3/day	+1 level of existing class
10th	+5	+3	+7	+7	Sneak attack +7d6	+1 level of existing class

BLADESINGER

'Warfare, like music, is exquisite'

Bladesingers are elves who have blended art, swordplay, and arcane magic into a harmonious whole.

In battle, a bladesinger's lithe movements and subtle tactics are beautiful, belying their deadly martial efficiency.

Multiclassed fighter/wizards are the most obvious candidates for the prestige class, although any elf who can wield a martial weapon and cast arcane spells can become a bladesinger.

Bladesinger ranger/wizards, rogue/wizards, and even bards are not unknown.

Bladesingers command great respect in most elf communities, and NPC bladesingers usually serve as itinerant guardians and champions of the elf community at large.

Hit Die: d8.

REQUIREMENTS

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

Race: Elf or half-elf Base Attack: +5.

Concentration: 4 ranks.

Perform (Dance): 3 ranks.

Perform (Sing): 3 ranks.

Tumble: 3 ranks.

Feats: Combat Casting, Dodge, Expertise, Still Spell, Weapon Focus (longsword).

Spells: Ability to cast arcane spells of 1st level or higher.

Special: Proficiency with longsword.

CLASS SKILLS

The bladesinger's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Jump (Str), Knowledge (arcana) (Int), Perform (Cha), Spellcraft (Int), and Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

CLASS FEATURES

All the following are class features of the bladesinger prestige class.

Weapon and Armor Proficiency: Bladesingers gain no proficiency in any additional weapons.

They are proficient with light armor but not with shields. Bladesong Style: When wielding a longsword in one hand (and nothing in the other), the bladesinger gains a dodge bonus to AC equal to his Intelligence modifier.

If the bladesinger wears medium or heavy armor, he loses all benefits of the bladesong style.

Bonus Feats: At 2nd, 6th, and 10th level, the bladesinger gains a bonus feat.

This must be a metamagic feat or a feat chosen from the following list: Combat Reflexes, Improved Critical (longsword), Improved Disarm, Mobility, Quick Draw, Spring Attack, and Whirlwind Attack.

BLADESINGER SPELL LIST

1st level—*expeditious retreat*, *mage armor*, *magic weapon*, *shield*, *true strike*.

2nd level—*blur*, *bull's strength*, *cat's grace*, *mirror image*, *protection from arrows*.

3rd level—*displacement*, *greater magic weapon*, *haste*, *keen edge*.

4th level—*dimension door*, *fire shield*, *improved invisibility*, *stoneskin*.

TABLE 3-5: THE BLADESINGER

Class Level	Base	Fort	Ref	Will	Special	Spells per Day			
	Attack Bonus	Save	Save	Save		1st	2nd	3rd	4th
1st	+1	+0	+2	+2	Bladesong style	1	-	-	-
2nd	+2	+0	+3	+3	Bonus feat	2	0	-	-
3rd	+3	+1	+3	+3		2	1	-	-
4th	+4	+1	+4	+4		3	2	0	-
5th	+5	+1	+4	+4		3	2	1	-
6th	+6	+2	+5	+5	Bonus feat	3	3	2	0
7th	+7	+2	+5	+5		4	3	2	1
8th	+8	+2	+6	+6		4	3	3	2
9th	+9	+3	+6	+6		4	4	3	2
10th	+10	+3	+7	+7	Bonus feat	4	4	3	3

BLOOD MAGUS

"One slow red river flows through us all."

Fade to red, then nothing.

What happened?

Where are you?

No sound, no light, nothing.

You can't see or hear, or even feel your own body.

The awful truth of your plight steals over you...you're dead!

An eternity passes, then you feel a call from beyond this nothingness.

Something beckons, and you are drawn up out of the endless gray, happy to leave your final fate undecided.

A swirl of color streaks toward you, enveloping, bathing you.

You have come back!

A sound breaks into your ears, the sweetest sound you will ever hear.

It is the renewed pulse of blood through your veins—blood music: the sound of your life.

You can feel it reenergizing every particle of your form, flushing death from you and leaving life in its place.

It is thick and warm, and you greedily embrace it.

Blood magi are formerly deceased spellcasters who, when returned to life, gain an understanding of their blood's importance, bequeathed by their close call.

They learn to evoke magic from this vital fluid that sustains their lives.

A blood magus cannot be trained, owing to the unusual nature of his enlightenment, and is most likely to be a sorcerer.

NPC blood magi are thus rarely if ever found in groups but are thinly scattered throughout the population of spellcasters.

Hit Die: d4.

REQUIREMENTS

To qualify to become a blood magus, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Heal: 4 ranks.

Feat: Toughness.

Spells: Ability to cast arcane spells of 3rd level or higher.

Special: The blood magus must have been revived after death through another's use of *raise dead*, *resurrection*, or other methods of returning life to a dead body.

CLASS SKILLS

The blood magus's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con),

Craft (Int), Heal (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

CLASS FEATURES

All the following are class features of the blood magus prestige class.

Weapon and Armor Proficiency: A blood magus gains no additional proficiencies in any weapon or armor.

Spells per Day: At every second level gained in the blood magus class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming a blood magus, he must decide to which class he adds the new level for purposes of determining spells per day.

Blood Component (Su): A blood magus may substitute a drop of his own blood for a spell's material components, if any.

The pinprick or minor knife cut to draw the requisite blood is a free action that becomes a normal part of casting the spell.

The magus does not need to make a Concentration check to complete the spell, despite the wound.

Using this ability deals the blood magus 1 point of damage but raises the spell's save DC by 1.

Substituting blood for a costly material component requires drawing a greater amount.

The blood magus deals more damage to himself when doing so, according to the table below.

Component Cost (gp)	Damage Dealt
1–50	5
51–300	11
301–750	17
750+	23

Stanch (Ex): The blood magus automatically stabilizes his wounds when his hit points drop below 0.

He still passes on if he reaches –10 hit points or below.

Scarification (Ex): At 2nd level, the blood magus learns to inscribe spells on his own skin for later use.

This involves deeply scratching the skin (which deals no damage but often leaves scars).

The scratches remain fresh until the inscribed spell is cast, at which time the minor wound heals normally.

Effectively, the blood magus gains the Scribe Scroll feat using an alternative medium (see page 84 of the *Player's Handbook*).

All rules, XP costs, and expenses that apply to Scribe Scroll also apply to this ability.

Likewise, «reading» a scar follows the same rules as reading a scroll, but only the blood magus can decipher his own scars.

One's own skin leaves a limited amount of room to easily inscribe and later «read», magical scars.

Thus, a blood magus can have only six active scars at any one time.

Death Knell (Sp): At 3rd level, the blood magus gains the spell-like ability to use *death knell* as the spell once per day.

Blood Draught (Ex): At 4th level, the blood magus learns how to store spells of up to 3rd level in his own blood.

Effectively, he gains the Brew Potion feat using an alternative medium (see page 80 of the *Player's Handbook*).

All rules, XP costs, and expenses that apply to Brew Potion also apply to this ability, with the following exceptions.

Once «brewed», a blood draught remains in circulation within the magus's body.

The maximum number of draughts stored at one time is equal to his levels of blood magus plus his Constitution score, but if he is ever slain, they are all immediately ruined—even if the blood magus is subsequently returned to life.

Blood draughts are never accidentally lost through major blood loss or by a blood-draining attack.

To consume the draught, the blood magus pricks his skin, automatically bringing forth the desired effect.

This is a standard action that draws an attack of opportunity, like drinking a potion.

Others can also partake of a given blood draught (if they have a strong stomach)—the blood magus concentrates to draw the desired draught to the surface.

Infusion (Ex): At 5th level, the blood magus prepares a special one-time distillation of his own blood.

Partaking of the infusion, he permanently gains 2 points of Constitution.

Gore (Su): At 6th level, a blood magus can draw more blood with any spell that successfully damages a living target.

This is a supernatural ability.

The blood magus inflicts a minor wound on himself; the pinprick or knife cut is a free action that becomes a normal part of casting the spell.

Using this ability deals the blood magus 1 point of damage.

The spell becomes «blood seeking» and deals 1d6 points of damage in addition to the damage the spell normally deals, as extra blood is drawn from the wound.

The magus does not need to make a Concentration check to complete the spell, despite the wound.

The blood magus can use the gore and blood component abilities to enhance the same spell, suffering cumulative damage.

This causes a spell that normally takes 1 action to cast to become a full-round action.

Thicker Than Water (Su): At 7th level, the blood magus's vital fluids are partially under his conscious control.

When the blood magus is injured, his blood withdraws from the wound, preventing some damage.

Thus, he always takes 1 less point of damage than normally indicated.

Effectively, the blood magus gains a «hardness» of 1.

Awaken Blood (Su): At 8th level, the blood magus gains the supernatural ability to bestow momentary consciousness on an opponent's blood.

Once per day, he can make a melee touch attack against a living foe.

If he hits, the opponent's blood attempts to get free—all at once.

The hydrostatic pressure disrupts the victim's tissues, dealing 10d10 points of damage.

If he misses, the blood magus can try again until he is successful against an opponent.

«Conscious» blood returns to its natural state after 1 round.

Homunculus (Sp): At 9th level, the blood magus uses his own blood to give life to a new companion creature—a homunculus.

The homunculus created by a blood magus has the same abilities as those on page 120 of the *Monster Manual* but is more robust.

It has 6 Hit Dice, its bite attack bonus improves to +5, and its Fortitude save increases to +2, its Reflex save to +4, and its Will save to +3.

To build his homunculus, the blood magus does not use the normal construction rules listed in the *Monster Manual*.

The only requirements are 1 hour spent in the ritual and the permanent loss of 1 hit point, as the caster instills more personal blood in his creation than is usual.

This stronger link provides a special advantage: The blood magus can transfer his own wounds to the homunculus via touch as a supernatural ability.

This is a standard action that allows the blood magus to transfer 1d4 points of damage.

No limit exists on the number of times he can take this action, but the blood magus should observe caution: If he transfers enough of his own wounds to his homunculus to kill the creature, its destruction deals him 2d10 points of damage (as noted in the *Monster Manual*).

Damage transferred to the homunculus can be cured or healed normally.

A blood magus may only have one homunculus created in this fashion at a time.

Bloodwalk (Su): At 10th level, the blood magus is perfectly attuned to the song of blood.

He gains the supernatural ability to transport himself great distances via the blood of living creatures.

Once per day as a standard action, he can seamlessly enter any living creature whose size equals or exceeds his own and pass any distance to another living creature in a single round, regardless of the distance separating the two.

The blood magus merely designates a direction and distance («a living creature 20 miles due west of here»), and the bloodwalk ability transports him to a destination creature as close as possible to the desired location.

He can't specify a named individual as the end point unless he has previously obtained a sample of that creature's blood, preserved in a small vial that must be carried on the blood magus's person.

The entry and destination creatures need not be familiar to the blood magus, but they must be alive and possess blood in their veins.

(Thus, plants and the more bizarre outsiders are not eligible targets).

The blood magus may not use himself as an entry creature. If the intended entry creature is unwilling, he must hit with a melee touch attack to enter.

When exiting a creature, the blood magus chooses an adjacent square in which to appear.

Entering and leaving a creature is painless, unless the blood magus wishes otherwise (see below).

In most cases, though, the destination creature finds being the end point of a magical portal surprising and quite unsettling.

If he desires, the blood magus can attempt to make a «bloody exit» from the destination creature.

If the creature fails a Fortitude save (DC 18), the exiting blood magus takes on solidity a little too soon.

He bursts forth explosively from the creature's body, dealing 16d6 points of damage.

The blood magus must succeed at a Fortitude save (DC 13) or take 2d4 points of damage from the shock of his exit.

Except where noted above, this class feature resembles the dryad's ability to move from tree to tree (see *Monster Manual*, page 79).

TABLE 3-6: THE BLOOD MAGUS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+1	+0	Blood component, stanch	
2nd	+1	+3	+0	+0	Scarification	+1 level of existing class
3rd	+1	+3	+1	+0	Death knell	
4th	+2	+4	+1	+1	Blood draught	+1 level of existing class
5th	+2	+4	+1	+1	Infusion	
6th	+3	+5	+2	+2	Gore	+1 level of existing class
7th	+3	+5	+2	+2	Thicker than water	
8th	+4	+5	+2	+2	Awaken blood	+1 level of existing class
9th	+4	+6	+3	+3	Homunculus	
10th	+5	+7	+3	+3	Bloodwalk	+1 level of existing class

CANDLE CASTER

"Let your mind attain the perfection of a single, perfect flame."

Flame holds a special attraction to some people.

Simply burning, a candle is a work of art—a teardrop of fire clinging to the dark wick, itself shrouded in a column of wax that is both the flame's base and fuel: a wonder indeed. Secrets could be stored in that wax: secrets...or spells.

Also called «spell chandlers», these specialists fill their time fashioning candles, both for esthetics and for power.

The spells stored therein are revealed as the flame ignites and disperses the wax medium.

Moreover, the wax itself shapes and molds stored spells so that they are enhanced by the burning flame.

Candle casters have quicker access to featlike abilities that enhance the effects of their candle-stored spells, and so they are often wooed by adventuring companies who have realized the importance of consumable magic items in the dungeon depths.

NPC candle casters sometimes appear in places where magic is sold, attempting to sell their unfettered candles (which can be used by anyone) on an equal footing with potions.

However, lighting a candle is more difficult than drinking a potion and takes longer to produce an effect, so unfettered candles are unlikely to ever reach the popularity that potions enjoy.

Hit Die: d4.

REQUIREMENTS

To qualify to become a candle caster, a character must fulfill all the following criteria.

Craft (Candlemaking): 6 ranks.

Feat: Great Fortitude.

Spells: Ability to cast spells of 3rd level or higher.

Special: The candle caster must initially possess a supply of at least 100 tindertwigs.

CLASS SKILLS

The candle caster's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scribe (Int, exclusive skill), Search (Int), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

CLASS FEATURES

All the following are class features of the candle caster prestige class.

Weapon and Armor Proficiency: A candle caster gains no additional proficiency in any weapon or armor.

Spells per Day: When a new candle caster level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming a candle caster, she must decide to which class she adds the new level for purposes of determining spells per day.

Scribe Candle: The candle caster can store spells in candles. Each candle holds one spell.

Effectively, the candle caster gains the Scribe Scroll feat using an alternative medium (see page 84 of the *Player's Handbook*).

All rules, XP costs, and expenses that apply to Scribe Scroll also apply to this ability.

A candle normally illuminates a 5-foot-radius and burns for 1 hour, but a scribed candle burns as noted below.

A burning candle cannot be extinguished unless the candle caster wills it (although *dispel magic* still suppresses the effect as it would for any other magic item).

To have any chance of activating a stored spell, the candle caster must meet the usual requirements for successfully reading a scroll.

The stored spell must be of a type she can cast and on her class list, and she must have the requisite ability score to cast the spell (for example, Intelligence 15 for a wizard casting a 5th-level spell).

Even then, she must make a caster level check (DC = scribed candle's caster level +1) to cast the spell correctly.

If she fails, the spell is lost, and she must make a Wisdom check (DC 5) to avoid a mishap (see page 203 of *DUNGEON MASTER'S Guide*).

Identify the Candle: To activate a prepared candle, the candle caster must first identify it.

This requires a Spellcraft check against a DC of 15 + spell level.

(If it is a candle she scribed, this step is unnecessary).

Light the Candle: Lighting the candle is best done using a tindertwig.

Doing so is a standard action, which is subject to disruption just as casting a spell would be.

Lighting the candle by a slower method, such as flint and tinder or even a magnifying glass, is a full-round action under the best of circumstances, and definitely draws an attack of opportunity.

A candle caster can "light defensively" by making a successful Concentration check (DC 15).

This preempts an attack of opportunity, but if she fails the check she does not light the candle.

Alternatively, the candle caster can suffer the attack of opportunity, and if hit, attempt a Concentration check (DC 10+points of damage taken) to light the candle anyway.

Candle Effect: A successfully lit candle automatically activates the stored spell at the beginning of the candle caster's action in the next round (which does not draw an attack of opportunity).

It works exactly like a spell prepared and cast the normal way.

However, since she lit the candle during the previous round, the candle caster can take normal actions on the same round the candle's spell takes effect.

The flame of the burning candle mimics the triggered spell's duration.

Thus, an instantaneous spell causes the candle to flare and burn out immediately, while a candle scribed with a spell having a longer duration burns for that length of time.

However, if the flame is extinguished before the spell expires, the spell's duration is cut short.

A scribed candle may incorporate any number of the special enhancements noted below, as long as their combined requirements do not make the spell take up a spell slot higher than the caster's normal maximum.

Extend Candle: At 2nd level, the candle caster can extend the duration of spells stored in a candle.

Effectively, she gains the Extend Spell metamagic feat (see page 82 of the *Player's Handbook*), but only when scribing candles.

All the rules that apply to using Extend Spell also apply to extended candles, and the scribed spell takes up a spell slot one level higher than the spell's actual level.

Unfettered Candle: At 3rd level, the candle caster learns how to store spells in candles that can be triggered by people other than herself.

Effectively, she gains the Brew Potion feat using an alternative medium (see page 80 of the *Player's Handbook*). All rules, XP costs, and expenses that apply to Brew Potion also apply to this ability.

Like a potion, only spells of 3rd level and lower can be scribed in an unfettered candle.

Any creature who successfully lights the unfettered candle, following the procedure described above, is targeted by the candle's stored spell at the beginning of the creature's next turn in the round.

An unfettered candle otherwise works exactly like a normally scribed candle.

Enlarge Candle: At 4th level, the candle caster can double the range of spells she stores in a candle.

Effectively, she gains the Enlarge Spell metamagic feat (see page 82 of the *Player's Handbook*), but only when scribing candles.

All the rules that apply to using Enlarge Spell also apply to enlarged candles, and the scribed spell takes up a spell slot one level higher than the spell's actual level.

Dipped Candle: At 5th level, the candle caster refines her chandler's craft to the point where she can store two spells in the same candle.

She must scribe each spell separately, paying full XP and gp costs for both, and must specify the order in which the spells take effect.

The first spell is triggered normally by successfully lighting the scribed candle; when the duration of the first spell ends, the second power stored in the candle automatically triggers.

If the first spell is suppressed by *dispel magic*, or the candle caster ends the effect voluntarily, the second effect does not trigger but is not lost.

The candle caster can trigger the second effect by relighting the candle.

If the second spell requires a target, the candle caster can target the effect when it activated as if casting the spell normally, as long as she is within 30 feet of the lit candle. Otherwise, the candle is the default center of effect.

The two spells maybe differentiated by color; for example, the top half of the candle is yellow while the bottom is blue.

Empower Candle: At 6th level, the candle caster can increase all variable, numeric effects of a spell she stores in a candle.

Effectively, she gains the Empower Spell metamagic feat (see page 82 of the *Player's Handbook*), but only when scribing candles.

All the rules that apply to using Empower Spell also apply to empowered candles, and the scribed spell takes up a spell slot two levels higher than the spell's actual level.

Quick Light: At 7th level, the candle caster learns to activate her candles more quickly.

The act of lighting the candle takes no less time, but the stored spell takes effect as soon as the candle is lit (not on the candle caster's next turn).

Heighten Candle: Upon reaching 8th level, the candle caster can increase the effective level of a spell stored in a candle.

Effectively, she gains the Heighten Spell metamagic feat (see page 82 of the *Player's Handbook*), but only when scribing candles.

All the rules that apply to using Heighten Spell also apply to heightened candles, and the scribed spell takes up a spell slot at the new level.

Striped Candle: At 9th level, the candle caster further refines her ability to store two spells in the same candle.

She must still scribe each spell separately, paying full XP and gp costs for both.

Successfully lighting the scribed candle triggers both stored spells simultaneously, and the candle caster chooses any targets for both effects.

The two spells may be differentiated by color; for example, the left half of the candle is green while the right is red.

Maximize Candle: At 10th level, the candle caster reaches the pinnacle of her craft, gaining the ability to maximize all variable, numeric effects of spells she stores in a candle.

Effectively, she gains the Maximize Spell metamagic feat (see page 83 of the *Player's Handbook*), but only when scribing candles.

All the rules that apply to using Maximize Spell also apply to maximized candles, and the scribed spell takes up a spell slot three levels higher than the spell's actual level.

TABLE 3-7: THE CANDLE CASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Scribe candle	+1 level of existing class
2nd	+1	+0	+0	+3	Extend candle	+1 level of existing class
3rd	+1	+1	+1	+3	Unfettered candle	+1 level of existing class
4th	+2	+1	+1	+4	Enlarge candle	+1 level of existing class
5th	+2	+1	+1	+4	Dipped candle	+1 level of existing class
6th	+3	+2	+2	+5	Empower candle	+1 level of existing class
7th	+3	+2	+2	+5	Quick light	+1 level of existing class
8th	+4	+2	+2	+6	Heighten candle	+1 level of existing class
9th	+4	+3	+3	+6	Striped candle	+1 level of existing class
10th	+5	+3	+3	+7	Maximize candle	+1 level of existing class

COMPLETE BLADESINGER

It seems there is an imposter lurking on pages 49 and 50. It's a bladesinger alright, but there are a few pieces missing. Here's the complete version:

BLADESINGER

Bladesingers are elves who have blended art, swordplay, and arcane magic into a harmonious whole.

In battle, a bladesinger's lithe movements and subtle tactics seem beautiful, and belie their deadly martial efficiency.

Multiclassed fighter/wizards can become bladesingers most easily, though any elf who can wield a martial weapon and can cast arcane spells can become a bladesinger.

Bladesinging ranger/wizards, rogue/wizards and bladesinger bards are not unknown.

Bladesingers command great respect in most elf communities and NPC bladesingers usually serve as itinerant guardians and champions of the elf community at large.

Hit Die: d8.

REQUIREMENTS

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

Race: Elf, half-elf.

Base Attack: +5.

Feats: Combat Casting, Dodge, Expertise, Still Spell, Weapon Focus (longsword).

Skills: Concentration 4+ ranks, Perform 3+ ranks (dance, sing, + any 1 other), Tumble 3+ ranks.

Special: Proficient with longsword, ability to cast 1st-level arcane spells.

CLASS SKILLS

The bladesinger's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Jump (Str), Knowledge (arcana) (Int), Perform (Cha), Spellcraft (Int), Tumble (Dex).

Skill Points at Each Level: 2+Int modifier.

CLASS FEATURES

All of the following are class features of the bladesinger:

Weapon and Armor Proficiency: The bladesinger gains proficiency in the use of no weapons and with light armor.

If the bladesinger wears medium or heavy armor, he loses all benefits of any of his song abilities (bladesong, lesser, spellsong, song of celerity, greater spellsong, song of fury).

A bladesinger suffers the normal arcane spell failure chance when casting spells while armored (except as noted below).

Bladesong: When wielding a longsword in one hand (and nothing in the other), the bladesinger gains a dodge bonus to AC equal to his Intelligence bonus.

Lesser Spellsong: When wielding a longsword in one hand (and nothing in the other), the bladesinger can "take 10" when making a Concentration check to cast defensively.

Song of Celerity: When wielding a longsword in one hand (and nothing in the other) and using the full attack action, the bladesinger can cast one bladesinger spell each round as a free action.

Greater Spellsong: The bladesinger ignores arcane spell failure when wearing light armor.

Song of Fury: When wielding a longsword in one hand (and nothing in the other) and using the full attack action, the bladesinger can make one extra attack in a round at his highest base attack, but this attack and each other attack made that round suffer a -2 penalty.

This penalty applies for 1 round, so it affects attacks of opportunity the bladesinger might make before his next action.

Bonus Feats: The bladesinger gets a bonus feat. These feats must be drawn from the following list: Any Metamagic feat, Combat Reflexes, Improved Critical (longsword), Improved Disarm, Mobility, Quick Draw, Spring Attack, Whirlwind Attack.

Spells per Day: Every level a bladesinger gains, the character gains new spells per day as shown.

When casting bladesinger spells, the bladesinger's caster level is equal to his bladesinger level.

A bladesinger's bonus spells are based on Intelligence.

The Difficulty Class for saving throws against bladesinger spells is 10 + the spell's level + the bladesinger's Intelligence modifier.

A bladesinger keeps a spellbook and must prepare spells each day as a wizard does.

He can have any number of bladesinger spells in his spellbook (see Writing a New Spell into a Spellbook, *Player's Handbook*, page 155).

At levels 1 through 9, a bladesinger gain two spells he can add to his spellbook free.

These spells must be bladesingers spells the character can cast.

BLADESINGER SPELL LIST

1st-Level Spells

Expeditious Retreat

Mage Armor

Magic Weapon

Shield

True Strike

2nd-Level

Spells

Blur

Bull's Strength

Cat's Grace

Mirror Image

Protection from Arrows

3rd-Level Spells

Displacement

Greater Magic Weapon

Haste

Keen Edge

4th-Level Spells

Dimension Door

Fire Shield

Improved Invisibility

Stoneskin

TABLE: THE BLADESINGER

Class Level	Base Attack	Fort Save	Ref Save	Will Save
1	+1	+0	+2	+2
2	+2	+0	+3	+3
3	+3	+1	+3	+3
4	+4	+1	+4	+4
5	+5	+1	+4	+4
6	+6	+2	+5	+5
7	+7	+2	+5	+5
8	+8	+2	+6	+6
9	+9	+3	+6	+6
10	+10	+3	+7	+7

Special	—Spells per Day—			
	1st	2nd	3rd	4th
Bladesong	1	—	—	—
Bonus Feat	2	0	—	—
Lesser Spell song	2	1	—	—
	3	2	0	—
Bonus Feat	3	2	1	—
Song of Celerity	3	3	2	0
Greater Spell song	4	3	2	1
Bonus Feat	4	3	3	2
	4	4	3	2
Song of Fury	4	4	3	3

DRAGON DISCIPLE

"My heart is ancient."

A dragon disciple is different.

He always suspected, but the flying dreams confirm it.

The experience is so vivid and real that other dreams are as dusty cinders in comparison.

Hurling through the sky, unfettered by the earth, the dreamer exults in his beautifully scaled wings pulling him through the clouds.

His senses are alive as never before, allowing him to smell, hear, and see with a terrible clarity no mere human can ever really comprehend.

A volatile power burns in his lungs, a potency he knows he could unleash with a mere breath.

It's almost...draconic.

It is known that certain powerful dragons can take humanoid form and even have humanoid lovers.

Sometimes a child is born of this union, and every child of that child unto the thousandth generation claims a bit of dragon blood, be it ever so small.

Usually, little comes of it, though mighty sorcerers occasionally credit their powers to draconic heritage.

For some, however, dragon blood beckons irresistibly.

First come the dreams.

Many dismiss them as nothing more than wish fulfillment (or even nightmares), and that's the end of it.

But a few embrace the dreams, recognizing their allure as a promise.

These become dragon disciples, who use their magical power as a catalyst to ignite their dragon blood, realizing its fullest potential.

Dragon disciples prefer a life of exploration to a cloistered existence.

Most are sorcerers, but bards sometimes follow the path.

Already adept at magic, many pursue adventure, especially if it furthers their goal of finding out more about their draconic heritage.

All dragon disciples are drawn to areas known to harbor dragons.

Hit Die: Special (see below).

REQUIREMENTS

To qualify to become a dragon disciple, a character must fulfill all the following criteria.

Race: Any nondragon (cannot already be a half-dragon).

Knowledge (Arcana): 8 ranks.

Languages: Draconic.

Spells: Ability to cast arcane spells without preparation.

Special: The player chooses a dragon type when taking the first level of this prestige class, subject to the DM's approval.

CLASS SKILLS

The dragon disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Search (Int), Speak Language (Int), Spellcraft (Int), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

CLASS FEATURES

All the following are class features of the dragon disciple prestige class.

Weapon and Armor Proficiency: Dragon disciples gain no additional proficiency in any weapon or armor.

Bonus Spells (Sp): Dragon disciples gain bonus spells as they gain levels in this prestige class, as if through having a high ability score, listed in the above table.

A bonus spell can be added to any level of spells the disciple already has the ability to cast.

If a character had more than one spellcasting class before becoming a dragon disciple, he must decide to which class he adds the bonus spell(s).

Once a bonus spell has been applied, it cannot be shifted.

Hit Die Increase: As a dragon disciple gains levels in this prestige class, his dragon nature expresses itself more.

His base Hit Die type increases at 1st, 4th, and 6th level.

This is not a retroactive benefit: Beginning at the appropriate level, the dragon disciple rolls for hit points with the increased Hit Die type.

Natural Armor: At 1st, 5th, and 8th level, a dragon disciple becomes more draconic in appearance.

His skin develops tiny iridescent scales, nearly invisible at first but becoming more noticeable at higher levels.

This provides increasing natural armor bonuses to his base Armor Class, as indicated in Table 3–8 (these bonuses do not stack).

As his skin thickens, the dragon disciple takes on more and more of his progenitor's physical aspect.

Claws and Bite: At 2nd level, the dragon disciple gains claw and bite attacks if he does not already have them.

Use the values below or the disciple's base claw and bite attacks, whichever are greater.

Size	Bite Damage	Claw Damage
Small	1d4	1d3
Medium-size	1d6	1d4
Large	1d8	1d6

Ability Boost: As the dragon disciple gains levels in this prestige class, his ability scores increase as noted in Table 3–8.

These increases stack and are gained as if through level advancement.

Breath Weapon (Su): At 3rd and 7th level, the dragon disciple begins to develop his ancestor's signature ability: a breath weapon.

The type depends on the dragon variety whose heritage he enjoys.

The amount of damage dealt is one-third of full strength at 3rd level, increases to two-thirds at 7th level, and reaches full potency at 10th level (dragon apotheosis).

Only the potential damage changes; the area and the save DC are as the full-strength weapon (see below).

Dragon Variety	Breath Weapon	3rd Level	7th Level	10th Level	Save DC
Black	Line* of acid	2d4	4d4	6d4	17
Blue	Line of lightning	2d8	4d8	6d8	18
Green	Cone** of gas	2d6	4d6	6d6	17
Red	Cone of fire	2d10	4d10	6d10	19
White	Cone of cold	1d6	2d6	3d6	16

Brass	Line of fire	1d6	2d6	3d6	17
Bronze	Line of lightning	2d6	4d6	6d6	18
Copper	Line of acid	2d4	4d4	6d4	17
Gold	Cone of fire	2d10	4d10	6d10	20
Silver	Cone of cold	2d8	4d8	6d8	18

* A line is always 5 ft. high, 5 ft. wide, and 60 ft. long

** A cone is always 30 ft. long.

Regardless of its strength, the breath weapon can be used only once per day.

Use all rules for dragon breath (see the Dragon entry in the *Monster Manual*) except as specified here.

Enlargement: At 5th level, the dragon disciple's size increases one step, from Small to Medium-size or from Medium-size to Large.

(A character already of size Large or larger does not get any bigger).

The change in size affects the dragon disciple's base claw and bite damage (see above).

In addition, he gains a –1 size modifier to his base attack bonus and Armor Class.

Wings: At 9th level, dragon disciples of size Large and above grow wings.

They can now fly at their normal speed (average maneuverability).

Smaller creatures have wings only if they already possessed them.

Dragon Apotheosis: At 10th level, the dragon disciple fully realizes his draconic heritage and takes on the half-dragon template.

His breath weapon reaches full strength, and he gains an additional 4 points of Strength and 2 points of Charisma.

His natural armor bonus increases to +4, and he acquires low-light vision, darkvision (60-ft.-range), immunity to sleep and paralysis effects, and an additional immunity based on the dragon variety (see page 214 of the *Monster Manual* for complete details).

TABLE 3-8: THE DRAGON DISCIPLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1st	+0	+2	+0	+2	Hit Die increase (d6), +1 natural armor	1
2nd	+1	+3	+0	+3	Claws and bite, ability boost (Str +2)	1
3rd	+2	+3	+1	+3	Breath weapon (1/3)	None
4th	+3	+4	+1	+4	Hit Die increase (d8), ability boost (Str +2)	1
5th	+3	+4	+1	+4	Enlargement, +2 natural armor	1
6th	+4	+5	+2	+5	Hit Die increase (d10)	1
7th	+5	+5	+2	+5	Breath weapon (2/3), ability boost (Con +2)	None
8th	+6	+6	+2	+6	+3 natural armor	1
9th	+6	+6	+3	+6	Wings, ability boost (Int +2)	1
10th	+7	+7	+3	+7	Dragon apotheosis	None

ELEMENTAL SAVANT

"O to be the snowflake, the cleansing flame, the ancient stone, the endless wind!"

Elemental savants study the basic building blocks of existence—air, earth, fire, and water—learning to harness their powers.

Eventually they transcend their mortal forms and become elemental beings.

Most elemental savants start out as wizards, although clerics and druids are not unknown.

Sorcerers occasionally take this prestige class, but since metamagic feats are of less utility to them, they have difficulty using the class's strengths to their fullest.

NPC elemental savants usually prefer to pursue their studies in solitude or in the company of other elemental savants.

Sometimes groups of them gather in places where an element's majesty and power is on display, such as the flanks of a volcano, an island, or a high, windy mountain.

Hit Die: d4.

REQUIREMENTS

To qualify to become an elemental savant, a character must fulfill all the following criteria.

Knowledge (Arcana): 8 ranks.

Knowledge (The Planes): 8 ranks.

Feat: Energy Substitution (acid, cold, electricity, or fire).

Spells: Ability to cast at least three spells with one of the acid, cold, electricity, or fire descriptors and at least one summon spell.

At least one of these spells must be 3rd level or higher.

Alternatively, the character must be able to cast at least one spell of 3rd level or higher and have access to one of the following clerical domains: Air, Earth, Fire, or Water.

Special: The elemental savant must have made prior peaceful contact with an elemental or with an outsider having an elemental subtype (Air, Earth, Fire, or Water).

CLASS SKILLS

The elemental savant's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Handle Animal (Cha), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Speak Language, and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

CLASS FEATURES

All the following are class features of the elemental savant class.

Weapon and Armor Proficiency: Elemental savants gain no additional proficiency in any weapon or armor.

Spells per Day: When a new elemental savant level is gained (except at 10th level), the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming an elemental savant, she must decide to which class she adds the new level for purposes of determining spells per day.

Elemental Transition: Beginning at 1st level, the elemental savant begins to transcend her mortal form, on the path toward becoming an elemental creature.

On first taking this prestige class, she chooses an element, which must be allied with a type of energy she can substitute using Energy Substitution.

Each element also has an opposing element and energy form, as shown below.

Element	Allied Energy	Opposing Element and Energy
Air	Electricity	Acid, Earth
Earth	Acid	Air, Electricity
Fire	Fire	Cold, Water
Water	Cold	Fire

The elemental savant cannot use Energy Substitution to insert a type of energy opposed to her chosen element. For example, an air elemental savant can substitute lightning for another form of energy in a spell, but she is prohibited from substituting acid.

At 1st level, the elemental savant becomes immune to magical sleep effects.

At 4th level, she gains darkvision with a range of 60 feet and immunity to paralysis.

At 7th level, she gains immunity to stunning.

Resistance (Ex): As the elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element.

At 1st level, she gains resistance 5 against this energy form. This rises to resistance 10 at 4th level, resistance 15 at 7th level, and complete immunity when she becomes an elemental being (at 10th level).

Elemental Focus(Ex): Beginning at 2nd level, the elemental savant learns to better manipulate energy allied with her chosen element.

The save DC for any spell using that type of energy increases +1.

This rises to +2 at 5th level and +3 at 8th level.

These increases are cumulative with those granted by the Spell Focus and Greater Spell Focus feats.

Elemental Penetration (Ex): Beginning at 3rd level, the elemental savant further refines her ability to wield energy allied with her chosen element.

When she casts a spell using that type of energy, she gains a +1 competence modifier on caster level checks (1d20 +caster level) to beat a creature's spell resistance.

At 6th level, this modifier increases to +2, and at 9th level it increases to +3.

These increases are cumulative with those granted by the Spell Penetration and Greater Spell Penetration feats.

Elemental Perfection: At 10th level the elemental savant, through long association with elemental entities and extensive study of their secrets, completely transcends her mortal form to become an elemental creature.

Her type changes to «elemental», which means (among other things) that she is no longer affected by spells that specifically target humanoids, such as *charm person*.

She gains an elemental creature's immunity to poison, sleep, paralysis, and stunning and is no longer subject to critical hits or flanking.

The elemental savant gains the speed and movement modes, special attacks, and special qualities of a medium elemental of the appropriate type, as noted in the *Monster Manual*, except that the save DC against her elemental attack form, if any (whirlwind, burn, or vortex) is 20+her Constitution modifier.

Upon achieving this state, the elemental savant's appearance undergoes a minor physical change, usually to the skin or eyes.

An earth elemental savant, for example, might acquire gemlike eyes and hard, pebbly skin.

Anyone who shares the elemental savant's predilection for study of her chosen plane immediately recognizes her transcendent nature.

She gains a +2 circumstance modifier on all Charisma-based skill and ability checks when interacting with creatures having her elemental type and with other elemental savants who have chosen her element.

Elemental perfection is not without cost.

The elemental savant can be hedged out by a *magic circle* spell against her alignment.

She also takes double damage from energy attacks allied with her opposing element unless the attack allows a saving throw for half damage, in which case she takes half damage even on a successful save.

Immunity (Ex): At 10th level, the elemental savant is completely comfortable with energy allied with her chosen element.

She gains immunity to that type of energy, in addition to the immunities granted by her elemental form (see Elemental Perfection below).

TABLE 3-9: THE ELEMENTAL SAVANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Elemental transition, resistance +5	+1 level of existing class
2nd	+1	+0	+0	+3	Elemental focus +1	+1 level of existing class
3rd	+1	+1	+1	+3	Elemental penetration +1	+1 level of existing class
4th	+2	+1	+1	+4	Elemental transition, resistance 10	+1 level of existing class
5th	+2	+1	+1	+4	Elemental focus +2	+1 level of existing class
6th	+3	+2	+2	+5	Elemental penetration +2	+1 level of existing class
7th	+3	+2	+2	+5	Elemental transition, resistance 15	+1 level of existing class
8th	+4	+2	+2	+6	Elemental focus +3	+1 level of existing class
9th	+4	+3	+3	+6	Elemental penetration +3	+1 level of existing class
10th	+5	+3	+3	+7	Elemental perfection, immunity	—

FATESPINNER

"Keep trying.

I have a feeling your luck will change—soon."

Some people are lucky.

Others, less so.

And a few make their own luck.

A fatespinner (also called a «mage of many fates») has pulled back the curtain of chance, circumstance, and chaos to glimpse a deeper truth: probability.

When one event occurs, innumerable possible ones do not, as the universe blindly seeks balance.

Through his newfound understanding, the fatespinner satisfies that unthinking drive—with prejudice.

He can increase the probability of events in his favor, at the expense of a greater probability of undesirable events.

Any arcane spellcaster who has cursed his bad luck is a potential candidate for this prestige class.

Who has not fired off a spell, hoping fervently but impotently for a particular outcome, or sadly noted the astounding luck of an enemy who resists spell after spell? The fatespinner is all about applying some control over the seeming vagaries of chance—fortune for himself, misfortune for his foes.

NPC fatespinners are often found in positions of power and authority, as would be expected from those able to directly affect their own destiny.

Others continue to ply the world, honing their abilities and seeking their ultimate fortune.

Hit Die: d4.

REQUIREMENTS

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

Knowledge (arcana): 8 ranks.

Knowledge (any): 8 ranks.

Spells: Ability to cast arcane spells of 3rd level or higher.

Special: The fatespinner must have avoided death (or severe calamity) by the machinations of fate.

For instance, if he misses a ferry crossing to the nearby Isle of Sadonne due to a strange premonition that caused him to tarry overlong at the landing, and learns that the ferry was lost with all aboard to a sudden storm, it can be said that fate has spared him.

CLASS SKILLS

The fatespinner's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Gather Information (Cha), Intuit Direction (Wis), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Search (Int), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

CLASS FEATURES

All the following are class features of the fatespinner prestige class.

Weapon and Armor Proficiency: A fatespinner gains no additional proficiency in any weapon or armor.

Spells per Day: At every second level gained in the fatespinner class, as well as at 7th level, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming a fatespinner, he must decide to which class he adds the new level for purposes of determining spells per day.

Spin Fate (Ex): The mage of many fates understands that "chance" is less random than many believe, and he can adjust the probability of certain events.

This is an extraordinary ability.

When a fatespinner casts a spell that allows a saving throw, he can choose to subtract 2 from the spell's save DC (making it easier for the target to resist)—neither more nor less.

He stores the 2 points as a sort of spell karma called "spin". Each time he so adjusts a spell, he accumulates another 2 points of spin.

At any one time, the fatespinner can store a maximum spin value equal to his caster level (the total of all spellcasting class levels, including this prestige class).

For example, a 5th-level wizard/1st-level fatespinner can store up to 6 points of spin at any one time.

The fatespinner can use accumulated spin to boost the save DC of other spells he casts, adding up to 3 points of spin to any one spell.

Thus, the above 5th-level wizard/1st-level fatespinner can increase the Will save DC of a *charm person* spell he casts by up to +3.

If he spends all 3 points, his spin «balance» drops to 3.

Sometimes more points are subtracted from save DCs than can be accumulated as spin.

In this case, the excess is lost.

If the above spellcaster were to reduce the save DCs of two spells before using his spin again, he would accumulate 4 points of spin.

Since his maximum is 6 not 7, the extra point is lost.

Note: You can't cheat fate.

A fatespinner accumulates no spin from casting spells on targets who voluntarily fail their saving throws.

Nor can he accumulate spin by reducing the save DC of a benign spell cast on a friend or a meaningless inanimate object.

Only where the outcome of the spell is important to the fatespinner's own fate can he use this ability.

Resist Fate (Ex): At 2nd level, the fatespinner develops extraordinary good luck.

Once per day, may reroll one roll that he has just made.

He must take the result of the reroll, even if it's worse than the original roll.

If the fatespinner has levels of cleric with the Luck domain, this benefit stacks with that domain's granted power.

Fickle Finger of Fate (Ex): On reaching 3rd level, the fatespinner gains the extraordinary ability to affect the luck of others.

Once per day, he may reroll one roll that another creature—friend or enemy—has just made.

That creature must take the reroll, even if it's worse than the original roll.

Fickle finger of fate takes place outside the normal initiative order?

but fatespinner still can't use it if he is caught flat-footed.

He must be able to see the recipient to use this ability.

Note: The fatespinner must decide whether to reroll before the results of the roll in question are applied; otherwise he must wait for another opportunity.

He is not automatically privy to the rolls of others, especially enemies, but it is usually easy to tell when a creature makes a saving throw or hits a target.

The fatespinner player should notify the DM prior to a foe's roll, stating his intention to use this ability immediately if the outcome appears undesirable.

As Fate Would Have It: At 4th and 8th level, fate conspires with circumstance to bring about a useful, if rather mundane, result.

The fatespinner learns a bonus metamagic feat.

Spin Destiny (Ex): Beginning at 5th level, the fatespinner more clearly apprehends the matrix of reality and can use accumulated spin to adjust other "random" events.

The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to boost any skill check, attack roll, or saving throw.

However, he can't subtract points from these checks to accumulate spin.

In addition, he can apply a number of points of spin up to his caster level (which is still the maximum spin he can store) to skill checks, attack rolls, or saving throws.

For example, a 5th-level wizard/5th-level fatespinner could apply up to 10 points of spin to a desired check, assuming had enough scored.

Deny Fate (Ex): At 6th level, the fatespinner's control of chance becomes stronger.

He can now reroll a roll, as with Resist Fate, twice per day. This also stacks with the Luck domains granted power.

Luck to the Wind (Ex): On reaching 7th level, the mage of many fates can appease chance by "throwing luck to the wind".

This is an extraordinary ability.

He chooses whether or not to use this power each time he casts a spell that allows a saving throw.

The save DC for a spell so adjusted is $1d20 + \text{spell level} + \text{caster's Charisma or Intelligence modifier (whichever is greater)}$.

The fatespinner rolls the d20 when he casts the spell.

He can also enhance the spells by adding up to 3 points of spin to the spell's save DC, or accumulate spin by deducting 2 points from it, but not both.

This cannot be further adjusted by other abilities such as spin destiny.

Seal Fate (Sp): At 9th level, the fatespinner can meddle in matters literally of life and death.

Once per day, he can attempt to seal the fate of one other creature as a spell-like ability.

As a standard action, the fatespinner selects a size Large or smaller target creature he can see within 100 feet and speaks the words, "Your fate is sealed".

The target must make a successful Fortitude save (DC 20) or die.

Even if the save is successful (or if the Target is Huge or larger), it instead takes $3d6+13$ points of damage.

The fatespinner may add spin to increase the Fortitude save DC, the amount of damage dealt, or both, as desired.

Favored One: On attaining 10th level, the fatespinner is favored by chance, rising above the common animal caught in the web of reality it can't see or appreciate.

His type changes to "outsider", which means (among other things) that he is no longer affected by spells that specifically target humanoids, such as *charm person*, but he can be hedged out by a *magic circle* spell against his alignment.

The Favored One can store a maximum value of spin equal to twice his caster level.

TABLE 3-10: THE FATESPINNER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Spin fate	
2 nd	+1	+0	+0	+3	Resist fate	+1 level of existing class
3 rd	+1	+1	+1	+3	Fickle finger of fate	
4 th	+2	+1	+1	+4	As fate would have it	+1 level of existing class
5 th	+2	+1	+1	+4	Spin destiny	
6 th	+3	+1	+2	+5	Deny fate	+1 level of existing class
7 th	+3	+2	+2	+5	Luck of the wind	+1 level of existing class
8 th	+4	+2	+2	+6	As fate would have it	+1 level of existing class
9 th	+4	+3	+3	+6	Seal fate	
10 th	+5	+3	+3	+7	Favored one	+1 level of existing class

MAGE OF THE ARCANES ORDER

"Wait...wait...I've just about got it."

Also called a "guildmage", this is a spellcaster who belongs to a academy and guild known as the Arcane Order (see Chapter 1).

In casual conversation, the academy is called the Order, or sometimes «that college of wizardry».

It is both a school for fledgling spellcasters and a guild for those of advanced knowledge and power.

The Arcane Orders charter is twofold, its first tenet is advancing magical knowledge through both ongoing research and archeological investigation of lost arcane disciplines.

A good portion of research is centered around elucidating a "magical grammar" of the great power wielded in ages past, and this research has borne wondrous fruit: metamagic feats.

The second tenets is the support and welfare of the Order's membership, initially through arcane schooling and later through companionship, resources, boarding, and access to the Spellpool (see below).

Although nonwizards can benefit somewhat from what the Order has to offer, its emphasis on wizardry deters most applicants.

NPC guildmages often join adventuring companies of nonspellcasters who are not affiliated with the Order. Thus, they could be encountered anywhere adventure beckons.

However, a guild member in good standing returns when he can to the campus, pay his required dues, and does his part in the upkeep of the Spellpool.

Hit Die: d4.

REQUIREMENTS

To qualify to become a mage of the Arcane Order, a character must fulfill all the following criteria.

Knowledge (Arcana): 8 ranks.

Feats: Two metamagic feats, one of which must be Cooperative Spell.

Spells: Ability to prepare and cast arcane spells of 2nd level or higher, fee of 750 gp.

Special: Prospective members must pay an initiation fee of 750 gp.

CLASS SKILLS

The mage of the Arcane Order's class skills (and the key ability for each skill) are Alchemy (Int), Concentration

(Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Speak Language, and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

CLASS FEATURES

All the following are class features of the mage of the Arcane Order prestige class.

Weapon and Armor Proficiency: Arcane Order casters gain no additional proficiency in any weapon or armor.

Spells per Day: When a new mage of the Arcane Order level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming a mage of the Arcane Order, he must decide to which class he adds the new level for purposes of determining spells per day.

Guild member: A «guild-level» mage of the Arcane Order pays monetary dues and accepts various duties in return for various benefits.

The dues are 30 gp per month.

Duties include putting in an appearance on campus at least once every six months and accepting any special commissions handed down by senior members.

A guildmage who falls into arrears on his dues by more than three months has his membership revoked and loses access to the Spellpool.

Reinstating membership is difficult.

However, ex-members do not lose any spells or metamagic feats they had gained while in good standing.

A member in good standing may board at the Arcane Order campus between adventures, paying only 5 sp per day for common-quality meals and lodging.

At his leisure, he may browse the Order's well-respected library, which is stocked with tomes on both mundane and arcane lore (though no spells are located here).

Likewise, he may use the common laboratory facilities when creating a minor or medium magic item (although material costs remain out-of-pocket).

Furthermore, he is free to read and post notices to the «job-board», a mundane medium whereby fellow members of the Order pass information, advertise their interest in a research topic or adventure, or attempt to sell an interesting oddity, magical or otherwise.

Last but not least, members form professional ties with their fellow wizards, possibly leading to lasting friendships or at least allies.

Spellpool (Sp): Beginning at first level, mages of the Arcane Order can call spells from a common source, the Spellpool. This is a spell-like ability.

New members receive a special focus (a small trinket chosen by the spellcaster, such as a ring, brooch, scarf, or other portable item) at the time of their initiation.

The focus allows access to the Spellpool and works only for its owner.

If he loses his focus, he must undergo another initiation.

The range of available spells increases at levels 4 and 7.

See the Spellpool section, below.

Research Breakthrough: At 2nd and 9th levels, a mage of the Arcane Order gains sudden insight from studying the reconstructed texts of ancient magical grammars.

He gains a bonus metamagic feat.

Bonus Language: At 3rd and 6th levels, the guildmage's access to the Order's superb library and resources allow him to learn a new language.

New Spell: When a mage of the Arcane Order reaches 5th and 8th level, a fellow wizard allows the character to copy a spell from his or her spellbook (chosen by the player, subject to the DM's approval).

He does not need to make a Spellcraft check, although specialist wizards still cannot learn spells from prohibited schools.

Regent: A 10th-level mage of the Arcane Order is awarded the status of regent.

He no longer pays dues but continues to receive all the benefits of guild membership.

A regent gains a +2 competence modifier on all Charisma-based interaction checks when dealing with lower-level members of the Order.

The regents set the Arcane Order's rules and policies, meeting each month in the Council of Regents.

A regent must attend six Council meetings in one year or be removed from the Council and lose his regent status (he loses no other benefits of guild membership).

Enacting new policies or eradicating old ones requires a three-fifths majority vote to pass.

Generally, the Council hands out commissions for lower-level mages of the Arcane Order to perform on behalf of the guild.

An individual regent may also head up a special group of lower-level members to accomplish a specific goal, such as investigating a crime committed using magic, undertaking an archeological dig of an ancient site of wizardry, or some other important task.

THE SPELLPOOL

A magical reservoir of spell energy is bound into a special matrix in a guarded vault in Mathghamhna's sublevel.

Using his guild focus, a mage of the Arcane Order can «call» spells from this common resource at need.

Calling a Spell: Calling a spell from the Spellpool can be done at any distance but requires the caster to have an open, unused spell slot of the appropriate level.

Wizards preparing spells for the day decide at that time whether to leave some spell slots open.

The spellcaster can call only for spells of a level that he could normally cast.

He can call a number of spells per day whose total levels are equal to or less than half his caster level (minimum of one).

For example, a 5th-level wizard can call one 2nd-level spell or two 1st-level spells per day, assuming he has slots available and his Spellpool Debt isn't too high (see below).

When the caster calls a spell, he takes a full-round action to concentrate on his focus (which draws attacks of opportunity).

The spell appears in the caster's mind at the beginning of his next turn in the round and can be used immediately.

However, if he does not cast the called spell within 1 minute per caster level, it fades from his mind as though cast.

Wizards cannot learn the called spell, despite its temporary presence, though of course they could later attempt to learn a spell of the same name through standard means.

Spell Availability: Three stages of access to the Spellpool exist.

A member first joining the Order gains Spellpool I privileges, which grants access to spells of 1st to 3rd level. Spellpool II allows 4th- to 6th-level spells, and Spellpool III grants 7th- to 9th-level spells.

No 0-level spells are available, but the Spellpool can provide any other spell on the wizard/sorcerer spell list in the *Player's Handbook*, as well as any additional spells designated by the DM.

Spellpool Debt: Every time a spellcaster calls a spell, he incurs a debt.

He must return an «energy packet» to the Spellpool: a spell he has prepared (or can cast in the sorcerer's case) of equal level to that called, or a number of spells whose combined levels total the level of the spell called.

For instance, the Spellpool debt for a 5th-level spell is 5 levels, which could be paid off with another 5th-level spell or any combination of spells whose levels total 5.

Returning a spell is a full-round action, like calling a spell, and depletes a prepared spell slot, or uses up a spell slot for the day, as if the spell had been cast.

The debt need not be repaid immediately.

In fact, a spellcaster can accumulate a Spellpool debt equal to three times his caster level (including levels in this prestige class) before facing penalties.

Thus, 5th-level sorcerer/5th-level mage of the Arcane Order could call up to 30 levels of spells from the Spellpool. However, upon incurring 31 or more spell-levels of debt, his access to the Spellpool is automatically suspended until he reduces the debt to 30 or below.

Nothing prevents a spellcaster from paying ahead of time, giving him a «positive balance», so to speak.

Likewise, another guild member may agree to pay off or make a payment toward a caster's Spellpool debt in return for a service, money, or other consideration.

A spell currency of a sort has developed within the Arcane Order, where spellcasters often pay each other with levels of Spellpool debt (informally called «charms»).

TABLE 3-11: THE MAGE OF THE ARCANE ORDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Guild member, Spellpool I	+1 level of existing class
2nd	+1	+0	+0	+3	Research breakthrough	+1 level of existing class
3rd	+1	+1	+1	+3	Bonus language	+1 level of existing class
4th	+2	+1	+1	+4	Spellpool II	+1 level of existing class
5th	+2	+1	+1	+4	New spell	+1 level of existing class
6th	+3	+2	+2	+5	Bonus language	+1 level of existing class
7th	+3	+2	+2	+5	Spellpool III	+1 level of existing class
8th	+4	+2	+2	+6	New spell	+1 level of existing class
9th	+4	+3	+3	+6	Research breakthrough	+1 level of existing class
10th	+5	+3	+3	+7	Regent	+1 level of existing class

MINDBENDER

*"You're doing splendidly.
Keep up the good work!"*

Mindbenders seek to control the thoughts and dreams of others.

From an early age, those destined to walk this path learn little tricks of manipulation to get their way.

Later, they turn to spellcasting to enhance their already impressive skills at bluffing, intimidating, and otherwise dealing with people to their own advantage.

Magic holds the promise of complete mental domination, and the mindbender realizes it spectacularly.

Spellcasters who take this prestige class give up advancing in caster level, but they instead gain ever-greater ability to alter and eventually command the will of others.

Anyone who is ready to sacrifice magic for manipulation is a suitable candidate.

Mindbenders do not get on well with one another, as each attempts to assert his control over the rest.

It is not unknown for one mindbender to secretly control another - such is considered the perfect front.

Possessing the power to control other's minds doesn't ensure immunity to the same treatment.

Hit Die: d4.

REQUIREMENTS

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

Bluff: 4 ranks.

Diplomacy: 4 ranks.

Intimidate: 4 ranks.

Sense Motive: 4 ranks.

Feat: Leadership (see page 45 of *DUNGEON MASTER'S Guide*).

Spells: Ability to cast arcane spells of 3rd level or higher.

CLASS SKILLS

The mindbender's class skills (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

CLASS FEATURES

All the following are class features of the mindbender prestige class.

Weapon and Armor Proficiency: A mindbender gains no additional proficiency in any weapon or armor.

Spells per Day: At 1st, 3rd, 5th, 6th, 7th, and 9th level gained in the mindbender class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming a mind-bender, he must decide to which class he adds the new level for purposes of determining spells per day.

Telepathy (Su): At 1st level, the mindbender unlocks one of the most basic elements of his mental craft, gaining the supernatural ability to communicate telepathically with any creature within 100 feet that has a language.

Skill Boost (Ex): The mindbender is a consummate student of manipulation, be it magical or mundane.

At 1st, 5th, and 7th level, he receives a +6 competence modifier on any of the following skills: Bluff, Diplomacy, Intimidate, and Sense Motive.

The character can apply the entire bonus to one skill or split it among several, as he desires.

Suggestion (Su): At 2nd level, the mindbender can influence the actions of a living creature of size Large or smaller twice per day.

Also called «pushing», this is a supernatural, mind-affecting ability that suggests a course of activity (limited to a sentence or two).

A target within 100 feet must succeed at a Will save (DC 17) to resist the suggestion.

The effect lasts until the target accomplishes what it was asked to do or after 6 hours, whichever occurs first.

It is otherwise identical to the *suggestion* spell (see page 257 of the *Player's Handbook*).

Mindread (Su): At 3rd level, the mindbender learns to read the surface thoughts of a living creature.

Twice per day as a supernatural, mind-affecting ability, he can choose a target within 100 feet, which must succeed at a Will save (DC 17) to resist the effect.

Reading the mind of a creature requires concentration but draws no attack of opportunity.

Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts.

The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

The effect lasts for up to 10 minutes, or when the mindbender ceases concentration.

Beguile (Su): At 4th level, the mindbender can beguile any single living creature of size Large or smaller.

Once per day as a supernatural, mind-affecting ability, he can choose a target within 100 feet, which must succeed at a Will save (DC 18) to resist the effect.

The creature gains a +5 modifier on its saving throw if it is currently being attacked by the mindbender or his allies.

Beguiling a creature is a standard action that does not draw an attack of opportunity.

If successful, the creature regards the mindbender as its trusted friend and ally, as though under the effect of a *charm person* spell (see page 183 of the *Player's Handbook*). It is not necessary to know the creature's language—the ability is exercised telepathically.

Friends Forever (Su): On reaching 6th level, the mindbender tightens his mental control over others.

A creature he has beguiled using that supernatural ability (see above) becomes his permanent friend, unless the mindbender does something obviously harmful to the creature or orders it to take an action that is suicidal or utterly against its nature (which breaks the friendship).

This is a supernatural, mind-affecting ability.

A mindbender can have only two such friends at one time. The effect is temporarily suppressed if the target is warded by *protection from evil*.

It is permanently broken by a successful *dispel magic* against caster level 14.

Dominate (Su): At 7th level, the mindbender can dominate any single living creature of size Large or smaller once per day.

He chooses a target within 100 feet, which must succeed at a Will save (DC 19) to resist the effect.

This is a supernatural, mind-affecting ability, creating a compulsion effect, and takes a standard action that does not draw an attack of opportunity.

The effect lasts for 3 days.

It is otherwise identical to the *dominate person* spell (see page 197 of the *Player's Handbook*).

Mass Beguile (Su): On reaching 9th level, the mindbender can extend his influence to several beings.

Once per day, he can use his beguile ability (see above) against a number of appropriate targets whose combined Hit Dice do not exceed 40.

This is a supernatural, mind-affecting ability that can be used in addition to beguiling a single creature.

If more potential targets exist than the mindbender can affect, he chooses them one at a time until he exceeds the Hit Die limit.

Thrall (Su): At 10th level, the mindbender's mental mastery reaches its pinnacle.

Any creature that he has dominated (see above) becomes his permanent thrall.

A mindbender can have only one thrall at a time.

A *protection from evil* spell does not interrupt this influence, but it can be permanently broken by a successful *dispel magic* against caster level 18.

TABLE 3-12: THE MINDBENDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Telepathy, skill boost	+1 level of existing class
2nd	+1	+3	+0	+3	Suggestion	
3rd	+1	+3	+1	+3	Mindread	+1 level of existing class
4th	+2	+4	+1	+4	Beguile	
5th	+2	+4	+1	+4	Skill boost	+1 level of existing class
6th	+3	+5	+2	+5	Friends forever	+1 level of existing class
7th	+3	+5	+2	+5	Skill boost	+1 level of existing class
8th	+4	+6	+2	+6	Dominate	
9th	+4	+6	+3	+6	Mass beguile	+1 level of existing class
10th	+5	+7	+3	+7	Thrall	

PALE MASTER

"The dead aren't so bad once you get to know them"

Necromancy is usually a poor choice for arcane spellcasters—those who really want to master the deathless arts almost always pursue divine means.

However, an alternative exists for those who desire power over undead but refuse to give up their arcane craft completely.

Enter the pale master, who draws on a font of special lore that provides a macabre power all its own.

Many pale masters still end up supplementing their arcane power with levels of divine magic.

The mixture of "pale lore" and clerical abilities to sway, create, command, and destroy undead can be a potent one. NPC pale masters head special strike groups comprising lesser undead, supplemented as needed with more powerful, summoned undead.

Sometimes they serve or act in collusion with powerful evil characters, such as true necromancers or divine spellcasters with Death as one of their domains.

Wherever pale masters go, undead follow.

Often it is difficult to tell a pale master from the undead that he surrounds himself with.

Hit Die: d6.

REQUIREMENTS

To qualify to become a pale master, a character must fulfill all the following criteria.

Alignment: Any nongood.

Knowledge (Religion): 8 ranks.

Feat: Skill Focus (Knowledge [religion]).

Spells: Ability to cast arcane spells of 3rd level or higher.

Special: The candidate must have spent three or more days locked in a tomb with animate undead.

This contact may be peaceful or violent.

A character who is slain by the undead and later raised still meets the requirement, although the resulting level loss may delay compliance with other prerequisites.

CLASS SKILLS

The pale master's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

CLASS FEATURES

All the following are class features of the pale master prestige class.

Weapon and Armor Proficiency: Pale masters gain no additional proficiency in any weapon or armor.

Spells per Day: At every second level gained in the pale master class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming a pale master, he must decide to which class he adds the new level for purposes of determining spells per day.

Bonemail: The pale master has an instinctive feel for bone and can craft necromantic armor composed of interlocking bones.

His appreciation for all things dead allow him to wear the bonemail like a second skin—that is, natural armor, which does not interfere with arcane spellcasting.

Only pale masters gain any benefit to Armor Class from wearing bonemail.

At 1st level, the bonemail grants a +2 natural armor bonus to its wearer.

At 4th level, the pale master's mastery over this unusual medium allows him to move more naturally within the armor, granting him a +4 natural armor bonus.

Finally, at 8th level, the pale master becomes a true bone artisan, receiving a +6 natural armor bonus from his bonemail.

These increased bonuses are the result of greater expertise in wearing the armor, so bonemail created by a higher-level pale master confers only the natural armor bonus appropriate to the wearer's level.

Animate Dead (Sp): At 2nd level, the pale master begins to exercise control over the undead.

Once per day as a spell-like ability, he can use *animate dead* without need of a material component.

Levels of this prestige class count as caster levels for this purpose.

All other level restrictions of *animate dead* still apply.

For example, a 6th-level sorcerer/2nd-level pale master can only animate up to 8 HD of undead with a single use of this ability.

Likewise, he can only control up to 16 total HD of undead created using this ability at one time.

Darkvision (Ex): At 3rd level, the dark begins to lose its mysteries to the pale master, who gains darkvision with a 60-foot range.

This is an extraordinary ability.

If he already has darkvision, its range increases by 60 feet.

Summon Undead (Su): On reaching 4th level, the pale master can summon two undead creatures twice per day as a supernatural ability.

This is a standard action that does not provoke an attack of opportunity.

The undead appear at the beginning of the pale master's next action, at a point he designates (and can see) within 60 feet, and they act immediately.

The pale master may verbally direct the undead to attack, not attack, attack particular enemies, or perform other actions.

Summoned undead remain for 1 round per caster level, after which time they disappear (sooner if destroyed in combat).

Summoned undead do not count against the pale master's HD total for controlling undead with his animate dead ability (see above).

The pale master's caster level determines the type of undead he can summon, as noted below.

Caster Level	Undead Summoned
5th	Ghoul
6th	Shadow
7th	Ghast
8th	Wight
9th	Wraith

Character caster levels count as caster levels for this purpose.

If desired, he can summon three less powerful undead in place of the highest-level undead available (for example, instead of two wights, he could summon three ghouls, shadows, or ghasts).

All summoned undead have +4 turn resistance, in addition to any turn resistance they already possess, for the duration of their stay.

Deathless Vigor: At 5th level, the pale master's body becomes more akin to the undying flesh of those creatures he associates with.

The character gains +3 hit points as though from the Toughness feat.

Undead Graft: At 6th level, the pale master gives in to necrophagic urges too terrible to verbalize.

He cuts off his arm and replaces it entirely with an undead prosthetic, which may be completely skeletal or preserved flesh stitched in place like that of a flesh golem.

Regardless of its composition, the limb grants a +4 inherent modifier to the character's Strength.

Additionally, the undead graft allows him to use up to two of the following touch attacks per day.

These are supernatural abilities, and he can use the same one twice in one day.

A touch attack that misses does not count against the daily limit.

Paralyzing Touch (Su): A living foe hit by the pale master's touch attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes (elves are immune).

Weakening Touch (Su): A living foe hit by the pale master's touch attack takes 1d6 points of temporary Strength damage.

A creature reduced to Strength 0 dies.

Degenerative Touch (Su): A living foe hit by the pale master's touch attack receives one negative level.

The Fortitude save to remove the negative level has a DC of 14.

Destructive Touch (Su): A living foe hit by the pale master's touch attack must succeed at a Fortitude save (DC 14) or take 1d6 points permanent Constitution drain.

Commanding Touch (Su): If the pale master makes a successful touch attack against an undead foe with HD equal to or less than his caster level, it comes under his command for a number of rounds equal to his caster level. When the duration expires, the undead creature returns to its former allegiance, if any.

The newly controlled undead can still be turned.

Tough As Bone (Ex): On reaching 7th level, the pale master takes on yet more qualities of an undead being.

He gains immunity to stunning and is unaffected by subdual damage.

Graft Upgrade: At 8th level, the pale master becomes more skilled in the use of his undead graft (see above).

All touch attacks using the graft receive a +2 competence modifier on the attack roll.

Additionally, the pale master can use its supernatural abilities three times per day.

Summon Greater Undead (Su): At 9th level, the pale master may summon one powerful undead creature once per day as a supernatural ability.

The pale master's caster level determines the type of creatures he can summon, as noted below.

Caster Level	Undead Summoned
9th	Mummy
10th	Spectre
11th	Vampire*
12th	Ghost**

* Summoned vampires have a CR equal to 1 less than the pale master's effective caster level.

** Summoned ghosts have the following ghostly abilities in addition to manifestation: malevolence, horrific appearance, and corrupting gaze.

If desired, he can summon two less powerful undead in place of the highest-level undead available (for example, instead of one vampire, he could summon two mummies or spectres).

All summoned undead have +4 turn resistance, in addition to any turn resistance they already possess, for the duration of their stay.

This ability is otherwise identical to the summon undead ability (see above).

Deathless Mastery: On reaching 10th level, the pale master is now a scion of the deathless arts.

His body becomes partly mummified, and he is no longer subject to critical hits.

Moreover, he gains access to the pale master touch using his undead graft (see below) and can call on the powers granted by the prosthetic four times per day.

The pale master is now served constantly by an undead vassal with total HD no greater than his caster level (including levels of this prestige class). He chooses an undead type from those he can personally animate or summon, and it obeys his every command. The vassal gains +4 turn resistance (which stacks with any turn resistance it already possesses but not with the +4 turn resistance of summoned undead). The vassal's HD do not count against the pale master's HD total for controlling undead (see above).

TABLE 3-13: THE PALE MASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Bonemail +2	+1 level of existing class
2nd	+1	+3	+0	+3	Animate dead	
3rd	+1	+3	+1	+3	Darkvision	+1 level of existing class
4th	+2	+4	+1	+4	Summon undead, bonemail +4	
5th	+2	+4	+1	+4	Deathless vigor	+1 level of existing class
6th	+3	+5	+2	+5	Undead graft	
7th	+3	+5	+2	+5	Tough as bone	+1 level of existing class
8th	+4	+6	+2	+6	Graft upgrade, bonemail +6	
9th	+4	+6	+3	+6	Summon greater undead	+1 level of existing class
10th	+5	+7	+3	+7	Deathless mastery	

SPELLSWORD

"I've got your magic sword right here"

The dream of melding magic and weaponplay is fulfilled in the person of the Spellsword.

A student of both arcane rituals and martial techniques, the Spellsword gradually learns to cast spells in armor with less chance of failure.

Moreover, she can cast spells through her weapon, as well as store spells there for later use.

Despite the name, a Spellsword can use any weapon or even switch weapons.

«Spellaxe», «spellspear», and other appellations for this prestige class are certainly possible but not commonly used. The requirements for this prestige class make it most attractive to multiclassed wizard/fighters or sorcerer/fighters, although bard/fighters can meet the requirements just as easily.

Feared by mages for her ability to cast in armor, and by common swordsmen for her ability to use spells, a Spellsword often walks the world alone.

Hit Die: d8.

REQUIREMENTS

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

Base Attack Bonus: +4.

Knowledge (any): 6 ranks.

Weapon and Armor Proficiency: All simple and martial weapons and all armor (heavy, medium, and light).

Spells: Ability to cast arcane spells of 2nd level or higher.

Special: Must have defeated a foe through force of arms alone, without recourse to spellcasting or special class abilities.

CLASS SKILLS

The Spellsword's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Knowledge

Deathless Master Touch (Su): A living foe of size Large or smaller hit by the pale master's touch attack must succeed at a Fortitude save (DC 17) or die.

A slain creature automatically animates 1 round later as though with the pale master's animate dead ability (see above) and is under his control.

Undead created using this power do count against the pale master's HD total for controlling undead.

(Int), Jump (Str), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

CLASS FEATURES

All the following are class features of the Spellsword prestige class.

Spells per Day: At every second level gained in the Spellsword class, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for an increased effective level of spellcasting.

If a character had more than one spellcasting class before becoming a Spellsword, she must decide to which class she adds the new level for purposes of determining spells per day.

Channel Spell (Su): Once per day as a free action, the Spellsword can cast a spell through her weapon (melee or ranged) as she attacks with it.

This is a supernatural ability.

The channeled spell counts against the spellsword's normal daily limit and must specify a target.

Thus, *sleep* is not eligible since it does not affect a "target creature".

The maximum allowable spell level increases as noted below.

Channel Spell	Maximum Spell Level
I	1 st
II	2 nd
III	3 rd

If desired, the Spellsword can cast two spells of one level lower or three spells of two levels lower. (A 0-level spell is treated as equivalent to a 1st-level spell for purposes of this ability).

A channeled spell targets the creature hit by the Spellsword's weapon, which still gets a saving throw if the spell allows one.

Even if a spell can target more than one creature, channeling it through the weapon limits its effect to the single opponent attacked.

If the weapon attack misses, the channeled spell is wasted. Ignore Spell Failure (Ex): Beginning at 2nd level, the Spellsword's hard work and practice at merging spellplay with weaponplay starts to pay off.

As an extraordinary ability, she ignores a portion of the arcane spell failure chance associated with using armor. This reduction starts at 10% and gradually increases to 30% as shown on Table 3-14 above.

The Spellsword subtracts the listed percentage value from her total spell failure chance, if any.

For instance, a character with scalemail and a small shield normally has a spell failure chance of 30%, but this drops to only 20% for a 2nd-level Spellsword.

Spellsword Cache: At 6th level, the Spellsword learns how to store spells of up to 3rd level in her weapon.

Effectively, she gains the Brew Potion feat using an alternative medium (see page 80 of the *Player's Handbook*). All rules, XP costs, and expenses that apply to Brew Potion also apply to this ability, with the following exceptions.

Once cached, the spell remains intangible, resonating within the Spellsword's weapon until it is needed.

To call on the desired spell, she holds her weapon forth as a standard action that draws an attack of opportunity.

The Spellsword absorbs the cached spell's effect through the weapon's pommel.

By touching her weapon to another willing individual, she can confer a cached spell on that target.

The Spellsword can store a number of spells in her weapon equal to her level in this prestige class plus her Intelligence score.

Cached spells are never accidentally lost during combat.

If the weapon is ever broken, all the spells cached therein are immediately ruined.

Bonus Feat: At 8th level, the Spellsword perfects her art, gaining a bonus feat.

This must be either a metamagic feat or one drawn from the list of bonus feats allowed to a fighter (see page 37 of the *Player's Handbook*).

TABLE 3-14: THE SPELLSWORD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Channel spell I	
2nd	+1	+3	+0	+3	Ignore spell failure 10%	+1 level of existing class
3rd	+2	+3	+1	+3	Ignore spell failure 15%	
4th	+3	+4	+1	+4	Channel spell II	+1 level of existing class
5th	+3	+4	+1	+4	Ignore spell failure 20%	
6th	+4	+5	+2	+5	Spellsword cache	+1 level of existing class
7th	+5	+5	+2	+5	Ignore spell failure 25%	
8th	+6	+6	+2	+6	Bonus feat	+1 level of existing class
9th	+6	+6	+3	+6	Ignore spell failure 30%	
10th	+7	+7	+3	+7	Channel spell III	+1 level of existing class

TRUE NECROMANCER

«First, I kill you.»

Power corrupts.

Power over life and death corrupts absolutely.

The power to raise an undying, unkillable servant from the husk of the formerly living is seductively, darkly tempting—and certainly evil.

Those who seek such unyielding obedience from the dead willingly tread the path of necromancy.

A character who wishes to become a true necromancer must take levels in both arcane and divine spellcasting classes.

Only then does she begin her sinister schooling, learning how to combine the foulest of both into a single, necromantic whole.

NPC true necromancers are usually found singly-living in abandoned graveyards, hidden in the depths of centuries-old catacombs, or lurking in an unhallowed mausoleum.

Occasionally necromancers gather into small societies or evil associations, but sooner or later most such groups are stamped out.

At least, so think those concerned with the triumph of good over evil in the world.

But they have never seen the Bleak Academy.

Hit Die: d4.

REQUIREMENTS

To qualify to become a true necromancer, a character must fulfill all the following criteria.

Alignment: Any nongood.

Knowledge (arcana): 8 ranks.

Knowledge (religion): 8 ranks.

Spells: Ability to cast divine spells, one of which must be *animate dead*, and arcane spells, which must include *spectral hand* and *vampiric touch*.

Special: Must have access to the Death domain.

CLASS SKILLS

The true necromancer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Search (Int), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

CLASS FEATURES

All the following are class features of the true necromancer prestige class.

Weapon and Armor Proficiency: A true necromancer gains no additional proficiency in any weapon or armor.

Spells per Day: When a new true necromancer level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class.

She does not, however, gain all the benefits a character of that class would have gained (metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on).

She does still gain effective levels for purposes of rebuking undead (see Rebuke below) and casting certain spells (see Necromancer below).

If a character had more than one spellcasting class before becoming a true necromancer, she must decide to which class she adds the new level for purposes of determining spells per day.

Rebuke (Su): The true necromancer has great influence over the living dead.

Whenever she gains a level in this prestige class, she also gains an effective level for purposes of rebuking undead. For instance, if a 5th-level cleric/5th-level wizard takes 2 levels of true necromancer, she rebukes undead as a 7th-level cleric.

Necromancer: The true necromancer has unsurpassed power over death.

When she casts necromantic spells (from the school of Necromancy or the domain of Death), all her spellcaster levels stack for purposes of determining their effect. She does not gain access to higher-level spells any faster than normal, but the specified spells behave as though cast by someone of that higher level.

For example, a 5th-level cleric/5th-level wizard/2nd-level true necromancer has added her two effective level increases to her wizard class.

If she casts an arcane, nonnecromancy spell, her caster level is 7th, while for a divine, nondeath spell, it is 5th. However, if she casts a spell from the Necromancy school or Death domain, her effective caster level is 12th (equal to her character level).

Zone of Desecration (Su): At 2nd level, the true necromancer begins to exert her authority over undead. As a supernatural ability, she is continuously surrounded by a 20-foot-radius area of negative energy.

The effect is otherwise identical to the *desecrate* spell (see page 192 of the *Player's Handbook*).

Create Undead (Sp): On attaining 4th level, the true necromancer can *create undead* as a spell-like ability, once per day (see page 189 of the *Player's Handbook*).

She must still supply the requisite material components. This ability is considered a necromantic spell (see Necromancer above), so the character's effective caster level is the total of all her spellcaster class levels.

Major Desecration (Su): At 5th level, the true necromancer extends her authority over undead.

The supernatural area of negative energy surrounding her (see Zone of Desecration above) now extends to a radius of 10 feet per spellcaster class level.

Create Greater Undead (Sp): On reaching 7th level, the true necromancer can *create greater undead* once per day as a spell-like ability (see page 189 of the *Player's Handbook*).

She must still supply the requisite material component. This ability is considered a necromantic spell (see Necromancer above), so the character's effective caster level is the total of all her spellcaster class levels.

Energy Drain (Sp): At 10th level, the true necromancer acquires one of the most dreaded powers of the undead. Once per day, she can use *energy drain* as a spell-like ability (see page 199 of the *Player's Handbook*).

This ability is considered a necromantic spell (see Necromancer above), so the character's effective caster level is the total of all her spellcaster class levels.

TABLE 3-15: THE TRUE NECROMANCER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Rebuke, necromancer	+1 level of existing class
2nd	+1	+0	+0	+3	Zone of desecration	+1 level of existing class
3rd	+1	+1	+1	+3		+1 level of existing class
4th	+2	+1	+1	+4	Create undead	+1 level of existing class
5th	+2	+1	+1	+4	Major desecration	+1 level of existing class
6th	+3	+2	+2	+5		+1 level of existing class
7th	+3	+2	+2	+5	Create greater undead	+1 level of existing class
8th	+4	+2	+2	+6		+1 level of existing class
9th	+4	+3	+3	+6		+1 level of existing class
10th	+5	+3	+3	+7	Energy drain	+1 level of existing class

WAYFARER GUIDE

"Where to?"

The wayfarer guide focuses on honing her skills at instantaneous magical transportation.

Unlike spellcasters of other prestigious associations, a wayfarer guide need not devote years of her life to the art of

teleportation nor focus her attention overmuch on the pursuit of perfection.

Still, she learns secrets of the trade that are only available through employment with the Wayfarers' Union (see Chapter 3: Prestige Classes).

The Union is, at its heart, a transportation service that specialty spellcasters provide for those willing to pay. Wayfarers' Union offices are generally found in large cities, staffed by wayfarer guides who offer a variety of standard services.

Particularly qualified wayfarer guides, called «danger wayfarers», are sometimes available to teleport bold clients into dangerous locales, though the price is commensurately higher.

Hit Die: d4.

REQUIREMENTS

To qualify to become a wayfarer guide, a character must fulfill all the following criteria.

Knowledge (arcana): 10 ranks.

Knowledge (geography): 10 ranks.

Feats: Sanctum Spell, Skill Focus (Knowledge [geography]).

Spells: Ability to cast *teleport*.

Special: A prospective wayfarer guide must join the Wayfarers' Union (although she can later quit without losing previously acquired levels).

CLASS SKILLS

The wayfarer guide's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Speak Language, and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

CLASS FEATURES

All the following are class features of the wayfarer guide prestige class.

Weapon and Armor Proficiency: Wayfarer guides gain no additional proficiency in any weapon or armor.

Spells per Day: When a wayfarer guide reaches 1st and 3rd level, she gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class.

She does not, however, gain all the benefits a character of that class would have gained (metamagic or item creation

feats, hit points beyond those she receives from the prestige class, and so on).

She does still gain effective spellcaster levels.

If a character had more than one spellcasting class before becoming a wayfarer guide, she must decide to which class she adds the new level for purposes of determining spells per day.

Enhanced Capacity (Ex): A wayfarer guide can transport material more efficiently.

When casting any spell with the «teleportation» descriptor, the wayfarer guide's maximum weight capacity is 100 pounds per caster level (normally 50).

Extra Teleportation: At 2nd level, the wayfarer guide gains an extra 5th-level spell slot, which can be used only for a *teleport* spell.

This extra spell slot is gained as if through having a high ability score.

Enhanced Accuracy (Ex): On reaching 3rd level, the wayfarer guide becomes more skilled at arriving on target. When casting any spell with the «teleportation» descriptor, roll d% and consult the Wayfarer's Teleport table below (instead of the Teleport table on page 264 of the *Player's Handbook*).

WAYFARER'S TELEPORT

	On Target	Off Target	Similar Area	Mishap
Familiarity				
Very familiar	01-100	—	—	—
Studied carefully	01-99	100	—	—
Seen casually	01-94	95-97	98-99	100
Viewed once	01-88	89-94	95-98	99-100
Description	01-76	77-88	89-96	97-100
False destination*	—	—	81-92	93-100

* Roll 1d20+80 to determine the result.

TABLE 3-16: THE WAYFARER GUIDE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Enhanced capacity	+1 level of existing class
2nd	+1	+0	+0	+3	Extra teleportation	
3rd	+1	+1	+1	+3	Enhanced accuracy	+1 level of existing class

TOME OF BATTLE (3.5)

BLOODCLAW MASTER

“My blades thirst for blood.”

—Rhaskana, Bloodclaw Secretkeeper

A bloodclaw master embraces the animal within to a degree that it becomes external, partially transforming him into the beast from which the discipline was inspired.

He employs small, light weapons almost like claws.

He focuses on the Tiger Claw discipline, and his maneuvers speak to the quick-striking nature of his discipline's feline namesake.

BECOMING A BLOODCLAW MASTER

This class favors those who prefer fighting with two light weapons, and who are fond of the maneuvers of the Tiger Claw discipline.

Most bloodclaw masters are swordsages or warblades of the Tiger Claw discipline.

Some barbarians also choose to embrace their inner beast, becoming a bloodclaw master after either taking a few martial adept class levels or selecting the Martial Study feat enough times to meet the entry requirements.

A few rogues also consider this class, because sneak attacks made with two weapons are especially deadly.

ENTRY REQUIREMENTS

Skills: Jump 9 ranks.

Feats: Multiattack or Two-Weapon Fighting.

Martial Maneuvers: Must know three Tiger Claw maneuvers.

CLASS SKILLS

(2 + Int modifier per level): Balance, Climb, Handle Animal, Jump, Knowledge (nature), Listen, Martial Lore*, Move Silently, Spot, Survival.

* New skill described on page 28.

CLASS FEATURES

As you advance as a bloodclaw master, you become more like the tiger that inspired your chosen martial discipline. You gain mastery of more Tiger Claw maneuvers, while also gaining the ability to shift into a feral form.

Maneuvers: At each odd-numbered level, you gain a new maneuver known from the Tiger Claw discipline.

You must meet a maneuver's prerequisite to learn it.

You add your full bloodclaw master levels to your initiator level to determine your total initiator level and your highest-level maneuvers known.

At 3rd level, you gain an additional maneuver readied per day.

Shifting (Su): You can become more like a tiger by focusing your feral nature.

Once per day, you can enter a state that is superficially similar to a barbarian's rage.

While you are shifting, your appearance takes on tigerlike aspects: Your fingernails become more pointed and clawlike, the irises of your eyes become narrow, catlike slits, your ears grow more pointed, and so on.

While shifting, you gain a +2 bonus to Strength and you grow claws that can be used as natural weapons.

These claws deal 1d4 points of damage with each successful attack.

You can attack with one claw as a standard action or with two claws as a full attack action (as a primary natural weapon).

You cannot attack more than once per round with a single claw, even if your base attack bonus is high enough to give you multiple attacks.

You can attack with a claw as a light off-hand weapon while wielding a weapon in your primary hand, but doing so incurs the normal penalties for fighting with two weapons. Shifting is a free action and lasts for a number of rounds equal to your Con modifier + your bloodclaw master class level.

At 3rd level and again at 5th level, you gain an additional daily use of your shifting ability.

Claws of the Beast (Ex): When attacking with two daggers or Tiger Claw weapons (kukri, kama, handaxe, unarmed strike, or claws), you add your full Strength bonus to damage rolls made for your off-hand weapon.

Superior Two-Weapon Fighting (Ex): Starting at 2nd level, when you attack with two daggers or Tiger Claw weapons, you do not take the -2 penalty on attack rolls for fighting with two weapons.

Tiger Claw Synergy (Ex): Beginning at 2nd level, while you are in a Tiger Claw stance, you can choose to gain either a +1 dodge bonus to your Armor Class or a +10-foot bonus to your base speed.

You make this choice when you enter the stance.

At 4th level, you become more accurate at dealing Tiger Claw strikes.

You gain a +1 bonus on any attack rolls made as part of a strike from the Tiger Claw discipline.

Pouncing Strike (Ex): From 3rd level on, when wielding two weapons, you can take a standard action to make a single melee attack with each weapon.

Each attack is made at your highest attack bonus.

You can also make an attack with each weapon against an opponent at the end of a charge.

When you use pouncing strike, you lose the use of one Tiger Claw strike you have readied for the current

encounter, just as if you had initiated the strike (except you do not also gain the strike's normal effect).

Once you use this ability, you can recover the maneuver you expended and use it normally.

Low-Light Vision (Ex): At 3rd level, your eyes function better in dim light, as you adopt the senses of the tiger.

You gain low-light vision.

Rending Claws (Ex): At 5th level, while you are shifting and attacking with two daggers or two Tiger Claw weapons and you successfully hit an opponent with both weapons in the same round, the second weapon that hits deals an extra 2d6 points of damage.

This effect is considered a boost from the Tiger Claw discipline.

When you use rending claws, you lose the use of one Tiger Claw boost you have readied for the current encounter, just as if you had initiated the boost (except you do not also gain the boost's normal effect).

Once you use this ability, you can recover the maneuver you expended and use it normally.

Scent (Ex): Once you have reached 5th level, your heightened animalistic senses also give you the ability to smell nearby creatures.

You gain the scent special ability (MM 314).

PLAYING A BLOODCLAW MASTER

Like the tiger, you are aloof and proud, but quick to act when a situation demands it.

Some mistake your demeanor for arrogance, but you know your attitude is more like patience.

You seek to learn the details around a circumstance before offering your input.

When you speak, you do so sagely, with confidence, even if you aren't certain that you are actually correct.

It is more important that others believe you are right, that you are infallible.

Your patience is not infinite, however, and you are always eager to spring into action.

Nothing bothers you more than spending a long period of time in a small, enclosed room with nothing to do and no one to kill.

As you identify with your internal tiger, you adopt external ways of displaying your bond, perhaps by striping your arms or face with black soot or adorning yourself with jewelry fashioned from tooth and claw.

Bloodclaw masters are held in high esteem by many followers of the fractious Tiger Claw discipline, though some Tiger Claw adepts harbor jealousy or even loathing for those who follow the bloodclaw master path.

As a bloodclaw master, you fight with a ferocity and cunning that surpasses all but the most skilled masters of Tiger Claw.

A few believe that your ferocity dilutes the purity of Tiger Claw, and that bloodclaw masters mark a regression in the advancement of the discipline.

Others simply bide their time, waiting like a tiger for you to drop your guard.

Even so, every proclaimed student of the Tiger Claw will give the honor and respect deserving of your expertise.

COMBAT

Half of a battle occurs before the fight begins.

You prefer to choose your battleground, to stalk your opponent into terrain that best suits your abilities.

Once battle is joined, you become a frenzy of motion, striking quickly and at the most vulnerable target available, hindering your opponents' ability to react.

You lead with a charge, shifting along the way, to get yourself in position where your claws or your kukris can deal the most damage.

Taking advantage of your leaping skills, you jump to any available high ground to gain an upper hand.

ADVANCEMENT

In your hands, small blades are like an extension of your own hands—like claws made of steel.

The strikes and counters of the Tiger Claw discipline are natural extensions of your own combat ability.

Following the path of bloodclaw master speaks to your feral nature, letting you become one with the beast in your heart. Masters of the Tiger Claw see this spark within you, and through your training you have learned of the path of the beast and what you must do to unlock it.

As a bloodclaw master, you have earned your way into an elite subset of the Tiger Claw school.

Your abilities are revered by many, especially those relatively new to the discipline.

Older masters who have not embraced their own inner tigers might view you with disdain, but even they must recognize the power you wield.

To fully utilize some of the best Tiger Claw maneuvers, you will want to keep your Jump skill maximized.

If you haven't already, you should take the Blade Meditation feat.

Tiger Blooded is an ideal feat to take if you have a barbarian level, and you can use Martial Study to further expand your Tiger Claw maneuver repertoire.

Many of your maneuvers key off critical hits, so Improved Critical can increase those opportunities.

RESOURCES

A fellow student or master of the Tiger Claw is obliged to provide food and lodging for a short time, unless you are enemies for some reason.

You, in turn, are expected to provide a demonstration of your abilities, showing your host the true nature of the tiger.

Since the bloodclaw masters are not a recognized group or authority, even within the Tiger Claw discipline, any additional support is unlikely.

More often, a master might provide a task or quest that serves his own ends, but you are not under any particular obligation to accept it.

BLOODCLAW MASTERS IN THE WORLD

"What's worse than a raging weretiger?"

A raging weretiger with a huge axe."

—Aubren Starchaser, ranger of the north

Bloodclaw masters are feral fighters that represent the purest form of the Tiger Claw discipline, at least in their own minds.

They are a specialized extension of the martial classes, an example of how a character might embody the essence of a particular martial school.

In the case of Tiger Claw, the followers of the discipline itself are fragmented and disorganized, and a bloodclaw master could just as easily be a valuable ally or a memorable foe.

ORGANIZATION

It is said that a mountain can be home to only one tiger.

In ages past, the Tiger Claw martial school had many monasteries and fighting colleges, but now the former order is fractured and in shambles after many of the masters met their end following the destruction of the Temple of the Nine Swords and the death of the Tiger Lord. Now, masters of the Tiger Claw are few and far between.

Although they show each other courtesy, many work against each other for their own petty ends.

Bloodclaw masters are seen by the discipline's masters as pawns they can use to gain personal power, and even while they provide training, they secretly plot to use their pupils against their rivals.

NPC REACTIONS

The sometimes outlandish appearance and marked standoffishness of bloodclaw masters tends to intimidate most people.

Those who have significant knowledge of the martial paths give due respect to a bloodclaw master, but the reception by others depends on the venue.

People in locales that adventurers frequent are more likely to be indifferent to a bloodclaw master, while those in more upscale environs tend to be unfriendly.

BLOODCLAW MASTER LORE

Characters with ranks in Martial Lore can research bloodclaw masters to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the Information from lower DCs.

DC 10: Somehow, these people can turn into tigers.

DC 15: Bloodclaw masters are fierce two-weapon wielders in combat.

DC 20: They are masters of a martial discipline, known as the Tiger Claw, that allows them to channel an inner beast to briefly transform themselves into a form not unlike a tiger.

DC 30: Characters who achieve this level of success can learn important details about a specific notable bloodclaw master, the areas where he operates, and the kinds of activities he undertakes.

A character with the Gather Information skill can attempt a DC 25 check to locate a bloodclaw master, provided one is in the region.

Alternately, he might attempt to locate a master of the Tiger Claw discipline, who could at least provide information and background on the bloodclaw master and the way of the beast.

Doing so requires the master's attitude to be helpful.

BLOODCLAW MASTERS IN THE GAME

Bloodclaw masters epitomize the Tiger Claw discipline.

A campaign that incorporates multiple martial schools can use bloodclaw masters to represent the more active members of the Tiger Claw school.

Even a setting that is not entirely integrated with the martial classes could incorporate a bloodclaw master as a lone warrior.

The class appeals greatly to players who want to focus a martial adept character in the Tiger Claw school.

Players fond of dual-weapon-wielding characters will also be drawn to this class.

The specialist, rather than the generalist, will find the bloodclaw master appealing.

ADAPTATION

In the EBERRON setting, bloodclaw masters are typically shifters who use the teachings of Tiger Claw and the way of

the bloodclaw master to bring themselves closer to their animalistic heritage.

Groups of Tiger Claw adepts and bloodclaw masters share their martial knowledge in conclaves throughout the Eldeen Reaches.

TABLE 5-1: THE BLOODCLAW MASTER HIT DIE: d12

Level	Base				Maneuvers Known	Maneuvers Readied	Special
	Attack Bonus	Fort Save	Ref Save	Will Save			
1st	+0	+2	+2	+0	1	0	Shifting 1/day, claws of the beast
2nd	+1	+3	+3	+0	0	0	Superior two-weapon fighting, tiger claw synergy (stance)
3rd	+2	+3	+3	+1	1	1	Pouncing strike, low-light vision, shifting 2/day
4th	+3	+4	+4	+1	0	0	Tiger claw synergy (strike)
5th	+3	+4	+4	+1	1	0	Rending claws, scent, shifting 3/day

SHIFTERS AND THE BLOODCLAW MASTER

A shifter character, from the Eberron campaign setting, gains slightly different benefits from taking levels in this class. The class's shifting ability instead grants the shifter one additional shift per day at 1st and 5th levels (but not 3rd level),

and the duration of the character's racial shifting ability is increased by 1 round for each level he takes in this prestige class. The PC is treated as having the razorclaw shifter trait for the purpose of meeting prerequisites (such as for other shifter feats).

BLOODSTORM BLADE

"My anger is a building storm.

When it breaks, my enemies' blood will drench the ground like rain."

—Varand Thunderhand, bloodstorm blade

Other martial adepts rightfully look with wonder upon those who learn the bloodstorm style.

Once a secret art jealously guarded by a sword-cult of githyanki warblades, bloodstorm techniques now find use in the hands of martial adepts of many races—most notably, the informal mercenary organization known as the Bloodstorm Guild.

The style takes knowledge from the Iron Heart discipline and applies it to attacks with thrown weapons.

A bloodstorm blade who masters these methods often becomes more deadly when a weapon leaves his hands than when he holds onto it.

BECOMING A BLOODSTORM BLADE

Almost all bloodstorm blades begin their careers as warblades, since that class offers the easiest and most obvious path to mastery of the bloodstorm style.

A few bloodstorm blades find their way to the class through other routes, usually by means of the Martial Study feat.

Other than warblades, fighters most often become bloodstorm blades, but barbarians, rangers, rogues, and monks can also be counted among their number.

Although the bloodstorm blade prestige class primarily features abilities that augment ranged attacks, a high Dexterity score is unnecessary because a character can make use of the thunderous throw ability.

Alternatively, a character with a high Dexterity score and relatively low Strength score can forgo using thunderous throw and instead optimize by taking Combat Reflexes and using eye of the storm.

Either type of character can take feats that increase prowess and attack power with a single melee weapon; the benefits of either approach apply to both ranged and melee attacks.

ENTRY REQUIREMENTS

Skills: Balance 8 ranks.

Feats: Point Blank Shot.

Martial Maneuvers: Must know one Iron Heart strike and one Iron Heart stance.

CLASS SKILLS

(4 + Int modifier per level): Balance, Concentration, Craft, Intimidate, Jump, Martial Lore*, Spot, Tumble.

* New skill described on page 28.

CLASS FEATURES

As a bloodstorm blade, you gain extraordinary mastery over attacks with thrown weapons, and you learn to throw nearly any weapon at your foes.

These abilities lend themselves to a strong focus on a single weapon of choice that you can then wield both in melee and at range.

Some of the bloodstorm blade class features require you to expend a use of an Iron Heart strike for an encounter, or subsume the effects of an Iron Heart stance.

Returning Attacks (Ex): You can hurl your weapon at a foe and command it to ricochet back to you.

Any weapon you throw behaves as though it has the returning special ability (DMG 225).

When you use returning attacks, you lose the use of one Iron Heart strike you have readied for the current encounter, just as if you had initiated the strike (except you do not also gain the strike's normal effect).

Once you use this ability, you can recover the maneuver you expended and use it normally.

Throw Anything: As an initiate of the mysteries of the bloodstorm technique, you learn to throw swords as easily as others hurl daggers.

You gain Throw Anything (see the sidebar) as a bonus feat.

Weapon Aptitude (Ex): Your training with a wide range of weaponry and tactics allows you the opportunity to gain great skill with particular weapons.

You can qualify for feats requiring a minimum number of fighter levels (such as Weapon Specialization) as if you had a fighter level equal to your combined warblade and bloodstorm blade levels –2.

Furthermore, you have the flexibility to adjust your weapon training.

Each morning, you can spend 1 hour practicing and change the weapons selected for any feat you have that applies only to a single chosen weapon.

For example, you could change your Weapon Focus (greataxe) feat so its benefit applies to longswords instead. You can adjust any number of your feats in this way, and you don't have to adjust them all in the same way. You can't change the weapon choices in such a way that you no longer meet a feat's prerequisite.

For instance, you must be proficient with a weapon chosen for Weapon Focus; and if you have both Weapon Focus and Weapon Specialization with the longsword, you couldn't change Weapon Focus without also changing Weapon Specialization to the same weapon.

You must also have that weapon available during practice; if you don't have a longsword handy, you can't assign your feats to affect longswords.

Martial Throw (Ex): Starting at 2nd level, you can initiate a strike from the Iron Heart discipline with a thrown weapon.

The strike must be one that has a target of one creature.

A strike that targets multiple creatures or objects cannot be used with martial throw.

Thunderous Throw (Ex): Beginning at 2nd level, you build up incredible tension as you ready yourself to throw your weapon, which becomes visible around you like heat waves. When you release your weapon, that power rushes out with your weapon.

As a swift action, you can choose to treat your ranged attack rolls with thrown weapons as melee attacks for the rest of your turn.

You use your melee attack bonus, including Strength bonus, feats, and so forth, to determine your attack bonus for each attack as normal, but you apply the standard modifiers for range penalties.

Attacking into melee, through cover, and so forth incurs the standard penalties.

In addition, you can apply $1\frac{1}{2}$ times your Strength bonus to damage if you wield the thrown weapon with two hands, and you can use Power Attack with your thrown weapon attacks (adding two times the number subtracted from attack rolls as a bonus on damage rolls when throwing a two-handed weapon).

Bonus Fighter Feat: Bloodstorm blades study all aspects of combat as they learn to rain blows down upon distant foes and enemies close at hand.

At 3rd, 6th, and 9th level, you gain a bonus feat chosen from the list of fighter bonus feats.

You must meet the prerequisite of the feat to take it.

Lightning Ricochet (Ex): From 4th level on, you can throw your weapon at a nearby foe and command it to immediately bounce back to your grasp.

Any time you make a ranged attack with a thrown weapon on your turn, the weapon immediately returns to you, and you can catch it as a free action.

This ability allows you to make a full attack entirely with thrown weapon attacks, or with a mix of thrown and melee attacks.

Blood Wind Ricochet (Ex): As a full-round action, at 5th level and higher, you can hurl a weapon at a foe and compel it to ricochet to other enemies before hurtling back to your waiting hand.

The weapon you throw behaves as though it has the returning special ability (DMG 225), except that you determine the point during your turn when the weapon returns to you.

When using this ability, you make a full attack with a thrown weapon, but each ranged attack must be resolved against a separate target.

You can choose the order in which you attack your foes. Range and cover penalties are resolved for each attack after the first as though that attack originated from the space of the creature you last attacked.

If a creature has total cover relative to you, you cannot attack it.

When you use blood wind ricochet, you lose the use of one Iron Heart strike you have readied for the current encounter, just as if you had initiated the strike (except you do not also gain the strike's normal effect).

Once you use this ability, you can recover the maneuver you expended and use it normally.

Eye of the Storm (Ex): At 7th level, you learn to center your being and adopt a mindset of calm readiness despite the furor of battle raging about you.

While you are in an Iron Heart stance, you can forgo its normal benefit as a swift action to gain the effect of eye of the storm.

This ability lasts as long as you would maintain the Iron Heart stance, or as described below.

You can also stop using eye of the storm and resume gaining the normal benefit of the stance as a swift action. When you use this ability, you gain a +4 dodge bonus to Armor Class against ranged attacks and a +2 competence bonus on Reflex saves.

In addition, when a foe makes an attack of opportunity against you when you make a ranged attack while threatened, you can make a single melee attack against that foe as a swift action (assuming you're not unarmed and you threaten the foe).

Such an attack does not count as an attack of opportunity. To retain this defensive posture, you can move no more than 10 feet on your turn.

Blood Rain (Ex): Beginning at 8th level, you can enter a state that enables you to inflict a terrible bleeding wound on any living creature you damage with a thrown weapon or a melee attack.

While you are in an Iron Heart stance, you can forgo its normal benefit as a swift action to gain the effect of blood rain.

This ability lasts as long as you would maintain the Iron Heart stance, or as described below.

You can also stop using blood rain and resume gaining the normal benefit of the stance as a swift action.

The creature you hit with your attack takes 3 points of damage due to blood loss at the beginning of your turn each round.

This effect ends if you stop using the stance.

An affected creature can end the effect by being the beneficiary of any healing (such as a *cure* spell) or a DC 15 Heal check.

The bleeding effect of blood rain does not stack with itself or the blood rain ability of another bloodstorm blade.

Blade Storm (Ex): At 10th level, you can hurl your weapon as a full-round action to make it seem as if you are attacking a dozen foes at once.

You become the center of a storm of steel as your thrown weapon flies out to strike a foe, returns to ricochet harmlessly off you, then flies out to attack another foe.

You can make a ranged attack with a thrown weapon at your highest attack bonus against as many targets as you wish.

You can attack each target just once with this attack, calculating range and cover penalties from your position on the battlefield.

When you use blade storm, you lose the use of one Iron Heart strike you have readied for the current encounter, just as if you had initiated the strike (except you do not also gain the strike's normal effect).

Once you use this ability, you can recover the maneuver you expended and use it normally.

PLAYING A BLOODSTORM BLADE

Battle gives you a thrilling sense of lightness and the feeling that you command the very air that your weapon parts as it flies to and from your enemies.

In combat, you need only cock your wrist in the right manner, and your consciousness seems to expand to encompass the whole fight.

In that instant, your mind's eye clearly sees the angle and vector of your enemies' limbs, it detects the minute details and defects of their armor, and it knows with absolute certainty the distances that lie between.

The moment you release your weapon, that queer knowledge leaves you, but when the satisfying heft of your weapon slaps back into your waiting palm a moment later, you know that knowledge will be yours again with your next throw.

Your skill with thrown weapons is unmatched except perhaps by other bloodstorm blades, and knowing that gives you tremendous confidence.

You likely specialize in the use of a single kind of weapon, and with it in your possession, you feel unstoppable. Should you lose it, you still command amazing abilities, but you tend to be moody and irritable until you regain your weapon or another of its kind.

COMBAT

As a bloodstorm blade, you can fight at range and in melee with equal ferocity, but foes more than a stone's throw away can prove to be troublesome, so it's always best to move close.

Once you stand among your enemies, it's time to unleash a storm of ranged attacks.

If someone is brave enough to engage you in melee, you can battle him toe to toe, or step back and continue to rain blows across the battlefield.

At low levels, you fight much as you did before becoming a bloodstorm blade, but you have the added benefit of being able to attack a foe at range using your melee weapon.

Often, the best use of this ability will be to throw your weapon at a foe as you close to melee range.

Be sure not to leave yourself unarmed.

Wearing spiked gauntlets presents a simple solution, but other options, such as the Quick Draw feat or shield bash, might be more advantageous.

As you gain more bloodstorm blade abilities, your tactics become more varied.

You can use lightning ricochet to attack a foe as you move and still ready your weapon before the enemy closes to melee range.

You can also use lightning ricochet after taking down a foe in melee, using a ranged attack to soften up an enemy you have not yet engaged.

Using blood wind ricochet and eye of the storm, you become a deadly ranged attacker with ample defenses against your enemies' ranged attacks.

The blood rain stance combines well with blood wind ricochet, but it truly comes into its own when combined with a blood storm strike.

Adopt the blood rain stance and use blood storm as soon as most of your enemies are within range.

After striking every enemy on the field of battle, you can maintain the blood rain stance to continue dealing damage to them while you focus your melee attacks on a single target.

ADVANCEMENT

Many students of the bloodstorm style learn their art covertly, since the githyanki adepts who originally created this ancient tradition seek to kill anyone outside their sword-cult who passes on its secrets.

However, one notable group practices its style in the open: the mercenary Bloodstorm Guild.

These skilled warriors train any suitable applicant who asks them, in exchange for an oath of loyalty and a promise to never reveal the secrets of the technique to any who have not sworn fealty to the guild.

Once you become a bloodstorm blade, you might or might not try to keep that fact a secret.

If you belong to the guild, the githyanki are not likely to single you out—the githyanki blademasters usually keep to an uneasy truce with the Bloodstorm Guild.

If you learn your abilities from some other practitioner, you might find yourself dogged by githyanki blademasters intent on expunging all knowledge of this hidden tradition outside their own race, beginning with you.

Of course, in combat you make full use of your abilities regardless of who might be looking on, but you rarely go out of your way to advertise your knowledge to the general public.

You never know who might be watching.

Your bloodstorm blade abilities lend themselves to mastery of a single melee weapon.

Feats such as Weapon Focus and Weapon Specialization thus apply to both your melee and thrown weapon attacks. Even so, when you have the opportunity to take a feat, consider feats that improve your ranged capabilities, such as Far Shot and Precise Shot.

RESOURCES

As a bloodstorm blade of the guild, your fellow members know you to be competent and reasonably trustworthy. Most members of the Bloodstorm Guild are helpful to you in whatever manner they can manage.

However, more than a few members of the guild pay little heed to their loyalty oaths, and do as they please after they master the secrets of the technique.

You can't always count on your fellows.

Other bloodstorm blades can often rely on the help of other illicit members of the class (especially those whom they trained, or those who trained them) to hide from or repel attacks from the githyanki.

Even bloodstorm blades with a long history of hatred for one another band together against the threat of the githyanki blademasters.

BLOODSTORM BLADES IN THE WORLD

"Like storms, they provide no warning.

When you hear their thunder, the lightning has already struck."

—Thaku Alzull, hobgoblin warblade

Bloodstorm blades and their githyanki nemeses can fill any of several roles in your campaign.

Bloodstorm blades might form a loose association of heroic individuals seeking to share their knowledge despite the murderous attacks of the githyanki sword-cult.

Alternatively, the practitioners outside the Bloodstorm Guild might be wicked individuals who stole the special knowledge that should have remained in the oath-bounded hands of the guild.

Your campaign could instead host a blending of these ideas with virtuous and villainous bloodstorm blades and githyanki blademasters on three sides of a morally murky secret war.

If you would rather not use the Bloodstorm Guild and the secrecy of the bloodstorm style, you can simply adopt the bloodstorm blade prestige class as a way to include a cool villain.

ORGANIZATION

Not long ago, a secret society or sword-cult of githyanki warblades had sole possession of the bloodstorm techniques.

Devoted to study and mastery of the Iron Heart discipline, the githyanki developed the signature abilities of the style over the course of generations.

Naturally, the githyanki saw no reason to share their secret knowledge with anyone, and those who pried too much about it found themselves facing its lethal practitioners.

Then, about forty years ago, the secret got out.

Some say a member betrayed the sword-cult by teaching the bloodstorm style to an outsider.

Others say a brave human warblade stole scripts detailing the maneuvers and learned the art from them.

Regardless of how the githyanki lost it, knowledge of the bloodstorm blade style spread like wildfire, and despite efforts by the sword-cult to quash knowledge and eliminate those who practice its techniques, many who study the Iron Heart discipline choose to risk the githyanki wrath by becoming bloodstorm blades.

The only nongith organization of martial adepts openly practicing this style is the Bloodstorm Guild, founded by a renowned human warblade named Treyana di Vrada shortly after the secrets of the style got out, the Guild is a loose association of mercenaries and sellswords bound together by some simple, nonbinding vows.

Bloodstorm Guild members rarely serve employers as a group, and instead tend to hire themselves out as specialists, enforcers, and bodyguards.

Guild members in the same region often frequent the same taverns, arming grounds, and training arenas, and they might pass news of potential employment to one another.

The guild has no true hierarchy of leadership, although more junior members usually defer to proven blades (those with more levels in this prestige class).

Before a bloodstorm blade consents to instruct a potential student in the secrets of the technique, he usually confers with other senior blades in the area.

Characters who master this style without seeking out the Bloodstorm Guild usually do so through study of black-market texts describing its use, or by studying for a time with another bloodstorm blade.

These master-student relationships don't often last long, but usually result in lifelong friendship and loyalty.

Many teachers eventually build up a network of former students, and students of their students, who will answer a call for support or assistance of any kind.

NPC REACTIONS

Martial adepts who have heard of the bloodstorm technique regard all its practitioners with a little awe, but this attitude doesn't influence their reaction upon meeting bloodstorm blades.

Bloodstorm blades typically regard one another with a friendly attitude.

Githyanki warblades are hostile to all bloodstorm blades who do not belong to the guild, but are merely unfriendly to guild members.

A years-long feud between the gith sword-cult and Treyana di Vrada and her followers left many dead on both sides, and the githyanki have grudgingly allowed a truce of sorts...at least until they have the strength to eradicate the nongith practitioners of the art in one swift strike.

BLOODSTORM BLADE LORE

Characters with ranks in Martial Lore can research bloodstorm blades to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Bloodstorm blades have amazing powers with thrown weapons.

Many belong to the Bloodstorm Guild, a mercenary fellowship of sorts.

DC 15: The techniques used by bloodstorm blades were known exclusively to the githyanki up until a few decades ago.

Now scripts describing the style are available only on the black market.

DC 20: The secretive githyanki blademasters are responsible for the attacks on bloodstorm blades and those who traffic with them.

The githyanki created the style and now seek to suppress knowledge of it.

A PC who wishes to learn about specific bloodstorm blades or the Bloodstorm Guild will have a difficult time.

He

must make quiet inquiries at martial adept training halls and places frequented by those with connections to the black market, and then succeed on a DC 20 Gather Information check.

Publicly asking about bloodstorm blades likely results in the PC being rebuffed, and such queries might attract the attention of a vigilant githyanki blademaster.

BLOODSTORM BLADES IN THE GAME

If one of your players decides to play a bloodstorm blade, the prestige class should fit in as easily as any martial adept class.

You can make the Bloodstorm Guild or the githyanki blademasters as large or small a part of your campaign as you like.

If the githyanki sword-cult becomes a part of your campaign, be sure that its involvement doesn't put too much of a spotlight on the bloodstorm blade.

Too many githyanki attacks against the PCs will grow onerous, and the cult isn't large enough to repeatedly expend the lives of its members trying to kill a PC.

Instead of adventures centered on the githyanki, consider having an NPC member of the Bloodstorm Guild occasionally help or advise the PCs as they go about other adventures.

If a player decides to be a member of the Bloodstorm Guild, you can use rumors of black market texts describing the bloodstorm techniques or githyanki assassin teams as adventure hooks.

ADAPTATION

Bloodstorm blades need not be attached to a fellowship of sellswords or a secret githyanki cult.

The class's techniques might be a development of the Iron Heart discipline that anyone can learn, or the fighting style might have been discovered and used by another race.

For example, you could decide that the abilities of this prestige class are used only by a group of halflings who are specialists with the sling.

Calling themselves stonestorm strikers, members of this prestige class gain Quick Draw instead of Throw Anything and have the ability to load a sling with one hand as a free action instead of returning attacks.

The other abilities of the class would work with sling attacks instead of thrown weapons.

TABLE 5–2: THE BLOODSTORM BLADE HIT DIE: D12

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Returning attacks, Throw Anything, weapon aptitude
2nd	+2	+3	+0	+0	Martial throw, thunderous throw
3rd	+3	+3	+1	+1	Bonus fighter feat
4th	+4	+4	+1	+1	Lightning ricochet
5th	+5	+4	+1	+1	Blood wind ricochet
6th	+6	+5	+2	+2	Bonus fighter feat
7th	+7	+5	+2	+2	Eye of the storm
8th	+8	+6	+2	+2	Blood rain
9th	+9	+6	+3	+3	Bonus fighter feat
10th	+10	+7	+3	+3	Blade storm

STOPPING A RETURNING WEAPON

It might seem logical to ready an action to grab a weapon that flies about the battlefield or somehow strike it from the air, but a thrown weapon is no more vulnerable to such tactics than an arrow. Although a feat such as Deflect Arrows remains useful protection, a thrown weapon with the returning special ability must be treated like any other thrown weapon. Once thrown, it is in rapid constant motion and never hovers or hangs in the air.

However, some of the tactics that work against arrows can be effective against a bloodstorm blade's thrown weapon attacks.

For example, a creature could ready an action to close a door between itself and a bloodstorm blade when the blade throws a weapon. If the readied action was contingent on the weapon being thrown, the closed door would provide total cover against the attack. If the readied action was contingent on the weapon passing through the open door, the weapon would attack the bloodstorm blade's intended target, but would be prevented from returning and fall to the floor after making its attack (whether successful or not), since line of effect no longer exists between the weapon and its wielder.

DEEPSTONE SENTINEL

"I almost felt pity for Urthrad's orcs as they charged our defensive line.

Almost."

—Orros the Bloodyhanded, sentinel of the Northern Reach

The Stone Dragon discipline traces its roots back to an ancient order of dwarves that used the power of the earth to enhance their combat style.

A deepstone sentinel immerses himself in these ancient teachings to link himself to the power of stone.

Most deepstone sentinels use this power in the defense of their fellow dwarves, though some take a more active approach battling the enemies of their people.

In combat, a deepstone sentinel is a living mountain, a stony redoubt that provides shelter to his allies while crashing like an avalanche upon his enemies. The ground shifts and churns under his feet.

One moment he stands atop a small, earthen mound that blocks his enemies—the next he summons an earthquake to knock his foes to the ground.

BECOMING A DEEPSTONE SENTINEL

Most dwarves who follow the tradition of the deepstone sentinel begin as crusaders or warblades.

Fighters, paladins, martial-oriented characters might also find the class to their liking; typically, such characters multiclass (often as rogues or scouts) to meet the skill requirement.

On rare occasions, dwarf monks take up the mantle of deepstone sentinel, often moving on to crusader,

swordsage, or warblade upon completing progression in the class.

ENTRY REQUIREMENTS

Race: Dwarf.

Base Attack Bonus: +10.

Skills: Balance 13 ranks.

Feats: Power Attack or Stone Power*.

Martial Maneuvers: Must know at least two Stone Dragon maneuvers and one Stone Dragon stance.

* New feat described on page 32.

CLASS SKILLS

(2 + Int modifier per level): Balance, Concentration, Craft, Intimidate, Knowledge (dungeoneering), Listen, Martial Lore*, Spot.

* New skill described on page 28.

CLASS FEATURES

The class allows you to continue to learn new maneuvers, likely from the Stone Dragon discipline.

It also grants special combat prowess when utilizing Stone Dragon maneuvers.

Maneuvers: At each odd-numbered level, you gain a new maneuver known from the Stone Dragon discipline.

You must meet a maneuver's prerequisite to learn it.

You add your full deepstone sentinel levels to your initiator level to determine your total initiator level and your highest-level maneuvers known.

At 3rd level, you gain an additional maneuver readied per day.

Mountain Fortress Stance (Su): As a novice deepstone sentinel, you learn to make yourself as impenetrable as a mountain fortress.

This ability is a key component of this prestige class's combat abilities.

While you are in a Stone Dragon stance, you can forgo its normal benefit as a swift action to gain the effect of mountain fortress stance.

This ability lasts as long as you would maintain the Stone Dragon stance, or as described below.

You can also stop using mountain fortress stance and resume gaining the normal benefit of the stance as a swift action.

When you use this ability, you can choose to create a fortress of earth or rock, provided you are standing on earth, stone, rock, or a worked surface such as a cobblestone street or a flagstone floor (as long as natural earth or rock is no more than 1 foot below you).

The square (or squares) that you occupy forms a pillar of earth or rock 5 feet tall, with you on top.

Each square adjacent to you is buckled and steeply sloped, becoming difficult terrain.

Any creature that attempts to enter or leave one of these squares must make a DC 10 Balance check or fall prone in the last square of the area it occupied.

Creatures that ignore difficult terrain automatically succeed on this check, and flying creatures are unaffected. Creatures with four or more legs or the stability racial trait gain a +4 bonus on this Balance check.

You retain the benefit of mountain fortress stance until you end your Stone Dragon stance or move more than 5 feet in a round.

You are unaffected by the difficult terrain you create with this ability.

If you move only 5 feet in a round, the pillar of earth you have created moves with you.

creating new squares of difficult terrain in every square adjacent to your new position.

If creatures occupy those newly adjacent squares, they do not need to immediately make Balance checks as described above.

However, if on their turn they attempt to leave the area of difficult terrain, they are affected by mountain fortress stance as normal, and squares that are no longer adjacent to you return to their natural state.

If you move more than 5 feet in a round while using mountain fortress stance, the effect ends, and the ground immediately returns to normal.

Passwall (Sp): You can use *passwall* once per day per class level as a spell-like ability.

Your caster level is equal to your deepstone sentinel class level.

Crashing Mountain Juggernaut (Su): Beginning at 2nd level, if you start your turn with mountain fortress stance active, as a full-round action you can end the Stone Dragon stance you initiated to gain the benefit of this ability.

When you do so, the hill you created with mountain fortress stance suddenly sinks, sending any foes standing in squares adjacent to you crashing to the ground.

In addition, you tumble down the crumbling hill like a living avalanche.

When you use this ability, all creatures within the area of difficult terrain created by your mountain fortress stance must make DC 15 Balance checks or fall prone.

The bonus for stability or having extra legs does not apply.

In addition, you can use a charge to attack an enemy as part of this ability's activation.

If your attack is successful, it deals an extra 2d6 points of damage owing to the momentum you gain as you hurtle down your temporary hill and slam into your opponent. You cannot activate mountain fortress stance on the same turn in which you use this ability.

Indomitable Redoubt (Ex): Once you attain 3rd level, while you are in mountain fortress stance, you can also initiate and gain the benefit of one additional Stone Dragon stance. This can be the stance you entered to initially activate mountain fortress stance, or another Stone Dragon stance you know.

You must otherwise follow all the normal rules for entering and maintaining a stance.

Stone Curse (Su): From 4th level on, you can strike an opponent and channel the leaden weight of the earth into its arms and legs.

For a brief moment, it labors in vain, unable to move under the crushing burden you impose.

As an immediate action, you can force an opponent you hit with a melee attack to make a successful Will save (DC 10 + 1/2 your character level + your Str modifier) or become unable to move for 1 round.

The creature's speed for all movement modes except flight drops to 0 feet.

A creature's fly speed remains unchanged.

You must choose to use this ability after successfully attacking an opponent but before rolling damage.

Dragon's Tooth (Su): From 4th level on, as a stand action, you can cause a pillar of stone to erupt from the earth within 60 feet of you.

The pillar occupies one square and is 5 or 10 feet tall (your choice).

You can call forth a stone pillar only from natural, unworked earth or stone.

A creature standing in the square must succeed on a Reflex save (DC 10 + 1/2 your character level + your Str modifier) or be knocked prone.

You can dismiss a pillar you created as a standard action, but otherwise the pillar remains where you called it forth.

Awaken the Stone Dragon (Su): At 5th level, you can cause a localized earthquake to rumble through the ground around you.

Through your study of Stone Dragon techniques, and your strong connection to elemental earth, you can awaken the slumbering wrath of stone to send your enemies tumbling to the ground.

The earth churns, rocks explode into cutting shards, and the ground rebels against your foes.

Once per encounter as a swift action, you cause the ground around you to shudder and churn as if rocked by an earthquake.

All enemies within a 60-foot radius must make successful Reflex saves (DC 10 + 1/2 your character level + your Str modifier) or take 12d6 points of damage and fall prone.

A successful save allows an opponent to take half damage and remain standing.

Improved stability (such as a dwarf's racial ability) does not help a creature avoid being knocked prone by this ability.

PLAYING A DEEPSTONE SENTINEL

A deepstone sentinel embodies many classic dwarf traits.

As a sentinel, you are quiet, slow to anger, taciturn, and blunt.

You prefer to let your enemies come to you, rather than charge forward and expose your position.

A steady, reliable advance works much better than a wild, risky gambit.

Like the earth beneath your feet, you are reliable, steady, and enduring.

Other warriors might rely on flashy gambits and fluid tactics, but you have little use for such stratagems.

You are the rock that endures, the impenetrable wall of defense that withstands the enemy's assault.

When it is time to attack, you unleash your fury in an avalanche of steel.

Until then, you let your foes waste their efforts against your sturdy armor and thick shield.

COMBAT

A deepstone sentinel is, in essence, a mobile defensive position.

Once you enter mountain fortress stance, you form a useful barrier against enemies who seek to skirt around you and attack your allies.

Once you gain the indomitable redoubt ability, you can combine mountain fortress stance with a stance from the Stone Dragon discipline, such as roots of the mountain, making you nearly impossible to circumvent or overcome in battle.

Generally speaking, as a deepstone sentinel you should focus on staying in front of your companions.

In most cases, slower monsters such as giants, and other melee combatants should have to fight through you before they can attack your allies.

Your ability to stop a foe dead in his tracks with stone curse, particularly if you wield a reach weapon, makes any attempt to slip around you a risky gamble at best.

You excel at controlling the battlefield.

Look to create chokepoints that force an enemy to enter and remain in the area of your abilities.

ADVANCEMENT

Joining the deepstone sentinels is a difficult task, since a prospective candidate must not only display great skill at arms but also master difficult mystic secrets of the earth itself.

The sentinels tend to resist training adventurers and other lone wolves.

In battle, the sentinels are expected to form a mighty defensive bulwark against more numerous enemies of the dwarves, such as orcs, goblins, and ogres.

A sentinel intent on learning the secrets of this order, then striking out on his own, is a poor investment in the order's eyes.

An adventuring dwarf who becomes a sentinel must prove himself in battle, usually by rendering a great service to a dwarf clan home, or by showing that his adventures directly aid the dwarf people.

Once you become a sentinel, you can expect most dwarves to treat you with respect and admiration.

Yet, these accolades come with expectations that you will always fight hard and true for the dwarf people.

The sentinels have never broken and run from a battle until their allies have all safely withdrawn.

Legend has it that the first sentinel to break this tradition will be struck dead by Moradin himself.

Whether this tale is true or not, the implication is plain as day.

A sentinel would die before abandoning his allies.

As you gain levels in this prestige class, look for feats and abilities that increase your reach, make it easier for you to handle crowds of opponents, and boost your AC.

You can expect your enemies to target you for destruction quickly, since as long as you remain standing, you prevent them from harming your friends.

RESOURCES

You can expect a place to sleep and more than enough food and drink from any dwarf clan home.

The sentinels maintain outposts in most major dwarf cities and citadels built near orc, goblin, and giant hordes.

As an adventurer, your fellow sentinels are likely eager for news of the outside world and of the rest of the order when you visit these bastions of dwarven strength, if the dwarves face a threat of any sort, you will be expected to contribute to a solution.

Although this can be a burden, your position as a respected figure also makes it easy for you to sway dwarf leaders and organize your people in the face of a threat.

If you advise the dwarf king to send a raiding party to slip into an orc stronghold and slay the red dragon that leads the tribes, you can expect smiths to forge sturdy armor and deadly weapons for the raiding party, while clerics of Moradin and dwarf mages craft scrolls and potions that the group might need.

DEEPSTONE SENTINELS IN THE WORLD

"When the sentinels came through the east gate, we halted our efforts to reinforce the northern walls.

Our fortifications had arrived."

—General Rurik Axethrower, IX Rockhome Legion

Deepstone sentinels tend to remain within the dwarf holds they have sworn to defend.

Typically, only a great threat to the dwarf people, a quest important to their continuing prosperity, or a threat from a distant land can cause one to become an adventurer.

A PC dwarf might strive to join the order to prove himself to his people, or the righteous nature of his quest might compel the sentinels to offer him training in their mystic fighting style.

ORGANIZATION

The deepstone sentinels practice their fighting art in vaults hidden far beneath dwarf strongholds.

Beneath the deepest mines, below the winding passages that lead to distant strongholds and subterranean caverns, the sentinels have small, austere academies where they train the next generation of sentinels, practice their fighting styles, and bury their dead.

Tradition holds that many of a citadel's most important treasures are stored here, both to keep them hidden from the outside world and to place them under the trustworthy protection of the sentinels.

A deepstone sentinel is a member of an elite fighting unit, one that serves as both the first and last line of defense for the dwarves.

In battle, they are the dauntless core that the dwarves rally around.

When orcs and giants threaten a dwarf stronghold, the sentinels must stand resolute to protect key passages, tunnels, and other entrances.

If the sentinels fall, the stronghold is often lost.

NPC REACTIONS

Dwarves have a natural inclination to respect and admire deepstone sentinels, since they are seen as embodiments of

three dwarven virtues—courage, loyalty, and wisdom in the lore of earth and stone. Nondwarves tend to know little of the sentinels, because they rarely trumpet their talents or show off their abilities outside combat.

Orcs and giants hate sentinels, but they are forced to respect a sentinel's fighting ability.

DEEPSTONE SENTINEL LORE

Characters with ranks in Knowledge (history) can research deepstone sentinels to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Deepstone sentinels are dwarf warriors who are renowned for breaking enemy charges and forming a dauntless line in battle.

DC 15: The sentinels have the ability to control the earth. At their command, they cause the ground to become broken and sloped, making a charge against them almost impossible.

DC 20: Sentinels practice a strange form of martial magic by tapping into the power of the earth.

They cause the ground to shake and disruptive terrain to form.

When you fight a sentinel, you fight the earth itself.

Any PC who has friendly relations with a local dwarf stronghold can likely gain an audience with a sentinel's commander.

Sentinels tend to avoid contact with outsiders, for fear of mingling with spies and others who seek to learn their weaknesses or plot against them.

DEEPSTONE SENTINELS IN THE GAME

Deepstone sentinels are relatively easy to add into the game world, given that they are secretive, few in number, and confined to dwarf strongholds.

A dwarf PC might never have heard of this order simply because the citadel where he grew up lacked such an elite fighting unit.

The sentinels could also be a relatively new development in your world, particularly if the abilities outlined in this book are a new form of martial art.

Dwarf characters who rely on heavy armor are a good match for this class.

The armor helps turn a dwarf into a tremendous obstacle for enemies without penalizing his speed.

ADAPTATION

The key concept of the deepstone sentinel is manipulation of the terrain on which the character is fighting.

This class provides the mechanics for an interesting opponent, since it gives melee-oriented characters access to abilities that would normally be reserved for spellcasters.

An order of evil stone giants or fire giants with access to these abilities would make a daunting opponent.

You could also change this class into a druidic warrior or wild elf forest sentinel who creates an *entangle* effect when he enters the basic stance of the class in an area of natural vegetation, and redesign the remaining class abilities in accordance with this new concept.

TABLE 5-3: THE DEEPSTONE SENTINEL HIT DIE: d10

	Base						
	Attack	Fort	Ref	Will	Maneuvers	Maneuvers	
Level	Bonus	Save	Save	Save	Known	Readied	Special
1st	+0	+2	+0	+0	1	0	Mountain fortress stance, <i>passwall</i>
2nd	+1	+3	+0	+0	0	0	Crashing mountain juggernaut
3rd	+2	+3	+1	+1	1	1	Indomitable redoubt
4th	+3	+4	+1	+1	0	0	Stone curse, dragon's tooth
5th	+3	+4	+1	+1	1	0	Awaken the stone dragon

ETERNAL BLADE

"You face three millennia of fighting skill.

Perhaps you should take a moment and reconsider your decision."

—Aedar Windblade, eternal blade of the Hidden Grove

An eternal blade is an elf who learns a variety of exotic fighting maneuvers with the aid and advice of the spirit of a mighty, ancient elf warrior.

The eternal blades once swore to defend the elves against the forces of evil, but in ages past, the blades turned against each other, causing a schism that echoes to the present day. Some eternal blades embrace the responsibilities that come with this class's training.

Others seek to use their talents to further their own ends. The eternal blades were once champions of Corellon Larethian.

They served as guardians of the people, defenders of the faith, and wardens of the ancient elf forests.

The blade guides, the spirits of ancient eternal blades who serve as advisors and teachers to the current generation of warriors, kept the blades on the path of righteousness,

preserved their teachings across each generation, and helped guide them in protecting elfkind.

For thousands of years, the eternal blades beat back goblin invasions, would-be conquerors, and other threats.

From the lone blade who slew an ogre that threatened a village, to the mighty general who commanded hundreds of these warriors in battle, the eternal blades fought evil wherever and whenever it threatened their kin.

Alas, all good things must come to an end.

In time, the eternal blades grew arrogant and aloof.

After all, they had provided safety and security to the elf realms on countless occasions.

If they kept the elves safe, did it not follow that their brethren owed them something in return?

A growing faction within the blades believed that the eternal blades were the only ones fit to rule the elves. Even worse, a number of the blade guides turned to evil and abandoned the order.

In time, the eternal blades fell into disfavor.

More and more elves refused the blade guides' call.

Today, the order is a mere shadow of its former glory, although legends tell of a heroic warrior who will one day lead the order back to prominence.

The remaining blades hope that this triumph lies in their future, but many elves believe the story to be nothing but wishful thinking.

BECOMING AN ETERNAL BLADE

The elves hold that one does not choose to become an eternal blade.

Rather, a blade guide, the spiritual companion to an eternal blade, chooses a young elf to walk this path and manifests in a young elf's dreams long before the child is ready to train as a warrior.

Sometimes, these manifestations are merely flights of fancy.

Other times, they are heralds of things to come.

Most elves who become eternal blades begin their careers as warblades.

Rangers, fighters, paladins, and barbarians who learn maneuvers from the Diamond Mind or Devoted Spirit disciplines also commonly enter this prestige class.

In a few cases, a blade guide appears to an elf late in life.

This occurrence is rare, and it usually signals an elf warrior who is destined for great things.

Legends tell that only five elves have been selected in this manner.

Each of them became a great hero who led the blades to a great victory against seemingly impossible odds.

ENTRY REQUIREMENTS

Race: Elf.

Base Attack Bonus: +10.

Feats: Weapon Focus (any).

Martial Maneuvers: Any two Devoted Spirit or Diamond Mind maneuvers.

CLASS SKILLS

(2 + Int modifier per level): Climb, Concentration, Diplomacy, Handle Animal, Intimidate, Jump, Martial Lore*, Ride, Sense Motive, Tumble.

* New skill described on page 28.

CLASS FEATURES

As an eternal blade, you fight and train with the assistance of a blade guide, the incorporeal spirit of an ancient member of this order.

The guide is similar to a familiar in that it confers benefits to you when you are in close proximity to it.

A blade guide also increases your flexibility, since it can teach you new maneuvers and lend you the wisdom of its combat experience.

Maneuvers: At each odd-numbered level, you gain a new maneuver known from the Devoted Spirit, Diamond Mind, Iron Heart, or White Raven discipline.

You must meet a maneuver's prerequisite to learn it.

You add your full eternal blade levels to your initiator level to determine your total initiator level and your highest-level maneuvers known.

At 3rd level, 6th level, and 9th level, you gain an additional maneuver readied per day.

Stances Known: At 5th level, you learn a new martial stance from the Devoted Spirit, Diamond Mind, Iron Heart, or White Raven disciplines.

You must meet a stance's prerequisite to learn it.

Blade Guide (Su): You gain a blade guide, the spirit of an ancient member of the eternal blades, that provides you with advice, tactical assistance, and training.

The blade guide is incorporeal, has hit points equal to your own, and is size Fine.

Its AC is 18, and it can fly with perfect maneuverability and a speed of 30 feet.

If your blade guide is destroyed, or it somehow moves out of your line of effect, it reappears in your space in 1d6 rounds.

The guide is the physical manifestation of a spirit that resides on the Outer Planes.

Destroying a blade guide's form merely severs its link to the Material Plane for a short time.

A blade guide appears as a mote of white energy.

It uses your senses to see and hear, and communicates with you by telepathy.

Thus, it cannot interact with objects and creatures that you cannot see.

Your blade guide is meant to aid you in combat, not serve as a scout.

Sometimes, your guide appears as a ghostly image of how it looked in life.

This manifestation requires tremendous effort, and your guide chooses to attempt it only when it must communicate with others under dire circumstances.

When a blade guide manifests, it can speak with others as normal.

A blade guide can appear in this manner for up to 10 minutes per day.

While it manifests, you lose access to your blade guide and any class abilities that require it to function.

If a blade guide must make a saving throw, it uses your save modifier.

It lacks skill ranks, feats, Hit Dice, and ability score modifiers.

Eternal Training (Ex): Your blade guide offers you intense martial training based on its years of combat experience in mortal life.

Each night when you enter trance, your blade guide enters your mind.

In your dreams, the two of you spar and practice across a hundred different battlefields.

You fight ogres, trolls, and other monsters that your guide creates from the ether of dreams.

You practice maneuvers beyond your normal capacity.

With each night that passes, you become more and more skilled in the fighting arts.

Once per day, you can draw upon this nightly training to aid you in a single battle.

You can choose one of two benefits.

Each of these benefits lasts for one encounter.

You gain an insight bonus equal to your Intelligence bonus (if any) on attack rolls and damage rolls against creatures of a single type.

If you select humanoid or outsider as the type, you must also choose a subtype.

Alternatively, you can gain the use of one maneuver from the Diamond Mind or Devoted Spirit discipline.

You must meet the prerequisite for this maneuver as normal.

A crusader/eternal guardian who selects this option is immediately granted this maneuver.

A maneuver gained with eternal training can be recovered with your normal recovery method (if you have one) during the encounter, but knowledge of the maneuver fades immediately after the encounter ends.

You gain an additional use per day of this ability at 3rd, 5th, 7th, and 9th level.

Even if you have multiple uses of this ability per day, you can use this ability only once per encounter.

You can use this ability only while you have access to your blade guide.

Guided Strike (Ex): Your blade guide assesses your enemies, seeking out weak points in their armor and offering you advice on where and how to strike.

Drawing on its experience and keen eye for strategy and tactics, your guide grants you advice that can render even the most daunting foe impotent.

Beginning at 2nd level, as a swift action, you can confer with your guide concerning a single foe that you face.

For the rest of your turn, you automatically overcome your foe's damage reduction, if any.

You can use this ability only while you have access to your blade guide.

Armored Uncanny Dodge (Ex): So long as your blade guide is active, you gain the benefit of uncanny dodge starting at 3rd level.

See the rogue class feature (PH 50).

If you already have uncanny dodge, you instead gain improved uncanny dodge.

If you lose access to your blade guide, you lose this ability until your guide returns.

You can use uncanny dodge or improved uncanny dodge even if you wear medium or heavy armor.

Eternal Knowledge (Ex): Your blade guide is an expert in a variety of areas.

In addition to the tactical and strategic guidance it offers, it also grants you access to great stores of lore.

From history to planar phenomena, your guide has seen almost everything.

When you attain 4th level, your blade guide can make Knowledge checks with a bonus equal to your eternal blade level + your Int modifier.

When you first gain this ability, you can select two areas of knowledge.

For each additional two levels you gain in the eternal blade prestige class (at 6th, 8th, and 10th level), your guide gains access to another area of knowledge.

Defensive Insight (Ex): Your blade guide's advice and insights grant you an intellectual edge in combat, but there is a fine line between knowing how to do something and executing it in combat.

If you take a moment to focus yourself, you can apply your knowledge to the situation at hand.

Beginning at 6th level, as a swift action, you can size up an opponent and use your tactical knowledge against him.

You gain a dodge bonus to AC equal to your Intelligence bonus (if any) against a single foe of your choice until the beginning of your next turn.

You can use this ability only while you have access to your blade guide.

Tactical Insight (Ex): Although you might be young by the elves' reckoning, your blade guide lends you the experience and wisdom of one who has fought battles across countless fields.

In almost any situation you face, you have the experience, tactical lore, and knowledge needed to defeat your enemy. From 8th level on, as a swift action, you can assess a tactical situation and make an attack that improves the attacks of your allies.

For the rest of your turn, any opponent you hit with a melee attack takes a penalty to AC equal to your

Intelligence bonus (if any) for 1 round. This penalty applies only to attacks made by your allies.

If you lose access to your blade guide, you lose this ability until it returns.

Island in Time (Ex): At 10th level, you can throw yourself into a fight under your blade guide's careful direction.

You meld with it, allowing it to control your actions while you draw upon its vast combat experience.

Once per encounter, you can take your turn as an immediate action.

Using this ability does not change your initiative count, and you can use all your actions as normal.

For example, if your initiative count is 15, you could act normally, use this ability to act again on initiative count 14, then act normally on the following round on initiative count 15.

If you lose access to your blade guide, you lose this ability until it returns.

PLAYING AN ETERNAL BLADE

A blade guide, in large part, shapes and molds the persona of an eternal blade.

The guide acts as it did in life.

Some are gruff, demanding perfectionists.

Others are quiet and withdrawn masters who prefer to let their combat expertise speak for them.

Many eternal blades get along fine with their guides, but some bicker and argue.

In particular, a blade guide's centuries of experience sometimes clash with a younger eternal blade's thirst for action.

When you are playing an eternal blade, your DM should take on the role of your blade guide and help you form a relationship with it.

When the party stops to discuss its plans, your guide likely makes its opinions known.

As a member of a dying order, you might want to strive to help pull the eternal blades back from the brink of oblivion. Remember, every action you take reflects on your order as a whole.

COMBAT

In combat, you are a war leader, a central focus of the group's melee resources.

You must wade into combat to prevent threatening monsters from getting to your group's vulnerable spellcasters.

The key to your class abilities lies in your talent to focus yourself for one encounter.

A standard fighter might have more feats, and thus do more damage with his typical swing, but your abilities allow you to push yourself ahead of the curve.

With judicious use of your eternal training, defensive insight, and tactical abilities, you can deal impressive amounts of damage, absorb attacks, or set up an ally's deadly attacks.

ADVANCEMENT

As noted above, you might not have selected this path so much as it chose you.

Becoming an eternal blade does not involve an application process, an interview, or a test.

Instead, the blade guides select elf warriors based on a nebulous criterion.

Sometimes, they see a spark for heroism and self-sacrifice, and wish to cultivate it.

In other cases, a blade guide cannot guess how it came to be linked to a specific person.

All a guide knows is that its charge was chosen to become an eternal blade.

Its place is not to ask why, but to guide the young aspirant unfailingly.

Once you become an eternal blade, you might seek out the nearest redoubt of this order (if one still stands) and confer with its elders.

Some eternal blades never make contact with the order, seeing it as a failure.

Rather, they seek to strike out on their own.

Perhaps a mighty warrior will someday pull these wanderers together into an effective fighting force.

When selecting feats and skills, look to abilities that function in a wide range of circumstances.

Some of your class features have a limited number of uses, or function only when you use a swift action.

This puts them in competition with any boosts you might learn through martial maneuvers.

Don't increase this competition by acquiring many more abilities that require actions.

Instead, look for feats that provide a consistent, constant benefit, such as Weapon Specialization.

RESOURCES

Once, the eternal blades had a tremendous range of resources to draw upon.

Sadly, those glory days are gone.

You can expect little help from other eternal blades in the form of food, shelter, weapons, and armor.

Most will gladly stand beside you in battle, but the order is simply too weak to marshal an extensive store of material resources.

You are welcome in the few remaining blade-held castles, but even these offer little comfort, with their crumbling walls and faded glory.

ETERNAL BLADES IN THE WORLD

"We retreated merely to ascertain the enemy's strength.

These upstart elves will be defeated ere the urn rises again.

I swear by my life."

—Tergin Bloodoath, battle herald of Hextor (deceased)

The eternal blades comprise a small, dying group that rarely ventures far beyond elf lands.

The difficulty of introducing a member of this prestige class into a campaign depends on when a player decides to take up the class.

A character built from 1st level to enter this class might receive visions and dreams from his blade guide throughout his career.

The guide might shepherd the character along the eternal blade path, leading him where he is needed most, giving clues that lead to lost treasure, ancient enemies and so forth.

For a higher-level character, the blade guide might simply manifest at a later age.

Not every blade guide appears to an elf in childhood, and such a manifestation might herald an epic destiny for the character so chosen.

ORGANIZATION

The good-aligned eternal blades gather in small groups called cadres.

Each cadre is centered on a grove deep within the elfen forests.

These locations have names such as Blade Deep Grove, Ten Trees Stand, and the Eternal Redoubt.

Many of these places were once majestic castles that housed hundreds of elite warriors.

Today, they are mostly empty, dusty reminders of past glory.

A number of them are located far from elf territories.

In the long centuries since the groves were built, the forests around them might have been burned, a diverted river might have flooded them, and so forth.

Orcs, goblins, or even a human king might occupy what was once an elf fortress.

In other areas, the blades' redoubts have become monster-infested dungeons.

The eternal blades dwindle in numbers each year, and as their number grows smaller, they become increasingly unable to offer protection to their people.

Many elf towns and cities haven't seen a visiting eternal blade in centuries.

In some lands, these warriors are regarded as no more than myths from a bygone, better time.

A council of nine officers leads each grove, though in recent times many can't muster such numbers.

Typically as few as three or four senior elves coordinate the eternal blades of each grove.

These warriors are usually too old to continue questing across the land.

Instead, they seek to recruit new eternal blades and provide what training they can offer.

Although a council might work hard, a deep sense of doom, misery, and pessimism rests over most groves.

The elders can remember when hundreds of eternal blades would gather to defeat a dragon or throw back an invasion.

Today, the elders watch in sorrow as fewer and fewer blades return from the quests they embark upon.

In some cases, a grove and the castle associated with it have fallen to invasion or been abandoned to the elements.

The eternal blades have lost the location of many of these fortresses, and they are keen to reclaim them.

Legend holds that a mighty artifact, the *Blade of Endil*, lies hidden in one such grove.

Only when it is recovered can the eternal blades once again return to power.

NPC REACTIONS

Most folk know little of the eternal blades.

Even deep within ancient elf forests, the blades are known only as a small band of once-renowned knights.

Many elves see them as well-meaning but misguided.

These elves wonder why the blades must cling to the shadows of a once-great past.

As befits their chaotic nature, most elves see life and history as a series of changes.

What worked in ages past might not be a good fit for today.

In a typical elf community, an eternal blade is seen as an anachronism—a figure who has stepped out of history, yet refused to adapt to the modern world.

Elves who enjoy the protection and aid of the eternal blades have a much different view.

These elves see the blades as helpful guardians.

In the regions around their fortresses, the eternal blades can expect at least a friendly welcome, food, and lodging from any elves.

Unfortunately for the blades, a dark chapter in their history prevents them from becoming truly welcomed into the community.

In ages past, a faction of eternal blades attempted to seize control of the elf realms.

Elves who fall under the blades' protection today appreciate and welcome their assistance, but they take care to maintain their independence from these warriors.

Few nonelves have any knowledge of the eternal blades.

The few who remember regard the blades as stalwart defend of the realm.

Dwarves and gnomes in particular treat them with respect, because on several occasions the eternal blades have worked to form alliances between the elves and other folk.

ETERNAL BLADE LORE

Characters with ranks in Knowledge (history) can research eternal blades to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: The eternal blades are an order of elf knights who fell into disfavor long ago for attempting to seize political control of several elf lands.

DC 15: The eternal blades use a strange fighting style that is almost magical in nature.

DC 20: An eternal blade communes with the spirit of an ancient warrior.

This spirit aids the warrior in battle by providing advice, menacing his enemies, and lending him strength and support.

Finding an eternal blade is no easy task, since the few remaining members of this order dwell far from the realms of humanity.

The best way to find an eternal blade grove is to consult with elf sages or historians to find the supposed location of a grove, travel there, and hope that the place has not yet fallen into neglect and ruin.

ETERNAL BLADES IN THE GAME

Eternal blades are relatively easy to add to your game, since they are few in number and hard to find.

The characters might not encounter any blades until well into the campaign, when you have decided that it is dramatically appropriate for them to appear.

They might be forgotten defenders of an ancient item that the party seeks, or an elf warblade in the party might be the one prophesied to lead the eternal blades back to glory.

This latter plot idea can be even more interesting if the elf PC is a reluctant hero, one who would rather seek glory on his own than deal with leading an entire order of warriors into battle.

Players with an interest in weaving epic plots and detailed backgrounds around their characters might find the eternal blade an interesting class.

As written, the class cries out for a PC to take the role of the chosen warrior who leads the blades back to glory.

Perhaps a great threat grows across the land, and only the eternal blades have the martial power needed to battle it.

Until a skilled leader, such as a PC, emerges, the blades are too scattered and few in number to battle the threat.

ADAPTATION

The eternal blades' background casts them as rare, isolated, and mostly forgotten to make them easy to integrate into a campaign.

Almost any setting with elf kingdoms of any sort can play host to these talented warriors.

If you need a villain, or wish to add a sinister layer to the blades, perhaps the schism within the blades' ranks persists to this day.

The original elves who led the attempt to seize control of the forests are now blade guides who corrupt the order.

Some of them have the ears of the blades' leaders, and they use this access to render the blades ineffectual or self-destructive.

A young warrior who teeters between good and evil might have an evil blade guide, or even a pair of opposed guides, fighting for his soul.

TABLE 5—4: THE ETERNAL BLADE

HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Maneuvers Known	Maneuvers Readied	Stances Known	Special
1st	+1	+2	+0	+0	1	0	0	Blade guide, eternal training 1/day
2nd	+2	+3	+0	+0	0	0	0	Guided strike
3rd	+3	+3	+1	+1	1	1	0	Armored uncanny dodge, eternal training 2/day
4th	+4	+4	+1	+1	0	0	0	Eternal knowledge
5th	+5	+4	+1	+1	1	0	1	Eternal training 3/day
6th	+6	+5	+2	+2	0	1	0	Defensive insight
7th	+7	+5	+2	+2	1	0	0	Eternal training 4/day
8th	+8	+6	+2	+2	0	0	0	Tactical insight
9th	+9	+6	+3	+3	1	1	0	Eternal training 5/day
10th	+10	+7	+3	+3	0	0	0	Island in time

JADE PHOENIX MAGE

*"If I should fall, I will only arise again in a new body.
The flame that is my soul cannot be quenched."*

—Kuthar of Ironhame, Mage of the Jade Phoenix

Long ago, a fellowship of swordsmen known as the Masters of the Jade Phoenix took up the study of arcane magic in search of a new martial discipline.

They discovered that the mental austerity and economy of action each swordmage had cultivated in his martial studies

opened the door to a powerful and unique form of arcane mastery.

Properly applied, the stances and maneuvers of a martial discipline provided the mage with exceptional power and control in his arcane spellcasting—and by channeling the arcane energy of his spells into his martial maneuvers, he achieved supernatural perfection in his chosen disciplines. For years, this secret society defended the land against evil, perfecting this new path that wove together martial disciplines and arcane power.

Then a terrible abomination, known only as the Soul Drake, descended on the world, wreaking unthinkable destruction across the land.

The realm defended by the masters of the Jade Phoenix was swept into ruin, but the arcane swordsmen gathered together and confronted this fearsome enemy.

Many masters died, but at the end of the struggle, the awful Soul Drake was bound and imprisoned in a hidden vault.

To ensure that their foe would never break free, the thirteen surviving members of the Jade Phoenix fellowship swore a mighty oath to walk the world for all eternity, maintaining the Soul Drake's prison with their own unceasing vigilance.

Such was the power of their oath that these spirits have been reborn again and again in the world, keeping the Soul Drake immured in its secret prison.

Today, thirteen Jade Phoenix mages walk the earth—no more, no less.

The instant one dies, a new one is born somewhere in the world.

As he grows and learns, he is inevitably drawn to both the Sublime Way and the magical arts—for he was a master swordsman and a mighty wizard in previous lives he has now forgotten.

In time, another Jade Phoenix master discovers the new incarnation of his old companion.

In an age-old rite, the existing master awakens his newfound comrade to awareness of his past lives, renews the oaths of vigilance that bind the Soul Drake in its prison, and reveals to him the ancient secrets of the order.

Both Jade Phoenix brothers then go their own way, their ancient duty discharged until once again a Jade Phoenix mage dies and is reborn.

BECOMING A JADE PHOENIX MAGE

Most Jade Phoenix mages begin their careers as sorcerers, warmages, or wizards.

From this beginning, two paths lead to membership in the fellowship of the Jade Phoenix—multiclassing in a martial adept class (crusader, swordsman, or warblade), or choosing Martial Study and Martial Stance feats to master the required number of martial maneuvers.

The latter path is costly, since the number of feats you must spend to pursue this path is high, but that option is advantageous in that you do not need to take a level in a class that will not improve your arcane spellcasting ability.

As with any spellcaster, your primary spellcasting ability remains your most important ability score.

After that, you will find good Strength, Dexterity, and Constitution scores highly useful, since you will risk melee combat much more frequently than most arcane spellcasters.

Of these, Dexterity and Constitution are most important—your class abilities and martial maneuvers provide you with ways to compensate for a mediocre Strength score.

If you choose to take a level in this prestige class, you can safely assume that you are the reincarnation of one of the thirteen ancient guardians whose lives keep the Soul Drake bound in its prison.

Your Dungeon Master might require you to seek out an existing member of the order to determine if this is true. Alternatively, if you have earned fame and renown for your deeds, the Jade Phoenix masters might come looking for you.

ENTRY REQUIREMENTS

Alignment: Any nonevil.

Skills: Concentration 9 ranks, Knowledge (arcana) 2 ranks, Knowledge (history) 2 ranks, Knowledge (religion) 2 ranks.

Martial Maneuvers: Must know at least two martial maneuvers, including one strike.

Martial Stances: Must know at least one martial stance.

Spells: Ability to cast 2nd-level arcane spells.

CLASS SKILLS

(2 + Int modifier per level): Climb, Concentration, Diplomacy, Handle Animal, Intimidate, Jump, Martial Lore*, Ride, Sense Motive, Tumble.

* New skill described on page 28.

CLASS FEATURES

The Jade Phoenix class features focus on improving your arcane spellcasting ability, but they also vastly improve your capabilities in melee combat by focusing your arcane energies into increased melee damage and through the acquisition of new maneuvers.

Spellcasting: At each level except 1st and 6th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming a Jade Phoenix mage, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Maneuvers: At each odd-numbered level, you gain a new maneuver known from the Desert Wind or Devoted Spirit disciplines.

You must meet a maneuver's prerequisite to learn it.

You add your full Jade Phoenix mage levels to your initiator level to determine your total initiator level and your highest-level maneuvers known.

At 3rd level, 6th level, and 9th level, you gain an additional maneuver readied per day.

Stances Known: At 5th level, you learn a new martial stance from the Desert Wind or Devoted Spirit disciplines.

You must meet a stance's prerequisite to learn it.

Arcane Wrath (Su): You can spontaneously channel stored spell energy (prepared spells or spell slots) into your melee attacks.

As a swift action, you can lose any prepared arcane spell or spell slot to gain a +4 bonus on a single attack or martial strike, as well as an extra 1d10 points of damage per spell level expended.

Both bonuses can be applied only on an attack made before the beginning of your next turn.

For example, if you lose a 3rd-level spell slot or prepared spell, you gain a +4 bonus on an attack roll you make before your next turn, and you deal an extra 3d10 points of damage if your attack is successful.

Rite of Waking (Ex): When you become a Jade Phoenix mage, you participate in the Rite of Waking with the master who accepted you into the society.

This rite takes 10 minutes, but requires nothing other than the presence of a Jade Phoenix master and a suitable candidate.

On completion of the rite, you gain awareness of your previous lives.

You now remember places you visited, people you knew, and things you did in lifetimes long past.

You gain a +2 bonus on Knowledge checks, and you can attempt a Knowledge check even if you are untrained in the appropriate Knowledge skill.

You also gain a +2 bonus on saving throws against death effects and fear effects.

Mystic Phoenix Stance (Su): At 2nd level, you learn how to channel the energy from one of your stances in a new way. While you are in a stance from any discipline you know, you can forgo its normal benefit as a swift action to gain the effect of mystic phoenix stance.

This ability lasts as long as you would maintain the stance, or as described below.

You can also stop using mystic phoenix stance and resume gaining the normal benefit of the stance as a swift action. While you use this ability, your caster level when you cast arcane spells increases by 1, and you gain a +2 dodge bonus to AC.

In addition, when you first activate this ability, you can choose to expend an arcane spell slot.

If you do, you also gain damage reduction against all but evil-aligned attacks as long as you maintain the stance.

The value of your damage reduction is equal to $2 \times$ the level of the spell you expend (maximum damage reduction 10/evil for expending a 5th-level spell).

Empowering Strike (Su): Beginning at 4th level, when you successfully attack an enemy with a martial strike, an arcane spell that you cast before the end of your next turn is empowered (as by the Empower Spell metamagic feat). Casting a spell that has been empowered through this ability does not increase the effective level of a spell you cast.

You do not need to know the Empower Spell feat to use this ability.

You can use this ability once per encounter.

Firebird Stance (Su): At 6th level, you learn another application for a stance you know.

While you are in a stance from any discipline you know, you can forgo its normal benefit as a swift action to gain the effect of firebird stance.

This ability lasts as long as you would maintain the stance, or as described below.

You can also stop using firebird stance and resume gaining the normal benefit of the stance as a swift action.

While this ability is active, you gain resistance to fire 10, and your caster level when you cast any fire spell increases by 3.

In addition, you can choose to expend an arcane spell slot when you activate the ability.

If you do, you gain an aura that deals 1d6 points of damage per spell level to any creature within 10 feet (Reflex half, DC 14 + key spellcasting ability modifier).

Half the damage dealt by the aura is fire, and the other half is raw arcane energy (untyped damage).

The aura deals damage each round at the beginning of your turn.

Once you activate this ability, the fiery aura lasts for 1 minute, after which time the effect ends and the normal effect of your stance resumes.

Jade Phoenix Master (Su): When you attain 6th level, you earn the right to call yourself a Jade Phoenix master.

You can now perform the Rite of Waking for someone else, provided he or she is a suitable candidate and embodies the reincarnated spirit of one of the ancient masters.

(The DM decides if this is true for any given NPC).

You gain the ability to sense the direction and distance to the nearest Jade Phoenix mage, master, or candidate simply by meditating for 1 minute without interruption.

Quickening Strike (Su): Starting at 8th level, when you successfully attack an enemy with a martial strike, an arcane spell of 5th level or lower that you cast before the end of your next turn is quickened (as by the Quicken Spell metamagic feat).

Casting a spell that has been quickened by this ability does not increase the effective level of the spell you cast.

You do not need to know the Quicken Spell feat to use this ability.

You can use this ability once per encounter.

Emerald Immolation (Sp): At 10th level, once per week you can perform the awesome *emerald immolation*.

You explode in a searing blast of green fire that deals 20d6 points of damage in a 20-foot radius (Reflex half, DC 19 + key spellcasting ability modifier).

Half the damage the blast deals is fire, and the other half is raw arcane energy (untyped damage).

Extraplanar creatures that fail their saves must immediately succeed on a Will save (DC 19 + key spellcasting ability modifier) or be dismissed to their native planes.

This blast utterly destroys you, but 1d6 rounds later, you re-form in the exact spot where you were when you employed this ability.

You are dazed for 1 round after you reappear, but you are healed of all damage (including ability drain or damage), blindness, deafness, disease, paralysis, or poison.

Any equipment you were wearing or objects you were holding or carrying when you used this ability re-form with you, exactly as they were.

This ability is the equivalent of a 9th-level spell.

PLAYING A JADE PHOENIX MAGE

You have lived through a dozen lifetimes.

You have roamed the world from one end to the other, you have learned and forgotten countless pieces of information and names, you have built empires, and you have fallen in abject, ignominious defeat.

While other heroes struggle to find their place in the world or wrestle with the consequences of their actions, you view all things with equanimity.

Whatever the danger, whatever the injustice, whatever the evil that rises up to threaten the world—it too shall pass.

Given the long, wearying journey passing through lifetime after lifetime, some Jade Phoenix mages become dispassionate and distant.

Why form attachments to people, places, or causes, when sooner or later all will be lost again and a new life begun somewhere else?

Other members of the fellowship grow arrogant and insufferable, coming to think of other mortals as lesser beings because they are limited to the experience and wisdom of a single lifetime.

But most Jade Phoenix mages learn compassion, humility, and a wry sense of humor over their long journeys.

Who else can better understand the magnificent jest of existence than someone who has lived and died dozens of times?

Regardless of whether your long existence has left you wise or weary, you are a clever and patient enemy of evil.

You despise tyranny and cruelty in any form, for these things blight the world—and you fear that a world whose

spirit is poisoned by too much wrong will be defenseless against the Soul Drake.

In her dark, dreaming prison she grows strong on the terror and misery of the innocent, and the day might come when she awakens and breaks free.

To prevent her return, you light oppression, injustice, and savagery wherever you find them.

COMBAT

Your combination of martial maneuvers and spellcasting gives you the ability to fight well in melee as well as at range.

In fact, many of your defining abilities require you to prepare an arcane attack by executing martial maneuvers or use your untapped spell energy to add power to your martial strikes.

A battle in which you mix your martial strikes with your arcane spells allows you to get the most out of your suite of abilities.

Remember, you are not a front-line fighter; you must rely on magic and guile to avoid your enemies' attacks when you close to melee to use your martial maneuvers.

You can easily adapt your tactics to the foes you face, if you find yourself confronting enemies who are highly resistant to magic, use your arcane spell energy to add power to your martial strikes and defeat them with the Sublime Way.

If you face enemies who are formidable in close combat, use your martial strikes to set up devastating magical attacks.

Although most of your combat prowess resides in your martial maneuvers and spellcasting ability, don't overlook your highly useful stance-related abilities.

The mystic phoenix stance helps you survive close battles, and the firebird stance can make you a dangerous target for enemies who rely on melee attacks.

However, be careful with your arcane spell slots.

If you expend slots routinely on arcane wrath or to add power to your stance abilities while slinging spells every round, you will find that you burn through your spell slots faster than you might like.

ADVANCEMENT

You already possessed some skill with magic and some mastery of the Sublime Way before you came to the attention of the other Jade Phoenix mages.

When you are ready to accept the truth of who and what you really are, a Jade Phoenix master seeks you out, even if doing so takes years.

Once you are found, the master typically observes you for a time to determine if you are in fact one of his ancient comrades.

Many masters feel that the best way to be sure of your readiness is to challenge you to a contest of martial and magical skill, but not all masters hold to this view.

As long as you acquit yourself reasonably well in such a duel, you will be told the truth about who you are; you do not need to win.

If you fight with courage but little skill, you will be left to go your own way for a time in the hope that in a year or two you might prove more ready, if you demonstrate cowardice or treachery, the testing master might elect to kill you—a stain of evil would weaken the Soul Drake's prison, and after all, your spirit will be reborn.

You might be a better person in your next incarnation. Once you are awakened to your previous lives and your sacred trust, you are left to resume your own affairs.

You are expected to aid another Jade Phoenix mage on the rare occasions you meet with one, and should you discover that one of your old comrades has been reborn and awaits the Rite of Waking, you are expected to bring him to a master or bring a master to him.

When you reach the title of master, you normally address the matter yourself without seeking the advice or consent of your peers—you know the fellowship's responsibilities because you have discharged them for a dozen lifetimes. As you continue to gain levels, you might alternate between your arcane spellcasting class, your martial adept class (if any), and your Jade Phoenix levels.

Most practitioners of this tradition follow the Jade Phoenix path exclusively for time—at least until they attain the level of mastery they had in their previous life.

Feats, spells, and maneuvers that make it easy for you to switch between melee attacks and arcane spellcasting are extremely useful.

Consider learning feats such as Combat Casting or Spring Attack; spells such as fly; or martial maneuvers such as salamander charge or wind stride.

Ranks in Concentration or Tumble might also prove helpful.

RESOURCES

Jade Phoenix mages are few and far between.

Most wander the world engaged in their own personal quests and struggles, interacting with their peers only through chance and happenstance.

Even mortal peril is not always sufficient to gain the aid or sympathy of a fellow Jade Phoenix mage, since your death is, after all, nothing more than a momentary inconvenience in the eyes of the other masters.

Sooner or later, you will meet again.

Ironically, one of your more interesting and useful resources is yourself—specifically, yourself in a past life.

Some Jade Phoenix mages make a point of secreting useful things such as treasure, magic items, or simple information in hidden caches all over the world, not knowing when or if they might ever need them again.

The location and value of these old caches are up to your DM, but magic items totaling 1,000 gp or less in value that you “remember” no more than once per Jade Phoenix mage level would be reasonable.

Of course, your caches might not be located anywhere nearby when you decide you need one, and you might have left traps or guardians to protect them.

JADE PHOENIX MAGES IN THE WORLD

“You seem to have me at a disadvantage, human.

You say that we have met, but I am certain that I have never laid eyes on you before today!”

—Arexakarius, red dragon

The Jade Phoenix mage serves as a mystic wanderer, free-roaming troubleshooter, champion, and teacher who travels the world with few ties to any place, person, or cause.

Most are willing to share their arcane knowledge or martial enlightenment with any apt student they encounter, whether or not that person harbors the spirit of an ancient comrade.

A Jade Phoenix mage might therefore appear as an ally or mentor to player characters who study magic or follow the Sublime Way.

Since a Jade Phoenix mage is exceptionally well traveled and familiar with the people and events of times long gone

by, he can also serve as a living witness to historic events, Adventurers in search of hard-to-find information about events that happened long ago might find that a Jade Phoenix mage recalls the events in question much more accurately than any scribe has ever set them down.

A Jade Phoenix mage can therefore serve as a sage of sorts, aiding the player characters by passing along information they might otherwise have no way to discover.

DAILY LIFE (AND DEATH)

A Jade Phoenix mage is free to pursue his own interests and do whatever he wishes with his life, so long as he honors the basic tenets of the fellowship: Aid his fellows when asked, stand against corruption and tyranny, and keep the sacred watch alive by waking newly reincarnated fellows to their ancient oaths and true identities when necessary.

In practice, most Jade Phoenix mages become wanderers. Some choose to live and teach for a time at a monastery or temple of likeminded students of the Sublime Way, becoming renowned masters in the process.

Because the spirit of a Jade Phoenix mage is bound to the world and fated to be reborn, death is a different sort of experience for him.

The spirit of a Jade Phoenix mage does not voyage on to the afterlife in the planes, nor does it instantly reincarnate at the moment of death.

The spirit simply slumbers for a time, remaining discorporate for a few hours or days before it is drawn back to the world and reborn.

During this time, *raise dead* and *resurrection* spells cast on the deceased character function normally.

If a dead Jade Phoenix mage is not brought back to life within this period of slumber, the spirit reincarnates and is born again as a new person somewhere else.

After this time, no resurrection magic can bring him back to his previous existence.

In other words, if a player intends for his character to be raised, he has time to be brought back; if a player chooses for his character to remain dead, his spirit quickly reincarnates and begins life again elsewhere.

ORGANIZATION

All Jade Phoenix mages fall into one of three categories: candidates, initiates, and masters.

Candidates are those individuals who harbor one of the thirteen ancient spirits, but simply don't know it yet.

While they grow to adulthood and take up the study of magic and martial prowess, other members of the group might keep an eye on their progress, but the candidates are not told of their true calling or ancient duty until such a time as they are ready to accept these truths.

Most candidates might come to realize that a mysterious sorcerer or wizard is interested in their progress, and a few might even be tutored directly by a Jade Phoenix mage who deems it necessary to return his old comrade to full wakefulness in a hurry.

Initiates are fully awakened Jade Phoenix mages—characters who have taken at least one level in this prestige class and undergone the Rite of Waking.

All initiates signify their allegiance to their ancient order by tattooing the emblem of a green phoenix prominently on their bodies—usually the chest or the back of the hand, but sometimes the face or head.

Masters are Jade Phoenix mages who have reached a level of significant magical and martial power in their current incarnation.

The title is one that has little weight.

The group does not recognize any lasting precedence of rank or position, since each spirit must begin anew with each rebirth.

At any given time, one Jade Phoenix mage might be a 15-year-old candidate struggling to master her first spells while another is a 60-year-old archmage with command of epic spellcasting, but both spirits are the same age and share the same ancient duty.

For a short time, the spirit in the younger body owes some deference to the spirit who has experienced more and accomplished greater things in its current incarnation, but in a few short years the candidate will be the archmage, and the archmage will struggle to recall his old skill at magic.

NPC REACTIONS

Jade Phoenix mages are so rare that very few NPCs have any preconceived notions about the fellowship.

Most of the time, they are treated as any skilled warrior-mage might expect to be treated.

However, itinerant Jade Phoenix masters have opposed tyrants, monsters, and villains all over the world, so any particular master contends with the possibility that one or another of his twelve fellow mages might have made a name for the society in some land or another.

More than one Jade Phoenix mage has wandered into a new land only to discover that generations ago one of his old companions battled some mighty evil there, and is remembered by the people he fought for—or against.

JADE PHOENIX MAGE LORE

Characters with the Knowledge (history) skill can research the fellowship of the Jade Phoenix to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: I've heard old tales of strange sorcerers who mark themselves with the image of an emerald phoenix.

No one knows who they are, where they come from, or where they go when they leave.

DC 15: These individuals are known as the order of the Jade Phoenix.

They're an elite society of warrior-mages who know powerful secrets of both martial and arcane lore.

DC 20: The group has only thirteen members at any one time.

When one dies, they find another mage to join their order. They oppose the workings of evil wherever they find it.

DC 25: The reason the group has only thirteen members is because each Jade Phoenix mage is reborn when he dies. These are the same thirteen masters who have made up the society for hundreds of years.

Long ago they swore an oath to protect the world against some terrible demiurge known as the Soul Drake, who is imprisoned in a hidden magical vault.

As long as they are faithful to their oaths, the Soul Drake cannot escape.

DC 30: Characters who achieve this level of success can learn important details about a specific Jade Phoenix mage in your campaign, including the areas where he operates, the kinds of activities he undertakes, and at least one identity of his previous incarnation, as well as some of his greater accomplishments in that life.

The fellowship of the Jade Phoenix does not maintain any sort of temple, sanctuary, or stronghold.

However, at any given time it's not unusual for one or two masters to settle down in a monastery or arcane guildhouse, and teach students who seek to learn both the Sublime Way and the arcane arts.

A character must succeed on a DC 25 Gather Information check to locate a Jade Phoenix master who has chosen to settle down for a time.

JADE PHOENIX MAGES IN THE GAME

Jade Phoenix mages are more often allies than enemies.

Even if no character in the party is particularly likely to join the prestige class, a Jade Phoenix mage can serve as an interesting mentor who appears from time to time, offering cryptic advice and guidance to heroes in need.

As a player character, a Jade Phoenix mage appeals to players who like the challenge of creating innovative tactics combining spells and melee attacks.

Other players might be attracted to the possibilities of describing the adventures, friends enemies of lifetimes now long past; if any character can say, "I've seen something like that before" in almost any situation, it's the Jade Phoenix mage.

ADAPTATION

The most interesting way to adapt the Jade Phoenix mages to your own campaign is to define a specific evil power they keep imprisoned.

In the FORGOTTEN REALMS setting, the Jade Phoenix mages might play a role in keeping Dendar, the Night Serpent, asleep in her vast prison beneath the Peaks of Flame.

In the world of the EBERRON campaign, the Jade Phoenix fellowship might keep some monstrous offspring of Khyber immobile and insensate.

As long as they still live, the demonspawn remains trapped in the underworld.

For a real twist, consider making the Jade Phoenix fellowship into the Ebon Phoenix.

The thirteen ancient swordmage-wizards were not servants of good, but instead the chosen champions of some evil god-king.

As long as they still survive, the evil overlord cannot be wholly expunged from the world, and so these terrible ancient spirits keep alive the hope of returning their dark master to power someday.

Destroying all thirteen Ebon Phoenix mages would require an epic quest to find and ultimately imprison or destroy each spirit before it can reincarnate.

TABLE 5-5: THE JADE PHOENIX MAGE HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Man. Known	Man. Readied	Stances Known	Special	Spellcasting
1st	+1	+2	+0	+0	1	0	0	Arcane wrath, rite of waking	—
2nd	+2	+3	+0	+0	0	0	0	Mystic phoenix stance	+1 level arcane spellcasting class
3rd	+3	+3	+1	+1	1	1	0	—	+1 level arcane spellcasting class
4th	+4	+4	+1	+1	0	0	0	Empowering strike	+1 level arcane spellcasting class
5th	+5	+4	+1	+1	1	0	1	—	+1 level arcane spellcasting class
6th	+6	+5	+2	+2	0	1	0	Firebird stance, Jade Phoenix master	—
7th	+7	+5	+2	+2	1	0	0	—	+1 level arcane spellcasting class
8th	+8	+6	+2	+2	0	0	0	Quickening strike	+1 level arcane spellcasting class
9th	+9	+6	+3	+3	1	1	0	—	+1 level arcane spellcasting class
10th	+10	+7	+3	+3	0	0	0	Emerald immolation	+1 level arcane spellcasting class

MASTER OF NINE

"Tiger Claw.

Shadow Hand.

White Raven.

All of these are not paths in and of themselves.

They are simply steps along the True Path, the Path of which I am master."

—Ninefold Sage of Crimson

Some savants of the Nine Disciplines believe that none of the paths are complete, true disciplines in and of themselves.

They believe that the nine disciplines are perhaps more appropriately termed the Nine Steps, each a single portion of a true, whole Way.

These few masters strive to learn the secrets of each path, and in so doing become the masters of nine, using a martial style that combines all of the techniques of the Temple of Nine Swords.

Such martial sages are fluid and unpredictable martial artists, capable of switching between styles and techniques to suit each situation.

BECOMING A MASTER OF NINE

A master of nine typically begins his career as a warblade or swordmage, as those paths provide the broadest access to martial disciplines.

Occasionally, a crusader might become a master of nine after selecting the Martial Study feat multiple times.

ENTRY REQUIREMENTS

Skills: 10 ranks in four key discipline skills.

Feats: Adaptive Style*, Dodge, Blind-Fight, Improved Initiative, Improved Unarmed Strike.

Martial Maneuvers: Must know at least one maneuver from six different disciplines.

* New feat described on page 28.

CLASS SKILLS

(6 + Int modifier per level): Balance, Climb, Concentration, Craft, Diplomacy, Hide, Intimidate, Jump, Knowledge (history), Knowledge (local), Martial Lore*, Sense Motive, Swim, Tumble.

* New skill described on page 28.

CLASS FEATURES

The master of nine expands his knowledge of martial maneuvers to include all nine martial disciplines.

As he advances, he learns ways of combining maneuvers from different disciplines to great effect.

Finally, his mastery of all nine disciplines grants him a greater understanding of the path of the martial adept.

Maneuvers: At each odd-numbered level, you gain two new maneuvers known from any of the nine disciplines.

At each even-numbered level, you gain one new maneuver known from any of the nine disciplines.

You must meet a maneuver's prerequisite to learn it.

You add your full master of nine levels to your initiator level to determine your total initiator level and your highest-level maneuvers known.

At each level, you gain an additional maneuver readied per day.

Stances Known: At 2nd level and again at 4th level, you learn a new martial stance from any discipline.

You must meet a stance's prerequisite to learn it.

Dual Stance (Ex): Starting at 2nd level, you can choose to not lose your current stance when you enter a different stance from another discipline.

The amount of time you can spend in two stances is limited.

You can use this ability to gain the benefits of two stances for a maximum of 2 rounds per class level each day, split up as you desire among multiple uses and multiple stance pairs.

Perfect Form (Ex): Beginning at 3rd level, you initiate your maneuvers with greater fluidity and grace.

The save DC (if any) of any maneuver you initiate increases by 1.

Counter Stance (Ex): From 4th level on, whenever you initiate a counter maneuver, you can change your stance as part of the counter's action, even if it is not your turn.

Mastery of Nine (Ex): At 5th level, you have attained mastery of all nine disciplines.

You gain a +2 bonus on attack rolls made when initiating any strike maneuver, and your strikes deal extra damage equal to the number of disciplines you readied maneuvers from at the beginning of the day.

For example, if you ready maneuvers from six different disciplines, you gain a +6 bonus on damage rolls when you initiate your strikes.

PLAYING A MASTER OF NINE

To you, each of the individual styles is incomplete.

Each discipline is like a single petal of a flower—beautiful, elegant and finely formed, perhaps, but each grants only a partial understanding of the whole.

Masters of nine often speak of the Nine-Petal Blossom, the symbolic representation of this concept.

You are driven, intent on learning the secrets of the Ninefold Way.

You tend to show some small amount of pity for those who don't see the whole picture and focus only on their one style, but you aren't arrogant; you once stood in their place. You simply can't wait for their vision to broaden.

Perhaps you can help them.

As a group, masters of nine have no overarching objectives or plans.

They are simply a group of martial adepts who have come to understand that as powerful as a single discipline is,

when unified, they become something full of power, grace, and beauty.

Your standing among other masters is determined by two things: your own progress in mastering the Ninefold Way, and how many others you have instructed in the ways of the Nine-Petal Blossom, teaching them its secrets and setting them on the path.

Those who not only have the wisdom to see the Blossom but also to show it to others are well regarded among the masters.

COMBAT

In battle, you are unpredictable and graceful.

You prefer to single out those among your foes who obviously have some knowledge of the techniques of the Sublime Way, so that you can best them.

You want to dazzle your foe with a display of martial mastery, for who knows?

Perhaps the enemy you battle today shall come to you for the wisdom of the Ninefold Way tomorrow.

You also prefer the pure and personal nature of hand-to-hand combat.

ADVANCEMENT

Your vision was always wide as a martial adept.

Perhaps you saw connections between martial styles that seemed to share little in common with one another.

You might have even had multiple masters, trying desperately to learn what each of them had to teach without neglecting your advancement with any one of them (you might have even succeeded, drawing the attention of a master of nine).

Regardless of the precise details of the past, the masters saw you as someone with the potential to behold the Nine-Petal Blossom, and one of them took you under his wing.

Now, you are one of them.

The insights that came with your training were unlike any you had experienced before, though you suspected all along that something like this path must exist somewhere in the world.

Now, you are responsible for only two things: your own advancing mastery of the Ninefold Way, and helping to open the eyes of others to its potential.

From this point, you must maintain your edge.

Keep advancing in the key skills of the nine disciplines as much as possible.

Your feat choices should reflect your amazing mastery of the Nine Ways.

Many of the feats in this book might help you, and feats such as Martial Study allow you to further expand your maneuver selection.

RESOURCES

Though the masters of the nine sometimes gather to train together and share their insights, they value self-sufficiency.

As such, it is rare that they help one another in anything but the most dire of circumstances.

As puissant adepts of martial discipline beyond the skill of most folk, they are happy to aid those who don't share their level of enlightenment however they can, but masters of nine believe that their peers should be capable of handling most situations without aid.

Only a threat to the masters as a whole, such as someone systematically hunting down or otherwise persecuting the masters of nine, is likely to cause them to band together.

MASTERS OF NINE IN THE WORLD

"The techniques of the masters of nine are elegant and powerful—and greatly to be feared.

Beware their wrath, lest you find yourself battling your own strengths."

—Master Kosukan, archivist-monk of the Thousand-Petal Orchid

Temple Masters of nine are, in many ways, archetypal martial artists.

They really seek only one goal: the perfection of their style. The best means of doing this is through adventuring.

Masters of nine are fond of dueling other martial artists and demonstrating their superiority (or, in some cases, discovering where their own abilities are lacking).

ORGANIZATION

The masters of nine, though a network made up of masters and former apprentices, are a loose society of peers. None of them maintain any kind of authority over the others, except the informal authority given to those who have walked the Ninefold Path for some time and discovered many of its secrets.

Masters of nine do not train one another—once a master succeeds at setting the feet of a martial adept onto the path, the student must walk it for himself.

Each master understands the Ninefold Path a little differently and practices it in his own way.

Masters enjoy the opportunity to spar with one another. Such battles are quite a sight to behold, full of breathtaking feats of martial mastery and athleticism.

MPC REACTIONS

Most people who encounter a master of nine don't really know enough about such folk to treat them any differently than they would any other dedicated martial adept.

Other martial adepts, however, and those who are knowledgeable in the lore of their kind, believe that the masters of nine are simply dilettantes without the discipline to truly master a single style.

Others feel that the masters are sages who have unlocked a mystery of the martial disciplines.

All adepts understand that any master of nine they encounter is powerful and skilled and certainly not to be trifled with.

Generally speaking, martial adepts give masters a friendly reception, unless they are staunch single-style enthusiasts, in which case the reaction might be a bit more confrontational.

MASTER OF NINE LORE

Characters with ranks in Martial Lore can research masters of nine to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Some powerful martial adepts study all nine known disciplines.

They are sometimes known as masters of nine, masters of the Nine-Petal Blossom, or other such fanciful names.

DC 15: The master of nine can quickly adapt his style to exploit any weakness a foe possesses.

He knows more maneuvers than any other martial adept.

DC 20: A master of nine is a worthy opponent, or a valued ally.

Few possess the breadth of abilities available to a master of nine, and few have the patience or ability to walk the Ninefold Path.

DC 30: Characters who achieve this level of success can learn important details about a specific notable master of nine, the areas where he operates, and the kinds of activities he undertakes.

Setting up a meeting with a master of nine can be difficult, since the masters maintain no chapterhouses or colleges. Instead, the easiest way to find one involves going to any place with a strong focus on the martial disciplines, for the masters often seek out new pupils in such places.

At the very least, an experienced martial adept is likely to have some idea where a master of nine can be found.

MASTERS OF NINE IN THE GAME

A master of nine is often the proverbial Old Man of the Mountain, an ascetic who seeks to test his body and technique to master both, if your setting includes martial adepts already, it is simple enough to extrapolate the existence of masters of nine.

If your setting does not, however, a visiting master of nine is an excellent way of introducing the class into the campaign without dramatically altering the setting assumptions.

Masters are not limited to kindly sages, however, and can easily fill the role of adversary, displaying such skill in defeating the party that the PCs realize that they, too, must discover and follow the Ninefold Path to defeat this new foe.

Players focused on and interested in the martial adept classes and abilities will find enjoyment in this class, which makes generalization a specialty.

The master of nine is likely to have the greatest access to a variety of fighting styles, allowing a broad exploration of the various discipline techniques.

ADAPTATION

A master of nine can fill the role of the ultimate weapon master in your campaign.

An order of elite knights, a secretive cabal of mystic warriors, or a group of hidden masters sequestered in a distant monastery fit this class.

You could also make the masters of nine into an elite group of imperial servants, tasked with hunting down the enemies of the realm—whether good or evil.

TABLE 5–6: THE MASTER OF NINE HIT DIE: D8

Level	Base				Maneuvers Known	Maneuvers Readied	Stances Known	Special
	Attack Bonus	Fort Save	Ref Save	Will Save				
1st	+0	+0	+0	+2	2	1	0	—
2nd	+1	+0	+0	+3	1	1	1	Dual stance
3rd	+2	+1	+1	+3	2	1	0	Perfect form
4th	+3	+1	+1	+4	1	1	1	Counter stance
5th	+3	+1	+1	+4	2	1	0	Mastery of nine

RUBY KNIGHT VINDICATOR

"You've threatened our people for the last time, cur."

—Ereth Nazbek, a Ruby Knight of Wee Jas

The Ruby Knights are a crusader order in the service of Wee Jas, goddess of death and magic.

Inscrutable and mysterious, these secretive warriors serve as the militant arm of the Jasite faith.

They protect the temples of Wee Jas, guard important leaders of the church, aid powerful sorcerers and necromancers sworn to the Witch Goddess, and help to train novice clergy.

When called upon, they also serve as spies and assassins.

Within the Ruby Knight order, the knights-vindicator are responsible for undertaking duties of the last variety.

Most of the time, a knight-vindicator is free to do as he pleases, but every so often leaders of the knightly order or high priests of the faith come to him with a special assignment that requires stealth, intimidation, or assassination.

A Ruby Knight vindicator relies on his spiritual strength and skill in martial disciplines rarely mastered by crusaders to capture or dispatch marked enemies of the faith.

He strikes with unflinching determination and righteous vengeance, and his benefactors within the church sleep comfortably knowing the Ruby Knights always stand ready to do the church's bidding.

BECOMING A RUBY KNIGHT VINDICATOR

Due to the entry requirements, most Ruby Knight vindicators are multiclass crusader/clerics or paladins who have entered this class after learning a Devoted Spirit maneuver, either by selecting the appropriate feats or by taking a level in the crusader class.

ENTRY REQUIREMENTS

Skills: Hide 4 ranks, Intimidate 4 ranks, Knowledge (religion) 8 ranks.

Martial Maneuvers: Must know at least one Devoted Spirit maneuver.

Martial Stances: Must know at least one Devoted Spirit stance.

Deity: Wee Jas.

Special: Ability to turn or rebuke undead.

CLASS SKILLS

(4 + Int modifier per level): Balance, Concentration, Craft, Diplomacy, Heal, Hide, Intimidate, Jump, Knowledge (history), Knowledge (local), Knowledge (religion), Martial Lore*, Profession, Ride, Sense Motive, Spellcraft.

* New skill described on page 28.

CLASS FEATURES

A Ruby Knight vindicator learns new martial maneuvers, including maneuvers of the Shadow Hand discipline, while continuing to advance his divine spellcasting ability.

Moreover, he gains class features specifically designed to channel his divine power into his martial maneuvers.

Spellcasting: At each level except 1st and 6th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one divine spellcasting class before becoming a devoted enforcer, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Maneuvers: At each even-numbered level, you gain one new maneuver known from the Devoted Spirit, Shadow Hand, Stone Dragon, or White Raven disciplines.

You must meet a maneuver's prerequisite to learn it.

You add your full Ruby Knight vindicator levels to your initiator level to determine your total initiator level and your highest-level maneuvers known.

At 5th level and 9th level, you gain an additional maneuver readied per day.

Stances Known: At 1st level and again at 6th level, you learn a new martial stance from the Devoted Spirit, Shadow Hand, Stone Dragon, or White Raven discipline.

You must meet a stance's prerequisite to learn it.

Divine Recovery (Su): Beginning at 2nd level, you can channel divine power to recharge your martial maneuvers. You can expend a turn or rebuke undead attempt as a swift action to recover one expended maneuver.

If you are a crusader, the maneuver you recover is immediately available to you as a granted maneuver.

Armored Stealth (Ex): Knights-vindicator are taught unusual techniques for staying out of sight.

Starting at 5th level, you no longer take an armor check penalty on Hide checks.

Your armor check penalty still applies to any other skills affected by armor check penalties.

Divine Impetus (Su): At 7th level, you learn how to use the divine power of the Stern Lady to quicken your reactions and act without hesitation.

You can expend a turn or rebuke undead attempt to gain one additional swift action this round.

For example, you could use this ability to both change your stance and initiate a boost maneuver in the same turn, or if you initiated a counter before your turn, you can activate this ability and then initiate a boost on your turn.

Divine Fury (Su): From 9th level on, you can directly channel Wee Jas's divine energy into your martial strikes.

As a free action, you can spend a turn or rebuke undead attempt to add a +4 sacred (or profane, if you are evil) bonus on your attack roll with one martial strike this turn.

In addition to its normal effects, the strike deals an extra 1d10 points of damage.

Multiclass Note: A paladin who becomes a Ruby Knight vindicator can continue advancing as a paladin.

PLAYING A RUBY KNIGHT VINDICATOR

You are a dark knight who swoops in to help his church in its time of need.

You have served within the hierarchy of Wee Jas's faith, and you have won the right and privilege of determining for yourself how best to advance the Ruby Sorceress's cause.

You are, for the most part, an adventurer who is periodically asked to complete a specific mission that requires your brand of ruthlessness and stealth.

You are the living symbol of the Ruby Sorceress's wrath, and this role within the church gives you a somewhat sinister mystique.

You have enough clout and prestige to decline a mission for any reason, but your zealous devotion almost always compels you to complete a task in whatever manner you deem most effective.

You are a weapon of the church, to be wielded only in dire circumstances.

Your conviction enables you to do the terrible deeds that other members of the church abhor or lack the skills to accomplish.

Once the church determines that it needs your help, a high-ranking cleric uses a *sending* spell or similar device to secretly contact you and invite you to the temple or some secret location for a "situation briefing".

The mission in question usually requires a combination of subterfuge and martial prowess—two areas in which you excel.

Sample missions include capturing a thief who has stolen relics from the church, spying on the activities of a troublesome cult, or assassinating a hard-to-reach adversary who has persistently antagonized the church or its members.

If you have friends or associates with skills that might help you complete your quest, you can use them as the situation warrants—leaders of the Jasite faith trust you to use your best discretion regarding methods and tactics.

Once you complete your mission, you are free to return to your regular life until you're called upon again.

When you commit to a mission, nothing stands between you and its completion.

You are highly focused and disciplined, and no distraction except an assault on your church will deter you.

Church officials sometimes disavow a knight-vindicator captured in the line of duty, since to admit complicity could cast a dim shadow over the church or attract undue attention to its activities.

Death is another matter entirely.

Unless you have proven yourself inept by failing mission after mission, church officials will strive to resurrect you, their sworn knight, in the belief that you will continue to serve them faithfully.

More than a few Ruby Knights are brought back to continue their service in undeath as well.

COMBAT

Unlike an assassin, a Ruby Knight doesn't go out of his way to hide from his enemies unless the mission at hand requires stealth or subterfuge.

In general, you want your enemies to see you coming.

You want them to tremble with fear as you close in for the kill.

That said, you don't want to plunge headlong into combat without first observing your foes and analyzing the tactical situation.

Wise knights-vindicator strike when doing so is most advantageous to them, not when their enemies clearly have a tactical edge.

Your sword is mightier than any pen, and you aren't brought in to negotiate with your quarry.

You rely on your Shadow Hand stances and maneuvers to approach your foes unseen, launch devastating attacks from hiding, and confuse and befuddle those who stand between you and your target.

As a student of the Devoted Spirit and Stone Dragon disciplines, you favor melee combat over ranged combat.

You rely on your mastery of various maneuvers to beat your hated foes into submission or into an early grave.

A stance that will serve you well against enemies of the faith includes martial spirit (to keep you alive).

At higher levels, consider the daunting strike maneuver or the aura of perfect order stance.

ADVANCEMENT

Prove your loyalty to the church, master the discipline of the Devoted Spirit, and demonstrate a predilection for violence, and you can become a Ruby Knight vindicator. Even lawful good clerics of Wee Jas can benefit from the services of a Ruby Knight vindicator, so the profession imposes no alignment restrictions.

If the church to which you belong recognizes your skills as a vindicator, you are considered part of the order.

A large chapter of Ruby Knights usually has its own hierarchy, and as a member of the order, you might receive missions from a superior member of the order instead of a cleric of the church proper.

More likely, the order to which you belong exercises no authority over knights-vindicator, allowing these elite servants of the Witch Goddess to execute missions where and when they see fit.

You might be respected in the order for your accomplishments, but you have no superiors or subordinates.

Most knights-vindicator aren't concerned about advancement within the order or the church; they are content simply to act in the church's best interests when called upon to do so.

The Ruby Knight order has no membership fees.

The greatest benefit of an order of Ruby Knights is the opportunity to train and confer with others who have mastered the Devoted Spirit discipline and who share a similar fanatical devotion to the cause.

RESOURCES

Ruby Knight vindicators are loners for the most part.

As a member of the class, you are expected to provide for yourself and purchase your own gear.

Many knights-vindicator take jobs outside the church and use these as "cover" while keeping a low profile.

Some Ruby Knight vindicators feel compelled to donate a portion of their amassed wealth to the church, but the church never requires you to do so.

Your faithful service is reward enough.

If your church feels that you need a specific item to complete a mission, the item will be provided to you at no cost.

Unless the item is disposable, such as a potion, the church will expect you to return it once the mission is completed.

RUBY KNIGHT VINDICATORS IN THE WORLD

"Shadow and steel.

Cross tie church, and you'll have to deal with them!"

—Jvesskah, a yuan-ti crimelord in Sasserine
Good-aligned Jasite shrines use Ruby Knights to deal with evildoers, and evil-aligned temples use them to spread fear and eliminate anyone who challenges their dominance. Consequently, it's a simple matter to drop Ruby Knights into your existing campaign.

Just because they haven't shown up before doesn't mean they don't exist.

When not executing missions for the Witch Goddess, Ruby Knight vindicators tend to keep low profiles.

Moreover, PCs who oppose evil necromancers and sorcerers might find themselves stalked by one or more fanatical Ruby Knights hungry for vengeance.

ORGANIZATION

A temple of Wee Jas usually has a small number of Ruby Knights to serve as soldiers, guards, and enforcers. Knights-vindicator are more scarce, and they often protect the interests of several small temples scattered over a wide area.

A modest temple in a small city can get by with one knight-vindicator, while a large temple in a large city or metropolis might support a small chapter of knights-vindicator.

A typical chapter has 2d4+4 members, all of whom have at least one level in the Ruby Knight vindicator prestige class. Some chapters have a hierarchy (with the more experienced members overseeing the less experienced ones), but most are loose gatherings of like-minded fanatics who occasionally train together.

Some chapters of knights-vindicator have special hallmarks, but most orders allow members to exercise their individual discretion, so it's more likely for certain members of an order to have unique "calling cards".

NPC REACTIONS

A Ruby Knight vindicator strives to maintain a life separate from the affairs of the church.

Whether he plunders dungeons or trims rose bushes for a living, he's more likely to garner reactions based on such pursuits than for being a zealous thug who occasionally handles important jobs for his church.

Within his church, a vindicator is a silent shadow.

Low-ranking members of the church might not grasp the function he serves or the skills he provides, and fewer still can truly appreciate the terror he sows.

High-ranking clerics regard a Ruby Knight vindicator as a necessary evil, but they have good reason to fear him for the havoc he wreaks abroad.

A vindicator sees things with sublime clarity and believes in his cause so fervently that clergy members who do not share his unswerving conviction are left to wonder whether the church needs and can control such terrible weapons.

RUBY KNIGHT VINDICATOR LORE

Characters with ranks in Knowledge (religion) can research the Ruby Knights to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: The Ruby Knights are the knights-templar of Wee Jas's faith.

They are temple guards, advisors, and bodyguards to senior clerics, as well as soldiers who serve the Witch Goddess.

DC 15: There are different ranks and titles within the Ruby Knight hierarchy, including knights-vindicator.

They take on missions that the church doesn't want the community to know about.

Most vindicators are overzealous thugs, punishing those who oppose their church or cause.

DC 20: Ruby Knight vindicators primarily practice the martial disciplines of Devoted Spirit and Shadow Hand. These disciplines help the knight harness his spiritual strength and zealous devotion, as well as give him the ability to strike with stealth and subtlety.

DC 30: Ruby Knight vindicators generally work alone, although they cultivate a network of associates outside the church.

Once in a while, a chapter of knights backed by a powerful or wealthy temple rears its ugly head, and woe be to anyone who incurs that temple's wrath.

RUBY KNIGHT VINDICATORS IN THE GAME

Players who enjoy playing crusaders or paladins with a dark side or shady bent should find the Ruby Knight vindicator both exciting and fulfilling.

Knights-vindicator gain the ability to use Shadow Hand maneuvers and stances, and the duties of the class do not interfere with a character's more adventurous pursuits.

For the most part, a vindicator is free to do as he pleases, and when the faith beckons him, he helps out freely.

ADAPTATION

Although this prestige class is specific to a single crusader order—the Ruby Knights of Wee Jas—you could easily adapt it to crusaders devoted to almost any other deity.

For example, the faiths of Hextor, Vecna, or St. Cuthbert could easily support secret vindicator organizations.

If you replace the requirement for Devoted Spirit stances and maneuvers with another martial discipline (Iron Heart or Tiger Claw, for instance), it becomes much easier to qualify for the class without being a crusader—which means that you could create holy (or unholy) orders of warblade/clerics, fighter/clerics, or rogue/clerics.

TABLE 5-7: THE RUBY KNIGHT VINDICATOR HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Man. Known	Man. Readied	Stances Known	Special	Spellcasting
1st	+1	+0	+0	+2	0	0	1	—	—
2nd	+2	+0	+0	+3	1	0	0	Divine recovery	+1 level divine spellcasting class
3rd	+3	+1	+1	+3	0	0	0	—	+1 level divine spellcasting class
4th	+4	+1	+1	+4	1	0	0	—	+1 level divine spellcasting class
5th	+5	+1	+1	+4	0	1	0	Armored stealth	+1 level divine spellcasting class
6th	+6	+2	+2	+5	1	0	1	—	—
7th	+7	+2	+2	+5	0	0	0	Divine impetus	+1 level divine spellcasting class
8th	+8	+2	+2	+6	1	0	0	—	+1 level divine spellcasting class
9th	+9	+3	+3	+6	0	1	0	Divine fury	+1 level divine spellcasting class
10th	+10	+3	+3	+7	1	0	0	—	+1 level divine spellcasting class

SHADOW SUN NINJA

"Even the brightest light must cast a shadow!"

—Doomveil, initiate of the Shadow Sun clan

A Shadow Sun ninja is a martial artist who studies the balance between good and evil, light and dark.

Founded by a reformed half-fiend, this fighting school teaches its students to find power in balance.

A Shadow Sun ninja uses dark energies to drain his foe's life, but then turns and uses the power of light to lend that stolen strength to an ally.

A Shadow Sun ninja is a study in contrasts.

She knows that evil lurks in the hearts of all living creatures.
Even the purest of the pure suffer temptation.
By exploring her inner demons, bringing them into the light, and accepting them as part of her soul, she achieves a deeper understanding of herself and the strength within her.

A Shadow Sun ninja would argue that denying, rather than accepting, one's base impulses would be the same as refusing to use one's left arm.

BECOMING A SHADOW SUN NINJA

Most Shadow Sun ninjas are monks or ninjas (see *Complete Adventurer*) who have studied the Setting Sun and Shadow Hand martial disciplines.

In some cases, a swordmage enters this class.

A rogue or fighter who studied those two disciplines is also eligible for this class, but such characters usually lack the unarmed fighting abilities that this class demands.

ENTRY REQUIREMENTS

Alignment: Any good.

Base Attack Bonus: +3.

Skills: Hide 8 ranks.

Feats: Improved Unarmed Strike.

Martial Maneuvers: Must know one 2nd-level Setting Sun or Shadow Hand maneuver, one Setting Sun maneuver, of any level, and one Shadow Hand maneuver of any level.

CLASS SKILLS

(4 + Int modifier per level): Balance, Climb, Concentration, Craft, Diplomacy, Escape Artist, Hide, Jump, Knowledge (arcana), Knowledge (the planes), Knowledge (religion), Listen, Martial Lore*, Move Silently, Perform, Profession, Sense Motive, Spot, Swim, and Tumble.

* New skill described on page 28.

CLASS FEATURES

A Shadow Sun ninja is a stealthy, unarmed warrior who draws on the power of light and dark.

Many of her abilities come in two forms.

She must use the first form of a power before she can use the second.

A Shadow Sun ninja cloaks herself in darkness to hide from her enemies, then leaps from the shadows with a burst of light to blind her foes.

Maneuvers: At 1st, 3rd, 6th, and 9th level, you gain one new maneuver known from the Setting Sun or Shadow Hand disciplines.

You must meet a maneuver's prerequisite to learn it.

You add your full Shadow Sun ninja levels to your initiator level to determine your total initiator level and your highest-level maneuvers known.

At 5th level and 10th level, you gain an additional maneuver readied per day.

Stances Known: At 5th level, you learn a new martial stance from the Setting Sun or Shadow Hand disciplines.

You must meet a stance's prerequisite to learn it.

Monk Abilities: You add your class level to your monk level to determine your class-based AC bonus, unarmed damage, unarmored speed bonus, penalty on your attacks when using your flurry of blows ability, and the number of daily attempts of your Stunning Fist feat.

If you have no monk levels, you gain the AC bonus of a monk whose level equals your Shadow Sun ninja level.

In addition, you gain additional uses of the Stunning Fist feat as a monk.

(Your non-monk, non-Shadow Sun ninja class levels provide one use per four levels and your monk, and Shadow Sun ninja class levels provide one use per level). You do not count your class levels for the purpose of determining when you gain any other monk class features, such as bonus feats, evasion, or other special abilities.

Touch of the Shadow Sun (Su): A Shadow Sun ninja strikes a careful balance between light and dark, good and evil. Although your heart is dedicated to good, you know that the shadow of evil will always be a part of you.

This realization, along with careful control of your *ki* energy, allows you to wield the energy of both the dark and light aspects of your being.

This understanding and mastery allows you to deal damage with one attack, then turn and heal an ally with the reverse of that harmful energy.

With a melee touch attack made as a standard action, you can deal negative energy damage equal to your base unarmed damage + your Wis modifier.

Note that undead are healed by this attack, since it uses negative energy.

In the round after you use this ability, you can touch a creature as a standard action and heal an amount of damage equal to the damage you dealt with your negative energy touch on the previous round.

If the target of this healing touch makes no effort to prevent you from touching him, you can touch the creature as a swift action.

You cannot use both aspects of this ability on the same round, nor can you use the negative energy touch again in a round after you have already successfully used it.

After you channel negative energy into a creature, you convert that energy into a positive energy charge that prevents you from using the negative energy aspect of this ability until the positive energy has been discharged.

Flame of the Shadow Sun (Su): Beginning at 2nd level, you can create a protective cloak of negative energy by using your *ki*.

This cloak absorbs cold damage.

You can then gather this energy, transform it, and unleash it as a searing attack.

As an immediate action, you can shroud yourself in shimmering, dark energy that provides resistance to cold 10 until the start of your next turn.

If this resistance reduces the damage you take from any attack or effect, you can take a swift action on your next turn to hurl a bolt of fiery energy with a range of 60 feet.

This bolt requires a ranged touch attack to hit and deals 2d6 points of fire damage.

Light within Darkness (Su): From 4th level on, the darkness cannot muffle your inner light.

Rather, the shadows cause it to seethe and roil as the light within you struggles to break free.

If you make a melee attack against an opponent on the round after you make a successful Hide check, you burst into a searing corona of light.

All opponents within 60 feet of you that failed to detect you while you were hiding must make Fortitude saves (DC 10 + 1/2 your character level + your Wis modifier) or be blinded for 1 round.

Creatures who are aware of the ninja, such as those who made successful Spot checks to notice her, are unaffected by this attack.

Darkness within Light (Su): You know that while light cannot exist without darkness, the opposite is also true. By focusing your *ki* and closing your eyes, you view the world in a vague, shadowy form.

Those also trapped within darkness appear clear and distinct before you.

Starting at 5th level, you can close your eyes and willfully ignore any other senses that confer the ability to pinpoint the location of a creature (such as blindsense, blindsight, and scent).

You become effectively blinded, but you gain a special benefit on attacks made against targets that are also blinded or effectively blinded.

Against such foes, you ignore the drawbacks for fighting while blinded.

Instead, you gain a +4 bonus on melee attack rolls and a +4 bonus on melee damage rolls against such enemies.

In addition, if you have the Stunning Fist feat, blinded opponents take a –2 penalty their saves to resist your stunning attacks.

You suffer the penalties for being blinded and deafened until the start of your next turn.

The blindness cannot be negated through any means, magical or mundane, until that time.

You gain the benefit of this ability if you willingly turn off your sense of sight or if some effect, such as a blindness spell, robs you of your sight.

Void of the Shadow Sun (Su): You eventually learn to draw upon the power of light to shield you from attacks.

Even if an opponent manages to breach this shield, it is not destroyed.

Rather than fade away, the shield shifts into an aura of icy cold, black energy that can harm your enemies.

Starting at 7th level, as a swift action you can wreath yourself in a halo of bright, flaming light.

You gain a +2 deflection bonus to AC.

This ability lasts until the start of your next turn.

If an opponent successfully hits you despite your improved AC, you lose the deflection bonus to AC and you cannot use this ability again on your next turn.

However, you can project a pulse of frigid, black energy in a 30-foot-radius burst around you as a standard action in the round after your shield is pierced.

Enemies in this area take 8d6 points of cold damage, with a Fortitude save (DC 10 + 1/2 your character level + your Wis modifier) for half damage.

Child of Shadow and Light (Su): As you learn to harness the power of your *ki*, you become capable of spilling forth light and dark energy.

Beginning at 8th level, you can focus your power, engulfing the area around you in alternating patterns of light and dark.

While you are in a Setting Sun or Shadow Hand stance, you can forgo its normal benefit as a swift action to gain the effect of child of shadow and light.

This ability lasts as long as you would maintain the Setting Sun or Shadow Hand stance, or as described below.

You can also stop using child of shadow and light and resume gaining the normal benefit of the stance as a swift action.

If you use this ability to exert light energy, the area around you fills with blinding light.

All enemies within a 60-foot-radius burst become dazzled (DMG 300) for 1 round.

This is a 9th-level spell for purposes of determining how it interacts with magical darkness.

If you exert dark energy, the area around you is cast into total darkness for 1 round in a 60-foot-radius burst.

This ability is considered a 9th-level spell for the purpose of determining how it interacts with magical light.

As long as you maintain this stance, you alternate between projecting light and darkness.

If this ability is active at the beginning of your turn, its effects reverse.

If it projects light, it now projects darkness, and vice versa. You cannot activate this ability in the same round in which you end its effect.

Balance of Light and Dark (Su): As a Shadow Sun ninja, you strive to control your dark side, even as you use it to power your martial arts.

Sometimes, particularly when you face a truly daunting foe, you can allow your inner shadow to run rampant.

In such cases, you undergo a terrible transformation.

When you adopt this wrathful battle aspect, your fees are doomed.

Yet, each time you use this ability, you teeter closer to damnation.

At 10th level, once per day as a swift action, you can transform into a creature of pure darkness for 1 minute.

Your body and all items you carry when you transform become a deep, inky black.

You gain immunity to critical hits, mind-affecting abilities, death attacks, energy drain, and poison.

You also gain a +8 bonus on Hide checks.

Negative energy attacks, such as *inflict* spells, heal rather than harm you.

You gain a +4 bonus on attacks against creatures in areas of darkness or shadowy illumination.

In addition to these benefits, with each successful unarmed attack you make, you can choose to bestow one negative level on your opponent.

You heal 5 points of damage for each negative level you bestow.

These negative levels disappear in 1 hour.

If the subject has at least as many negative levels as HD, it dies.

Each negative level gives a creature a –1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from her highest available level.

Negative levels stack.

At the end of your transformation, you take 1 point of Constitution damage per negative level you bestowed.

If this damage drops your Constitution to 0 or lower, your body dissipates into an inky cloud.

Unless you are restored to life by true resurrection, you rise in 1d4 days as a vampire.

Your alignment becomes evil, though your alignment on the law chaos axis remains the same.

You are now a dedicated champion of evil and an NPC.

You retain access to all abilities in this prestige class and lack a normal vampire's vulnerability to sunlight.

Your vampiric body forms in the spot where your mortal form perished.

Legend holds that the souls of Shadow Sun ninjas who are corrupted in this manner are imprisoned within the Iron City of Dis, Disparter's capital within the depths of Hell. A successful quest to free the soul from its prison cell destroys the vampire and restores the Shadow Sun ninja to life.

Legend holds that several mighty Shadow Sun heroes languish within Disparer's prison, waiting to be freed.

PLAYING A SHADOW SUN NINJA

As a Shadow Sun ninja, you walk the line between good and evil.

You have seen the darkness that lurks within your own heart.

As a heroic soul, you know that if darkness rests in you, it must dwell in every mortal's heart.

You are naturally suspicious of others and prone to seek out hidden threats.

Even while sitting in the midst of your companions in the warmest and welcoming of environments, you feel the darkness clawing at your soul, and you see the lurking evil that waits in the hearts of all creatures.

You pursue good for its own sake.

If you arrive in a town beset by evil and drive out or slay the villains, you are likely to leave without saying a word or making any effort to gather acclaim or befriend those you saved.

A few months later, you might return and ensure that your good deeds have endured.

You know that when evil falls, people who were good and welcoming when you left might have turned to tyranny in your absence.

Once you have completed your training and left the Shadow Sun enclave where you learned the order's secrets, you can expect little contact with other ninjas.

The process of joining the Shadow Suns forces you to look at the worst parts of your soul without flinching.

Although the ninjas of this order are strong enough to endure such trials, few of them wish to be reminded of them.

Shadow Sun dojos are usually austere, isolated places with the ambience of a graveyard or a tomb.

Only the Shadowspeaker, the dojo's head trainer and master, dwells there on a permanent basis.

A Shadow Sun ninja seeks a Shadowspeaker's advice only under the most pressing circumstances.

COMBAT

In battle, you alternate between stealth and a vicious, frontal assault.

Your training focuses on the duality of your soul, and this comes through in your tactics.

Many of your abilities shift between light and dark effects. Thus, you might lurk in the shadows to take advantage of darkness abilities, then leap into the fray to bathe your opponents in avenging light.

As the shadow returns, you slip away to start the process again.

The Spring Attack feat is an excellent choice for you, as is Blind-Fight.

Darkness shrouds you, but you have no special ability to see through it.

A magic item that grants darkvision provides you with an important edge.

The original Shadow Sun ninjas were half-orcs and half-demons.

When they developed this fighting style, they gave little thought to creatures who were blind in the dark.

ADVANCEMENT

Those who seek the Shadow Sun path are usually tormented by some deep divide within their personalities. If you join this prestige class, you are likely no different. Half-orcs who struggle to walk a righteous path despite racially motivated hatred and taunts find the Shadow Sun path appealing, particularly if those same individuals already follow the monk's path and make an effort to control the darkness that lies within them.

Once you join the Shadow Sun order and master its basic teachings (in game terms, take 1st level in this class), you are on your own.

The path of the Shadow Sun is one meant for the individual.

Others cannot help you find the balance between your good and evil natures.

Only you can achieve this.

Some Shadow Sun ninjas never again cross paths with a member of this order once they leave their dojo.

As mentioned above, Spring Attack and Blind-Fight are excellent feat choices for members of this prestige class. You should also consider gaining ranks in Hide, Move Silently, Tumble, and Balance.

These skills allow you to move about the battlefield more easily.

RESOURCES

Shadow Sun ninjas rely only upon themselves.

Some of them long for the companionship of good, reliable friends.

Thus, they frequently join with heroic adventuring bands to fight injustice.

However, Shadow Sun ninjas rarely develop deep friendships.

Many Shadow Sun ninjas adopt new names to reflect the path they walk.

A ninja uses this name when dealing with others but sometimes, when she forms a particularly close bond with an ally, she might share her birth name.

This act shows deep trust and faith.

To a Shadow Sun ninja, her old name represents the turmoil that raged within her before she learned to control her dark side.

In essence, a ninja is giving her companion the name of the dark twin that resides within her soul.

When a Shadow Sun ninja overextends her powers and falls into darkness, the vampire that arises in her place typically uses her birth name.

SHADOW SUN NINJAS IN THE WORLD

"The pedestal lies empty because she never told us her name, nor would she sit to allow us to rapture her form in stone.

Even if she doesn't want to be remembered, we will sing of her deeds.

It isn't every year that a hero slays a dragon."

—Ardas Runemorn, Thane of the Eight Peak Spire

Shadow Sun ninjas rarely gather in large numbers, walk the land in anonymity, and train in remote, inhospitable outposts.

Thus, adding them to your campaign is relatively easy.

They could be active in a region for years, but little lore about them exists aside from tales of nameless strangers who appear, defeat evil, and fade back into the night.

A character who might pursue this path is most likely to discover the Shadow Sun ninjas by accident.

For example, a Shadow Sun ninja might, if she sees a prospective member, secretly place a map to the nearest dojo within the possible ninja's possessions.

If the petitioner can reach the dojo and survive the training, she becomes a ninja.

Many Shadow Sun warriors don't even know the identities of the ninjas who set them along this path.

ORGANIZATION

The Shadow Sun ninjas lack a formal, complex organization.

They are wanderers and loners.

At times, a Shadowspeaker might send word to all the Shadow Sun ninjas he trained.

This event comes to pass only when the Shadowspeaker rests on death's door, in which case the ninjas choose a new Shadowspeaker from among their ranks, or if a great evil has arisen.

Such gatherings to defeat an evil being, called shadow hunts, happen perhaps once each century.

If an evil power is mighty enough to demand such attention, few of the Shadow Sun ninjas are likely to survive the battle against it.

The Shadow Sun ninjas lack any recorded history, aside from a few rare scrolls that compile information on the enemies they face.

In the aftermath of a shadow hunt, the survivors build an elaborate tomb for their fallen comrades, record the events of their deaths, and store scrolls describing the evil they faced for the benefit of future generations.

To avoid grave robbers and other despoilers, the Shadow Sun ninjas usually build these tombs far from civilization. If the need is great enough, the ninjas share the location of these tombs with those who would benefit from the information hidden in them.

NPC REACTIONS

Shadow Sun ninjas rarely provoke an extreme reaction, since few know of their true nature, their powers, and their goals.

Members of this order are happiest when they can perform their deeds with few complications and little or no attention.

Most common folk regard the ninjas as slightly intimidating.

Their quiet, reserved manner, combined with their great fighting talent, makes them vaguely menacing.

Some towns and cities drive off Shadow Sun ninjas for fear that they consort with evil powers.

The ninjas typically avoid such locations, but should evil arise in one of them, they might simply work in secret.

SHADOW SUN LORE

Characters with ranks in Knowledge (arcana) can research Shadow Sun ninjas to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: Shadow Sun ninjas are loners who fight evil on their own terms.

DC 15: Supposedly, these ninjas use the powers of darkness against their enemies.

DC 20: Shadow Sun ninjas harness both dark and light in battle.

This represents the competition in their own souls between their good and evil aspects.

They are heroic, but they draw their power by skirting close to the powers of evil.

One does not find a Shadow Sun ninja.

Rather, a ninja finds you.

Sometimes, gangs of toughs pose as members of this prestige class to strike terror in commoners and other weak folk.

Such antics end quickly if a real Shadow Sun ninja hears of them.

SHADOW SUN NINJAS IN THE GAME

A Shadow Sun ninja works well as a mysterious, perhaps untrustworthy NPC who allies with the characters against a powerful, supernatural threat.

A wandering ninja might know something about a demon's weaknesses, and the PCs must work with him to overcome the monster.

However, the ninja's tendency toward suspicion makes her relationship with the party icy at best.

The characters must decide whether to trust the ninja or strike out on their own.

A villain might pose as a Shadow Sun ninja, using the order's mysterious nature to cloak his true nature.

This prestige class is a good choice for a player who likes a character with a tragic backstory.

Many Shadow Sun ninjas seek to escape a tragedy or mistake in their past.

A PC laboring under a dreadful curse, or one who is secretly a reformed villain, is a good match for this class.

ADAPTATION

The word "ninja" strikes many DMs as an anachronism, or at least a misplaced cultural element, in the D&D game world.

This prestige class could also represent an order of monster hunters, a band of good-aligned assassins that strikes down evildoers, or a martial art taught by a specific, isolated monastery.

The key trait in this prestige class is the struggle between light and dark that lies at its center.

The rest of the description is merely meant to inspire.

If the descriptions don't work for you, think of any races, religious orders, and other aspects of your campaign where the struggle between light and dark would be a good fit.

TABLE 5–8: THE SHADOW SUN NINJA HIT DIE: D8

Level	Base				Maneuvers Known	Maneuvers Readied	Stances Known	Special
	Attack Bonus	Fort Save	Ref Save	Will Save				
1st	+0	+2	+2	+2	1	0	0	Monk abilities, touch of the Shadow Sun
2nd	+1	+3	+3	+3	0	0	0	Flame of the Shadow Sun
3rd	+2	+3	+3	+3	1	0	0	—
4th	+3	+4	+4	+4	0	0	0	Light within darkness
5th	+3	+4	+4	+4	0	1	1	Darkness within light
6th	+4	+5	+5	+5	1	0	0	—
7th	+5	+5	+5	+5	0	0	0	Void of the Shadow Sun
8th	+6	+6	+6	+6	0	0	0	Child of shadow and light
9th	+6	+6	+6	+6	1	0	0	—
10th	+7	+7	+7	+7	0	1	0	Balance of light and dark

TOME OF MAGIC (3.5)

ACOLYTE OF THE EGO

“Whenever I speak my truename, the world revolves around me for a change.”

—Kalazart Candlesong, acolyte of the ego

An acolyte of the ego seeks to master but one truename—his own.

In so doing, he learns to fortify himself against harm and unleash pain and suffering upon his enemies.

He cares less about the truenames of other creatures.

He devotes his study to his true self as he experiments with the pronunciation of his truename to increase his power.

BECOMING AN ACOLYTE OF THE EGO

Many acolytes of the ego begin as truenamers.

After months or years spent learning how to uncover and speak various truenames, some truenamers develop a mild to moderate obsession with their own truenames and become acolytes of the ego as a result.

By learning to speak their own truenames, they strive to unlock hidden powers lost to the cosmos.

Bards, with their affinity for the spoken word, are likewise drawn to the acolyte of the ego class.

However, the prerequisites are such that any reasonably intelligent individual with a predilection for truenames could become an acolyte of the ego and unlock the power of his own truename.

ENTRY REQUIREMENTS

Type: Humanoid

Skills: Truespeak 9 ranks

Languages: Must speak at least four languages

CLASS SKILLS

(4 + Int modifier per level): Concentration, Diplomacy, Intimidate, Knowledge (all skills, taken individually), Perform (oratory), Speak Language, Truespeak.

CLASS FEATURES

Once you gain the ability to properly speak your own truename, you can learn to add specific cadences and alter it in other subtle ways.

In so doing, you begin to unlock abilities you never knew you had.

Known Personal Truename: You know your own personal truename.

However, pronouncing it correctly requires a Truespeak check with a DC equal to 15 + (2 × your HD) + 2.

You get a +4 bonus on the Truespeak check because it's your personal truename.

Morphic Cadence (Sp): Starting at 2nd level, and at every even-numbered level thereafter (4th, 6th, 8th, and 10th), you learn to pronounce your own truename with certain cadences that alter your personal reality.

Each time you gain this ability, you learn a new morphic cadence (in other words, a new way to morph your truename), and your existing morphic cadences get incrementally better.

Activating a morphic cadence is a standard action, and you must successfully speak your personal truename, which requires a Truespeak check (see Known Personal Truename, above).

The fabric of your reality can withstand only a certain amount of distortion.

Thus, the Law of Resistance (see page 233) applies to cadences.

This means that each time you use the same cadence on the same day, the DC of the Truespeak check increases by 2.

You can have as many cadences active at a time as you desire.

Cadence of the Distant Step: You can use *dimension door* (as the spell, PH 221) to transport yourself and any items you are carrying a maximum of 100 feet per morphic cadence you know.

You cannot use this ability to affect other creatures or any objects you aren't carrying.

Cadence of the Swallowed Spell: You gain spell resistance equal to 15 + 2 per morphic cadence you know.

The benefit lasts for 1 round per class level.

Cadence of the Frightful Mind: You can frighten your foes (as the *fear* spell, PH 229).

The DC for the Will save to resist the effect is 10 + your acolyte of the ego level + your Cha modifier + the number of morphic cadences you know.

The duration of the effect is 1 round per class level.

Cadence of the Iron Skin: You gain damage reduction 2/magic, plus an additional 2 points of damage reduction per morphic cadence you know beyond the first.

In other words, a 10th-level acolyte of the ego who knows this cadence gains damage reduction 10/magic.

Cadence of the Living Fortress: You gain a measure of resistance against critical hits for 1 round per class level.

When a critical hit or sneak attack is scored against you, there is a 20% chance per morphic cadence you know (maximum 100% if you know five morphic cadences) that the critical hit or sneak attack is negated, and damage is rolled normally instead.

Cadence of the Lost Wound: You gain fast healing equal to the number of morphic cadences you know.

This benefit lasts for 1 round per class level.

Cadence of the Lucky Fool: You gain a luck bonus on saving throws equal to the number of morphic cadences you know.

This benefit lasts for 1 round per class level.

Cadence of the Mighty Bull: You gain an insight bonus to your Strength score equal to the number of morphic cadences you know for 1 minute.

Cadence of the Prowling Tiger: You gain an insight bonus to your Dexterity score equal to the number of morphic cadences you know for 1 minute.

Cadence of the Secret Mask: You can use *disguise self* (as the spell, PH 197) for 1 minute per class level.

Cadence of the Thunder Drake: You can make a single breath weapon attack—specifically, a 20-foot cone of painful noise that deals 2d6 points of sonic damage per morphic cadence you know.

The Reflex save to halve the damage is DC 10 + your acolyte of the ego class level + your Con modifier + the number of morphic cadences you know.

Cadence of the Ursine Heart: You gain an insight bonus to your Constitution score equal to the number of morphic cadences you know for 1 minute.

Resonant Voice (Su): Starting at 3rd level, you can speak your personal truename with a particularly deep, resonant voice.

The DC for the Truespeak check increases by 5, but if the check succeeds, you treat your class level as three higher for the purpose of determining the effect and duration of any morphic cadence you use that round (see above).

Cadence Mastery (Su): Starting at 5th level, you can speak your personal truename with multiple morphic cadences at the same time.

The DC of the Truespeak check increases by 5 for each additional morphic cadence you wish to activate after the first.

For example, a 6th-level bard/5th-level acolyte of the ego can properly speak her own truename with a DC 37 Truespeak check.

However, she can add *cadence of the prowling tiger* and *cadence of the thunder drake* to her truename and gain the benefits of both with a successful DC 42 Truespeak check.

Alter Personal Truename (Su): At 7th level, you can alter your own truename slightly—just enough to make it difficult or impossible for others to utter it correctly.

Any creature other than you that attempts to speak your truename takes a –4 penalty on the Truespeak check.

At 9th level, this penalty increases to –8.

Recitation Feat: At 7th level, you gain a recitation feat (see page 231) as a bonus feat.

PLAYING AN ACOLYTE OF THE EGO

As an acolyte of the ego, you enjoy spending a few hours each day contemplating your truename.

This internal meditation can be done while performing other tasks, but while so immersed you tend to come across as quiet and self-absorbed.

However, when mystery gives way to revelation and you discover some new power associated with your truename, you become more animated as you aggressively seek to explore the limits of this newfound ability.

The fact that your truename holds such great power can make others feel less “in tune” with the cosmos.

Add to that your special knack for altering your truename in ways the universe never intended (in the form of morphic cadences), and it’s no surprise that your comrades sometimes see you as egotistical.

Frankly, you prefer the term “superior”, but to say that aloud would certainly be misinterpreted as condescension. You’re disinclined to join any formal organization or brotherhood, since no one could possibly know more about your own truename than yourself.

However, acolytes of the ego get along quite well with one another, although discussions about individual truename abilities can lead to friendly, competitive rivalries.

“It’s very good that your truename allows you to teleport short distances, but can you heal yourself?

No?

Too bad”).

COMBAT

You are wise to master a combination of offensive and defensive morphic cadences.

As you develop new morphic cadences, the ones you already possess become more powerful and the effects more lasting.

In short, you are rewarded for continuing along the acolyte of the ego path.

Although your mastery of your own truename makes you a powerful asset to any adventuring party, your morphic cadences and other abilities rarely affect your comrades directly.

For the most part, they must learn to rely on their own abilities and devices, much as you have done.

Enemies with truespeaking ability will try to turn your own truename against you.

If you advance far enough as an acolyte of the ego, you will learn how to warp your truename in subtle ways to make it difficult or impossible for others to control or harm you in this fashion.

In addition to unlocking great power, you learn to guard yourself against those who would use the source of your power against you.

ADVANCEMENT

To become an acolyte of the ego, you must demonstrate a predilection for language by mastering at least four tongues.

You must also be a devoted student of truespeaking and understand the nature of truenames and the power they hold over all things.

A high Intelligence score certainly helps, as few “dim lanterns” have the wherewithal to master ordinary names, let alone truenames.

An acolyte of the ego cannot easily be shown or taught how to pry secrets from her personal truename.

The study of one’s truename is an individual exercise and requires reflection, meditation, self-discovery, and many lonely hours of practice.

Once you commit to unlocking the secrets of your truename, you have some control over how and where to focus your energies.

Can you find a way to say your truename to make yourself stronger, or would you rather find a way to say your name in a way that strikes terror into the hearts of your enemies? In time, maybe you can do both, and more.

RESOURCES

Acolytes of the ego neither gain nor require special resources that allow them to better pursue their unique craft.

ACOLYTES OF THE EGO IN THE WORLD

"See that odd young man muttering to himself in the corner? I politely asked him his name, and he gave me the most withering glare."

—Lydia Goldsheaf, halfling barmaid at the Topsy Griffon
The quest to demystify one's personal truename is an internal struggle, requiring a great deal of reflection. However, an acolyte of the ego can't sit alone in a tower and expect to gain new insights purely through meditation. To unlock the secrets of his truename, an acolyte of the ego must determine the true measure of himself through hardship and adventure.

The acolyte of the ego sees this as a truism and regards adventuring not only as a means of personal growth but also as the way to understand and realize his potential. For this reason, an acolyte of the ego finds himself drawn to adventuring parties.

An acolyte of the ego who joins a band of adventurers hopes that the experience will trigger new revelations and enable him to unlock new aspects of his truename.

An acolyte of the ego looks for traveling companions who share the same adventurous spirit, even if their reasons for adventuring differ.

DAILY LIFE

An acolyte of the ego spends between 1 and 4 waking hours each day contemplating his own truename.

He can indulge this predilection while performing leisurely tasks that don't require serious concentration.

For example, an acolyte of the ego can murmur permutations of his truename while cooking a meal or standing watch.

Beyond that, an acolyte of the ego has no special obligations.

NOTABLES

An entire realm's perceptions of truename magic and acolytes of the ego might one day be shaped by the antics of one Rekaldo Seravin (N male half-elf bard 3/truenamer 3/acolyte of the ego 2).

Rekaldo recently learned the *cadence of the secret mask* and has proven himself quite a nuisance within the nobility. Armed with a silver tongue and the ability to conceal his true appearance, he has successfully infiltrated a number of noble households and stolen valuable items and political secrets.

Local authorities have not been able to catch him, but they believe his sponsor might be an influential member of the royal court.

However, he is prone to leaving behind small black cards traced with the words "You have been duped by Rekaldo the Acolyte of the Ego" in silvery paint.

Few acolytes of the ego are as arrogant and bold as Rekaldo Seravin.

Aya Beradi (CG female truenamer 6/acolyte of the ego 5) has been quietly adventuring for years, though recently her group disbanded.

Plain and unassuming, Aya is currently scouring the countryside for worthy compatriots so that she might continue to face new challenges and learn from these experiences.

Aya is remarkably bright and astute (Int 17), but her aloof manner and tremendous vocabulary can be off-putting to those who can't match her intellect.

However, she has worked with both barbarians and wizards before, and she endeavors to be as patient with them as she can.

She knows the *cadence of the swallowed spell* and the *cadence of the thunder drake*.

ORGANIZATION

Acolytes of the ego have no organizations to speak of.

NPC REACTIONS

Acolytes of the ego can seem self-absorbed or egotistical, but for the most part, they defy stereotyping.

If an acolyte of the ego tells someone who he is, he will get quizzical looks and raised eyebrows, because few people know what an "acolyte of the ego" is.

Even if he explains it, those quizzical looks take time to fade.

Acolytes of the ego have no formal organization and no blood enemies.

Even in societies that oppose truename magic, acolytes of the ego are given some latitude because of their inward focus.

ACOLYTE OF THE EGO LORE

Characters with ranks Knowledge (arcana) or Knowledge (local), or who have the bardic knowledge ability, can research acolytes of the ego to learn more about them.

When a character makes a check, read or paraphrase the following, including the information from lower DCs.

DC 15: Acolytes of the ego, like truenamers, practice a form of magic called truename magic.

DC 20: An acolyte of the ego specializes in mastering his own truename, hoping to gain power from it.

DC 25: An acolyte of the ego can alter his truename in strange ways, and with each change in inflection or cadence comes a different power.

A skilled acolyte of the ego can master several of them.

ACOLYTES OF THE EGO IN THE GAME

Acolytes of the ego fit neatly into any campaign world that allows truename magic.

Although highly focused, their morphic cadences are quite diverse, and two acolytes of the ego can manifest wildly different abilities.

A powerful acolyte of the ego with multiple morphic cadences can fill a variety of roles in the typical adventuring party.

ADAPTATION

An acolyte of the ego can choose his morphic cadences from an impressive list, but DMs should feel free to create new ones.

Morphic cadences should generally grant abilities comparable to a spell of 4th level or lower, and their durations are quite short.

Morphic cadences should be designed to increase in power or duration slightly with each new level taken in the acolyte of the ego prestige class.

TABLE 3-4: THE ACOLYTE OF THE EGO HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Known personal truename
2nd	+2	+3	+0	+0	<i>Morphic cadence</i>
3rd	+3	+3	+1	+1	Resonant voice
4th	+4	+4	+1	+1	<i>Morphic cadence</i>
5th	+5	+4	+1	+1	Cadence mastery
6th	+6	+5	+2	+2	<i>Morphic cadence</i>
7th	+7	+5	+2	+2	Alter personal truename (-4), recitation feat
8th	+8	+6	+2	+2	<i>Morphic cadence</i>
9th	+9	+6	+3	+3	Alter personal truename (-8)
10th	+10	+7	+3	+3	<i>Morphic cadence</i>

ANIMA MAGE

"Those fools.
They hunt innocents.
It's me they ought to fear!"

—Raeleus, anima mage and outlaw

Anima mages give binders a bad name.

Greedy and ambitious, they exploit the powers of the vestiges to which they bind to advance their own abilities. Anima mages see such displaced entities as mere tools, no different from spell component pouches or a wand of fireball.

With the power of a vestige, an anima mage can tap a resource all but unknown to his rivals to gain an edge against other spellcasters.

The anima mage is a loner, an outsider, and a potential enemy to both binders and witch slayers (see page 67). But the way others classify him matters little to him, for power is at hand.

BECOMING AN ANIMA MAGE

Since an anima mage blends pact magic with arcane magic, a candidate needs some knowledge of vestiges and experience with binding them to qualify.

A few levels of either wizard or bard are valuable too, since Knowledge (the planes) is a class skill for both.

However, the sorcerer and the warmage (see *Complete Arcane*) are also good choices, since their key ability for spellcasting is Charisma.

ENTRY REQUIREMENTS

Alignment: Any nongood

Skills: Intimidate 4 ranks, Knowledge (the planes) 4 ranks

Feat: Any metamagic feat

Spellcasting: Ability to cast 2nd-level arcane spells

Special: Ability to bind a 2nd-level vestige

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Craft, Decipher Script, Diplomacy, Knowledge (all skills, taken individually), Profession, Spellcraft.

CLASS FEATURES

The abilities you gain as an anima mage reflect a greater degree of control over your bound vestiges.

This increased mastery of binding allows you to augment the arcane spells you cast.

Soul Binding Bonus: At each anima mage level, your soul binding ability improves as if you had also gained a level in the binder class.

Your anima mage levels and binder levels stack for the purpose of determining your bonus on binding checks, the effectiveness of your vestige-granted abilities, your ability to bind higher-level vestiges, and the number of vestiges you can bind.

You do not, however, gain any other benefit a binder would have gained.

Spellcasting: At each anima mage level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one arcane spellcasting class before becoming an anima mage, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Exploit vestige (Su): At 2nd level, you learn how to use a bound vestige to boost your arcane spellcasting.

With this ability, you can choose to forego gaining one of the vestige's granted abilities in order to gain one additional arcane spell slot per day of any level up to the highest you can cast.

Thus, if you bind the vestige Dantalion (see page 28), you could give up the read thoughts ability he grants you in exchange for a bonus spell slot that day.

You decide which ability to give up before you make the binding check, and you can forego only one ability per day in this manner, even if you can bind multiple vestiges.

Vestiges react poorly to your use of this ability, so you take a -5 penalty on your binding check.

If you make a good pact despite this penalty, you gain a bonus spell slot in exchange for the ability you gave up.

If you make a poor pact (that is, you fail your binding check), you do not gain the extra spell slot, and you still give up the designated ability for the day.

When you use this ability and make a good pact, you sever a portion of the bound vestige's awareness of the world that it would normally receive through you.

Essentially, your binding amounts to a certain amount of trickery.

The vestige being bound expects to be able to experience life through its binder, but when you make a good pact, you partially suppresses the benefit the vestige receives, making it uncomfortable and angry.

Vestigial Awareness (Su): Beginning at 3rd level, you can force your bound vestige to focus on alerting you to danger rather than letting it revel in the sensations that it perceives through your pact.

Whenever you make a good pact with a vestige, you gain a +2 bonus on initiative checks for the duration of the pact.

Vestige Metamagic (Su): At 4th level, you can use a bound vestige to augment your spells by temporarily giving up access to its powers.

Using vestige metamagic is a swift action that does not provoke attacks of opportunity.

Choose one of the vestiges to which you are bound whenever you activate this ability.

You can then apply the effects of any metamagic feat that you possess to a spell you cast that round, without increasing its spell level.

However, you lose access to all the abilities and powers granted by the chosen vestige upon activation and do not regain them for 5 rounds.

You cannot use this ability if you do not have a vestige bound, or if you do not currently have access to its abilities (through the use of this ability, an *antimagic field*, or some other effect).

Vestige metamagic is usable once per day at 5th level, two times per day at 7th level, and three times per day at 9th level.

Vestige Casting (Su): At 10th level, you can use a bound vestige's power to cast a spell outside the normal limits of time and magic.

Once per day, you can cast any spell that you currently have prepared (or use an available spell slot if you cast spells spontaneously) as an immediate action.

You cast the spell as if it were modified by the Silent Spell and Still Spell metamagic feats, whether or not you have those feats.

PLAYING AN ANIMA MAGE

As an anima mage, you walk a lonely path, but great rewards await you.

Enemies are everywhere, so you must conceal your true nature even more carefully than an ordinary binder does. Rivals resent you for the power you have and the knowledge you possess.

People who ask too many questions and those who seem too interested in how you augment your magic are your enemies.

Eliminate them when you can and flee when you can't. Because of your widespread unpopularity, you tend to stay on the move.

You can choose to work alone, or you can join one of many groups known as covens that are made up of like-minded spellcasters.

Covens face extermination if their presence is revealed, so they rarely settle in one city for long.

Instead, they move from community to community, trying to stay one step ahead of the Seropaeneans (see page 90), witch slayers (see page 67), and hostile binders that pursue them.

A high-level anima mage, known as a vessel, periodically guides the members of his coven to new lairs where its members can safely pursue their art.

As a member of a coven, you spend a portion of your time helping more experienced members research vestiges.

In the process, you learn the techniques of summoning vestiges and how to make the most of them once they are bound.

In time, you might grow powerful enough to instruct new anima mages, or even start your own coven.

COMBAT

Blending the best parts of arcane spellcasting with the granted powers of a bound vestige provides you with a plethora of options in combat.

You can boost your defenses with spells while hammering away at your opponents with the vestige's granted abilities, or you can exploit the vestiges abilities to gain an advantage in a nasty fight.

As you advance in this prestige class, you can augment more of your spells with metamagic feats without affecting spell level.

Thus, you can boost spells as needed without having to prepare them in advance or take extra time to cast them.

You can also expand your spell capability by using the exploit vestige ability to gain a new spell slot, though doing so costs you a vestige-granted ability.

When you reach the pinnacle of your power as an anima mage, you can cast a stilled, silent spell as an immediate action once per day.

This ability can be invaluable for getting out of a tight spot.

ADVANCEMENT

Covens recruit new members slowly, testing candidates for loyalty, subtlety, and skill before revealing the secrets of exploiting vestiges.

Attaining the first level in this prestige class represents earning the basic trust of your comrades.

At this point, you are recognized as possessing valuable talent and offered full membership.

Now that you know the fundamentals of binding a vestige and coercing it to augment your spellcasting abilities, you have taken the first step on the dark road to becoming an anima mage.

Even though you have earned a place in the coven, the other members might not trust you with their greatest secrets for some time.

Initially, you must spend most of your time training—learning the various tactics and techniques for coercing vestiges.

In the few hours remaining in a day, the coven expects you to practice what you have learned.

The senior members insist upon this rigorous training because they know that their enemies, always quick to destroy anima mages, will seize upon any weakness you display.

With mastery of these techniques comes the freedom to undertake your own missions and expand your arcane knowledge as you see fit, so long as you never reveal the origins of your training.

Failure to safeguard the coven constitutes grounds for lethal punishment.

As you advance in the anima mage prestige class, consider investing some skill points in Spellcraft and Concentration, which increase your ability to cast spells under pressure and counter those directed at you.

RESOURCES

Membership in a coven offers many benefits.

The other members are familiar with many different vestiges, so working with them allows you to broaden your options considerably.

Likewise, all the other members are spellcasters.

Many possess spells and equipment to which you might not otherwise have access.

If you prepare spells in advance, friends within the group can provide you with additional spells for your spellbook. Since many anima mages also manufacture magic items, you can often pick up wands, scrolls, and other useful equipment at a discount.

Finally, given the number of enemies that users of pact magic accumulate, the value of sheer numbers cannot be underestimated.

Allies greatly lessen the threat posed by Seropaeneans and witch slayers alike.

Thus, though your allies might be indifferent to you at the start, ingratiating yourself with them early can help to ensure your continued survival.

ANIMA MAGES IN THE WORLD

"Reckless fools!

They know not what they do."

—Alabast von Vegre, binder

Anima mages make compelling villains for a campaign. They exploit vestiges mercilessly, believing their power to be an inexhaustible resource.

An NPC anima mage might be a former colleague of the party who, lusting for more power, turned to pact magic to advance his abilities.

Alternatively, an entire coven of anima mages might be working within a wizard's guild, spreading like a cancer through the organization's ranks and turning it into a force for evil.

Anima mages can also provide an excellent way to introduce pact magic into your games.

Such a character can appear either as an opponent (thereby forcing the characters to learn more about their enemy), or as an ally (who can lure PCs into taking up pact magic).

DAILY LIFE

Although the life of an anima mage is difficult, it is also filled with scholarly wonder.

Those who pursue the study of magic enhanced by the power of vestiges spend much of their time researching new spells, poring over forbidden tomes and manuscripts to learn more about vestiges, and training to master these unruly entities.

They must remain constantly on their guard against enemies, however, because those who wish to prevent the spread of pact magic could descend upon these renegades at any time.

Coven leaders, known as vessels, supervise their fellow anima mages closely.

These senior members act quickly to, curb internal disputes, instill discipline in the junior ranks, and reinforce awareness of shared dangers.

They know better than the others that only by standing together can a coven prevail against its foes.

Perhaps the most important responsibility of a vessel, however, is to establish and maintain a network of spies in his adopted city.

Though such a covert organization is expensive to maintain, these "eyes and ears" allow the anima mages to monitor the activities of visiting clerics, witch slayers, and Seropaean agents (see page 90) without exposing their presence.

No spy knows any other spies in the coven's service, so the capture of any one agent, cannot expose the network or compromise the security of the anima mages.

Many spies die mysteriously when a coterie of witch slayers descends upon a town, but as far as the vessels are concerned, individual lives are expendable when the safety of the coven is at stake.

NOTABLES

An ex-slaver, sorcerer, binder, and scholar named Agra was the first to discover that binding a vestige carried other magical consequences.

Agra was a vicious woman who saw little value in other people—let alone these wisps of personality called up from who knows where.

She cared not at all that by using the vestiges as fuel for her spellcasting, she lessened their contact with the world through her.

When word reached Syfal, the acknowledged founder of pact magic, he exiled Agra, declaring her an enemy to all. Agra left, but not before betraying Syfal to the Seropaeneans.

In later years, Agra surrounded herself with students and began to teach them what she had learned.

As her coven grew more powerful, many of its members began to resent Agra for the knowledge she guarded.

One night, her students murdered her in her sleep.

When the tortured vestige inside her was released, it laughed to see the first anima mage drowning in her own blood.

ORGANIZATION

An anima mage coven consists of four to twelve members of varying levels.

The highest-level anima mage serves as the leader, or vessel. The vessel names the coven, often incorporating the name of the vestige that its members most often bind to create fanciful monikers such as the Fist of Anion or the Seekers of Dantalion.

Beneath the vessel, all members are equal in name, though seniority ranks them in fact.

The voices of longstanding members carry more weight than those of the newcomers, and the vessel always awards any contested item to the most senior member who claims it.

Those who disagree with the edicts of the vessel are free to leave and start their own covens, but doing so earns them the enmity of the abandoned coven and often results in a brutal war.

The internal unity that vessels maintain ensures that covens are rarely splintered by factionalism and conflict is kept to a minimum.

Instead, anima mages save their hatred for the Order of Seropaenes (see page 90) and the witch slayers (see page 67) who hunt them.

The relentless forces arrayed against anima mages force them to cooperate, even when their personal agendas clash.

NPC REACTIONS

Binders view the exploitation of vestiges as a blasphemy, so it is no surprise that their attitude toward anima mages is hostile.

Multiclass binders might be unfriendly or even indifferent to anima mages, depending on their views about the nature of vestiges.

Members of the Order of Seropaenes despise anima mages even more than they do binders and usually attack the former on sight.

Few people other than the users of pact magic and their immediate enemies know much about anima mages—in fact, most can't really distinguish them from other spellcasters.

Since most people are indifferent toward users of pact magic, the same attitude generally extends to anima mages. Those who do know a little about pact magic tend to react poorly when they learn how anima mages exploit vestiges. Such characters are usually unfriendly at best, although evil ones might be indifferent.

ANIMA MAGE LORE

Characters with ranks in Knowledge (arcana) can research anima mages to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.
 DC 10: Anima mages use a rare form of spellcasting that lets them suddenly augment their spells.

DC 15: An anima mage's power stems from bound spirits.

DC 20: An anima mage binds an unusual spirit called a vestige, then coerces it into augmenting his spells.

This practice is so abhorrent that even binders oppose anima mages.

DC 25: These strange spellcasters gather in covens and coexist alongside other people.

Anyone, anywhere, could be an anima mage.

Any PC trying to contact an anima mage or a coven must succeed on a DC 25 Gather Information check to locate the appropriate intermediary for the group.

Anima mages rarely reveal themselves in public.

ANIMA MAGES IN THE GAME

Like other practitioners of pact magic, anima mages hide from the world.

A typical anima mage appears to be an ordinary sorcerer or wizard, but he harbors a dark secret, practicing his forbidden magic only in the safety of his home or laboratory.

This prestige class appeals to players who like to run darker characters.

Because the morality behind the anima mage's art is questionable, players who enjoy roleplaying internal conflict readily seize on this class.

When you have an anima mage in your campaign, you can propel the storyline forward simply by populating your world with recurring villains who exist only to capture or kill these characters.

If you adopt such an approach, however, let the anima mages catch sight of their pursuers before slipping away. Such staging tends to enhance the sense that the characters have made a narrow escape.

Reward players who make an effort to conceal their characters' identities and talents by giving them plenty of opportunities to interact with those hunting them.

ADAPTATION

Anima mages needn't exploit vestiges to gain power—the vestiges could volunteer the added powers to an anima mage in recognition of his spellcasting ability.

You could also relax the prerequisites to open this prestige class to any spellcaster—or even a psionic character.

A more sinister version of the anima mage could bind fiends or celestials instead of vestiges.

To do so, the character would use the soul binding ability as described on page 10.

An anima mage who succeeds in coercing such an outsider (DC equals the creature's CR + its HD) gains a bonus spell slot, as noted in the exploit vestige ability description, but no special abilities.

NEW SPELL: VESTIGEWACK

After a few failed attempts at binding vestiges, anima mages devised the spell known as *vestigewack*.

This spell briefly inundates vestiges with the sensations of a physical form, thereby making the spirits more amenable to binding.

Much to their surprise, the anima mages discovered that the spell also affected other incorporeal creatures, such as ghosts and wraiths.

VESTIGEWACK

Necromancy [Evil]

Level: Blackguard 2, cleric 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One incorporeal creature or apparition/level in a 20-ft.-radius emanation centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You hold the curved dagger aloft, and as you slice it through the air at the incorporeal creature before you, you speak words of power that remind it of the life it once had, and the pain of its loss.

Clutching a curved blade, you make a downward cutting motion that produces a field of pulsing, unholy, red light around you.

Each incorporeal creature within this light must succeed on a Fortitude save or be wracked with sensations of loss. This effect manifests as a –2 penalty on attack rolls, damage rolls, skill checks, and saves for as long as the creature remains in range, and for 1d4 rounds afterward.

In addition, every corporeal user of pact magic gains a +2 bonus on binding checks made against any vestige within range of this spell.

Focus: An ornate sacrificial dagger or kukri worth 300 gp.

TABLE 1–3: THE ANIMA MAGE HIT DIE: D4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Soul binding +1	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Exploit vestige, soul binding +2	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Soul binding +3, vestigial awareness	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Soul binding +4	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Soul binding +5, vestige metamagic (1/day)	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Soul binding +6	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Soul binding +7, vestige metamagic (2/day)	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Soul binding +8	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Soul binding +9, vestige metamagic (3/day)	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Soul binding +10, vestige casting	+1 level of existing arcane spellcasting class

BEREFT

"I own you."

—Ladorose the Bleak

The bereft are a group of truenamers who devote themselves to mastering the *word of unmaking*, a powerful component of Truespeech purportedly able to unravel creation.

Through liberal uses of the word's syllables, a bereft studies its effects so that one day he can master the complete *word of unmaking* and perhaps unlock the meaning of reality. As he advances in level as a bereft, he learns new syllables of unmaking that create a variety of disruptive effects. After much patient study, he finally learns how to combine these potent syllables into the terrible, deadly *word of unmaking*.

BECOMING A BEREFT

All bereft have some capability with Truespeech, making the truenamer class an obvious choice to meet the requirements for this prestige class.

Bard levels grant the bereft an interesting suite of abilities that work well with those acquired from this class. Many bereft also take sorcerer or wizard levels to enhance their defensive capabilities through magic.

ENTRY REQUIREMENTS

Alignment: Any neutral Skills: Truespeak 13 ranks

Languages: Must speak at least three languages Special:

Must have been the subject of the *ritual of renaming* spell (see page 257).

This costs 3,700 gp.

CLASS SKILLS

(2 + Int modifier per level): Concentration, Intimidate, Knowledge (all skills, taken individually), Listen, Sense Motive, Speak Language, Truespeak.

CLASS FEATURES

The bereft's class features hinge on the Truespeak skill.

As your mastery grows, your capabilities begin to vary wildly from those of a typical truenamer.

You can deal damage, reduce your enemies' effectiveness, and even utterly unmake an enemy's soul with the powerful *word of unmaking*.

Obscure Personal Truename (Ex): Upon becoming a bereft, you give up your natural truename and take pains to make your new one more difficult to discover.

You gain a new truename by means of the *ritual of renaming* (see Entry Requirements), and you receive Obscure Personal Truename as a bonus feat.

Syllables of Unmaking (Sp): At each bereft level, you learn another syllable of the powerful *word of unmaking*.

While each syllable unmakes a portion of an enemy in a different way, the syllables do share some common traits.

- Each syllable is a spell-like ability.
- Each syllable requires you to make a successful Truespeak check to affect the creature you target. See page 195 for the rules involved in making a Truespeak check.
- The Law of Resistance applies to each syllable, so the Truespeak DC for repeated uses of a syllable increases by 2. See page 233 for a description of the Law of Resistance.
- The range of each syllable is 60 feet.
- As with utterances, syllables need not be heard by the target to be effective.

- The caster level of each syllable is equal to your character level.

Syllable of Detachment: When you begin your career as a bereft, you learn the first syllable in the *word of unmaking*: the *syllable of detachment*.

When you successfully speak this syllable, your target finds itself less capable.

Even the most minor tasks are suddenly more difficult.

The target takes a –2 penalty on attack rolls, saves, and checks for a number of rounds equal to your class level.

This ability is the equivalent of a 2nd-level spell.

Syllable of Affliction: Beginning at 2nd level, you can use Truespeak to temporarily alter a target creature's truename and remove one of four senses.

If your Truespeak check is successful, the subject must make a Will save (DC 10 + class level + Cha modifier).

If it fails, you temporarily erase one of the target's senses:

sight (as per *blindness/deafness*), hearing (as per *blindness/deafness*), smell (negates scent ability), or touch (–2 circumstance penalty on Climb, Disable Device, Escape Artist, Jump, Open Lock, Search, Tumble, and Use Rope checks).

The effect of this ability remains for a number of rounds equal to your class level.

This ability is the equivalent of a 4th-level spell.

Syllable of Exile: When you attain 3rd level, with a successful Truespeak check you can temporarily send a target of this syllable to a confusing pocket dimension.

This ability functions as a *maze* spell, but the subject is trapped in the maze for only 1 round.

It can still attempt an Intelligence check to escape on its turn as normal, but doing so is only a swift action (as opposed to a full-round action, as normal for a *maze* spell). Thus, if it escapes, the creature can act normally on its turn.

This ability is the equivalent of a 6th-level spell.

Syllable of Dissolution: When you reach 4th level, your proficiency with the *syllables of unmaking* has nearly reached its pinnacle.

You can now unmake a portion of a creature's physical essence.

If you succeed on your Truespeak check, your target takes 8d6 points of damage, as portions of its body are ripped away and destroyed.

This ability is the equivalent of a 7th-level spell.

Syllable of Enervation: At 5th level, you learn the final syllable of the *word of unmaking*.

If your Truespeak check is successful, your target gains two negative levels.

There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject of the *word of unmaking* must make a Fortitude save (DC 15 + Cha modifier) for each negative level gained.

If the save succeeds, that negative level is removed.

If it fails, the negative level also goes away, but one of the subject's character levels is permanently drained.

This ability is the equivalent of an 8th-level spell.

Word of Unmaking (Sp): The ultimate power of a bereft is the ability to remove a creature's soul from the fabric of reality.

By combining all the *syllables of unmaking* into one terrible word, you can make a Truespeak check as a full-round action and target a creature that has died.

You must be within touch range of the corpse to use this ability, and doing so provokes attacks of opportunity.

If your Truespeak check is successful, the creature cannot be raised from the dead or animated through any means. Only a *ritual of renaming* combined with a *true resurrection* spell cast together can return the creature to life. You cannot target an undead creature with this ability, but you could target its remains.

Using this ability costs 100 XP.

PLAYING A BEREFT

Being a bereft means you have the ability to directly unravel a target's capabilities.

You like destroying and creating chaos among your enemies, watching as they scramble about in a vain attempt to stop the buzzing words.

Each conflict furthers your understanding of the *word of unmaking*.

Of course, your sole intent is not just to destroy and maim.

You and the rest of the bereft gave up your names to understand and manipulate how reality works.

More important, you safeguard the *word of unmaking* to prevent it from falling into the wrong hands.

Though you often consult with your colleagues, you're just as likely to spend time on your own or in the company of an adventuring group.

COMBAT

You are a harbinger of destruction, armed with a variety of abilities to give you an edge over your opponents.

Use your abilities to neutralize as many foes as you can.

Don't stand in one place; move around the battlefield to strike opponents where they least expect it.

Look for allies who can protect you while you use your powers.

A well-armed and armored fighter can mean all the difference in the thick of combat.

Try to use your class features to target opponents who are not directly engaged with your protector, so focus on spellcasters and archers first while your protector eliminates melee opponents that would threaten you.

At 2nd level, you can literally strip a target of his senses, eliminating foes with ease.

Even if your target throws off the blindness or deafness, you can still impair its allies with the *syllable of detachment*. Failing all else, you can simply destroy your foes with the *syllable of dissolution*.

ADVANCEMENT

The knowledge you harbor carries a great responsibility. You hold the keys to destroying the works of the gods.

Consequently, the Bereft are reluctant to accept new members, allowing only those with some experience with truename magic to join their group.

Bereft test the extent of your familiarity with truenaming techniques.

They also look for chaotic and destructive tendencies, traits capable of unleashing the true destructive power of their knowledge.

Even after the initial interview, it might be months before the Bereft contact you again.

During this time, they watch your behavior to see how you react to different situations, as well as how you use Truespeak in stressful situations.

Once satisfied, the Bereft bring you into their fold and teach you the first syllable of unmaking.

As a part of this group, the first step you undertake as a member is to lose your past.

The Bereft wipe away all traces of your history, striking your name from every record they can reach, using magic to modify or erase memories of you from all but your most trusted allies.

Then they modify your own memory, causing you to forget your name.

Once properly prepared, they give you a new name, usually a number, by which you are called ever after, and a new truename, acquired during a *ritual of renaming* (see Entry Requirements, above).

As you advance in the bereft class, keep developing the Truespeak skill.

Other skills, such as Bluff, Concentration, and Spellcraft, are also important, especially if you dabble in magic.

Invest in magic items that increase your Charisma score, such as a *cloak of Charisma* or *potion of eagle's splendor*.

RESOURCES

The Bereft offer their members knowledge, information, and companionship.

Having sacrificed everything to attain knowledge of the *word of unmaking*, you can turn to your fellows for friendship and alliances.

A family of sorts, all members of the Bereft are well versed in Truespeech and assist novices in developing their own skills and techniques, while also comforting them in the transition to a new life.

BEREFT IN THE WORLD

"A grave danger, these Bereft...they are a faceless threat capable of striking anywhere and at any time.

Some might say they are a greater risk to reality than binders."

—Croius, White Blade Witch Slayer

The Bereft are equally viable as villains as they are heroes.

As opponents, they are a dangerous organization dabbling in forces beyond their comprehension and presenting a grave danger to reality.

As heroes, they might be custodians of the *word of unmaking*, preventing it from falling into the wrong hands.

DAILY LIFE

A bereft sees the world as nothing more than a series of words given form.

A tree is the reflection of the idea of a tree, just as Grog is a reflection of the idea of half-orc.

Consequently, they overlook how these reflections feel and react, not seeing emotions as the reaction to a set of experiences, but rather abstractions of the concepts of love, hate, rage, and so on.

Their detached nature strains existing relationships and makes developing new ones difficult.

Thus, many bereft fall back on the company of their own kind, debating the nature of truenames and the applications of Truespeech, rather than cultivating new relationships.

As a bereft spends time among his peers and develops a deeper understanding of the logical underpinnings of reality, he rises in prominence within his particular group. He can make decisions for the Bereft and even lead expeditions to eliminate rogue bereft characters and other abusers of truename magic.

He might lead a combined group of bereft and their allies, and one day oversee the entire organization.

NOTABLES

Uriane Logthosoth became a bereft by accident.

A truenamer of no little skill, she was once hunted by the Black Wind, a group of wicked witch slayers who killed as often as they captured.

One by one, her companions fell to their pursuers' black-shafted arrows, deathblade poison coursing through their veins.

The possibility of escape seemed less and less likely.

Finally, when she was alone, minions of the Black Wind cornered her in a box canyon.

She tried to scramble up the walls, but the rock was loose and crumbled under her grip.

With bloody fingers, heaving chest, and terror mounting she turned to face the grim band.

Arrows nocked, strings pulled back, it seemed death was upon her.

But then she spoke, channeling her rage and frustration into a single word.

The lead archer exploded in a cloud of bone, teeth, and blood.

The other archers stepped back with fear as she, with wonder, spoke again, this time killing three.

They quickly launched their arrows, but the buzzing of her words confused them, and those that didn't set upon one another fled shrieking.

Uriane knew that day she had uncovered something terrible, a dark word that could destroy.

Uriane erased her name and left all she knew behind her.

She discovered others like her and drew them to her.

Coining themselves the Bereft, they stood outside political machinations and battles for good and evil to protect their forbidden knowledge.

ORGANIZATION

Through the long training required to master the *word of unmaking*, bereft characters develop a strong loyalty to their peers, embracing the responsibility of the knowledge tempered with an eagerness to learn more.

The rigorous instruction helps prevent accidents resulting from poor preparation and instills a sense of secrecy in what they do.

All this has been carefully orchestrated to create a cabal of powerful truenamers armed with the ability to master Truespeech and maybe uncover the true word that could unmake reality.

Uriane Logthosoth founded the Bereft to protect not only the truenamers who knew the *word of unmaking*, but also to engender a responsibility to prevent its widespread use and likely abuse.

But with her death went her idealized views.

Certainly, the Bereft train under the guidelines established by their founder, but a growing nihilistic faction of the group, called the Undone, wants nothing more than to destroy all worlds and all creatures—to deconstruct reality so that the prime mover, the creative force, can rebuild it in a more perfect form.

The Undone faction traces its origins to Ladorose, a disaffected truenamer who suffered in the Tower of Woe (see page 100) for five years before the witch slayers (see page 67) there realized that he was not a binder and released him.

He tried to resume his life, but the nightmares of his captivity haunted him, and so he wandered.

He finally discovered the Bereft and learned from them, and during his studies, he realized the only way to completely end evil would be to end everything.

He kept this knowledge to himself until after he completed his training.

For the next few years, he spread the gospel of his beliefs to a select few truenamers, forming a cadre of like-minded souls.

As their numbers grew, so did their influence within the group.

Ladorose now is the most senior member of the Bereft, and his first students now serve as instructors.

They still train new members in the same ways, but those students who have a particular talent and no particular love of the world are invited into the inner circle, gradually introduced to the concepts espoused by the group's leadership.

Should they balk at the destruction of all things, they are quietly silenced.

Such happenings are rare, so the Undone continue their efforts to prepare the way for the world's unmaking.

NPC REACTIONS

The Bereft are a fringe group of truenamers, so few even know about their existence.

Most who encounter these characters see them as eccentric truenamers and are indifferent at worst.

A few know them for who they are and see them as a dangerous and reckless force, and are at best unfriendly.

A few witch slayer groups have expanded their prey to truenamers—especially the bereft.

Among them are the remainder of the Black Wind coterie, but a few others, including the White Swords and Red Moon coterie, also hunt them.

Witch slayers are always unfriendly, but witch slayers that are part of these three coterie are hostile.

BEREFT LORE

Characters with ranks in Knowledge (arcana) can research bereft to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Words exist that can render men insane merely by speaking them.

DC 15: The bereft are masters of a particular grouping of destructive words of power that can destroy and maim.

In principle, they act as the custodians of these words.

DC 20: The bereft claim to guard these words and prevent them from falling into the wrong hands.

DC 30: A faction within the bereft organization wants to destroy reality.

A bardic knowledge check can reveal the same information as a Knowledge check, and in each case the DC is 5 lower than the given value.

BEREFT IN THE GAME

As described, bereft are not widely known.

It's a big world, full of fantastic and terrible forms of magic. It's not a stretch to say bereft have operated beneath notice for many years and have only just recently surfaced.

The bereft class offers a dynamic set of abilities, likely to appeal to players who really like being able to sculpt their abilities to fit different situations.

The bereft, while at heart a truenamer, is an outgrowth of that class, with abilities and talents unlike any other.

This class works extremely well in most campaigns with little adaptation to normal play.

However, to maintain the tension of using the *syllables of unmaking*, be sure to incorporate reoccurring antagonists to oppose the character and his brand of magic.

ADAPTATION

The bereft class serves as a new direction for truenamers. However, this need not be the case. If you don't use truename magic, you can still use this class. Simply replace the Truespeak check with a caster level check.

Furthermore, the bereft need not be protectors of the word of *unmaking*; they could be harbingers of entropy.

In this case, bereft make for excellent mad villains with designs on destroying the world, perhaps to appease a mad god or because of their own insanity.

TABLE 3-5: THE BEREFT HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Obscure Personal Truename, syllable of detachment
2nd	+1	+0	+0	+3	Syllable of affliction
3rd	+2	+1	+1	+3	Syllable of exile
4th	+3	+1	+1	+4	Syllable of dissolution
5th	+3	+1	+1	+4	Syllable of enervation, word of unmaking

BRIMSTONE SPEAKER

"Angels of sky and sun, fly to my aid!

With the sacred word thamach'trulihaunavrithi, I compel you!"

—Kuorick Hammerdau, brimstone speaker

Brimstone speakers regard the secret language of truenames as nothing less than a gift from the gods. Through assiduous study, they master truenames that enable them to call eladrins, archons, and angels to fight on their behalf.

They also know the truename they're most famous for: the tongue of fire that burns away the stain of evil everywhere.

BECOMING A BRIMSTONE SPEAKER

Becoming a brimstone speaker is relatively straightforward, as long as you meet the religious and alignment requirements of the class.

The easiest path to the class is to take seven levels of cleric and either the Truename Training feat or a level in the truenamer class to get the needed ranks in the Truespeak skill.

ENTRY REQUIREMENTS

Alignment: Any good

Skills: Truespeak 10 ranks

Special: Ability to cast *true prayer of the chosen**

Special: Worshiper of a deity that provides access to the Fire or Good domain

* New spell described on page 259

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Heal, Intimidate, Knowledge (arcana), Knowledge (history), Knowledge (religion), Knowledge (the planes), Profession, Spellcraft, Truespeak.

CLASS FEATURES

The brimstone speaker exchanges some spellcasting levels for two abilities: a fiery breath weapon and the ability to call outsider allies.

Spellcasting: At each level except 1st, 3rd, 6th, and 9th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level

in a divine spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one divine spellcasting class before becoming a brimstone speaker, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Tongue of Fire (Su): The first thing every brimstone speaker learns is a truename that roughly translates as "tongue of fire".

If you utter it correctly (Truespeak DC 25), you gain a fiery breath weapon that deals 3d6 points of damage in a 20-foot line.

Those within the area of the tongue of fire take half damage if they succeed on a Reflex saving throw (DC 10 + class level + Con modifier).

At 5th level, your tongue of fire deals 5d6 points of damage (Truespeak DC 30), and at 10th level your tongue of fire deals 8d6 points of damage (Truespeak DC 35).

If you wish, you can declare that you're using a less powerful version of your tongue of fire, accepting less damage in exchange for a lower Truespeak DC.

The Law of Resistance applies to this ability (see page 233), so the Truespeak DC of each successive use of tongue of fire increases by 2.

Lesser Heavenly Entreaty (Sp): Beginning at 3rd level, by shouting the truenames of various angelic powers to the heavens, you are able to call powerful outsiders to fight on your behalf.

If you succeed on a DC 27 Truespeak check, you can summon one bralani eladrin (MM 93) that follows your directions as if summoned by a *summon monster* spell.

You can use a *heavenly entreaty* a number of times per day equal to your class level.

A celestial summoned with this ability remains for 1 minute.

You can have only one heavenly envoy at a time.

If you successfully summon a new one, the previous one disappears.

The Law of Resistance applies to this ability (see page 233), so the Truespeak DC of each successive use of *lesser heavenly entreaty* increases by 2.

Heavenly Entreaty (Sp): From 6th level on, if you succeed on a DC 33 Truespeak check, your ability to summon celestial aid improves.

You now have the option of summoning one word archon (see page 264) that follows your directions as if summoned by a *summon monster* spell.

You can use a *heavenly entreaty* a number of times per day equal to your class level.

Uses of this ability and *lesser heavenly entreaty* are drawn from a common pool.

Thus, at 6th level, you can summon either a word archon or a bralani eladrin a total of six times per day.

A celestial summoned with this ability remains for 1 minute.

You can only have one heavenly envoy at a time.

If you successfully summon a new one, the previous one disappears.

The Law of Resistance applies to this ability (see page 233), so the Truespeak DC of each successive use of *heavenly entreaty* increases by 2.

Greater Heavenly Entreaty (Sp): When you attain 9th level, your ability to summon celestial allies improves again. If you succeed on a DC 43 Truespeak check, you can summon one astral deva (MM 111) that follows your directions as if summoned by a *summon monster* spell. You can use a *heavenly entreaty* a number of times per day equal to your class level.

Uses of this ability, *heavenly entreaty*, and *lesser heavenly entreaty* are drawn from a common pool.

Thus, at 9th level, you can summon either an astral deva, a word archon, or a bralani eladrin a total of nine times per day.

A celestial summoned with this ability remains for 1 minute.

You can have only one heavenly envoy at a time.

If you successfully summon a new one, the previous one disappears.

The Law of Resistance applies to this ability (see page 233), so the Truespeak DC of each successive use of *greater heavenly entreaty* increases by 2.

PLAYING A BRIMSTONE SPEAKER

Your god gave you an immense gift, revealing to you part of the hidden mechanism of the universe.

As a result, you “spread the word” in both the literal and figurative senses.

Your truenames help you crusade for good.

With each victory over evil, your actions increase the truename power of words such as “good”, “honorable”, and “hero”.

You are torn between two worlds.

On one hand, you spend a lot of time cloistered in a library mastering the art of truenames.

But your abilities are far more suited to the life of a crusader than the life of the scholar.

You delve into tomes of truename lore from a sense of duty, but you're eager to get back out into the field and pursue your true calling: burning the stench of evil from the world.

COMBAT

You have traded some spellcasting levels to earn your class features, so the most important tactical decision you face on a round-by-round basis is whether to cast a spell, use tongue of fire, or summon a celestial ally.

Tongue of fire gives you a good offensive option, especially against multiple foes, so you can shift your spell selection to include more defensive and utility spells if you wish.

Realize also that you retain offensive power regardless of how many spells you have.

Even if you convert every spell on your list to heal your allies, you can still blast evildoers with tongue of fire.

The tongue of fire does have its limitations.

Its range is only 20 feet, and sometimes it's difficult to place the line so that it doesn't hit your allies—you want to avoid what would literally be “friendly fire”.

The ability requires you to make a successful Truespeak check to use, so keep your Truespeak modifier as high as possible.

Because your tongue of fire is a line, you will want to know the rules for line-shaped effects (PH 175) like the back of your hand.

Your spells and class features keep you busy during a fight, so you might let your prowess in melee combat languish somewhat.

You should still carry a weapon, but you might find that you don't swing it often, just because you have more compelling options on a round-by-round basis. Don't neglect your defense.

You will spend a great deal of time in harm's way, because many commonly cast divine spells are touch spells, and your tongue of fire has a relatively short range.

You learn your first *heavenly entreaty* at 3rd level.

Thereafter, you have an encounter-changing class feature.

This provides you with yet another option to access in the course of a battle, but it's nice to have tactical dilemmas that involve powerful outsiders flying to aid you.

A successful *heavenly entreaty* can swing an encounter in your favor, but it also makes that encounter a lot more complicated.

You've just added a high-level outsider to a battle that was probably complex to begin with.

You can make the DM's life a lot easier and your fellow players more engaged if you have the statistics for the bralani eladrins, word archons, or astral devas ready ahead of time.

Study them beforehand so you know what they can do and what their important statistics are (AC, saving throws, and so on).

ADVANCEMENT

It takes an unlikely combination of a scholar's patience and a crusader's zeal to make a good brimstone speaker, and the masters of your religious order identified you as a good candidate.

Throughout your early career, you studied the discipline of truenames.

After you passed a series of examinations, you were taught the truename for tongue of fire, and your life as a brimstone speaker began.

Once you learn the truename for the tongue of fire, you immediately begin studying the truenames of outsiders, striving to pronounce them so perfectly that the angels have no choice but to descend and aid you.

You visit the major temples of your faith periodically, eager to study more in their archives and libraries.

As you gain brimstone speaker levels, keep your Truespeak modifier as high as possible.

If you stop improving your Truespeak skill, higher-level class features will be nearly inaccessible to you.

Consider the Skill Focus (Truespeak) feat, the *amulet of the silver tongue*, and various Intelligence-enhancing items as means of improving your ability to use Truespeak.

Because you have ranks in Truespeak, consider giving truename spells (described in the section beginning on page 253) an important place in your repertoire.

Because some of those spells require research into personal truenames, consider developing Knowledge skills that will help you discover the personal truenames of your allies and enemies.

RESOURCES

Brimstone speakers are traditionally crusaders for their faith, cleansing the countryside of evil and leaving more esoteric theological matters for other parts of the religion. You spend most of your time away from the church, because your mission is to go where the evil is.

You can count on aid from your religious-minded fellows when you come back into the fold, because they generally recognize the value of the work you perform.

You will often get free or reduced-cost spellcasting at affiliated temples and shrines in exchange for the quests and crusades you undertake.

The most important aid you receive isn't spellcasting or financial aid, however—it's access to the accumulated truename lore of your church.

When you visit major temples, you can get access to the books that unlock your key class features.

BRIMSTONE SPEAKERS IN THE WORLD

"It was da perfect ambush.

Da human was all alone in a canyon, so we jumped down, killed her horse so she couldn't run off, and cut her real good.

Then she said somethin' I couldn't hear right—all weird gobbledyguk—and these glowin' winged things came zoomin' outta da sky. I ran, but from da sounds I heard, dose winged things got everyone else."

—Nahlarak, bugbear warlord

Brimstone speakers are often spoken of in the temples of many faiths, but they're rarely seen there.

Their abilities are suited for cleansing the land of evil, not proselytizing to heathens or preaching sermons to the faithful.

Brimstone speakers follow the lead of Joram the Crusader (described below) in that regard.

DAILY LIFE

Brimstone speakers usually wake up with one of two goals: Uncover evil, or expunge the evil they uncovered yesterday.

Their life is a series of quests and crusades, punctuated only by periodic spates of intense truename study at major temples.

Most brimstone speakers wouldn't have it any other way, because they believe that their deities chose them to wander the earth and cleanse it of evil.

NOTABLES

Perhaps the most famous brimstone speaker is Joram the Crusader, a follower of Pelor who crossed the earth on one quest or another for six of his eight decades.

A temple acolyte once asked Joram why he spent his life in dark caverns, fetid swamps, and other unsavory places.

Joram's terse response: "Because that's where the evil is".

Brimstone speakers have a centuries-old history, but many current speakers have some connection to Joram—a testament both to Joram's industry and the desire of younger brimstone speakers to emulate him as closely as possible.

One of the most controversial brimstone speakers is Urick Joramson, a child of Joram's known for his intense zeal to uproot evil.

Unlike his father, Urick is indiscriminate in his campaign to rid the land of evil.

Urick believes that the gods will protect innocents caught up in the battle between good and evil, so Urick doesn't need to.

"If no god sought to save you, you should ask yourself why!" says Urick.

Urick and Joram are estranged for both this difference in philosophy and some family reasons neither will discuss.

ORGANIZATION

Brimstone speakers have no organization of their own.

Each good-aligned religion with brimstone speakers among its ranks develops its own organization to pass along the necessary truename lore and direct the efforts of brimstone speakers in the field.

In most cases, brimstone speakers are a separate order within the larger church.

They share all the beliefs and customs of the religion as a whole, but they have their own specific traditions and codes of conduct as well.

Many brimstone speakers are followers of Pelor, both because Pelor's followers are so numerous and because Joram the Crusader worships Pelor.

Pelor's religion has an "Order of Brimstone", whose members wear flame-red tabards and golden helms.

Anyone who can qualify to become a brimstone speaker is eligible to join the Order of Brimstone, which grants access to the church's libraries and provides a steady supply of missions involving threats to the church and society at large.

Most of Pelor's brimstone speakers are sent out on missions individually or with allies who aren't brimstone speakers.

Again, Joram's wisdom is part of the reason; he once famously said, "One spark for one bonfire".

Other faiths have different ways of organizing their brimstone speakers.

Followers of Kord have a "Brimstone Brigade" organized along military lines, while Heironeous's brimstone speakers are eligible to join one of several crusader orders dominated by paladins, knights of the chalice (described in *Complete Warrior*), and divine crusaders (described in *Complete Divine*).

NPC REACTIONS

Because brimstone speakers are relatively rare and not involved in church leadership or politics, they're not well known, even among the faithful.

Religious leaders, on the other hand, recognize and value the services that a brimstone speaker provides, so they have an initial attitude of friendly when encountering a brimstone speaker.

Evildoers who have been burned by a brimstone speaker aren't likely to forgive or forget, so they have an initial attitude of hostile toward brimstone speakers.

Evildoers who work behind the scenes, such as cultists and rebels, have a particular loathing for brimstone speakers because they can't be bought off or negotiated with.

BRIMSTONE SPEAKER LORE

Characters with ranks in Knowledge (religion) can research brimstone speakers to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Brimstone speakers are clerics that can emit a tongue of fire to burn their enemies.

DC 15: They use the power of truenames to create the tongue of fire, and eventually they use the truenames of eladrins, archons, and angels to call them into battle.

DC 20: Brimstone speakers spend most of their time on quests to expunge the land of evil, much like their greatest hero, Joram the Crusader.

BRIMSTONE SPEAKERS IN THE GAME

The brimstone speaker class is a good way for an existing character—probably a cleric, in this case—to use the truename rules and retain the familiar aspects of the cleric's function.

The prestige class is overtly a cleric with a twist.

Once the player has mastered a few new class features and perhaps some truename spells, he or she can settle into the familiar role of the cleric without difficulty.

Many mid-level clerics will be able to qualify for the prestige class in just a few levels, simply by buying cross-class ranks in Truespeak until their next feat choice becomes available.

They can then take the Truename Training feat, and they should have enough ranks to qualify for the brimstone speaker class.

As a DM, you should pay attention to how much the player of a brimstone speaker uses the truename aspects of the class.

If a brimstone speaker just wants to be a cleric with a tongue of fire, that's fine.

But if the player starts using truename spells and spending skill points in Knowledge skills to improve her truename research abilities, that's a sign that the player wants your help to make truenames more important.

Include villains in your game whose personal truenames she has a reasonable chance of learning.

Give some monsters truename-related feats, including ones that will surprise her, such as Personal Truename Backlash.

ADAPTATION

As written, the brimstone speaker is a crusader for the forces of good.

It's easy to change (or even remove) the alignment requirement and develop a brimstone speaker devoted to tyranny and woe, or one with no philosophical agenda at all.

If you change the alignment requirement for this class, you should replace the creatures in the entreaties.

Because the creatures remain for only a few rounds, their Challenge Rating is the best measuring stick for how effective they are in response to an entreaty.

The 3rd-level entreaty gives you a CR 6 creature, the 6th-level entreaty gives you CR 9, and 9th level CR 14.

Keep in mind that summoned creatures with unusual spell-like abilities can be problematic even with a short duration, and it's hard to fit multiple Large or Huge outsiders onto a crowded battlefield.

To give the class an evil, demonic flair, for instance, you could use Chaos, Evil, and Fire for the domain requirement, and replace the envoys with a babau, a vrock, and a nalfeshnee as the creatures that answer a brimstone speaker's entreaty.

For a lawful evil flavor, require the Evil, Fire, or Law domains and use a chain devil, bone devil, and logokron devil (see page 265).

TABLE 3-6: THE BRIMSTONE SPEAKER HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Tongue of fire 3d6	—
2nd	+1	+3	+0	+3	—	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Lesser heavenly entreaty	—
4th	+3	+4	+1	+4	—	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Tongue of fire 5d6	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Heavenly entreaty	—
7th	+5	+5	+2	+5	—	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	—	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Greater heavenly entreaty	—
10th	+7	+7	+3	+7	Tongue of fire 8d6	+1 level of existing divine spellcasting class

CHILD OF NIGHT

"Watch and rend until the coming of final night—if it will not avail you.

To comprehend the magnificent and empty beauty of darkness, it is not enough to study shadow, you must become shadow."

—Lara Bethendé, former Lady of the Second House, Parliament of Shadows, now renegade

They prefer to call themselves "black transmogrifists", but most know them as children of night.

They are more than spellcasters, more than scholars, and—they claim—more than mortal.

For those who have the will and the depth of knowledge to join their ranks, ascension beyond the earthly form awaits, for the children of night become the stuff of shadow itself.

BECOMING A CHILD OF NIGHT

Children of night must be tied to the Plane of Shadow through their ability to perform magic involving darkness. The path of the shadowcaster is the most direct route, although some wizards, sorcerers, and clerics can progress into this class.

Few bards or druids embark on this journey of self-transformation.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 8 ranks, Knowledge (the planes) 8 ranks

Shadowcasting/Spellcasting: Ability to cast mysteries or ability to cast spells with the darkness descriptor or from the shadow subschool

Special: Must have visited the Plane of Shadow

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Hide, Intimidate, Knowledge (arcana), Knowledge (the planes), Move Silently, Profession, Sense Motive, Spellcraft, Spot.

CLASS FEATURES

As you advance as a child of night, your physiology changes, becoming more shadow and less mortal flesh.

Mysteries/Spellcasting: At each level beyond 1st, you gain new mysteries or spells per day and an increase in caster level (and mysteries or spells known, if applicable) as if you had also attained a level in a casting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained, such as bonus feats for mystery paths known, or improved familiar for wizard or sorcerer.

If you had more than one casting class before becoming a child of night, you must decide to which class to add each

level for the purpose of determining mysteries or spells per day, caster level, and mysteries or spells known.

Cloak of Shadows (Su): Your flesh takes on a hazy, almost translucent hue, granting a bonus equal to your child of night level on Hide checks.

At 4th level, once per day as a swift action, you can make your outline shadowy and indistinct, as the *blur* spell, for a number of minutes equal to your class level.

When you reach 6th level, you can use the blur effect three times per day.

At 8th level, your form permanently becomes hazy and you continually have a blur effect.

At 10th level, two times per day as a swift action, you can make your true location more difficult to discern, as if you were affected by the *displacement* spell, for 10 rounds.

Cold Resistance (Su): At 1st level, the shadow in your essence provides cold resistance 5.

This resistance increases to 10 at 5th level and 15 at 9th level.

Sustaining Shadow (Ex): Starting at 2nd level, you lose various biological needs, as you draw power from the Plane of Shadow.

This functions as the shadowcaster ability described on page 113, except new abilities are gained at 4th, 6th, and 8th level.

If you have the sustaining shadow ability from a different class (shadowcaster, for example), you automatically gain the next sustaining shadow ability.

Dancing Shadows (Su): At 3rd level, you can use the dancing shadows mystery as a supernatural ability once per day with a caster level equal to your class level plus your levels in any other mystery-casting class.

At 7th level and above, you can use dancing shadows twice per day.

Night Form (Ex): For 1 minute per day, you can become incorporeal, and gain all the benefits of the incorporeal subtype.

You also gain a fly speed of 40 feet with perfect maneuverability.

PLAYING A CHILD OF NIGHT

You are ascending to something greater than mortality.

You don't necessarily think of mortals as worthless—children of night aren't required to be evil—but neither do you think of yourself as one of them.

You remember your companions, and might remain loyal to them, but your capacity for affection and similar emotions atrophies.

You seem cold or brusque.

Your primary motivation is to bond further with shadow, and you might abandon previously set goals if they conflict with that objective.

Your class is common in several of the organizations described later in this section (see pages 167–174).

The Nightshade Covenant welcomes you openly, seeing in your efforts the desire and ambition to become one with the Plane of Shadow itself.

To the Votaries of Vecna, you represent the ultimate melding of form and shadow, walkers on a path that leads to something beyond mortal and undead alike.

They revere you if you have joined them, and seek to obliterate you if you do not, considering you traitors.

Your relations with the Tenebrous Cabal are less predictable.

Although one might expect that the Cabal would welcome children of night, seeing in them the ultimate in shadow magic, the truth is that the Cabal isn't certain what to make of you.

You must allow your study of shadow magic to lapse, or at least slow, during your transformation.

This suggests that your priorities are not in synch with those of the Cabal.

Further, because you represent an interaction with shadow that the Cabal neither fully understands nor controls, it views you with some distrust.

The Cabal welcomes you into its ranks, but you are rarely permitted to hold true power and no children of night have risen beyond the Third House of the Parliament.

COMBAT

At low levels, you are much like other mystery users and spellcasters.

Consider remaining back from the front lines harassing foes and supporting allies with your magic.

You might take a more active role against cold-based foes, due to your burgeoning resistance.

As you advance to 4th level and beyond, your tactics must evolve with your form.

The concealment you enjoy from your cloak of shadows ability means you can afford to risk closing on your enemy, enabling you to more effectively deliver touch and short-range attacks.

Your Hide bonus enables you to lay ambushes, or support the rogue when she moves ahead of the party.

At high levels, you hardly need worry about physical attacks at all (although powerful spellcasters and mystic creatures can still threaten you).

When you gain the ability to become incorporeal, you can fly and pass through solid objects.

This benefit grants you superior maneuverability on the battlefield, enabling you to attack almost any foe, or bolster your companions in almost any situation.

You are an excellent scout, and you can provide hidden backup for your allies.

ADVANCEMENT

On rare occasions, someone with a strong affinity for shadow feels a call to darkness far beyond that experienced by other individuals.

You might be one of these; you feel somehow incomplete, hollow.

You discover in your studies the first hints of the children, and seek out their secrets, either through in-depth research or actively finding one and petitioning his aid.

Only in this fashion can you learn the ancient rites that instigate the earliest stages of transformation.

As you progress, you continue your transformation.

With time and practice, your body adapts and becomes more shadowy.

You continue your practice of magic and can become quite a potent caster.

You should keep your Intelligence and Charisma high.

This not only makes most effective use of the magic you do have, but Charisma determines your eventual deflection bonus to AC.

Keep your Spellcraft modifier up as well, since you are in a unique position—especially once you attain incorporeality—to interfere with other casters' abilities.

RESOURCES

The most obvious resource you might gain from other children of night is access to the prestige class in the first place.

Texts and tomes of shadow magic are not easily available, so you must deal with one of the various shadow-magic organizations to begin your search.

Given the alien nature of shadow magic, and the fact that you are deliberately attempting to transform yourself into a creature of darkness, few people trust you.

In the long-term, the companionship and allies offered by the Votaries of Vecna, the Tenebrous Cabal, or other independent children of night could prove more valuable than any item or riches.

Finally, organizations and smaller cadres of children of night often collect ghost touch weapons and force-related magic.

These resources allow them to more effectively battle corporeal creatures without manifesting, and to protect themselves from other force effects.

CHILDREN OF NIGHT IN THE WORLD

"Whatever the so-called 'children of the night' practice, it is not shadow magic.

The purpose of shadow magic is to control the darkness, and I am not convinced, that between the children and the darkness, it is the children who are in control."

—Eddas Coradran, Lord of the First House, Parliament of Shadows

Nothing conveys the alien feel of shadow magic as strongly as the child of night.

Most players should be disturbed by individuals who are so enraptured with darkness that they willingly make themselves a part of it.

Some might find portraying a character with such alien thoughts to be a roleplaying challenge.

DAILY LIFE

It's difficult to define "daily life" for children of night.

Between their scarcity and their ability to go without fundamental biological needs, members of the class have few activities in common.

Most children of night spend their time traveling.

They rarely put down roots, for few communities accept them, and they have little need for shelter at higher levels. Most seek only to improve their knowledge and experience, so that they might take the next step in their transformations.

Upon reaching 10th level, some children of night find themselves so uncomfortable in the physical world that they seek to make new homes on the Plane of Shadow. The remainder usually fall in with one of the shadow magic organizations, even if they didn't start as members, simply for a sense of community.

Children of night seldom acquire leadership positions. The Tenebrous Cabal rarely allows them authority, and few communities trust children of night even to reside in them, let alone hold office.

Only in the Nightshade Covenant, the Votaries of Vecna, and similar societies is it generally possible for a child of night to rise above the rank-and-file.

NOTABLES

Rumor and myth among mystery users name two children of night more often than any other.

Eldanel Glantrien is an ancient (former) elf who appears to protect shadow magicians from those who would condemn them as evil because of their mystical abilities.

Lara Bethendé was the youngest shadowcaster ever to attain rank in the Second House of the Parliament of Shadows.

When her fellow members discovered she was secretly studying to become a child of night, she slew several of them, stole valuable tomes, and disappeared.

To this day, she harries operatives of the Cabal.

The Parliament has determined that she had some grudge or agenda against it even before she joined its ranks, although its members have yet to determine what it might have been.

ORGANIZATION

The Tenebrous Cabal officially treats children of night like other members.

Unofficially, they are closely watched, rarely trusted, and hold little power.

The Votaries and the Covenant are far more welcoming, seeing in the children of night the beginnings of holiness. While few children hold high leadership positions, this is due to their weakened casting abilities compared to shadowcasters of the same level, rather than any deliberate prejudice.

Many become powerful operatives of the Votaries, however, and rumor maintains that a secret cadre of child of night assassins serves at the whim of that organization's leaders.

NPC REACTIONS

Most people react to children of night with hostility, or at least an unfriendly attitude.

Common folk are terrified of them, seeing them as dark magicians or inhuman entities.

Adventurers usually assume that, as beings who voluntarily tie themselves to darkness, they must be evil.

The average person likely flees at the first sign of a child of night, while braver folk seek to drive him away or destroy him.

Most shadowcasters are not inherently hostile, but still tend toward indifference.

Only other children of night, and members of certain shadow organizations, adopt friendly attitudes.

They recognize in one another a kindred spirit, though that doesn't guarantee friendship or cooperation.

Nearly everyone is an enemy of the children, from paladins and priests of gods of light, to spellcasters and even some shadowcasters.

The suspicion and loneliness that marks the life of a child of night prevents all but the most dedicated from pursuing this course, and often renders those who do so bitter and hostile.

CHILD OF NIGHT LORE

Characters with ranks in Knowledge (arcana) or Knowledge (the planes) can research children of night to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: The children of night seek to become one with the Plane of Shadow.

DC 15: The children physically transform themselves, eventually becoming incorporeal beings of shadow.

They retain a measure of casting abilities as well.

DC 20: Even other practitioners of shadow magic distrust the children of night.

CHILDREN OF NIGHT IN THE GAME

Children of night are rare, and they tend to be loners. As such, it's easy to introduce them to an ongoing campaign simply by asserting that the PCs have neither heard of nor encountered them.

The child of night class is appropriate for players who enjoy experimenting with the bizarre—with characters who don't think like normal people.

Don't minimize the alien nature of the class, or have NPCs react in a blasé manner during encounters; that ignores the uniqueness of the prestige class.

A child of night has less power than a straight caster of her level, so the DM should make every effort to develop encounters that take advantage of her maneuverability and immunities.

ADAPTATION

The child of night remains viable in campaigns that lack shadow magic.

The class might still represent a melding with the Plane of Shadow, but one that comes from transmutation or necromantic magic.

Alternatively, the child of night might be an illusion-based prestige class, in which illusionists actually transform themselves into living images.

Finally, the children of night might be an unusual form of undead, one with a slow and voluntary transformative process.

TABLE 2-3: THE CHILD OF NIGHT

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Mysteries/Spellcasting
1st	+0	+0	+0	+2	Cloak of shadows, cold resistance 5	—
2nd	+1	+0	+0	+3	Sustaining shadow (eat 1 meal/week)	+1 level of existing casting class
3rd	+1	+1	+1	+3	Dancing shadows 1/day	+1 level of existing casting class
4th	+2	+1	+1	+4	Cloak of shadows (blur 1/day), sustaining shadow (sleep 1 hour/day)	+1 level of existing casting class
5th	+2	+1	+1	+4	Cold resistance 10	+1 level of existing casting class
6th	+3	+2	+2	+5	Cloak of shadows (blur 3/day), sustaining shadow (immune to poison/disease)	+1 level of existing casting class
7th	+3	+2	+2	+5	Dancing shadows 2/day	+1 level of existing casting class
8th	+4	+2	+2	+6	Cloak of shadows (blur continuous), sustaining shadow (no need to breathe, eat, or sleep)	+1 level of existing casting class
9th	+4	+3	+3	+6	Cold resistance 15	+1 level of existing casting class
10th	+5	+3	+3	+7	Cloak of shadows (displacement 2/day), night form	+1 level of existing casting class

DISCIPLE OF THE WORD

"Defy the sword."

—Aglaran, Disciple of the Word

Disciples of the word are intellectual warrior monks who, through a deeper understanding of their truenames, transcend the limits of their mortal form.

Disciples commit themselves to a studied pursuit of introspection tempered by pious devotion to the principles of Zuoken as penned by the hand of the first disciple, Akahuza.

Through these teachings, disciples develop techniques that allow them to defy the limits of reality.

BECOMING A DISCIPLE OF THE WORD

Monks make the best disciples of the word, because they have an average base attack bonus, are lawful, and gain the evasion class feature early.

Other characters can gain entry into this class, but the evasion requirement necessitates at least two levels of monk or rogue, or at least eight levels of ranger.

No character can take levels in this class without devoting a few skill points to the Truespeak skill.

ENTRY REQUIREMENTS

Alignment: Any lawful

Base Attack Bonus: +4

Skills: Truespeak 4 ranks

Feats: Improved Unarmed Strike, Stunning Fist

Special: Evasion

CLASS SKILLS

(4 + Int modifier per level): Balance, Climb, Concentration, Escape Artist, Jump, Move Silently, Truespeak, Tumble.

CLASS FEATURES

As a disciple of the word, you have class features that emphasize mobility.

Abilities such as word of movement sublime and word of movement perfected allow you to move about the battlefield almost unhindered.

Word of the fist unraveling and word of mystic deflection help you take on foes with a variety of attack capabilities, from spells to melee attacks.

Known Personal Truename: You know your own personal truename.

However, pronouncing it correctly requires a Truespeak check with a DC equal to 15 + (2 × your HD) + 2.

You get a +4 bonus on the Truespeak check because it's your personal truename.

Monk Abilities: A disciple of the word adds her class level to her monk level to determine her class-based AC bonus, her unarmed damage, unarmored speed bonus, flurry of blows penalty, and the number of daily attempts of her Stunning Fist feat.

If she has no monk levels, she gains the AC bonus of a monk whose level equals her disciple of the word level, but she doesn't add her Wisdom bonus to her AC.

In addition, she gains additional uses of the Stunning Fist feat as a monk.

(Her nonmonk, nondisciple of the word class levels provide one use per four levels, and her monk and disciple of the word class levels provide one use per level).

A disciple of the word does not count her class levels for the purpose of determining when she gains any other monk class features, such as reduced penalties for flurry of

blows attack rolls, bonus feats, evasion, or other special abilities.

Word of Movement Sublime (Su): You can channel your *ki* into a single word of Truespeech.

This spoken word allows you, for a passing moment, to move as one with the restless motion of the universe, stepping through the mundane world with perfect grace. As a swift action, you can spend one of your daily uses of the Stunning Fist feat and substitute a Truespeak check in place of a Balance, Jump, or Tumble check.

Word of the Stance Unyielding (Su): Beginning at 2nd level, you can channel your *ki* while speaking a word of Truespeech that allows you to stand fast, anchored to your current position by the rigid laws of the universe.

As an immediate action, you can spend one of your daily uses of the Stunning Fist feat and substitute a Truespeak check in place of a Strength check to resist a trip, bull rush, or disarm attempt.

Word of Health Restored (Sp): From 3rd level on, you can use a word of Truespeech to focus your *ki* into your own body.

As a full-round action, you can spend one of your daily uses of the Stunning Fist feat and make a Truespeak check to heal yourself.

You restore a number of hit points equal to your character level.

Using this ability provokes attacks of opportunity, but you can attempt to use it defensively, exactly as if it were a 3rd-level utterance.

Word of Movement Perfected (Su): At 4th level, you learn a word of Truespeech that allows you to move with great speed and agility, striding swiftly over the contours of the physical world.

As a swift action, you can spend one of your daily uses of the Stunning Fist feat and make a DC 25 Truespeak check to increase your base speed by 20 feet.

In addition, while this ability is active, you can walk on water, quicksand, snow, or even a spider's web without sinking or breaking through.

You can take part of your movement for the round to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by your normal movement restrictions.

If you do not end your movement on a horizontal surface, you fall prone, taking falling damage as appropriate for your distance above the ground.

This benefit lasts for 1 round.

This increase stacks with other bonuses to your speed, such as from the *haste* spell or a monk's fast movement bonus.

Word of Reflexes Exalted (Su): Beginning at 5th level, you can focus your will to deliver another word of Truespeech. As an immediate action, you can spend one of your daily uses of the Stunning Fist feat and substitute a Truespeak check in place of a Reflex saving throw.

Word of the Strike Unstoppable (Su): From 6th level on, you can speak a word of Truespeech and overcome a creature's damage reduction.

After a successful melee strike, you can spend one of your daily uses of the Stunning Fist feat as a swift action to attempt to bypass a target's damage reduction.

The DC of the Truespeak check depends on the type of damage reduction that you are trying to overcome.

DR	DC
Piercing	20
Slashing	20
Bludgeoning	25
Magic	30
Silver	35
Cold iron	35
Adamantine	40
Epic	45

If the creature's damage reduction requires more than one trait to overcome, chose the trait with the highest DC and add 10 to that DC for each additional trait required.

If the creature's damage reduction is overcome by one of several types of damage, use the lowest applicable DC.

Word of the Fist Unraveling (Su): At 7th level, you gain the ability to focus your *ki* into a single powerful strike.

Accompanied by a word of Truespeech, this ability can unravel magical effects.

After a successful melee strike, you can spend one of your daily uses of the Stunning Fist feat as a swift action to attempt to dispel one effect currently on the creature struck by the melee attack.

This works like a targeted dispel, except that you can only dispel the highest-level effect currently affecting the target. You make a Truespeak check opposed by a caster level check made by the caster of the affected spell.

If you are successful, the spell is dispelled.

If your check is unsuccessful, the spell remains in effect.

Regardless of the result of the opposed check, the melee attack deals damage normally.

Word of Harm Avoided (Ex): Beginning at 8th level, if you have one hand free, once per day when you would normally be hit with a weapon, you can deflect it so that you take no damage from it.

To negate the attack, you spend one of your daily uses of the Stunning Fist feat and make a Truespeak check, opposed by the attack roll of the attack that you are attempting to negate.

You must be aware of the attack and not flat-footed.

Attempting to deflect an attack is an immediate action (an action you can take even when it's not your turn, but counts against the number of swift actions you can take in a round).

Unusually massive weapons (that is, any weapon two or more size categories larger than you) or attacks generated by spell effects (*Melf's acid arrow* or *shocking grasp*) can't be negated.

You must use this ability after the result of the attack roll is known but before damage is rolled.

Word of Mystic Deflection (Su): Starting at 9th level, you can speak a word of Truespeech and prevent a hostile spell from affecting you.

When you are the sole target of a spell (the spell must target you; this does not apply if you are the sole individual in an area spell) that must overcome spell resistance to have an effect, you can spend one of your daily uses of the Stunning Fist feat and attempt a Truespeak check as an immediate action.

This Truespeak check is opposed by the caster's caster level check.

If you succeed on this check, the spell is negated.

If you fail this check, you are subject to the spell's effect normally, including your chance to save against the spell's effect, if applicable.

Word of Speed Unfettered (Su): At 10th level, you can speak a word of Truespeech and imbue your form with unparalleled celerity.

You can spend one of your daily uses of the Stunning Fist feat and attempt a DC 50 Truespeak check as an immediate action.

If you succeed on this check, you gain an additional move action that you must take immediately.

This ability might, among other things, allow you to move and make a full attack in the same round.

Multiclass Note: Monks who multiclass into this prestige class can continue advancing as monks.

PLAYING A DISCIPLE OF THE WORD

As a disciple of the word, you understand that reality, as most know it, is nothing more than an abstraction of the true forms—words.

All things are mere reflections, shadows of the true form, and even other people are just flawed copies of their true form.

Thanks to your unusual outlook, you have a hard time making friends, but that's not a problem.

Mortal friendships can never compare with the ideal concept of friendship.

Being a disciple of the word means you are part of the Order of the Word, a group of like-minded individuals who work to leave behind the flaws of the physical body and become one with the form from which they are modeled. You might be the master of a particular enclave of monks and the living embodiment of this goal, or you might be an instructor at one of these rare monasteries.

COMBAT

Your advantage is your knowledge of Truespeech.

It allows you to avoid damage, to heal yourself, and gives access to many other powerful abilities.

In battle, use your mobility to distract your opponents from attacking your allies.

The more attacks your enemies waste trying to strike you, the more attacks your companions can make against these same opponents.

You should take advantage of your mobility and move to flank your foes with allied rogues and fighters.

Good positioning helps other characters make use of sneak attacks, and at the very least provides a bonus on attack rolls.

In these situations, it's probably best to fight defensively, and if you have it, maximize your AC bonus from the Combat Expertise feat.

At 5th level, not only can you get in and out of dangerous spots, you can also more effectively escape harmful area effects.

Upon reaching 9th level, you can rest assured that you will rarely be subject to a spell you don't want to affect you.

ADVANCEMENT

You probably started down the path of the disciple of the word after first being exposed to the power of Truespeech, either in the presence of a truenamer or another disciple of the word.

Another disciple of the word might have then recognized your agility and combat skills, and told you there was a way to deny the dangers posed by reality.

You sought out the monks of the Order of the Word and unlearned all your previous training, for once you saw their techniques in practice, you had to find the key to unlocking those abilities yourself.

Long hours of study and training finally paid off, and you are constantly amazed at how easily you can shape a battle to your own ends now that you know the secrets of truenaming.

Though you are not required to spend all your days at the monastery, you often retreat there for further training and education.

Then again, you might remain at a monastery for years, only emerging when you feel a call to explore or adventure, to advance the perfect forms through intervention when the forces of entropy assert themselves.

As you continue to awaken your true form, you have many opportunities to develop your fighting skills.

Spend skill points on movement skills such as Climb, Jump, and Tumble.

It's a good idea to invest in feats that work well with your class abilities, so be sure to pick up feats such as Deflect Arrows, Run, and Spring Attack.

RESOURCES

Though you might wander far from your teachers and school, you can always return.

For you, it is a safe haven, a place to heal or hide.

The Order of the Word provides free food, lodging, and basic supplies to all its members.

They maintain friendly relations with local clerics of Zuoken (see page 124 of *Complete Divine* or page 221 of *Expanded Psionics Handbook*) who always have a shrine dedicated to the demigod within the monasteries' walls. Disciples gain access to free healing from those clerics, as well.

DISCIPLES OF THE WORD IN THE WORLD

"Though we walk different roads, the paths converge at the same end."

—Utod, Fist of Zuoken

A disciple of the word combines truenaming and martial arts, representing the pinnacle of what a person can achieve by devoting herself to reaching her true form.

Disciples can appear in any campaign, originating in small shrines in mountain aeries or well-defended and enormous martial arts schools taught by ancient masters.

DAILY LIFE

As important as it is for disciples to focus on their personal training, they do so by following the principles of self-discipline and mental prowess as scribed in the sacred scroll of Akahuza.

Each day, disciples speak the holy sutra to help order their minds.

A disciple first speaks her truename followed by an invocation to the self, calling for the blessing of Zuoken to strengthen the body, mind, and soul, while asking for the strength of mind to see beyond the illusion that is reality. Many disciples leave their monasteries to explore the world and derive a deeper understanding of their place within it. A few, however, found schools of their own, where they instruct new students in keeping the words of Akahuza and the principles of Zuoken alive.

As a sensei, a disciple must select viable candidates through careful testing, to see if they have the dedication to succeed in the Akahuza style while also looking for those with at least some fundamental understanding of Truespeech.

The first students trained become instructors and administrators, teaching new students and managing the monastery's resources.

NOTABLES

Three centuries ago, Akahuza, a monk and student of Zuoken's teachings, was dissatisfied with the path of war advanced by the Fists of Zuoken.

Akahuza believed there was another way to master self-discipline.

He traveled to different schools all over the land, studying with the tattooed monks, drunken masters, void disciples, and dozens of other schools, but each left him dissatisfied. So he wandered farther, listening to the words in the wind and the pulse in the earth, following the flow of the clouds until he came upon a shrine deep within a rain forest. There, he found an old man living alone who did nothing except stare at a single rune carved in the wall.

The man did not speak, but he did not rebuff Akahuza's help either.

The two men lived in silence; the elder studied the sigil, the younger studied the elder.

Weeks turned to months and months turned to years, and still the old man never spoke.

Finally, Akahuza, in his perplexity, made ready to leave, gathering what supplies he had, thinking his time was wasted.

As he turned to go through the shrine's gate, there stood the old man, though how he came to be there, Akahuza could not say.

Bowing deeply to the elder, the wanderer tried to move past him, but the elder, faster than seemed possible, intercepted him.

Two more attempts and the master blocked him.

Then the old man spoke a single word and everything bent around them, as if the world folded in on itself.

Akahuza knew then he had found what he sought.

Thirty years later, Akahuza returned to his homeland and founded the Order of the Word.

As his followers built the school around him, he penned the essential principles of the art, writing just one character each day.

When the school was complete, so was Akahuza's writing, and with the final character written he died.

Over the next 200 years, the Order of the Word grew around the teachings set out in the sacred scroll, and the knowledge contained inside resulted in the first disciples of the word.

ORGANIZATION

The modern Order of the Word retains the original structure first set out by Akahuza all those years ago.

At a monastery, a master guides his favored pupils who in turn instruct the students.

Though many disciples wander the world in search of themselves and their place, many more are content to stay on with their comrades and learn the greater mysteries of their path.

No single overarching master governs the Order of the Word.

Rather, several masters care for their particular schools. Since this is a group built on the ideals of peace and self-improvement, it has little room for rivalry or tensions between the schools.

Occasionally, one monastery hosts a tournament, and these exciting events draw disciples from all over the world, and in some cases, from across the planes.

Students compete to demonstrate their mastery of Akahuza's teachings, and the contests end when the top three students remain.

These champions are immediately elevated to master status and given the funds to found their own monasteries.

NPC REACTIONS

Even though disciples pursue a different path from that walked by other followers of Zuoken, they still pay homage to the god and enjoy his blessings.

Clerics and monks of Zuoken are always friendly or even helpful to disciples.

Other monks look upon disciples as strange and unusual, but their suspicions rarely worsen their attitudes below indifferent.

Disciples are a peaceful group, so they have few enemies. Still, some creatures oppose peace and see those who embrace that path as a threat to their goals.

Evil monks are always unfriendly if not hostile. Chaotic characters share the same suspicions, especially barbarians, who thrive on anarchy.

These individuals are often unfriendly or worse, attempting to destroy that which they cannot understand.

DISCIPLE OF THE WORD LORE

Characters with ranks in Knowledge (arcana) or Knowledge (history) can research disciples of the word to learn more about them.

Characters who worship Zuoken receive a +5 circumstance bonus on these checks.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Some monks believe that only through avoiding conflict can they understand the nature of reality.

DC 15: The disciples of the word are masters of movement, physically melding both form and idea.

DC 20: Disciples are not so much opposed to conflict as they are committed to perfecting their physical forms. By developing themselves, they avoid injury.

DC 30: The Order of the Word was founded by Akahuza, a mystic and monk who unlocked the truth about himself through Truespeech.

DISCIPLES OF THE WORD IN THE GAME

Disciples of the word can be featured in any campaign.

A mysterious mountain school might be an institution run by the Order of the Word.

If you use psionics, they could be an outgrowth of the fist of Zuoken prestige class.

Most disciples, however, will have an appeal to players.

The class represents an excellent avenue for introducing truename magic into an ongoing campaign by blending the monk with the truenamer class.

The disciple of the word prestige class appeals to players who like martial arts and the mysticism often associated with them.

While providing interesting combat abilities, this class also offers a means to ground such characters into a campaign and let them develop their abilities through a compelling spiritual journey of self-discovery.

ADAPTATION

The disciples need not be a group committed to improving themselves.

Instead, they could be a group that advances their physical combat techniques to breed a powerful army of assassins bent on conquering the world.

In this case, you will want to make the alignment prerequisite lawful evil.

Also, you will want to divorce this class from Zuoken altogether and replace him with a suitably sinister deity such as Ilsensine of the mind flayers or even Hextor, the god of tyranny.

Alternatively, the disciples could become a force for good that emphasizes how striving to perfect the self allows a better understanding of the world, which ultimately distances an individual from evil.

In such a case, Heironeous is a great substitute deity.

TABLE 3-7: THE DISCIPLE OF THE WORD HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Known personal truename, monk abilities, word of movement sublime
2nd	+1	+3	+3	+3	Word of the stance unyielding
3rd	+2	+3	+3	+3	Word of health restored
4th	+3	+4	+4	+4	Word of movement perfected
5th	+3	+4	+4	+4	Word of reflexes exalted
6th	+4	+5	+5	+5	Word of the strike unstoppable
7th	+5	+5	+5	+5	Word of the fist unraveling
8th	+6	+6	+6	+6	Word of harm avoided
9th	+6	+6	+6	+6	Word of mystic deflection
10th	+7	+7	+7	+7	Word of speed unfettered

NEW MARTIAL ART: WORD GIVEN FORM MASTERY

First introduced in *Oriental Adventures*, martial arts styles are added benefits gained when a character takes a particular assortment of feats. A character who masters the feats within a style gains a mastery ability related to the techniques of that style. Word Given Form emphasizes the harmony of the disciple's truename. By repeating his truename in combat, he can blur his form against a particular target.

WORD GIVEN FORM

You have mastered the martial arts style of "Word Given Form."

Prerequisites: Truespeak 12 ranks, Tumble 12 ranks, Combat Expertise, Dodge, Improved Unarmed Strike, Mobility, Spring Attack.

Benefit: When using the Dodge feat against an opponent, in addition to the +1 dodge bonus to AC, you also gain total concealment (50% miss chance) from that opponent as your form blurs and shifts.

FIENDBINDER

"Forgive the foul language, but my babau demon prefers eviscerations to diplomacy."

—Nivir the fiendbinder

A fiendbinder seeks to unlock the truenames of demons, devils, and other vile fiends, and use that knowledge to bind them to service.

The actual binding rituals can be quite complex, so a fiendbinder must also be a practiced student of the summoning arts.

However, even the most gifted fiendbinder plays a dangerous game, for though she can enslave the wicked and compel fiends to act in accordance with her wishes, fiends are notoriously willful, disagreeable, and at times outright disobedient.

A fiendbinder relies on her truespeaking ability to control her fiendish thrall, all the while knowing that it craves only its freedom and the fiendbinder's blood.

BECOMING A FIENDBINDER

Most fiendbinders are arcane spellcasters.

However, a few unscrupulous clerics dedicate themselves to learning the complex rituals and truenames needed to bind terrible fiends to service.

Even though binding a fiend might be viewed as punishment or torment (certainly that's what the fiend thinks), good-aligned characters can't bring themselves to become fiendbinders and endorse what amounts to slavery.

ENTRY REQUIREMENTS

Alignment: Any nongood

Skills: Knowledge (the planes) 10 ranks, Speak Language (Abyssal), Speak Language (Infernal), Truespeak 10 ranks

Spells: Ability to cast *summon monster* IV

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Diplomacy, Heal, Knowledge (arcana), Knowledge (history), Knowledge (religion), Knowledge (the planes), Profession, Spellcraft, Truespeak.

CLASS FEATURES

You can research and learn the truenames of fiends, as well as complex rituals needed to foist your will upon them.

As you gain more power and confidence as a fiendbinder, you learn to call forth fiends that are more inclined to heed your commands and, eventually, you will earn their respect.

Spellcasting: At each level except 1st, 5th, and 9th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a fiendbinder, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Bind Fiend (Su): You master the complex rituals needed to bind a fiend whose truename you know.

You must pay an amount in gold to cover the cost of the ritual (see Table 3-9), and the ritual takes 8 uninterrupted hours to perform.

TABLE 3-9: BOUND FIENDS

Fiend	Available at Class Level	Binding Cost	Truespeak DC
Babau demon	1st	2,700 gp	27
Succubus demon	2nd	3,600 gp	29
Hellcat devil	3rd	4,900 gp	29
Vrock demon	4th	6,600 gp	33
Cauchemar nightmare	5th	8,800 gp	37
Retriever demon	6th	11,000 gp	37
Hezrou demon	7th	15,000 gp	37
Barbed devil	8th	20,000 gp	37
Ice devil	9th	26,000 gp	41
Marilith demon	10th	34,000 gp	49

At the conclusion of the ritual, the fiend appears. The fiend is bound against its will and isn't happy about the service.

However, it cannot attack you, even if you attack it.

Giving it a command is a standard action that provokes attacks of opportunity, for doing so requires that you correctly utter the fiend's truename.

You must make a Truespeak check with a specified DC (see Table 3-9).

If the check succeeds, the fiend is compelled to do as you command; if the check fails, the fiend gleefully resists (and might even mock you).

A bound fiend performs only one of the commands outlined in Table 3-10 at one time.

TABLE 3-10: TRUENAME COMMANDS

Attack a specific foe
Defend me (the fiend attacks the first creature to attack you)
Deliver a message or package and return
Scout and report back
Serve as a steed for 1 hour (cauchemar nightmare only)
Stand watch for 8 hours and raise alarm if needed
Undertake repetitive labor for 1 hour
Use a skill on your behalf
Use a spell-like ability on your behalf

Issuing a new command (including ordering a bound fiend to attack a different foe) requires another standard action and another Truespeak check.

You can give a bound fiend commands other than those found on Table 3-10, but these sample commands will cover most circumstances (and the DM always has the power to veto a potential command).

Unless it is commanded to do otherwise, a bound fiend must remain within 10 feet of you at all times.

If a bound fiend moves more than 1 mile from you, it gets an immediate Will save (DC 10 + your fiendbinder level + your Cha modifier) to break the bond.

A bound fiend can usually only attain this distance from its master due to a careless command.

If it is freed in this manner, it is immediately sent back to the place whence it came.

You can free a bound fiend yourself as a free action.

Although a newly freed fiend might cry vengeance for the "punishment" you have inflicted upon it, few fiends act on their threats for fear of being bound again.

Only by repeatedly binding the same fiend do you run the risk of incurring its wrath once freed (DM's discretion).

You can bind multiple fiends if you have the gold and time to do so.

However, you cannot issue the same command to multiple bound fiends.

For example, if you bind two vrock demons and want them to attack the same foe, commanding them to attack requires two standard actions (one per vrock).

A bound fiend cannot use its summoning ability.

Unlike summoned creatures, bound fiends are truly dead when slain.

If you are killed, any fiend that was bound to you prior to your death stays with your remains for 24 hours.

It does not guard whatever is left of your body; it merely remains nearby, tracking the passing time intently to determine if it will be set free.

If you are returned to life during that period through a *raise dead* spell or similar effect, the fiend remains bound to your service with no additional cost to you, provided you are still of a sufficient level to retain the fiend's service.

If you lose a level as a result of a return to life, and your new level is too low for you to have summoned your servant (see Table 3-9 to determine what level you need to be to bind a particular fiend servant), your servant is immediately freed from service.

Otherwise, if 24 hours pass and you remain dead, the fiend is released from service and sent back to the place whence it came—with your soul in tow—cackling maniacally.

At that point, only a *true resurrection* spell can return you to life, but if you are brought back, your fiend comes back with you, still bound to your service and with no additional cost to you.

Call Forth Fiend (Sp): Upon reaching 3rd level, you gain the service of a particularly loyal fiend.

By uttering its truename, you can call it forth and command it to serve you.

Regardless of its alignment, the fiend respects your power and regards you as a powerful ally.

Once per day, as a standard action, you can magically call forth this fiend from the hateful realm where it resides.

The fiend can be any of the ones mentioned on Table 3-9 (above).

Calling forth the fiend requires a successful Truespeak check (DC 15 + [2 × fiend's CR]), and you must choose the type of fiend you intend to call before you make the check.

If the check succeeds, the fiend immediately appears adjacent to you and remains for 1 round per fiendbinder level; it can be dismissed at any time with a free action.

The fiend is the same creature each time it is called, though you can release a particular fiend from service.

Each time the fiend is called, it appears in full health, regardless of any damage it might have taken previously.

Any equipment the fiend acquires gets left behind when it returns to its realm.

Calling a fiend is a conjuration (calling) effect.

If the fiend dies, it immediately disappears, leaving behind any equipment it did not bring with it from its native realm.

You cannot call forth another fiend using this ability for thirty days or until you gain another fiendbinder level, whichever comes first, even if the fiend is somehow returned from the dead.

During this thirty-day period, you take a -2 penalty on Truespeak checks.

Bind Tormented Soul (Su): The Lower Planes house countless tormented souls, for they are the primordial soup from which myriad fiends are born.

At 5th level, once per day you can utter the truename of a tormented soul and bind its essence within yourself. Your eyes turn dead black, your complexion pales, and black veins form just under your skin until the tormented soul is released or destroyed.

The tormented soul has no alignment or awareness, per se, and cannot be held at bay using *magic circle* spells and similar effects.

Binding a tormented soul is a swift action that provokes attacks of opportunity and requires a DC 30 Truespeak check.

If the check succeeds, you harness its suffering and become inured to pain.

You can continue to act normally even when disabled (reduced to 0 hit points) or dying (reduced to -1 to -9 hit points).

Furthermore, you do not die if you are reduced to -10 hit points or lower.

Instead, while you are in this condition, you can take a single move action or standard action each turn (but not both, nor can you take full-round actions); although you can take a move action without further injuring yourself, performing any standard action (or any other action the DM deems as strenuous, including some free actions) deals 1 point of damage to you after the act is completed.

The tormented soul is unstable and destroyed in short order.

You can bind it for only 3 rounds.

Once the tormented soul is gone, you immediately incur the normal effects for being at 0 hit points or negative hit points (if your hit point total when the soul departs is at 0 or below).

In addition, assuming you survive the ordeal, you are fatigued for 1 hour (if you are already fatigued, you are exhausted instead).

You can voluntarily release a bound tormented soul as a free action but still endure the effects noted above.

Gift of the Archfiend (Su): Beginning at 9th level, once per day you can demand the attention of a powerful demon prince of the Abyss or infernal archduke of the Nine Hells and, by uttering its truename, convince the archfiend to invest you with a fragment of its might.

The archfiend does not appear before you, but you become suffused with a gift of Abyssal or infernal power.

Such a gift is usually an archfiend's way of attempting to win your fealty or obedience and should never be misconstrued as a sign of trust or obligation.

You must have spent at least one week researching the personal truename of a potential demon prince or archduke of hell, and 1,000 gp (for each name learned).

Each use of this ability lasts for 1 minute per class level.

Provided you have learned a truename for at least one archduke and one demon prince, you can gain either benefit of this ability—you choose whenever you activate it.

Securing the archfiend's gift is a standard action and requires a DC 35 Truespeak check.

If the check succeeds, you gain one of the following benefits from your fiendish benefactor: **Baatezu Traits:** If your gift comes from an infernal archduke of the Nine Hells, you gain damage reduction 5/good and silver, darkvision out to 60 feet, immunity to fire and poison, and resistance to acid 10 and cold 10.

In addition, you can see perfectly in darkness of any kind (even that created by the *deeper darkness* spell).

Tanar'ri Traits: If your gift comes from a demon prince of the Abyss, you gain damage reduction 5/cold iron and good, darkvision out to 60 feet, immunity to electricity and poison, and resistance to acid 10, cold 10, and fire 10.

Double Command (Ex): At 9th level, you have become more adept at commanding the fiend in your service.

You can attempt to give it two commands to be performed in sequence with a single Truespeak check, but doing so increases the Truespeak check DC by 5.

If you have bound multiple fiends, you can now also give up to two fiends a single command (each fiend can be given the same or a different command) as a single standard action.

Archfiend's Favor (Su): At 10th level, you have attained a tremendous amount of knowledge regarding how to deal with fiends.

You gain a bonus on Charisma-based skill checks dealing with demons and devils equal to 1/2 your class level (or +5 at 10th level).

Summon Fiends (Sp): Once per day, at 10th level, you can summon either a baatezu legion (1d6 bone devils or 1d4 barbed devils) or tanar'ri horde (1d6 vrocks or 1d4 hezrous) as a full-round action.

The fiendish legion or horde appears at the beginning of your next turn.

This ability is the equivalent of a 9th-level spell (caster level equals your character level).

PLAYING A FIENDBINDER

You enslave fiends and call upon the power of evil to accomplish your goals.

For these reasons, other spellcasters both admire and fear you.

They see you barking orders to the most vile creatures the universe can imagine, and they wonder whether you are the corrupt vassal of some evil archfiend, a fearless conjurer of words with the armies of the Lower Planes at your beck and call, or simply a fool.

You do not fear that which you can control, and regardless of what you think of fiends personally, they certainly have their uses.

But you are no fool: Some fiends simply cannot be controlled, and you are wise to let them be.

The parochial and the uninitiated view you as a threat because of your willingness to truck with fiends, never mind your ability to command them.

You often need to conceal your true nature, lest fearful locals decapitate you and reduce your body to ashes for your perceived allegiance to "the dark powers".

Dark powers, indeed!

As a fiendbinder, you might belong to any one of a number of secret cabals that summon and bind fiends, not the least among them the Fifth Candle.

Members of the Fifth Candle gather in hidden redoubts to practice their conjuration rituals.

The cabal takes its name from the pentagrams that its members use during these rituals and the candles placed on the corners of these symbols.

Fiendbinders are few in number, and they exercise a great deal of personal freedom.

They exchange rituals like recipes, but they are less inclined to share new truenames that they have discovered—they engage in some "name trading", but the

names they're willing to share usually belong to the most obnoxious or disgusting fiends.

The fiend you bind becomes your most stalwart companion, for it cannot betray you despite its inherent belligerence.

It won't break free of your hold, but to control it you must learn to speak its truename properly.

Each new command requires subtle permutations and specific inflections.

You can expect the fiend to laugh in your face when you fail and curse you with horrible prognostications of your eventual doom when you succeed—though it serves you as a companion, it is not and never will be your friend.

Demons are particularly temperamental and frequently entertain thoughts of ripping off your face and feasting on your entrails.

These tirades, though vulgar and appalling, are usually empty threats.

Once a bound demon is released, it quickly becomes distracted by all the other things it hates and seldom rears its ugly head again.

Sure, you can try to bind the same demon again, but why take a chance?

After all, the Abyss holds an infinite number of them.

Devils, by contrast, are far more subtle and condescending. They will remind you how dangerous binding can be, tell you stories about binding rituals that went horribly awry, and slyly convince you to give them specific orders that serve some secret, personal agenda.

When you fail to speak their truenames perfectly, they belittle and mock you.

They compare you unfavorably to other, more successful fiendbinders.

Some devils don't mind being bound more than once if they think they can somehow corrupt you in the process. However, be careful: They are consummate liars and can hold a grudge for a long time.

Beyond demons and devils, fiends are a truly mixed bag, but they do share some common traits: They are universally evil and reprehensible.

If you're evil yourself, you and your fiendish thrall might enjoy exploring some new depths of depravity together. Otherwise, you should exercise caution when trading words with bound fiends.

In fact, you're probably better off keeping the relationship as simple as possible.

Give them an inch, and they will feast on your soul.

COMBAT

Some bound fiends have spell-like abilities that might benefit you or other members of the adventuring party, such as an ice devil's *fly* ability or a marilith's *align weapon* ability.

Try to use these before entering the field of battle.

Fiendbinders, like sorcerers and wizards, prefer to do their damage from afar.

That means sending your fiendish minions into battle while you take cover, position yourself within easy reach of the party cleric, and bark commands.

If your bound fiend dies, you need to spend gold to replace it, so be ready to command it to teleport to the party cleric if it's in imminent danger of dying.

Some of your higher-level abilities, such as *bind tormented soul* and *gift of the archfiend*, greatly improve your chances of survival in the heat of battle, perhaps giving you the

courage to wade into the fray and deliver some touch attacks or use other close-range spells or abilities.

Canny foes will try to take you out of the fight early, knowing that your bound fiend will likely cease to participate in the battle as soon as you die.

Situations when you become the focus of your enemies' wrath are when your *bind tormented soul* ability truly comes in handy.

ADVANCEMENT

To become a fiendbinder, you need to master the *summon monster IV* spell and relinquish any misgivings you might have about enslaving fiends to do your bidding.

Secret organizations such as the Fifth Candle have modest libraries that can make researching truenames and rituals easier, but most fiendbinder cabals are too small (1d4+2 members) to warrant a structured hierarchy.

You won't find many trustworthy mentors to guide you, and most fiendbinders explore their craft in relative isolation.

You will want to take multiple levels in this class to gain more powerful fiend servants, as well as draw power from archfiends whose truenames you can speak with confidence.

You will also want to improve your Truespeak skill as much as possible.

The Truename Training feat and Skill Focus (Truespeak) are invaluable for this purpose.

Obscure Personal Truename can also be handy if you repeatedly summon a particular fiend that swears revenge against you.

RESOURCES

Cabals such as the Fifth Candle generally leave fiendbinders to pursue their own goals without providing significant assistance.

Such organizations might sponsor expeditions to dungeons and ruins formerly overrun with demon or devil worshipers in the hopes of uncovering fragments of ancient lore, codices of binding rituals, or truenames lost to the ages.

If you can convince members of a cabal that such a dungeon or ruin is worth exploring, they might cover part of the cost of your latest binding ritual or teach you the truename of a fairly compliant fiend.

They might also let you use their modest library to research truenames on your own.

Should you incur the wrath of a powerful fiend, you probably won't get much support or sympathy from your fellow cabal members.

Fiendbinders must understand the nature of their power and learn to deal with the consequences on their own.

FIENDBINDERS IN THE WORLD

"Those who command fiends are fiends."

—Sir Taron Jellikor, Knight of the Sacred Sword

Not all fiendbinders are evil, but they must learn to negotiate with evil in a way that few good-aligned characters can abide or truly understand.

A fiendbinder and her enslaved fiend might not be welcome additions to every party of adventurers, but a group composed of neutral characters might learn to value a fiend's combat abilities.

DAILY LIFE

You keep strange company, and consequently you should expect to be greeted with suspicion, resentment, or panic

wherever you go—particularly if you have a retriever demon dogging your heels. If you live in a civilized area, you must find clever ways to hide or disguise your boon companion so that you can conduct your daily affairs with few unwanted distractions, brutal stonings, or merciless eviscerations. You would be wise to seek good company—perhaps join a small group of like-minded adventurers willing to entertain your predilection for truenames and complex rituals. Your typical day isn't much different from what it was before you became a fiendbinder, except that you must periodically devote 8 hours to performing a binding ritual. Your bound fiend does not require food, drink, or sleep, but it stays in fairly close proximity to you most of the time and demands most of your attention throughout the day. Even the relatively quiet ones have their disgusting habits—incessant drooling, gnashing of teeth, or slurping, for example. As a fiendbinder, you must learn to live with the worst of them.

NOTABLES

Dzaktran the Fiendslayer is a recent “poster boy” for evil fiendbinders. He aspires to win the favor of Grazz't and has dedicated his life to gathering lost relics for the demon prince. Dzaktran has been seen in the company of various fiends over the past several months—a babau, a succubus, and most recently a hellcat—and the Church of St. Cuthbert has placed a 5,000 gp bounty on the fiendbinder's head. The bounty comes as a surprise to many, but Dzaktran recently attacked a temple of St. Cuthbert in a brazen attempt to steal an evil relic locked away in its vaults. The attack failed, but the clerics of St. Cuthbert aren't eager to face him or his demonic minions again soon. On the other hand, Argath Snowbeard is a dwarf fiendbinder whose intentions seem somewhat more benign. Argath and his bound ice devil recently “inherited” a stone tower just outside the small mining town of Silverlode. The tower's previous denizen—a reclusive and cantankerous wizard known only as Firestar—slipped and fell on the ice devil's spear (or so Argath claims). For reasons he doesn't care to explain, Argath has taken to slaughtering evil monsters in the nearby hills and keeping the townsfolk safe from harm. The locals ensure that the dwarf remains well fed and don't ask too many questions, and Argath does his utmost to keep the ice devil out of sight.

ORGANIZATION

With over a dozen members, the Fifth Candle represents an atypically large cabal of fiendbinders. Its members are scattered across the realm, and rarely will you see more than five in any given place at the same time. Most of them are practiced truenamers with 1d6 levels of fiendbinder; one or two might have started their adventuring careers as clerics or wizards before gravitating toward the study of truenames. Members can leave the Fifth Candle at any time, although few are inclined to. The cabal welcomes members of any alignment (with the caveat that good characters cannot be fiendbinders), and members are required to endure each other's worst habits. Members of the Fifth Candle seldom use their own real names.

Currently, the most powerful member of the Fifth Candle is a gaunt fellow with strawlike hair known as Callow (LE male human conjurer 7/fiendbinder 6). Callow's real name is Avastor Kastiranti. Callow collects books about the Nine Hells and fancies himself a scion of Asmodeus, but he mostly keeps to himself.

He also publishes a monthly paper called *The Fifth Candle*, which he distributes to other cabal members as well as a few select wizards with whom he conducts business. The paper contains rambling dissertations on the politics of the Nine Hells and illuminating facts about its various archdukes and vassals.

No member of the Fifth Candle holds sway over any other, but Callow likes to tyrannically govern meetings whenever they occur.

His greatest rival is a brusque woman with raven-black hair known as Saragwah (NE female human wizard 7/truenamer 3/fiendbinder 3).

For a while, Saragwah (real name Morgan Taravello) enjoyed a particularly friendly relationship with a succubus companion named Lurya, but they recently had a falling out.

Now she parades around with a hellcat that likes to hide in the light.

NPC REACTIONS

Most people share a dim view of fiendbinders.

If you travel in the company of fiends, you can expect to meet people with unfriendly attitudes.

Most folk aren't likely to threaten you with violence while your ice devil or marilith stands nearby, but the city watch might demand that you leave the city at once and never return.

If you're not careful, you might find yourself looking down the greatsword of a righteous paladin who has no patience for your craft.

In some ways, your greatest enemies are the unwilling fiends you bind to service.

They hate and fear you, and if you're not careful, they might share information with your enemies or do things that just plain annoy you.

(“See that scrawny man in the black robe hiding behind the cleric over there?”)

He commanded me to attack you, but if you kill him quickly, I'll think twice about feasting on your entrails”). Bound fiends have an unfriendly or hostile attitude toward you initially, but they can be swayed; however, Diplomacy checks made to improve their attitude are made with a –5 penalty, and a bound fiend that becomes indifferent, friendly, or helpful might not stay that way for long.

FIENDBINDER LORE

Characters with ranks Knowledge (arcana), Knowledge (local), or Knowledge (the planes), or who have the bardic knowledge ability, can research fiendbinders to learn more about them.

When a character makes a check, read or paraphrase the following, including the information from lower DCs.

DC 10: Fiendbinders study the truenames of fiends and use that knowledge to bind them to service.

The binding rituals can be quite expensive, depending on the fiend summoned.

DC 15: A bound fiend might serve a fiendbinder for years, and only the fiendbinder can release it from service.

Killing the fiendbinder can also release the fiend from service.

DC 20: By invoking the truename of a demon prince or archduke, a truly powerful fiendbinder can gain some of that archfiend's power.

DC 30: The largest cabal of fiendbinders is known as the Fifth Candle.

Its members, though scattered and relatively few in number, command many powerful fiends.

Locating a fiendbinder cabal requires a DC 40 Gather Information check.

Success leads to a known member of the cabal or the cabal's secret gathering place (DM's discretion).

FIENDBINDERS IN THE GAME

Incorporating fiendbinders into your campaign should be effortless.

Fiendbinders harness evil for their own ends, 'tis true, but their reasons for binding fiends are not necessarily malevolent.

Most bound fiends view forced servitude as a form of torment or punishment, and some good-aligned characters can live with that, particularly once the fiendbinder reassures them that the fiend cannot break free.

A player character fiendbinder isn't much different from a cleric with a planar ally.

Yes, fiends make unpleasant traveling companions, what with their endless cursing, chiding, and complaining.

However, with fiend in tow, a fiendbinder can chase the party's various altruistic or selfish goals and sic the fiend on evil creatures that stand in their way.

The chaotic good wizard who whined about the succubus coming on to him might get over it after she charms a few monsters and plants a few wet kisses on a villain standing in the party's way.

ADAPTATION

The DM should feel free to drop the "nongood" alignment requirement of the prestige class if it suits her campaign, particularly if she intends to create a cabal of good-aligned fiendbinders that deliberately enslaves fiends and uses them to fight other evils of the world.

A DM might add more fiends to Table 3–9.

In general, a character can bind any fiend with a CR equal to his character level minus 2.

For example, a 7th-level truenamer/1st-level fiendbinder can bind any fiend of CR 6 or less.

However, some fiends that fit this basic prerequisite should not be included without careful consideration.

Huge fiends and fiends with situational abilities (such as the chain devil, with its dancing chains ability) can make the bind fiend ability seem unbalanced, in which case the DM might want to change the formula (character level minus 3) or make a fiend easier or more difficult to control (by increasing or decreasing the DC for the Truespeak checks by 2).

TABLE 3–8: THE FIENDBINDER

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Bind fiend	—
2nd	+1	+0	+0	+3	—	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Call forth fiend	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	—	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Bind tormented soul	—
6th	+3	+2	+2	+5	—	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	—	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	—	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Gift of the archfiend, double command	—
10th	+5	+3	+3	+7	Archfiend's favor, summon fiends	+1 level of existing spellcasting class

ROLEPLAYING A FIEND

As a DM, you can view this prestige class as a chance to hone your acting skills behind the screen when a character wants to take levels as a fiendbinder. Each bound fiend should have its own set of personality quirks and oddities of behavior, but they all loathe the situation they find themselves in. Here are some roleplaying behaviors a fiend can exhibit from time to time. As with any quirk, such behavior can lose its charm if overdone, but feel free to have some fun with your player's choice.

- Moan about the circumstances that led to the fiend's truename being recorded by a mortal in the first place.
- Comment on any party member's mistakes or misfortunes. Keep a running list of places where a PC might have chosen a less optimal course of action, and remind that character about his choice at prime moments. The fiend is sure to pay

special attention to its master's foibles.

- Mock the fiend's master whenever he fails his Truespeak check to command the fiend.
- When the fiend's master is wounded, make remarks such as, "That looked like it hurt, master" and other patronizing comments.
- Have the fiend describe in gory detail the horror that awaits the master when he dies, the fiend is finally freed, and the master's soul is sucked back to the Abyss or Baator.
- Complain about any traveling arrangements or discomforts, however minor.
- Cackle with glee whenever the fiend destroys any creature (it is a fiend, after all).
- If a demon, the fiend should exult in slaying devils, and vice versa.

KNIGHT OF THE SACRED SEAL

"I serve Paimon, a prince among men who was martyred for love. Can you claim your cause to be so righteous?"

—Gaerius, Paimon-Bound Knight of the Sacred Seal
A knight of the sacred seal is never alone because she has formed a true partnership with a single vestige.

Her Oath requires her to champion and protect her patron vestige, to take its seal as her symbol, and to advance its goals in the world.

As her relationship with her patron vestige deepens, a knight of the sacred seal taps a well of abilities unavailable to other binders, becoming more than she once was. Though she can bind other vestiges, she chooses not to because the connection she shares with her companion offers strange new powers.

BECOMING A KNIGHT OF THE SACRED SEAL

The binder class is the easiest path into the knight of the sacred seal prestige class, since binders have Knowledge (the planes) as a class skill plus the required soul binding class feature.

Multiclass binders, especially those with levels in paladin or bard, also make good knights of the seal, though such combinations limit the character's options for binding powerful vestiges.

Charisma (for contacting vestiges), Strength (for melee combat), and Constitution (for hit points) are key abilities for a knight of the sacred seal.

ENTRY REQUIREMENTS

Alignment: Any nonchaotic

Base Attack Bonus: +4

Skills: Knowledge (arcana), Knowledge (religion), or

Knowledge (the planes) 5 ranks

Feat: Weapon Focus (any weapon)

Special: Soul binding class feature

CLASS SKILLS

(2 + Int modifier per level): Bluff, Climb, Concentration, Craft, Diplomacy, Intimidate, Jump, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Ride, Sense Motive.

Swim.

CLASS FEATURES

As a knight of the sacred seal, you gain an improved rapport with your patron vestige.

This deeper tie allows you to channel the vestige's abilities to boost your own combat prowess.

Weapon and Armor Proficiency: You gain proficiency with all simple and martial weapons, and with all armor and shields (except tower shields).

Soul Binding: At each knight of the sacred seal level, your soul binding ability improves as if you had also gained a level in the binder class.

Thus, your knight of the sacred seal levels and binder levels stack for the purpose of determining your bonus on binding checks, the effectiveness of your vestige-granted abilities, your ability to bind higher-level vestiges, and the number of vestiges you can bind.

You do not, however, gain any other benefit a binder would have gained.

Aligned Strike (Ex): Your natural weapons as well as any weapons you wield are treated as aligned for the purpose of overcoming damage reduction.

The alignment of your weapons matches your own to as great a degree as possible.

Thus, if you're lawful good, your weapons strike as both lawful-aligned and good-aligned for the purpose of overcoming damage reduction, but if you're neutral good, strike only as good-aligned.

If you are neutral, your weapon strikes as one alignment component of your choice: chaotic, evil, good, or lawful.

You must make this choice upon entering the prestige class and cannot thereafter change it.

Patron Vestige (Su): When you become a knight of the sacred seal, you select any one vestige that you have previously bound as your patron.

You develop a stronger than normal relationship with this vestige that grants you several benefits as you advance in this prestige class.

If you expel your patron vestige by means of the Expel Vestige feat or do not renew your pact with it on any given day, you lose access to all supernatural class features gained from this prestige class until such time as you contact that vestige again.

You can bind other vestiges in the interim, as normal for the binder class, but you gain no additional benefits from those pacts.

You are never at risk of making a poor pact with your patron vestige.

Vestige's Protection (Su): When you attain 2nd level, your relationship with your patron vestige deepens, prompting it to take steps to ensure your protection.

As a swift action, you can acquire an insight bonus to your Armor Class equal to your Charisma bonus (minimum 1). The same bonus also applies on your Reflex saves.

Both of these benefits last for 1 round.

Once you use this ability, you cannot do so again for 5 rounds.

Vestige's Protection Aura (Su): When you attain 3rd level, your patron vestige extends its protection to all creatures adjacent to you whom you designate as friends.

Whenever you activate your vestige's protection class feature, those benefits apply to all designated allies adjacent to you.

Vestige's Power (Su): At 4th level, you can draw upon the power of your patron vestige to augment your fighting abilities as a swift action.

You gain a +2 bonus to Strength, a +2 bonus to Constitution, a +10-foot bonus to your base land speed, and a +4 bonus on Will saves for 1 round.

Once you have used this ability, you cannot do so again for 5 rounds.

Apotheosis (Su): At 5th level, your type changes to outsider, and you gain the native subtype (see the perfect self monk class feature on page 42 of the *Player's Handbook*).

You also gain damage reduction 10/magic.

Vestige's Surge (Su): At 5th level, once per day.

when you activate one of your patron vestige's powers, or your vestige's protection or vestige's power class feature, you can choose to activate that ability again immediately rather than waiting the usual 5 rounds.

Multiclass Note: A paladin who becomes a knight of the sacred seal can continue advancing as a paladin.

PLAYING A KNIGHT OF THE SACRED SEAL

You bear several important responsibilities—to protect your patron vestige, to treat it as you would have others treat you, and to protect others like yourself.

Dedicated to all servants of the vestiges, you make it your business to face down those who persecute your kind.

A person in your position must expect treachery at every turn, so be on the lookout for suspicious individuals who ask too many questions about your charge.

One lapse, and not only is your life on the line, but so are the lives of all those who share your devotion to the vestiges.

As a knight of the sacred seal, you rarely work alone. Upon choosing your patron, you have the opportunity to join a group called a unit, wherein each knight binds the same vestige as you do.

The unit's shared appreciation for this vestige allows its members to buttress their resolve in the face of a world hostile to their beliefs.

Most units also work with other binders, acting as guardians for the users of pact magic.

Each unit is led by a commander, who is always the highest-level knight of the sacred seal in the group. Her word is law, and the members of her unit serve her without question.

The hierarchy within the unit is rigid, reflecting the depth of understanding and friendship between an individual knight and her patron.

If the group grows too large, it breaks into two separate units, each with its own commander.

COMBAT

Your patron vestige helps you in combat.

The versatility that its aid provides allows you to modify your tactics depending on the opponents you face.

In general, you prefer a straight-up fight rather than a match based on subterfuge.

You prefer to press forward into the thick of enemies, swinging your weapon with a verve inspired by your patron vestige.

Make sure you select effective combat feats, such as Spring Attack, Improved Critical, and Power Attack, to make the most of your abilities.

In addition to your combat prowess, the supernatural abilities bestowed upon you by your vestige provide you with a good mix of combat options.

Your tactics should emphasize the specific powers to which you normally have access.

As you attain higher levels in the prestige class, your patron vestige begins to take an active role in your defense.

The bonus it grants to Armor Class and on Reflex saves can often save your life.

Eventually, the vestige also extends these benefits to your allies, making you a central figure in any fight.

When you gain the vestige's power ability, you can suddenly augment your combat prowess in much the same way as the barbarian can with his rage ability.

The speed bonus lets you take better advantage of flanking opportunities, slip past your enemies, and destroy thinly protected spellcasters.

Furthermore, the boost to your Constitution temporarily increases your hit points, thereby improving your staying power in combat.

ADVANCEMENT

Units remain watchful for kindred souls who display an affinity for a particular vestige and an inclination toward combat.

They offer membership only to those they feel would make effective defenders of their patrons.

Your first level in this prestige class is an indication that your chosen vestige and those who already serve it approve of you.

As a new knight of the sacred seal, you must do your part to stand watch over the enclave or safe house of your unit and patrol its borders with other new recruits.

Yours is a martial responsibility, and those associated with you depend on your skill at arms and your relationship with the group's vestige for defense.

During your downtime, you are expected to continue developing a rapport with your patron.

In time, the commander might send you on recruiting missions to track down independent binders with outlooks similar to your own.

Once you reach that point, you have time to pursue your own interests and adventures in addition to your regular duties.

Your Sense Motive skill is vital for detecting suspicious individuals and would-be spies, so keep improving it as you attain higher levels.

Like other martial characters, you should spend your gold primarily to improve your weapons and armor, though potions and oils are always useful.

Don't neglect combat feats that can make you a powerful combatant when used with your vestige's surge ability.

RESOURCES

Membership in a unit offers several benefits, but perhaps the most important is that you always have official help available when undertaking missions for the commander. Fellow knights in the same unit have starting attitudes of helpful so they pitch in whenever they can, and all are trained and capable warriors.

In addition, all knights of the sacred seal who belong to the same unit have access to its equipment and cash reserves.

The commander makes loans from the unit's treasury to ensure her unit's success in protecting its members' interests and the interests of those they protect.

But while the knights have access to a reasonable amount of funding, their constant movement is an expense in itself, so even common items are not always available.

KNIGHTS OF THE SACRED SEAL IN THE WORLD

"Few warriors are as honorable as these knights.

It's a shame that we must destroy them."

—Sir Michael Ambrose, witch slayer

PCs who get involved with pact magic in any form are sure to run into a knight of the sacred seal eventually.

The typical binder safe house employs at least one or two of these warriors, and entire units sometimes hire out as mercenaries, concealing their abilities from their employers.

Such an incognito unit might be gathering intelligence about an enemy's movements or simply fighting for a cause in which its members believe.

In general, however, their association with other users of pact magic makes knights of the sacred seal good resources for locating reclusive binders.

DAILY LIFE

Each unit develops a code of conduct based on the tenets important to its patron vestige.

Different units—even those serving the same vestige—might develop markedly different codes, but one tenet remains the same in any unit: Members must loyally protect binders and serve the cause of pact magic honorably.

A knight of the sacred seal is a trustee of her patron vestige. Senior members of the unit serve as teachers for the junior ones, inviting them to embark on the journey to a closer relationship with the patron vestige.

Many also teach the arts of war, developing their compatriots' skills with weaponry, armor, and tactics, though such exercises are always secondary to perfecting their understanding of a vestige. When not serving as instructors, knights protect their sale houses, libraries, or other enclaves, as well as those of other pact magic users.

As the face of the unit, the commander serves as an envoy, diplomat, recruiter, and politician.

She seeks out groups of binders and pledges the service of the unit to their enclaves.

In addition, she ensures that the unit has the proper foodstuffs, equipment, and other resources to survive.

When a mission arises, the commander determines who goes, and when the unit must leave a safe house, she decides who stays behind to ensure that the rest can escape.

NOTABLES

In the long and storied history of the knights of the sacred seal, no individual shines as brightly as Morgunn, or Brave Warrior, in the tongue of dwarves.

For many years, Morgunn hid her abilities and the vestige that she had bound herself to because she knew that few others would understand her dedication.

For many years, she lived alone in a small village of gnomes and dwarves in the Stark Mounds—a range of old mountains that are now little more than hills.

Then the giants came.

Boiling out of the higher peaks, these vicious monsters descended the slopes, bent on conquest and destruction.

As they approached, ropes of drool swinging in time with their tree-trunk clubs, Morgunn revealed herself for what she was.

Throwing off her disguise, she let loose a war cry augmented by the force of her vestige and charged the lead giant in an act of ultimate courage.

The fleeing village warriors rallied at the sight and launched themselves against their attackers.

Though the giants destroyed the village and slew all its inhabitants, the legend of Morgunn the Possessed still rings in those old hills, and in the hearts and minds of those who followed in her footsteps.

ORGANIZATION

A unit generally consists of five to twenty members.

The highest-level knight of the sacred seal in the group assumes the role of commander.

Many units serve cells of binders as guardians, soldiers, and sentries to protect and nurture the use of pact magic.

Unprotected binders might also recruit units or solitary knights of the sacred seal by monitoring witch slayer movements.

But whether binders and knights find one another through word of mouth, sympathizers, or simply luck, they regularly join forces against larger threats.

Within a unit, the commander has absolute authority.

Beneath her are one to three advisors, called sergeants, each of whom oversees three to five knights.

Promotion is based on merit—the better a knight's performance, the higher she climbs in status.

Most units have high attrition rates, so opportunities for advancement always exist for junior members who display ambition and dedication.

Since all members of a given unit bind the same vestige, internal conflict is rare, even between characters of differing alignments.

A knight of the sacred seal follows the code of her unit and adheres to its structure, regardless of her moral or ethical outlook.

Thus, a neutral evil knight might serve Agares alongside a lawful good knight in the same unit.

Both protect binders and adhere to the ideals of truth and loyalty that they believe Agares represents, though they differ in their means to that end.

Knights belonging to different units might share a friendly rivalry, often competing with one another to prove their respective vestiges better.

However, not all knights of the sacred seal share this sense of camaraderie.

In fact, some units viciously oppose one another due to longstanding enmity between their vestiges—for example, the hatred between Karsus and Amon puts their units irrevocably at odds.

Such opposing knights could find themselves drawn into bloody battles on behalf of their patrons.

True wars between units are rare, however, because knights of the sacred seal quickly learn to stay away from those who champion opposing vestiges.

NPC REACTIONS

Binders are generally friendly toward knights of the sacred seal, since the two groups share a common interest.

Toward knights who serve as their guardians, their attitudes improve to helpful.

However, the two groups could have disparate views and morals that ultimately lead to conflict.

In such cases, the knights and binders typically part rather than fight one another.

The foes of pact magic are many, and both groups prefer not to waste lives and resources with infighting.

Meetings between knights of the sacred seal and anima mages are usually tense at best, considering the relationship between the knight and her bound vestige.

Anima mages believe the hatred that the knights bear them is misguided, but they understand its source, so they tend to avoid knights of the sacred seal at all costs.

When forced to interact with their nemeses, the anima mages are unfriendly.

Clerics, paladins, and other characters opposed to pact magic see knights of the sacred seal as perversions, or at least as confused individuals who dabble in the forbidden.

At best, such characters are unfriendly, but most tend to be hostile.

KNIGHTS OF THE SACRED SEAL LORE

Characters with ranks in Knowledge (history) can research knights of the sacred seal to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Knights of the sacred seal belong to an esoteric order of warriors enhanced with otherworldly power.

DC 15: The source of their power comes from a particular spirit called a vestige, with which they forge a deep relationship.

DC 20: Binders often employ knights of the sacred seal as guardians for their enclaves.

Where you find a knight of the sacred seal, you're bound to find a binder.

KNIGHTS OF THE SACRED SEAL IN THE GAME

How you introduce pact magic into your game best determines how to incorporate this prestige class into an ongoing campaign.

Because knights of the sacred seal are secretive by necessity, you could simply decide that they have had a presence in your campaign all along but operated beneath the notice of the authorities.

Players who like the features of the paladin class but not its alignment can turn to this prestige class to get the best of both worlds.

A PC knight of the sacred seal is at her best when paired with another character, preferably a binder.

The interaction between protector and protected creates excellent opportunities for roleplaying.

If you have a knight of the sacred seal in your game, be sure to provide plenty of opportunities for her to express her devotion and dedication to her bound vestige and its particular agenda.

ADAPTATION

Binders and knights of the sacred seal need not have such a close connection.

Perhaps the knights of the sacred seal are more militant in their approach to pact magic—or maybe they actively oppose witch slayers, taking the battle directly to their oppressors.

Even if you don't use pact magic in your campaign, you can still utilize this class.

Instead of binding a vestige, perhaps a knight of the sacred seal voluntarily accepts possession by a ghost or a fiend.

Such an arrangement changes the typical alignment of this class to evil, unless you use the guidelines for ghosts presented in *Ghostwalk*.

TABLE 1-4:
THE KNIGHT OF THE SACRED SEAL HIT DIE: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Aligned strike, patron vestige, soul binding +1
2nd	+2	+3	+0	+0	Soul binding +2, vestige's protection
3rd	+3	+3	+1	+1	Soul binding +3, vestige's protection aura
4th	+4	+4	+1	+1	Soul binding +4, vestige's power
5th	+5	+4	+1	+1	Apotheosis, soul binding +5, vestige's surge

MASTER OF SHADOW

"What need have I of living servants when the shadows themselves rise up at my command?"

—Thanielle Tiergun, Duchess of Ohr

Some driven or domineering souls seek nothing less than mastery of darkness itself—the ability to turn the very shadows into their agents and allies.

These are the masters of shadow, commanders of soldiers as dark and insubstantial as night itself.

For those with the force of will to enter their ranks, the very shadows serve at their beck and call.

BECOMING A MASTER OF SHADOW

Shadowcasters are the most common masters of shadow, since they can most easily enter the class.

Sorcerers, wizards, clerics, and even the occasional druid can multiclass just enough to gain access, however.

Few martial types do so, because the class demands specialties far removed from combat skills.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 5 ranks, Knowledge (the planes) 8 ranks

Feat: Shadow Familiar*

Mysteries/Spellcasting: Caster level 5th

* New feat described on page 138

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Intimidate, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Sense Motive, Spellcraft, Spot.

CLASS FEATURES

As you progress as a master of shadow, you gain command of an increasingly powerful dark servant.

Shadow Servant (Su): At 1st level, your shadow familiar permanently transforms into a Medium shadow elemental.

It loses all familiar traits, but gains new abilities as your shadow servant (see the Shadow Servant sidebar).

SHADOW SERVANT

A master of shadow's servant is an unquestionably loyal, devoted companion. As the master increases in power, the shadow servant also becomes tougher, gaining Hit Dice and special abilities. A master of shadow can focus his power and will upon a servant and make it do his bidding.

Level	Bonus HD	Dex Adj.	Special	Master's Bidding
1st	+0	—	—	Interact with corporeal, fast healing 1
2nd	+1	—	Resistance to cold 5	Extra attack
3rd	+2	—	Size becomes Large	—
4th	+3	—	Resistance to cold 10	Cold damage +1d8
5th	+4	+2	Deliver touch spells	—
6th	+5	—	Resistance to cold 20	—
7th	+6	+4	—	Reach +5 ft.
8th	+7	—	—	DR 5/—
9th	+8	+6	—	Speed +20 ft.
10th	+9	—	Immunity to cold	—

Shadow Servant Basics: Use the base statistics for a Medium shadow elemental as given on page 165, but make the following changes.

Level: The character's master of shadow level.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the shadow servant's base attack and base save bonuses as appropriate for an elemental. A shadow servant's base attack bonus is the same as that of a cleric or druid of a level equal to the elemental's HD. A shadow servant has good Reflex saves (treat it as a character whose level equals the elemental's HD). A shadow servant gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice (MM 290–291).

Dex Adj.: Add this value to the shadow servant's Dexterity score.

Resistance to Cold (Ex): A shadow servant of a 2nd-level master of shadow gains resistance to cold 10. When the master reaches 6th level, the resistance increases to 20.

Should your shadow servant die, you can summon a replacement after 24 hours pass.

Your shadow servant cannot travel farther from you than 30 feet +10 feet for each of your master of shadow levels (40 feet at 1st level and a maximum of 130 feet at 10th level).

If it is forcibly separated from you by more than this distance, the servant dissipates instantly, and you must wait 24 hours to summon a new one.

Master's Bidding (Su): At 1st level, as a standard action, you can focus your affinity with shadow to enhance your shadow servant, granting it one special ability for 1 round. The special abilities available to your shadow servant are described in the Shadow Servant sidebar, and depend on your class level.

For example, at 4th level you could give your servant any of the following special abilities: interact with corporeal, fast healing 1, extra attack, or cold damage +1d8.

At 5th level, you can grant your shadow servant a special ability for 1 round by taking only a move action rather than a standard action.

Size Increase (Ex): A 3rd-level master of shadow's servant grows to Large size. It never increases beyond Large, regardless of its Hit Dice.

Deliver Touch Spells (Su): If its master is 5th level or higher, a shadow servant can deliver touch mysteries or spells for him. If the master and the servant are in contact at the time the master casts a touch mystery or spell, he can designate his servant as the "toucher." The servant can then deliver the touch mystery or spell just as the master could. As usual, if the master casts another mystery or spell before the touch is delivered, the designated mystery or spell dissipates.

Immunity to Cold (Ex): The servant of a 10th-level master of shadow has immunity to cold.

MASTER'S BIDDING

A master of shadow can shape the essence of his shadow servant, granting it special abilities and qualities. In this way, the master customizes his servant to his needs of the moment.

At first, enhancing a servant in this manner is a standard action, but higher-level masters eventually reduce the effort to a move action and finally a swift action. Even when a master of shadow has the ability to bid his servant to gain multiple abilities, any single ability can only be gained once.

Interact with Corporeal (Su): When you grant your shadow servant this bidding, it can perform simple tasks at your command, in a manner identical to the *unseen servant* spell, except that it retains its own hit points.

Fast Healing (Su): A shadow servant can be bid to regain hit points at a rate of 1 hit point per round.

Extra Attack (Su): When making a full attack action, a shadow servant can be bid to make one extra attack. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation.

Cold Damage (Su): A master of shadow can bid its servant to deal an additional 1d8 points of cold damage on a successful hit (stacked with the cold damage that shadow elementals normally deal).

Reach (Su): A shadow servant bid to extend its shadowy arms in this manner increases its reach by 5 feet.

Damage Reduction (Su): Bidding your shadow servant to ignore damage grants it DR 5/—.

Speed (Su): A master of shadow can bid its servant to be quick, increasing the servant's speed by 20 feet.

You can choose to use two move actions in the same turn to grant it two abilities.

Additional move actions granted by spells, class features, or the like can also be used to further enhance your shadow servant.

At 10th level, you can grant your shadow servant a special ability for 1 round by taking only a swift action rather than a move action.

You can still use move actions to give it additional abilities. Thus, a 10th-level master of shadow who does nothing else in a round can choose to give his shadow servant three special abilities (using one swift action and two move actions).

Resistance to Cold (Su): At 2nd level, the shadow in your essence provides resistance to cold 5.

This resistance increases to 10 at 4th level and 20 at 6th level.

At 10th level, you have immunity to cold damage.

Mysteries/Spellcasting: At 2nd level and every level thereafter, you gain new mysteries or spells per day and an increase in caster level (and mysteries or spells known, if

applicable) as if you had also gained a level in a casting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefits a character of that class would have gained.

If you had more than one casting class before becoming a master of shadow, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells or mysteries known.

Rapid Shadow (Su): After you reach 10th level, if your shadow servant dies you can summon a replacement 10 minutes later.

PLAYING A MASTER OF SHADOW

Most NPC masters of shadow become domineering individuals who care little for their former allies as they come to rely more and more on their dark servant.

As a master of shadow player character (assuming you do not wish to alienate your companions), you should be careful not to carry this trait to the extreme.

You do become greatly confident—possibly even overconfident—in your ability to handle any challenge or escape any peril, because you have a being of shadow at your disposal.

You are welcome in the Tenebrous Cabal so long as you do not succumb to arrogance or seek to control your fellow members as you do your servants.

Surprisingly, masters of shadow rarely become members of the Votaries of Vecna or the Nightshade Covenant.

While members of the Votaries are certainly convinced of their right to rule others, they do not like the idea of sacrificing their own mystical might in order to empower their servants.

Members of the Covenant, on the other hand, dislike the notion of mortal beings controlling creatures of shadow.

COMBAT

Your shadow servant is your greatest weapon.

You can direct it against foes without putting yourself in danger, or have it flank an opponent.

As you gain greater power, your servant increases in puissance.

Your ability to use it to deliver touch mysteries or spells makes it even more potent at higher levels than it would otherwise be.

ADVANCEMENT

You tend to discover your own proclivities for manipulating creatures of darkness, rather than learning from others.

This frequently occurs as you research means of empowering your companion, or of summoning creatures of shadow.

No specific training or rites exist to become a master of shadow.

You must simply possess the proper mindset and the appropriate knowledge.

Continued advancement is emotionally rewarding for those with ambition, because it offers an ever more powerful servant and increased casting abilities.

You'll want to decide which mysteries or spells to learn in order to make best use of your servant.

For instance, touch attacks are of far greater value to you than others, since you have a powerful agent to deliver them.

You might not want to bother with other summoning magic; your servant likely represents more than enough assistance.

RESOURCES

You tend to view other masters with hostility, seeing them as rivals, although this attitude is not universal.

You'll have to gather resources on your own or with the aid of trusted companions.

Try to acquire magic that enhances your touch attacks—you're unlikely to need many other forms of offensive magic—and otherwise focus primarily on defensive and statistic-boosting spells or mysteries.

MASTERS OF SHADOW IN THE WORLD

"Keeping company with a master of shadow is rather akin to owning a trained snake.

It might never turn on you—it probably won't turn on you—but you never want to take your eyes off it."

—Irrin Coradran, Lady of the Second House, Parliament of Shadows

The master of shadow is the perfect prestige class for players who enjoy summoners and similar characters.

It allows for the same advantages and abilities, without losing the strange traits of shadow magic itself.

DAILY LIFE

Most masters of shadow prefer a life of luxury.

They aren't necessarily debauched, but they swiftly grow accustomed to having things done for them.

Most live in finery-filled manses or keeps if they can afford to do so.

These complexes tend to be somewhat distant from nearby people, due to the master's poor reception in most communities.

When given the option, masters of shadow prefer to dwell near enough other communities to purchase what they need, but far enough for privacy.

When they manage to obtain political power, most masters of shadow tend to be demanding rulers.

Already predisposed toward taking servants for granted, they are convinced of their right to rule.

Although not necessarily cruel, they simply fail to consider the needs of their subjects (a shadow elemental needs little in the way of care).

NOTABLES

The greatest known master of shadow is Lady Thanielle Tiergun, the Duchess of Ohr.

She and her disciples—all lower-level masters of shadow—ride a small, independent province with an iron fist, using their shadow servants as spies and enforcers.

Sanja Urudin hires herself out as a bodyguard for rich and noble clients, protecting them from a distance with sentinels of darkness.

Finally, Phallon Rheese, an abnormally flamboyant master of shadow, is well on his way to becoming a one-man adventuring party.

ORGANIZATION

The Tenebrous Cabal and other organizations treat masters of shadow like any other members—their activities on behalf of the organization and their mastery of shadow magic determine their place in the scheme of things.

This circumstance often prevents masters of shadow from obtaining leadership roles, because their study of shadow magic slows down as they master their servants.

Thus, a small but growing number of masters feel the Cabal is mistreating them.

Masters of shadow are often bitter rivals of children of night.

The masters feel that the children practice an unholy or even perverse form of magic, seeking to become what they should instead rule.

The children in turn believe that the masters seek to control them, along with all other beings of shadow.

NPC REACTIONS NPC

reactions to masters of shadow depend on the community.

In most cases, people are unfriendly or hostile when they see someone commanding beings of darkness.

In a few instances, however, certain individuals—particularly in high-magic communities—instead treat masters of shadow in a friendly or helpful manner, seeing in them an ability to keep evil away from others.

Most shadowcasters are indifferent to masters of shadow, respecting their abilities but somewhat distrustful of their motives.

Children of night are usually unfriendly at best.

MASTER OF SHADOW LORE

Characters with the bardic knowledge ability or with ranks in Knowledge (arcana) or Knowledge (the planes) can research masters of shadow to learn more about them.

When a character makes a check, read or paraphrase the following, including the information from lower DCs.

DC 10: Masters of shadow command a servant made of darkness itself.

DC 15: The masters are potent magic users, and they gain the ability to channel some of their magics through their shadow servants.

The more powerful the master, the more powerful his servant.

DC 20: Most masters of shadow require some time to replace a servant that is lost, though they do not suffer as does a wizard losing her familiar.

MASTERS OF SHADOW IN THE GAME

Masters of shadow are manipulators, preferring to remain behind the scenes.

It's entirely possible that the PCs have heard of or even encountered individuals who are masters of shadow, but who hid that fact from them.

Alternatively, the prestige class might be new in your campaign, the result of a shadowcaster attempting to empower a shadow companion.

Anyone who enjoys commanding another combatant in a fight, or using a servant to scout, should enjoy the master of shadow class.

While it's reasonable to assume that some individuals have taken precautions against these abilities, and that a shadow servant might not be at its best in all fights, the class should prove worthwhile so long as you do not go out of your way to reduce its effectiveness.

ADAPTATION

The master of shadow works well with an elemental theme. Simply replace the shadow servant with an elemental of comparable CR, and the servant and master's bidding abilities with those suited to elemental creatures of the proper subtype.

For instance, an earth elemental creature would gain Constitution instead of Dexterity, have good Fortitude but poor Reflex saves, and perhaps gain resistance to acid instead of cold.

TABLE 2-4: THE MASTER OF SHADOW HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Mysteries/Spellcasting
1st	+0	+2	+0	+2	Shadow servant, master's bidding (standard action)	—
2nd	+1	+3	+0	+3	Resistance to cold 5	+1 level of existing casting class
3rd	+1	+3	+1	+3	—	+1 level of existing casting class
4th	+2	+4	+1	+4	Resistance to cold 10	+1 level of existing casting class
5th	+2	+4	+1	+4	Master's bidding (move action)	+1 level of existing casting class
6th	+3	+5	+2	+5	Resistance to cold 20	+1 level of existing casting class
7th	+3	+5	+2	+5	—	+1 level of existing casting class
8th	+4	+6	+2	+6	—	+1 level of existing casting class
9th	+4	+6	+3	+6	—	+1 level of existing casting class
10th	+5	+7	+3	+7	Immunity to cold, master's bidding (swift action), rapid shadow	+1 level of existing casting class

NOCTUMANCER

"Consider the power offered by magic, by the ability to manipulate reality.

Imagine how much greater, then, the power available to he who can manipulate magic itself."

—Eveneth Stillwater, Lord of the Third House, Parliament of Shadows

Noctumancers bridge the gap between shadow and arcane magic.

Those who succeed in becoming one of these elite not only gain a boost to their mystery user and arcane caster abilities, but are able to manipulate the mysteries and spells of others as no others can.

BECOMING A NOCTUMANCER

Given the requirements of the class, multiclass shadowcaster/sorcerers and shadowcaster/wizards make up almost the entirety of noctumancers.

The rare shadowcaster/bard might be found, but virtually no other combination offers the proper abilities, and given the steep requirements of the prestige class, any additional multiclassing drastically slows (or even prevents) its acquisition.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 6 ranks, Spellcraft 6 ranks

Shadowcasting: Able to cast 2nd-level mysteries

Spellcasting: Able to cast 2nd-level arcane spells

CLASS SKILLS

(2 + Int modifier per level): Concentration, Craft, Knowledge (arcana), Knowledge (the planes), Profession, Spellcraft.

CLASS FEATURES

As a noctumancer, you excel at controlling all magics in the area around you.

Mysteries/Spellcasting: At each level, you gain new mysteries or spells per day and an increase in caster level (and mysteries or spells known, if applicable) as if you had also gained a level in both your mystery-using class and your arcane spellcasting class.

You do not, however, gain any other benefits a character of these classes would have gained.

If you had more than one mystery-using or arcane spellcasting class before becoming a noctumancer, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Capture Magic's Shadow (Su): At 1st level, when you successfully dispel a mystery or spell (such as with the mysteries *shadows fade* or *unravel dweomer*, or the spells *dispel magic* or *break enchantment*), you can absorb its energy. You add one-half the level (round down, minimum 1) of the mystery or spell you dispelled to the caster level of any mystery or spell you cast in the next round.

For instance, if you dispel a 4th-level spell, you add +2 to the caster level of the spell you cast in the next round.

You cannot draw power from dispelling your own mysteries or spells.

Innate Counterspell (Su): Starting at 2nd level, you can attempt to counter a mystery or spell without using a readied action.

Once per day, you can counter a spell as an immediate action, by expending a mystery use per day, a spell slot (if you prepare spells), or a spell use (if you are a spontaneous caster) as long as the mystery or spell expended is of the same level or higher as the mystery or spell to be countered.

At 7th level, when you successfully counter a mystery or spell using this ability, you retain some of the magical essence of the countered dweomer.

You can choose to either gain one additional use of a mystery, regain an expended spell slot (if you prepare spells), or gain the use of an additional spell (if you are a spontaneous caster).

The level of the mystery or spell you gain is equal to one-half the level of the mystery or spell you countered (rounded down, minimum 1).

You can use innate counterspell once per day at 2nd level, two times at 5th, and three times at 8th.

Eldritch Disruption (Su): At 6th level, you can use a standard action to disrupt the magical energies of a single target within 60 feet.

That target must make a Will saving throw (DC 10 + your noctumancer level + your Cha modifier) or take a -4 penalty to its caster level for any mysteries or spells it casts for 1 minute.

You can use eldritch disruption three times per day.

Eldritch Vortex (Su): At 10th level, you can emit mystic energies in a 20-foot-radius burst around yourself.

Any creature other than you within that area takes a -4 penalty to caster level for any mysteries, spells, or spell-like abilities it casts or uses.

The vortex lasts 1 minute and can be used once per day.

Shadow's Persistence (Su): At 10th level, you gain temporary immunity to any mystery or spell captured or countered by means of your capture magic's shadow or innate counterspell ability.

for 1 minute, you cannot be affected by any casting of that mystery or spell.

PLAYING A NOCTUMANCER

You are a rising master of two forms of magic, able to shape substance, shadow, and sorcery at your whim.

You are most likely studious and knowledgeable, although some noctumancers come by their abilities more instinctively.

While you might never reach the same heights of magical ability as your single-classed contemporaries, your mastery of magic as a whole makes you at least their equal, if not their better.

Every major shadow-based organization has a place for noctumancers.

The Tenebrous Cabal and Nightshade Covenant treat you much like standard shadowcasters, determining your position by your overall mystical aptitude.

The Votaries of Vecna venerate you, for you combine shadow powers with the arts practiced by Acererak and (before his divinity) Vecna himself.

Also, despite the common distrust of shadow magic in arcane organizations, some such guilds might welcome you, fascinated by your ability to manipulate others' magic.

COMBAT

At lower levels, your combat techniques do not greatly differ from those of other arcane casters.

You should normally stay out of immediate physical danger, using your spells to influence the flow of battle.

As you progress, however, your options grow wider.

Your ability to absorb magic even as you dispel it makes it even more worthwhile than normal to strip your foes of their mystical protections or to remove ongoing baneful effects from your allies.

Your innate counterspell ability gives you a powerful defense against enemy casters, and your tactics options grow as you gain the ability to shape your spells and mysteries around your allies.

At your highest level, you might wish to focus most of your efforts in combating enemy casters or magic-using creatures, for you now have the ability to render at least some of their efforts useless.

This frees your companions from having to defend against them, allowing them to go on the offensive.

ADVANCEMENT

Your arts are at least partially learned ones, even for the most spontaneous sorcerer.

You are likely a member of a shadow-related organization, approached and trained by noctumancers who saw potential in your combination of abilities.

Alternatively, you might have sought out instructors, having heard of noctumancy.

Although such individuals are rare, you might have been a multiclass shadowcaster/arcane caster, discovered the secrets of the noctumancer in ancient tomes, and managed to train yourself.

Continued advancement requires substantial practice and study, equal to if not greater than that required of a shadowcaster or wizard.

While you need not (and in fact cannot) learn the most difficult spells or mysteries, you possess techniques for combining these very different forms of magic. Once you become a noctumancer, you face the same choices as high-level mystery users and spellcasters, only even more of them.

Pay careful attention to the synergy between your spells and mysteries, so that you do not wind up with redundant abilities.

Consider mastering the path of Black Magic, because its mysteries complement your class abilities.

Raising both Intelligence and Charisma is clearly a wise idea, and feats and items to raise your caster level also prove valuable.

RESOURCES

Unless another noctumancer belongs to a rival organization, you tend to view him as a kindred soul in an elite society.

You frequently trade spells and minor items (potions, scrolls, wands).

You'll likely want staffs, defensive items, and items to boost Intelligence and Charisma—much like any other caster.

NOCTUMANCERS THE WORLD

"My magic is everything I have, everything I am.

If someone else can wrest control of my magic from me, what does that make me?"

—Hennet, sorcerer and adventurer

A noctumancer is the logical extension of abjuration magic, the path of Black Magic, and even the existence of arcane magic in general.

It seems only natural that some would devote their efforts to mastering not the use of magic, but the literal control of it.

It should appeal to players who enjoy the notion of manipulating the forces that many others take for granted.

DAILY LIFE

A noctumancer's time is largely devoted to the study and research required to master new mysteries, new spells, and the interactions between them.

Noctumancers usually devote their remaining time either to advancing the goals of their organization, or adventuring to obtain both new magic and expertise with their abilities. Noctumancers rarely have the time for governing, but those who do take full advantage of their abilities, either to protect or dominate their subjects.

Even the most well-meaning noctumancer rulers often grow arrogant, as they become convinced of their mastery of eldritch forces.

NOTABLES

Noctumancers are exceptionally rare, but a few have still managed to obtain notoriety.

Eveneth Stillwater, Lord of the Third House, is the most recent addition to the Parliament of Shadows, and one of only a half-dozen noctumancers in the Cabal's riding body. The shadow lich known only as Intempestus leads a cadre of Nightshaders who lair in a shadowstuff castle on the Plane of Shadow, near a permanent portal to the Material Plane.

ORGANIZATION

Noctumancers function more or less as other mystery users and spellcasters in their respective organizations.

The Votaries of Vecna might honor their abilities, but they don't actually bestow any true authority that the noctumancers haven't otherwise earned.

Similarly, the Nightshade Covenant and the Tenebrous Cabal respect the noctumancer's knowledge, and often put such individuals in charge of mystical research and interactions with other arcane factions, but they are treated just like any other members when it comes to advancement.

NPC REACTIONS

The vast majority of people react to noctumancers exactly as they would to an arcane caster or shadowcaster, whichever the noctumancer most resembles.

Only a very select few—mostly casters themselves—recognize the noctumancer as something different.

In general, shadowcasters are indifferent or friendly (if they are of the same organization) to noctumancers.

Many arcane casters are hostile toward noctumancers, for they fear their ability to manipulate others' spells.

NOCTUMANCER LORE

Characters with ranks in Knowledge (arcana) can research noctumancers to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: The noctumancer is a spellcaster who combines arcane magic and shadow magic.

DC 15: Noctumancers have the ability to use spells and the powers of shadow, and can also hinder the magic of others. They can counter spells with an act of will.

DC 20: The noctumancer's abilities, such as spells and mysteries, are limited by the number of times they can use them.

You can sometimes overpower a noctumancer through simple attrition.

A bardic knowledge check or a Gather Information check can reveal the same information as these Knowledge checks, but in each case the DC is 5 higher than the given value.

NOCTUMANCERS IN THE GAME

Noctumancy is not only a difficult art, it requires a relatively high level before one can enter the prestige class. Thus, it's unlikely that characters in a low-level or even mid-level game will encounter noctumancers, allowing DMs to introduce one or more as the campaign progresses, without having to explain their prior absence.

Players should think that their characters' levels in noctumancer are worthwhile so long as they have semifrequent encounters with magic users or ongoing spell effects.

The prestige class allows them to progress in both classes, so they will not be particularly weak in any case, but it is against other casters that the noctumancer truly comes into his own.

ADAPTATION

A noctumancer can exist in settings that do not make use of shadow magic, although it requires some alteration.

The prestige class might instead represent a branch of arcane magic focused on controlling the magic of others. Remove the shadowcaster-related prerequisites.

TABLE 2-5: THE NOCTUMANCER

HIT DIE: D4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Mysteries/Spellcasting
1st	+0	+2	+0	+2	Capture magic's shadow	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
2nd	+1	+3	+0	+3	Innate counterspell 1/day	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
3rd	+1	+3	+1	+3		+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
4th	+2	+4	+1	+4		+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
5th	+2	+4	+1	+4	Innate counterspell 2/day	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
6th	+3	+5	+2	+5	Eldritch disruption	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
7th	+3	+5	+2	+5	Innate counterspell (retain power)	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
8th	+4	+6	+2	+6	Innate counterspell 3/day	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
9th	+4	+6	+3	+6		+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
10th	+5	+7	+3	+7	Eldritch vortex, shadow's persistence	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class

SCION OF DANTALION

"The light of the Star Emperor guides me.

His blood runs in my veins, and I am one of his princes."

—Breven Hulstoffs, human binder

Scions of Dantalion trace their lineage to an ancient, long-forgotten human empire—a civilization in which justice, love, and art reigned supreme.

They maintain that the rulers of this realm led their people to such a height of beauty and righteousness that they rivaled the stars of the heavens in the awe they could inspire.

The gods saw their accomplishments and grew envious.

In their jealous rage, they destroyed the empire and cursed its nobility, decreeing that no one from that line could ever join them in the afterlife.

Scions of Dantalion believe themselves to be part of this line, cursed by the gods but blessed by association with Dantalion, the vestige that is the conglomeration of all their ancestors' souls.

The scions believe that their destiny is to one day take up the crown, bear the scepter of rulership, and rebuild the empire that could rival the stars.

BECOMING A SCION OF DANTALION

A scion of Dantalion must be able to bind Dantalion.

Since Knowledge (nobility and royalty) is a cross-class skill for binders, a level of bard, wizard, or paladin eases entry but slows progression in the binder class, thereby delaying the candidate's contact with Dantalion.

Thus, a candidate with a high enough intelligence score to gain more than 2 skill points per level should remain a binder and simply devote cross-class skill points to Knowledge (nobility and royalty).

A binder who manages to gain extra ranks in Knowledge (nobility and royalty) might want to take enough to gain the +2 synergy bonus on Diplomacy checks.

ENTRY REQUIREMENTS

Race: Half-elf, half-orc, or human

Skill: Knowledge (nobility and royalty) 2 ranks

Special: Ability to bind Dantalion

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Gather Information, Intimidate, Knowledge (any), Profession, Sense Motive, Speak Language.

CLASS FEATURES

Dantalion favors his scions above all others.

When you make a pact with Dantalion, the abilities he grants become more potent, and you gain additional powers as well—some of which you can use even when you are not bound to Dantalion.

Soul Binding: At each scion of Dantalion level, your soul binding ability improves as if you had also gained a level in the binder class.

Thus, your scion of Dantalion levels and binder levels stack for the purpose of determining your bonus on binding checks, the effectiveness of your vestige-granted abilities, your ability to bind higher-level vestiges, and the number of vestiges you can bind.

You do not, however, gain any other benefit a binder would have gained.

Favored of Dantalion (Ex): You need never worry about succumbing to Dantalion's influence because you automatically succeed on the binding check when making a pact with him.

You can hide or show Dantalion's sign as desired, as though you possessed the suppress sign class feature (see page 11).

With each new level you take in the scion of Dantalion prestige class, Dantalion's seal (see page 28) includes another face.

Thus, the sign appears as two vestigial faces on your torso at 1st level and as six faces at 5th level.

When you activate an ability granted by Dantalion or by the scion of Dantalion prestige class, the eyes and mouths of the faces briefly open to reveal distant stars set in darkness.

Scholarship of Dantalion (Su): Your connection to Dantalion gives you occasional flashes of insight into a variety of topics.

Once per day per scion of Dantalion level, you can reroll any Knowledge check you just made.

You must abide by the result of the reroll, even if it's worse than the original roll Improved Read Thoughts (Su): At 2nd level, whenever you use the read thoughts ability granted by Dantalion, you gain full knowledge of the target's surface thoughts on the first round of concentration, assuming that it fails its Will save.

Normally, you know its surface thoughts only after 3 rounds of concentration.

Once you have used this ability, you cannot do so again for 5 rounds.

Swift Awe of Dantalion (Su): Beginning at 2nd level, you can activate your awe of Dantalion ability as a swift action instead of a move action whenever you are bound to that vestige.

Once you have used this ability, you cannot do so again for 5 rounds, Overwhelming Thoughts (Su): Beginning at 3rd level, you can choose to overwhelm the thoughts of any creature you target with the read thoughts ability granted by Dantalion.

As a standard action, you send your thoughts out to a single creature whose thoughts you are reading (so it has already failed its Will save against your read thoughts ability), forcing it to succeed on a Will save (DC 10 + 1/2 your effective binder level + your Cha modifier) or be dazed for 1d4 rounds.

During this time, you can maintain concentration on your read thoughts ability and, as a move action, continue to read the thoughts of a creature you have dazed on subsequent rounds.

A successful save allows the creature to break free of your thought reading.

Dantalion's Glare (Su): from 4th level on, you can use a standard action to intensify Dantalion's sign and glare through its eyes.

The starry voids in the eyes of Dantalion's sign blaze forth with the brightness of an exploding star, affecting all creatures in a 30-foot cone.

Every creature within this area must succeed on a fortitude save (DC 10 + 1/2 your effective binder level + your Cha modifier) or be blinded for 1d4 rounds.

You must be showing at least one face of Dantalion's sign to use this ability.

If the face is hidden beneath clothing, you can reveal it as a free action that does not provoke attacks of opportunity, so long as you have a hand free.

If the face is hidden beneath armor, you must have a free hand and use a standard action to reveal the sign.

Doing so provokes attacks of opportunity, and you take a -2 penalty to AC while revealing the sign in this manner.

Once you have used this ability, you cannot do so again for 5 rounds.

Improved Thought Travel (Su): Beginning at 4th level, you can use the thought travel ability granted by Dantalion as a move action.

Read Multiple Thoughts (Su): When you attain 5th level, the increased strength of your connection with Dantalion allows you to simultaneously target a number of creatures equal to your Charisma modifier (minimum 2) with the read thoughts ability granted by Dantalion.

Each of the targets must be within range (5 feet per effective binder level).

You can use this ability in combination with either your improved read thoughts or your overwhelming thoughts class feature, or both.

PLAYING A SCION OF DANTALION

You are part of a truly great royal lineage.

The human kings and queens of today are but pale reflections of your ancestors, who ruled over a celestial empire so magnificent that even the gods could not bear its brilliance.

The curse invoked upon your line by those same deities prevents you from joining them in the afterlife.

Instead, when you die., you will join Dantalion, the conglomeration of all the souls in your line.

Yet destiny offers you a reprieve.

One day, the scions of Dantalion will rebuild the celestial empire and free Dantalion from the prison of his vestige nature.

Because scions of Dantalion are all members of an extended royal family, your fellow scions deserve great respect and good treatment from you.

Some scions claim closer relationships to the celestial royalty than others, but such assertions are largely meaningless.

The one important fact is that other scions of Dantalion belong to the same legacy as you do, and are likewise committed to guiding humanity toward truth, justice, and unity.

One day, your efforts, and those of scions like you, will allow all people to understand the essential righteousness of knowledge, art, and equality among humans, and the celestial empire can rise again.

Until that day, you must lead by example, proving your nobility by your good works and steady guidance.

COMBAT

As a low-level scion of Dantalion, you can benefit from the same tactics as any other binder who makes a pact with that vestige.

In particular, you can use your thought travel ability to move about a battlefield, covering lots of ground without provoking attacks of opportunity.

Unlike other binders, however, you have access to the swift awe of Dantalion ability, which can be quite useful in protecting yourself from harm.

As you grow in power, your improved read thoughts and overwhelming thoughts abilities come into play.

By judiciously combining the use of these powers, you can neutralize a powerful foe—perhaps long enough for you and your allies to achieve victory.

At high levels, you can use improved thought travel to appear amid distant foes.

Once there, you can blind them with Dantalion's glare.

Finally, the pinnacle ability improves your read thoughts and overwhelm thoughts abilities by allowing you to affect multiple foes with them.

ADVANCEMENT

As you advance, be sure to devote some of your resources to increasing your Charisma score.

Doing so improves the saving throw DCs of the offensive abilities granted by the scion of Dantalion prestige class, as well as many abilities granted by other vestiges.

When you reach the point at which you can bind multiple vestiges, consider your favored combat strategy when selecting a second vestige.

Dantalion offers a good mix of abilities that can be useful in both combat and noncombat encounters, but he does not provide heightened damage-dealing powers or exemplary defensive capabilities.

If you like the idea of confounding foes so that your friends can mop them up, choose another vestige that gives you the power to hamper enemies in a different way.

If you enjoy wading into the thick of battle and taking down your foes, be sure to pick a vestige that grants you extra melee damage.

If you're happy with Dantalion's abilities but want a better defense, select a vestige that will give you extra protection.

RESOURCES

The fact that scions share a common plight and destiny causes them to treat one another like family.

Thus, you can expect a helpful attitude from another scion, even one of radically different social class or outlook.

Scions generally provide one another with hospitality and aid of whatever kind they can muster.

A fellow scion who believes in your personal goals might go to almost any lengths to aid you, but if your goals seem at odds with establishing the celestial empire, a bitter rivalry can result.

SCIONS OF DANTALION IN THE WORLD

"Sanctimonious madmen, the whole lot of 'em.

Humans never had a celestial empire.

Still, you can't say Dantalion doesn't favor them.

He gives his scions more power than he'll grant me."

—Morden, dwarf binder

The scions of Dantalion present enormous roleplaying potential.

With their magnanimous goals of educating and unifying humanity, they can give binders a more sympathetic face in the campaign world.

At the same time, their belief in their own nobility and their desire to steer other people toward a destiny only they perceive are often viewed as disturbing and threatening.

Most scions remain open to the idea that other humans and even half-humans might also be scions who deserve Dantalion's favor and the chance at rulership of the celestial empire, but this attitude is counterbalanced by their myopic focus on the plight of humans.

At their best, scions can be forces of amazing beneficence; at their worst, they can take their fervor for aiding humans to horrific extremes.

DAILY LIFE

Scions of Dantalion generally learn of their heritage and destiny in one of two ways.

A character who is already a binder might learn of Dantalion's legend and feel a Special resonance with it, or a scion of Dantalion might notice a quality of nobility in another human (or half human) and draw that person into both pact magic and the "family" of Dantalion's celestial empire.

Regardless of how scions of Dantalion come to embrace their beliefs, most seek out other members of their "family" at some point and join forces with them.

Members of this prestige class share the common goal of elevating and unifying humanity, although they might differ in their means of accomplishing that end.

Because of this mutual goal, they tend to be more organized and more likely to work together than other binders are.

On a day-to-day basis, scions of Dantalion attempt to advance the interests of human communities.

By increasing and sustaining security, prosperity, and quality of life for humans, they hope to return humanity to the greatness of the past.

Scions of Dantalion also support activities that unify disparate human groups, be they humans of different nations or just neighborhoods.

The different means by which they approach their goals can cause scions to come into conflict with one another, but should such disagreements come to blows, scions typically resolve them through duels witnessed by their fellows, in the ancient dueling tradition of the nobility.

NOTABLES

Scions of Dantalion often relate tales of other scions' exploits to one another, and no name comes up more often than Breven Hulstoffs.

The influence Breven has managed to gather impresses other scions of Dantalion, and he maintains a sterling reputation for courtesy and honor.

However, like many other scions, he is more than he seems.

Breven Hulstoffs worked as a palace guard until he met a woman who claimed to be a scion of Dantalion.

After she showed Breven the secrets of pact magic, he grew convinced of his own relationship to the ancient royalty of the celestial empire.

Eventually, Breven left the palace guard on good terms to pursue pact magic.

Years later, he returned to help his kingdom in a time of trouble.

Breven swiftly worked his way up in the ranks of the guard with the aid of his powers, crushing anyone who stood in his way and justifying his actions with the idea that he was acting on behalf of humanity.

Now Breven acts as the queen's personal guard and advisor.

He is also secretly her lover, and Breven hopes to cement that relationship with marriage at some point.

Unfortunately for him, the king yet lives.

ORGANIZATION

Scions of Dantalion are somewhat estranged from others who pursue pact magic.

Their existence as outcasts among outcasts tends to draw them into closer bonds with one another.

Thus, although scions rarely have any official organizational structure, they often meet in small groups to work toward some larger goal in secret.

Individual scions bring their talents and those of their attendants and allies to the project, creating a loose network of varied folk.

The differing attitudes of the people that can be involved in such a group often makes cohesive effort difficult, but at times, the blend provides the perfect tools for accomplishing the goal.

NPC REACTIONS

Most folk react to scions of Dantalion the same way they react to binders because they see little difference between the two.

Humans might take issue with the scions' assertion that their blood line will one day rule the race, but just as many are likely to appreciate the image of the past and future celestial empire.

Those who favor the scions' message of justice, education, and equality in human communities probably have a friendly attitude toward scions of Dantalion.

Like all binders, scions of Dantalion can encounter trouble with religious organizations, but local leaders and their servants are often unfriendly or hostile to them as well.

After all, the future celestial empire will rest upon the bones of current nations, no matter how noble the means of achieving it might be.

Scions of Dantalion have a peculiar relationship with karsites (see page 84).

Both claim to be descended from human rulers of a great empire, and both claim to be destined to rule humanity. This similarity of beliefs can bring scions and karsites into conflict, but it can also bring them together.

Indeed, some karsites are also scions of Dantalion.

Scions who work with karsites believe that Karsus's country was the celestial empire, and that they are the descendants of that society's ruling caste.

Such scions oppose deities both for throwing down Karsus and for destroying the wondrous society their ancestors built.

Most scions of Dantalion, however, reject this idea that Karsus's country was the celestial empire.

They see their roles less as rulers of humanity than as stewards of the celestial empire's grace.

They don't oppose spellcasters or the gods; they want to show the gods respect while rebuilding an empire that honors both humans and deities.

Scions of Dantalion accept that many other humans and half-humans might be members of their "family" whether or not they show the signs.

After all, a scion typically has numerous blood relations who do not practice pact magic and thus bear no signs of Dantalion's favor at all.

Karsites, on the other hand, believe that only those who look like them and have their abilities are destined to rule.

SCION OF DANTALION LORE

Characters with ranks in Knowledge (arcana), Knowledge (nobility and royalty), Knowledge (the planes), or Knowledge (religion) can research the scions of Dantalion to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

Each of the DCs below increases by 5 for Knowledge (nobility and royalty) and Knowledge (the planes) checks.

DC 15: Some powerful binders call themselves scions of Dantalion.

Dantalion is one of the strange spirits they contact.

DC 20: Scions of Dantalion gain greater power from Dantalion than the average binder does.

They believe they receive this benefit because they are descended from the royalty of some ancient empire, and that they will one day rebuild and rule that empire.

DC 25: Dantalion can read thoughts, daze you, and move just by thinking.

You will know one by the faces he carries on his torso. Beware of them.

The faces can show you stars that blind you.

DC 30: Characters who achieve this level of success can learn important details about the activities of a specific scion of Dantalion.

SCIONS OF DANTALION IN THE GAME

Scions of Dantalion are best introduced to the campaign after your players are at least somewhat familiar with the concept of pact magic, if you first establish the norm for a pact magic user (that is, a binder), the differences displayed by members of this prestige class will be all the more obvious and meaningful.

Establishing a norm also helps a player have more fun with a scion of Dantalion as a player character.

Give the scion's player roleplaying and story support by providing opportunities for the character to better the plight of humanity.

Such opportunities need not focus solely on the scion character; a mission to slay a marauding dragon also serves the humans of the region by ensuring their safety.

If you want to provide some roleplaying tension, offer the scion player an opportunity to help humans in a way that might harm some other humanoid race.

Another scion already involved in such a mission might even seek the PC scion's aid in accomplishing his goal.

ADAPTATION

The scion of Dantalion prestige class was designed for humans because of Dantalion's legend, but a small change in that legend could easily open the class to any race.

Dantalion could just as easily wear elven faces, for example, or if the celestial empire was populated by all kinds of creatures, many races might be represented in his visage.

TABLE 1-5: THE SCION OF DANTALION HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Favored of Dantalion, scholarship of Dantalion, soul binding +1
2nd	+1	+3	+0	+3	Improved read thoughts, soul binding +2, swift awe of Dantalion
3rd	+2	+3	+1	+3	Overwhelming thoughts, soul binding +3
4th	+3	+4	+1	+4	Dantalion's glare, improved thought travel, soul binding +4
5th	+3	+4	+1	+4	Read multiple thoughts, soul binding +5

SHADOWBLADE

*"Don't be afraid of the dark.
Be afraid of what's in the dark."*

—Niko Drendol, captain of the Black Dawn

Shadowblades are martial combatants with an innate link to shadow.

While some deliberately study the arts of shadow, most develop their abilities instinctively, making them more akin to shadowdancers than shadowcasters.

Those who master the arts of the unseen weapon become warriors with few equals.

Their ability to manipulate darkness and shadow enhances their martial skills, allowing them to target weak points, land blows that should not strike true, and even attack foes who are paces away.

BECOMING A SHADOWBLADE

Multiclass fighter/rogues are the most common shadowblades, because they possess both the martial ability and the skills necessary.

Single-classed fighters or rogues can enter the class, but it takes longer.

A rare few paladins and rangers take this path, enhancing their own abilities with a mastery of shadow.

Few mystery users or spellcasters become shadowblades, and barbarians tend to prefer brute force and distrust a shadowblade's powers.

ENTRY REQUIREMENTS

Base Attack Bonus: +5

Skills: Bluff 5 ranks, Hide 5 ranks, Move Silently 5 ranks

Feats: Blind-Fight

Special: Must have been exposed to shadow at some point prior to taking this class, either through travel on the Plane of Shadow, being subject to a mystery or a spell with the darkness descriptor, or through physical contact with a shadow or dark creature (such as a shadow mastiff or a dark lion)

CLASS SKILLS

(2 + Int modifier per level): Bluff, Climb, Craft, Handle Animal, Hide, Intimidate, Jump, Move Silently, Profession, Ride, Swim.

CLASS FEATURES

Shadowblades manipulate shadow to strike swiftly and fatally, becoming the ultimate combination of skilled soldier and brutal slayer.

Unseen Weapon (Su): As a standard action, you can wrap any melee weapon you wield in a layer of shifting shadows. This causes the weapon to darken, become less distinct, and leave a trail of shadow behind it as it moves.

Your weapon must be in hand and ready to use for you to draw upon this power.

You can dismiss the effect with a free action; dropping or sheathing the weapon also ends the effect.

Once per day per shadowblade level, you can activate one of the powers of your unseen weapon as a swift action.

At 1st level, you have the power to make an unerring strike (see below).

As you gain levels in the class, you acquire additional choices when activating your unseen weapon, as indicated on Table 2–6.

When you activate your unseen weapon, choose one of the available abilities.

Multiple uses of the same ability do not stack on a single attack.

Unerring Strike: Your next melee attack ignores any miss chance because of concealment or total concealment.

You gain this choice at 1st level.

Unexpected Strike: Your opponent is denied its Dexterity bonus against your next melee attack.

You gain this ability at 3rd level.

Ephemeral Weapon: Your next melee attack deals an extra 2d6 points of damage, as extraplanar darkness momentarily replaces portions of your opponent's body.

You gain this choice at 5th level.

Shadowy Strike: Your next melee attack is resolved as a melee touch attack, ignoring armor and natural armor.

You gain this ability at 7th level.

Far Shadow: Your melee reach is increased by 10 feet for 1 round.

You gain this choice at 9th level.

At 10th level, you can use your unseen weapon abilities as a free action, though you are still limited to one use per day per class level.

Shadow and Stealth (Su): Beginning at 2nd level, the shadows that engulf your unseen weapon cover you as well, granting you a circumstance bonus equal to half your class level (round down) on Hide and Move Silently checks.

Sudden Strike (Ex): Beginning at 2nd level, if you can catch an opponent when she is unable to defend herself effectively from your attack, you can strike a vital spot for extra damage.

Whenever your target is denied a dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), you deal an extra 1d6 points of damage with your attack.

This extra damage increases by 1d6 for every two levels thereafter.

You can't use sudden strike when flanking an opponent unless that opponent is denied its Dexterity bonus to AC. Ranged attacks can count as sudden strike attacks only if the target is within 30 feet.

Sudden strike functions identically to sneak attack in all other respects.

The extra damage from sudden strike stacks with the extra damage from sneak attack whenever both would apply to the same target.

It also stacks with the ephemeral weapon ability of the unseen weapon class feature.

Shadow Vision (Su): Beginning at 3rd level, you are able to see clearly in shadowy illumination.

Thus, you can see up to 40 feet clearly in the illumination provided by a torch (which gives off bright illumination in a 20-foot radius and shadowy illumination for 40 feet beyond that), or twice that if you have low-light vision.

See in Darkness (Su): At 7th level, you can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

PLAYING A SHADOWBLADE

You are a soldier who has learned the benefits of stealth and the power of darkness.

You are not necessarily evil, but you are certainly violent and skilled in combat and killing.

Your attitude toward mystery users might vary.

If you deliberately set out to learn your skills, you likely belong to one of their organizations, but if you developed them instinctively, it's an even bet whether you consider them comrades or harbor a deep mistrust.

Although shadowblades exist in most shadow-related organizations, they are not specifically associated with such groups.

Many are independent operatives, mercenaries, or adventurers.

In fact, many are hired specifically to combat shadowcasters, because the abilities of the class help shadowblades overcome a shadowcaster's typical defenses.

COMBAT

You employ almost equal amounts of stealth and brute force.

You can work primarily as a front-line fighter, but your prowess in sneaking and surprise make you a better guerrilla and finesse fighter.

As your abilities of stealth improve, you become a viable scout, although your need to keep your weapon unsheathed might occasionally interfere with remaining unnoticed.

At higher levels, you can deliver surprise attacks from a short distance away, and even cut through the defenses of heavily armed foes.

Combined with your ever-increasing stealth, this enables you to fill in for either the rogue or the fighter, and even to make surgical strikes against foes that might be too tough for the rogue or other scout to handle.

ADVANCEMENT

You might have actively joined a shadow-related organization to learn your abilities.

You might have been approached by an experienced shadowblade or shadowcaster attracted by your skills and prowess, or by those that would use you as a tool against other shadow-based groups.

Most likely, however, you developed your abilities on your own, discovering an ability to manipulate shadow after exposure to it.

Continued training is not unlike that of other soldiers.

You drill in weapons and techniques of stealth, supplementing them with meditative techniques and, in some cases, occasional forays to the Plane of Shadow.

As you advance, you'll need to decide how much weight to give your martial abilities, and how much your stealth abilities and your Bluff modifier.

Are you a fighter who makes use of sneaky tactics, or a silent killer who can hold his own in battle?

RESOURCES

If you're part of an organization, the group might supply you with some basic equipment, but rarely much in the way of magic items; you'll need to acquire those on your own. Items that enhance Strength and Dexterity are important, as are those that improve your ability to sneak, and thus deliver your special attacks.

Items that enhance Listen and Spot, or that warn you of oncoming danger, are helpful because your stealth abilities do not aid you in detecting others with similar capabilities.

SHADOWBLADES IN THE WORLD

"When the baron heard a shadowblade was coming for him, he tripled the number of guardsmen on duty that night.

You know what it accomplished?

Three times as many guardsmen died tired."

—Gimble, gnome bard and traveling storyteller

The shadowblade class allows the DM to introduce shadow magic into the campaign without excluding the heavy fighters and to grant even the armor-clad warriors in the PC group some capability at stealth.

DAILY LIFE

Shadowblades live much like other professional warriors. They practice and train, pursuing their own interests in the few free hours they have.

They meditate on their abilities, making them appear more like ascetic or religious warriors (such as paladins) than standard soldiers, although none of their abilities are inherently religious.

They fill many of the same niches as other fighters: guards, soldiers, mercenaries, hired killers, and, of course, adventurers.

Shadowblades tend to be nocturnal, due to their growing connection with shadow, and many find themselves shunned in communities that do not understand their abilities.

NOTABLES

Only a few shadowblades have attained any notoriety, including Niko Drendol, leader of the merciless pirates of the *Black Dawn*; Jassra Orun, who adventures with multiple companies in her quest to learn more of the Material Plane;

and Murrin Khaleed, a death knight in service to the Votaries of Vecna.

ORGANIZATION

As mentioned above, shadowblades are not associated with any specific organization.

When they do belong to such, they rarely advance far in the hierarchy, since they lack the mystical abilities that most of these organizations revere.

NPC REACTIONS

Most common folk think of the shadowblades as a martial order, mistaking them for a united faction or a religious institution.

On an individual basis, most people react to shadowblades with the same attitudes they would direct toward any professional soldier.

Should a shadowblade make substantial and open use of his shadow-related abilities, this attitude might worsen, as people begin to think of him as a sneak-thief, assassin, or soldier of darkness.

They try not to draw the shadowblade's ire, but instead do their best to hurry him about his business so that he might depart all the sooner.

Mystery users and spellcasters recognize shadowblades for what they are.

The attitude of such a character depends entirely on whether the shadowblade in question is a member of a friendly, neutral, or rival faction to the caster's own.

SHADOWBLADE LORE

Characters with the bardic knowledge ability or ranks in Knowledge (arcana) can research shadowblades to learn more about them.

When a character makes a check, read or paraphrase the following, including the information from lower DCs.

DC 10: Shadowblades are warriors who incorporate shadow and stealth into their combat techniques.

DC 15: Shadowblades are capable of masking their weapons and themselves in shadow, granting them supernatural powers, such as the ability to strike protected targets or to attack from a distance.

DC 20: Many of the shadowblades' abilities are not functional against nonliving foes, such as undead or constructs.

If you can cause them to drop or change their weapons, it takes a moment for them to reactivate their powers, offering a brief window of opportunity.

SHADOWBLADES IN THE GAME

Shadowblades are scattered throughout many organizations, guilds, and adventuring parties.

When introducing them to an ongoing campaign, it's reasonable to simply assume that the PCs have never before encountered one.

Alternatively, perhaps one of the PCs is the first person in the region to develop these abilities.

This prestige class makes a good choice for anyone who wants to play a warrior with a stealthy or mystical bent.

So long as the DM does not restrict encounters to creatures immune to his abilities, and gives him the occasional chance to scout ahead, to take out an enemy leader, or otherwise to make use of his less direct forms of confrontation, the player should feel his efforts worthwhile.

ADAPTATION

Shadowblades do not have to be associated with shadow.

Perhaps they are an order of killers for hire, who cloak themselves and their weapons in illusion and invisibility. Then again, they might truly be members of a religious order, their power obtained through faith in a deity of darkness or deception.

TABLE 2-6: THE SHADOWBLADE

Level	Base	Fort	Ref	Will	Special
	Attack Bonus				
1st	+0	+2	+0	+0	Unseen weapon (unerring strike)
2nd	+1	+3	+0	+0	Shadow and stealth, sudden strike +1d6
3rd	+2	+3	+1	+1	Shadow vision, unseen weapon (unexpected strike)
4th	+3	+4	+1	+1	Sudden strike +2d6
5th	+3	+4	+1	+1	Unseen weapon (ephemeral weapon)
6th	+4	+5	+2	+2	Sudden strike +3d6
7th	+5	+5	+2	+2	See in darkness, unseen weapon (shadowy strike)
8th	+6	+6	+2	+2	Sudden strike +4d6
9th	+6	+6	+3	+3	Unseen weapon (far shadow)
10th	+7	+7	+3	+3	Sudden strike +5d6, unseen weapon (free action)

SHADOWSMITH

"You think me unarmed.

You think me helpless.

So long as there is night and day, I am neither."

—Hrogar Ilgenon, shadowsmith and First Mate of the Fourth Dragon

Shadowcasters draw power from darkness, and masters of shadow command it, but no one truly manipulates the darkness as does the shadowsmith.

Combining martial and mystical skills, and possessed of a driving will, the shadowsmith forms his tools and weapons from shadowstuff itself, drawing forth matter from empty night.

BECOMING A SHADOWSMITH

Almost anyone can become a shadowsmith under the proper circumstances.

Rangers, paladins, and clerics are most likely to meet the requirements first, though some rogues follow this path as well.

Although they could have the proper skills, few mystery users or spellcasters pursue this class, since its casting progression is far slower than their own.

ENTRY REQUIREMENTS

Base Attack Bonus: +5

Skills: Craft (armorsmithing, blacksmithing, or weaponsmithing) 5 ranks, Knowledge (arcana) 3 ranks, Knowledge (the planes) 3 ranks

Special: Must have been exposed to shadow at some point prior to taking this class, either through travel on the Plane of Shadow, being subject to a mystery or a spell with the darkness descriptor, or physical contact with a shadow or dark creature (such as a shadow mastiff or a dark lion)

CLASS SKILLS

(6 + Int modifier per level): Climb, Concentration, Craft, Hide, Jump, Knowledge (arcana), Knowledge (the planes), Move Silently, Profession.

CLASS FEATURES

Your abilities allow you to create tools and weapons out of darkness itself.

Weapon and Armor Proficiency: You are proficient with simple and martial weapons, with light armor, and with shields (except tower shields).

Mysteries Known: You have the ability to cast a small number of mysteries.

To cast a mystery, you must have an Intelligence score of at least 10 + the mystery level, so if you have an Intelligence of 10 or lower, you cannot cast mysteries.

High ability scores do not provide bonus mysteries.

Saving throws against your mysteries have a DC of 10 + mystery level + your Int modifier.

Your selection of mysteries is extremely limited.

You begin in this class knowing only a single 1st-level mystery.

Every four levels thereafter (at 5th and 9th), you gain an additional mystery known.

As with the shadowcaster class, you may not skip ahead in a given path.

Your mysteries must all be drawn from an apprentice path, and you cast them all as arcane spells.

You can use each mystery you know once per day.

You do not gain fundamentals.

Touch of Shadow (Su): At 1st level, your ability to manipulate shadow is undeveloped.

You cannot yet create actual items, but you can surround your hands and feet in a layer of shadow.

This ability grants you a bonus on Climb checks equal to your class level.

Further, it distributes your weight more evenly, so you cannot be tracked.

Touch of shadow lasts for 1 minute per class level and is usable a number of times per day equal to your class level.

Shroud of Shadow (Su): Starting at 2nd level, you can surround your body in a thin layer of shadow.

You gain a bonus on Hide checks and Move Silently checks equal to your class level.

Shroud of shadow lasts for 1 minute per class level and is usable a number of times per day equal to your class level.

Shadow Craft (Su): As of 3rd level, you can create small items, such as tools or weapons, from shadow.

You need merely place your hands into any shadow and draw forth the desired item.

It cannot possess moving or flexible parts, so you could not create a crossbow, a rope, a flail, or a cabinet.

You can create nearly any other weapon, simple tool, or small item, however.

You can create one item weighing a number of pounds up to twice your class level, or two items whose combined weight does not exceed that limit.

Using shadow craft is a standard action.

If the item leaves your possession, it fades away in 1d4 rounds.

Otherwise, it lasts for 1 hour per class level.

Shadow craft is usable a number of times per day equal to one-half your class level.

Items created by shadow craft cannot be employed as material components or foci in spellcasting.

If you want to create an item that mimics a specific item you have seen, you must succeed on a DC 20 Craft check of the appropriate sort (weaponsmithing, for instance).

At 6th level, you can enhance your creations.

You can imbue a shadow-crafted weapon or shield with an enhancement bonus equal to your class level minus 5.

For instance, if you are an 8th-level shadowsmith, you can create a +3 *battle axe*.

If you create two enhanced items at one time (which becomes possible when you attain 7th level), you must divide the total enhancement bonus between those items. (For instance, at 8th level, you could create a +1 *battleaxe* and a +2 *large shield*).

To succeed at this enhanced crafting, you must make an appropriate Craft check for each item (usually weaponsmithing or armorsmithing) against a DC of 20 + the desired enhancement bonus.

If you fail, the item is nonmagical.

You can only have one enhanced shadow-crafted item (or two, if they were created in the same round) at a time.

If you create new enhanced items, the old ones immediately become nonmagical.

Attempting to create an enhanced item (or two, if so desired) with shadow craft is a full-round action.

At 8th level, you can use shadow craft to create light armor for yourself (which you can give an enhancement bonus to).

The armor you craft automatically has the improved shadow special ability (DMG 219).

At 9th level, you can quicken your shadow crafting.

You need only a standard action to create enhanced items and only a swift action to create nonmagical ones.

At 10th level, you can apply the shadow striking ability (see page 155) to any magic weapon you create through shadow craft.

(If you create two weapons at once, only one can be shadow striking).

Further, you do not need to craft the item on the Plane of Shadow as is normally the case with shadow striking weapons.

Armor of Shadow (Su): Starting at 4th level, you can take a standard action to surround yourself in hardened shadow. This ability grants you a +2 deflection bonus to AC.

Armor of shadow lasts for 10 minutes per class level, and is usable a number of times per day equal to one-half your class level.

At 7th level, the deflection bonus increases to +4.

At 10th level, you quicken your armor of shadow, activating it as a swift action.

Widen Shroud (Su): Starting at 5th level, you can widen your touch of shadow ability to include a number of companions equal to one-half your class level.

If they move more than 10 feet from you, the effect ends for them; coming closer to you again does not restore it.

Widen shroud lasts for 1 minute per class level; each use counts as a daily use of your touch of shadow ability.

PLAYING A SHADOWSMITH

You are self-reliant and skillful, a master of craft and combat.

You do not necessarily devote your life to shadow, instead seeing it as a tool and a weapon.

While you must be at least somewhat learned to have developed your abilities, you are more interested in actions than words.

While the various shadow-based organizations all welcome shadowsmiths, finding their abilities useful and fascinating, none permit their kind to advance far in the ranks.

Shadowsmiths lack the mystical abilities required for advancement in the Tenebrous Cabal, and they rarely have sufficient power to force their way into the upper echelons of the Votaries or the Nightshade Covenant.

Like the shadowblades, they often occupy guard and support positions, although some have made names as field operatives and even assassins for the various factions.

COMBAT

Shadowsmiths do not have a universal fighting style.

Rather, you are likely to stick with whatever tactics served you best in your prior class—front-line battle for fighters, sneak attacks for rogues, and so on—supplemented by your new abilities.

The stealth boost provided by your low-level abilities is particularly useful for rogues and mobile fighters, while your ability to create almost any equipment you need means you can arm yourself as appropriate for whatever's coming.

ADVANCEMENT

Most shadowsmiths learn from other shadowsmiths, either having sought out, or been approached by, a potential mentor.

Some teach themselves, having researched the secrets of the art.

A rare few develop their abilities spontaneously.

Training in the shadowsmith's art is a strange combination of lessons and endeavors.

While meditative techniques and mental exercises are essential to the continued evolution of your mystical abilities and mysteries, you must also study to become an expert artisan in your field.

While you spend far less time poring over old tomes than shadowcasters, preferring to occupy forges and workshops, you spend no less time in long, arduous practice.

Advancing shadowsmiths should focus on Strength or Dexterity—whichever most benefits your preferred combat style—but also on Intelligence.

Your skills, particularly Craft, affect how well you can take advantage of your various abilities.

You only know a few mysteries, and can use each only once per day, so select those that best complement your other abilities.

RESOURCES

You rarely obtain anything from other shadowsmiths except training.

Organizations to which you belong might offer raw materials for your standard crafting skills, but will expect you to create items for them in exchange.

SHADOWSMITHS IN THE WORLD

"Dabblers!

They borrow power they do not understand and treat it like a simple tool to make even simpler tools.

Yet we dare not dismiss them, for they are true experts at what they do, and physically manipulate shadow in ways even the best of us cannot."

—Eddas Coradran, Lord of the First House, Parliament of Shadows

Along with the shadowblade, the shadowsmith allows even players uninterested in portraying casters to take advantage of the material presented in this chapter.

While the shadowblade is a heavy fighter, however, the shadowsmith is the perfect choice for lighter warriors, rangers, and rogues.

Their shadow craft ability makes shadowsmiths exceptionally self-sufficient, and their capacity for stealth is almost unequaled.

DAILY LIFE

Most shadowsmiths are either warriors for hire, adventurers, or actual craftsmen with a mystical bent.

While their abilities clearly mark them as something other than their compatriots, they do not stand out to the same degree that other mystery users do.

Thus, although shadowsmiths spend more time in study and practice, their lives differ only marginally from those members of the classes from which they come.

Few shadowsmiths aspire to positions of authority; as a group, they are more focused on their crafting.

Those who do manage to obtain power tend to be community or military leaders, and rarely rule more than small villages or provinces in the name of a greater lord.

NOTABLES

Few shadowsmiths have become famous.

Those who have include Hrogar Ilgenon, famed warrior and lieutenant on the coastal raiding vessel *Fourth Dragon*, and Lozruet, a drow who uses her abilities to hunt famous adventurers.

ORGANIZATION

While shadowsmiths rarely rise high in the larger shadow-focused organizations, they have formed a few of their own. Some of these—such as the Guild of Nocturnal Efforts, the largest known—hold a reasonable degree of political sway in the cities that house them.

In these organizations, shadowsmiths make up the entirety of the power structure, if not the whole of the faction itself. Even the guild, however, is far smaller and less influential than the organizations presented herein.

NPC REACTIONS

Most people respond to a shadowsmith as they would to any member of her apparent class.

If they happen to learn of the shadowsmith's abilities, their reactions change based on their view of magic in general. People might be a bit more suspicious of a shadowsmith (attitude one category worse) if they are of a particularly religious bent, or if they interpret her manipulation of shadow as a sign of evil.

In most cases, however, the shadowsmith's abilities pass as just another form of magic, since they aren't as overtly strange as those of other shadow magicians.

The exception to this general rule is the shadowsmith who uses her mysteries, as opposed to her other abilities, regularly and in full view of common folk.

The alien nature of shadow magic makes these shadowsmiths stand out more than their more subtle counterparts.

SHADOWSMITH LORE

Characters with ranks in Knowledge (arcana) can research shadowsmiths to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Shadowsmiths can create items out of nothingness.

DC 15: As they advance, shadowsmiths can create more potent items and armor, and can cloak themselves in shadow to hide.

They also have access to a few mysteries.

DC 20: The items created by a shadowsmith have a limited life span, although some last many hours.

If you can wait one out and strike at the right time, she might be vulnerable.

A bardic knowledge check or a Gather Information check (in a community that has a shadowsmith guild) can reveal the same information as these skill checks, but in each case the DC is 5 higher than the given value.

SHADOWSMITHS IN THE GAME

Because a shadowsmith's combat style and general behavior doesn't change from her prior class, it's easy to mistake her for a fighter, a rogue, a ranger, or the like.

Only when she casts a mystery or creates a shadow-crafted item does her true nature become apparent; thus, PCs might have encountered shadowsmiths without realizing it.

Alternatively, only a particular race or community in a given campaign might have discovered these abilities.

Given the adaptable nature of the prestige class, players who were largely happy with their characters' previous classes, but wanted an unusual twist, should be happy with the shadowsmith.

Its abilities can enhance both martial and stealth-related characters, augmenting them without altering them so greatly that their inherent nature changes.

ADAPTATION

The DM can easily change the shadowsmith into a class that manipulates essences or substances other than darkness.

Champions of Pelor, for instance, might form items out of light, and apply the ghost touch or disruption special abilities rather than shadow striking.

A character might form tools from smoke, or fire, or even force.

TABLE 2-7: THE SHADOWSMITH HIT DIE: D8

	Base					
	Attack	Fort	Ref	Will		Mysteries
Level	Bonus	Save	Save	Save	Special	Known
1st	+1	+0	+2	+0	Touch of shadow	1
2nd	+2	+0	+3	+0	Shroud of shadow	1
3rd	+3	+1	+3	+1	Shadow craft (basic)	1
4th	+4	+1	+4	+1	Armor of shadow	+2 1
5th	+5	+1	+4	+1	Widen shroud	2
6th	+6	+2	+5	+2	Shadow craft (enchanted)	2
7th	+7	+2	+5	+2	Armor of shadow	+4 2
8th	+8	+2	+6	+2	Shadow craft (armor)	2
9th	+9	+3	+6	+3	Shadow craft (quickened)	3
10th	+10	+3	+7	+3	Shadow craft (shadow striking), armor of shadow (quickened)	3

TENEBOUS APOSTATE

"Rise again, Lord of the Outer Dark.

Stand astride the barriers of life and death, of Heaven and Hell, and take up thy mantle as slayer—and king—of gods."

—Suvas J'hond, former priest of Vecna, now a Tenebrous apostate

No other vestige is quite like Tenebrous.

The remnant of the divinity once possessed by Orcus, Tenebrous is perhaps the only vestige still worshiped in some places as a god, and so tightly bound to a living—if not mortal—being.

This unique status grants Tenebrous the ability to manipulate the world in ways that other vestiges cannot. Some Tenebrous apostates revere Orcus, seeing Tenebrous as part of their sundered god and the seed from which he will one day sprout anew.

Others see the corpulent fiend as the embodiment of Tenebrous's downfall.

These followers believe that Tenebrous is a separate deity who attempted to manifest through Orcus, only to be laid low when the demon proved unworthy.

BECOMING A TENEBROUS APOSTATE

If you have sufficient mental fortitude and lack of scruples to devote yourself to a former demon god, you might qualify to join the ranks of Tenebrous's disciples.

The vast majority of Tenebrous apostates are multiclass binder/clerics, though a rare few are binder/blackguards.

Charisma is the key ability for a Tenebrous apostate, since it influences many class abilities.

Wisdom and Constitution are also important because they affect divine spells and hit points, respectively.

ENTRY REQUIREMENTS

Alignment: Any nongood

Skills: Knowledge (religion) 5 ranks, Knowledge (the planes) 8 ranks

Special: Ability to bind Tenebrous

Special: Ability to turn or rebuke undead

Special: Must worship Tenebrous as a god

CLASS SKILLS

(2 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Gather Information, Intimidate, Knowledge (arcana), Knowledge (history), Knowledge (the planes), Knowledge (religion), Profession, Sense Motive.

CLASS FEATURES

As a servant of Tenebrous, you gain power over darkness and undeath.

Spellcasting: At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level.

You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one divine spellcasting class before becoming a Tenebrous apostate, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Soul Binding: At each Tenebrous apostate level beyond 1st, your soul binding ability improves as if you had also gained a level in the binder class.

Your Tenebrous apostate levels and binder levels stack for the purpose of determining your bonus on binding checks, the effectiveness of your vestige-granted abilities, your ability to bind higher-level vestiges, and the number of vestiges you can bind.

You do not, however, gain any other benefit a binder would have gained.

Eternal Bondage (Ex): You no longer need to summon Tenebrous every day; you are bound to him constantly.

You cannot choose to bind a different vestige in his place.

However, you can still attempt a binding check each day to negate his influence.

Tenebrous's Rebuke (Su): When you use the turn or rebuke undead ability granted by Tenebrous, your connection to your dark master allows you to channel the energy in a unique way.

You can use a turn attempt to deal 1d6 points of damage per effective turning level you possess to every undead creature within 30 feet.

Each affected undead can attempt a Will save (DC 10 + your effective turning level + your Cha modifier) for half damage.

If you use a rebuke attempt, each undead within 30 feet is instead cured of 1d6 points of damage per effective turning level.

This effect occurs instead of the normal result of a turn or rebuke attempt.

You can still use these turn attempts in conjunction with divine feats, as normal.

Visage of the Dead (Su): When you attain 2nd level, your body begins to resemble that of an undead creature.

Your skin darkens, appearing dusky and shadowy in dim illumination and corpse-gray in bright light, and you lose roughly half your body weight.

Because of these changes, you gain a +1 dodge bonus to Armor Class and a +1 circumstance bonus on Escape Artist and Intimidate checks.

Furthermore, mindless undead believe you to be one of them and do not attack you except in self-defense, or when ordered to do so by their creator.

Destroy/Empower Undead (Su): At 3rd level, you gain additional power over mindless undead.

You can use two turn or rebuke attempts as a single standard action, each dealing (or healing) damage as per the Tenebrous's rebuke ability (see above), except that the damage applies only to mindless undead.

Umbral Body (Su): Beginning at 4th level, you can transform yourself into pure darkness once per day.

This ability functions like the *umbral body* shadow magic mystery (see page 152).

You can remain in this form for a number of rounds equal to twice your Tenebrous apostate level or return to your normal form early as a swift action.

Once you return to physical form, you cannot use this ability again for 5 rounds.

Blast of the Void (Su): When you attain 5th level, you can use a turn or rebuke attempt to deal 1d8 points of damage per effective turning level to every living creature within a 30-foot cone.

This ability is usable once per day.

EX-TENEBROUS APOSTATES

If you ever cease to revere Tenebrous as a god, you lose your Tenebrous apostate class features as well as most of your cleric class features, if any (see *Ex-Clerics*, page 33 of *Player's Handbook*).

PLAYING A TENEBROUS APOSTATE

You are committed to returning Tenebrous to divinity.

While you might not spend every waking hour furthering this agenda, it dominates your life, taking precedence over all other matters.

You might serve and worship alone, or as part of a rare Tenebrous-worshipping cult, or within a cult of Orcus that seeks to return the demon prince to godhood.

However you choose to serve, you must hide what you are from everyone except other worshipers of your patron. In the greater world, those who would not hate you for being a binder would certainly persecute you for your choice of patron.

This wide-ranging persecution might cause you to resent others and even seek vengeance upon them.

If you are a member of a Tenebrous cult, your rank is probably based on experience and prior service to the sect. Considering how small such cults are, however, rank might hold little meaning, since you're one of probably only a handful of people.

COMBAT

Upon becoming a Tenebrous apostate, your best strategy is to either hang back and use your spells to aid your allies, or select a lightly armored foe, close swiftly, and bring your target down quickly in melee combat.

As you advance in the prestige class, you gain much greater power over undead, and your abilities rival those of single-classed clerics of comparable character level with, respect to mindless undead.

When you reach the pinnacle of your abilities as a Tenebrous apostate, you can engage foes with little risk because your umbral body form offers both protection from physical attacks and unparalleled mobility.

ADVANCEMENT

You might have come to this prestige class through membership in an Orcus sect or a cult of Tenebrous, or you might simply have discovered the secret nature of this vestige while progressing as a binder.

If you belong to a sect dedicated to either Orcus or Tenebrous, you begin your service by serving as the eyes of your cult in other organizations and communities.

At higher levels, you could become an enforcer for your sect, or even a seeker of ancient lore.

As you attain higher levels, focus on improving your Charisma score, but don't neglect your Wisdom score either.

Study which monsters make the best skeletons and zombies—not merely from a combat perspective, but also in terms of stealth or speed.

Your ability to control and possess such creatures opens up a wide range of strategic and tactical possibilities for you. When you select skills and spells, consider focusing on those that enhance your deceptive abilities, such as Bluff and anti-divination spells, since you cannot afford to be exposed as a Tenebrous apostate.

RESOURCES

Perhaps the greatest resource others in your sect can offer you is support and companionship.

Everyone else in the world is likely to hate you if they ever learn what you really are, so your compatriots within the cult might be your only allies.

Consider acquiring equipment that aids you in hiding your true allegiance, augments your ability to command undead, or offers you some long-range offensive capability.

In addition, try to acquire some magical protection and decent weaponry so that melee becomes a viable choice for you.

TENEBOUS APOSTATES IN THE WORLD

"They sell their souls not merely to a dark god, hut to a false one. I can think of no allegiance more vile."

—Jozan, adventuring cleric and servant of Pelor

A Tenebrous apostate can help introduce the backstory of Orcus and Tenebrous into your campaign, perhaps setting up his divine resurrection as a future plotline.

Even if you have no intention of designing an adventure around this vestige, a Tenebrous apostate serves as a wonderful foil for other binders.

Even the binder, so widely hated and feared himself, has reason to hate and fear the Tenebrous apostate.

This character should seem quite alien to the PCs because it combines the abilities of two classes normally considered to be at odds.

Finally, an apostate's powers and patron prove that even the most experienced binder does not truly understand the nature of the vestiges with which he deals.

DAILY LIFE

Daily life for most Tenebrous apostates resembles that of the ordinary people around them.

Since they cannot allow others (particularly civil and religious authorities) to find out that they are binders, let alone to which vestige they are constantly bound, they make every effort to behave like their neighbors.

Rites to revere Tenebrous are held in secret, often hidden chambers or underground complexes.

Only in the most depraved societies—those in which entities such as Orcus are already worshiped openly—do followers of Tenebrous make themselves known.

Tenebrous apostates who manage to seize political power usually make horrific dictators.

Such leaders advance their agendas by enslaving the people and forcing them to work for the benefit of Tenebrous's cult.

The most troublesome are sacrificed and converted into tireless undead workers and soldiers.

No non-evil rulers who adhere to the tenets of Tenebrous have ever been recorded, since few neutral Tenebrous apostates are willing to engage in the sort of acts necessary to usurp control of an entire community.

NOTABLES

Within the ranks of the Tenebrous apostates, three names stand out.

The first is Suvas J'hond, a convert from the worship of Vecna who now leads a sizable Tenebrous cult.

The second is Urluran Kalael, a powerful ghoul.

Though she belongs to no sect, she is perhaps the greatest undead Tenebrous apostate.

The third is the mysterious Luxx, who remains an enigma. Legend has painted him as an orc, an elf, a hobgoblin, or an ugly human, depending on the teller.

Whatever his true race, Luxx is said to have risen through the ranks of several Tenebrous cults and destroyed them all from within.

Despite this history, he maintains his abilities and Tenebrous's favor, much to the confusion at other apostates.

Luxx is something of a bogeyman to the various Tenebrous cults, all of which would dearly love to capture him, learn his true goals, and find out why Tenebrous has not punished his transgressions.

ORGANIZATION

No two cults of Tenebrous (or Orcus, for that matter) are set up in the same way.

In most instances, the more powerful members—be they clerics, Tenebrous apostates, or members of some other class—hold sway over the others.

Advancement often comes through the death of a superior. The only true commonality among Tenebrous sects is the burning desire to see the former god return to his divine state and rise higher, eventually becoming the ultimate power of death and darkness.

NPC REACTIONS

Most people who know the nature of Tenebrous apostates react to them with hostility. Some hate them just for being binders; others despise them for their worship of Tenebrous as well as their perceived connection to the demon prince Orcus.

Tenebrous sects are opposed by nearly all religious organizations and churches (particularly but not exclusively good-aligned ones), by most governments, and even by some Orcus cults.

Oddly, Tenebrous apostates sometimes receive kind treatment from devils, and a devil knowledgeable about the prestige class might even be helpful.

TENEBOUS APOSTATE LORE

Characters with ranks in Knowledge (the planes) or Knowledge (religion) can research Tenebrous apostates to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. DC 10: The Tenebrous apostates are devout followers of a spirit that was formerly a dark god of undeath.

DC 15: Tenebrous apostates combine clerical magic with the ability to bind unholy spirits.

They command undead and manipulate darkness.

DC 20: Tenebrous was tightly linked to the demon prince Orcus.

Some say the two were once one and the same, but that they somehow split into two entities.

TENEBOUS APOSTATES IN THE GAME

Tenebrous apostates might first appear in your campaign as members of a religious sect opposed to the PCs, as a hidden threat within an apparently normal community, or as rivals that PC binders must thwart lest they do even more harm to the class's already poor reputation.

The Tenebrous apostate appeals to players who enjoy portraying darker characters and prefer to focus on less direct methods of confrontation.

So long as they aren't constantly encountering situations that render their abilities useless, and they can portray their need to hide from others without turning every game into a "run from the law" situation, players should continue to enjoy the class.

ADAPTATION

Tenebrous apostates need not be connected inextricably to Orcus.

They could be operatives of any god or vestige of death, although if you choose to lift the binder prerequisite from the prestige class, you'll need to find some other source for the abilities that Tenebrous would normally grant.

Alternatively, the Tenebrous apostate class can serve as inspiration for the creation of prestige classes specific to other vestiges.

TABLE 1-6: THE TENEBOUS APOSTATE HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Eternal bondage, Tenebrous's rebuke	—
2nd	+1	+3	+0	+3	Soul binding +1, visage of the dead	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Destroy/empower undead, soul binding +2	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Soul binding +3, umbral body	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Blast of the void, soul binding +4	+1 level of existing divine spellcasting class

TENEBOUS AS A GOD

Although Tenebrous exists only as a vestige, clerics who worship him receive spells from somewhere. Perhaps the remnants of his divinity are sufficient that he can still grant spells, or perhaps the spells come from some other source (much as the spells "granted" by demon lords do). His clerics have access to the Chaos, Death, Evil, and Trickery domains. As a deity, consider Tenebrous to be neutral evil.

WITCH SLAYER

"An insidious group, these binders.

They are dangerous and unpredictable, and they pose a significant risk to the divine order."

—Sybelan, Seropaenean Witch Slayer

Witch slayers devote themselves to capturing and destroying those who share their souls with other entities. Not content with hunting only binders and other practitioners of pact magic, they seek out and destroy anyone who gives up command of his soul.

To a witch slayer, it doesn't matter whether the target is a possessed wizard or a virtuous binder; anyone who harbors two souls in the same vessel is an abomination.

Though they are often found in the employ of organizations that oppose binders and demonologists, witch slayers serve many different kinds of masters, so long as the pay is worth the risk.

BECOMING A WITCH SLAYER

The ranger class offers a good selection of class features that complement those gained from the witch slayer prestige class.

However, both of the skills required for entry into the class are cross-class skills for a ranger.

Fighters and paladins often become witch slayers as well, and paladins have no problem meeting the skill requirements.

Clerics and wizards can make excellent witch slayers, but the class is not popular among spellcasters because it lacks a spellcasting progression.

The key ability for a witch slayer is Charisma because various class features—including the smite ability—depend on it.

Wisdom is also important because it improves both Will saves and awareness skills.

ENTRY REQUIREMENTS

Base Attack Bonus: +5

Skills: Knowledge (religion) 4 ranks, Sense Motive 4 ranks

Special: Must have fought a binder or possessed creature

CLASS SKILLS

(4 + Int modifier per level): Bluff, Concentration, Craft, Decipher Script, Gather Information, Intimidate, Knowledge (arcana), Knowledge (history), Knowledge (local), Knowledge (religion), Knowledge (the planes), Listen, Profession, Search, Sense Motive, Spellcraft, Spot, Survival.

CLASS FEATURES

As a witch slayer, you gain abilities that help you fight supernatural agents possessing other beings.

Smite Spirit Sharer (Su): Once per day per witch slayer level, you can smite a binder with a bound vestige or any creature possessed by another (by means of malevolence, a dual mind, or any similar ability) with a normal melee attack.

You add your Charisma bonus (if any) to your attack roll and deal 1 extra point of damage per witch slayer level. If you accidentally smite a creature that is not either possessed or bound to a vestige, the smite has no effect, but the ability is still used up for that day.

Mettle (Su): Beginning at 2nd level, you can shrug off magical effects that could harm you.

If you make a successful Will or Fortitude saving throw that would normally reduce (rather than negate) a spell or other magical effect, the magic has no effect on you at all. Any spell that is normally negated by a successful saving throw is unaffected by this ability.

Locate Possession (Su): By the time you attain 3rd level, you have attuned your senses to discern the presence of possessing forces.

By concentrating for a full round, you can determine the presence or absence of any possessing mind within a 60-foot cone.

By concentrating for a second full round, you can determine the location of the possessed creature or object. A possessing creature whose Hit Dice are higher than your character level can attempt a Will saving throw (DC 10 + your witch slayer level + your Cha modifier) to avoid detection.

An opponent that succeeds on the saving throw has immunity to your locate possession ability for 24 hours.

Slippery Mind (Ex): At 4th level, you gain the special rogue ability slippery mind (PH 51).

Momentary Disjunction (Su): At 5th level, you can temporarily disable the spellcasting, spell-like, and supernatural abilities of a single creature within 30 feet as a swift action.

If the target fails a Will saving throw (DC 20 + your Cha modifier), it cannot use spells, spell-like abilities, or supernatural abilities of any kind, as if affected by an *antimagic field*, for 1 round.

Once you have used this ability, you cannot do so again for 5 rounds.

Multiclass Note: A paladin who becomes a witch slayer can continue advancing as a paladin.

PLAYING A WITCH SLAYER

When hunting those who share their souls with other beings, you must keep your wits about you and your weapon handy at all times.

You take pains to look like any other mercenary because keeping a low profile helps you track your quarry.

Be prepared to face any challenge.

Many of those who house extra souls are just fools who dabble in the forbidden, but a few choose to accommodate demons, ghosts, or worse in their bodies.

As a witch slayer, you perform tasks for a loosely structured organization that is an outgrowth of the Order of Seropaenes (see page 90).

This organization is divided into numerous local groups called coteries, each of which is led by three senior witch slayers collectively known as the council.

In all probability, you were recruited by a senior member of one of these coteries.

COMBAT

In your first battles as a witch slayer, it's best to focus on eliminating lackeys and minions with your sword while you develop your defenses against magic.

As you advance, you gain the ability to avoid many magical effects that might otherwise dissuade or damage you.

Your mettle and slippery mind abilities in particular protect you from many kinds of magical attacks.

When you reach the pinnacle of your abilities, momentary disjunction becomes your most lethal weapon in a fight against binders or spellcasters.

Use it when you are in position to make a full attack, or to use some other maneuver that disables the target when its defenses are down.

Pair with a tough melee specialist, such as a fighter or barbarian, to maximize the amount of damage you can deal, and always try to eliminate your opponent quickly before she has a chance to escape.

ADVANCEMENT

Witch slayers hungrily recruit followers to their cause.

As a new recruit, you are expected to perform the scut work, cooking, cleaning, guarding, and a variety of other menial tasks for your coterie.

During this period, you earn the respect of your peers and prove your skills in combat with either steel or spell.

Upon attaining your first level of witch slayer, you are welcomed as a full-fledged member of the coterie.

As a low-ranking member, you are assigned many dangerous jobs.

You often work ahead of a group to root out the possessed, or to scout a haunted site.

All such tasks are intended to test your mettle and help you prove your worth to the group.

The council might also dispatch you to kill wanted binders, or possibly to capture them on behalf of some employer and escort them to a designated location.

In time, you can freelance, taking any side jobs you wish to supplement your income and expand your experience.

Awareness skills are critical for a witch slayer, so keep your Listen, Search, Sense Motive, and Spot modifiers as high as possible.

Gather Information and Knowledge skills can give you an edge in seeking out soul sharers, so it's wise to devote some skill points to those as well.

Feats that augment your defenses could also prove useful, so pick up Combat Expertise and Mobility if at all possible. For equipment, purchase items that boost your saving throws.

Cloaks of resistance, periapts of Wisdom, amulets of health, and gloves of Dexterity are all great choices.

RESOURCES

Even the smallest coterie of witch slayers maintains a network of sympathizers and contacts.

The information that such a network can provide about known and suspected binders is perhaps the greatest resource a coterie can offer, since knowledge of a mark's movements and habits is critical to the success of your missions.

Membership in a coterie grants you a +2 circumstance bonus on Gather Information checks regarding users of pact magic in communities that are friendly to witch slayers.

In addition, witch slayer coterie have a reputation for getting the job done when it counts.

Thus, witch slayers from a particularly well-known group can gain audiences with high priests and influential nobles immediately.

Finally, coterie enjoy steady employment.

Even members who do jobs on the side have an easier time finding work than do independent adventurers.

A member of a coterie receives a +2 bonus on Gather Information checks made to seek employment.

WITCH SLAYERS IN THE WORLD

"Relentless jackals, every one."

—Maduvan, Dantalion-Bound Knight of the Sacred Seal

Any party of PCs that includes a binder can expect to face a witch slayer at some point.

But when you need a sinister group of warriors for your campaign, consider a coterie of witch slayers.

Its members are intimidating veterans of supernatural battles, hardened by their experiences, and they make unrelenting, implacable foes.

Many large religious institutions rely exclusively on witch slayers to track down heretics and enemies of the faith.

In fact witch slayers enjoy such prominence in the major churches that they can typically come and go as they please and set their sights on any targets they choose.

DAILY LIFE

Most days, a witch slayer does nothing but wait—either for the next job, or for information about a suspect to trickle in from his spies.

Thus, he has plenty of time to adventure and is relatively free to undertake whatever side jobs or quests he chooses.

Even for such diversionary excursions, however, witch slayers usually prefer missions that involve tracking down undead, fiends, or rogue spellcasters.

NOTABLES

Oddly, the most famous witch slayer no longer claims to be one.

Michael Ambrose, a former paladin who is now garrison commander at the Seropaenean Tower of Woe (see page 100), served on the council of a witch slayer coterie known as the White Swords.

During his tenure with the coterie, Ambrose and his allies single-handedly captured or killed nearly fifty binders.

The White Swords served the Church of St. Cuthbert and became famous throughout the civilized world for their effectiveness and righteous zeal.

However, the glory of this near-legendary group did not last.

Perhaps because of his overly zealous efforts at exterminating binders, Michael eventually lost his paladin abilities.

Still he pressed on, believing that his god was merely testing his faith.

Slowly, Michael became less and less able to distinguish between the heretic and the innocent, and the atrocities he committed in the name of righteousness became infamous. At last, the White Swords cast him out of their coterie, lest he tarnish their name further.

Appalled, Michael joined the Order of Seropaenes so that he could continue his mission for his god directly instead of through intermediaries who had obviously been blinded by evil.

On occasion, the fact that he still cannot communicate with his god disturbs him.

He remains convinced, however, that this difficulty is merely a test, and that one day St. Cuthbert will shower him with blessings.

ORGANIZATION

No two witch slayer coterie are the same.

Some consist exclusively of paladins, while others welcome only witch slayers with clerical backgrounds, and still others are open to witch slayers who come from any class. Each coterie consists of ten to forty core members (witch slayers) and up to one hundred support staff, including spies, servants, craftsmen, and mercenaries.

Each coterie has a name that is selected at its inception by its three founders.

Coterie names tend to be somewhat flashy, such as White Swords, Rooks, Conventicle of the Thirteen, Crimson Moon Slayers, or the like.

The council that leads each coterie is made up of three senior witch slayers—one with a rogue emphasis, one with a martial emphasis, and one with a spellcasting emphasis. Their titles are Stealth, War, and Magic, respectively.

War oversees the coterie's military arm, Stealth controls espionage and assassination, and Magic manages the spellcasters.

As a body, the council makes all decisions about what jobs to take, manages the expenditure of resources, and confirms new candidates.

Its members also represent the group to potential employers—often the Order of Seropaenes, though various churches make extensive use of witch slayers as well.

The three leaders parcel out jobs to members of the coterie based on their skills and seniority.

Though they tend to give new members rather dangerous tasks, they know their members' abilities quite well and don't risk lives needlessly.

If a given mark is unusually powerful, the council itself might even undertake the job.

The council confers with the leaders of other coterie by means of spells and messengers on matters that affect witch slayers at large or issues that cross boundaries between areas of influence, but they otherwise maintain little contact with other coterie.

Once a year, each coterie's council sends one of its three members to a meeting held at a newly chosen secret location.

There the leaders discuss plans, mediate disputes, determine territories, and manage any other business for the upcoming year.

Although the council controls much of the coterie's business, an intricate hierarchy guides those beneath them. Each leader has two advisors known as hands, who carry out orders and pass along commands to underlings. Beneath each hand are up to five fingers, each of whom controls a squad of witch slayers.

Promotion is based on both merit and seniority. Senior members receive first consideration for any vacancies in higher positions, but the council sometimes does promote newer members who prove more effective and useful to the larger organization than their senior fellows.

Each witch slayer coterie stakes a claim to a particular region, and rivalries sometimes erupt where territories overlap.

Rivalries also exist within the coterie themselves, since the members of each branch tend to see themselves as better and more useful than the others.

The council members encourage such competition but are careful to prevent it from getting out of hand.

NPC REACTIONS

Most people fear witch slayers.

Commoners tend to shun them, displaying an unfriendly attitude at best.

Those few ordinary folk who do not go out of their way to avoid witch slayers nevertheless resent them, treating them with indifference.

Clerics associated with the Order of Seropaenes are generally friendly toward witch slayers, but even they have reservations about such individuals.

Overall, they consider witch slayers an undesirable means to a good end.

Clerics not affiliated with the order tend to be unfriendly because they see witch slayers as zealots—mercenaries who accept gold for the blood of innocents.

Binders are another matter entirely.

Since witch slayers exist to destroy users of pact magic, they represent a threat not only to the binder's livelihood, but also to his freedom and his life.

Binders and their ilk are always hostile to witch slayers.

WITCH SLAYER LORE

Characters with ranks in Knowledge (religion) can research witch slayers to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Witch slayers form groups called coterie that serve various churches by hunting down and killing heretics.

DC 15: Always give deference to a witch slayer, lest he suspect you of being a heretic.

DC 20: Witch slayers are not beholden to any particular god.

A coterie that serves the Church of Vecna one week might work for the Church of Heironeous the next.

DC 25: Witch slayers are most concerned about creatures that share their souls—both those that are possessed and those that give up their souls willingly.

To them, both kinds of soul sharing merit death.

Contacting a group of witch slayers is easy.

A successful DC 15 Gather Information check reveals whether a coterie exists in a given city.

A character wishing to hire a coterie gains a +4 circumstance bonus on this check if she is a cleric, or a +2 bonus otherwise.

Alternatively, a PC can contact a local church of Heironeous, Wee Jas, Vecna, or St. Cuthbert, since all these institutions tend to keep coterie in their employ.

WITCH SLAYERS IN THE GAME

Witch slayers are natural foils for binders.

A coterie following up on a lead about a coven of animal mages or binders can appear in the region where the characters are based at any time.

Alternatively, since witch slayers do know the value of discretion, a coterie might always have been present—its members might simply have chosen to act covertly until it served their purpose to do otherwise.

A witch slayer can be a great character choice for a player who likes mystery and intrigue.

Witch slayers have the investigatory skills to track down their quarry and the combat prowess to deal with foes when they find them.

If you have a witch slayer PC in your group, be sure to let him do some investigation and interact with NPCs during his hunt.

ADAPTATION

Although witch slayers are designed as opponents for binder PCs or NPCs, you can use this class even if you don't use pact magic in your game.

A witch slayer might, for example, function as a maverick slayer of evil if you simply change the smite soul sharer ability to smite evil.

NEW SPELL: DETECT VESTIGE

Several witch slayer Magics worked together to develop this spell for detecting the presence of vestiges.

DETECT VESTIGE

Divination

Level: Cleric 1, paladin 1, sorcerer/wizard 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You focus your mind and let your senses probe the room, questing and seeking for any trace of a bound vestige.

You can detect an aura emanating from anyone currently bound to a vestige who is within the spell's area.

The amount of information revealed about each shared soul depends on how long you study a particular area, as follows.

1st Round: Presence or absence of vestige auras.

2nd Round: Number of vestige auras in the area and the strength of the strongest vestige present.

3rd Round: The strength and location of each vestige-bound individual.

If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of a vestige aura is determined by the minimum effective binder level necessary to summon it, as given on the following table.

Minimum Effective Binder Level	Aura Strength
1st–4th	Faint
5th–9th	Moderate
10th–14th	Strong
15th or higher	Overwhelming

Each round, you can turn to detect vestige-bound individuals in a new area.

The spell can penetrate most barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

TABLE 1-7: THE WITCH SLAYER						HIT DIE: D8
Level	Base				Special	
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+1	+2	+0	+2	Smite spirit sharer	
2nd	+2	+3	+0	+3	Mettle	
3rd	+3	+3	+1	+3	Locate possession	
4th	+4	+4	+1	+4	Slippery mind	
5th	+5	+4	+1	+4	Momentary disjunction	

UNAPPROACHABLE EAST (3.5)

AGLARONDAN GRIFFONRIDER

Soaring above the Yuirwood and the coasts of Aglarond, the famed Aglarondan griffonriders are an elite force of aerial knights who serve the Simbul and defend their homeland against attack.

Griffonriders study aerial combat and develop special skills for fighting from the sky.

Fighters, paladins, and rangers are most common among their ranks, but a small number of clerics and wizards also have become griffonriders.

All griffonriders hold the rank of *velskoon* (a mid-ranking officer) in Aglarond's army and possess broad powers to commandeer Aglarondan soldiers, enforce the Simbul's laws, and keep the peace in their homeland.

While many griffonriders are palace guards, scouts, messengers, or company commanders, in practice, they have a great deal of latitude in the pursuit of their duties. Griffonrider scouts range far over the plains of Thesk and the plateau of Thay, watching the armies of the Red Wizards.

Because of their loyalty and skill, many griffonriders undertake dangerous tasks of spying and infiltration, leaving their feathered mounts behind and relying on wits and stealth instead.

Some griffonriders are trustworthy enough to operate completely on their own, advancing Aglarond's cause in whatever manner they deem appropriate.

The typical NPC griffonrider is a 4th-level human or half-elf fighter who selects feats and skills suitable for aerial combat, rather than taking levels in the Aglarondan griffonrider class.

In general, NPC griffonrider commanders are responsible for leading the Simbul's forces and supervising her palace guard.

Player character griffonriders are detached for special service or the recipients of an honorary title.

A character's level in this prestige class is irrelevant to her rank in Aglarond's military, although higher-ranked griffonriders tend to be of higher level.

Hit Die: d8.

REQUIREMENTS

To qualify to become an Aglarondan griffonrider, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Base Attack Bonus: +3.

Skills: Diplomacy 5 ranks, Ride 10 ranks, Spot 5 ranks.

Feats: Mounted Combat, Ride-By Attack.

Special: The character must qualify to select regional feats from Aglarond (Aglarond is her home region, or she has 2 ranks in Knowledge [local—Aglarond]).

CLASS SKILLS

The Aglarondan griffonrider's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (local, nobility) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Aglarondan griffonrider prestige class.

Weapon and Armor Proficiency: An Aglarondan griffonrider is proficient with all simple and martial weapons, and with light and medium armor, but not with shields.

Bonded Mount: When a character becomes an Aglarondan griffonrider, she is gifted with a griffon as a willing, bonded mount.

It gains the advantages listed on Table 2-2, based on the griffonrider's level.

TABLE 2-2:
THE GRIFFONRIDER'S MOUNT

Griffonrider Level	Bonus Hit Dice	Natural Armor Bonus	Strength Adjustment
1-3	+2	+4	+2
4-6	+4	+6	+2
7-9	+6	+8	+4
10	+8	+10	+4

The griffon retains its own type and gains no abilities other than those listed, although the griffonrider may be able to confer the ability to perform special maneuvers.

The griffonrider can have only one bonded mount at a time, and either party may sever this relationship at any time without penalty (although the griffon almost never does so unless the griffonrider violates the griffonrider code described below).

If the griffonrider is a paladin, she may designate the griffon as both her bonded mount and her special paladin mount.

In this case, the mount abilities described under Paladin in Chapter 3: Characters of the *Player's Handbook* supersede those listed on Table 2-2 here, and the paladin adds her griffonrider levels to her paladin levels to determine which abilities her bonded mount gains.

Griffonrider Level: The character's griffonrider levels only. If the mount receives negative levels, treat it as the mount of a correspondingly lower-level griffonrider.

Bonus Hit Dice: These are extra ten-sided (d10) Hit Dice, each of which gains a Constitution modifier as normal. Extra Hit Dice also improve the griffon's base attack and base save bonuses.

Natural Armor Bonus: This number is an improvement to the griffon's natural armor bonus.

Strength Adjustment: Add this figure to the griffon's Strength score.

This is not a cumulative adjustment.

Flyby Attack: While an Aglarondan griffonrider is on her bonded mount, both she and her griffon have access to the Flyby Attack feat described in the *Monster Manual*.

Aerial Evasion (Ex): Beginning at 2nd level, when an Aglarondan griffonrider is airborne on her bonded mount, both she and her mount gain the benefit of evasion.

If exposed to any attack that normally allows a character to attempt a Reflex saving throw for half damage, the character and her mount may attempt a single saving throw at the better of their two Reflex saving throw bonuses. If successful, both the griffonrider and her mount take no damage.

Aerial evasion can't be used if the griffon is carrying a medium load.

At 8th level, the griffonrider and her mount gain superior aerial evasion.

This works like aerial evasion, except they take only half damage on a failed saving throw.

Improved Mounted Combat (Ex): At 3rd, 5th, and 7th level, an Aglarondan griffonrider increases by one the number of Ride checks she may attempt each round to negate a hit against her mount (two times per round at 3rd, three times per round at 5th, and four times per round at 7th).

The hit is negated if the griffonrider's Ride check result is greater than the attack roll.

Hover (Ex): Starting at 4th level, when an Aglarondan griffonrider is on her bonded mount, her mount gains the ability to hover much as some dragons do.

When flying, the griffon can halt its forward motion and hover in place, fly straight down, or fly straight up, regardless of its maneuverability.

While hovering, the griffon can perform a full attack action but cannot rake.

Power Dive (Ex): At 6th level, an Aglarondan griffonrider gains the ability to direct her bonded mount to perform a power dive attack while she is riding it.

The griffon must begin its move at least 50 feet above its target, and it uses the charge action to attack with both foreclaws simultaneously, making a single attack that deals $2d4 + (\text{Strength bonus} \times 1\frac{1}{2})$ points of damage.

The griffon may fly past the target and alter course after it makes its attack.

Superior Flight (Ex): From 9th level on, when an Aglarondan griffonrider is airborne on her bonded mount, her mount's fly speed increases to 100 feet (good).

The griffonrider knows how to encourage the best possible performance from her mount.

Fell Swoop (Ex): When an Aglarondan griffonrider reaches 10th level, her mount deals double damage in a power dive attack, as if it knew the Spirited Charge feat.

THE GRIFFONRIDER CODE

A griffonrider is sworn to defend the people of Aglarond, obey the orders of the Simbul or her duly authorized proxy, and uphold the laws of the land.

Replacement Mounts: If the griffonrider's mount is slain, she may obtain a new mount at no cost the next time she gains a level in the Aglarondan griffonrider prestige class. (Some griffonriders prefer to have a slain mount raised or resurrected at their own expense to avoid the delay).

The griffonrider and her new mount require three days of training before the griffonrider's special benefits accrue.

If a griffonrider loses her third mount and does not replace the mount at her own expense, she becomes an ex-griffonrider as noted below.

Ex-Griffonriders: A griffonrider who loses three mounts or who fails to uphold the griffonrider code loses all special abilities derived from this prestige class.

TABLE 2-1: THE AGLARONDAN GRIFFONRIDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Bonded mount, Flyby Attack
2nd	+2	+0	+3	+0	Aerial evasion
3rd	+3	+1	+3	+1	Improved mounted combat (1)
4th	+4	+1	+4	+1	Hover
5th	+5	+1	+4	+1	Improved mounted combat (2)
6th	+6	+2	+5	+2	Power dive
7th	+7	+2	+5	+2	Improved mounted combat (3)
8th	+8	+2	+6	+2	Superior aerial evasion
9th	+9	+3	+6	+3	Superior flight
10th	+10	+3	+7	+3	Fell swoop

BLACK FLAME ZEALOT

A secret society of holy slayers devoted to the worship of Kossuth, the Order of the Black Flame is the hidden blade of the Firelord's faith in Thay.

Trained in the rites of Kossuth's temple, the Black Flame zealots use stealth, divine magic, and the zeal of fanaticism to destroy those who have given offense to the Lord of Flames.

Even the mighty zulkirs are not above Kossuth's wrath, since the Order is a sanctioned and respected means for wealthy and powerful Thayans to pursue vendettas.

Clerics of Kossuth, monks, and particularly devout rogues or fighters most often become Black Flame zealots.

A small number of the order's members are high-ranking clerics of the Firelord who keep an eye open for fellow devotees who seem like suitable candidates.

Barbarians and bards tend to lack the spiritual devotion necessary for the class, druids and rangers are simply scarce in Thay, and sorcerers and wizards more often pursue

arcane paths to power in service to Kossuth, such as arcane devotee.

Paladins are simply incompatible with the Order of the Black Flame.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Black Flame zealot, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Hide 8 ranks, Knowledge (religion) 8 ranks, Move Silently 8 ranks.

Feats: Exotic Weapon Proficiency (kukri), Iron Will.

Spellcasting: Able to cast 2nd-level divine spells.

Special: Sneak attack damage +1d6.

Special: Kossuth must be the character's patron deity, and the character must slay an enemy of the faith for no other reason than to join the Order of the Black Flame.

CLASS SKILLS

The Black Flame zealot's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Black Flame zealot prestige class.

Weapon and Armor Proficiency: Black Flame zealots gain no proficiency in any weapon or armor.

Spells per Day: At every other Black Flame zealot level beginning with 2nd, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

This essentially means that he adds half the level of Black Flame zealot to the level of whatever divine spellcasting class the character has, then determines spells per day and caster level accordingly.

If the character had more than one divine spellcasting class before becoming a Black Flame zealot, the player must decide to which class to add each Black Flame zealot level for the purpose of determining spells per day.

Death Attack (Ex): As the assassin ability, except that Black Flame zealots do not have the option of paralyzing their targets.

If a Black Flame zealot has levels in the assassin prestige class (see Chapter 2: Characters in the *DUNGEON MASTER's Guide*), he may add his assassin and Black Flame zealot class levels together to calculate the save DC of his death attack.

Zealous Heart (Su): A Black Flame zealot is immune to fear, magical or otherwise.

Unlike a paladin's aura of courage, this confers no special benefits on his companions.

Poison Use (Ex): At 2nd level, a Black Flame zealot gains the ability to use poison safely, as the assassin ability.

Sneak Attack (Ex): At 3rd, 6th, and 9th level, a Black Flame zealot deals additional sneak attack damage as the rogue ability.

Since the Black Flame zealot gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Fateful Stride (Sp): Once per day at 5th level and above, a Black Flame zealot can take a single step and pass through obstacles or distance as the spell *dimension door*.

The zealot's caster level is equal to half his character level.

Sacred Flame (Su): Beginning at 6th level, at will, a Black Flame zealot can command a single melee weapon in his possession to burn with a black, deadly fire.

The weapon gains the flaming special ability, dealing 1d6 points of fire damage per successful attack in addition to its normal weapon damage.

Once per day, the Black Flame zealot can bestow the flaming burst special ability on a weapon in his possession for 1 minute.

Unholy Immolation (Su): When a Black Flame zealot reaches 10th level, any creature killed by his death attack or sneak attack is immediately consumed utterly by unholy fire.

The only way to restore life to a being slain in this manner is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

TABLE 2-3: THE BLACK FLAME ZEALOT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Death attack, zealous heart	—
2nd	+1	+0	+3	+3	Poison use	+1 level of existing divine spellcasting class
3rd	+2	+1	+3	+3	Sneak attack +1d6	—
4th	+3	+1	+4	+4	—	+1 level of existing divine spellcasting class
5th	+3	+1	+4	+4	Fateful stride	—
6th	+4	+2	+5	+5	Sneak attack +2d6	+1 level of existing divine spellcasting class
7th	+5	+2	+5	+5	Sacred flame	—
8th	+6	+2	+6	+6	—	+1 level of existing divine spellcasting class
9th	+6	+3	+6	+6	Sneak attack +3d6	—
10th	+7	+3	+7	+7	Unholy immolation	+1 level of existing divine spellcasting class

DURTHAN

Durthans are an order of evil spellcasters who tap into the darker spirits of Rashemen.

They use their powers to punish their enemies and those who have offended the spirits.

The durthans seek to wrest control of their homeland from the Witches of Rashemen and rule it with an iron hand, torturing secrets out of their enemies and using that knowledge to expand Rashemen's power.

Like those of the hathrans, durthans' abilities are greater than other spellcasters of their level while they are within the borders of Rashemen.

All durthans are skilled in some form of arcane magic.

Some come from the ranks of the hathrans, but most have always worked against the Witches.

Durthans are covetous of power, even among other durthans, and share spells with others only if the recipient is useful to the greater cause.

Like hathrans, durthans usually wear masks, if only to fool others into thinking they are Witches in good standing.

Durthans work together, although they protect their identities behind masks.

Outside their homes, the durthans assassinate or spy upon enemies, follow Rashemi women who might be turned to their cause, and work to recover Rashemi spells and magic items.

Within Rashemen, they do all the former but also plot against the hathran hierarchy, send angry spirits to punish the careless, and manipulate the secular rulers.

Individual durthans work on elements of these plans or pursue their own agendas, usually with the help of trusted minions and whatever spirits they have bound to their will. Just as fallen paladins may "trade in" paladin levels for blackguard levels, hathrans who adopt the philosophy of the durthans may trade in hathran levels for durthan levels. Because most of these former hathrans no longer meet the requirements of the hathran prestige class (usually because of alignment reasons), this change allows the new durthan to regain most of the abilities she would otherwise lose. Clever durthans use the possibility of this conversion to help sway potential hathran recruits to their cause.

Hit Die: d4.

REQUIREMENTS

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

Gender: Female.

Alignment: Any nongood.

Feats: Improved Counterspell (FRCS), Iron Will, any metamagic feat.

Spellcasting: Able to cast 2nd-level arcane spells and 2nd-level divine spells.

Special: The character must qualify to select regional feats from Rashemen (Rashemen is her home region, or she has 2 ranks in Knowledge [local—Rashemen]).

CLASS SKILLS

The durthan's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Swim (Str), Spellcraft (Int), and Survival (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the durthan prestige class.

Weapon and Armor Proficiency: Durthans gain no proficiency in any weapon or armor.

Spells per Day/Spells Known: At each durthan level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

This essentially means that she adds the level of durthan to the level of whatever spellcasting class the character has, then determines spells per day and caster level accordingly. If the character had more than one spellcasting class before becoming a durthan, the player must decide to which class to add each durthan level for the purpose of determining spells per day.

A character who has converted hathran levels to durthan levels retains the same allocations of caster level increase among her various arcane and divine spellcaster levels (in other words, she does not reassign these level increases when converting levels in this manner).

The durthans also have a short custom spell list.

These spells are arcane spells and must be acquired as any other arcane spell.

They use spell slots of the appropriate level in the durthan's arcane spellcasting class.

DURTHAN SPELL LIST

3rd level—*call lightning*.

4th level—*control winds*.

5th level—*commune with nature*.

6th level—*repel wood*.

7th level—*waterspout*.

8th level—*whirlwind*.

9th level—*elemental swarm*.

Place Magic: Durthans possess a special bond to the land of Rashemen that lets them draw upon the power of the spirits to cast spells without preparing them.

When a hathran or durthan uses place magic, she can cast any arcane or divine spell known to her.

(Spells on her hathran or durthan spell list can be cast as either arcane or divine spells, as she desires).

A place magic spell uses an unassigned spell slot of the appropriate type (arcane or divine) and level.

If the caster does not have an open spell slot, she may spontaneously lose a prepared spell of the appropriate type and level to cast her place magic spell.

Using place magic takes longer than casting a spell normally; any spell that takes 1 standard action to cast requires 1 full round to cast with place magic.

Spells with casting times longer than 1 standard action simply add 1 round to the casting time.

For more information, see Place Magic in Chapter 4: Magic and Spells.

Telthor Companion: Beginning at 3rd level, a durthan acquires a telthor (see the Telthor entry in Chapter 6: Monsters of the East) as a companion creature.

The telthor must be an animal with the telthor template.

This spirit creature is loyal to the durthan in the manner of a familiar or special mount.

It has a supernatural bond to her rather than to a specific location, and it remains healthy as long as it stays within one mile of the durthan.

The telthor has a number of Hit Dice up to the durthan's class level (not her total character level); as the durthan gains levels, the telthor advances in Hit Dice as the base creature.

The durthan may dismiss her telthor at any time (normally in an area suitable for the telthor to live, for even the cruelest durthans respect the spirits of the land).

If her telthor is dismissed or slain, the durthan may acquire another telthor after one month.

At 7th level, the durthan gains a second telthor companion.

Each telthor may have a number of Hit Dice equal to the durthan's class level (or fewer) and advances in Hit Dice as she gains levels.

Cold Resistance (Ex): At 4th and 6th levels, a durthan becomes increasingly resistant to cold, gaining cold resistance in the amount listed on the table.

Cold Immunity (Ex): At 9th level, a durthan becomes completely immune to cold damage.

Utter Cold (Su): At 10th level, a durthan may call upon the primal cold of winter that annually blankets Rashemen to make her spells more difficult to resist.

The save DC for any spell she casts with the cold energy descriptor increases by +2.

This increase is cumulative with those granted by the Spell Focus or Greater Spell Focus feats.

TABLE 2-4: THE DURTHAN

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Spells Known
1st	+0	+0	+0	+2	Place magic	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	—	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Telthor companion	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Cold resistance 5	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	—	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Cold resistance 10	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Telthor companion	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	—	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Cold immunity	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Utter cold	+1 level of existing spellcasting class

MASTER OF THE YUIRWOOD

The masters of the Yuirwood are an elite group of foresters who work to keep the ancient Yuirwood free of evil influence.

They strive to halt the retreat of this proud forest that once covered the entire Aglarondan peninsula, and in some regions they have actually been able to reclaim some of that lost land.

The masters make frequent use of the menhir circles that dot the Yuirwood, employing these *portals* to swiftly take them from one part of the forest to another.

They can also activate the *portals* to take them to distant lands or even other worlds.

Most masters of the Yuirwood start out as rangers, although there are also a number of druids in their ranks.

Paladins of nature gods might be interested in this class, and it sometimes attracts fighters and bards.

Monks, rogues, sorcerers, and wizards find that the life of a master of the Yuirwood—dwelling in the forest, always on the lookout for threats to its health—rarely fits with their preferences.

The masters of the Yuirwood spend most of their days patrolling the forest, protecting it from strangers who may damage the place (intentionally or not).

They work in conjunction with the half-elves of the forest, and they are traditionally loyal to the ruler of Aglarond.

The Simbul holds a special place in their hearts, for she has done more than any recent ruler to defend the Yuirwood herself.

The masters of the Yuirwood follow a loose meritocracy.

Those of lower level are obliged to listen to the wisdom of those of higher level.

The leader—never called “ruler”—of their organization is the person who has the most levels as a master of the Yuirwood.

Hit Die: d8.

REQUIREMENTS

To qualify to become a master of the Yuirwood, a character must fulfill all the following criteria.

Race: Elf or half-elf.

Alignment: Any nonevil.

Skills: Knowledge (nature) 5 ranks, Survival 10 ranks.

Feats: Alertness, Track.

Special: The character must qualify to select regional feats from Aglarond or the star elf region (the region is his home region, or he has 2 ranks in Knowledge [local—Aglarond or star elf]).

CLASS SKILLS

The master of the Yuirwood's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), and Survival (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are features of the master of the Yuirwood prestige class.

Weapon and Armor Proficiency: Masters of the Yuirwood are proficient with all simple and martial weapons, with light armor, and with shields.

Spells Per Day/Spells Known: At each master of the Yuirwood level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

This essentially means that he adds the level of master of the Yuirwood to the level of whatever spellcasting class the character has, then determines spells per day and caster level accordingly.

If the character had more than one spellcasting class before becoming a master of the Yuirwood, the player must decide to which class to add each master of the Yuirwood level for the purpose of determining spells per day.

Work Menhir Circle (Su): Once per day per class level, the master of the Yuirwood can activate the menhir circles scattered throughout the Yuirwood.

These circles act as keyed *portals* (see Chapter 2: Magic in the FORGOTTEN REALMS Campaign Setting), transporting users to any other menhir circle in the Yuirwood or to the star elf realm of Sildëyuir.

The master of the Yuirwood can choose which menhir circle he wishes to travel to.

Once activated, the *portal* remains open for 1 full round. During this time, any creature touching one of the menhirs is transported to the destination the master of the Yuirwood chose.

At 4th level, the master of the Yuirwood can use a Yuirwood menhir circle *portal* to transport himself to any

circle of standing stones in any wooded region in Faerûn, regardless of whether or not the destination stones are a *portal terminus*, although he must have knowledge of the destination he is trying to reach.

At 7th level, the character can use this ability to return to a menhir circle in the Yuirwood from a circle of standing stones in a wooded region anywhere in Faerûn, regardless of whether the origination circle is a *portal terminus* or not. In effect, the master can create a one-way *portal* that lasts 1 round from any suitable spot, as long as the destination is a menhir circle in the Yuirwood.

At 10th level, the master of the Yuirwood can use a menhir circle to transport to a ring of menhirs in any wooded region in another world, although he must have knowledge of the destination he is trying to reach.

He can return to the Yuirwood from a menhir circle in another world, regardless of whether the origination circle is a *portal terminus* or not.

Uncanny Dodge (Ex): Beginning at 2nd level, a master of the Yuirwood gains uncanny dodge as the rogue ability, retaining his Dexterity bonus to AC even when flat-footed. At 5th level, he gains the improved uncanny dodge ability and cannot be flanked except by a rogue of at least four levels higher.

If a master of the Yuirwood has another class that grants the uncanny dodge ability, he gains improved uncanny dodge instead.

Pass without Trace (Sp): At 3rd level, a master of the Yuirwood can use *pass without trace* once per day, affecting up to one creature per class level.

Speak with Animals (Sp): At 6th level, a master of the Yuirwood can use *speak with animals* at will.

Forest's Grace (Ex): At 9th level, a master of the Yuirwood applies his Charisma modifier (if positive) as a bonus on all saving throws.

TABLE 2-5: THE MASTER OF THE YUIRWOOD

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+0	Work menhir circle (Yuirwood)	+1 level of existing spellcasting class
2nd	+1	+3	+0	+0	Uncanny dodge	+1 level of existing spellcasting class
3rd	+2	+3	+1	+1	<i>Pass without trace</i>	+1 level of existing spellcasting class
4th	+3	+4	+1	+1	Work menhir circle (Faerûn)	+1 level of existing spellcasting class
5th	+3	+4	+1	+1	Improved uncanny dodge	+1 level of existing spellcasting class
6th	+4	+5	+2	+2	<i>Speak with animals</i>	+1 level of existing spellcasting class
7th	+5	+5	+2	+2	Work menhir circle (return)	+1 level of existing spellcasting class
8th	+6	+6	+2	+2	—	+1 level of existing spellcasting class
9th	+6	+6	+3	+3	Forest's grace	+1 level of existing spellcasting class
10th	+7	+7	+3	+3	Work menhir circle (other worlds)	+1 level of existing spellcasting class

NAR DEMONBINDER

Master of the black art of demon summoning, the Nar demonbinder keeps alive the sinister traditions of the old Empire of Narfell.

More than a thousand years ago the sorcerous land of Narfell grew mighty on the strength of its unholy mages and cruel priest-lords.

Although Narfell's trafficking with demons contributed to its eventual downfall, secrets of the old Nar lore still draw

unscrupulous spellcasters who plunder the buried vaults of the long-vanished land in search of knowledge and power, as well as more principled researchers who pursue this forbidden lore to battle demons.

Nar demonbinders are most often clerics, sorcerers, or wizards.

Bards and druids do not have access to the spells necessary to call up and command fiendish creatures, and the prestige class demands high spellcasting ability simply to qualify.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Nar demonbinder, a character must fulfill all the following criteria.

Skills: Intimidate 5 ranks, Knowledge (the planes) 10 ranks, Sense Motive 2 ranks.

Feats: Iron Will, Spell Focus (conjuration).

Spellcasting: Able to cast 4th-level arcane or divine spells, knowledge of at least one *summon monster* spell.

Languages: Abyssal.

CLASS SKILLS

The Nar demonbinder's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana, the planes) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Nar demonbinder prestige class.

Weapon and Armor Proficiency: Nar demonbinders gain no proficiency in any weapon or armor.

Spells Per Day: Beginning at 1st level, a Nar demonbinder gains the ability to cast a small number of arcane spells. He gains arcane spells per day according to Table 2–6.

He must learn and choose his spells from the Nar demonbinder spell list, below.

The character's caster level is equal to his Nar demonbinder level plus his levels in one other spellcasting class of his choice.

To cast a spell, the demonbinder must have a Charisma score of at least 10 + the spell's level.

Demonbinder bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the demonbinder's Charisma modifier.

Nar demonbinders prepare and cast their demonbinder spells as sorcerers, as shown below.

Class	Nar Demonbinder Spells Known				
Level	4th	5th	6th	7th	8th
1st	3	1	—	—	—
2nd	4	2	—	—	—
3rd	4	2	1	—	—
4th	4	3	2	—	—
5th	4	3	2	1	—
6th	4	4	3	2	—
7th	4	4	3	2	1

Fiendish Familiar: A Nar demonbinder can call a fiendish familiar.

Doing so takes a day and uses up magical materials that cost 100 gp.

The demonbinder may choose either an imp or a quasit as a familiar, just as if he knew the Improved Familiar feat and were an arcane spellcaster of the appropriate level.

The fiendish familiar is magically linked to its master just like a normal familiar.

The imp or quasit uses the basic statistics for a creature of its kind as given in the *Monster Manual*, with the following exceptions.

(Unless otherwise stated, for all fiendish familiar abilities dependent on the master's level, count only sorcerer/wizard levels and Nar demonbinder levels, which stack for the purposes of determining the familiar's abilities).

Hit Points: One-half of the master's total or the fiendish familiar's normal total, whichever is higher.

Attacks: Use the master's base attack bonus or the fiendish familiar's, whichever is better.

Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks.

Damage equals that of a normal creature of that kind.

Special Attacks: The fiendish familiar has all the special attacks of its kind.

Special Qualities: The fiendish familiar has all the special qualities of its kind.

Saving Throws: The fiendish familiar uses the master's base save bonuses if they are better than its own.

The familiar uses its own ability score modifiers on saves, and it doesn't enjoy other bonuses that the Nar demonbinder might have (such as from magic items or feats).

Skills: Use the normal skill ranks for a creature of that kind, modified by the fiendish familiar's own ability score modifiers.

Familiar Special Abilities: Use Table 3–19: Familiar Special Abilities in the *Player's Handbook* to determine additional abilities as you would for a normal familiar.

The character may add any levels of sorcerer and/or wizard to his Nar demonbinder class level for purposes of determining his fiendish familiar's special abilities.

Inimical Casting (Ex): A Nar demonbinder knows how to employ spells that deflect the attacks of outsiders, regardless of alignment.

When a Nar demonbinder casts one of the spells listed below, he may choose one of the listed effects instead.

Magic circle against good can be cast as *magic circle against evil*, *magic circle against chaos*, or *magic circle against law*.

Dispel good may be cast as *dispel chaos*, *dispel evil*, or *dispel law*.

Blasphemy may be cast as *dictum*, *holy word*, or *word of chaos*.

Unholy aura may be cast as *holy aura*, *cloak of chaos*, or *shield of law*.

Iron Sign: On reaching 2nd level, a Nar demonbinder learns how to fashion a special token known as an iron sign.

Creating the token requires three days and 1,000 gp in magical materials.

The iron sign is the size of a large amulet.

The demonbinder can use it in one of two ways.

Calling Diagram: The iron sign functions as a calling diagram (see *Conjuration* under *Schools of Magic* in Chapter 10: *Magic of the Player's Handbook*) that combines a *magic circle* with *dimensional anchor*.

The demonbinder need only set the token on a suitable surface, and no Spellcraft check is necessary to scribe the diagram.

A creature held by the iron sign must remain within 5 feet of it and otherwise behaves as if it were completely enclosed in a suitably sized calling diagram.

The iron sign can hold a called creature for up to one day per caster level of the character who crafted it.

Unlike a normal calling diagram, the iron sign cannot be disturbed unless something physically removes the token from the spot where it was placed (naturally, the called

creature cannot disturb the token either directly or indirectly).

Demon Trap: As a full-round action, the demonbinder can set the token on a suitable surface and try to compel a free outsider within 30 feet of the token into its effective calling diagram (Will save negates, DC 10 + Nar demonbinder level + Nar demonbinder's Charisma modifier).

The subject is entitled to spell resistance.

If the creature fails its saving throw, it is transported to a square of its choice within 5 feet of the iron sign, and trapped just as if the demonbinder had conjured it into a calling diagram.

When a trapped creature leaves the iron sign (because it was freed by the demonbinder, escaped on its own, or the duration of the calling diagram lapsed), the token crumbles into powder and is destroyed.

Master Summoner (Ex): At 3rd level, a Nar demonbinder gains a +4 bonus on opposed Charisma checks to trap or compel creatures called through any *planar binding* spell.

Brazen Sign: On reaching 4th level, a Nar demonbinder learns how to fashion a brazen sign.

This works exactly like the iron sign, except that the called creature cannot use its spell resistance to attempt to break out of the calling diagram or to resist being caught in the demon trap.

Crafting a brazen sign requires five days and the expenditure of materials worth 2,000 gp.

Infernal Certitude (Ex): Due to his long study of demons, devils, and such creatures, a 5th-level Nar demonbinder gains a +4 bonus on spell penetration checks against any outsider.

Silver Sign: On reaching 6th level, a Nar demonbinder learns how to fashion a silver sign.

This works just like the brazen sign, except that the DC of the Charisma check for the called creature to escape increases by +5, and none of its attacks or abilities can exit the area within 5 feet of the token.

Crafting a silver sign requires seven days and the expenditure of 5,000 gp in materials.

Baleful Energy (Ex): On attaining 7th level, when a Nar demonbinder casts a spell that deals damage, one-half of the damage dealt is derived directly from infernal power and is therefore not reduced by resistance to the energy type of the damaging spell.

In the case of *flame strike*, the entire damage of the spell is derived from infernal power and is not subject to fire resistance (although targets are still permitted spell resistance and saving throws).

NAR DEMONBINDER SPELL LIST

Demonbinders can learn all spells on the following list.

4th level—*Beltyn's burning blood**, *dimensional anchor*, *dismissal*, *lesser planar binding*, *magic circle against good*, *summon monster IV*, *wall of fire*.

5th level—*dispel good*, *flame strike*, *plane shift*, *spell resistance*, *summon monster V*.

6th level—*banishment*, *fiendform**, *greater dispelling*, *planar binding*, *summon monster VI*.

7th level—*blasphemy*, *fire storm*, *summon monster VII*.

8th level—*flensing* (FRCS), *greater planar binding*, *unholy aura*, *summon monster VIII*.

* New spell described in Chapter 4: Magic and Spells.

TABLE 2-6: THE NAR DEMONBINDER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						4th	5th	6th	7th	8th
1st	+0	+0	+0	+2	Fiendish familiar, inimical casting	2	1	—	—	—
2nd	+1	+0	+0	+3	Iron sign	2	2	—	—	—
3rd	+1	+1	+1	+3	Master summoner	3	2	1	—	—
4th	+2	+1	+1	+4	Brazen sign	3	3	2	—	—
5th	+2	+1	+1	+4	Infernal certitude	3	3	2	1	—
6th	+3	+2	+2	+5	Silver sign	4	3	3	2	—
7th	+3	+2	+2	+5	Baleful energy	4	4	3	2	1

NENTYAR HUNTER

Sworn to defend the great forests and serve the Nentyarch, druidic ruler of the Circle of Leth, the Nentyar hunters roam the wild lands of the East, uprooting foul and evil things.

Skilled with both steel and magic, a Nentyar hunter is a resourceful, self-reliant hero who has learned to trust her own judgment, confronting those who would harm the forest.

The Nentyar hunters are few in number, but even a single hunter is capable of achieving great things in the service of the lands she loves.

Barbarians and rangers are the most common Nentyar hunters, as the prestige class offers access to powerful forest magic to complement their skill at fighting.

Druids are less commonly drawn to the class, since many of the Nentyar hunter's spells are druid spells, and the

Nentyar hunters are sworn to protect druids and carry out their edicts.

Fighters and rogues with a preference for wilderness skills sometimes become Nentyar hunters, but clerics, sorcerers, and wizards do not often choose this path.

Most Nentyar hunters are humans, elves, or volodnis.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Nentyar hunter, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Skills: Search 4 ranks, Spot 8 ranks, Survival 8 ranks.

Feats: Alertness, Combat Casting, Track.

Special: The character must qualify to take regional feats from the Great Dale character region (the Great Dale is her home region, or she has 2 ranks of Knowledge [local—Great Dale]).

CLASS SKILLS

The Nentyar hunter's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Concentration (Con), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Nentyar hunter prestige class.

Weapon and Armor Proficiency: A Nentyar hunter is proficient with all simple and martial weapons, and with light armor, but not with shields.

Spells Per Day: Beginning at 1st level, a Nentyar hunter gains the ability to cast a small number of divine spells. She gains divine spells per day according to Table 2–7. She must choose her spells from the Nentyar hunter spell list, below.

The character's caster level is equal to her Nentyar hunter level plus her levels in cleric or druid (or half her levels in ranger).

To cast a spell, the hunter must have a Wisdom score of at least 10 + the spell's level.

Nentyar hunter bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the hunter's Wisdom modifier.

Nentyar hunters prepare and cast their hunter spells as druids.

Woodland Stride (Ex): A Nentyar hunter may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering other impairment.

However, thorns, briars, and overgrown areas that are magically manipulated to impede normal movement still affect her.

Swift Tracker (Ex): At 2nd level, a Nentyar hunter gains the ability to move at normal speed while following tracks without taking the normal –5 penalty.

Swiftness of the Stag (Su): At 3rd level, a Nentyar hunter's speed increases by +10 feet when she is wearing no armor or light armor and is not carrying a heavy load.

Eyes of the Hawk (Ex): A Nentyar hunter develops preternaturally sharp vision and gains a +4 bonus on all Spot checks at 4th level.

Heart of the Lion (Su): At 5th level, a Nentyar hunter becomes immune to fear, magical or otherwise.

Unlike a paladin's aura of courage, this confers no special resistance to fear on any of her allies.

NENTYAR HUNTER SPELL LIST

Nentyar hunters have access to all spells on the following list.

1st level—*barkskin, cure light wounds, detect magic, detect poison, entangle, jump, light, pass without trace, magic missile, snare, speak with animals, true strike.*

2nd level—*Aganazzar's scorcher, blur, cure moderate wounds, gust of wind, moonbeam, neutralize poison, remove disease, resist elements, speak with plants, tree shape.*

3rd level—*cure serious wounds, freedom of movement, greenfire*, invisibility, keen edge, moon blade, quench, see invisibility, wind wall.*

4th level—*break enchantment, commune with nature, control winds, force orb*, greater magic weapon, tree stride, wall of thorns.*

5th level—*find the path, flame strike, healing circle, moon path, righteous might.*

* New spell described in Chapter 4: Magic and Spells.

TABLE 2–7: THE NENTYAR HUNTER

Class	Base	Fort	Ref	Will	Special	Spells per Day				
Level	Attack	Save	Save	Save		1st	2nd	3rd	4th	5th
1st	+0	+2	+2	+0	Woodland stride	2	—	—	—	—
2nd	+1	+3	+3	+0	Swift tracker	2	1	—	—	—
3rd	+2	+3	+3	+1	Swiftness of the stag	3	2	1	—	—
4th	+3	+4	+4	+1	Eyes of the hawk	3	2	2	1	—
5th	+3	+4	+4	+1	Heart of the lion	3	3	2	2	1

RAUMATHARI BATTLEMAGE

Enemies of ancient Narfell, the Raumathari sorcerers of old were fearsomely powerful evokers whose spells could scatter demonic armies like chaff in the wind.

Few mages still living have studied the lore of Raumathar, but those who have are some of the most dangerous men and women on the face of Faerûn.

Employing sword and spell with dauntless courage and deadly force, the handful of Raumathari battlemages remaining in the world comprise a lonely and little-known order of adventurers, explorers, and mercenaries in search of battle.

Hit Die: d4.

REQUIREMENTS

To qualify to become a Raumathari battlemage, a character must fulfill all the following criteria.

Feats: Combat Casting, Exotic Weapon Proficiency (bastard sword), any one metamagic feat.

Spellcasting: Able to cast 3rd-level arcane spells and knowledge of at least four evocation spells.

Languages: Able to read Roushoum and the Imaskari script (this generally requires a Speak Language skill rank for each dead language).

Proficiencies: Proficient with martial weapons.

Special: The character must find a mentor who already has levels in Raumathari battlemage and spend at least ten days studying in the mentor's company.

During this time of study, both mentor and student must spend at least 8 hours a day in training.

CLASS SKILLS

The Raumathari battlemage's class skills (and the key ability for each skill) are Craft (Int), Concentration (Con), Decipher Script (Int), Knowledge (arcana, history) (Int),

Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Raumathari battlemage prestige class.

Weapon and Armor Proficiency: Raumathari battlemages gain no proficiency in any weapon or armor.

Spells Per Day/Spells Known: At each Raumathari battlemage level (except 5th), the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

This essentially means that he adds the level of Raumathari battlemage to the level of whatever spellcasting class the character has, then determines spells per day and caster level accordingly.

If the character had more than one spellcasting class before becoming a Raumathari battlemage, the player must decide to which class to add each Raumathari battlemage level for the purpose of determining spells per day.

Sword Focus (Su): A Raumathari battlemage may perform a special rite to make a single sword into a focus for his spells. The focus sword can then replace any material component of less than 50 gp value in the casting of the battlemage's spells.

The sword is not consumed or damaged by its use as a focus, although it must be in hand to be used in this way. The Raumathari battlemage gains +1 caster level with any spell cast through his sword focus.

The rite to create a sword focus requires three days and 1,000 gp in magical materials as well as a masterwork weapon.

Magic swords may be attuned as sword foci.

A battlemage may attune only a single sword at a time; if he loses the weapon, he must repeat the rite to create a new sword focus.

Channel Spell (Su): As a free action, a Raumathari battlemage can cast a spell through his melee weapon (usually his sword) as he attacks with it.

He gains an attack bonus equal to the level of the channeled spell for that attack only.

The channeled spell counts against the battlemage's normal daily limit.

The maximum allowable spell level and number of times per day this ability can be used increase as noted below.

Channel Spell	Maximum Spell Level	Number of Channel Attempts Per Day
I	1st	1
II	2nd	2
III	3rd	3
IV	4th	4

The number of channel attempts allowed per day is an absolute limit—a character with Channel Spell IV can't use his ability ten times on spells of various levels.

A channeled spell targets the creature hit by the battlemage's weapon, which still gets a saving throw if the spell allows one.

Even if a spell can target more than one creature, channeling it through the weapon limits its effect to the single opponent attacked.

If the weapon attack misses, the channeled spell is wasted. The spell to be channeled must have a range of touch, be a ray effect (in which case the ray affects only the creature attacked), or specify a creature as the target.

For example, *sleep* is not eligible since it does not affect a "target creature".

Battle Spell (Su): As a free action, the Raumathari battlemage may apply a single metamagic feat to a spell as he casts it.

Unlike a bard or sorcerer's use of metamagic feats, this does not affect the casting time of the spell.

At 2nd level, the battlemage may use this ability once per day and apply the Silent Spell feat to the battle spell he chooses to cast.

At 4th level, the battlemage gains a second battle spell per day, which he can still as per the Still Spell feat.

At 6th level, the battlemage gains a third battle spell per day, which he can empower as per the Empower Spell feat.

At 8th level, the battlemage gains a fourth battle spell per day, which he can quicken as per the Quicken Spell feat.

At 10th level, the battlemage gains a fifth battle spell per day, which he can maximize as per the Maximize Spell feat.

Sublime Sword (Su): At 5th level, the save DC of any spell cast through the Raumathari battlemage's sword focus increases by 1.

TABLE 2-8: THE RAUMATHARI BATTELMAGE

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Sword focus, channel spell I	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Battle spell (silent)	+1 level of existing spellcasting class
3rd	+2	+1	+1	+3	Channel spell II	+1 level of existing spellcasting class
4th	+3	+1	+1	+4	Battle spell (still)	+1 level of existing spellcasting class
5th	+3	+1	+1	+4	Sublime sword	—
6th	+4	+2	+2	+5	Battle spell (empower)	+1 level of existing spellcasting class
7th	+5	+2	+2	+5	Channel spell III	+1 level of existing spellcasting class
8th	+6	+2	+2	+6	Battle spell (quicken)	+1 level of existing spellcasting class
9th	+6	+3	+3	+6	Channel spell IV	+1 level of existing spellcasting class
10th	+7	+3	+3	+7	Battle spell (maximize)	+1 level of existing spellcasting class

RUNESCARRED BERSERKER

Deadly barbarians who bear magical runes carved into their flesh, runescarred berserkers are among the most feared of Rashemen's defenders.

They are loyal bodyguards to the hathrans of the land and stand ready to unleash a storm of martial fury at a single word from any Witch.

Many runescarred berserkers bind themselves to a single Witch and protect her with their very lives, but others become the chieftains of berserker lodges or take up a simple existence as a wandering defender of the Rashemi people.

The word of a Witch is law in Rashemen, but runescarred berserkers carry a weight of authority almost as great in some quarters of the land.

All runescarred berserkers have at least some experience as barbarians, since the ability to rage is a requirement of the prestige class.

Characters with some training as fighters, rangers, and rogues are also common among the ranks of the runescarred.

Spellcasters rarely choose this path, because Rashemi society defines other roles for them.

Monks and paladins have antithetical alignment requirements, and only characters who have abandoned one of these classes can become a berserker.

Hit Die: d10.

REQUIREMENTS

To qualify to become a runescarred berserker, a character must fulfill all the following criteria.

Base Attack Bonus: +7.

Skills: Craft (scarring) 5 ranks, Intimidate 5 ranks, Sense Motive 2 ranks.

Feats: Iron Will, Survivor (FRCS), at least one berserker lodge feat from Chapter 3: Regions and Feats.

Special: The character must be able to rage at least once per day, as the barbarian class ability, and must be a member of a berserker lodge.

(For more information about berserker lodges, see Chapter 10: Rashemen).

Also, the character must qualify to select regional feats from Rashemen (Rashemen is his home region, or he has 2 ranks in Knowledge [local—Rashemen]).

CLASS SKILLS

The runescarred berserker's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the runescarred berserker prestige class.

Weapon and Armor Proficiency: Runescarred berserkers gain no proficiency in any weapon or armor.

Scribe Runes (Sp): At 1st level, a runescarred berserker learns how to carve a runescar into her own skin.

A runescar is a means of storing a spell, much like a scroll. The berserker knows only a limited number of spells with which to imbue runes, selected from the runescarred berserker spell list below.

To learn a runescar spell, the berserker must have a Wisdom score of at least 10 + the spell level.

A runescar berserker can only cast spells by crafting them as runes; she has no other spellcasting capability and cannot use spell completion or spell trigger magic items based on spells from this list.

Scribing a runescar takes 1 hour, the expenditure of materials equal to 5 gp × spell level × caster level, and the expenditure of XP equal to 1/25th the gp spent.

The character may set the caster level of the runescar at anywhere from the minimum class level necessary for her to know the rune to her own runescarred berserker class level.

She may scribe a runescar only on her own body.

The act of scribing a runescar is painful and deals 1d6 points of damage per spell level at the end of the scribing time.

(The berserker is free to heal this damage by any normal means afterward—the runescar remains until activated).

A runescarred berserker can bear no more than seven runes at any one time: two on the chest, two on the upper arms, two on the backs of the hands, and one on the face.

Runes are dormant until activated and cannot be dispelled (although they can be suppressed).

Runes are considered divine spells, although a berserker does not actively prepare or cast them.

The save DC, if necessary, is 10 + spell level + the berserker's Wisdom score.

To activate a runescar, the character must take a standard action and touch the rune.

All runes target only the runescarred berserker or an item in her possession, even if the spell scribed could normally be bestowed on another subject.

After activation, the runescar's magic is discharged, and the rune fades to nothing but a faint outline.

Typically, a berserker's skin is crisscrossed with dozens of old, discharged runes.

Extra Rage (Ex): A runescarred berserker gains additional daily uses of the barbarian rage ability.

At 2nd level, she gains one additional rage per day; at 5th level, she gains a second additional rage; and at 9th level, she gains a third additional rage.

For example, a barbarian 8/runescarred berserker 5 can rage three times per day from her barbarian levels, plus two more times from her runescarred berserker levels, for a total of five rages per day.

Ritual Scarring (Ex): Through frequent disfiguration of her own skin, a runescarred berserker gains a +1 natural armor bonus to AC at 3rd level.

This increases to +2 at 6th level, and +3 at 9th level.

Spawn of the Frost (Su): Inured to the bitter cold of Rashemen's winters, a runescarred berserker gains cold resistance 5.

Damage Reduction (Ex): Starting at 4th level, a runescarred berserker gains the ability to shrug off some amount of injury from each blow or attack.

Subtract 1 from the damage the berserker takes each time she is dealt damage from a weapon or natural attack.

At 7th level and 10th level, this damage reduction increases to 2 and then 3 points.

This overlaps (does not stack with) damage reduction from any other class feature.

Greater Rage: Starting at 8th level, a runscarred berserker's rage bonuses become +6 to Strength, +6 to Constitution, and a +3 morale bonus on Will saves.

Her AC penalty remains -2.

RUNSCARRED BERSERKER SPELL LIST

Runscarred berserkers must select their runscar spells known from the following list.

1st level—*cure moderate wounds, divine favor, low-light vision**, *protection from chaos/evil/good/law, resist elements, see invisibility, true strike*.

2nd level—*bull's strength, cure serious wounds, darkvision, endurance, invisibility, keen edge, protection from elements*.

3rd level—*air walk, cure critical wounds, death ward, divine power, freedom of movement, greater magic weapon, haste*.

4th level—*improved invisibility, neutralize poison, restoration, righteous might, spell immunity, stoneskin*.

5th level—*antimagic field, dimension door, heal, polymorph self, spell resistance*.

* New spell described in Chapter 4: Magic and Spells.

TABLE 2-9: THE RUNSCARRED BERSERKER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Runscar Spells Known				
						1st	2nd	3rd	4th	5th
1st	+1	+2	+0	+0	<i>Scribe runscar</i>	1	—	—	—	—
2nd	+2	+3	+0	+0	Extra rage	2	—	—	—	—
3rd	+3	+3	+1	+1	Ritual scarring +1	2	1	—	—	—
4th	+4	+4	+1	+1	Spawn of the frost, damage reduction 1/—	3	2	—	—	—
5th	+5	+4	+1	+1	Extra rage	3	2	1	—	—
6th	+6	+5	+2	+2	Ritual scarring +2	3	3	2	—	—
7th	+7	+5	+2	+2	Damage reduction 2/—	4	3	2	1	—
8th	+8	+6	+2	+2	Greater rage	4	3	3	2	—
9th	+9	+6	+3	+3	Extra rage, ritual scarring +3	4	4	3	2	1
10th	+10	+7	+3	+3	Damage reduction 3/—	4	4	3	3	2

SHOU DISCIPLE

Shou disciples are martial artists who have studied or observed the monks of Kara-Tur and seek to emulate their style.

Focusing more on the martial aspects of a monk's training, they sacrifice the enlightenment and supernatural abilities of the true ascetic.

Shou disciples fight with martial weapons and often wear armor, instantly marking them as different from monks.

Fighters and rogues are the most likely to become Shou disciples, although some bards study the martial arts of Kara-Tur to enhance their combat ability.

Clerics of athletic deities may train in this manner, and a few true monks have become Shou disciples to maximize their skill with weapons at the expense of some supernatural abilities.

Barbarians usually prefer other methods of disabling opponents, most druids follow a more spiritual path, and sorcerers and wizards would rather spend their time developing their magic, so members of those classes rarely become Shou disciples.

Shou disciples work alone or together.

The loners are usually wanderers in the manner of traveling monks, seeking wisdom or worthy opponents.

Those in groups are usually members of the same gang or training school, since skilled Shou disciples often retire to found their own academies, teaching these Kara-Turan martial arts to those who are willing to learn.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Shou disciple, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Base Reflex Save: +2.

Skills: Balance 4 ranks, Jump 8 ranks, Tumble 4 ranks.

Feats: Dodge, Improved Unarmed Strike, Weapon Focus (unarmed strike).

Special: The character must qualify to select regional feats from the Shou expatriate or Thesk regions (the region is her home region, or she has 2 ranks in Knowledge [local—Shou expatriate or Thesk]).

CLASS SKILLS

The Shou disciple's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Shou disciple prestige class.

Weapon and Armor Proficiency: Shou disciples are proficient with martial weapons and light armor, as well as with the following monk weapons: kama, nunchaku, and siangham.

Light armor does not interfere with any of a Shou disciple's class abilities, but shields and medium or heavy armor do.

When wearing medium or heavy armor or using a shield, the Shou disciple loses his class dodge bonus and any flurry of blows ability.

Dodge Bonus (Ex): Shou disciples are highly trained at dodging blows.

When a Shou disciple designates an opponent for his Dodge feat, this bonus replaces the normal +1 dodge bonus to AC against that opponent.

A condition that makes him lose his Dexterity bonus to AC also makes him lose this dodge bonus.

Unarmed Strike (Ex): As the monk ability, except that a Shou disciple deals unarmed damage as shown on Table 2-10.

A Shou disciple with levels in the monk class can take the better of the two damage ranges, or he can add his Shou disciple levels to his monk levels and use the unarmed damage of a monk of the resulting level if that produces a better result.

Martial Flurry (Ex): At 3rd level, a Shou disciple gains the ability to use any light melee weapon for his flurry of blows, not just special monk weapons.

At 5th level, the Shou disciple may use any melee weapon for his flurry of blows.

Bonus Feat: At 2nd and 4th level, a Shou disciple gets a bonus feat, which must be drawn from the following list: Combat Reflexes, Deflect Arrows, Endurance, Expertise, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Weapon Finesse, and Weapon Specialization.

The character must meet all the feat's prerequisites to select it.

TABLE 2-10: THE SHOU DISCIPLE

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Unarmed Damage	Dodge Bonus	Special
1st	+1	+2	+2	+0	1d6	+1	Unarmed strike
2nd	+2	+3	+3	+0	1d8	+2	Bonus feat
3rd	+3	+3	+3	+1	1d10	+2	Martial flurry (light)
4th	+4	+4	+4	+1	1d10	+3	Bonus feat
5th	+5	+4	+4	+1	2d6	+3	Martial flurry (any)

multiclassed monks and unarmed attacks

A Shou disciple with monk levels adds his monk base attack bonus and his Shou disciple base attack bonus and uses the unarmed attack progression of a monk with the same base attack bonus. For example, a Monk 6/Shou disciple 5 has a base attack bonus of +4 from his monk levels and +5 from his Shou disciple levels, totaling +9, and uses the unarmed attack bonus of a monk with a +9 base attack bonus.

The character does not use his base attack bonus from any

other class levels in this determination, unless the class allows unarmed attacks like the monk's. For example, a monk 6/fighter 2/Shou disciple 5 has a base attack bonus of +11 but an unarmed base attack bonus of only +9. A character can always choose to use his base attack bonus progression instead of his unarmed attack bonus to make unarmed attacks. It will usually be to his advantage to do so if he has several levels that are in neither monk nor Shou disciple.

TALONTAR BLIGHTLORD

Corrupt priests who revel in decay, the blightlords of Talona are feared and reviled throughout the Unapproachable East.

Their plagues have transformed the western reaches of the Rawlinswood into a foul green hell of diseased monsters and deadly poisons.

Worse yet, the blightlords seek to infect the healthy forests and lands nearby with the same sickness.

Under the tutelage of the horrible Rotting Man, the Talontar blightlords marshal the Rawlinswood's black horde, leading their infected minions forth to scourge the nearby lands.

(For more on the Rotting Man and his minions, see Chapter 9: The Great Dale).

Most of the blightlords are drawn from evil clerics, druids, or rangers who venerate Talona, the Mother of All Plagues. A handful of fighters, barbarians, and sorcerers have become captains of the Rotting Man's armies, but since the prospective blightlord must have access to divine spells, any such candidate must have at least some levels in a divine spellcasting class to qualify.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Talontar blightlord, a character must fulfill all the following criteria.

Alignment: Any evil.

Feats: Great Fortitude.

Spellcasting: Able to cast 4th-level divine spells.

Proficiency: Glaive.

A druid who wields a glaive is in violation of her spiritual oaths, but a character may take a Martial Weapon Proficiency feat with the weapon and simply refrain from wielding it until she qualifies for the blightlord class.

Patron Deity: Talona.

CLASS SKILLS

The Talontar blightlord's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (local, nature) (Int), Listen (Wis), Profession (Int), Spellcraft (Int), Spot (Wis), and Survival (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Talontar blightlord prestige class.

Weapon and Armor Proficiency: Talontar blightlords gain no proficiency in any weapon or armor.

Druids who become blightlords no longer need abide by their weapon and armor restrictions, as the blightlords turn their backs on the conventional druidic traditions.

Spells Per Day: At every Talontar blightlord level (except 6th and 10th), the character gains new divine spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning

or destroying undead, metamagic or item creation feats, and so on).

This essentially means that she adds the level of Talontar blightlord to the level of whatever spellcasting class the character has, then determines spells per day and caster level accordingly.

prestige domains

The Talontar blightlord gains access to the Blightbringer prestige domain. A prestige domain functions just like a normal cleric domain—the character gains a granted power associated with the domain and access to a special spell list. A character with cleric spellcasting ability may choose to prepare a spell from the Blightbringer prestige domain as her domain spell at any given level when she prepares spells.

Characters with druid or ranger spellcasting ability who acquire a prestige domain gain an extra domain spell per day at each spell level. In effect, they are like clerics with only one domain. The character only gains an additional domain spell for each spell level she can cast normally—so a ranger, whose spell capability reaches its maximum at 4th-level spells, does not gain domain spells for 5th through 9th level.

The domain must be assigned to the character's spell progression in an existing divine spellcasting class.

Blightblood (Ex): A Talontar blightlord is completely immune to all disease, magical or otherwise.

Blightspawned creatures (see Chapter 6: Monsters of the East) do not attack her unless she attacks them, although they may attack other creatures in her company.

Illmaster: Any animal companions a blightlord possesses gain the blightspawned template (see Chapter 6: Monsters of the East).

This does not affect the number of animal companions she may have at any given time.

Blight Touch (Su): Starting at 3rd level, once per day as a standard action, a Talontar blightlord may attempt a melee touch attack to infect a victim with Talona's blight.

Talona's Blight: Supernatural disease—by spell, Fortitude save (DC 10 + Talontar blightlord class level + Talontar blightlord's Wisdom modifier), incubation period 1d6 days; damage 1d4 Constitution and 1d4 Charisma.

Unlike normal diseases, Talona's blight continues until the victim reaches Constitution 0 (and dies), Charisma 0 (possibly becoming a blightspawned creature, if it is a valid type), or receives a *remove disease* spell or similar magic.

At 5th, 7th, and 9th level, the Talontar blightlord gains one more use of this power per day.

Blightmind (Su): On reaching 4th level, once per day as a standard action, a Talontar blightlord may establish a mental link with and dominate (as *dominate monster*) a single blightspawned creature within 60 feet.

The mental link lasts for up to 1 minute per blightlord level and has a range of up to one mile.

While the link is in effect, the blightlord may concentrate to receive sensory input from the linked creature or issue it instructions.

If the character had more than one divine spellcasting class before becoming a Talontar blightlord, the player must decide to which class to add each Talontar blightlord level for the purpose of determining spells per day.

Blightbringer Prestige Domain: At 1st level, a Talontar blightlord gains access to the Blightbringer prestige domain, described in the sidebar.

BLIGHTBRINGER PRESTIGE DOMAIN

Deity: Talona.

Granted Power: Rebuke or command blightspawned creatures and evil-aligned animals or plants as an evil cleric rebukes undead. You may use this ability a number of times per day equal to 3 + your Charisma modifier. This is a supernatural ability.

Blightbringer Prestige Domain Spells

- | | |
|-----------------------------------|-------------------|
| 1 Hold animal | 6 Finger of death |
| 2 Snilloc's snowball swarm (FRCS) | 7 Command plants |
| 3 Contagion | 8 Horrid wilting |
| 4 Fear | 9 Energy drain |
| 5 Cone of cold | |

(The creature obeys any orders to the best of its ability and need not be continuously directed in its assigned tasks).

The blightspawned creature receives a Will saving throw (DC 10 + Talontar blightlord's class level + Talontar blightlord's Wisdom modifier) to negate the effect.

Black Glaive (Su): Starting at 6th level, any glaive wielded by a Talontar blightlord gains the icy burst ability, dealing +1d6 points of bonus cold damage on a successful hit (or +2d10 points on a successful critical hit).

In addition, the blightlord can make a normal melee attack with the glaive to deliver her blight touch attacks.

Corrupting Blows (Su): An 8th-level Talontar blightlord's black glaive gains the *wounding* ability.

A creature struck by the black glaive loses 1 hit point per round on the blightlord's action.

Multiple hits by the blightlord have no additional effect and deal no additional wounding damage—a creature is either wounded or it is not.

The wounding damage continues until the victim is treated with a successful Heal check (DC 20) or receives magical healing.

Winterheart (Ex): At 10th level, a Talontar blightlord's infected blood effects a terrible change in her physiology. Her skin blackens and splits, becoming cold and slimy to the touch, although she does not bleed or suffer pain from this transformation.

Her type changes to "plant", which means (among other things) that she is no longer subject to poison, *sleep*, mind-affecting effects, paralysis, polymorphing, critical hits, sneak attacks, or spells and effects that affect humanoids only.

TABLE 2—II: THE TALONTAR BLIGHTLORD

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Blightbringer prestige domain, blightblood	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Illmaster	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Blight touch 1/day	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Blightmind	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Blight touch 2/day	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Black glaive	—
7th	+5	+5	+2	+5	Blight touch 3/day	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Corrupting blows	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Blight touch 4/day	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Winterheart	—

TELFLAMMAR SHADOWLORD

The Shadowmasters of Telflamm are one of Faerûn's most notorious thieves' guilds, a secret society every bit as grasping and ruthless as the Night Masks of Westgate or the Shadow Thieves of Amn.

Under their subtle and cloaked rule, Thesk's port city of Telflamm is a prime center of trade in both legal and illicit goods.

The Shadowmasters are made up of burglars, murderers, and thugs with a variety of talents, including assassins, experts, fighters, rogues, shadowdancers, and warriors. A small number of clerics devoted to Mask belong to the guild, as do some arcane spellcasters whose greed outweighs their scruples.

Above all these criminals stand the Telflamm shadowlords, the secret captains of iniquity who demand unquestioned obedience from their numerous minions. Characters of other classes may hold important positions in the guild, but the shadowlords call the shots.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Telflamm shadowlord, a character must fulfill all the following criteria.

Race: The character must possess the shadow-walker template, which is conferred by a special rite consecrated to Mask (see Chapter 6: Monsters of the East).

Members in good standing of the Shadowmasters guild can arrange for the rite of transformation by gifting 2,000 gp to Mask's temple in Telflamm; others must give at least 10,000 gp and perform a service of some kind for the clerics of Mask.

A character who is not a shadow-walker can still qualify for the Telflamm shadowlord prestige class, but he must meet the spellcasting requirement below.

Alignment: Any nongood.

Skills: Hide 10 ranks, Move Silently 10 ranks.

Feats: Blind-Fight, Dodge, Mobility, Spring Attack.

Spellcasting: If the character is not a shadow-walker, he must either possess the ability to shadow jump (as the shadowdancer prestige class ability) or be able to cast *dimension door* as a spell or spell-like ability.

Special: Sneak attack damage +2d6.

Special: The character must qualify to select regional feats from Thesk (the region is his home region, or he has 2 ranks in Knowledge [local—Thesk]).

CLASS SKILLS

The Telflamm shadowlord's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Telflamm shadowlord prestige class.

Weapon and Armor Proficiency: Telflamm shadowlords gain no proficiency in any weapon or armor.

Spells Per Day/Spells Known: At each Telflamm shadowlord level, the character gains the ability to cast a small number of arcane spells.

He gains arcane spells per day according to Table 2–12 and must choose his spells from the Telflamm shadowlord spell list, below.

The shadowlord's caster level is equal to his Telflamm shadowlord level.

To cast a spell, the shadowlord must have an Intelligence score of at least 10 + the spell's level.

Telflamm shadowlord bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the shadowlord's Intelligence modifier.

When the shadowlord gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the shadowlord gets only bonus spells.

The shadowlord prepares and casts spells just as a wizard does.

Shadowsight (Ex): Gifted with a mystical connection to shadow and darkness, the shadowlord gains a superior form of darkvision with a 60-foot range.

He can see through any form of normal or magical darkness without hindrance.

Shadow Jump (Su): A Telflamm shadowlord can travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow or darkness. The shadowlord can jump up to a total of 20 feet per class level per day in this way.

This amount can be split up among many jumps, but each jump, no matter how small, counts as a 10-foot increment. If the Telflammar shadowlord already has shadow jump from another class (because he did not meet the spellcasting prerequisite, for example), this ability confers no additional benefit.

Shadow Blur (Su): At 2nd level, a Telflammar shadowlord gains an unusual defense—anytime he is not in daylight or the illuminated radius of a light source, the shadows cloak his every movement, conferring the benefits of a *blur* spell. The shadowlord can choose to activate or end this effect as a free action.

Shadow Walk (Sp): Once per day starting at 3rd level, a Telflammar shadowlord may use *shadow walk* as a caster whose level is equal to his shadowlord class level. If he previously possessed the ability to use *shadow walk* as a spell-like ability, he gains a second daily use of that power.

Shadow Pounce (Ex): At 4th level, a Telflammar shadowlord learns how to attack swiftly from the shadows. Any time he uses an ability, spell, or effect with the teleportation descriptor (for example, his shadow jump ability), he may execute a full attack upon completion of the teleportation.

The shadowlord must have line of sight on his intended target from his original location, and the spot to which he teleports must be a place from which he can launch a melee attack at the intended target with whatever weapon he has in hand at the beginning of his action.

Shadow Discorporation (Su): At 5th level, a Telflammar shadowlord learns how to use his mastery of shadows to cheat death.

If the shadowlord is in shadow or darkness (anything but direct daylight or the illuminated radius of a light source), any damage that would reduce him to 0 hit points or below instead has a chance to disincorporate him.

The shadowlord attempts a Reflex save (DC 5 + damage dealt); if successful, he simply breaks apart into dozens of flitting shadows and vanishes, along with anything he is holding or carrying.

At the next sunset, the shadowlord reappears at a spot of his choosing within one mile of the place where he was forced to disincorporate.

While disincorporated, the shadowlord simply does not exist—he can do nothing, nor can any of his enemies do anything to him.

Death Attack (Ex): At 6th level, a Telflammar shadowlord gains the ability to make a death attack as the assassin ability.

If the shadowlord has levels in the assassin prestige class (see Chapter 2: Characters in the DUNGEON MASTER's Guide), he may add his assassin and Telflammar shadowlord class levels together to calculate the save DC of his death attack.

TEFLAMMAR SHADOWLORD SPELL LIST

Telflammar shadowlords choose their spells from the following list.

1st level—*blindness/deafness*, *chill touch*, *darkness*, *darkvision*, *invisibility*, *knock*, *levitate*, *shadow mask* (FRCS), *shadow spray*.

2nd level—*air walk*, *blacklight*, *displacement*, *haste*, *improved invisibility*, *nondetection*, *vampiric touch*.

3rd level—*confusion*, *darkbolt*, *detect scrying*, *dimension door*, *mass invisibility*, *mislead*.

TABLE 2-12: THE TELFLAMMAR SHADOWLORD

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Spells Per Day/Spells Known	Special	1st	2nd	3rd
1st	+0	+0	+2	+0	Shadowsight, shadow jump		0	—	—
2nd	+1	+0	+3	+0	Shadow blur		1	—	—
3rd	+2	+1	+3	+1	<i>Shadow walk</i>		1	0	—
4th	+3	+1	+4	+1	Shadow pounce		2	1	—
5th	+3	+1	+4	+1	Shadow discorporation		2	1	0
6th	+4	+2	+5	+2	Death attack		2	2	1

THAYAN SLAVER

Thayan slavers are cruel marauders who use their awful abilities to abduct creatures and then break their wills. They are experts at creating docile slaves who obey their masters without question.

Most Thayan slavers start out as rogues, but they can come from any class other than paladin.

Evil sorcerers and wizards sometimes become Thayan slavers to more easily handle assistants and even subjects for their wicked experiments.

Some evil fighters and barbarians find the prestige class is a natural extension of their aggression, as well as expanding their treasure options to include other people.

Bards and rangers are less likely to take up such a prestige class, and there are few druids who would consider it.

Thayan slavers can be found throughout Faerûn, wherever slaves are traded.

Sometimes they work or travel incognito, especially in places in which slavery is outlawed.

Of course, Thay is filled with all sorts of Thayan slavers, many of whom work together in the great slave markets of Bezantur, Tyraturos, and Eltabbar.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Thayan slaver, a character must fulfill all the following criteria.

Race: Human.

Alignment: Any evil.

Skills: Appraise 10 ranks, Intimidate 10 ranks, Use Rope 5 ranks.

Special: Sneak attack damage +2d6.

Special: The character must qualify to select regional feats from Thay (Thay is his home region, or he has 2 ranks in Knowledge [local—Thay]).

CLASS SKILLS

The Thayan slaver's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Forgery (Int), Heal (Wis), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Profession (slaver) (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Thayan slaver prestige class.

Weapon and Armor Proficiency: Thayan slavers are proficient with all simple weapons, with light armor, and with shields.

They are also proficient with the sap, spiked chain, whip, and net.

Spells Per Day/Spells Known: At each Thayan slaver level, the character gains the ability to cast a small number of arcane spells.

He gains arcane spells per day according to Table 2–13.

He must choose his spells from the Thayan slaver spell list, below.

The slaver's caster level is equal to his Thayan slaver level.

To cast a spell, the slaver must have an Intelligence score of at least 10 + the spell's level.

Thayan slaver bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the slaver's Intelligence modifier.

When the slaver gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the slaver gets only bonus spells.

The slaver prepares and casts spells just as a wizard does.

Ruthless Beating: A Thayan slaver is an expert at dealing out nonlethal punishment.

He takes no penalty for choosing to deal subdual damage instead of normal damage with a melee weapon.

A slaver may also use a melee weapon to deal subdual damage in a sneak attack, although he attacks with a –2 penalty in this case.

Enervating Attack: As the assassin death attack ability, except that Thayan slavers have only the option of paralyzing their victims.

If a Thayan slaver has levels in the assassin prestige class (see Chapter 2: Characters in the *DUNGEON MASTER's Guide*), he may add his assassin and Thayan slaver class

levels together for purposes of calculating the DC of his enervating attack.

Slaver class levels do not add to the DC of the assassin's death attack.

Break Will (Ex): At 2nd level, the Thayan slaver gains the ability to break a target's will.

Any time the Thayan slaver wins an Intimidation check by 10 or more, the opponent takes 1 point of temporary Wisdom damage.

Such lost Wisdom returns at the rate of 1 point per day of rest, but most Thayan slavers don't give their slaves a chance to recover.

Sneak Attack (Ex): At 4th, 7th, and 10th level, a Thayan slaver deals additional sneak attack damage as the rogue ability.

If the Thayan slaver gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Crippling Strike (Ex): At 5th level, a Thayan slaver can sneak attack opponents with such precision that his blows weaken and hamper them.

When the slaver damages an opponent with a sneak attack, that opponent also takes 1 point of temporary Strength damage.

Ability points lost in this way return on their own at the rate of 1 point per day for each damaged ability.

Stunning Blow (Ex): Three times per day, an 8th-level Thayan slaver may declare a stunning blow before any melee attack.

If the slaver hits, the victim must make a successful Fortitude save (DC 10 + Thayan slaver class level + Thayan slaver's Intelligence modifier) or be stunned for 1 round (until just before the slaver's next action).

A stunned character can't act and loses any Dexterity bonus to Armor Class.

Attackers get a +2 bonus on attack rolls against a stunned opponent.

THAYAN SLAVER SPELL LIST

Thayan slavers choose their spells from the following list.

1st level—*arcane lock, alarm, burning hands, change self, command, detect thoughts, knock, ray of enfeeblement, true strike.*

2nd level—*alter self, fear, hold person, invisibility, misdirection, remove paralysis.*

3rd level—*dominate person, greater command, hold monster, improved invisibility, nondetection.*

4th level—*enervation, locate creature, mind fog, sequester, veil.*

TABLE 2–13: THAYAN SLAVER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Spells Per Day Special	1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Ruthless beating, enervating attack	0	—	—	—
2nd	+1	+0	+3	+0	Break will	1	—	—	—
3rd	+2	+1	+3	+1	—	1	0	—	—
4th	+3	+1	+4	+1	Sneak attack +1d6	1	1	—	—
5th	+3	+1	+4	+1	Crippling strike	2	1	0	—
6th	+4	+2	+5	+2	—	2	1	1	—
7th	+5	+2	+5	+2	Sneak attack +2d6	2	2	1	0
8th	+6	+2	+6	+2	Stunning blow	3	2	1	1
9th	+6	+3	+6	+3	—	3	2	2	1
10th	+7	+3	+7	+3	Sneak attack +3d6	3	3	2	1

UNDERDARK (3.5)

ARACHNOMANCER

Many creatures of the Underdark are drawn to the power of the spider and that of the master of spiders—the arachnomancer.

The attractiveness of the arachnomancer class depends more upon the candidate's race, culture, and personal interest than it does upon class.

However, all arachnomancers are spellcasters—specifically arcanists.

Clerics with the Spider domain sometimes multiclass in arcane studies just so that they can develop as arachnomancers.

Most drow worship their spider goddess Lolth, and they tend to extend that reverence to most of spiderkind as well. Thus, arachnomancers usually enjoy high standing in drow society.

Many other Underdark races, such as aranea or chitines, are spiderkind themselves, so they particularly enjoy the abilities that this prestige class grants them.

Hit Die: d6.

REQUIREMENTS

To qualify to become an arachnomancer, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Save Bonus: Fortitude +4.

Skills: Climb 3 ranks, Knowledge (nature) 4 ranks.

Spells: Able to cast *spider climb*, *summon swarm*, and *web* as arcane spells.

Special: The candidate must undergo a scarification ritual.

CLASS SKILLS

The arachnomancer's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (any) (Int), Hide (Dex), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (Underdark local) (Int), Jump (Str), Move Silently (Dex), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the arachnomancer prestige class.

Weapon and Armor Proficiency: Arachnomancers gain no proficiency with any weapon or armor.

Spells per Day: At 1st, 3rd, 4th, 6th, 7th, 9th, and 10th level, an arachnomancer gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, or the like).

If the character had more than one spellcasting class before becoming an arachnomancer, the player must decide to which class to add each arachnomancer level for the purpose of determining spells per day, spells known, and overall caster level.

Poison Save Bonus (Ex): An arachnomancer adds his class level to all saves against poison.

Speak with Spiders (Su): The arachnomancer can communicate with any spiderkind creature (see sidebar) as a free action.

Mindless creatures can communicate and understand only extremely simple concepts (one word at best), but they generally don't try to eat someone who communicates with them.

Spider Magic: Add the following spells to the character's spell list (or to each spell list, if he has more than one): 0—*stick*4; 1st—*summon Small monstrous spider*1; 2nd—*spiderskin*4, *summon Medium monstrous spider*1; 3rd—*neutralize poison*, *poison*, *summon Large monstrous spider*1; 4th—*giant vermin* (spiders only), *repel vermin*, *summon Huge monstrous spider*1; 5th—*spider plague*2; 6th—*summon Gargantuan monstrous spider*1; 7th—*spider shapes*3; 8th—*summon Colossal monstrous spider*1; 9th—*shapechange* (into spider or spiderkind creature only; see sidebar on page 30).

1 As *summon monster*, except that the spell summons one monstrous spider of the indicated size, 1d3 monstrous spiders one size category smaller, or 1d4+1 monstrous spiders two size categories smaller.

2 As *insect plague*, but summons spider swarms instead of locust swarms.

3 As *animal shapes*, but allows transformation into monstrous spider form only.

4 New spell described in this book.

Spider magic spells are added to the character's class lists of available spells, so that he may choose them whenever he has the opportunity to acquire new spells of the appropriate level.

He does not automatically learn them (in the case of a spellcaster who keeps spellbooks) or know them (in the case of a spellcaster who does not keep spellbooks).

Spiderform (Su): Beginning at 2nd level, an arachnomancer may transform himself into a Small, Medium, or Large monstrous spider three times per day.

At 5th level, he can also take the form of a Tiny or Huge monstrous spider, and at 8th level, he can take the form of a Gargantuan monstrous spider.

This ability functions like *polymorph*, except that the indicated forms are the only ones available and the duration of the change is up to 10 minutes per arachnomancer level.

Resuming normal form requires a standard action but does not provoke an attack of opportunity.

Poison Touch (Ex): The arachnomancer can secrete poison as a free action.

When he first gains this ability at 3rd level, his touch deals 1d4 points of Strength damage.

The damage increases to 1d6 points at 6th level and to 1d8 points at 9th level.

In each case, a successful Fortitude save (DC 10 + arachnomancer level + arachnomancer's Con modifier) halves the damage, to a minimum of 1 point.

The arachnomancer's poison cannot be harvested or saved for any purpose.

Command Spiders (Su): At 4th level, an arachnomancer gains the ability to compel any spider or spiderkind creature (see sidebar) in the same way that an evil cleric can rebuke or command undead.

The arachnomancer can attempt to command spiders a number of times per day equal to 3 + his Charisma modifier.

He is treated as a cleric of a level equal to his character level (not arachnomancer level) for the purpose of turning checks and turning damage.

Webwalking (Su): Beginning at 5th level, an arachnomancer can ignore webs (magical or nonmagical) as if affected by a *freedom of movement* spell.

He can climb webs at his normal land speed without needing to make a Climb check and walk along webs without needing to make a Balance check.

Wall of Webs (Sp): At 7th level, an arachnomancer gains the ability to create a wall-like barrier of webs once per day.

Unlike the webs produced by the *web* spell, those in the *wall of webs* are resistant to fire and as tough as steel.

A *wall of webs* functions like the *wall of iron* spell (caster level equals arachnomancer level), except that an

arachnomancer can use his webwalking ability to move through the wall unhindered, and any other creature can use *freedom of movement* to do the same.

Spider Blast (Sp): Once per day, a 10th-level arachnomancer can produce a 50-footlong, cone-shaped blast of extremely poisonous, normal-sized spiders.

Every creature within the area of the blast takes 5d4 points of damage and must make 1d4 Fortitude saves against poison (DC 10 + arachnomancer level + arachnomancer's Con modifier; 1d6 points of Strength damage for both initial and secondary damage).

Each creature is also allowed a Reflex save at the same DC for partial effect: Success means the victim takes half damage and need make only one Fortitude saving throw against poison (though the second saving throw normally required against a poison's secondary effect still applies). The spiders fade away at the end of the arachnomancer's turn.

TABLE 3-1: THE ARACHNOMANCER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+0	Poison save bonus, speak with spiders, spider magic	+1 level of existing spellcasting class
2nd	+1	+0	+3	+0	Spiderform (S, M, L)	—
3rd	+2	+1	+3	+1	Poison touch (1d4 Str)	+1 level of existing spellcasting class
4th	+3	+1	+4	+1	Command spiders	+1 level of existing spellcasting class
5th	+3	+1	+4	+1	Spiderform (T, H), webwalking	—
6th	+4	+2	+5	+2	Poison touch (1d6 Str)	+1 level of existing spellcasting class
7th	+5	+2	+5	+2	Wall of webs 1/day	+1 level of existing spellcasting class
8th	+6	+2	+6	+2	Spiderform (G)	—
9th	+6	+3	+6	+3	Poison touch (1d8 Str)	+1 level of existing spellcasting class
10th	+7	+3	+7	+3	Spider blast	+1 level of existing spellcasting class

scarification ritual

To demonstrate his seriousness and devotion to the study of arachnemeny, a candidate for this prestige class must undergo a scarification ritual that involves searing his flesh with brands

and rubbing dark ash or other pigmentation into the wound to create a raised, dark scar. The end result of this rite is a face well marked with a spider insignia.

spiderkind

The term spiderkind includes all of the following creatures in the D&D® game.

City of the Spider Queen: Arachnoid creature, drider vampire, wrath spider.

Fiend Folio: Chwidenchia.

Monster Manual: Aranea, bebilith (demon), drider, ettercap, phase spider, monstrous spider, retriever (demon), spider swarm.

Monster Manual II: Neogi, shadow spider, spellgaunt.

Monsters of Faerûn: Chitine, choldrith, myrolochar, subterranean (hairy and sword) spiders, yochlol (demon).

CAVELORD

A passion for the narrow, dim ways of the world burns in the breast of the cavelord.

Born with an ache to learn about the roots of the mountains, the sunless seas, and the hidden ways filled with darkness that will never be illuminated, the cavelord roams the tunnel and cave systems of the Underdark.

He takes it upon himself to protect the Realms Below, uprooting foul and disruptive things as he comes upon them.

The class calls to druids, rangers, barbarians, and others with a love for untrammelled places of the deep earth because of the knowledge and Underdark lore it offers. Characters with spellcasting or psionic abilities, however, may choose to take only a few levels of cavelord, lest they give up too much spell power.

Cavelords spend all their time in the depths, seeking yet deeper caverns and more ancient wonders hidden in darkness.

Thus, they are rarely encountered except by parties plumbing the most hidden depths of the earth.

Hit Die: d10.

REQUIREMENTS

To become a cavelord, a character must meet all the following criteria.

Skills: Knowledge (Underdark local) 8 ranks, Search 2 ranks, Spot 2 ranks, Survival 4 ranks.

Feat: Track.

CLASS SKILLS

The cavelord's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (any) (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (Underdark local) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Survival (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the cavelord prestige class.

Weapon and Armor Proficiency: Cavelords are proficient with all simple and martial weapons, with all types of armor, and with all types of shields except tower shields.

Tunnelrunner: At 1st level, a cavelord gains Tunnelrunner (see Chapter 2: Regions and Feats) as a bonus feat.

Cave Tracker (Ex): Beginning at 2nd level, a cavelord can move at normal speed while following tracks without taking the normal –5 penalty on the Survival check, as long as those tracks are confined to a cave or tunnel environment.

Lesser Cavesense (Ex): Gifted with a mystical connection to the Underdark, the cavelord gains a superior form of darkvision with a 120-foot range when he reaches 2nd level.

He also gains a +4 competence bonus on any Listen checks made in a subterranean setting.

Tunnelswimmer (Su): A cavelord is at home in the subterranean waters that pervade the Underdark.

Upon reaching 4th level, he can hold his breath three times longer than normal before he is at risk of drowning (a number of rounds equal to six times his Constitution score for a typical humanoid character).

The cavelord also gains a swim speed of 30 feet.

Strength of Stones (Su): At 5th level, a cavelord gains the ability to invoke the strength of the earth.

Once per day as a free action, he can gain an insight bonus to Strength equal to his cavelord level that lasts for 1 minute.

Greater Cavesense (Ex): When a cavelord reaches 7th level, his mystical connection to the Underdark increases, granting him the tremorsense ability (see Chapter 7 of the *Monster Manual*) with a 30-foot range.

Changestones (Sp): At 8th level, a cavelord gains the ability to use *changestones* (see Chapter 4: Magic and Spells) once per day (caster level 14th).

Bones of the Earth (Su): When a cavelord reaches 10th level, the earth recognizes him as its own and protects him from death.

If the cavelord takes damage that would reduce him to –10 or fewer hit points while in a cave, tunnel, or other Underdark environment, he may attempt a Fortitude save (DC 5 + damage dealt).

If the save is successful, the cavelord instantly turns to stone, as if subject to the *flesh to stone* spell, before death can claim him.

(This ability also works if unstaunched bleeding would cause the cavelord's hit points to drop to –10 or below. The DC for the Fortitude save in this case is 6).

His stone form becomes fixed in place as if it were a natural feature of the cavern.

Twenty-four hours later, the earth looses its healing grip, and the cavelord becomes flesh again.

He awakens with 1 hit point and no prepared spells or power points.

Any significant damage done to his stony form (such as breaking off the head, or shattering the body) kills the cavelord.

TABLE 3–2: THE CAVELORD

Class	Base				
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Tunnelrunner
2nd	+2	+3	+3	+0	Cave tracker, lesser cavesense
3rd	+3	+3	+3	+1	—
4th	+4	+4	+4	+1	Tunnelswimmer
5th	+5	+4	+4	+1	Strength of stones
6th	+6	+5	+5	+2	—
7th	+7	+5	+5	+2	Greater cavesense
8th	+8	+6	+6	+2	Changestones 1/day
9th	+9	+6	+6	+3	—
10th	+10	+7	+7	+3	Bones of the earth

DEEP DIVINER

Deep diviners are intimates of the earth and all that it hides. A deep diviner knows the stones, structures, faults, hot spots, and mineral types of the Underdark, and they know her.

She uses her earthborn power to locate fluxes of energy, especially earth nodes, with which she can recharge and augment her own arcane might.

Some deep diviners can even call elemental spirits of the earth to do their bidding.

All deep diviners are skilled in some form of spellcasting—without that ability, node knowledge and other secret spells whispered by the stones would do her no good.

Thus, wizards, sorcerers, clerics, and druids most commonly take up the deep diviner mantle.

Groups of deep diviners can often be found working together, protecting or shepherding particularly interesting (or node-rich) areas of the Underdark.

On other occasions, a single deep diviner may strike out on her own in search of the perfect earth node to customize for herself.

Lone deep diviners tend toward selfishness, though they are not necessarily evil.

Deep diviners are rarely happy in groups that travel predominately on the surface of the earth, though some earth nodes near the upperworld do extend high enough to permit the occasional earthly communion so necessary to the deep diviner's soul.

Hit Die: d4.

REQUIREMENTS

To qualify to become a deep diviner, a character must fulfill all the following criteria.

Skills: Knowledge (Underdark local) 8 ranks, Survival 2 ranks.

Feat: Spell Focus (Divination).

Spells: Ability to cast 2nd-level arcane spells.

CLASS SKILLS

The deep diviner's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (any) (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Swim (Str), Spellcraft (Int), and Survival (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the deep diviner prestige class.

Weapon and Armor Proficiency: Deep diviners gain no proficiency with any weapon or armor.

Spells per Day: At each deep diviner level except 6th, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and the like).

If the character had more than one spellcasting class before becoming a deep diviner, the player must decide to which class to add each deep diviner level for the purpose of determining spells per day, spells known, and overall caster level.

Locate Node (Su): At 1st level, a deep diviner gains the ability to sense the direction and strength of the nearest earth node, regardless of distance (see Node Magic in Chapter 4).

To locate the node, she must meditate for 10 minutes. She can use this ability once per day per deep diviner level, so a 3rd-level deep diviner could make three attempts to locate the nearest node in a single day.

The deep diviner's ability to sense earth nodes is blocked by even a thin sheet of lead, and by certain rare ores in the earth of the DM's choice.

Node Spellcasting: At 1st level, a deep diviner gains Node Spellcasting as a bonus feat (see Chapter 2: Regions and Feats).

Speak To Stone (Sp): When a deep diviner reaches 2nd level, her presence can lend nearby rock and earth a fleeting awareness.

This ability can be used once per day, and the sentence lasts for 1 minute per caster level of the deep diviner.

During this period, the character can comprehend and communicate with stone and earth, including normally nonanimate rock, worked stone, and dirt.

She can pose questions to and receive answers from a pebble, a section of tunnel wall, or a pile of loose earth.

A stone normally has no sense of its surroundings, but the deep diviner's presence allows it to recall a very limited amount of information.

As with the *stone tell* spell, speaking stones may relate who or what has touched them and give complete descriptions of what is covered or concealed behind or under them.

Node Store: At 3rd level, a deep diviner gains Node Store as a bonus feat (see Chapter 2: Regions and Feats).

Summon Earth Elemental (Sp): Once per day at 5th level and above, the deep diviner can summon a Large earth elemental as though with the *summon monster VI* spell (caster level 12th).

Node Charge (Su): At 6th level, a deep diviner can tap the power of an earth node even from a distance.

If she spends at least 4 hours in an earth node, she can leave with her connection to it intact.

At any time during the next ten days while she is outside the keyed earth node, she can activate that connection for 1 minute as a free action.

Once connected, the deep diviner can use all abilities granted to her by that earth node as if she were still within it.

After using this ability, the deep diviner must return to an earth node and spend at least 4 hours within its confines (see Node Magic in Chapter 4: Magic and Spells) before she can tap its power remotely again.

Metanode Spell: At 8th level, a deep diviner gains Metanode Spell as a bonus feat (see Chapter 2: Regions and Feats).

Wall of Stone (Sp): Upon reaching 9th level, a deep diviner gains the ability to use *wall of stone* (caster level 16th) once per day.

Mantle of Earth (Su): At 10th level, a deep diviner can become a greater earth elemental (see the *Monster Manual*) once per day for up to 10 minutes.

This ability functions like the *polymorph* spell, except that the deep diviner gains all the elemental's extraordinary abilities and supernatural abilities.

She also gains access to all the elemental's feats for as long as she remains in that form.

Changing form is a standard action that does not provoke an attack of opportunity.

TABLE 3-3: THE DEEP DIVINER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+0	+2	Locate node, Node Spellcasting	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	<i>Speak to stone</i>	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Node Store	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	—	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	<i>Summon earth elemental</i>	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Node Charge	—
7th	+3	+2	+2	+5	—	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Metanode Spell	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	<i>Wall of stone</i>	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Mantle of earth	+1 level of existing spellcasting class

DROW JUDICATOR

A mortal imbued with fiendish cruelty, the drow judicator is a knight most foul.

This unholy warrior is steeped in the divine energy of Selvetarm, the Spider That Waits, self-appointed Champion of Lolth.

Consort of demons and demonic arachnids, the drow judicator is hated and feared by all, especially other male drow who are jealous of the heights of power to which he has risen.

Drow judicators must make an unholy pledge to Selvetarm and then survive the rites of entry to adopt the prestige class.

At least a little schooling in spellcasting is required, but only the toughest and meanest sorcerers and wizards can survive the entry requirements.

Clerics often attempt to take on the drow judicator's mantle as well, as do fighters, rangers, and rogues who have taken levels in spellcasting classes.

Typically, an NPC drow judicator serves a higher-ranking cleric of Lolth, although he chafes to be the sole authority. Drow judicators and assassins usually fill out the ranks of a high priestess's hand-picked murder team.

Hit Die: d8.

REQUIREMENTS

To become a drow judicator, a character must fulfill all the following criteria.

Race: Drow.

Alignment: Any evil.

Base Attack Bonus: +5.

Skills: Intimidate 4 ranks, Knowledge (religion) 4 ranks.

Feats: Combat Reflexes, Lolth's Meat (see Chapter 3).

Spellcasting: Able to cast 1st-level arcane or divine spells.

Special: The candidate must survive the rites of entry administered by clerics of Selvetarm or Lolth.

CLASS SKILLS

The drow judicator's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Survival (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the drow judicator prestige class.

Weapon and Armor Proficiency: Drow judicators are proficient with all simple and martial weapons, with all types of armor, and with all types of shields except tower shields.

Spells per Day: At every third drow judicator level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level (for male drow, this is usually an arcane spellcasting class, although male clerics of Selvetarm sometimes become drow judicators).

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and the like).

If the character had more than one spellcasting class before becoming a drow judicator, the player must decide to which class to add each drow judicator level for the purpose of determining spells per day, spells known, and overall caster level.

War Strike (Su): War is the ultimate expression of Selvetarm's power, so its lessons are the very first that the drow judicator learns.

Beginning at 1st level, he can attempt a war strike with one normal melee attack.

If he hits, he deals 2d6 points of Constitution damage in addition to his regular damage.

The target may attempt a Fortitude save (DC 10 + drow judicator level + drow judicator's Cha modifier) to halve the Constitution damage.

This ability is usable once per day.

Command Spiders (Su): As a special dispensation from Lolth, Selvetarm can grant his judicators the ability to command spiders.

When a drow judicator reaches 2nd level, he gains the ability to compel spiders in the same way that an evil cleric can rebuke or command undead (see the *Player's Handbook*). The drow judicator can attempt to command spiders a number of times per day equal to 3 + his Charisma modifier.

He is treated as a cleric of a level equal to his drow judicator level for the purpose of turning checks and turning damage.

Selvetarm's Blessing (Ex): At 2nd level and above, a drow judicator receives a +3 profane bonus on all saving throws.

Selvetaim's Wrath (Su): Beginning at 4th level, a drow judicator may attempt to deliver extra damage with one normal melee attack. On a successful attack, he deals 1 extra point of damage per drow judicator level. For example, an 8th-level drow judicator armed with a longsword deals 1d8+8 points of damage, plus any

additional bonuses (for high Strength, magical effects, or the like) that would normally apply. This ability is usable once per day at 4th level, twice per day at 7th level, and three times per day at 10th level. Spider Servant: At 5th level, a drow judicator can call for a spider servant. See the Spider Servant sidebar for details.

spider servant

At 5th level or above, a drow judicator can call a spiderlike monster to serve him. He may choose to call an 8-HD Large fiendish monstrous spider, a fiendish sword spider, a myrlochar, or a phase spider. (See the *Monster Manual* or *Monsters of Faerûn* for these creatures' statistics.) He can use this spider servant as a guardian or a mount, at his discretion. The spider servant gains HD and special abilities based on the drow judicator's class level, as given on Table 3-5.

The drow judicator may have only one spider servant at a time. Should his servant die, he may call for another after 24 hours. The new spider servant has all the accumulated abilities due a servant of the character's current drow judicator level.

TABLE 3-5: SPIDER SERVANTS

Drow Judicator Level	Natural Bonus HD	Natural Armor Adj.	Str Adj.	Int Adj.	Special
5th	+2	+2	+2	-	Improved evasion, share saving throws, share spells
6th-7th	+4	+4	+2	+2	Speak with drow judicator
8th-9th	+6	+6	+4	+4	Blood bond
10th	+8	+8	+6	+6	Spell resistance

Drow Judicator Level: The character's level in the drow judicator prestige class.

Bonus HD: These are extra Hit Dice appropriate to the creature's type (vermin for a Large monstrous spider or sword spider, outsider for a myrlochar, or magical beast for a phase spider). Each bonus Hit Die gains a Constitution modifier and improves the creature's base attack and base save bonuses, as normal.

Natural Armor Adj.: The number noted here is an improvement to the servant's existing natural armor bonus. It represents the preternatural toughness of a drow judicator's servant.

Str Adj.: Add this figure to the servant's Strength score.

Int Adj.: Add this figure to the servant's Intelligence score.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a servant takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Saving Throws: For each of its saving throws, the servant uses its own base save bonus or the drow judicator's, whichever is higher. The servant applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the drow judicator might have (such as from magic items or feats).

Share Spells: At the drow judicator's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his spider servant. The servant must be within 5 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the spider servant if the latter moves farther than 5 feet away and will not affect the creature again even if it returns to the drow judicator before the duration expires. Additionally, the drow judicator may cast a spell with a target of "You" on his spider servant (as a touch range spell) instead of on himself. The drow judicator and his servant can share spells even if the spells normally do not affect creatures of the servant's type.

Speak with Drow Judicator: The drow judicator and his servant can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Blood Bond: The spider servant gains a +2 bonus on all attack rolls, checks, and saves if it witnesses the drow judicator threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Spell Resistance: The spider servant's spell resistance equals the drow judicator's class level + 15. To affect the servant with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the servant's spell resistance.

Spider's Grace (Sp): At 8th level, a drow judicator gains the ability to take on attributes of a spider for up to 10 minutes once per day. While this ability is active, the character can climb on surfaces as if subjected to a *spider climb* spell, and he receives a +4 insight bonus on Hide and Move Silently checks. He also gains a bite attack that deals 1d4 points of damage and is poisonous. The bite is a secondary natural weapon that can be used once per round at the drow judicator's highest base attack bonus, with the standard -5 penalty for a secondary attack.

The Fortitude save DC for the poison is 18 + the drow judicator's Con modifier, and it deals 1d6 points of Strength damage for both its initial and its secondary damage. Judgment (Su): At 10th level, a drow judicator gains the ability to judge all creatures within 100 feet of him that he can see. Those he finds wanting are immediately targeted with a *horrid wilting* effect (caster level 18th; save DC 18 + drow judicator's Wis modifier). The drow judicator can base his decision on any parameters he chooses. This ability is usable once per day as a standard action.

TABLE 3-4: THE DROW JUDICATOR

Class	Base	Fort	Ref	Will	Special	Spells Per Day
Level	Attack Bonus	Save	Save	Save		
1st	+1	+2	+0	+0	War strike 1/day	—
2nd	+2	+3	+0	+0	Command spiders, Selvetarm's blessing	—
3rd	+3	+3	+1	+1	—	+1 level of existing spellcasting class
4th	+4	+4	+1	+1	Selvetarm's wrath 1/day	—
5th	+5	+4	+1	+1	Spider servant	—
6th	+6	+5	+2	+2	—	+1 level of existing spellcasting class
7th	+7	+5	+2	+2	Selvetarm's wrath 2/day	—
8th	+8	+6	+2	+2	<i>Spider's grace</i>	—
9th	+9	+6	+3	+3	—	+1 level of existing spellcasting class
10th	+10	+7	+3	+3	Judgment, Selvetarm's wrath 3/day	—

ILLITHID BODY TAMER

Illithids who embrace the Tamer Creed believe that military might is the most important factor in their race's future mastery of the multiverse.

These so-called body tamers seek to impose their will upon the Underdark primarily through martial force, forswearing diplomacy, tricks, and alliances.

Body tamers believe so strongly in the importance of physical strength that they train themselves as warriors, not mentalists.

Illithid body tamers sacrifice some ability in the psionic arts for the advancement of their physical abilities.

However, they believe that the acquisition of tangible martial ability is more than worth this price.

Adherents of the Tamer Creed maintain various martial facilities in the larger illithid cities of the Underdark.

Within such sanctums, they discuss the philosophy of warfare, devise novel tactics in never-ending wargames, and train fervently in their art.

Tamer facilities each contain a small arena where the body tamers practice their arts against expendable slaves.

Often, groups of illithid body tamers organize defense teams to fight off githzerai or githyanki hunting parties that appear suddenly, intent on mind flayer murder.

These former thrall races continue to nurse an undying grudge against illithids, and the body tamers intend to be ready to protect their own.

Hit Die: d10.

REQUIREMENTS

To qualify to become an illithid body tamer, a character must fulfill all the following criteria.

Race: Illithid, illithidkin, or a creature with the half-illithid template.

Base Attack Bonus: +6.

Feats: Great Fortitude, Power Attack, Weapon Focus (tentacle).

CLASS SKILLS

The illithid body tamer's class skills (and the key ability for each skill) are Climb (Str), Craft (any) (Int), Escape Artist (Dex), Handle Animal (Cha), Jump (Str), Knowledge (history) (Int), Listen (Wis), Ride (Dex), Spot (Wis), and Tumble (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the illithid body tamer prestige class.

Weapon and Armor Proficiency: Illithid body tamers are proficient with all simple and martial weapons, with all types of armor, and with all types of shields except tower shields.

Code of Mental Abstinence (Ex): Just as some humanoid cultures believe that celibacy enhances their spiritual powers, illithid body tamers believe that reliance on psionics weakens their hard-won physical abilities.

An abstinent illithid body tamer gains 10 temporary hit points, plus 4 temporary hit points per illithid body tamer level.

If these hit points are lost to damage, the body tamer recovers them with 8 hours of rest.

It also gains a +2 insight bonus on all melee damage rolls for tentacle and weapon attacks.

To be considered abstinent, the body tamer must not have used any of its psionic abilities (including *mind blast*, *charm monster*, *detect thoughts*, *levitate*, *plane shift*, and *suggestion*) within the last 24 hours.

If it uses any of these abilities, it does not have access to any of its usual benefits for abstinence until 24 hours after its last use of such an ability.

An illithid body tamer is not slavishly devoted to its code.

If using *plane shift* or *mind blast* is clearly in its best interest, then it does so, preferring to lose access to the benefits of abstinence than lose its life.

Strength of Arms (Ex): When making a full attack with both a manufactured weapon and its tentacles, an illithid body tamer may designate either its tentacles or its weapon as its primary attack.

If its weapon is its primary attack, it strikes with the weapon at its highest base attack bonus (making multiple attacks if its base attack bonus is high enough), but a -2 penalty applies to each tentacle attack made that round.

If its tentacles are its primary attack, they strike at its highest base attack bonus, but it can strike only once with its manufactured weapon, and a -2 penalty applies to that attack.

A body tamer using both weapon and tentacles can still withdraw the brains of foes with its tentacles as normal, whether or not the tentacles are its primary attack.

However, it usually simply discards the brains and moves on to the next foe.

Nourishment can wait.

Tentacle of Fate (Ex): When an illithid body tamer reaches 3rd level, its base tentacle damage increases from 1d4 to 1d6.

Improved Trip: At 4th level, the illithid body tamer gains Improved Trip as a bonus feat.

Improved Disarm (Ex): At 5th level, an illithid body tamer gains the use of the Improved Disarm feat when using its tentacles to perform the disarm action.

It need not meet the normal prerequisites for the feat to use it in this way.

The body tamer's tentacles are treated as a one-handed weapon for the purpose of disarm attempts.

Reaching Tentacle (Ex): When an illithid body tamer attains 6th level, its reach with its tentacles increases by 5 feet.

This adjustment stacks with the additional reach provided by *tentacle extensions* (see Chapter 5: Equipment and Magic Items), if such are in use.

Whirlwind Tentacle (Ex): At 7th level, an illithid body tamer gains the use of the Whirlwind Attack feat when using its tentacles to perform such an attack.

It need not meet the normal prerequisites for the feat to use it in this way.

Because of its multiple tentacles and reaching tentacle ability, it can make one attack against every creature in the area it threatens, instead of just every creature within 5 feet.

Tentacle of Destiny (Ex): When an illithid body tamer reaches 8th level, its base tentacle damage increases from 1d6 to 1d8.

Death Whirlwind (Su): At 10th level, an illithid body tamer psionically energizes its whirlwind tentacle ability with a death impulse once per day.

When it uses this ability in combination with a whirlwind tentacle attack, every creature struck must make a successful Fortitude save (DC 15 + illithid body tamer's Con modifier) or die as if brought to -10 hit points.

Constructs and undead are immune to this effect.

TABLE 3-6:

THE ILLITHID BODY TAMER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Code of mental abstinence, strength of arms
2nd	+2	+3	+3	+0	—
3rd	+3	+3	+3	+1	Tentacle of fate
4th	+4	+4	+4	+1	Improved Trip
5th	+5	+4	+4	+1	Improved Disarm
6th	+6	+5	+5	+2	Reaching tentacle
7th	+7	+5	+5	+2	Whirlwind tentacle
8th	+8	+6	+6	+2	Tentacle of destiny
9th	+9	+6	+6	+3	—
10th	+10	+7	+7	+3	Death whirlwind

IMASKARI VENGEANCE TAKER

A secret society dedicated to righting wrongs, the Imaskari vengeance takers are trained by hidden masters in the rites and rituals of revenge.

Members of the Lodge of the Retributive Masters, as the society is called, use arcane spells, stealth, and the imprimatur of "just retribution" to destroy those who have sinned against their society and those it protects.

To a vengeance taker, a paladin who destroys a den of grimlocks under the protection of the Lodge of Retributive Masters is deserving of vengeance in the same extremity and measure as a drow who murders a member of the society itself.

Sorcerers, wizards, and arcane-minded rogues and monks are the most likely characters to become Imaskari vengeance takers, though class is not so important as motivation.

Anyone whose personal quest of revenge has become obsessive and epic in nature is well suited to the class. The Lodge of the Retributive Masters recruits from everywhere in the Upperdark, and even from the surface, though its recruiters travel there only by night.

An Imaskari vengeance taker is happy to work alone, trailing her latest quarry through the tunnels and caves of the Underdark, and even out into the surface world if need be.

She is usually willing to work with a larger group, so long as its members are amenable to helping her deal her own brand of justice on occasion.

Hit Die: d6.

REQUIREMENTS

To become an Imaskari vengeance taker, a character must fulfill the following criteria.

Alignment: Any lawful.

Skills: Hide 4 ranks, Move Silently 5 ranks, Survival 2 ranks.

Feats: Track.

Spells: Able to cast 3rd-level arcane spells.

Special: The candidate must have slain a creature or enemy purely for revenge.

She must also swear to obey the Imaskari vengeance taker code (see sidebar on page 38).

CLASS SKILLS

The vengeance taker's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (any) (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the Imaskari vengeance taker.

Weapon and Armor Proficiency: Imaskari vengeance takers gain no proficiency with any weapon or armor.

Spells per Day: At every even-numbered Imaskari vengeance taker level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and the like).

If the character had more than one arcane spellcasting class before becoming an Imaskari vengeance taker, the player must decide to which class to add each Imaskari vengeance taker level for the purpose of determining spells per day, spells known, and overall caster level.

Target of Vengeance (Ex): Beginning at 1st level, an Imaskari vengeance taker may select a specific creature as the target of her vengeance.

Her calculated study of this foe grants her a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks made against that one creature.

Likewise, she gets a +2 bonus on weapon damage rolls against her foe.

Each time the Imaskari vengeance taker gains a new level in the prestige class, her bonuses against her target of vengeance increase by +1.

To designate a target of vengeance, the Imaskari vengeance taker must spend one full day performing a set of special rites.

She must either know the name of her foe or have met the individual at least once.

An Imaskari vengeance taker may have only one target of vengeance at a time.

She can designate a new target after successfully slaying her previous target or by spending three full days performing the necessary rituals.

An Imaskari vengeance taker who has levels in the ranger class may add one-half the bonus noted above (rounded down) to her favored enemy bonus when attacking or using the indicated skills against a target of vengeance that is also one of her favored enemies.

Poison Use: At 2nd level, an Imaskari vengeance taker learns to use poison effectively.

She never risks accidentally poisoning herself when applying poison to a blade.

Sneak Attack (Ex): At 3rd level, an Imaskari vengeance taker learns the art of the sneak attack.

If she can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Basically, the vengeance taker's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the vengeance taker flanks her target.

This extra damage is 1d6 at 3rd level, and it increases to 2d6 at 5th level, 3d6 at 7th level, and 4d6 at 9th level.

Should the vengeance taker score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

An Imaskari vengeance taker can't strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, an Imaskari vengeance taker can make a sneak attack that deals nonlethal damage instead of lethal damage.

She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because she must make optimal use of her weapon in order to execute a sneak attack.

An Imaskari vengeance taker can sneak attack only living creatures with discernible anatomies—undead, constructs,

oozes, plants, and incorporeal creatures lack vital areas to attack.

Any creature that is immune to critical hits is not vulnerable to sneak attacks.

The vengeance taker must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot.

A vengeance taker cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

If the Imaskari vengeance taker is entitled to sneak attack damage from another source (such as rogue levels), the damage does stack.

Far Sense (Sp): Upon reaching 4th level, an Imaskari vengeance taker gains the ability to use *clairaudience/clairvoyance* (caster level equals 1/2 Imaskari vengeance taker's character level) to acquire information about her target of vengeance.

This ability is usable once per day.

Seeker (Sp): Beginning at 6th level, an Imaskari vengeance taker can use *divination* (caster level equals 1/2 Imaskari vengeance taker's character level) to ask questions that bear on her target of vengeance.

This ability is usable once per day.

Scry Target (Sp): When an Imaskari vengeance taker reaches 8th level, she can attempt to see her target of vengeance from afar.

This effect functions like the *scrying* spell (caster level equals 1/2 Imaskari vengeance taker's character level), except that the vengeance taker does not need a reflective surface, and the -5 penalty for knowing the target well applies to the Will save, even if the vengeance taker is not well acquainted with the target.

This ability is usable once per week.

Death Attack (Ex): If an Imaskari vengeance taker studies her target of vengeance for 3 rounds and then successfully deals damage to that individual via a sneak attack with a melee weapon, the target must make a successful Fortitude save (DC 10 + vengeance taker level + vengeance taker's Intelligence modifier) or die.

Success means the attack is resolved as a normal sneak attack.

While studying the victim, the vengeance taker can undertake other actions so long as her attention stays focused on the target and the target does not detect the vengeance taker or recognize her as an enemy.

Once the vengeance taker has completed her 3 rounds of study, she must make the death attack within the next 3 rounds.

If the death attack is attempted and fails or if the vengeance taker does not launch the attack within 3 rounds of completing the study, 3 more rounds of study are required before she can attempt another death attack.

A vengeance taker does not have the option of paralyzing her victim with a death attack.

A vengeance taker with levels in the assassin prestige class (see Chapter 2 of the *Dungeon Master's Guide*) may add her assassin and vengeance taker class levels together for the purpose of calculating the save DC for her vengeance taker death attack.

TABLE 3—7: THE IMASKARI VENGEANCE TAKER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+2	+2	Target of vengeance	—
2nd	+1	+0	+3	+3	Poison use	+1 level of existing arcane spellcasting class
3rd	+2	+1	+3	+3	Sneak attack +1d6	—
4th	+3	+1	+4	+4	<i>Far sense</i>	+1 level of existing arcane spellcasting class
5th	+3	+1	+4	+4	Sneak attack +2d6	—
6th	+4	+2	+5	+5	<i>Seeker</i>	+1 level of existing arcane spellcasting class
7th	+5	+2	+5	+5	Sneak attack +3d6	—
8th	+6	+2	+6	+6	<i>Sery target</i>	+1 level of existing arcane spellcasting class
9th	+6	+3	+6	+6	Sneak attack +4d6	—
10th	+7	+3	+7	+7	Death attack	+1 level of existing arcane spellcasting class

The imaskari vengeance taker code

An Imaskari vengeance taker must swear before the Retributive Masters (whose lodge is located in a hidden spot outside the even more secret realm of Deep Imaskar) to take vengeance on those who deserve justice, on those who commit crimes against creatures protected by the Retributive Masters, and on those who impede the vengeance taker in her task. She further swears to obey the orders of the Retributive Masters in all matters.

A vengeance taker who violates this code (usually by refusing to obey the Retributive Masters, or by allowing the unjust to escape vengeance) loses her ability to designate a target of vengeance and may not progress any further in levels as an Imaskari vengeance taker. She regains her target of vengeance ability and advancement potential if she atones for her disobedience, which can usually be accomplished by undertaking a special quest assigned by the Retributive Masters.

INQUISITOR OF THE DROWNING GODDESS

The Sea Mother gives her children life and demands steadfast devotion in return.

Those kuo-toas who become monitors (monks) typically spend their lives protecting their community from outside threats.

Some, however, go on to become inquisitors of the Drowning Goddess, who are tasked with protecting the community from inside threats.

Though most inquisitors of the Drowning Goddess come from the ranks of kuo-toa monks, an occasional rogue may also answer the call.

Characters from spellcasting classes rarely become inquisitors.

An inquisitor of the Drowning Goddess's devotion is to his deity and his church.

It is his duty to impose the will of the Sea Mother upon the community and to seek out and punish any who violate the edicts of the church.

Most kuo-toas live in dread of attracting the attention of an inquisitor.

The presence of such characters tends to make a kuo-toan community even more rife with fear, suspicion, and accusations than it would be otherwise.

Hit Die: d8.

REQUIREMENTS

To qualify to become an inquisitor of the Drowning Goddess, a character must fulfill all the following criteria.

Race: Kuo-toa.

Alignment: Lawful evil or lawful neutral.

Skills: Concentration 8 ranks, Knowledge (religion) 4 ranks.

Feat: Improved unarmed strike.

Patron: Blibdoolpoolp.

CLASS SKILLS

The class skills of the inquisitor of the Drowning Goddess (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the inquisitor of the Drowning Goddess.

Weapon and Armor Proficiency: Inquisitors of the Drowning Goddess are proficient with steel fins (see Chapter 5: Equipment and Magic Items).

They gain no proficiency with any other weapon or armor.

Fear Aura (Su): Once per day, an inquisitor of the Drowning Goddess can project a fear aura to a radius of 20 feet as a standard action.

This effect lasts for 1 round per inquisitor level.

Each foe in the area must make a Will save (DC 10 + inquisitor level + inquisitor's Cha modifier) or be affected as if by a *fear* spell (caster level equals inquisitor level).

A new saving throw is required for each round that the creature remains in the area.

Grappling Adhesive (Ex): At 2nd level, an inquisitor of the Drowning Goddess learns how to utilize his own natural adhesive effectively in unarmed combat.

He gains a +2 bonus on grapple checks made to start or maintain a grapple and a +2 bonus on attack rolls made to disarm an opponent with his bare hands.

When he reaches 4th level, each of these bonuses increases to +4.

The inquisitor of the Drowning Goddess requires one hour and special materials costing 20 gp to coat his limbs with

grappling adhesive, which remains effective for up to 24 hours.

Mien of Justice (Ex): At 1st level, an inquisitor of the Drowning Goddess gains a +4 insight bonus on Intimidate and Sense Motive checks.

At 5th level, this bonus increases to +8.

Devoted Mind (Ex): Upon reaching 3rd level, an inquisitor of the Drowning Goddess gains a +4 insight bonus on saving throws against all spells with the charm, compulsion, or glamor descriptors.

Body-Coating Adhesive (Ex): At 5th level, an inquisitor of the Drowning Goddess can use his own body oil and other materials to give his body a finish almost like flypaper, which can hold fast any creatures or items that touch him. Anyone who makes an unsuccessful melee attack against an inquisitor so prepared must succeed on a Reflex save (DC 15 + inquisitor's Con modifier), or the weapon used in the attack sticks to the inquisitor and is yanked out of its wielder's grip.

Creatures using natural weapons are automatically grappled if they get stuck.

An inquisitor requires one hour and special materials costing 50 gp to coat his body with adhesive, but the secretion remains sticky for up to three days, or until it actually catches something or someone, whichever comes first.

Successfully trapping a creature or item uses up the adhesive, so the inquisitor's body can trap no further creatures or items until its coating is replenished.

Pulling a stuck weapon or limb from the inquisitor requires a successful DC 20 Strength check.

An inquisitor can secrete a natural oil to break up and remove the adhesive any time he likes.

TABLE 3—8:

INQUISITOR OF THE DROWNING GODDESS

Class	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+2	+2	+2	Fear aura, mien of justice +4
2nd	+1	+3	+3	+3	Grappling adhesive +2
3rd	+2	+3	+3	+3	Devoted mind
4th	+3	+4	+4	+4	Grappling adhesive +4, mark of the outcast
5th	+3	+4	+4	+4	Body-coating adhesive, mien of justice +8

PRIME UNDERDARK GUIDE

Traveling in the Underdark is dangerous, especially for those unaccustomed to its labyrinthine passages.

Wise travelers try to hire a skilled guide who not only knows how to overcome the physical challenges, but also can help them over the social and cultural hurdles they are sure to face.

Bards, rangers, and rogues have skills and interests that are well suited for this prestige class.

Many characters dabble in the class, but few pursue it long enough to gain all that it offers.

It's not unusual for a rogue to take some levels in prime Underdark guide just so that she can better aid her companions in their travels through the Realms Below.

Prime Underdark guides are usually found in the company of adventuring parties or merchant caravans.

With their environmental and diplomatic expertise, they can greatly enhance the odds of survival in the Underdark for both themselves and their clients.

Hit Die: d6.

REQUIREMENTS

To qualify to become a prime Underdark guide, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Skills: Balance 2 ranks, Climb 8 ranks, Diplomacy 5 ranks, Gather Information 5 ranks, Knowledge (Underdark local) 5 ranks, Survival 5 ranks, Use Rope 2 ranks.

Feats: Alertness, Track.

Special: Must know at least four languages.

CLASS SKILLS

The class skills of the prime Underdark guide (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature), Knowledge (Underdark local) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), Tumble (Dex), and Use Rope (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the prime Underdark guide prestige class.

Weapon and Armor Proficiency: Prime Underdark guides gain no proficiency with any weapon or armor.

Spells: Beginning at 1st level, a prime Underdark guide gains the ability to cast a small number of arcane spells.

To cast a spell, the prime Underdark guide must have an Intelligence score of at least 10 + the spell's level, so a character with an Intelligence score of 10 or lower cannot cast these spells.

Prime Underdark guide bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the prime Underdark guide's Intelligence modifier.

When the prime Underdark guide gets 0 spells per day of a given level (for instance, 0 1st-level spells at 1st level), she gains only the bonus spells she would be entitled to for that spell level based on her Intelligence score.

A prime Underdark guide without a bonus spell for that level cannot yet cast a spell of that level.

The prime Underdark guide's spell list appears below.

A prime Underdark guide prepares and casts spells just as a wizard does.

She keeps her spells in a spellbook and must study them each morning.

She can add to her spellbook by copying spells from wizards or from other prime Underdark guides.

Aid Another Nearby (Ex): A prime Underdark guide need not be adjacent to another creature to use the aid another action for certain purposes.

Beginning at 1st level, she can aid another at a distance of up to 30 feet on Balance, Climb, Jump, Survival, Swim, and Use Rope checks, as long as her ally can see or hear her.

Bonus Language: Since prime Underdark guides travel among many different races, they tend to pick up other languages with great facility.

At 1st level and every other level thereafter, a prime Underdark guide gains one bonus language of her choice. (She cannot choose secret languages as bonus languages with this ability).

Aid Group (Ex): A prime Underdark guide is accustomed to managing and helping large groups of people.

Beginning at 2nd level, she can assist one creature per prime Underdark guide level on Balance, Climb, Jump, Survival, Swim, and Use Rope checks whenever she uses the aid another action.

All creatures she is so aiding must be within 30 feet of her.

Danger Sense (Ex): A prime Underdark guide possesses an uncanny intuition that warns her of impending danger. At 2nd level, she gains a +2 insight bonus on Reflex saves to avoid traps or natural hazards, a +2 dodge bonus to Armor Class against attacks made by traps or natural hazards, and a +2 insight bonus on Spot checks made to spot creatures at the beginning of an encounter (see the Encounter Distance rules in Chapter 3 of the *Dungeon Master's Guide*).

At 4th level, these bonuses increase to +4, and at 8th level, they increase to +6.

Underdark Lore: A prime Underdark guide is especially adept at gathering knowledge.

At 2nd level, she gains the ability to recall legends or information about various topics.

This ability works like bardic knowledge (see the bard class entry in the *Player's Handbook*), except that the prime Underdark guide's bonus for an Underdark lore check is her character level + her Intelligence modifier.

This ability applies only to information pertaining to the Underdark.

Underdark Traveler (Ex): A prime Underdark guide is familiar with the culture and etiquette of many Underdark societies.

At 2nd level, she receives a +2 bonus on all Diplomacy, Disguise, Gather Information, and Sense Motive checks made against members of Underdark races.

This bonus increases to +3 at 5th level, to +4 at 7th level, and to +5 at 9th level.

Danger Warning (Su): When the prime Underdark guide reaches 3rd level, her danger sense becomes so acute that nearby companions become similarly sensitive.

As a standard action, the prime Underdark guide can select one ally per class level within 30 feet to share her danger sense.

Each of these designated allies gains a +1 insight bonus on Reflex saves to avoid traps or natural hazards, a +1 dodge bonus to Armor Class against attacks made by traps or natural hazards, and a +1 insight bonus on Spot checks made to spot creatures at the beginning of an encounter (see the Encounter Distance rules in Chapter 3 of the *Dungeon Master's Guide*).

This bonus increases to +2 at 6th level and to +3 at 10th level.

Each creature so designated retains the benefit until it moves out of range or until the prime Underdark guide designates a different set of allies to receive the benefit.

PRIME UNDERDARK GUIDE SPELL LIST

Prime Underdark guides choose their spells from the following list: 1st Level: *alarm*, *change self*, *create water*, *detect magic*, *endure elements*, *expeditious retreat*, *feather fall*, *jump*, *light*, *purify food and drink*, *resist energy*, *spider climb*, *stick*. 2nd Level: *bull's strength*, *burrow*¹, *cat's grace*, *eagle's splendor*, *darkvision*, *owl's wisdom*, *pass without trace*, *protection from energy*, *reflective disguise*¹.

3rd Level: *amorphous form*¹, *create food and water*, *daylight*, *deeper darkness*, *shadow mask*², *suggestion*.

4th Level: *deeper darkvision*¹, *dimension door*, *freedom of movement*, *good hope*, *mass burrow*¹, *mass darkvision*¹, *mass reflective disguise*¹, *sending*.

¹ New spell described in this book.

² Spell from the FORGOTTEN REALMS Campaign Setting.

TABLE 3-9: PRIME UNDERDARK GUIDE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+2	+2	+0	Aid another nearby, bonus language	0	—	—	—
2nd	+1	+3	+3	+0	Aid group, danger sense +2, Underdark lore, Underdark traveler +2	1	—	—	—
3rd	+2	+3	+3	+1	Bonus language, danger warning +1	1	0	—	—
4th	+3	+4	+4	+1	Danger sense +4				
5th	+3	+4	+4	+1	Bonus language, Underdark traveler +3	1	1	—	—
6th	+4	+5	+2	+2	Danger warning +2	2	1	0	—
7th	+5	+5	+5	+2	Bonus language, Underdark traveler +4	2	1	1	—
8th	+6	+6	+6	+2	Danger sense +6	2	2	1	0
9th	+6	+6	+6	+3	Bonus language, Underdark traveler +5	2	2	1	1
10th	+7	+7	+7	+3	Danger warning +3	2	2	2	1

SEA MOTHER WHIP

Devout worshipers of Blibdoolpoolp who seek closer communion with the Sea Mother often gain additional abilities in return.

These kuo-toas, known as Sea Mother whips, are accorded great honor, as well as additional responsibilities.

Most Sea Mother whips begin their careers as clerics or cleric/rogues.

Sometimes, however, an experienced ranger devoted to Blibdoolpoolp decides to pursue this prestige class to gain more standing and respect in her community.

A Sea Mother whip's devotion is to her deity and her church.

Her primary responsibility is to inspire followers of the Drowning Goddess and protect them from interlopers or nonbelievers.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Sea Mother whip, a character must fulfill all the following criteria.

Race: Kuo-toa.

Alignment: Lawful evil, neutral evil, chaotic evil, or neutral.

Skill: Knowledge (religion) 5 ranks.

Spells: Able to cast 3rd-level divine spells.

Patron: Blibdoolpoolp.

CLASS SKILLS

The class skills of the Sea Mother whip (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Sea Mother whip prestige class.

Weapon and Armor Proficiency: Sea Mother whips are proficient with the pincer staff (see Chapter 5: Equipment and Magic Items).

They gain no proficiency with any other weapon or armor.

Spells per Day: At each Sea Mother whip level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a divine

spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and the like).

If the character had more than one divine spellcasting class before becoming a Sea Mother whip, the player must decide to which class to add each Sea Mother whip level for the purpose of determining spells per day, spells known, and overall caster level.

Watery Death Prestige Domain: At 1st level, a Sea Mother whip gains access to the Watery Death domain.

If she was previously a cleric, she gains the prestige domain as a third domain and can choose to prepare domain spells from it just as she does from her other two domains.

If the Sea Mother whip was previously a noncleric divine spellcaster (for example, a ranger), she gains one extra spell slot for each spell level to which she normally has access, but she must fill it with the Watery Death domain spell of that level.

Regardless of her prior classes, a Sea Mother whip gains the granted power of the Watery Death domain (see Chapter 4: Magic and Spells).

Punish the Infidels (Sp): At 2nd level, a Sea Mother whip can curse her enemies.

Every opponent within 30 feet who can see and hear the Sea Mother whip suffers the effect of a *doom* spell (caster level equals Sea Mother whip level; save DC 11 + Wisdom modifier).

Independent Lightning Bolt (Su): At 3rd level, a Sea Mother whip no longer requires the presence of other whips to generate a lightning bolt; she can do so on her own every 2d4 rounds as a standard action.

The lightning bolt deals 1d6 points of damage per Sea Mother whip level, but a successful Reflex save (DC 10 + Sea Mother whip level + Sea Mother whip's Wis modifier) halves the damage.

Inspire the Faithful (Sp): At 4th level, a Sea Mother whip can inspire her flock to great effect.

Every other kuo-toa worshiper of Blibdoolpoolp within 30 feet who can see and hear the Sea Mother whip receives the benefit of an *aid* spell (caster level equals Sea Mother whip level).

Bolster Lightning Bolts (Su): When the Sea Mother whip reaches 5th level, the save DC for any supernatural lightning bolt that she creates herself or joins with other whips to create automatically increases by +2.

TABLE 3–10: SEA MOTHER WHIP

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Watery Death prestige domain	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	<i>Punish the infidels</i>	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Independent lightning bolt	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	<i>Inspire the faithful</i>	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Bolster lightning bolts	+1 level of existing divine spellcasting class

SHADOWCRAFTER

Shadowcrafters long ago mastered illusions and glamers.

They specialize in forming their own reality out of nothingness.

Sorcerers and wizards who specialize in illusions, particularly those who worship Shar, often find the shadowcrafter class attractive.

Occasionally, even bards adopt this prestige class.

Hit Die: d4.

REQUIREMENTS

To become a shadowcrafter, a character must fulfill the following criteria.

Feats: Greater Spell Focus (Illusion), Spell Focus (Illusion).

Skill: Disguise 4 ranks.

Spells: Able to cast any 3rd-level or higher spell with the illusion (shadow) descriptor.

CLASS SKILLS

The class skills of a shadowcrafter (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Disguise (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int), Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the shadowcrafter prestige class.

Weapon and Armor Proficiency: Shadowcrafters gain no proficiency with any weapon or armor.

Spells per Day: At each shadowcrafter level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and the like).

If the character had more than one spellcasting class before becoming a shadowcrafter, the player must decide to which class to add each shadowcrafter level for the purpose of determining spells per day, spells known, and overall caster level.

Shadow Mien (Su): At 1st level, a shadowcrafter gains a +2 bonus on Disguise and Hide checks.

Enhanced Shadow Conjurations (Su): When a shadowcrafter reaches 2nd level, his shadow conjurations automatically intensify in strength by 10%.

Hence, *shadow conjuration* is 30% as strong as the real thing instead of the standard 20%, and *greater shadow conjuration* is 70% as strong as the real thing instead of the standard 60%. When he reaches 6th level, the strength of his shadow conjurations increases by an additional 10%, for a total increase of 20%.

Hence, *shadow evocation* is 40% as strong as the real thing, and *greater shadow evocation* is 80% as strong.

Enhanced Shadow Evocations (Su): When a shadowcrafter reaches 3rd level, his shadow evocations intensify in strength by 10%.

Hence, *shadow evocation* is 30% as strong as the real thing instead of the standard 20%, and *greater shadow evocation* is 70% as strong as the real thing instead of the standard 60%. When he reaches 7th level, the strength of his shadow evocations increases by an additional 10%, for a total increase of 20%.

Hence, *shadow evocation* is 40% as strong as the real thing, and *greater shadow evocation* is 80% as strong.

Shadow Spell Penetration (Ex): At 4th level, a shadowcrafter gains a +2 bonus on caster level checks for all of his illusion (shadow) spells.

This bonus stacks with that provided by the Spell Penetration and Greater Spell Penetration feats.

At 8th level, this bonus increases to +4.

Resistance to Illusions (Ex): At 5th level, a shadowcrafter gains a +2 bonus on saving throws against all illusion spells and effects.

No Delusions (Ex): At 9th level, a shadowcrafter has such complete mastery of illusion spells that he no longer needs to interact with them to merit a saving throw.

If he can see or otherwise witness the illusory effect, he can attempt a save.

Shadow Self (Ex): At 10th level, a shadowcrafter has so attuned himself to shadows and illusions that he actually becomes a magical creature.

He is forevermore a native outsider rather than a humanoid (or whatever creature type he previously was).

Additionally, he gains damage reduction 10/magic.

TABLE 3—II: SHADOWCRAFTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Shadow mien	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Enhanced shadow conjurations +10%	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Enhanced shadow evocations +10%	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Shadow spell penetration +2	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Resistance to illusions	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Enhanced shadow conjurations +20%	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Enhanced shadow evocations +20%	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Shadow spell penetration +4	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	No delusions	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Shadow self	+1 level of existing spellcasting class

VERMIN KEEPER

Most creatures view creepy, crawly insects with revulsion. To a vermin keeper, however, they're perfect killers—creatures whose supreme adaptations to their environs inspire a sense of awe.

Vermin keepers come almost exclusively from the ranks of druids.

Some are upperworlders whose eyes have been opened to the beauty of bugs; others loved bugs to begin with and merely learned the druidic arts so that they could apply them to insects.

Most characters who care enough about vermin to take levels in the vermin keeper prestige class pursue it to the exclusion of all else.

Interestingly, not every character who pursues this prestige class actually loves bugs.

Sometimes a person who particularly hates or fears insects or spiders decides to study them in order to understand or overmaster them.

Hit Die: d8.

REQUIREMENTS

To qualify to become a vermin keeper, a character must fulfill all the following criteria.

Skills: Handle Animal 8 ranks, Knowledge (nature) 8 ranks.

Feat: Iron Will.

Special: Wild shape ability.

CLASS SKILLS

The class skills of a vermin keeper (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (Underdark local) (Int), Profession (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the vermin keeper prestige class.

Weapon and Armor Proficiency: Vermin keepers gain no proficiency with any weapon or armor.

Spells per Day: At each vermin keeper level, the character gains new spells per day (and spells known, if applicable) as

if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and the like).

If the character had more than one spellcasting class before becoming a vermin keeper, the player must decide to which class to add each vermin keeper level for the purpose of determining spells per day, spells known, and overall caster level.

Handle Vermin (Ex): At 1st level, a vermin keeper can apply his Handle Animal skill to vermin.

Vermin Empathy (Ex): A vermin keeper can apply his wild empathy class ability to vermin.

Vermin begin with an unfriendly attitude.

Vermin Form (Su): Beginning at 1st level, a vermin keeper can use his wild shape ability to assume a vermin form. Starting at 1st level, he can turn himself into any Small vermin.

As he gains vermin keeper levels, the diversity of forms available to him increases.

He can become a Tiny vermin at 2nd level, a Medium vermin at 4th level, a Diminutive vermin at 5th level, a Large vermin at 7th level, a Fine vermin at 8th level, and a Huge vermin at 9th level.

Venom Immunity (Ex): At 3rd level, a vermin keeper gains immunity to all organic poisons.

This category includes all monster poisons but not mineral poisons or poison gas.

Vermin Companion (Ex): At 3rd level, a vermin keeper can call a Small, Medium, or Large vermin as a companion in lieu of an animal (see sidebar for details).

The vermin keeper's vermin companion

A vermin keeper's vermin companion retains its vermin type, though it is superior to a normal vermin of its kind and has special powers, as given on Table 3–12.

TABLE 3–12: VERMIN COMPANION

Class Level	Natural		Str/Dex Adj.	Bonus Tricks	Special
	Bonus HD	Armor Adj.			
3rd–4th	+2	+2	+1	2	Link, share spells
5th–6th	+4	+4	+2	3	Evasion
7th–8th	+6	+6	+3	4	Devotion
9th–10th	+8	+8	+4	5	Multiattack

Vermin Companion Basics: Use the base statistics for a creature of the companion's kind, as given in the *Monster Manual*, but make the following changes.

Intelligence: A vermin companion has an Intelligence score of 2. The fact that it is equivalent in Intelligence to some animals has several effects. First, unlike other vermin, it is not mindless and therefore loses the mindless special quality, which means that it can be affected by mind-affecting spells and effects. Second, the vermin keeper can teach his companion tricks with the Handle Animal skill as though it were an animal. Finally, the vermin companion begins play with feats appropriate for its Hit Dice (vermin keeper's choice, though the creature must qualify for the selected feats) and skill points equal to its Hit Dice +3. The vermin companion's class skills are Listen and Spot.

Class Level: The character's vermin keeper level. Vermin keeper levels do not stack with levels of classes that grant an animal companion ability.

Bonus HD: Extra 8-sided dice, each of which gains a Constitution modifier and improves the vermin companion's base attack bonus and base save bonuses, as normal. A vermin companion's base attack bonus is the same as that of a druid of a level equal to the vermin's Hit Dice. It has good Fortitude saves (treat it as a character whose level equals the vermin's Hit Dice). A vermin companion doesn't gain any extra skill points or feats for bonus HD.

Natural Armor Adj.: The number noted here is an improvement to the vermin companion's existing natural armor bonus.

Str/Dex Adj.: Add this value to the vermin companion's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the vermin knows in addition to any that the vermin keeper might choose to teach it (see the Handle Animal skill description in the *Player's Handbook*). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the vermin. The vermin keeper selects these bonus tricks, and once selected, they can't be changed.

Link (Ex): A vermin keeper can handle his vermin companion as a free action, or push it as a move action. He gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding a vermin companion.

Share Spells (Ex): At the vermin keeper's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his vermin companion. The vermin companion must be within 5 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the vermin companion if the latter moves farther than 5 feet away and will not affect the creature again even if it returns to the vermin keeper before the duration expires. Additionally, the vermin keeper may cast a spell with a target of "You" on his vermin companion (as a touch range spell) instead of on himself. The vermin keeper and his vermin companion can share spells even if the spells normally do not affect creatures of the vermin type.

Evasion (Ex): If a vermin companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): A vermin companion's devotion to its master is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: A vermin companion gains Multiattack as a bonus feat if it has three or more natural attacks (see the *Monster Manual* for details on this feat) and does not already have that feat. If it does not have the requisite natural attacks, the vermin companion instead gains one additional attack with its primary natural weapon, albeit at a –5 penalty.

He may choose any kind of vermin for which statistics are provided in the *Monster Manual*.

A vermin keeper cannot retain the animal companion he had from his previous class (if any) after he calls a vermin companion.

Except as noted in the sidebar, this ability works the same as a druid's animal companion ability.

Extra Wild Shape Feat: A vermin keeper gains Extra Wild Shape as a bonus feat at 4th and 6th levels.

Swarm Form (Su): At 10th level, a vermin keeper can use his wild shape to assume the form of any vermin swarm (any swarm whose constituent creatures are of the vermin type).

TABLE 3-13: VERMIN KEEPER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Handle vermin, vermin empathy, vermin form (Small)	+1 level of existing spellcasting class
2nd	+1	+3	+0	+3	Vermin form (Tiny)	+1 level of existing spellcasting class
3rd	+2	+3	+1	+3	Venom immunity, vermin companion	+1 level of existing spellcasting class
4th	+3	+4	+1	+4	Extra Wild Shape, vermin form (Medium)	+1 level of existing spellcasting class
5th	+3	+4	+1	+4	Vermin form (Diminutive)	+1 level of existing spellcasting class
6th	+4	+5	+2	+5	Extra Wild Shape	+1 level of existing spellcasting class
7th	+5	+5	+2	+5	Vermin form (Large)	+1 level of existing spellcasting class
8th	+6	+6	+2	+6	Vermin form (Fine)	+1 level of existing spellcasting class
9th	+6	+6	+3	+6	Vermin form (Huge)	+1 level of existing spellcasting class
10th	+7	+7	+3	+7	Swarm form	+1 level of existing spellcasting class

YATHCHOL WEBRIDER

Chitines know that webs, once woven, belong to a greater complex that they reverently call the Overweb.

With their intimate understanding of webspinning and their familiarity with the Overweb, Yathchol webriders can move about the Underdark as they choose, riding the hidden lines of the Overweb and calling on its servants to protect them and deal with their enemies.

Chitine rogues, bards, and monks are the most likely candidates for the Yathchol webriider prestige class, although spellcasters and psionic characters occasionally find this route attractive as well.

Becoming a webriider without sharing in the chitine culture is difficult, but possible.

Yathchol webriders usually move about in small, closely-knit groups, in which each member refers to the others as "egg companions".

Some such groups move about the Underdark righting wrongs and meting out justice, while others use their abilities to infiltrate defenses, dupe others, and help themselves to treasure wherever they find it.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Yathchol webriider, a character must fulfill all the following criteria.

Race: Chitine, or any race that can spin webs from its body. Characters who know or can prepare *web* as either a spell or a spell-like ability also qualify.

Skills: Hide 8 ranks, Move Silently 4 ranks.

Feats: Dodge, Mobility, Skill Focus (Craft [trapmaking]).

CLASS SKILLS

The Yathchol webriider's class skills (and the key ability for each skill) are Balance (Dex), Craft (trapmaking) (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are features of the Yathchol webriider prestige class.

Weapon and Armor Proficiency: Yathchol webriders are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword.

They are proficient with light armor but gain no proficiency with any shield.

Web Hide (Su): Beginning at 1st level, a Yathchol webriider can hide herself from view in the open without anything to actually hide behind, so long as she is within 5 feet of natural or magical webs that cover an area measuring at least 5 feet on each side.

Web Ride (Sp): A Yathchol webriider can travel instantaneously between separate sections of webbing. This magical transport must begin and end in an area adjacent to or within webbing that covers at least a 5-foot-square.

At 1st level, the webriider can move up to a total of 20 feet per day in this way.

This distance may be covered in a single ride of 20 feet, or two rides of 10 feet each.

Moves shorter than 10 feet are possible, but the distance covered in each move is rounded up to the next 10-foot increment for the purpose of determining how much movement potential has been used.

The total distance that a Yathchol webriider can move per day with the *web ride* ability increases with her level, to 160 feet at 4th level, 320 feet at 6th level, 640 feet at 8th level, and 1,280 feet at 10th level.

These extended distances can likewise be split among many web rides, though the actual distance moved with each ride is rounded up to the next 10-foot increment, as above.

Spider Climbing (Ex): Beginning at 2nd level, a Yathchol webriider can climb and travel on vertical surfaces and even traverse ceilings as well as a spider does if she has her bare hands and feet free for climbing.

She has a climb speed of 20 feet and need not make Climb checks to scale a surface.

Summon Spider (Sp): When she reaches 2nd level, a Yathchol webriider can summon a Large monstrous spider or spider swarm once per day.

This ability is the equivalent of a *summon monster* III spell (caster level 5 + Yathchol webriider level).

At 5th level, the webriider can summon a Huge monstrous spider as the equivalent of a *summon monster* V spell, and at

9th level, she can summon a Gargantuan monstrous spider as the equivalent of a *summon monster VII* spell.

See the *Monster Manual* for each spider's statistics.

Web Blast (Su): At 3rd level, a Yathchol webrider can produce a blast of hardened webbing (range 60 feet) as a standard action twice per day.

The webbing springs from the webrider's hand (or spinnerets, if any) and speeds toward its target.

If the webrider succeeds at a ranged touch attack, the web blast deals 4d6 points of bludgeoning damage and forces

the target to succeed on a Reflex save (DC 10 + webrider level + webrider's Con modifier) or be stuck in place.

A stuck creature can attempt to break loose as a full-round action by making either a DC 20 Strength check or a DC 25 Escape Artist check, or it can take purely mental actions.

No other actions are possible while the creature is stuck.

This ability is usable four times per day at 7th level and six times per day at 10th level.

TABLE 3–14: THE YATHCHOL WEBRIDER

Class Level	Base Fort Attack Bonus	Ref Save	Will Save	Will Save	Special
1st	+0	+0	+2	+0	Web hide, <i>web ride</i> (20 ft.)
2nd	+1	+0	+3	+0	Spider climbing, <i>summon spider</i> (Large)
3rd	+2	+1	+3	+1	Web blast (2/day)
4th	+3	+1	+4	+1	<i>Web ride</i> (160 ft.)
5th	+3	+1	+4	+1	<i>Summon spider</i> (Huge)
6th	+4	+2	+5	+2	<i>Web ride</i> (320 ft.)
7th	+5	+2	+5	+2	Web blast (4/day)
8th	+6	+2	+6	+2	<i>Web ride</i> (640 ft.)
9th	+6	+3	+6	+3	<i>Summon spider</i> (Gargantuan)
10th	+7	+3	+7	+3	Web blast (6/day), <i>web ride</i> (1,280 ft.)

UNEARTHED ARCANA (3.5)

UNIQUE SPELLS

The bard, paladin, and ranger spell lists in the *Player's Handbook* (as well as similar lists in other books) contain a number of spells that don't appear on other classes' spell lists. In general, any character who enters one of these prestige classes should gain access to spells unique to that class's spell list from the

Player's Handbook, at the same levels indicated for the standard class. At the DM's discretion, spells unique to that class's spell list found in other books may also be available, but on a case-by-case basis. The DM may require such spells to be researched or learned specifically by the character, rather than simply making them freely available.

MULTICLASSING AND VARIANT CLASSES

Multiclassing between variants of the same class is a tricky subject, and the DM has to make rulings based on what is appropriate for his campaign. In cases where a single class offers a variety of paths (such as the totem barbarian or the monk fighting styles), the easiest solution is simply to bar multiclassing between different versions of the same class (just as a character can't multiclass between different versions of specialist wizards). For variants that are wholly separate from the character class—such as the bardic sage or the urban ranger—multiclassing, even into multiple variants of the same class, is probably okay. Identical class features should stack if gained

from multiple versions of the same class (except for spellcasting, which is always separate).

In any case, only the first version of a favored class is treated as favored; a halfling rogue/wizard who later begins gaining levels in the wilderness rogue variant class can't treat both the rogue and wilderness rogue classes as favored, only the class gained first (in this case, rogue). Under no circumstances does spellcasting ability from multiple classes (even variants of the same class) stack. A character with levels of bard and levels of bardic sage has two separate caster levels and two separate sets of spells per day, even though the classes are very similar.

HOUSE RULE: SPONTANEOUS DOMAIN CASTING

Rather than allowing a cleric to prepare one spell each day from either of his domains, allow the cleric to spontaneously cast any domain spell in place of a prepared spell of the same level or lower.

This functions identically with the cleric's ability to spontaneously cast *cure* spells. The cleric "loses" a prepared spell to cast either one of his domain spells of the same level or lower.

This house rule reduces a cleric's overall spell power by one spell per spell level, and makes his choice of domains much more significant. A cleric of Kord who selects the Chaos and Luck domains seems a very different spellcaster from one who selects the Good and Strength domains.

If you use this variant, the Healing domain loses much of its appeal, since six of the nine spells associated with that domain are *cure* spells and thus available for spontaneous casting by all clerics who channel positive energy. (To a lesser extent, this variant diminishes the value of the Destruction domain, but since only three of that domain's spells are *inflict* spells, the effect is much less severe.) Consider granting clerics who select the Healing domain the ability to use d12s instead of d8s when casting *cure* spells. Thus, such a cleric's *cure light wounds* spell would cure 1d12 damage +1/level, and his caster level is treated as one higher than normal thanks to the granted power.

BEHIND THE CURTAIN: SPONTANEOUS CASTING

This option trades versatility—one of the divine spellcaster's strengths—for sheer spellcasting power (much like the difference between sorcerers and wizards). Since the cleric and druid spell lists depend on versatility of effect, particularly defensive or utilitarian spells, the spontaneous-casting divine caster is allowed to know more spells per spell level than the sorcerer (by adding domain spells or *summon nature's ally* spells on the list of spells known). No longer is the divine caster the character who can come up with any effect under the sun; instead, he becomes a much more specialized member of the adventuring group.

HOUSE RULE: DRUID DOMAINS

In my campaign, each druid may choose a single domain from the following list: Air, Animal, Earth, Fire, Plant, Sun, and Water. The druid gains a bonus spell of each spell level, which may be used only to prepare a domain spell of that level (or of a lower level, if affected by a metamagic feat). The druid also gains the domain's granted power, except as noted below.

BATTLE SCION

A battle scion has earned the right to fight with a particular legendary weapon, either because the weapon is an ancestral heirloom or because he upholds the principles for which the weapon was originally created.

While characters of any class can eventually qualify for the battle scion class, those who wield weapons professionally—fighters, barbarians, rangers, and paladins—are ideal candidates.

No two battle scions are identical, by virtue of the weapons that grant them access to this prestige class.

One scion might wield an heirloom weapon that provides him with the abilities needed to uphold the family's honor. Another could be the scourge of an evil temple, using his legendary sword to prove that might does indeed make right.

Alternatively, you can simply eliminate the normal cleric's ability to spontaneously cast *cure* or *inflict* spells. This makes the selection of the Healing domain (or the Destruction domain, for evil clerics) into an extraordinarily powerful choice, but simultaneously places a dramatic limitation on the average cleric's ability to heal damage. If you use this option, you might want to allow a cleric of any good deity to select the Healing domain as one of his domains.

For example, a 1st-level cleric of Obad-Hai has selected access to the domains of Air and Animal. He may cast one 1st-level spell for being a 1st-level cleric, plus one 1st-level bonus spell because of his 15 Wisdom. Instead of preparing one domain spell (either *obscuring mist* or *calm animals*) each day, he may spontaneously cast *obscuring mist* or *calm animals* in place of either or both of his prepared 1st-level spells. He does not prepare domain spells. If this cleric had chosen the Earth and Plant domains, he could spontaneously cast *magic stone* or *entangle* in place of either or both of his prepared 1st-level spells.

If you use the Druid Domains house rule described elsewhere in this chapter, you could allow such characters to use these same spontaneous casting rules (either in addition to or in exchange for the existing druid ability to spontaneously cast *summon nature's ally* spells).

—Andy Collins

This variant has the secondary effect of individualizing the divine casters in your game, since no two characters choose to learn the same set of spells. With only a limited number of spells known from which to choose, characters must make tough choices each time they gain new spells known. For instance, is it more important that a 4th-level cleric learn *cure moderate wounds*—particularly if he already knows *cure light wounds*—or *bear's endurance*? Should your druid learn *resist energy* as a 2nd-level spell, or should she wait until she gains access to 3rd-level spells and learn *protection from energy* instead? The cleric's choice of domains becomes crucial, because those areas form the backbone of his available spells.

Druids who select the Animal domain or the Plant domain gain Skill Focus (Knowledge [nature]), since Knowledge (nature) is already a class skill for druids.

A druid who chooses the Sun domain gains the ability to turn undead 1/day as a cleric of her level, and cannot perform a greater turning.

—Andrew Finch

Yet another could be wielding an axe, hammer, or staff dedicated to his profession, or to his race, with abilities that draw on the strengths thereof.

For all the powers his sword grants him, a battle scion isn't terribly different from any other fighter, barbarian, ranger, or paladin who uses his share of the treasure to upgrade his favorite weapon every so often.

What really sets him apart is the fact that his weapon is leading him toward a particular destiny, if only by shaping his future advancement choices.

Hit Die: d10.

REQUIREMENTS

To qualify to become a battle scion, a character must fulfill the criteria given in his particular weapon's entry.

(For an example, see *Dragonblade*, below).

CLASS SKILLS

The battle scion's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the battle scion prestige class.

A legendary weapon associated with the class provides a unique set of additional special abilities, which are detailed in the weapon's description.

(For an example, see *Dragonblade*, below).

These abilities accrue in addition to those already noted in the Special column on Table 5–8.

However, because those abilities are functions of the weapon rather than the wielder, they are lost if the legendary weapon that granted them is lost.

The features mentioned on Table 5–8 are retained even if the weapon is lost.

Bonus Feats: At 1st level, a battle scion receives a bonus feat.

Thereafter, he gains an additional bonus feat at 4th, 7th, and 10th level.

These bonus feats must be drawn from the list of feats noted as fighter bonus feats on Table 5–1: Feats, page 90 of the *Player's Handbook*.

A battle scion must still meet all prerequisites to take a bonus feat.

DRAGONBLADE

Reputedly carved from the fang of a great wyrm red dragon, the bastard sword known as *Dragonblade* has served many masters over the centuries, from bloodthirsty warlords to treasure-seeking adventurers.

It is a legendary weapon that provides many benefits to its wielder, but most of the benefits apply only if the wielder has levels in the battle scion prestige class.

Requirements: Any character can wield *Dragonblade* as a +2 bastard sword and also gain the benefit of the bravery special ability described below.

A battle scion who wields *Dragonblade* gains additional special abilities if the character fulfills the following criteria.

Base Attack Bonus: +9.

Skills: Knowledge (arcana) 6 ranks.

Feats: Improved Critical (bastard sword), Iron Will.

Attributes: *Dragonblade* has the following attributes.

Hardness/Hit Points: 20/55.

Caster Level: 15th.

Value: To any character other than a battle scion who meets the above requirements, *Dragonblade* appears to be worth as much as a Medium +2 bastard sword that grants the bravery special ability (market price 14,335 gp).

Special Abilities: *Dragonblade* provides a number of special abilities to its wielder, depending on the character's class level in the battle scion prestige class (see the table below).

ABILITIES GRANTED BY DRAGONBLADE

Battle Scion Level	Ability Gained
—	Bravery
1st	Bane (dragons)
2nd	Resistance to energy 10
3rd	Enhancement bonus +3 (+5 against dragons)
4th	Intimidating presence
5th	Resistance to energy 20
6th	Enhancement bonus +4 (+6 against dragons)
7th	Dodge bonus
8th	Resistance to energy 30
9th	Frightful presence
10th	Enhancement bonus +5 (+7 against dragons)

Initial Abilities: When first acquired, *Dragonblade* functions as a +2 bastard sword.

Anyone who wields it, whether a battle scion or not, also benefits from the bravery ability (see below).

Bravery (Ex): The wielder of *Dragonblade* has immunity to a dragon's frightful presence ability.

All allies within 30 feet of the wielder gain a +4 morale bonus on saves against the frightful presence of dragons.

Bane (Dragons) (Su): When wielded by a battle scion, *Dragonblade* gains the bane (dragons) special ability.

Its enhancement bonus is treated as 2 points higher when attacking a dragon, and it deals an extra 2d6 points of damage on a successful strike against a dragon.

Resistance to Energy (Su): Once per day, when a battle scion of 2nd level or higher wielding *Dragonblade* is dealt at least 1 point of damage from any type of energy (acid, cold, electricity, fire, or sonic), the scion gains resistance 10 to that form of energy for 1 hour thereafter (including against the damage that activated the ability).

For example, if the scion were engulfed in a *fireball*, the resistance would immediately take effect, reducing the damage taken by the *fireball* (and any other source of fire damage for the next hour) by 10 points.

Once the energy type is determined, it cannot be changed for the current use of the ability.

If two or more types of energy strike the scion simultaneously, he may select the energy type against which his resistance protects.

When a battle scion attains 5th level, the resistance granted by this ability increases to 20 points.

At 8th level, it increases to 30 points.

Intimidating Presence (Ex): A battle scion of 4th level or higher wielding *Dragonblade* may add his class level as a bonus on Intimidate checks made against dragons (or one-half his class level as a bonus on Intimidate checks made against nondragons).

Dodge Bonus (Ex): At 7th level and higher, a battle scion wielding *Dragonblade* gains a +2 dodge bonus to Armor Class against creatures at least two size categories larger than himself.

Frightful Presence (Ex): A battle scion of 9th level or higher wielding *Dragonblade* can unsettle foes with his mere presence.

This ability takes effect automatically whenever the scion attacks or charges.

Creatures within a radius of 60 feet are subject to the effect if they have fewer Hit Dice than the scion's character level. A potentially affected creature that succeeds on a Will save (DC 10 + class level + scion's Cha modifier) remains immune to that scion's frightful presence for one day.

On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Even dragons can be affected by the scion's frightful presence.

TABLE 5-8: THE BATTLE SCION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	—
3rd	+3	+3	+1	+1	—
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	—
6th	+6	+5	+2	+2	—
7th	+7	+5	+2	+2	Bonus feat
8th	+8	+6	+2	+2	—
9th	+9	+6	+3	+3	—
10th	+10	+7	+3	+3	Bonus feat

FAITH SCION

A faith scion wields his legendary blade in the name of his deity—or, in the case of a druid, in the service of nature. A legendary weapon usually comes into the hands of a faith scion either as a gift from his religious order or as a blessing from his deity.

Because of the divine nature of these weapons, clerics, druids and paladins are ideally suited for this prestige class, though other classes can also qualify.

A divinely influenced legendary weapon should be rare and unique.

Certainly no deity would create multiple copies of one weapon as a matter of course, and few religious orders can afford to do so.

Thus, each weapon should grant different abilities, except in special cases.

For example, duplicate weapons might be created especially to combat the enemies of a church, or perhaps to destroy (or create) undead.

A divine legendary sword of an order devoted to healing might even be less a weapon than an instrument for easing the suffering of others.

A faith scion usually has high status within his religious order.

His possession of a legendary weapon implies that he has the favor of his deity, or that he is more in tune with nature than others of his order, in the case of a druid.

Depending on the alignment of his deity, though, his ownership of the weapon could be construed as an invitation to try to take it from him.

Hit Die: d8.

REQUIREMENTS

To qualify to become a faith scion, a character must fulfill the criteria given in his particular weapon's entry. (For an example, see *Hammer of All Souls*, below).

CLASS SKILLS

The faith scion's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Survival (Wis).

Domains and Class Skills: A cleric who gains additional class skills from his domain can treat those skills as class skills for the faith scion class.

See *Deity, Domains, and Domain Spells*, page 32 of the *Player's Handbook*, for more information.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the faith scion prestige class.

A legendary weapon associated with the class provides a unique set of additional special abilities, which are detailed in the weapon's description.

(For an example, see the *Hammer of All Souls*, below).

These abilities accrue in addition to those already noted on Table 5-9.

However, because those abilities are functions of the weapon rather than the wielder, they are lost if the legendary weapon that granted them is lost.

The features mentioned on Table 5-9 are retained even if the weapon is lost.

Spells per Day/Spells Known: At each faith scion level, a character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level.

If the character had more than one spellcasting class before becoming a faith scion, the player must decide to which class to add each faith scion level for the purpose of determining spells per day and spells known.

Special Abilities: Faith scion levels stack with other class levels for determining the effectiveness of the following abilities: animal companions, lay on hands, *special mount*, turn or rebuke undead, wild shape (including additional daily uses or increased range of sizes or creature types), and wild empathy.

For instance, a 5th-level druid/6th-level faith scion could assume wild shape four times per day (including Tiny creatures), and would add 11 (plus Cha modifier) to his wild empathy checks.

His animal companion would be treated as that of an 11th-level druid.

HAMMER OF ALL SOULS

The *Hammer of All Souls* is said to have been crafted by Moradin Dwarffather himself in the image of his own weapon, *Soul hammer*.

It symbolizes the glory of the dwarven race.

Requirements: Any character can wield the *Hammer of All Souls* as a +2 adamantine warhammer and also gain the benefit of the Craft bonus and lore of souls special ability described below.

A faith scion who wields the *Hammer of All Souls* gains additional special abilities if the character fulfills the following criteria.

Race: Dwarf.

Alignment: Lawful good.

Base Attack Bonus: +7.

Skills: Craft (armorsmithing) or Craft (weaponsmithing) 10 ranks.

Feats: Armor Proficiency (heavy), Great Fortitude, Power Attack, Weapon Focus (warhammer).

Spells: Ability to cast *protection from evil* as a divine spell.

Restrictions: Should the wielder of the *Hammer of All Souls* become an alignment other than lawful good, or attack a lawful good, lawful neutral, or neutral good-aligned dwarf,

he loses all special abilities granted by the faith scion prestige class.

To regain these abilities, the scion must receive an *atonement* spell from a dwarf cleric of Moradin.

Maintenance: A wielder of the *Hammer of All Souls* must strike the hammer against an anvil at least once every seven days.

Failure to perform this task reduces the hammer's enhancement bonus by 1.

Multiple failures are not cumulative (that is, if the hammer goes two weeks without striking an anvil, the reduction does not increase to 2).

Attributes: The *Hammer of All Souls* has the following attributes.

Hardness/Hit Points: 30/76.

Caster Level: 15th.

Value: To any character other than a faith scion who meets the above requirements, the *Hammer of All Souls* appears to be worth as much as a Medium +2 *adamantine warhammer* that grants the Craft bonus and lore of all souls special ability (market price 21,812 gp).

Special Abilities: The *Hammer of All Souls* provides a number of special abilities to its wielder, depending on the character's class level in the faith scion prestige class (see the table below).

ABILITIES GRANTED BY THE HAMMER OF ALL SOULS

Faith Scion Level	Ability Gained
—	Craft bonus
—	Lore of souls
1st	Smite evil 1/day
2nd	Fortitude of souls +2
3rd	Throw and return
4th	Enhancement bonus +3
5th	Smite evil 2/day
6th	Fortitude of souls +4
7th	Enhancement bonus +4
8th	Fortitude of souls +6
9th	Smite evil 3/day
10th	Enhancement bonus +5

TABLE 5–9: THE FAITH SCION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day/Spells Known
1st	+0	+2	+0	+2	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	+1 level of existing divine spellcasting class

Initial Abilities: When first acquired, the *Hammer of All Souls* functions as a +2 *adamantine warhammer*.

Anyone who wields it, whether a faith scion or not, also benefits from the Craft bonus and lore of souls ability (see below).

Craft Bonus (Ex): The owner of the *Hammer of All Souls* gains a +5 insight bonus on all Craft checks related to stone or metal.

This bonus increases by an additional +1 for every faith scion class level gained, including 1st level.

Lore of Souls (Su): Three times per day, the owner of the *Hammer of All Souls* can use a full-round action to consult the knowledge of his dwarven ancestors.

This gives the character a bonus on any one Knowledge check (made as part of the action) equal to his faith scion level (if any) + his Wisdom bonus (if any).

(At the DM's discretion, if the Knowledge check is directly related to dwarvenkind, the bonus granted by the character's faith scion level is doubled).

The check is treated as a trained skill check, even if the character has no ranks in that Knowledge skill.

Smite Evil (Su): Once per day, a faith scion wielding the *Hammer of All Souls* may smite evil with an attack.

The attack may be a melee attack or a ranged attack, but must be delivered by the *Hammer of All Souls*.

The wielder adds 4 to his attack roll and deals 2 extra points of damage per faith scion level.

If the wielder accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

A wielder may use this ability twice per day at 5th level and three times per day at 9th level.

Fortitude of Souls (Su): A faith scion of 2nd level or higher wielding the *Hammer of All Souls* derives endurance from the support of his ancestors, gaining a +2 enhancement bonus to Constitution.

At 6th level, the bonus increases to +4, and at 8th level to +6.

Throw and Return (Su): Three times per day, a faith scion of 3rd level or higher wielding the *Hammer of All Souls* can treat the weapon as a throwing returning weapon (see the special ability descriptions on pages 225 and 226 of the *Dungeon Master's Guide*).

Activating this ability is a free action, and it lasts for 1 round.

PRESTIGE BARD

The prestige bard is a jack-of-all-trades, master of none. She relies on wit, agility, and no small amount of magic to see her through her daring adventures.

Virtually all characters who become prestige bards are already multiclass characters, usually mixing rogue and wizard or rogue and sorcerer.

Some dabble in barbarian or fighter as well, depending on their social backgrounds.

NPC prestige bards may serve as heralds, tale-tellers, spies, ne'er-do-wells, or all of the above.

Some work in troupes, others form colleges, but most share a strong streak of independence.

Compared to the standard character class, the prestige bard gains her bardic music abilities later in her career, but has a greater range of spells available.

Hit Die: d6.

REQUIREMENTS

To qualify to become a prestige bard, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +3.

Skills: Knowledge (any one) 4 ranks, Perform (any one) 8 ranks.

Special: Ability to cast at least one 1st-level arcane spell from each of the divination, enchantment, and illusion schools.

CLASS SKILLS

The prestige bard's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb

(Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the prestige bard class.

Weapon and Armor Proficiency: As the standard bard in the *Player's Handbook*.

A prestige bard can cast any arcane spells in light armor without the normal arcane spell failure chance.

Spellcasting: When a new prestige bard level is gained (except at 1st, 3rd, 7th, and 13th level), the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever arcane spellcasting class she belonged to before she added the prestige class.

A prestige bard casts arcane spells from the schools of divination, enchantment, and illusion at +2 caster level.

She casts arcane spells from the schools of evocation and necromancy at -2 caster level.

Bardic Knowledge (Ex): As the standard bard ability of the same name.

Bardic Music: As the standard bard ability of the same name, except that the minimum number of ranks in Perform required is increased by 5 (8 ranks for countersong, *fascinate*, or inspire courage; 11 ranks for inspire competence, and so forth).

TABLE 2-4: THE PRESTIGE BARD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Bardic music (countersong, <i>fascinate</i> , inspire courage +1), bardic knowledge	—
2nd	+1	+0	+3	+3	—	+1 level of existing arcane spellcasting class
3rd	+2	+1	+3	+3	Inspire competence	—
4th	+3	+1	+4	+4	—	+1 level of existing arcane spellcasting class
5th	+3	+1	+4	+4	Inspire courage +2	+1 level of existing arcane spellcasting class
6th	+4	+2	+5	+5	—	+1 level of existing arcane spellcasting class
7th	+5	+2	+5	+5	Inspire greatness	—
8th	+6	+2	+6	+6	—	+1 level of existing arcane spellcasting class
9th	+6	+3	+6	+6	Song of freedom	+1 level of existing arcane spellcasting class
10th	+7	+3	+7	+7	Inspire courage +3	+1 level of existing arcane spellcasting class
11th	+8	+3	+7	+7	Inspire heroics	+1 level of existing arcane spellcasting class
12th	+9	+4	+8	+8	—	+1 level of existing arcane spellcasting class
13th	+9	+4	+8	+8	Mass suggestion	—
14th	+10	+4	+9	+9	—	+1 level of existing arcane spellcasting class
15th	+11	+5	+9	+9	Inspire courage +4	+1 level of existing arcane spellcasting class

PRESTIGE PALADIN

After training in the arts of combat and the mysteries of the divine, the prestige paladin is anointed as a holy warrior dedicated to the protection of law and goodness.

Most prestige paladins are clerics or fighter/clerics, though rare cleric/monks might pursue this path as well.

NPC prestige paladins usually belong to a holy order dedicated to a lawful good deity such as Heironeous.

Some are lone wanderers, dealing out justice while walking the earth.

Compared to the standard paladin, the prestige paladin gives up a small amount of combat prowess in exchange for a larger spell list and a higher top end of his spellcasting powers.

Also, his class features aren't quite as powerful as the standard paladin's as a result of his reduced paladin class level.

Hit Die: d10.

REQUIREMENTS

To qualify to become a prestige paladin, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Attack Bonus: +4.

Skills: Knowledge (religion) 2 ranks, Knowledge (nobility and royalty) 2 ranks, Ride 4 ranks.

Feats: Mounted Combat.

Spellcasting: Ability to cast *protection from evil* as a divine spell.

Special: Ability to turn undead.

CLASS SKILLS

The prestige paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the prestige paladin class.

Weapon and Armor Proficiency: As the standard paladin in the *Player's Handbook*.

Spells per Day: A prestige paladin's training focuses on divine spellcasting.

At every odd-numbered level reached, the prestige paladin gains new spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class.

Detect Evil (Sp): As the standard paladin ability of the same name.

Smite Evil (Su): As the standard paladin ability of the same name.

Turn Undead (Su): For the purpose of determining his ability to turn undead, a prestige paladin's class levels stack with his levels from all his other classes from which he has gained the ability to turn undead.

For instance, a 4th-level fighter/1st-level cleric/2nd-level prestige paladin would turn undead as a 3rd-level cleric.

Divine Grace (Su): As the standard paladin ability of the same name.

Lay on Hands (Su): As the standard paladin ability of the same name, except that the total number of hit points of damage that a prestige paladin can heal per day is equal to his Charisma modifier × (his paladin level + 3).

For example, a 3rd-level prestige paladin with a Charisma of 16 (+3 modifier) can heal 18 points of damage per day.

Special Mount (Sp): As the standard paladin ability of the same name, except treat the prestige paladin's effective level as three higher when calculating the mount's bonus Hit Dice, powers, and so forth (see the sidebar The Paladin's Mount on page 45 of the *Player's Handbook*).

Aura of Courage (Su): As the standard paladin ability of the same name.

Divine Health (Ex): As the standard paladin ability of the same name.

Remove Disease (Sp): As the standard paladin ability of the same name, except that a prestige paladin gains the ability at 4th level and can use this ability one additional time per week for every four levels gained thereafter (twice at 8th and three times at 12th).

Code of Conduct and Associates: These restrictions are the same as those described in the *Player's Handbook*.

EX-PALADINS

Same as for the standard paladin, but with no restrictions on multiclassing.

TABLE 2-5: THE PRESTIGE PALADIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Detect evil, smite evil 1/day, turn undead	+1 level of existing divine spellcasting class
2nd	+2	+3	+0	+0	Divine grace, lay on hands, special mount	—
3rd	+3	+3	+1	+1	Aura of courage, divine health	+1 level of existing divine spellcasting class
4th	+4	+4	+1	+1	Remove disease 1/week	—
5th	+5	+4	+1	+1	Smite evil 2/day	+1 level of existing divine spellcasting class
6th	+6	+5	+2	+2	—	—
7th	+7	+5	+2	+2	—	+1 level of existing divine spellcasting class
8th	+8	+6	+2	+2	Remove disease 2/week	—
9th	+9	+6	+3	+3	—	+1 level of existing divine spellcasting class
10th	+10	+7	+3	+3	Smite evil 3/day	—
11th	+11	+7	+3	+3	—	+1 level of existing divine spellcasting class
12th	+12	+8	+4	+4	Remove disease 3/week	—
13th	+13	+8	+4	+4	—	+1 level of existing divine spellcasting class
14th	+14	+9	+4	+4	—	—
15th	+15	+9	+5	+5	Smite evil 4/day	+1 level of existing divine spellcasting class

PRESTIGE RANGER

The prestige ranger navigates the dark forests, craggy mountains, or desert wastes of her homeland with unparalleled skill.

She becomes one with nature while remaining a deadly hunter.

Most prestige rangers are former druids, though some multiclass in barbarian, fighter, or rogue.

Some replace druid levels with cleric levels, selecting the Animal domain.

If your campaign uses the wilderness rogue (described earlier in this chapter), that class also provides a good starting point for a would-be prestige ranger.

NPC prestige rangers are typically loners, trusting few but themselves while on the hunt.

Some form loose affiliations of like-minded individuals, occasionally relying on each other for assistance in dire times.

Compared to the standard ranger, the prestige ranger gives up immediate access to some of her iconic abilities (such as favored enemy) by having to qualify for the class, but has a much wider selection of spells.

Hit Die: d8.

REQUIREMENTS

To qualify to become a prestige ranger, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Knowledge (nature) 2 ranks, Survival 4 ranks.

Feats: Endurance, Track, and either Rapid Shot or Two-Weapon Fighting.

Spellcasting: Must be able to cast *calm animals* as a divine spell.

CLASS SKILLS

The prestige ranger's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the prestige ranger class.

Weapon and Armor Proficiency: As the standard ranger in the *Player's Handbook*.

Animal Companion (Ex): At 1st level, a prestige ranger gains an animal companion.

This is identical to the standard druid ability of the same name.

If a prestige ranger already has an animal companion from another class, the character's prestige ranger levels stack

with those class levels for purposes of determining the companion's abilities.

Favored Enemy (Ex): As the standard ranger ability of the same name.

Wild Empathy (Ex): As the standard ranger ability of the same name.

If a prestige ranger already has the wild empathy ability from another class, the character's prestige ranger levels stack with those class levels when making animal empathy checks.

Bonus Feat: At 2nd level, a prestige ranger gains either Manyshot or Improved Two-Weapon Fighting as a bonus feat.

She must have the Rapid Shot feat to select Manyshot as a bonus feat, and she must have Two-Weapon Fighting to select Improved Two-Weapon Fighting as a bonus feat.

However, the ranger need not have any of the other normal prerequisites for the bonus feat selected.

At 7th level, a prestige ranger gains either Improved Precise Shot or Greater Two-Weapon Fighting as a bonus feat.

She must have the Manyshot and Rapid Shot feats to select Improved Precise Shot as a bonus feat, and she must have Two-Weapon Fighting and Improved Two-Weapon Fighting to select Greater Two-Weapon Fighting as a bonus feat.

However, the ranger need not have any of the other normal prerequisites for the bonus feat selected.

Woodland Stride (Ex): As the standard ranger ability of the same name.

Camouflage (Ex): As the standard ranger ability of the same name.

Hide in Plain Sight (Ex): As the standard ranger ability of the same name.

TABLE 2-6: THE PRESTIGE RANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+2	+0	1st favored enemy, animal companion, wild empathy	—
2nd	+2	+3	+3	+0	Bonus feat, woodland stride	+1 level of existing divine spellcasting class
3rd	+3	+3	+3	+1	Swift tracker	—
4th	+4	+4	+4	+1	—	+1 level of existing divine spellcasting class
5th	+5	+4	+4	+1	2nd favored enemy	—
6th	+6	+5	+5	+2	—	+1 level of existing divine spellcasting class
7th	+7	+5	+5	+2	Bonus feat	—
8th	+8	+6	+6	+2	—	+1 level of existing divine spellcasting class
9th	+9	+6	+6	+3	Camouflage	—
10th	+10	+7	+7	+3	3rd favored enemy	+1 level of existing divine spellcasting class
11th	+11	+7	+7	+3	—	—
12th	+12	+8	+8	+4	—	+1 level of existing divine spellcasting class
13th	+13	+8	+8	+4	Hide in plain sight	—
14th	+14	+9	+9	+4	—	+1 level of existing divine spellcasting class
15th	+15	+9	+9	+5	4th favored enemy	—

SPELL SCION

Sometimes a magic weapon is not so much a weapon as a magic device in the shape of a weapon.

The spell scion is the ideal wielder for a legendary weapon of this sort.

Spellblades and similar items are weapons of significant arcane power, and their wielders often have great magical destinies.

Such a character might wield a fey sword, or a demon blade, or a magic staff that is actually an important symbol of his or her arcane order.

Wielding an arcane legendary weapon is a great responsibility because the weapon contains so much magical power.

Arcane spellcasters who recognize a particular weapon usually afford the wielder more respect—or perhaps fear—than they might another of their ilk who was not so equipped.

Hit Die: d6.

REQUIREMENTS

To qualify to become a spell scion, a character must fulfill the criteria given in her particular weapon's entry. (For an example, see *Ionon*, below).

CLASS SKILLS

The spell scion's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the spell scion prestige class.

A legendary weapon associated with the class provides a unique set of additional special abilities, which are detailed in the weapon's description.

(For an example, see *Ionon*, below).

These abilities accrue in addition to those already noted on Table 5–10.

However, because those abilities are functions of the weapon rather than the wielder, they are lost if the legendary weapon that granted them is lost.

The features mentioned on Table 5–10 are retained even if the weapon is lost.

Spells per Day/Spells Known: At each spell scion level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level.

She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming a spell scion, the player must decide to which class to add each spell scion level for the purpose of determining spells per day and spells known.

IONON, THE BURNING STAFF

Created by a wizard from pure elemental fire, *Ionon* is a conduit between the wielder and the Elemental Plane of Fire.

The staff is made of polished obsidian and is wreathed at all times in wispy blue-white flame.

This flame deals no damage to the wielder.

Requirements: Any character can wield *Ionon* as a +1 flaming/+1 flaming quarterstaff and also gain the benefit of the resistance to fire special ability described below.

A spell scion who wields *Ionon* gains additional special abilities if the character fulfills the following criteria.

Alignment: Any nonlawful.

Skills: Knowledge (arcana) 5 ranks, Knowledge (the planes) 5 ranks, Spellcraft 10 ranks.

Feats: Empower Spell.

Spells: Ability to cast 4th-level arcane spells, including at least three spells with the fire descriptor.

Special: Must have been reduced to –1 or less hit points on at least one occasion from a hit that dealt fire damage.

Restrictions: If *Ionon* is grasped by a creature with vulnerability to cold, the weapon's flame goes out temporarily.

This renders all the staff's special abilities (except for its enhancement bonus) inactive.

The creature grasping the staff takes 1 point of fire damage in every round when the weapon remains grasped.

Maintenance: *Ionon* must be kept in a warm environment to remain at full power.

If the staff spends at least 1 hour in an area where the temperature is below 50°F, its flame goes out temporarily.

This renders all the staff's special abilities (except for its enhancement bonus) inactive.

This loss of special abilities can be postponed by dealing at least 5 points of fire damage to *Ionon* every hour.

(Damage dealt to the staff "counts" for this purpose even if the staff actually takes no damage, such as because of its hardness).

Attributes: *Ionon* has the following attributes.

Hardness/Hit Points: 14/45.

Caster Level: 15th.

Value: To any character other than a spell scion who meets the above requirements, *Ionon* appears to be worth as much as a Medium +1 flaming/+1 flaming quarterstaff that grants the resistance to fire ability (market price 24,600 gp).

Special Abilities: *Ionon* provides the following special abilities to its wielder, depending on the character's class level in the spell scion prestige class (see the table below).

ABILITIES GRANTED BY IONON

Spell Scion Level	Ability Gained
—	Resistance to fire 5
1st	Resistance to fire 10, empowered spells
2nd	Recall spell 1/day
3rd	Fire shield
4th	Resistance to fire 20
5th	Enhancement bonus +2/+2, recall spell 2/day
6th	Plane shift
7th	Resistance to fire 30
8th	Recall spell 3/day
9th	Enhancement bonus +3/+3
10th	Immunity to fire

Initial Abilities: When first acquired, *Ionon* functions as a +1 flaming/+1 flaming quarterstaff.

Anyone who wields it, whether a spell scion or not, also benefits from the resistance to fire ability (see below).

Resistance to Fire (Ex): The wielder of the staff gains resistance to fire 5, even if she has no levels in the spell scion class.

A spell scion who wields the staff gains resistance to fire 10. At 4th level, the resistance improves to 20, and at 7th level to 30.

This resistance does not stack with any other resistance to fire the wielder may have.

Empowered Spells (Su): Three times per day, a spell scion wielding *Ionon* can empower (as the Empower Spell feat) any arcane spell she casts that has the fire descriptor.

She may apply this effect to any spell whose level is equal to or less than her spell scion level, and may even apply it to spell-like abilities cast by the staff itself.

Activating this power is a free action and has no effect on the spell's level or its casting time.

Recall Spell (Su): As a free action, a spell scion of 2nd level or higher can recall any arcane spell she has just cast, as long as that spell has the fire descriptor, up to a maximum spell level equal to her spell scion level.

She either restores that spell to her list of prepared spells (if she prepares spells) or regains that spell slot (if she does not prepare spells).

She may only recall a spell cast in the same round that she uses this ability.

This ability can be used once per day at 2nd level, twice per day at 5th level, and three times per day at 8th level.

Fire Shield (Sp): Once per day, when wielded by a spell scion of 3rd level or higher, *Ionon* can wreath the wielder in a warm fire shield of blue flames.

Enhancement Bonus (Ex): When *Ionon* is wielded by a spell scion of 5th level or higher, the staff's enhancement bonus improves from +1/+1 to +2/+2.

The bonus increases to +3/+3 when the wielder attains 9th level as a spell scion.

Plane Shift (Sp): Once per day, *Ionon* can transport a spell scion of 6th level or higher to the Elemental Plane of Fire, just as if it had cast *plane shift*.

Additional willing characters can accompany the scion, as described in the *plane shift* spell.

The effect is more accurate than normal for *plane shift*, delivering the scion 5 to 500 yards (not miles) from her intended destination.

The spell scion must have her own method of return, since *Ionon* provides no return trip.

Immunity to Fire (Ex): At 10th level, a spell scion wielding *Ionon* gains immunity to fire.

TABLE 5-10: THE SPELL SCION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day/Spells Known
1st	+0	+0	+0	+2	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	+1 level of existing arcane spellcasting class

SWIFT SCION

Some legendary weapons are meant for the hands of the quick and the silent.

A swift scion might inherit her weapon or acquire it "by accident", but the weapon is no less part of her destiny than is the legendary weapon of any other scion.

Characters of any class can become swift scions, but rogues, bards, rangers, and monks benefit most from the special abilities of the legendary weapons associated with this class. Swift scions wield their weapons for a wide variety of purposes.

A rogue may use it to supplement her income, while a monk might merely seek to master its use.

A bard could draw upon the power of her weapon's rich history to enhance her music, while a ranger might use it as part of the hunt.

Of all legendary weapons, the ones associated with the swift scion class are the most focused in their application. Each tends to favor rogues, monks, rangers, or bards specifically, rather than a broad range of classes as the other legendary weapons do.

Hit Die: d6.

REQUIREMENTS

To qualify to become a swift scion, a character must fulfill the criteria given in her particular weapon's entry.

(For an example, see *Dreamstriker*, below).

CLASS SKILLS

The swift scion's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the swift scion prestige class.

A legendary weapon associated with the class provides a unique set of additional special abilities, which are detailed in the weapon's description.

(For an example, see *Dreamstriker*, below).

These abilities accrue in addition to those already noted on Table 5-11.

However, because those abilities are functions of the weapon rather than the wielder, they are lost if the legendary weapon that granted them is lost.

The features mentioned on Table 5-11 are retained even if the weapon is lost.

Bonus Class Skill: At 1st level, 5th level, and 9th level, a swift scion may choose an additional class skill from the following list: Appraise (Int), Concentration (Con), Decipher Script (Int), Disable Device (Dex), Disguise (Cha), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Sleight of Hand (Dex), Speak Language (Int), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

Once designated, that skill is considered a class skill for the swift scion prestige class.

Bonus Special Ability: At 2nd level, 6th level, and 10th level, a swift scion may choose an additional special ability from the following list.

She may select the same ability more than once if desired, and the effects stack where appropriate.

Arcane Spells per Day/Spells Known: A swift scion may gain a number of new spells per day and spells known (if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming a swift scion, the player must decide to which class to add each swift scion level for the purpose of determining spells per day and spells known.

Bardic Music: A swift scion may choose to gain an extra two daily uses of the bardic music ability (as described on page 29 of the *Player's Handbook*), provided that she already has the ability.

She doesn't gain any new bardic music abilities, nor do her existing bardic music abilities improve in effectiveness.

Fast Movement (Ex): If a swift scion has an enhancement bonus to her speed from a class feature, she may choose to increase this enhancement bonus by 10 feet.

This enhancement bonus follows the same rules as her existing enhancement bonus to speed (for instance, a monk who selects this feature only benefits from the enhancement bonus when wearing no armor).

Improved Bardic Knowledge: A swift scion can choose to gain a +4 bonus on bardic knowledge checks.

(If the character doesn't have the bardic knowledge class feature, this benefit has no effect).

Improved Evasion (Ex): A swift scion may choose to gain the improved evasion ability (as described on page 42 of the *Player's Handbook*), provided that she already has the evasion ability.

Improved Favored Enemy: If a swift scion has at least one favored enemy (see page 47 of the *Player's Handbook*), the bonus gained on damage rolls and certain skill checks against any one favored enemy improves by +2.

The character doesn't gain any additional favored enemies by selecting this ability.

Improved Unarmed Damage: If a swift scion has the Improved Unarmed Strike feat, she may choose to increase the damage dealt by her unarmed strikes.

Treat this as if the character's monk level had increased by four.

For instance, a 6th-level monk/2nd-level swift scion who selects this ability would increase her unarmed strike damage from 1d8 to 1d10.

(If the character has no monk levels, she gains unarmed damage as a 4th-level monk).

Improved Uncanny Dodge (Ex): If a swift scion has the uncanny dodge class feature, she may select improved uncanny dodge.

Her swift scion levels stack with her levels in other classes that grant uncanny dodge to determine the minimum rogue level required to flank the character.

(See page 26 of the *Player's Handbook* for details).

Sneak Attack: If a swift scion has the sneak attack ability, she may choose to increase the extra damage it deals by 2d6 points.

Swift Tracker (Ex): If a swift scion has the Track feat, she may select this special ability.

A swift scion with this ability can move at her normal speed while following tracks without taking the normal -5 penalty.

She takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Trap Sense: If a swift scion has the trap sense ability, she can take this special ability to increase her bonus on Reflex saves and to AC against traps by 1.

DREAMSTRIKER

A cabal of halfling clerics created the bow called *Dreamstriker* long ago.

Since then, it has been passed down along a line of elite rangers and rogues, but was recently lost when its wielder was slain while away from her village.

Requirements: Any character can wield *Dreamstriker* as a +2 *composite shortbow* (+2 Str bonus) and also gain the benefit of the stealth special ability described below.

A swift scion who wields *Dreamstriker* gains additional special abilities if the character fulfills the following criteria.

Base Attack Bonus: +6.

Skills: Hide 10 ranks, Move Silently 10 ranks.

Feats: Point Blank Shot, Far Shot, Stealthy.

Special: The wielder must be of Small size.

Restrictions: *Dreamstriker* does not grant its stealth ability to a wielder who is not of Small size, though its enhancement bonus is still effective.

Attributes: *Dreamstriker* has the following attributes.

Hardness/Hit Points: 15/55.

Caster Level: 15th.

Value: To any character other than a swift scion who meets the above requirements, *Dreamstriker* appears to be worth as much as a Small +2 *composite shortbow* (+2 Str bonus) that grants the stealth ability (market price 10,525 gp).

Special Abilities: *Dreamstriker* provides a number of special abilities to its wielder, depending on the character's class level in the swift scion prestige class (see the table below).

ABILITIES GRANTED BY DREAMSTRIKER

Swift Scion Level	Ability Gained
—	Stealth
1st	Invisibility
2nd	Ghost touch
3rd	Ephemeral presence (trackless)
4th	Enhancement bonus +3
5th	Dreamstrike arrows
6th	Greater invisibility
7th	Enhancement bonus +4
8th	Ephemeral presence (scentless)
9th	Etherealness
10th	Enhancement bonus +5

Initial Abilities: When it is first acquired, *Dreamstriker* functions as a +2 *composite shortbow* (+2 Str bonus).

Any Small character who wields it, whether a swift scion or not, also benefits from the stealth ability (see below).

Stealth (Su): The wielder of *Dreamstriker* may use her Wisdom bonus (if any) as a bonus on her Hide and Move Silently checks.

Invisibility (Sp): A swift scion wielding *Dreamstriker* can become invisible once per day as a free action. The effect lasts for 1 round per class level. For a swift scion of 6th level or higher, the invisibility granted by this power is the equivalent of *greater invisibility*. The duration remains 1 round per class level.

Ghost Touch (Su): When *Dreamstriker* is wielded by a swift scion of 2nd level or higher, any arrow fired from the bow can damage incorporeal creatures as if it had the ghost touch special ability.

Ephemeral Presence (Su): A swift scion of 3rd level or higher bearing *Dreamstriker* leaves no trail and cannot be tracked. At 8th level, a swift scion bearing the weapon no longer gives off a scent. Creatures with the scent ability cannot detect her presence by means of that ability, nor can she be tracked by scent.

Enhancement Bonus (Ex): When *Dreamstriker* is wielded by a swift scion of 4th level or higher, the bow's enhancement bonus improves from +2 to +3. The bonus increases to +4 at 7th level and +5 at 10th level.

Dreamstrike Arrows (Su): Three times per day (but no more than once per round), a swift scion of 5th level or higher can fire a special arrow from *Dreamstriker*. The arrow strikes as a touch attack (ignoring armor, shield, and natural armor bonuses to AC). The arrow deals only half the normal damage, but the damage dealt is Wisdom damage, not hit point damage. Bonus damage dice, if any, do not apply to the damage dealt by a dreamstrike arrow.

Etherealness (Su): At 9th level or higher, a swift scion bearing *Dreamstriker* can become ethereal for up to 10 rounds per day (which need not be spent all at one time) Activating this power, or deactivating it to become material, is a standard action.

TABLE 5-11: THE SWIFT SCION

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+0	+0	+2	+0	Bonus class skill
2nd	+1	+1	+3	+0	Bonus special ability
3rd	+2	+1	+3	+1	—
4th	+3	+1	+4	+1	—
5th	+3	+1	+4	+1	Bonus class skill
6th	+4	+2	+5	+2	Bonus special ability
7th	+5	+2	+5	+2	—
8th	+6	+2	+6	+2	—
9th	+6	+3	+6	+3	—
10th	+7	+3	+7	+3	Bonus special ability

TAINTED SORCERER

Tainted sorcerers find an easy path to tremendous magical power. Young wizards frustrated at the slow pace of their studies, old scholars chafing at the limitations of traditional magic, peasant folk-magic practitioners, even those who wage endless battle against unspeakable evil and thus succumb to taint—for all these spellcasters, taint offers a way to overcome obstacles that the sanctioned magic of the world cannot provide. At the mere cost of the character's soul... Tainted sorcerers come from a variety of backgrounds.

Many are sorcerers or wizards—some inexperienced, some quite advanced—who stumble across or seek out the forbidden secrets of taint in arcane libraries. Others are adepts who learn tainted magic from an older practitioner. Some are clerics or druids of evil cults who learn from their elders, in the same way that their cult has passed on knowledge for centuries. NPC tainted sorcerers are everywhere, though they usually hide very carefully.

Hit Die: d8.

REQUIREMENTS

To qualify to become a tainted sorcerer, a character must fulfill all the following criteria.

Alignment: Any nongood.

Base Will Save: +4.

Skills: Concentration 8 ranks, Knowledge (arcana) 4 ranks.

Spells: Ability to cast 1st-level spells.

Taint: Character's taint score must be 4 or higher.

Special: Must have learned the basics of taint magic from a tainted sorcerer of at least 4th level, or must have summoned a demon or devil to gain instruction.

CLASS SKILLS

The tainted sorcerer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Disguise (Cha), Hide (Dex), Knowledge (arcana) (Int), Knowledge (the planes) (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the tainted sorcerer.

Weapon and Armor Proficiency: Tainted sorcerers are proficient with all simple weapons.

They are not proficient with any type of armor or shield.

Armor of any type interferes with a tainted sorcerer's arcane gestures, which can cause her spells to fail (if those spells have somatic components).

Spells per Day/Spells Known: When a new tainted sorcerer level is gained, the character gains new spells known and spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained.

This essentially means that she adds the level of tainted sorcerer to the level of whatever other spellcasting class she has, then determines spells known, spells per day, and caster level accordingly.

Blood Component: A tainted sorcerer must use blood in place of any spell's material component (if the spell has no material component, ignore this cost).

She has two choices for a source of blood: herself or someone else.

If she uses her own blood, the minor knife cut to draw the requisite blood is a free action that becomes a normal part of casting the spell.

Using this ability deals 1 point of damage to the tainted sorcerer, but the character does not need to make a Concentration check to successfully cast the spell, despite the wound.

Substituting blood for a costly material component requires drawing a greater amount of blood.

A tainted sorcerer deals more damage to herself when drawing a large amount of blood, as shown on the table below.

Component Cost	Damage Dealt
50 gp or less	5
51gp–300 gp	11
301 gp–750 gp	17
751 gp or more	23

Also, when using blood to replace a costly component in this way, the tainted sorcerer must make a Concentration check (DC 10 + damage taken + spell level) to successfully cast the spell.

If the tainted sorcerer draws someone else's blood to use as a material component, the rules given above generally apply.

If the source of blood is willing (or helpless) and is adjacent to the tainted sorcerer, she can make a minor knife cut to obtain a small amount of blood as a free action during the casting of the spell.

(If the source is not willing or helpless and not adjacent, how long it takes to draw blood depends entirely on the circumstances).

No single source of blood can be used to replace a costly material component unless the character or creature's current hit point total is high enough to absorb all the damage without falling below –10.

For example, the blood of an orc with 6 hit points remaining is not sufficient to replace a component that costs 301 gp or more, because the orc cannot take the necessary 17 points of damage before it is dead.

Taint Suppression: While a tainted sorcerer is likely to accumulate a high taint score over the course of her life, this taint is not immediately obvious to onlookers.

A tainted sorcerer's taint manifests in mental effects—insanity, rage, and nightmares—and in internal physical effects.

If a tainted sorcerer is split open, the character's internal corruption is obvious: Her body is full of bloody pus and strange growths, even internal limbs.

If a tainted sorcerer enters a tainted area, her corruption immediately manifests externally as well.

Barring these two conditions, it is impossible to detect a tainted sorcerer based on appearance.

A tainted sorcerer no longer applies her taint score as a penalty to her Constitution, and only applies one-half her taint score as a penalty to her Wisdom.

Tainted Metamagic: A tainted sorcerer who learns metamagic feats can apply them by paying an additional cost in blood.

By draining blood, a tainted sorcerer can enhance her spells without using a higher-level spell slot.

The cost is a number of points of Constitution damage equal to the spell slot adjustment of the metamagic feat. Thus, casting an empowered *vampiric touch* spell costs a tainted sorcerer 2 points of Constitution damage, because an empowered spell uses up a spell slot two levels higher than normal.

A tainted sorcerer cannot enhance a spell to a level higher than she can cast by this means.

For example, a tainted sorcerer must be at least a 9th-level caster to cast an empowered *vampiric touch* spell (or at least 10th level, if the character is casting as a sorcerer), since the empowered spell requires a 5th-level spell slot.

A tainted sorcerer without a Constitution score cannot use this ability.

Tainted Spellcasting (Su): Rather than using a key ability score for spellcasting, a tainted sorcerer uses her taint score. To cast a spell, a tainted sorcerer must have a taint score at least equal to the spell's level.

Tainted sorcerer bonus spells are based on a number equal to the character's taint score + 10, and saving throws against tainted sorcerer spells have a DC of 10 + spell level + the tainted sorcerer's taint score.

A tainted sorcerer accumulates taint for casting her spells.

All spells a tainted sorcerer casts are evil spells.

She must make a Fortitude save (DC 10 + spell level) or increase her taint score by 1.

Level Advancement: The power of taint is seductive. Once a character has tasted its attractions, it is hard to resist.

Whenever a tainted sorcerer gains a new level and wishes to advance a level in some other class, she must succeed on a Will saving throw (DC 10 + taint score).

If she fails the saving throw, she must advance her tainted sorcerer level.

If she succeeds on this saving throw, she can advance a level in some other class.

TABLE 6–3: THE TAINTED SORCERER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+0	Blood component, taint suppression, tainted metamagic, tainted spellcasting	+1 level of existing spellcasting class
2nd	+1	+3	+0	+0	—	+1 level of existing spellcasting class
3rd	+2	+3	+1	+1	—	+1 level of existing spellcasting class
4th	+3	+4	+1	+1	—	+1 level of existing spellcasting class
5th	+3	+4	+1	+1	—	+1 level of existing spellcasting class
6th	+4	+5	+2	+2	—	+1 level of existing spellcasting class
7th	+5	+5	+2	+2	—	+1 level of existing spellcasting class
8th	+6	+6	+2	+2	—	+1 level of existing spellcasting class
9th	+6	+6	+3	+3	—	+1 level of existing spellcasting class
10th	+7	+7	+3	+3	—	+1 level of existing spellcasting class

TAINTED WARRIOR

When a character's taint threatens to exceed the capacity of his body and soul to contain it, he may become possessed by its evil power and transformed into a creature of taint. Such characters feel an irresistible urge to travel to regions of taint, often walking until their feet bleed, slaughtering anyone in the way.

The lucky ones are killed by adventurers, militias, or monsters.

The unlucky ones are guided by evil cults of Erythnul and Hextor and become transformed into living servants of evil. Most tainted warriors were barbarians, fighters, or rangers before their taint overcame them, although a member of any race or character class can adopt this prestige class.

Clerics, druids, sorcerers, and wizards are usually seduced by the tainted sorcerer class instead.

NPC tainted warriors are found near regions of taint, often serving as commanders for small groups of evil humanoids. Hit Die: d12.

REQUIREMENTS

To qualify to become a tainted warrior, a character must fulfill all the following criteria.

Alignment: Any nongood.

Base Attack Bonus: +5.

Taint: Character's taint score must be 10 or more.

Special: Character must locate and join a temple devoted to an evil deity.

CLASS SKILLS

The tainted warrior's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the tainted warrior.

Weapon and Armor Proficiency: Tainted warriors do not gain any additional weapon or armor proficiencies.

Taint Suppression: By definition, a tainted warrior is overwhelmed with taint, but this taint is not immediately obvious to onlookers.

A tainted sorcerer's taint manifests in mental effects—delirium, anger, and cruelty—and in internal physical effects.

If a tainted warrior is split open, the internal corruption is obvious: His body is full of vile liquids and distorted growths, even internal limbs.

If a tainted warrior enters a tainted area, his corruption immediately manifests externally as well.

Barring these two conditions, it is impossible to detect a tainted warrior based on appearance.

A tainted warrior no longer applies his taint score as a penalty to his Constitution, and only applies one-half his taint score as a penalty to his Wisdom.

Damage Reduction (Ex): At 2nd level, a tainted warrior gains damage reduction 1/good.

The value of the character's damage reduction increases by 1 point at every even-numbered level thereafter.

Tainted Strike (Ex): A tainted warrior of 3rd level or higher can infuse a melee attack with the power of his taint.

The character adds his taint score to the damage dealt by the melee attack, and the target's taint score increases by 1.

If a tainted warrior strikes a creature immune to the effects of taint (such as an undead creature or a creature with the evil subtype), the tainted strike has no effect.

A tainted warrior can use this ability once per day upon attaining 3rd level and one additional time per day for every four levels gained thereafter.

TABLE 6-4: THE TAINTED WARRIOR

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+1	+2	+0	+0	Taint suppression
2nd	+2	+3	+0	+0	Damage reduction 1/good
3rd	+3	+3	+1	+1	Tainted strike 1/day
4th	+4	+4	+1	+1	Damage reduction 2/good
5th	+5	+4	+1	+1	—
6th	+6	+5	+2	+2	Damage reduction 3/good
7th	+7	+5	+2	+2	Tainted strike 2/day
8th	+8	+6	+2	+2	Damage reduction 4/good
9th	+9	+6	+3	+3	—
10th	+10	+7	+3	+3	Damage reduction 5/good

WEAPONS OF LEGACY (3.5)

LEGACY CHAMPION

"In my hand, talismans of ancient manufacture have no secrets. Their primeval power is mine."

—Marrush Scarhand

As a legacy champion, you are so devoted to the history and chronicle of a particular item of legacy that you enjoy enhanced access to your item's legacy abilities.

You can learn the needed rituals more quickly and use the item's abilities more often, and you can even customize the item's abilities to your own purpose.

The story of a particular legacy item becomes central to your own identity, so much so that you might change part of your name, behavior, clothing, or other attributes to more closely reflect historical or visual aspects of your item.

BECOMING A LEGACY CHAMPION

To become a legacy champion, you must already possess an item of legacy, have unlocked its least abilities, and be on the cusp of unlocking its lesser abilities.

No particular class is most associated with legacy champions—obsession can be visited upon anyone.

Members of classes more inclined to study ancient texts, such as wizards, have a slight predilection for becoming legacy champions; however, reduced spellcasting ability keeps wizards from predominating.

LEGACY CHAMPION ENTRY REQUIREMENTS

Skill: Knowledge (history) 5 ranks.

Feat: Least Legacy*.

Special: Must possess a legacy item, character level 10th.

* New feat; see page 14.

CLASS SKILLS

(4 + Int modifier per level): Concentration, Decipher Script, Gather Information, Knowledge (history), Use Magic Device, plus existing class skills from all your classes.

CLASS FEATURES

As a legacy champion, you are focused on exploring to the fullest the potential of your legacy item.

Your class features deal with getting needed information more quickly and exploiting it effectively.

Your existing class abilities continue to advance at nearly their full rate, interrupted only by opportunities to unlock legacy abilities at greatly reduced cost.

Class Features: At each level except 1st and 7th, you gain class features and an increase in effective level as if you had also gained a level in a class to which you belonged before adding the prestige class level.

The specific class features you gain include spells per day (and spells known, if applicable), improved chance of turning or destroying undead, metamagic or item creation feats, bonus feats, monk special abilities, sneak attack progressions, and so on, depending on the class.

You do not, however, gain the benefit of your previous class's Hit Dice, attack progression, skill points, or saving throws.

If you had more than one class before becoming a legacy champion, you must decide to which class to add each level for the purpose of determining class abilities.

Reduced Ritual Cost: After you've made a successful Knowledge (history) check to learn the lesser legacy ritual for your legacy item, you can perform that ritual and gain the Lesser Legacy feat as normal.

However, you do not pay the ritual's associated gp cost.

You must still perform all other aspects of the ritual and pay any personal costs required to unlock lesser abilities.

If you have more than one legacy item, you must decide to which one this reduction applies.

On reaching 7th level, you can perform the greater legacy ritual for your item without paying the associated gp cost.

Bond of Lore (Ex): You add your class level as an insight bonus to Knowledge (history) checks made in relation to your legacy item.

Replace Legacy Ability (Ex): As your bond with your legacy item strengthens, you become capable of permanently changing the item's abilities to suit your needs.

At 2nd level, you can replace any one least ability granted by your item with your choice of any least ability from Menu A in Chapter 4: Founding Legacies.

At 5th level, you can replace any one least or lesser ability with your choice of any least ability from Menu A or any lesser ability from Menu D, respectively.

At 10th level, you can replace any one least, lesser, or greater ability with your choice of any least ability from Menu A, any lesser ability from Menu D, or any greater ability from Menu G, respectively.

Extra Legacy Ability Use (Su): As your bond with your legacy item strengthens, you can draw on its abilities more often than normal.

At 3rd level, choose one of your item's least abilities with a daily use limit.

You can use that ability one extra time per day.

Once you have chosen an ability, you cannot change it later.

At 6th level, you can also gain an extra daily use of one of your item's lesser abilities.

At 9th level, you can also gain an extra daily use of one of your item's greater abilities.

You can instead choose to gain an extra daily use of a lower ability (for example, choosing a second least ability instead of a lesser ability at 6th level), but you can't gain more than one extra daily use of a given ability.

If your item has no legacy abilities with a daily use limit, you gain no benefit from this class feature.

If you later gain access to an eligible legacy ability, you can immediately choose that ability for an extra daily use.

Bonus Legacy Feat: At 4th and 8th level, you gain a bonus feat related to your legacy item, which can be selected from any of the legacy feats in this chapter for which you meet the prerequisites.

PLAYING A LEGACY CHAMPION

You hold a deep reverence for the historical significance of your legacy item.

You know that many useful and valid lessons lie in the story of its founding and the events that surround its passage down the ages to your current stewardship.

The pageant of its history contains myriad stories that, if properly interpreted, remain as relevant today as the day the item was founded.

The history of the legacy item is more than a litany of craving for power, of bloodlust, violence, destruction, and war—you are part of that history, even as it unfolds.

In your hands, the item continues its great journey through the ages, becoming a part of events yet to take shape.

In some distant future, it might be your name that is repeated in awe when some lucky person finds the legacy item and learns something of its past.

COMBAT

If your legacy item is primarily made for battle, then obviously it is your first and last recourse when conflict beckons.

In fact, the more attention you draw to yourself and the wonder you wield, the more you might intimidate foes with its unparalleled potency.

Use Bluff, Diplomacy, or Intimidate before or during combat while reciting your item's pedigree to shake your enemies' confidence in their ability to defeat you.

ADVANCEMENT

Your advancement as a legacy champion can vary widely, depending on your original class.

Because you continue to have limited access to some of that class's abilities, your best strategy is to customize your item's legacy abilities to your original class.

For instance, if you were originally a fighter, your legacy item is probably a weapon.

A reasonable advancement plan is continuing to choose bonus fighter feats that enhance your prowess with that weapon; in addition, you can customize the weapon's legacy abilities to work better with your existing talents.

RESOURCES

Since this prestige class depends on possessing an item of legacy, your first resource is obvious.

Beyond that, you need to continue your research into the specific details needed to unlock your item's history.

In this regard, your singular knowledge of obscure history can get you ready access to many libraries.

Likewise, the reputation of your learning is sufficient to grant you audiences with sages who might be able to provide additional information in return for your own expertise.

LEGACY CHAMPIONS IN THE WORLD

Characters particularly proficient with legacy items are a rare breed, especially since legacy items are not nearly as common as standard magical items.

ORGANIZATION

Legacy champions have no particular or overarching organizations.

Each is unique, and other than an all-consuming desire to learn as much as possible about his legacy item, each legacy champion has little in common with any other.

NPC REACTIONS

Most people generally do not recognize a legacy champion as anything more than someone with a particularly powerful magic item.

If he further advertises his item's pedigree, NPCs might be impressed or afraid, but no more so than with any other character displaying an impressive weapon or staff.

Those NPCs who understand the concept of legacy items are likely to be impressed by the legacy champion's possession, whether or not they understand that he has more fully tapped into its power than most could ever hope for.

Their reaction might be mere admiration, but often this is mixed with envy and greed.

As with any wielder of potent magic, a legacy champion must be vigilant against those who want only to take the legacy item for themselves (for all the good it would do them).

LEGACY CHAMPION LORE

Characters with Knowledge (history), Knowledge (local), or Gather Information can research legacy champions to learn more about them.

When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.
DC 10: Some magic items possess hidden powers that are difficult, if impossible, to wake.

DC 15: Some magic items of epic pedigree, called items of legacy, can be awakened to greater power if enough of their history is researched and understood.

DC 20: Among the wielders of legacy items are those who more fully tap into their items' powers.

These are called "legacy champions".

DC 30: Legacy champions do not have to pay the enormous costs associated with awakening a legacy item to its full potency.

Moreover, they gain access to their items' abilities more quickly and can use them more often.

Establishing contact with a legacy champion is difficult. Characters trying to do so should make a DC 25 Gather Information check to find a library or sage, through which a meeting can be arranged, or a DC 30 Gather Information check to track the legacy champion down directly.

If a PC possesses a legacy item or has information about a legacy item, the check has a +2 circumstance bonus.

LEGACY CHAMPIONS IN THE GAME

Legacy champions can show up anywhere—they have no particular creed or affiliation and thus are not constrained to particular situations or styles of game play.

TABLE 2-1: THE LEGACY CHAMPION HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Class Features
1st	+0	+0	+0	+2	Reduced ritual cost (lesser), bond of lore	—
2nd	+1	+0	+0	+3	Replace legacy ability (least)	+1 level of existing class features
3rd	+2	+1	+1	+3	Extra legacy ability use (least)	+1 level of existing class features
4th	+3	+1	+1	+4	Bonus legacy feat	+1 level of existing class features
5th	+3	+1	+1	+4	Replace legacy ability (lesser)	+1 level of existing class features
6th	+4	+2	+2	+5	Extra legacy ability use (lesser)	+1 level of existing class features
7th	+5	+2	+2	+5	Reduced ritual cost (greater)	—
8th	+6	+2	+2	+6	Bonus legacy feat	+1 level of existing class features
9th	+6	+3	+3	+6	Extra legacy ability use (greater)	+1 level of existing class features
10th	+7	+3	+3	+7	Replace legacy ability (greater)	+1 level of existing class features

RACIAL CLASSES

CHAMPIONS OF RUIN (3.5)

DRAEGLOTH

Draegloths are half-fiend terrors that are ritually created by drow priestesses who test their devotion to Lolth by mating with summoned demons.

Only once in a great while does this coupling produce a child, and the birth of a draegloth is seen as an omen of the goddess's favor, often sparking wars, assassinations, and other intrigues.

Draegloths are genderless, sexless creatures incapable of procreation.

Most draegloths are incredibly loyal to the priestess that bore them, serving them as enforcers, bodyguards, and occasionally lovers.

When a draegloth's mother dies or the house it serves is destroyed, it is often left to wander the Underdark, becoming a scourge wherever it goes.

Draegloths are cruel creatures known for their great strength and stealth.

They hunt the tunnels of the Underdark for food and the opportunity to spread evil.

A lone draegloth can terrorize an entire village of deep gnomes or grimlocks, and it will usually move on before a concerted effort to slay it can be put together.

Draegloths rarely venture out of the Underdark, knowing that their natural advantages would be neutralized in the world above, and that their unique ancestry would make them targets for heroes and villains alike.

RACIAL HISTORY

The point of origin of the draegloth race is unknown.

Many of the historically dominant drow houses have their own legends, each of which claims that the house was the first to receive Lolth's blessing.

Of course, the veracity of such claims is questionable at best, and they have been responsible for more than one conflict between matron mothers.

Draegloths have been around long enough that no one can say that any of these claims are invalid, but House Baenre of Menzoberranzan was likely the first beneficiary of a draegloth servant.

This theory probably holds more truth than others; a draegloth loyal to House Baenre is known to have sheltered its leaders during the strife that eventually made them the undisputed rulers of Menzoberranzan.

For thousands of years, draegloths were extremely rare, appearing infrequently in a few drow enclaves across the Underdark.

Starting around two thousand years ago, draegloth sightings became more and more frequent, even being reported far from the nearest drow enclave.

Such reports were often dismissed as the frightened ramblings of Underdark travelers, but it was true—a small number of draegloths had broken free of their dependence on the drow, who were, of course, unconcerned by this development.

After all, free-roaming draegloths had been present in their cities for some time, having been set loose as wars and internal conflicts saw their matron mothers and houses destroyed.

This oversight would prove to be costly to the drow enclave of Ir'Sylin.

The drow of Ir'Sylin thought nothing of rumors that a draegloth had been terrorizing a nearby settlement of duergar.

Refugees from the dwarf enclave told of a rampaging, four-armed demon that dragged bodies away to be eaten.

When this lone draegloth appeared at the edge of Ir'Sylin, the lizard riders guarding the city greeted it with a cautious deference, for even a free draegloth is Lolth's child.

The draegloth did not attack immediately, instead biding its time until the enclave's suling matron mother demanded an audience.

There, the draegloth sprung his trap; within seconds, the matron's elite guard had been torn apart, and the rogue draegloth's slaving jaws were inches from her throat.

A *teleport* contingency saved her life and preserved the tale of Ir'Sylin; all the other members of the enclave were either slaughtered in their homes or hunted down in the following weeks.

Since that time, the drow have attempted to maintain tighter controls on draegloths who are without a house.

They are not allowed to live in drow cities without a house affiliation or the sponsorship of a powerful noble.

Rogue draegloths find themselves watched at all times—even if they do have a sponsorship—and some seek out new matron mothers to pledge themselves to in order to avoid this suspicion.

There has been at least one case of falsifying the birth of a draegloth in order to legitimize a house's claim to Lolth's blessing.

Such deceptions were considered blasphemous before Lolth's disappearance, but now they have an almost cultlike effect on those who wish to believe that the Spider Queen has returned to their house.

Since their goddess's disappearance, draegloths have become more independent, many no longer serving the matron mothers without demanding equal status.

More and more have gone wandering the Underdark in search of adventure and a means to either restore Lolth to her former glory, or, barring that, to increase their demonic sires' power on the Material Plane.

As a result, demon cults have found themselves with unexpected allies, and draegloths are starting to form their own cults to elevate their fathers' names.

Draegloths rarely work together, but they are not above working with others to achieve their goals.

This is especially true for the younger members of the race, in whom Lolth's grip never firmly took hold.

OUTLOOK

Draegloths are sly and cunning creatures with a penchant for wild rages that end in the deaths of those around them.

They are excellent advisors, because their minds are seemingly created for understanding the many threads of drow intrigues, and their innate savagery allows for a plethora of options in dealing with any enemies.

They can be patient listeners when around those they respect, and Lolth has given them the ability to meditate and pray for hours while searching for a solution.

Their unique combination of patience, cunning, and ruthlessness makes them among the most feared hunters in the Underdark.

Draegloths see all creatures in the world other than drow and other Lolth-blessed beings as cattle or puppets.

They have no problem with killing other sentient beings for food or pleasure.

This does not mean that they cannot respect another being for her status or power, and draegloths make excellent companions and servants to the matron mothers who bore them.

But outside of this well-defined religious and social role, selfless acts on behalf of another are outside the draegloths' realm of comprehension.

The only thing that outshines a draegloth's loathing for other creatures is its faith.

Worship of Lolth (or more recently Vhaeraun) drives a draegloth's existence, and many become clerics devoted to her.

They act as bodyguards and advisors to the matron mothers out of respect for Lolth, and even now that she has disappeared, most draegloths continue to worship her with their customary fervor.

However, some draegloths have lost faith in the Spider Queen and now look to their demonic sires for guidance.

For other denizens of the Underdark, these are the most dangerous draegloths, because while their faithful cousins war with the drow and search for signs of Lolth, those who have left her are organizing demon-worshipping humanoids around them.

Such draegloths have started interacting with more weak-minded humanoids recently, rather than hunting them as they once would have, in order to gain power and reach for their new organizations.

Grimlocks are their favorite recruits, thanks to those creatures' barbaric ferocity and willingness to follow a strong leader in exchange for the ability to thrive in the dangerous Underdark environment.

PERSONALITY

Draegloths are possibly the most purely evil race in all of Toril.

They are born from the confluence of two great evils into a world where vileness is normal and goodness is as absent as the light of the sun.

Members of this race enjoy inflicting great cruelty on others, and they learn how to do so from their mothers, who nurture this trait with great relish and care.

Draegloths are known for their lack of appreciation of beauty.

Unlike most other races, they do not have any aesthetic sense, they do not appreciate art in any form, and they are not swayed by attractive members of their own race or others.

It is whispered that the only time a draegloth feels peace is when it is committing acts of evil and depravity.

PHYSICAL DESCRIPTION

Draegloths resemble impressively large drow, with black skin, a long white mane, and glowering red eyes.

They stand between 7-1/2 and 8 feet tall and weigh between 300 and 375 pounds.

Their legs have two joints, making them extremely quick and agile, and their bodies are framed with thick, powerful muscles.

A draegloth's face is elongated and skeletal.

It has four arms, two of which are normal-looking drow arms that appear undersized compared to its body and are often used for spellcasting.

The other two arms are long and powerful extremities, ending in wicked claws and with hands hanging low, much like an ape's.

Draegloths do not feel the need to wear clothing, since each individual's body is covered with a fine coat of white fur.

Draegloths are born fully developed and live to be about 300 years old, although the savage life of the Underdark robs most of their full lifespan.

RELATIONS

Most draegloths spend their lives around drow, who either revere them, fear them, or both.

For their part, the half-demons enjoy their special place in the drow community, and might act arrogantly toward what they often see as the lesser half of their lineage.

They regard the rest of the Underdark races as little more than animals, there only to please them or provide them with food and treasure.

The draegloths have exhibited a particularly strong antipathy toward gloamings (see *Underdark* page 12), who return the emotion with equal intensity.

Some arcanists who are familiar with both races have suggested that the feud originates amongst the demons who spawned the races, but to date no one has corroborated such claims.

On the rare occasion that a draegloth leaves its Underdark habitat, it finds none of the surface races to be palatable companions.

These draegloths often live in surface caverns, only leaving at night, while others find drow communities such as those in the forest of Cormanthor in which to live.

ALIGNMENT

Draegloths are creatures of pure evil, no matter which side of the family each individual favors; they desire to be nothing more than they are.

They favor the chaotic alignment of both parents as well, although their devotion to their mothers often drives them to orderly behavior in their service.

Draegloths who remain without the guiding force of a matron mother for a long period of time are likely to abandon their house and wander the Underdark alone.

DRAEGLOTH LANDS

Draegloths are found primarily in the drow cities scattered throughout the Underdark.

They tend to stick close to their creators unless their house is destroyed or weakened so badly that it becomes dangerous to remain.

At that point, they venture off to find new areas to exploit and new victims for their depraved minds.

Some of these draegloths might remain in the city, having built up their own independent power bases while serving their matrons.

While some displaced draegloths are content to wander the dark tunnels beneath the surface of Faerûn, others decide to see what lies above.

Some are drawn by rumors of drow encampments on the surface, while others leave in order to avoid being hunted by their numerous enemies.

RELIGION

Draegloths are very devoted to Lolth, the deity whose blessing brings them into existence.

They have been as distraught as the matron mothers over Lolth's recent disappearance, and the vast majority of draegloths remain devoted to her cause.

Some draegloths have wavered in their faith, however, and find themselves drawn to one of the other deities of the Dark Seldarine; Vhaeraun has gained a few powerful followers this way, and he is actively recruiting them into his forces.

Selvetarm accepts draegloths into his worship, but only temporarily, since he plans to return them to Lolth should she ever regain her power.

The recruitment of the draegloths into Vhaeraun's service is said to have been a warning to Selvetarm that the Masked Lord was actively working to supplant Lolth's rule of the drow gods.

LANGUAGE

Draegloths speak the languages of the Underdark drow, as well as the Abyssal tongue of their sires.

ADVENTURERS

Draegloth adventurers are most often on a mission directed by their matron mothers, or have been turned loose to wreak havoc on their house rivals.

Individual draegloths adventure to find a way to get closer to their demonic sires, or to cause misery and destruction to anyone who comes across them.

Their chaotic nature makes it difficult for them to stay in one place without a clear goal, and they enjoy taking the treasure and lives of others more than they care about enriching themselves.

DRAEGLOTH RACIAL TRAITS

- +2 Constitution.

Draegloths are incredibly tough.

They become stronger, tougher, and more agile as they gain draegloth levels (see the table below for additional ability modifiers).

- Draegloth base land speed is 30 feet.
- Darkvision out to 60 feet.
- Immune to sleep-inducing spells and effects.

- +2 racial bonus on saving throws against enchantment spells or effects.

• Automatic Languages: Abyssal, Elven, Undercommon. Bonus Languages: Aquan, Common, Draconic, Drow Sign Language, Gnome, Goblin, Kuo-toan.

- Favored Class: Cleric.

A multiclass draegloth's cleric class does not count when determining whether he takes an experience point penalty.

- Level Adjustment +4: With its 6 Hit Dice, this adjustment gives the draegloth an ECL of 10 (see the monster class table for details).

CLASS SKILLS

A draegloth's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spellcraft (Int), Spot (Wis), and Survival (Wis).

CLASS FEATURES

All of the following are class features of the draegloth monster class.

Weapon and Armor Proficiency: Draegloths are proficient with all simple weapons, but not with armor or shields.

Feats: A draegloth receives one feat at 1st level and additional feats at 4th and 10th level.

After 10th level it gains feats normally according to its character level.

Claws: A draegloth has two claw attacks that are natural weapons dealing the indicated damage plus Strength bonus.

Bite: Starting at 3rd level, a draegloth gains a bite attack that is a natural weapon dealing the indicated damage plus 1/2 Strength bonus.

Spell-Like Abilities: A draegloth can use these spell-like abilities the indicated number of times per day as a 6th-level sorcerer: *dancing lights*, *darkness*, *desecrate*, *faerie fire*, and *unholy blight*.

TABLE 1—1: THE DRAEGLOTH MONSTER CLASS

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d10	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, 2 claws 1d4, resistances (acid 5, cold 5, electricity 5, fire 5), dancing lights 1/day
2nd	2d10	+2	+3	+3	+3	8 + Int mod	2	+2 Str, +1 natural armor, faerie fire 1/day, darkness 1/day
3rd	2d10	+2	+3	+3	+3		2	+2 Dex, darkness 2/day, bite 1d6
4th	3d10	+3	+3	+3	+3	8 + Int mod	3	+2 Str, +2 Int, <i>desecrate</i> 1/day
5th	3d10	+3	+3	+3	+3		3	+2 Con, resistances (acid 10, cold 10, electricity 10, fire 10), immunity to poison
6th	4d10	+4	+4	+4	+4	8 + Int mod	3	+2 Str, darkness 3/day
7th	4d10	+4	+4	+4	+4		4	+2 Str, +3 natural armor, <i>unholy blight</i> 1/day, 2 claws 1d6
8th	5d10	+5	+4	+4	+4	8 + Int mod	4	+2 Dex, <i>darkness</i> 4/day
9th	5d10	+5	+4	+4	+4		5	+2 Str, Large size, 10-ft. reach, bite 1d8
10th	6d10	+6	+5	+5	+5	8 + Int mod	5	+2 Str, +5 natural armor, resistances (acid 20, cold 20, electricity 20, fire 20)

COMPLETE PSIONIC (3.5)

DUERGAR

The duergar, or gray dwarves, lead lives of neverending toil in great underground foundry-cities.

They are a courageous and determined people, defeating obstacle after obstacle in their quest to thrive.

No obstacle deters a gray dwarf who has settled on a goal. Duergar might not have much loyalty to anyone other than themselves, but they never leave a job half done.

On the other hand, their difficult lives have brought out a number of predatory aspects in their culture.

The average duergar is avaricious, quick to anger, sullen, and violent.

Gray dwarves never forget a slight or an injury.

Within their society, might makes right.

They have no pity for those who are too weak to defend themselves or their property.

For more details on duergar, see page 8 of *Expanded Psionics Handbook*.

CLASS FEATURES

The following features are gained by characters who take duergar racial levels that are integrated with a standard class.

Class Level: The Class Level column of the duergar racial class table indicates whether a duergar gains a standard class level at any given racial level.

Some racial levels provide a standard class level, some racial levels provide a duergar-specific ability, and some grant both.

Class levels grant all the benefits normally associated with a level increase.

This includes granting another Hit Die, gaining other class abilities, and advancement in base attack bonus, base saves, and ability scores.

Duergar Base Traits: Duergar have the following base racial traits.

+2 Constitution, -4 Charisma.

Medium size: Duergar have no special bonuses or penalties due to their size.

Duergar base land speed is 20 feet.

Gray dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

Stonecunning: This ability grants a duergar a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework, traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and so forth.

Something that isn't stone but that is disguised as stone also counts as unusual stonework.

A gray dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a duergar can use the Search skill to find stonework traps as a rogue can.

A duergar can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Duergar have a sixth sense about stonework, an innate ability that they have plenty of opportunity to practice and hone in their underground homes.

Stability: Duergar are exceptionally stable on their feet.

A duergar receives a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

+2 racial bonus on saves against poison.

This ability is superseded by a 2nd-level duergar's immunity to poison.

+2 racial bonus on saves against powers, spells, psi-like abilities, and spell-like effects.

+1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears).

+4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).

Light Sensitivity (Ex): Duergar are dazzled in sunlight or within the radius of a *daylight* spell.

Duergar have a +4 racial bonus on Move Silently checks and a +1 racial bonus on Listen and Spot checks.

They have a +2 racial bonus on Appraise and Craft checks that are related to stone or metal.

Automatic Languages: Common, Dwarven, Undercommon.

Bonus Languages: Draconic, Giant, Goblin, Orc, Terran.

Favored Class: Fighter.

Darkvision: At 1st level, duergar gain darkvision out to 60 feet.

A duergar who takes the 2nd duergar racial level increases the range of his darkvision ability to 120 feet.

Naturally Psionic: At 1st level, duergar gain 1 bonus power point.

This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.

Power points do allow a character to make use of psionic feats and attempt to gain psionic focus.

Feat: Like every other character, a duergar character gains one feat at 1st level and another at every Hit Die divisible by 3.

These feats are in addition to any bonus feats granted as class features or any other bonus feats.

Bonus Power Points: At 2nd level, a duergar gains 2 bonus power points.

Expansion (Ps): At 2nd level, a duergar gains the use of *expansion* (EPH 105) as a psi-like ability once per day (manifested level equal to 1/2 Hit Dice, minimum 1st).

Invisibility (Ps): At 2nd level, a duergar gains the use of *invisibility* as a psi-like ability once per day (manifested level equal to 1/2 Hit Dice, minimum 1st).

Immunities: At 2nd level, a duergar gains full immunity to paralysis, phantasms, and poison.

Ability Score Increase: Upon attaining any Hit Die divisible by 4, a duergar character increases one of his ability scores by 1 point.

The player chooses which ability score to improve.

The ability improvement is permanent.

TABLE 6-1: THE DUERGAR RACIAL CLASS

Racial Level	Class Level	Special
1st	1st	Duergar base traits, naturally psionic, feat, darkvision 60 ft.
2nd	1st	Bonus power points, psi-like abilities (1/day— <i>expansion</i> , <i>invisibility</i>), immunities, darkvision 120 ft.
3rd	2nd	—
4th	3rd	Feat
5th	4th	Ability score increase
6th	5th	—
7th	6th	Feat
8th	7th	—
9th	8th	Ability score increase
10th	9th	Feat
11th	10th	—
12th	11th	—
13th	12th	Ability score increase, feat
14th	13th	—
15th	14th	—
16th	15th	Feat
17th	16th	Ability score increase
18th	17th	—
19th	18th	Feat
20th	19th	—

GITHYANKI

Githyanki are an ancient race of martial humanoids residing on the Astral Plane.

Widely known as planar travelers, githyanki venture to all corners of the multiverse in search of power and wealth. Githyanki are widely perceived as rapacious marauders who revel in warfare and conquest.

True, they can be arrogant, and sometimes view other humanoids native to the Material Plane with contempt. Other githyanki are more open-minded, however, and can work with other races toward mutual goals.

Regardless, every githyanki is convinced of her ability to handle any kind of trouble that might arise on whatever plane she happens to be traveling.

For more details on githyanki, see page 10 of *Expanded Psionics Handbook*.

CLASS FEATURES

The following features are gained by characters who take githyanki racial levels that are integrated with a standard class.

Class Level: The Class Level column of the githyanki racial class table indicates whether a githyanki gains a standard class level at any given racial level.

Some racial levels provide a standard class level, some racial levels provide a githyanki-specific ability, and some grant both.

Class levels grant all the benefits normally associated with a level increase.

This includes granting another Hit Die, gaining other class abilities, and advancement in base attack bonus, base saves, and ability scores.

Githyanki Base Traits: Githyanki have the following base racial traits.

+2 Dexterity, –2 Wisdom.

Medium size: Githyanki have no special bonuses or penalties due to their size.

Githyanki base land speed is 30 feet.

Darkvision out to 60 feet.

Automatic Languages: Common, Gith.

Bonus Languages: Abyssal, Celestial, Draconic, Infernal, Undercommon.

Favored Class: Fighter.

Naturally Psionic: At 1st level, githyanki gain 1 bonus power point.

This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.

Power points do allow a character to make use of psionic feats and attempt to gain psionic focus.

Feat: Like every other character, a githyanki character gains one feat at 1st level and another at every Hit Die divisible by 3.

These feats are in addition to any bonus feats granted as class features or any other bonus feats.

Far Hand (Ps): At 1st level, a githyanki gains the use of *far hand* (EPH 106) as a psi-like ability three times per day (manifest level equal to 1/2 Hit Dice, minimum 1st).

Bonus Power Points: At 2nd level, githyanki gain 2 bonus power points.

+2 Constitution: At 2nd level, githyanki gain a +2 increase to their Constitution ability score.

Psionic Daze (Ps): At 2nd level, a githyanki gains the use of *psionic daze* (EPH 90) as a psi-like ability three times per day (DC 10 + 1/2 HD + Cha modifier).

Manifest level equal to 1/2 Hit Dice (minimum 1st).

Concealing Amorpha (Ps): At 3rd level, a githyanki gains the use of *concealing amorpha* (EPH 85) as a psi-like ability once per day (manifest level equal to 1/2 Hit Dice, minimum 1st).

Starting at 4th level, a githyanki can use this psi-like ability twice per day.

Starting at 5th level, a githyanki can use this psi-like ability three times per day.

Ability Score Increase: Upon attaining any Hit Die divisible by 4, a githyanki character increases one of his ability scores by 1 point.

The player chooses which ability score to improve.

The ability improvement is permanent.

Power Resistance: At 4th level, a githyanki gains power resistance equal to her Hit Dice +5.

Psionic Dimension Door (Ps): At 6th level, a githyanki gains the use of *psionic dimension door* (page 83) as a psi-like ability once per day (manifest level equal to 1/2 Hit Dice, minimum 1st).

Starting at 7th level, a githyanki can use this psi-like ability twice per day.

Starting at 8th level, a githyanki can use this psi-like ability three times per day.

Psionic Plane Shift (Ps): At 9th level, a githyanki gains the use of *psionic plane shift* (EPH 124) as a psi-like ability once per day (manifest level equal to 1/2 Hit Dice, minimum 1st).

Telekinetic Thrust (Ps): At 9th level, a githyanki gains the use of *telekinetic thrust* (EPH 135) as a psi-like ability once per day (manifest level equal to 1/2 Hit Dice, minimum 1st).

Starting at 10th level, a githyanki can use this psi-like ability twice per day.

Starting at 11th level, a githyanki can use this psi-like ability three times per day.

TABLE 6-2: THE GITHYANKI RACIAL CLASS

Racial Level	Class Level	Special
1st	1st	Githyanki base traits, naturally psionic, psi-like ability (3/day— <i>far hand</i>), feat
2nd	1st	Bonus power points, +2 Constitution, psi-like ability (3/day— <i>psionic daze</i>)
3rd	2nd	Psi-like ability (1/day— <i>concealing amorpha</i>)
4th	2nd	Power resistance, psi-like ability (2/day— <i>concealing amorpha</i>)
5th	3rd	Psi-like ability (3/day— <i>concealing amorpha</i>), feat
6th	4th	Psi-like ability (1/day— <i>psionic dimension door</i>), ability score increase
7th	5th	Psi-like ability (2/day— <i>psionic dimension door</i>)
8th	6th	Psi-like ability (3/day— <i>psionic dimension door</i>), feat
9th	7th	Psi-like ability (1/day— <i>psionic plane shift, telekinetic thrust</i>)
10th	8th	Psi-like ability (2/day— <i>telekinetic thrust</i>), ability score increase
11th	9th	Psi-like ability (3/day— <i>telekinetic thrust</i>), feat
12th	10th	—
13th	11th	—
14th	12th	Ability score increase, feat
15th	13th	—
16th	14th	—
17th	15th	Feat
18th	16th	Ability score increase
19th	17th	—
20th	18th	Feat

GITHZERAI

The githzerai are attuned to the mysteries of the inner self and are considered a race of ascetics who harness the power of the mind and the spirit.

They travel far and wide across the planes, opposing the sinister plots of both mind flayers and their own githyanki kin.

Githzerai rarely use two words when one will do.

Cynical and suspicious, githzerai don't waste time on fools, and are rarely moved to help those unprepared to help themselves.

They are pragmatic to a fault, slow to give trust, and cautious in their dealings with others.

For more details on githzerai, see page 11 of *Expanded Psionics Handbook*.

CLASS FEATURES

The following features are gained by characters who take githzerai racial levels that are integrated with a standard class.

Class Level: The Class Level column of the githzerai racial class table indicates whether a githzerai gains a standard class level at any given racial level.

Some racial levels provide a standard class level, some racial levels provide a githzerai-specific ability, and some grant both.

Class levels grant all the benefits normally associated with a level increase.

This includes granting another Hit Die, gaining other class abilities, and advancement in base attack bonus, base saves, and ability scores.

Githzerai Base Traits: Githzerai have the following base racial traits.

+2 Dexterity, –2 Intelligence.

Medium size: Githzerai have no special bonuses or penalties due to their size.

Githzerai base land speed is 30 feet.

Darkvision out to 60 feet.

Automatic Languages: Common, Gith.

Bonus Languages: Abyssal, Celestial, Draconic, Slaad, Undercommon.

Favored Class: Monk.

Naturally Psionic: At 1st level, githzerai gain 2 bonus power points.

This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.

Power points do allow a character to make use of psionic feats and attempt to gain psionic focus.

Feat: Like every other character, a githzerai character gains one feat at 1st level and another at every Hit Die divisible by 3.

These feats are in addition to any bonus feats granted as class features or any other bonus feats.

Catfall (Ps): At 1st level, a githzerai gains the use of *catfall* (EPH 82) as a psi-like ability three times per day (manifest level equal to 1/2 Hit Dice, minimum 1st).

Psionic Daze (Ps): At 2nd level, a githzerai gains the use of *psionic daze* (EPH 90) as a psi-like ability three times per day (DC 10 + 1/2 HD + Cha modifier).

Manifest level equal to 1/2 Hit Dice (minimum 1st).

+2 Dexterity: At 2nd level, a githzerai gains a +2 increase to his Dexterity score.

At 4th level, a githzerai gains an additional +2 increase to his Dexterity score.

+2 Wisdom: At 2nd level, a githzerai gains a +2 increase to his Wisdom score.

Inertial Armor (Ps): At 3rd level, a githzerai gains the use of *inertial armor* (EPH 113) as a psi-like ability three times per day (manifest level equal to 1/2 Hit Dice, minimum 1st).

Power Resistance: At 4th level, a githzerai gains power resistance equal to his Hit Dice +5.

Concussion Blast (Ps): At 4th level, a githzerai gains the use of *concussion blast* (EPH 85) as a psi-like ability once per day.

Manifest level equal to 1/2 Hit Dice (minimum 1st).

Starting at 5th level, a githzerai can use this psi-like ability twice per day.

Starting at 6th level, a githzerai can use this psi-like ability three times per day.

Ability Score Increase: Upon attaining any Hit Die divisible by 4, a githzerai character increases one of his ability scores by 1 point.

The player chooses which ability score to improve.

The ability improvement is permanent.

Psionic Plane Shift (Ps): At 13th level, a githzerai gains the use of *psionic plane shift* (EPH 124) as a psi-like ability once per day (manifest level equal to 1/2 Hit Dice, minimum 1st).

TABLE 6-3: THE GITHZERAI RACIAL CLASS

Racial Level	Class Level	Special
1st	1st	Githzerai base traits, naturally psionic, psi-like ability (3/day— <i>catfall</i>), feat +2 Dexterity, +2 Wisdom, psi-like ability (3/day— <i>psionic daze</i>)
2nd	1st	
3rd	2nd	Psi-like ability (3/day— <i>inertial armor</i>)
4th	2nd	Power resistance, +2 Dexterity, psi-like ability (1/day— <i>concussion blast</i>)
5th	3rd	Psi-like ability (2/day— <i>concussion blast</i>), feat
6th	4th	Psi-like ability (3/day— <i>concussion blast</i>), ability score increase
7th	5th	—
8th	6th	Feat
9th	7th	—
10th	8th	Ability score increase
11th	9th	Feat
12th	10th	—
13th	11th	Psi-like ability (1/day— <i>psionic plane shift</i>)
14th	12th	Ability score increase, feat
15th	13th	—
16th	14th	—
17th	15th	Feat
18th	16th	Ability score increase
19th	17th	—
20th	18th	Feat

HALF-GIANT

Human-giant hybrids, half-giants were bred by cruel sorcerer-kings who used them as warriors and laborers in a dry land.

Half-giants who survived early childhood faced a life of slavery and suffering.

Some managed to tap into a spark of psionic power within themselves, however, and used that new ability to escape and find their own paths.

For the most part, half-giants have human sensibilities.

They are curious, interested in cooperation and communication, and have a general tendency toward kindness.

They are quick to pick up the morals, customs, and habits of the areas in which they settle.

For more details on half-giants, see page 12 of *Expanded Psionics Handbook*.

CLASS FEATURES

The following features are gained by characters who take half-giant racial levels that are integrated with a standard class.

Class Level: The Class Level column of the half-giant racial class table indicates whether a half-giant gains a standard class level at any given racial level.

Some racial levels provide a standard class level, some racial levels provide a half-giant-specific ability, and some grant both.

Class levels grant all the benefits normally associated with a level increase.

This includes granting another Hit Die, gaining other class abilities, and advancement in base attack bonus, base saves, and ability scores.

Half-Giant Base Traits: Half-giants have the following base racial traits.

+2 Constitution, –2 Dexterity.

Giant: Half-giants are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.

Medium size: Half-giants have no special bonuses or penalties due to their size.

Half-giant base land speed is 30 feet.

Low-Light Vision: A half-giant can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

He retains the ability to distinguish color and detail under these conditions.

Fire Acclimated: Half-giants have a +2 racial bonus on saving throws against all fire spells and effects.

Half-giants are accustomed to enduring high temperatures.

Automatic Language: Common.

Bonus Languages: Draconic, Giant, Gnoll, Ignan.

Favored Class: Psychic warrior.

Feat: Like every other character, a half-giant character gains one feat at 1st level and another at every Hit Die divisible by 3.

These feats are in addition to any bonus feats granted as class features or any other bonus feats.

Powerful Build (Ex): At 2nd level, a half-giant reaches his full growth.

The physical stature of a fully grown half-giant lets him function in many ways as if he were one size category larger.

Whenever a half-giant is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the half-giant is treated as one size larger if doing so is advantageous to him.

A half-giant is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him.

A half-giant can use weapons designed for a creature one size larger without penalty.

However, his space and reach remain those of a creature of his actual size.

The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

+2 Strength: At 2nd level, half-giant characters gain a +2 increase to their Strength ability score.

Naturally Psionic: At 2nd level, half-giant characters gain 2 bonus power points.

This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.

Power points do allow a character to make use of psionic feats and attempt to gain psionic focus.

Stomp (Ps): At 2nd level, a half-giant gains the use of *Stomp* (EPH 133) as a psi-like ability once per day (DC 10 + 1/2 HD + Cha modifier).

Manifest level equal to 1/2 Hit Dice (minimum 1st).

Ability Score Increase: Upon attaining any Hit Die divisible by 4, a half-giant character increases one of his ability scores by 1 point.

The player chooses which ability score to improve.

The ability improvement is permanent.

TABLE 6-4: THE HALF-GIANT RACIAL CLASS

Racial Level	Class Level	Special
1st	1st	Half-giant base traits, feat
2nd	1st	Powerful build, +2 Strength, psi-like ability (1/day— <i>stomp</i>), naturally psionic
3rd	2nd	—
4th	3rd	Feat
5th	4th	Ability score increase
6th	5th	—
7th	6th	Feat
8th	7th	—
9th	8th	Ability score increase
10th	9th	Feat
11th	10th	—
12th	11th	—
13th	12th	Ability score increase, feat
14th	13th	—
15th	14th	—
16th	15th	Feat
17th	16th	Ability score increase
18th	17th	—
19th	18th	Feat
20th	19th	—

THRI-KREEN

Fierce hunters and faultless trackers, the thri-kreen are a race of insectfolk sometimes known as “mantis warriors”. They are inscrutable, alien creatures; those who do not know them well believe them to be bloodthirsty monsters. Nomadic folk who spend their brief lives roaming vast distances of the deserts, scrublands, and savannas of the south, thri-kreen are near-perfect hunters. Each thri-kreen forms deep attachments with a handful of other individuals, regarding them as clutchmates, companions to be defended with one’s own life if need be. For more details on thri-kreen, see page 14 of *Expanded Psionics Handbook*.

CLASS FEATURES

The following features are gained by characters who take thri-kreen racial levels that are integrated with a standard class.

Class Level: The Class Level column of the thri-kreen racial class table indicates whether a thri-kreen gains a standard class level at any given racial level.

Some racial levels provide a standard class level, some racial levels provide a thri-kreen-specific ability, and some grant both.

Class levels grant all the benefits normally associated with a level increase.

This includes granting another Hit Die, gaining other class abilities, and advancement in base attack bonus, base saves, and ability scores.

Racial Hit Dice: 1st-level and 2nd-level thri-kreen do not possess class levels.

Instead, they have 2d8 racial Hit Dice, gaining one at 1st level and one at 2nd level.

At 1st level, the thri-kreen’s first racial Hit Die grants 8 hit points, a base attack bonus of +1, and base saves of Fortitude +0, Reflex +2, and Will +2.

A 1st-level thri-kreen gains a number of skill points equal to 2 + Int modifier (minimum 1).

Its racial skills are Balance, Climb, Hide, Jump.

Listen, and Spot.

At 2nd level, a thri-kreen gains an additional 1d8 hit points, a base attack bonus of +2, and base saves of Fortitude +0, Reflex +3, and Will +3.

A 2nd-level thri-kreen gains a number of additional skill points equal to 2 + Int modifier (minimum 1) that it can spend on racial skills.

Thri-Kreen Base Traits: Thri-kreen have the following base racial traits.

+2 Strength, –2 Intelligence, +2 Wisdom, –4 Charisma.

Medium size: Thri-kreen have no special bonuses or penalties due to their size.

Thri-kreen base land speed is 40 feet.

Dark vision out to 60 feet.

A thri-kreen has a +4 racial bonus on Hide checks in sandy or arid settings.

Immunity to magic sleep effects.

Multiple Limbs: Thri-kreen have four arms and can take the Multiweapon Fighting and Multiattack feats (MM 304).

These are not bonus feats.

Weapon Familiarity: The gythka and chatkcha (EPH 14) are martial weapons for thri-kreen.

Automatic Languages: Common, Thri-Kreen.

Bonus Languages: Elven, Giant, Gnoll, Goblin, Halfling.

Favored Class: Ranger.

Natural Armor (Ex): A thri-kreen’s exoskeleton is tough and resistant to blows.

At 1st level, a thri-kreen has a +1 natural armor bonus.

At 2nd level, a thri-kreen’s natural armor bonus increases to +2.

At 6th level, a thri-kreen’s natural armor bonus increases to +3.

Natural Attacks (Ex): Thri-kreen can attack with four claws and a bite.

The claws deal 1d4 points of damage, and the bite is a secondary attack that also deals 1d4 points of damage.

A thri-kreen can attack with a weapon (or multiple weapons) at its normal attack bonus, and make either a bite or claw attack as a secondary attack.

For example, a thri-kreen with the Multiweapon Fighting feat who is armed with three short swords could attack with all three swords at a –2 penalty (the normal penalty for fighting with multiple weapons while using light weapons in its off hands) and also make a bite attack at a –5 penalty.

Feat: Like every other character, a thri-kreen character gains one feat at 1st level and another at every Hit Die divisible by 3.

These feats are in addition to any bonus feats granted as class features or any other bonus feats.

Deflect Arrows: At 2nd level, thri-kreen characters gain Deflect Arrows as a bonus feat.

Leap (Ex): At 2nd level, thri-kreen characters fully master their ability to excel at jumping.

They gain a +30 racial bonus on Jump checks.

Naturally Psionic: At 3rd level, a thri-kreen’s latent potential for psionic power suddenly reveals itself, granting the character 1 power point.

This benefit does not grant him the ability to manifest powers unless he gains that ability through another source, such as levels in a psionic class.

Power points do allow a character to make use of psionic feats and attempt to gain psionic focus.

Know Direction and Location (Ps): At 3rd level, a thri-kreen gains the use of *know direction and location* (EPH 114) as a

psi-like ability three times per day (manifest level equal to 1/2 Hit Dice, minimum 1st).

Poison (Ex): At 4th level, thri-kreen characters learn how to muster their naturally occurring venom in a quantity sufficient to inflict one poisonous bite per day.

The poison delivered by the bite has an initial damage of 1d6 Dex, but the secondary damage paralyzes victims for 2d6 minutes (DC 11 + Con modifier).

Chameleon (Ps): At 4th level, a thri-kreen gains the use of *chameleon* (EPH 82) as a psi-like ability three times per day (manifest level equal to 1/2 Hit Dice, minimum 1st).

Metaphysical Claw (Ps): At 4th level, a thri-kreen gains the use of *metaphysical claw* (EPH 118) as a psi-like ability once per day (manifest level equal to 1/2 Hit Dice, minimum 1st).

Ability Score Increase: Upon attaining any Hit Die divisible by 4, a thri-kreen character increases one of his ability scores by 1 point.

The player chooses which ability score to improve.

The ability improvement is permanent.

+4 Dexterity: At 6th level, thri-kreen characters gain a +4 increase to their Dexterity score.

Greater Concealing Amorphia (Ps): At 6th level, a thri-kreen gains the use of *greater concealing amorphia* as a psi-like ability once per day (manifest level equal to 1/2 Hit Dice, minimum 1st).

TABLE 6-5: THE THRI-KREEN RACIAL CLASS

Racial Level	Class Level	Special
1st	0	Racial Hit Die (1d8), thri-kreen base traits, natural armor +1, natural attacks, feat
2nd	0	Racial Hit Die (2d8), leap, natural armor +2, Deflect Arrows
3rd	1st	Naturally psionic, psi-like ability (3/day— <i>know direction and location</i>), feat
4th	1st	Poison, psi-like ability (3/day— <i>chameleon</i> ; 1/day— <i>metaphysical claw</i>)
5th	2nd	Ability score increase
6th	2nd	+4 Dexterity, psi-like ability (1/day— <i>greater concealing amorphia</i>), natural armor +3
7th	3rd	—
8th	4th	Feat
9th	5th	—
10th	6th	Ability score increase
11th	7th	Feat
12th	8th	—
13th	9th	—
14th	10th	Ability score increase, feat
15th	11th	—
16th	12th	—
17th	13th	Feat
18th	14th	Ability score increase
19th	15th	—
20th	16th	Feat

DROW OF THE UNDERDARK (3.5)

DROW

The drow, also known as dark elves, are a depraved and evil offshoot of the more commonly known surface elves.

They spend their lives continually plotting the downfall of their hated light-skinned kin.

Although they share a common enemy, there is certainly no love lost among the drow themselves, since every individual only looks out for himself and sees any weakness in a compatriot as a chance to enhance his own place in society.

Through the millennia of their subterranean exile, and the machinations of their foul goddess, the drow have developed an affinity for arachnids and are typically accompanied by several of these vermin, from the smallest normal spiders to the most gargantuan monstrous varieties. For more details on drow, see MM 103.

RACIAL CLASS FEATURES

The following features are gained by characters who take drow racial levels that are integrated with a standard class.

CLASS LEVEL

The Class Level column of the accompanying table indicates whether a drow gains a standard class level at any given racial level.

Some racial levels provide a standard class level, some racial levels provide a drow-specific ability, and some grant both. Class levels grant all the benefits normally associated with level advancement.

This includes another Hit Die, other class abilities, and improvement in base attack bonus, base saves, and ability scores.

DROW BASE TRAITS

Drow have the following base racial traits, which apply to any character who takes 1st level in the drow racial class.

+2 Dexterity, -2 Constitution.

Medium Size: Drow have no special bonuses or penalties due to their size.

Drow base land speed is 30 feet.

+2 racial bonus on saving throws against enchantment spells or effects.

+2 racial bonus on Listen, Search, and Spot checks.

A drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he was actively looking for it.

+2 racial bonus on Will saves against spells and spell-like abilities.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round.

In addition, they take a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

Automatic Languages: Common, Elven, Undercommon.

Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin, Kuo-Toan.

Favored Class: Wizard (male) or cleric (female).

Darkvision: At 1st level, drow gain darkvision out to 60 feet.

Feat: Like every other character, a drow character gains one feat at 1st level and another at every Hit Die divisible by 3. These feats are in addition to any bonus feats granted as class features or any other bonus feats.

ABILITIES GAINED AT HIGHER LEVELS

Spell-like Abilities: At 2nd level in the racial class, a drow gains the ability to use each of the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class level.

+2 Intelligence: Also at 2nd level in the racial class, drow gain a +2 increase to their Intelligence scores.

+2 Charisma: At 2nd level in the racial class, drow also gain a +2 increase to their Charisma scores.

Darkvision: A drow who takes the 3rd drow racial level increases the extent of his darkvision to 120 feet.

Immunities: Also at 3rd level in the racial class, a drow gains immunity to magic sleep spells and effects.

Spell Resistance: At 4th level in the racial class, a drow gains spell resistance equal to 11 + class level.

Feat: Like every other character, a drow character gains an additional feat at every class level divisible by 3.

These feats are in addition to any bonus feats granted as class features or any other bonus feats.

Ability Score Increase: Upon attaining any class level divisible by 4, a drow character increases one of his ability scores by 1 point.

The player chooses which ability score to improve.

The ability improvement is permanent.

THE DROW RACIAL CLASS

Racial Class		
Level	Level	Abilities Gained
1st	1st	Drow base traits, darkvision 60 ft., feat
2nd	1st	Spell-like abilities, +2 Int, +2 Cha
3rd	2nd	Darkvision 120 ft., immunities
4th	2nd	Spell resistance
5th	3rd	Feat
6th	4th	Ability score increase
7th	5th	—
8th	6th	Feat
9th	7th	—
10th	8th	Ability score increase
11th	9th	Feat
12th	10th	—
13th	11th	—
14th	12th	Ability score increase, feat
15th	13th	—
16th	14th	—
17th	15th	Feat
18th	16th	Ability score increase
19th	17th	—
20th	18th	Feat

LIBRIS MORTIS (3.5)

GHOUL/GHAST

Although usually portrayed as bloodthirsty killers content to dine on carrion, ghouls (and their tougher cousins, the ghastrs) were once living humanoids with true emotions. Sometimes memories of that previous life comes back to haunt a ghoul, and such qualities make for an excellent tragic character.

Because of the similarity between ghouls and ghastrs, a single undead monster class covers both creatures.

In effect, a ghoul "becomes" a ghast at 6th level.

Adventures: A ghoul might turn to adventuring out of a wish to avenge its death, protect a loved one, or destroy an old enemy.

Characteristics: Ghouls are strong characters because of their combat ability, particularly their resistance to many kinds of damage.

Most of a ghoul's power comes from the fact that it is undead.

On top of the standard undead immunities, it has favorable ability score modifiers and (after 1st level) multiple attacks per round.

Although it is at risk of being destroyed or controlled by a cleric's use of positive or negative energy, even the weakest ghoul has turn resistance.

Alignment: Ghouls are traditionally chaotic evil, though this restriction can be relaxed in a campaign that features undead player characters.

Even so, most ghouls tend toward chaos and/or evil.

Lawful or good ghouls are extremely rare.

Religion: Ghouls, like most undead, rarely devote themselves to any religion.

As intelligent undead, ghouls are rightfully wary of divine power.

Those that seek out a divine power to follow often gravitate to the worship of Orcus.

Background: Some ghouls are created upon the death of a living individual who savored the taste of humanoid flesh.

Others are transformed by the bite of a ghoul or ghast; these ghouls are the most likely to deviate from the normal ghoul alignment of chaotic evil.

Races: Most ghouls were formerly human or a member of one of the savage humanoid races (orcs, gnolls, goblinoids, and the like).

Evil dwarves sometimes prove wicked enough to transform into ghouls, but elves, gnomes, and halflings rarely descend to such depths of depravity.

Of course, any humanoid afflicted by ghoul fever might become a ghoul, even without resorting to such behavior.

Other Undead Classes: Ghouls get along reasonably well with wights, though they sometimes look down on the wights' lack of subtlety.

They respect the power and "vision" of the mass-murdering mohrgs, but vampire spawn are much too haughty for a ghoul's liking, and mummies are generally too lawful.

Role: Ghouls can serve as adequate front-line fighters, but they are better at scouting and skirmishing.

A ghoul's natural cunning and agility lends itself to a role of stealth over sheer power.

RACIAL TRAITS

Starting Ability Score Adjustments: +2 Dex, +2 Wis, Con —

Ghouls are more agile than humans and have a natural cunning and insight.

As an undead creature, a ghoul does not have a Constitution score.

Speed: A ghoul's base land speed is the same as that of the base race.

Darkvision: Ghouls can see in the dark out to 60 feet.

Automatic Languages: Common.

Once humanoids themselves, ghouls remember the language of their own former existence.

Favored Class: Ghoul.

The best multiclass choices for a ghoul are ranger, rogue, and fighter.

Those who choose to pursue spellcasting classes often take well to sorcery or even the role of a cleric, typically of a deity of death or undeath.

CLASS SKILLS

The ghoul's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Hide (Dex), Jump (Str), Move Silently (Dex), and Spot (Wis).

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Hit Die: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the ghoul monster class.

Weapon and Armor Proficiency: Ghouls are proficient with all simple weapons, but not with armor or shields.

Bite: A ghoul has a bite attack that is a natural weapon dealing the indicated damage plus its Strength bonus.

The damage value given is for Medium ghouls.

Claws: Beginning at 2nd level, a ghoul has two claw attacks that are natural weapons dealing the indicated damage plus 1/2 its Strength bonus.

The damage value given is for Medium ghouls.

Paralysis (Ex): A creature hit by a bite or claw attack from a ghoul of 2nd level or higher must succeed on a Fortitude save (DC 10 + 1/2 ghoul's HD from class levels + ghoul's Cha modifier) or be paralyzed for the indicated duration. Elves are immune to the paralysis of ghouls of 7th level or lower.

Ghoul Fever (Su): Disease—bite, Fortitude DC 10 + 1/2 ghoul's HD from class levels + ghoul's Cha modifier, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight.

A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life.

It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects.

A humanoid of 4 Hit Dice or higher rises as a ghast (an 8th-level ghoul).

Stench (Ex): The stink of death and corruption surrounding an 8th-level ghoul (also known as a ghast) is overwhelming. Living creatures within 10 feet must succeed on a Fortitude save (DC 10 + 1/2 ghoul's HD from class levels + ghoul's Cha modifier) or be sickened for 1d6+4 minutes.

A creature that successfully saves cannot be affected by the same ghoul's stench for 24 hours.

A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature.

Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

TABLE 2-3: THE GHOUL/GHAST

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	Special
1st	1d12	+0	+0	+0	+2	(4 + Int mod) × 4	Feat, +1 natural armor, bite 1d4, +2 turn resistance
2nd	1d12	+0	+0	+0	+2	—	2 claws 1d3, paralysis 1 round, +2 Str
3rd	2d12	+1	+0	+0	+3	4 + Int mod	+2 natural armor, +2 Int
4th	2d12	+1	+0	+0	+3	—	Bite 1d6, paralysis 1d4+1 rounds, +2 Cha
5th	2d12	+1	+0	+0	+3	—	Ghoul fever, +2 Dex, +2 Wis
6th	3d12	+2	+1	+1	+3	4 + Int mod	Feat, +3 natural armor, +2 Str
7th	3d12	+2	+1	+1	+3	—	2 claws 1d4, bite 1d8, +2 Dex, +2 Cha
8th	4d12	+2	+1	+1	+4	4 + Int mod	Stench (sickened), +4 natural armor, +2 Str, +2 Cha

MOHRG

A mohrg is the undead form of a horrifyingly evil individual, typically a mass murderer or similar villain, who died without atoning for his crimes.

As punishment for a life of evil, a mohrg is tortured by an endless existence dominated by an all-consuming hatred of living things.

Adventures: Like any other normally viciously evil undead creature, a mohrg that becomes an adventurer typically does so either to further its horrid goals or to atone for its vile ways.

Characteristics: Mohrgs are extraordinarily strong and agile, making them deadly combatants.

A mohrg relies on its paralyzing tongue and improved grab ability to quickly neutralize an enemy, following up with brutal slam attacks.

Alignment: Mohrgs are traditionally chaotic evil, though this restriction can be relaxed somewhat in a campaign that features undead player characters.

Even in such cases, most mohrgs lean strongly toward chaos and evil.

Good-aligned mohrgs are virtually unknown.

Religion: Like other intelligent undead, mohrgs rarely come into voluntary association with religions of any kind.

Background: Unlike most other undead creatures described in this section, the most common trait among mohrgs is the evil that they performed in life.

As the animated corpse of an unrepentant mass murderer or similarly vile person, a mohrg is a tortured personification of pure evil.

Races: Among the civilized races, the pure evil necessary to become a mohrg is found most often among humans and half-orcs.

Few other races possess both the murderous rage and the ability to deal the amount of death necessary to damn oneself to eternal unlife as a mohrg.

Other Undead Classes: Mohrgs have the greatest respect for wights, which share their all-consuming hatred for the living.

Ghouls are mere pawns in the fight against living creatures, and mummies are dim-witted thugs.

Vampire spawn have vision, a quality that mohrgs respect, but they depend far too much on the living for the mohrgs' taste.

Role: Mohrgs are best as front-line warriors, thanks to their powerful combat abilities.

They also make fine assassins, and if they can rein in their murderous attitudes, can be good scouts as well.

RACIAL TRAITS

Starting Ability Score Adjustments: +2 Str, Con —.

Mohrgs are stronger than an average creature of the base race.

As an undead creature, a mohrg does not have a Constitution score.

Speed: A mohrg's land speed is the same as that of the base race.

Darkvision: Mohrgs can see in the dark out to 60 feet.
Automatic Languages: Common.
Once humanoids themselves, mohrgs remember the languages of their own former existence.
Favored Class: Mohrg.

The best multiclass choices for a mohrg are fighter or barbarian.

CLASS SKILLS

The mohrg's class skills (and the key ability for each skill) are Climb (Str), Hide (Dex), Listen (Wis), Move Silently (Dex), Spot (Wis), and Swim (Str).

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Hit Die: $4 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the mohrg monster class.

Weapon and Armor Proficiency: Mohrgs are proficient with all simple weapons, but not with armor or shields.

Slam: A mohrg has a slam attack that is a natural weapon dealing the indicated damage plus $1\frac{1}{2}$ times its Strength bonus.

Improved Grab (Ex): At 9th level, a mohrg gains the improved grab ability.

To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack.

It can then attempt to start a grapple without provoking attacks of opportunity.

Paralyzing Touch (Su): Beginning at 12th level, a mohrg gains a paralyzing touch attack that it executes by lashing out with its tongue.

An opponent hit by a melee touch attack must succeed on a Fortitude save (DC $10 + 1\frac{1}{2}$ mohrg's HD from class levels + mohrg's Cha modifier) or become paralyzed for 1d4 minutes.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control.

They do not possess any of the abilities they had in life.

TABLE 2-4: THE MOHRG

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	Special
1st	1d12	+0	+0	+0	+2	$(4 + \text{Int mod}) \times 4$	Feat, slam 1d4
2nd	2d12	+1	+0	+0	+3	$4 + \text{Int mod}$	+2 Dex
3rd	2d12	+1	+0	+0	+3	—	+1 natural armor
4th	3d12	+1	+1	+1	+3	$4 + \text{Int mod}$	Feat
5th	4d12	+2	+1	+1	+4	$4 + \text{Int mod}$	+2 natural armor
6th	4d12	+2	+1	+1	+4	—	+2 Str
7th	5d12	+2	+1	+1	+4	$4 + \text{Int mod}$	+3 natural armor
8th	6d12	+3	+2	+2	+5	$4 + \text{Int mod}$	Feat
9th	6d12	+3	+2	+2	+5	—	+4 natural armor, improved grab
10th	7d12	+3	+2	+2	+5	$4 + \text{Int mod}$	+2 Dex
11th	8d12	+3	+2	+2	+6	$4 + \text{Int mod}$	+5 natural armor
12th	8d12	+4	+2	+2	+6	—	+2 Str, paralyzing touch 1/day
13th	9d12	+4	+3	+3	+6	$4 + \text{Int mod}$	Feat, +6 natural armor
14th	10d12	+5	+3	+3	+7	$4 + \text{Int mod}$	+2 Dex
15th	10d12	+5	+3	+3	+7	—	+7 natural armor, paralyzing touch 3/day
16th	11d12	+5	+3	+3	+7	$4 + \text{Int mod}$	+2 Str
17th	12d12	+6	+4	+4	+8	$4 + \text{Int mod}$	Feat, +8 natural armor
18th	12d12	+6	+4	+4	+8	—	+2 Dex, paralyzing touch at will
19th	13d12	+6	+4	+4	+8	$4 + \text{Int mod}$	+9 natural armor
20th	14d12	+7	+4	+4	+9	$4 + \text{Int mod}$	Create spawn, +2 Str

MUMMY

A mummy is a preserved corpse, typically animated through the auspices of dark desert gods.

Traditionally, mummies serve as guardians of tombs or temples, destroying intruders or thieves who desecrate those areas.

Adventures: What could bring a mummy to abandon its eternal vigilance and take up the career of a traveling adventurer?

Some are seekers of vengeance, pursuing grave robbers or desecrators of the dead.

Others have memories of their lives long past, in which they performed feats of daring or heroism.

Alternatively, this creature of the dead might seek to end its years of service to uncaring powers, and perhaps even long to pursue a more noble calling.

Characteristics: The mummy has in its repertoire despair, mummy rot, improved ability scores, natural armor, and its status as an undead creature.

The undead status comes first, and because of this type advantage, a mummy must wait for several levels to acquire any special abilities.

What is frequently the most feared aspect of an encounter with a hostile mummy, its supernatural rotting disease, does not add much to the effectiveness of a player character mummy.

While PCs must deal with long-term consequences such as diseases and curses, the typical monster won't be alive long enough for the disease to matter—or if it is, it's only because the player characters have met an untimely end. The mummy's despair ability, on the other hand, is much more useful, even if it is troublesome for companions to deal with its paralyzing visage each morning.

Alignment: Mummies are usually lawful evil, but exceptions to this alignment are much more common than for most undead creatures.

In fact, of all the undead monster races presented here, the mummy is perhaps the most likely to follow the path of good.

Most retain their lawful tendency, as befits their typical role as guardians.

Religion: Unlike most other intelligent undead, mummies often have ties to established religions, either having been created specifically to guard the tombs of the dead or having once been priests themselves.

Background: Mummies are always created, never spawned. Some are the ancient guardians of long-deserted tombs, while others are the more recent creations of powerful necromancers or evil priests.

Rarely, an otherwise noble or good individual might be transformed by divine powers into a mummy as punishment or a curse for transgressions (real or imagined).

Races: Creatures of all humanoid races can become mummies, though most are from highly religious cultures inhabiting desert lands.

For that reason, sylvan races such as elves or halflings rarely practice techniques of mummification.

Other Undead Classes: Mummies interact poorly with most other undead.

They find flesh-eating or blood-drinking undead creatures such as ghouls and vampire spawn distasteful, and have little patience for the chaotic nature of most undead, particularly the hateful mohrgs.

Wights at least share some of the mummies' disciplined nature, and mummies can find common cause with them against a shared enemy.

Role: Mummies are formidable combatants.

They are usually insightful and possessed of strong personalities, but don't have the intellect to serve effectively as leaders.

They are often very spiritual, and one may serve as a group's conscience.

RACIAL TRAITS

Starting Ability Score Adjustments: +2 Str, Con —, -4 Int. Mummies are strong but slow, and they tend to be single-minded.

As an undead creature, a mummy does not have a Constitution score.

Speed: A mummy's base land speed is 10 feet slower than that of the base race, to a minimum of 10 feet.

Darkvision: Mummies can see in the dark out to 60 feet.

Vulnerability to Fire: A mummy takes half again as much (+50%) damage as normal from fire attacks.

Damage Reduction: A mummy gains damage reduction as it advances in level, as noted on the accompanying table.

Automatic Languages: Common.

Once humanoids themselves, mummies remember the languages of their own former existence.

Mummies often study rare or exotic languages to preserve their connection to an ancient past.

Favored Class: Mummy.

The best multiclass choice for a mummy is fighter, though sorcerer and cleric can also be interesting choices.

A unique mummy paladin or bard could be an intriguing character.

CLASS SKILLS

The mummy's class skills (and the key ability for each skill) are Hide (Dex), Listen (Wis), Move Silently (Dex), and Spot (Wis).

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Hit Die: $4 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the mummy monster class.

Weapon and Armor Proficiency: Mummies are proficient with all simple weapons, but not with armor or shields.

Slam: A mummy has a slam attack that is a natural weapon dealing the indicated damage plus $1\frac{1}{2}$ times its Strength bonus.

Mummy Rot (Su): Starting at 5th level, once per day a mummy can infect a creature hit by its slam attack with mummy rot.

At 8th level it can do this three times per day, and at 12th level every one of its slam attacks can bring about the disease if the mummy wishes.

Mummy rot is a supernatural disease—Fortitude save DC $10 + \frac{1}{2}$ mummy's HD from class levels + mummy's Cha modifier, incubation period 1 minute; damage 1d6 Con and 1d6 Cha.

Unlike normal diseases, mummy rot persists until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease.

A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature that dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Despair (Su): A mummy of 10th level or higher causes fear in any creature that views it.

Such a creature must succeed on a Will save (DC $10 + \frac{1}{2}$ mummy's HD from class levels + mummy's Cha modifier) or be paralyzed with fear for 1d4 rounds.

Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for 24 hours.

TABLE 2-5: THE MUMMY

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	Special
1st	1d12	+0	+0	+0	+2	(4 + Int mod) × 4	Feat, slam 1d4, +2 natural armor
2nd	2d12	+1	+0	+0	+3	4 + Int mod	+2 Str, damage reduction 1/—
3rd	2d12	+1	+0	+0	+3	—	+2 Wis, +4 natural armor
4th	3d12	+1	+1	+1	+3	4 + Int mod	Feat, +2 Str, damage reduction 2/—
5th	3d12	+1	+1	+1	+3	—	Mummy rot 1/day, +2 Cha, +5 natural armor
6th	4d12	+2	+1	+1	+4	4 + Int mod	Slam 1d6, +2 Str
7th	4d12	+2	+1	+1	+4	—	+6 natural armor, damage reduction 3/—
8th	5d12	+2	+1	+1	+4	4 + Int mod	Mummy rot 3/day
9th	5d12	+2	+1	+1	+4	—	+8 natural armor, +2 Str
10th	6d12	+3	+2	+2	+5	4 + Int mod	Feat, despair, +2 Cha
11th	6d12	+3	+2	+2	+5	—	+9 natural armor, +2 Str, damage reduction 4/—
12th	7d12	+3	+2	+2	+5	4 + Int mod	Mummy rot at will, +2 Wis
13th	8d12	+4	+2	+2	+6	4 + Int mod	+2 Str, +10 natural armor, damage reduction 5/—

VAMPIRE SPAWN

Forever anchored to their unholy graves, the nocturnal predators known as vampire spawn scheme for power. They tend toward decadence, believing themselves superior to other living (or undead) creatures.

Would-be player character vampires are limited to advancing as free-willed vampire spawn.

In order to take the class described here, a character must die as a result of a vampire's energy drain (or as a victim of its blood drain if the character has less than 5 HD).

Characters with 5 or more Hit Dice who are killed by a vampire's blood drain must acquire the vampire template (see page 250 of the *Monster Manual*), and its +8 level adjustment places that template beyond the scope of the monster classes presented here.

Adventures: A vampire spawn might turn to adventuring to gain revenge upon the bloodsucking fiend that cursed it to eternal unlife, or as penance for untold years of spreading evil and death.

Those that can overcome (or ignore) their emotions may instead seek knowledge, power, or both.

Characteristics: Vampire spawn have great talents of stealth and persuasion.

They can stand their ground in melee combat, knowing that an easy escape (whether by gaseous form or spider climb) is always available.

Their blood drain, domination, and energy drain abilities make them the bane of most living creatures.

Alignment: Vampire spawn are traditionally evil, though a DM may relax this restriction in a campaign that features undead player characters.

The innate selfishness of the typical vampire spawn makes a good alignment difficult to uphold.

Religion: Like other intelligent undead, vampire spawn rarely voluntarily associate with religion of any kind.

Background: Unlike with most other undead creatures, every vampire spawn is the creation of a true vampire.

In some cases, entire societies or cultures of vampire spawn exist in the shadows of normal civilization, hewing to their own arcane rules of behavior, often set down by one or more original "procreators" of the culture.

Races: Vampire spawn come from all humanoid races.

They tend to be more common among the civilized races—including humans, elves, and half-elves—than the savage tribal races.

That said, the ferocity of a half-orc or gnoll vampire spawn is indeed something to be reckoned with.

Other Undead Classes: Vampire spawn look down on all other undead as lesser beings, regardless of the actual power of such creatures.

Still, some of the other undead have their place—ghouls and wights make fine soldiers, and some vampire spawn use mummies or mohrgs as bodyguards.

Role: Vampire spawn are natural leaders, and they know it. They are smart, insightful, and charismatic, though their sense of superiority often leads them to take on tasks best left to subordinates.

Vampire spawn make excellent warriors and also fine scouts or assassins.

RACIAL TRAITS

Starting Ability Score Adjustments: +2 Str, +2 Cha, Con —.

Vampire spawn are stronger than humans and arrogant enough to consider most humanoids little more than prey. As an undead creature, a vampire spawn does not have a Constitution score.

Speed: A vampire spawn's base land speed is the same as that of the base race.

Darkvision: Vampire spawn can see in the dark out to 60 feet.

+2 racial bonus on Bluff checks.

Vampire spawn are very persuasive.

+2 racial bonus on Hide and Move Silently checks.

Vampire spawn are quiet and sneaky.

+2 racial bonus on Listen, Search, Sense Motive, and Spot checks.

Vampire spawn are very perceptive.

Vampire Spawn Weaknesses: Vampire spawn are vulnerable to all attacks and effects that repel or slay vampires.

See Vampire Weaknesses, page 253 of the *Monster Manual*.

Automatic Languages: Common.

Favored Class: Vampire spawn.

The best multiclass choices for a vampire spawn are fighter, rogue, sorcerer, and wizard.

CLASS SKILLS

The vampire spawn's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Hit Die: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the vampire spawn monster class.

Weapon and Armor Proficiency: Vampire spawn are proficient with all simple weapons, but not with armor or shields.

Bonus Feats: Vampire spawn gain Alertness at 2nd level, Lightning Reflexes at 5th level, and Improved Initiative at 8th level.

Blood Drain (Ex): A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check.

If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained.

On each such successful attack, a vampire spawn gains 5 temporary hit points that last for up to 1 hour.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

Skill Bonus (Ex): At 4th level, a vampire spawn's racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks increases from +2 to +4.

Fast Healing (Ex): A vampire spawn gains fast healing 1 at 5th level.

At 8th level, this improves to fast healing 2.

A vampire spawn heals damage each round so long as it has at least 1 hit point.

If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape.

It must reach its coffin home within 2 hours or be utterly destroyed.

(It can travel up to nine miles in 2 hours).

Once at rest in its coffin, it is helpless.

It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): As a standard action, a vampire spawn can assume gaseous form at will, as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Domination (Su): A vampire spawn can crush an opponent's will just by looking into his or her eyes.

This effect is similar to a gaze attack, except that the vampire spawn must use a standard action, and those merely looking at it are not affected.

Anyone the vampire spawn targets must succeed on a Will save (DC 10 + 1/2 vampire spawn's HD from class levels + vampire spawn's Cha modifier) or fall instantly under the vampire spawn's influence as though by a *dominate person* spell (caster level 12th).

The ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack gain one negative level.

The Fortitude save to remove a negative level is DC 10 + 1/2 vampire spawn's HD from class levels + vampire spawn's Cha modifier.

For each such negative level bestowed, a vampire spawn gains 5 temporary hit points that last for up to 1 hour.

TABLE 2-6: THE VAMPIRE SPAWN

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	Special
1st	1d12	+0	+0	+0	+2	(4 + Int mod) × 4	Blood drain, feat, slam 1d4, +2 turn resistance, +2 skill bonus
2nd	1d12	+0	+0	+0	+2	—	+1 natural armor, +2 Cha, Alertness
3rd	2d12	+1	+0	+0	+3	4 + Int mod	Spider climb, +2 Dex
4th	2d12	+1	+0	+0	+3	—	+2 natural armor, +4 skill bonus, +2 Str
5th	3d12	+1	+1	+1	+3	4 + Int mod	Fast healing 1, +2 Wis, Lightning Reflexes
6th	3d12	+1	+1	+1	+3	—	Feat, +2 Cha, resistance to cold 10 and electricity 10
7th	4d12	+2	+1	+1	+4	4 + Int mod	+3 natural armor, +2 Int, gaseous form, slam 1d6
8th	4d12	+2	+1	+1	+4	—	Domination, energy drain, fast healing 2, +2 Str, Improved Initiative, damage reduction 5/silver

WIGHT

The wight is an undead creature given a semblance of life through sheer violence and hatred.

It is spiteful and cruel, seeking only to destroy all living creatures.

Even those rare few that overcome their pure hatred of all living things remain jealous of such creatures.

Adventures: Wights prefer lurking in places that reek with death, though some leave such lairs to seek out additional victims.

Those that are less murderous might seek adventure as a way of righting the scales for the evil they have done in the past, or as vengeance against those that put them in this form.

Characteristics: Wights are strong of will and personality. Though hateful and violent, they are much more disciplined than other undead creatures that share these tendencies, such as mohrgs.

They are naturally stealthy, making them good scouts or assassins.

Alignment: Wights are traditionally lawful evil, though this restriction can be relaxed in a campaign that features undead player characters.

Even so, most wights lean strongly toward evil.

Good-aligned wights are exceedingly rare, and even neutral wights are rare.

Religion: Like other intelligent undead, wights rarely come into voluntary association with religions of any kind.

Background: Some wights are cursed to walk the earth because of their violent and horrid lives, but a good many are merely the victims of other wights, themselves spawned from violence.

Wights spawned by other wights are more likely to have alignments differing from the traditional lawful evil.

Races: Wights are most often former humans or members of evil humanoid races (such as hobgoblins or orcs).

Some particularly vile dwarves become wights, but other races only rarely are so cursed.

Of course, any humanoid can become a wight through the actions of another wight.

Other Undead Classes: Wights get along well with mummies, since these sorts of undead share a level of discipline.

They respect the cunning of ghouls, and the mohrgs' all-consuming hatred of living things, but in general find both of those creatures too savage.

They see vampire spawn as embarrassing poseurs, trying far too hard to pass themselves off as living beings.

Role: A wight is a competent combatant, though its strengths lie in stealth and patience.

A wight can make an excellent group leader, assuming the others in the group can put up with its cold, festering hatred.

RACIAL TRAITS

Starting Ability Score Adjustments: +2 Dex, Con —.

Wights are agile and sneaky.

As an undead creature, a wight does not have a Constitution score.

Speed: A wight's base land speed is the same as that of the base race.

Darkvision: Wights can see in the dark out to 60 feet. +8 racial bonus on Move Silently checks.

Wights are especially good at moving quietly in pursuit of their prey.

Automatic Languages: Common.

Once humanoids themselves, wights remember the languages of their own former existence.

Favored Class: Wight.

The best multiclass choice for a wight is rogue.

CLASS SKILLS

The wight's class skills (and the key ability for each skill) are Hide (Dex), Listen (Wis), Move Silently (Dex), and Spot (Wis).

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Hit Die: $4 + \text{Int modifier}$.

CLASS FEATURES

All the following are class features of the wight monster class.

Weapon and Armor Proficiency: Wights are proficient with all simple weapons, but not with armor or shields.

Slam: A wight has a slam attack that is a natural weapon dealing the indicated damage plus $1\frac{1}{2}$ times its Strength bonus.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds.

Spawn are under the command of the wight that created them and remain enslaved until its death.

They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by an 8th-level wight's slam attack gain one negative level.

The Fortitude save to remove this negative level is DC $10 + \frac{1}{2}$ wight's HD from class levels + wight's Cha modifier).

For each such negative level bestowed, a wight gains 5 temporary hit points that last for up to 1 hour.

TABLE 2-7: THE WIGHT

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	Special
1st	1d12	+0	+0	+0	+2	$(4 + \text{Int mod}) \times 4$	Feat, slam 1d4
2nd	1d12	+0	+0	+0	+2	—	+1 natural armor
3rd	2d12	+1	+0	+0	+3	$4 + \text{Int mod}$	+2 Cha
4th	2d12	+1	+0	+0	+3	—	+2 natural armor
5th	3d12	+1	+1	+1	+3	$4 + \text{Int mod}$	Feat, +2 Wis
6th	3d12	+1	+1	+1	+3	—	+3 natural armor
7th	4d12	+2	+1	+1	+4	$4 + \text{Int mod}$	+2 Str
8th	4d12	+2	+1	+1	+4	—	+4 natural armor, +2 Cha, energy drain, create spawn

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VARAG

If your DM allows it, you can play a varag character.

While these creatures are vile and evil in most settings, they can be viable characters.

This is especially true in the EBERRON campaign setting, where alignment is less restrictive, and monstrous creatures often share settlements with normal player races. Normally, you can't begin with a 1st-level varag character because of the race's level adjustment.

With your DM's permission, however, you can use the varag racial class presented here to begin play, though you don't gain the full complement of abilities granted by the race until you are more experienced.

In essence, you are applying the varags level adjustment to your character over time, increasing effective character level (ECL) gradually rather than all at once.

Effective character level equals the varag's racial level on the Varag Racial Class table that follows.

THE VARAG RACIAL CLASS

Racial Level	Class Level	Special
1st	0	Racial Hit Die (1d8), varag base traits, natural armor +1, feat
2nd	0	Racial Hit Die (2d8), +2 Dex, scent 10 ft., Run
3rd	0	+2 Con, natural armor +2, scent 20 ft., Move Silently (+8)
4th	0	Racial Hit Die (3d8), +2 Dex, scent 30 ft., feat
5th	0	+2 Str, natural armor +3, Spring Attack, Move Silently (take 10)
6th	1st	Ability score increase
7th	2nd	—
8th	3rd	Feat
9th	4th	—
10th	5th	Ability score increase
11th	6th	Feat
12th	7th	—
13th	8th	—
14th	9th	Ability score increase, feat
15th	10th	—
16th	11th	—
17th	12th	Feat
18th	13th	Ability score increase
19th	14th	—
20th	15th	Feat

The varag racial class must be taken at character creation. It cannot be gained later during a character's career if it is not initially chosen.

CLASS FEATURES

The following features are gained by characters who take varag racial levels that are integrated with a standard class. **Class Level:** The Class Level column of the varag racial class table indicates whether a varag gains a standard class level at any given racial level.

Some racial levels provide a standard class level, while others provide a varag-specific ability.

Class levels grant all the benefits normally associated with a level increase, including another Hit Die and increasing base attack bonus, base saves, and ability scores, along with other class features.

Racial Hit Die: 1st- through 5th-level varags do not possess class levels.

Instead, they gain racial Hit Dice and abilities.

At 1st level, the varag's first racial Hit Die grants 8 hit points and +0 base attack bonus, and base saves of Fortitude +0, Reflex +2, and Will +0.

A 1st-level varag gains a number of skill points equal to $(2 + \text{Int modifier [minimum 1]}) \times 4$.

Its racial class skills are Jump, Move Silently, and Survival.

At 2nd level, a varag gains an additional 1d8 hit points and +1 base attack bonus, and base saves of Fortitude +0, Reflex +3, and Will +0.

A 2nd-level varag gains a number of additional skill points equal to $2 + \text{Int modifier (minimum 1)}$.

At 4th level, a varag gains an additional 1d8 hit points and +0 base attack bonus, and base saves of Fortitude +1, Reflex +3, and Will +1.

A 4th-level varag gains a number of additional skill points equal to $2 + \text{Int modifier (minimum 1)}$.

Varag Base Traits: Varags have the following base racial traits.

—+2 Strength, –4 Intelligence.

—Medium size: Varags have no special bonuses or penalties due to their size.

—Humanoid (goblinoid): A varag is a humanoid that has the goblinoid subtype.

—Varag base land speed is 40 feet.

—Darkvision out to 60 feet.

—+4 racial bonus on Move Silently checks and a +4 racial bonus on Survival checks when tracking by scent.

—Automatic Languages: Goblin.

Bonus Languages: Common, Draconic, Dwarves, Infernal, Giant, Orc.

—Favored Class: Scout (*Complete Adventurer* 10).

Natural Armor (Ex): A varag's skin is tough, and it toughens further as the varag does—at 1st level, a varag has a +1 natural armor bonus.

At 3rd level, a varag's natural armor bonus increases to +2.

The varag's natural armor bonus increases to +3 at 5th level.

Feat: Like every other character, a varag character gains one feat at 1st level and another at every Hit Dice total divisible by 3.

These feats are in addition to any bonus feats granted as class features or any other bonus feats.

Ability Score Increases: At 2nd level, a varag character's Dexterity score increases by 2.

At 3rd level, Constitution increases by 2.

At 4th level, Dexterity increases again by 2, and at 5th level, Strength increases by 2.

Upon attaining any Hit Die total divisible by 4, a varag character increases one ability score by 1 point, as any character does.

The player chooses which ability score to improve in this case.

The ability improvement is permanent.

Scent (Ex): At 2nd level, a varag gains scent, but this ability has a range of 10 feet instead of the normal 30 feet.

Beginning at 3rd level, the range increases to 20 feet.

At 4th level, it increases to 30 feet, becoming the normal scent ability.

Run: At 2nd level, a varag gains Run as a bonus feat.

Move Silently: At 3rd level, a varag's racial bonus on Move Silently checks improves by +4, for a total of +8.

Upon reaching 5th level, a varag can always choose to take 10 on Move Silently checks, even if rushed or threatened.

Spring Attack: At 5th level, a varag gains Spring Attack as a bonus feat.

VITAL STATISTICS

You can choose your varag character's starting age, height, and weight, based on the typical physical characteristics detailed in the ecology section of the monster entry and the random ages here.

Or, you can use the tables that follow to determine these statistics randomly.

RANDOM STARTING AGES

Race	Adulthood	Barbarian, Rogue, Scout, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard
Varag	8 years	+1d3	+1d4	+2d4

AGING EFFECTS

Race	Middle Age	Old	Venerable	Maximum Age
Varag	16 years	24 years	32 years	+2d8 years

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Varag, male	5' 11"	+2d12	230 lb.	× (2d6) lb.
Varag, female	5' 7"	+2d12	200 lb.	× (2d6) lb.

PLANAR HANDBOOK (3.5)

AVORAL GUARDINAL

Outsider (Extraplanar, Good, Guardinal) In their home on Elysium, avoral guardinals are peaceful and friendly. Elsewhere, they serve as powerful emissaries of pure good, confronting evil wherever they find it.

Adventuring avorals are more common than one might think, since they often travel the planes in search of evil activities to thwart.

AVORAL GUARDINAL RACIAL TRAITS

Avoral guardinals have the following racial abilities and characteristics.

- +2 Dexterity, +2 Charisma.
 - Outsider: Avoral guardinals are native to the Blessed Fields of Elysium, and thus have the outsider type. They gain the extraplanar subtype when not on Elysium. They are not subject to spells or effects that affect only humanoids, such as *charm person* and *dominate person*.
 - Medium: As Medium creatures, avoral guardinals have no special bonuses or penalties due to their size.
 - An avoral guardinal's base land speed is 40 feet. Avoral guardinals also have a fly speed of 30 feet with poor maneuverability. Their fly speed and maneuverability improve as they gain levels (see Wings, below).
 - Avoral guardinals have darkvision out to 60 feet and low-light vision.
 - Skills: Avoral guardinals have a +2 racial bonus on Spot checks.
 - Automatic Languages: Celestial, Infernal, Draconic. Bonus Languages: Common, Abyssal, Auran.
 - Favored Class: Avoral guardinal.
- The best multiclass choice for an avoral is ranger.
- Level adjustment: An avoral guardinal that has progressed through its monster class has 7 Hit Dice and a level adjustment of +8, making it effectively a 15th-level character.

CLASS SKILLS

The avoral guardinal's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently

(Dex), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

CLASS FEATURES

All of the following are class features of the avoral guardinal class.

Weapon and Armor Proficiency: Avoral guardinals are proficient with all simple and martial weapons.

An avoral guardinal's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Feats: An avoral guardinal receives one feat at 1st level and additional feats at 5th and 11th level.

After 15th level, it gains feats normally according to its Hit Dice, as shown on Table 3–2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*.

Natural Weapons: The avoral guardinal has two different types of natural attacks.

On the ground, it has two primary wing attacks, each dealing 1d8 points of damage.

In the air, it has two primary claw attacks, each dealing 1d6 points of damage.

It can't make claw and wing attacks in the same round.

At 6th level, the damage dealt by an avoral's wing attacks increases to 2d6, and the damage dealt by its claw attacks increases to 1d8.

At 11th level, these damage values increase to 2d8 and 2d6.

Wings: An avoral guardinal has powerful feathery wings that allow it to fly at a speed of 30 feet with poor maneuverability.

Its fly speed increases to 40 feet at 3rd level, to 50 feet at 5th level, to 60 feet at 7th level, to 70 feet at 11th level, to 80 feet at 13th level, and to a maximum of 90 feet at 15th level. Its maneuverability also improves as it gains levels—to average at 5th level and to good at 9th level.

Keen Eyesight: An avoral guardinal has a +2 racial bonus on Spot checks at 1st level.

This racial bonus increases to +4 at 4th level, to +6 at 8th level, and to a maximum of +8 at 12th level.

Damage Reduction (Su): At 2nd level, an avoral guardinal gains damage reduction 1/evil or silver.

The avoral's damage reduction increases by 1 at 4th, 6th, 8th, 10th, and 12th level.

At 14th level, it increases to DR 8/evil or silver, and at 15th level to DR 10/evil or silver.

Resistance to Electricity (Ex): A 2nd-level avoral guardinal has resistance to electricity 5.

This resistance increases to 10 at 6th level and to 20 at 10th level.

At 14th level, an avoral guardinal gains immunity to electricity.

Spell-Like Abilities (Sp): At 2nd level, an avoral guardinal gains the following spell-like abilities: At will—*detect magic*, *light*; 3/day—*command*, *magic missile*.

Caster level 1st.

A 5th-level avoral guardinal's list of spell-like abilities changes to the following: At will—*command*, *detect magic*, *light*, *magic missile*; 3/day—*aid*, *blur* (self only), *gust of wind*.

Caster level 3rd.

A 9th-level avoral guardinal's list of spell-like abilities changes to the following: At will—*aid*, *blur* (self only), *command*, *detect magic*, *gust of wind*, *light*, *magic missile*;

3/day—hold person, magic circle against evil (self only), see invisibility.

Caster level 5th.

A 13th-level avoral guardinal's list of spell-like abilities changes to the following: At will—aid, blur (self only), command, detect magic, gust of wind, hold person, light, magic missile, magic circle against evil (self only), see invisibility; 3/day—dimension door, dispel magic, lightning bolt.

Caster level 7th.

A 15th-level avoral guardinal's list of spell-like abilities changes to the following: At will—aid, blur (self only), command, detect magic, dimension door, dispel magic, gust of wind, hold person, light, magic circle against evil (self only), magic missile, see invisibility; 3/day—lightning bolt.

Caster level 8th.

Petrification Immunity (Ex): At 3rd level, an avoral guardinal gains a +4 bonus on saves against petrification.

At 9th level, an avoral gains immunity to petrification.

Poison Resistance (Ex): Beginning at 3rd level, an avoral guardinal has a +4 bonus on saves against poison.

Speak with Animals (Su): At 4th level, an avoral gains the ability to use *speak with animals* as a free action (caster level 8th).

Lay on Hands (Su): This ability, gained at 5th level, functions as the paladin class feature, except that each day, an avoral guardinal can heal an amount of damage equal to his full normal hit points.

Resistance to Cold and Sonic (Ex): An avoral guardinal gains resistance to cold 5 and sonic 5 at 7th level.

These resistances improve to 10 at 11th level.

Fear Aura (Su): Once per day, a 13th-level avoral guardinal can create an aura of fear in a 20-foot radius.

It is otherwise identical to *fear* from an 8th-level caster (save DC 14 + Cha modifier).

True Seeing (Su): At 15th level, an avoral guardinal gains the ability to see through illusions, invisibility, and the like. This ability is identical to *true seeing* (caster level 14th), except that it has personal range and the avoral must concentrate for 1 round before it takes effect.

Thereafter, the ability remains in effect as long as the avoral concentrates on it.

TABLE 1-6: THE AVORAL GUARDINAL

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	+2 Dex, +2 Cha, +2 racial bonus on Spot checks, darkvision, low-light vision, +1 natural armor, natural weapons (2 wings, 1d8; 2 claws, 1d6), spell resistance 10 + class level, wings (fly 30 ft., poor), feat
2nd	1d8	+1	+2	+2	+2	—	1	+2 Str, +2 Con, damage reduction 1/evil or silver, resistance to electricity 5, spell-like abilities
3rd	2d8	+2	+3	+3	+3	8 + Int mod	2	+2 Dex, +2 Wis, fly 40 ft. (poor), +2 natural armor, +4 bonus on saves against petrification and poison
4th	2d8	+2	+3	+3	+3	—	2	+2 Con, +2 Cha, +4 bonus on Spot checks, damage reduction 2/evil or silver, speak with animals
5th	3d8	+3	+3	+3	+3	8 + Int mod	3	Fly 50 ft. (average), lay on hands, +3 natural armor, spell-like abilities, feat
6th	3d8	+3	+3	+3	+3	—	3	+2 Dex, +2 Int, damage reduction 3/evil or silver, natural weapons (2 wings, 2d6; 2 claws, 1d8), resistance to electricity 10
7th	4d8	+4	+4	+4	+4	8 + Int mod	4	Fly 60 ft. (average), +4 natural armor, resistance to cold 5 and sonic 5
8th	4d8	+4	+4	+4	+4	—	4	+2 Dex, +2 Con, +6 racial bonus on Spot checks, damage reduction 4/evil or silver
9th	5d8	+5	+4	+4	+4	8 + Int mod	5	+2 Wis, fly 60 ft. (good), immunity to petrification, +5 natural armor, spell-like abilities
10th	5d8	+5	+4	+4	+4	—	5	+2 Dex, +2 Con, damage reduction 5/evil or silver, resistance to electricity 20
11th	6d8	+6	+5	+5	+5	8 + Int mod	6	Fly 70 ft. (good), +6 natural armor, natural weapons (2 wings, 2d8; 2 claws, 2d6), resistance to cold 10 and sonic 10, feat
12th	6d8	+6	+5	+5	+5	—	7	+2 Int, +2 Cha, +8 racial bonus on Spot checks, damage reduction 6/evil or silver
13th	7d8	+7	+5	+5	+5	8 + Int mod	8	Fear aura, fly 80 ft. (good), +7 natural armor, spell-like abilities
14th	7d8	+7	+5	+5	+5	—	8	+2 Str, +2 Dex, damage reduction 8/evil or silver, immunity to electricity
15th	7d8	+7	+5	+5	+5	—	9	+2 Con, +2 Wis, damage reduction 10/evil or silver, fly 90 ft. (good), +8 natural armor, spell-like abilities, true seeing

CHAIN DEVIL

Outsider (Evil, Extraplanar, Lawful) Truly lawful evil, chain devils (also called kytons) fit into the hierarchy of hell as fierce enforcers and disciplinarians.

They usually fall under the command of higher-echelon bone devils who serve as the police force of Baator. Some chain devils travel the planes, spreading their particular brand of evil and tyranny throughout the multiverse.

In their native environment of the Nine Hells of Baator, chain devils wrap themselves in chains instead of wearing clothing.

If actively adventuring elsewhere, they usually deign to wear clothing under their chains.

The chains give them a +4 armor bonus, the equivalent of a chain shirt.

They may wear other armor, in which case they gain whichever armor bonus is higher, but they are not naturally proficient with it.

CHAIN DEVIL RACIAL TRAITS

- +2 Strength, -4 Intelligence.
- Outsider: Chain devils are native to The Nine Hells of Baator, and thus have the outsider type. They gain the extraplanar subtype when not on Baator. They are not subject to spells or effects that affect only humanoids, such as *charm person* and *dominate person*.
- Medium: As Medium creatures, chain devils have no special bonuses or penalties due to their size.
- A chain devil's base land speed is 30 feet.
- Chain devils have darkvision out to 60 feet.
- Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.
- Automatic Languages: Infernal and Common.
- Favored Class: Chain devil.

The best multiclassing choice for a kyton is rogue, fighter, or barbarian.

- Level adjustment: A chain devil that has progressed through its monster class has 8 Hit Dice and a level adjustment of +6, making it effectively a 14th-level character.

CLASS SKILLS

The chain devil's class skills (and the key ability for each skill) are Climb (Str), Craft (any involving metalwork) (Int), Escape Artist (Dex), Intimidate (Cha), Listen (Wis), and Spot (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

CLASS FEATURES

All of the following are class features of the chain devil monster class.

Weapon and Armor Proficiency: Chain devils are proficient with all simple and martial weapons, and all chains.

A chain devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spiked Chains: Chain devils treat spiked chains as primary natural weapons and can make two attacks per round with them.

Each attack uses the kyton's full Strength bonus.

Feats: A chain devil receives one feat at 1st level and additional feats at 4th and 10th level.

After 14th level, it gains feats normally according to its Hit Dice, as shown on Table 3-2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*.

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes.

At 2nd level, a chain devil can control only one chain.

It gains additional chains at 4th, 8th, and 12th level.

In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself.

If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain.

If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession.

A chain devil can climb chains it controls at its normal land speed without making Climb checks.

Unnerving Gaze (Su): Range 30 feet, Will save (DC 10 + 1/2 Hit Dice + Cha modifier) negates.

A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies.

Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds.

Regeneration (Ex): Chain devils take normal damage from silver weapons, good-aligned weapons, and spells or effects with the good descriptor.

A chain devil that loses a piece of its body regrows it in 2d6×10 minutes.

Holding the severed member against the stump enables it to reattach instantly.

TABLE 1-7: THE CHAIN DEVIL (KYTON)

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	+2 Str, -4 Int, +8 racial bonus on Craft checks involving metal, resistance to cold 5, spiked chains, feat Dancing chains (1), natural armor +1
2nd	2d8	+2	+3	+3	+3	8 + Int mod	2	+2 Con, damage reduction 1/silver or good, unnerving gaze
3rd	2d8	+2	+3	+3	+3	—	2	Dancing chains (2), feat, natural armor +2
4th	3d8	+3	+3	+3	+3	8 + Int mod	3	+2 Dex, damage reduction 2/silver or good
5th	3d8	+3	+3	+3	+3	—	3	+2 Cha, spell resistance 5 + Hit Dice
6th	4d8	+4	+4	+4	+4	8 + Int mod	4	Damage reduction 3/silver or good, regeneration 1, resistance to cold 10
7th	4d8	+4	+4	+4	+4	—	4	Damage reduction 4/silver or good, dancing chains (3)
8th	5d8	+5	+4	+4	+4	8 + Int mod	4	+2 Str, resistance to cold 15
9th	5d8	+5	+4	+4	+4	—	4	Feat, natural armor +3,
10th	6d8	+6/+1	+5	+5	+5	8 + Int mod	4	+2 Con, damage reduction 5/silver or good, resistance to cold 20
11th	6d8	+6/+1	+5	+5	+5	—	5	Dancing chains (4), spell resistance 17
12th	7d8	+7/+2	+5	+5	+5	8 + Int mod	5	+2 Dex, natural armor +4
13th	7d8	+7/+2	+5	+5	+5	—	5	Immunity to cold, regeneration 2, spell resistance 18
14th	8d8	+8/+3	+6	+6	+6	8 + Int mod	6	

HOUND ARCHON

Outsider (Archon, Extraplanar, Good, Lawful) Hound archons travel throughout the Upper Planes, serving the greater powers as protectors and defenders against evil. Hound archons serve powerful masters, but their duties often allow them to visit other planes and interact with other creatures.

Their broad shoulders and meaty fists mark hound archons as able combatants.

Likewise, their strong legs indicate that fleeing enemies won't get very far.

HOUND ARCHON RACIAL TRAITS

Hound archons have the following racial abilities and characteristics.

- **Outsider:** Hound archons are native to the Seven Mounting Heavens of Celestia, and thus have the outsider type. They gain the extraplanar subtype when not on Celestia. They are not subject to spells or effects that affect only humanoids, such as *charm person* and *dominate person*.
- **Medium:** As Medium creatures, hound archons have no special bonuses or penalties due to their size.
- A hound archon's base land speed is 40 feet.
- Hound archons have darkvision out to 60 feet and low-light vision.
- **Bite (Ex):** A hound archon has one bite attack that is a natural weapon and deals damage as indicated on Table 1-8 plus its Strength bonus. Hound archons can bite in addition to making a weapon attack (they prefer greatswords) and can bite when in canine form (see below).
- **Slam (Ex):** A hound archon has one secondary slam attack that is a natural weapon and deals damage as indicated on Table 1-8 plus 1/2 its Strength bonus. A hound archon can use its slam in addition to its bite if it is not wielding a weapon.
- **Natural Armor:** A hound archon has +2 natural armor at 1st level.

This bonus increases as the creature gains higher levels, as shown on Table 1-8.

- Hound archons have a +4 racial bonus on saves against poison.
 - **Resistance to electricity 5:** A hound archon has resistance to electricity that improves as the creature gains higher levels.
 - **Skills:** While in canine form (an ability a hound archon gains at higher levels), a hound archon has a +4 circumstance bonus on Hide and Survival checks.
 - **Automatic Languages:** Celestial, Draconic, Infernal, Sylvan.
 - **Favored Class:** Hound archon.
- The best multiclass choices for a hound archon are fighter and paladin.
- **Level adjustment:** A hound archon that has progressed through its monster class has 6 Hit Dice and a level adjustment of +5, making it effectively an 11th-level character.

CLASS SKILLS

The hound archon's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

CLASS FEATURES

All of the following are class features of the hound archon monster class.

Weapon and Armor Proficiency: Hound archons are proficient with all simple and martial weapons.

They are not proficient with any type of armor or shield.

Feats: A hound archon gains feats normally according to its character level, as shown on Table 3-2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*. A hound archon also gains bonus feats at 1st, 3rd, and 9th level.

Spell-Like Abilities: Beginning at 2nd level, a hound archon gains spell-like abilities (*aid*, *continual flame*, *detect evil*, *dispel magic*, and *message*).

Each is usable the number of times per day indicated on Table 1-8.

The archon's caster level is equal to its Hit Dice from class levels.

Tongues (Su): Beginning at 4th level, a hound archon can speak with any creature that has a language, as the *tongues* spell cast by a 14th-level cleric.

This ability is always active unless the hound archon chooses to disable it as a free action.

The effect can be dispelled, but the hound archon can create it again on its next turn as a free action.

Change Shape (Su): A hound archon of 5th level or higher can assume any canine form of Small to Large size.

While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses.

For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Scent (Ex): At 5th level, a hound archon gains the scent ability.

See page 314 of the *Monster Manual* for details.

Aura of Menace (Su): A righteous aura surrounds hound archons of 7th level or higher that fight or get angry.

Any hostile creature within a 20-foot radius of a hound archon must succeed on a Will save (DC 12 + 1/2 archon's Hit Dice from class levels + archon's Cha modifier) to resist its effects.

Those who fail take a –2 penalty on attack rolls, Armor Class, and saves for 24 hours or until they successfully hit the archon that generated the aura.

A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Greater Teleport (Su): Beginning at 8th level, a hound archon can teleport the number of times per day indicated on Table 1–8, as the *greater teleport* spell cast by a 14th-level sorcerer.

It can transport only itself and up to 50 pounds of objects.

Spell Resistance (Ex): At 8th level, a hound archon gains spell resistance 13.

Subsequently, a hound archon's spell resistance increases by 1 each time it gains an additional level in hound archon.

Damage Reduction (Su): At 9th level, a hound archon gains damage reduction 5/evil.

This damage reduction improves to 10/evil at 11th level.

Immunities (Ex): At 10th level, a hound archon gains immunity to electricity and petrification.

Magic Circle against Evil (Su): This effect continually surrounds a hound archon of 11th level, as the spell cast by a cleric of a level equal to the hound archon's Hit Dice from class levels.

TABLE 1–8: THE HOUND ARCHON

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Bonus feat, darkvision 60 ft., low-light vision, subtypes (archon, extraplanar good, lawful), bite 1d6, slam 1d3, +2 natural armor, resistance to electricity 5, +4 on saves against poison
2nd	2d8	+2	+3	+3	+3	8 + Int mod	2	+2 Con, <i>detect evil</i> at will, <i>message</i> 3/day, +3 natural armor
3rd	3d8	+3	+3	+3	+3	8 + Int mod	3	Bonus feat, <i>aid</i> 3/day, <i>continual flame</i> 3/day
4th	3d8	+3	+3	+3	+3	—	3	+2 Str, resistance to electricity 10, <i>tongues</i> , +4 natural armor
5th	4d8	+4	+4	+4	+4	8 + Int mod	3	Change shape, scent, +5 natural armor
6th	4d8	+4	+4	+4	+4	—	4	Bite 1d8, slam 1d4, +6 natural armor, <i>message</i> at will
7th	5d8	+5	+4	+4	+4	8 + Int mod	4	Aura of menace, resistance to electricity 20, +7 natural armor
8th	5d8	+5	+4	+4	+4	—	4	Greater teleport 1/day, spell resistance 13, +8 natural armor
9th	6d8	+6/+1	+5	+5	+5	8 + Int mod	5	Bonus feat, +2 Cha, damage reduction 5/evil, <i>aid</i> at will, <i>continual flame</i> at will, spell resistance 14
10th	6d8	+6/+1	+5	+5	+5	—	5	+2 Wis, immunity to electricity and petrification, +9 natural armor, spell resistance 15
11th	6d8	+6/+1	+5	+5	+5	—	6	+2 Str, damage reduction 10/evil, greater teleport at will, magic circle against evil, spell resistance 16

JANNI

Outsider (Native) Formed of all four elements, the jann spend most of their time on the Material Plane.

They tend to favor privacy, but can easily pass as human.

Curious (or outcast) jann often spend time among humans and other races, sometimes even forming bonds of friendship.

The nomadic lifestyle of a janni transfers well to the life of an adventurer, and a courageous janni who undertakes one exciting venture often finds himself pursuing another and another.

JANNI RACIAL TRAITS

Janni characters have the following racial abilities and characteristics.

- +2 Wisdom.

- **Outsider:** Jann are outsiders native to the Material Plane, and thus have the outsider (native) type.

They gain the extraplanar subtype when not on the Material Plane.

They are not subject to spells or effects that affect only humanoids, such as *charm person* and *dominate person*.

- **Medium:** As Medium creatures, jann have no special bonuses or penalties due to their size.

- A janni's base land speed is 30 feet.

- Jann have darkvision out to 60 feet.

- **Improved Initiative:** A janni has Improved Initiative as a bonus feat.

- **Automatic Language:** Common.

Bonus Languages: Abyssal, Aquan, Celestial, Ignan, Infernal, Terran.

- **Favored Classes:** Janni and rogue.

• **Level adjustment:** A janni that has progressed through its monster class has 6 Hit Dice and a level adjustment of +5, making it effectively an 11th-level character.

CLASS SKILLS

The janni's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Escape Artist (Dex), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the janni monster class.

Weapon and Armor Proficiency: Janni are proficient with all simple and martial weapons, and with light and medium armor.

Feats: A janni receives one feat at 1st level and additional feats at 5th and 11th level.

After 11th level, it gains feats normally according to its Hit Dice, as shown on Table 3–2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*.

Change Size (Sp): Twice per day, a janni of 2nd level or higher can magically change a creature's size.

This effect works just like an *enlarge person* or *reduce person* spell (the janni chooses which when using the ability), except that the ability can work on the janni.

The target can make a Fortitude save (DC 12 + janni's Cha modifier) to resist the effect.

This effect is the equivalent of a 2nd-level spell.

Natural Armor: At 2nd level, a janni gains a natural armor bonus of +1.

Resistance to Fire (Ex): A 3rd-level janni gains resistance to fire 5.

This resistance increases to 10 at 7th level.

Speak with Animals (Sp): At 3rd level and higher, a janni can use *speak with animals* three times per day as a 12th-level caster.

Invisibility (Sp): Beginning at 4th level, a janni can use *invisibility* (self only) once per day as a 12th-level caster.

He can use this ability twice per day at 6th level and three times per day at 8th level.

Fly: At 5th level, a janni gains the ability to fly at a speed of 10 feet with perfect maneuverability.

His fly speed increases to 20 feet at 10th level.

Create Food and Water (Sp): A janni of 7th level or higher can use *create food and water* once per day as a 7th-level caster.

Elemental Endurance (Ex): At 9th level, a janni gains the ability to survive for up to 48 hours on any of the elemental planes of (Air, Earth, Fire, or Water).

Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Plane Shift (Sp): At 9th level and higher, a janni can use *plane shift* to enter any of the elemental planes, the Astral Plane, or the Material Plane.

This ability works once per day and transports the janni and up to eight other creatures, provided they all link hands with the janni.

It is otherwise similar to the *plane shift* spell (caster level 13th).

At 11th level, a janni can use this ability at will.

Telepathy (Su): At 10th level and higher, a janni can communicate telepathically with any other creature within 100 feet that has a language.

Ethereal Jaunt (Sp): Once per day, a janni of 11th level can use *ethereal jaunt* as a spell-like ability lasting for up to 1 hour.

TABLE 1–9: THE JANNI

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	+2 Wis, darkvision, Improved Initiative, feat
2nd	1d8	+1	+2	+2	+2	—	1	+2 Str, +2 Con, <i>change size</i> 2/day, +1 natural armor
3rd	2d8	+2	+3	+3	+3	8 + Int mod	1	Resistance to fire 5, <i>speak with animals</i> 3/day
4th	2d8	+2	+3	+3	+3	—	2	+2 Int, +2 Dex, <i>invisibility</i> (self) 1/day
5th	3d8	+3	+3	+3	+3	8 + Int mod	2	Fly 10 ft. (perfect), feat
6th	3d8	+3	+3	+3	+3	—	2	+2 Str, +2 Cha, <i>invisibility</i> (self) 2/day
7th	4d8	+4	+4	+4	+4	8 + Int mod	3	<i>Create food and water</i> 1/day, resistance to fire 10
8th	4d8	+4	+4	+4	+4	—	3	+2 Wis, +2 Dex, <i>invisibility</i> (self) 3/day
9th	5d8	+5	+4	+4	+4	8 + Int mod	3	Elemental endurance, <i>plane shift</i> 1/day
10th	5d8	+5	+4	+4	+4	—	3	+2 Str, +2 Int, telepathy 100 ft., fly 20 ft. (perfect)
11th	6d8	+6	+5	+5	+5	8 + Int mod	4	Ethereal jaunt 1/day, <i>plane shift</i> at will, feat

LILLEND

Outsider (Chaotic, Extraplanar, Good) The ultimate aesthete, a lillend values beauty above all.

Lillends appreciate magnificence in every aspect of art. They take pleasure in lovely items such as paintings and sculptures.

More esoteric creations ranging from poetry to flower arranging also please them.

Lillends care intensely about the natural beauty of a forest spring, a windswept mountain, or an unspoiled limestone cave.

Those who take up the life of an adventurer do so to actively protect the treasures of beauty and art, or to punish those who would destroy such things.

LILLEND RACIAL TRAITS

Lillends have the following racial abilities and characteristics.

• +2 Intelligence, +2 Charisma.

• **Outsider:** Lillends are native to the Heroic Domains of Ysgard, and thus have the outsider type.

They gain the extraplanar subtype when not on Ysgard. They are not subject to spells or effects that affect only humanoids, such as *charm person* and *dominate person*.

- **Large:** As Large creatures, lillends have a –1 penalty to Armor Class, a –1 penalty on attack rolls, a –4 penalty on Hide checks, and a +4 bonus on grapple checks. Their lifting and carrying limits are double those of a Medium character.
 - A lillend's base land speed is 20 feet. Lillends also have a fly speed of 70 feet with average maneuverability.
 - Lillends have darkvision out to 60 feet.
 - **Skills:** Lillends have a +4 racial bonus on Survival checks.
 - **Automatic Languages:** Celestial, Infernal, Abyssal, Common.
 - **Favored Class:** Lillend.
- The best multiclassing choice for a lillend is bard.
- **Level adjustment:** A lillend that has progressed through its monster class has 7 Hit Dice and a level adjustment of +6, making it effectively a 13th-level character.

CLASS SKILLS

The lillend's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Diplomacy (Cha), Knowledge (arcana) (Int), Listen (Wis), Perform (Cha), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Survival (Wis).

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

CLASS FEATURES

All of the following are class features of the lillend monster class.

Weapon and Armor Proficiency: Lillends are proficient with all simple and martial weapons.

A lillend's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Saving Throws: A lillend has a +5 racial bonus on saving throws against poison.

Tail Slap: A lillend has a tail slap attack that is a natural weapon dealing the damage indicated on Table 1–10 plus 1/2 the lillend's Strength bonus.

Feats: A lillend receives one feat at 1st level and additional feats at 4th and 10th level.

After 13th level, it gains feats normally according to its Hit Dice, as shown on Table 3–2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*.

Constrict (Ex): A lillend deals points of damage equal to 2d6 + its Str modifier with a successful grapple check.

Constricting uses the entire lower portion of its body, so it cannot take any move actions when constricting, though it can still attack with its sword.

Improved Grab (Ex): To use this ability, a lillend must hit with its tail slap attack.

It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

Bard Abilities: A lillend has the spellcasting and bardic music ability of a bard of 1/2 its class level.

Spell-Like Abilities: As they advance in level, lillends gain certain spell-like abilities, or more uses per day for an existing ability.

At 2nd level, a lillend can use *speaking with animals* once per day.

At 3rd level, it gains *charm person*, *darkness*, and *knock* once per day each.

At 4th level, *darkness* and *knock* become usable twice per day.

At 5th level, a lillend gains *speaking with plants* once per day and can use *darkness* and *knock* three times per day.

At 8th level, it gains *hallucinatory terrain* three times per day.

TABLE 1–10: THE LILLEND

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	+2 Int, +2 Cha, <i>light</i> 3/day, +5 racial bonus on saves against poison, natural armor +1, feat
2nd	2d8	+2	+3	+3	+3	8 + Int mod	2	+2 Int, +2 Wis, bard abilities 1st level, <i>speaking with animals</i> 1/day
3rd	2d8	+2	+3	+3	+3	—	2	+2 Str, +2 Dex, <i>charm person</i> , <i>darkness</i> , <i>knock</i> 1/day, tail slap 1d6
4th	3d8	+3	+3	+3	+3	8 + Int mod	3	+2 Cha, bard abilities 2nd level, <i>darkness</i> , <i>knock</i> 2/day, feat
5th	3d8	+3	+3	+3	+3	—	3	+2 Str, +2 Wis, <i>darkness</i> , <i>knock</i> 3/day, <i>speaking with plants</i> 1/day
6th	4d8	+4	+4	+4	+4	8 + Int mod	4	Bard abilities 3rd level, +10 racial bonus on saves against poison, resistance to fire 5
7th	4d8	+4	+4	+4	+4	—	5	+2 Str, +2 Wis, constrict, improved grab, natural armor +2
8th	5d8	+5	+4	+4	+4	8 + Int mod	5	+2 Dex, +2 Cha, bard abilities 4th level, <i>hallucinatory terrain</i> 1/day
9th	5d8	+5	+4	+4	+4	—	5	+2 Str, immunity to poison, tail slap 2d6, natural armor +3
10th	6d8	+6/+1	+5	+5	+5	8 + Int mod	6	Bard abilities 5th level, resistance to fire 10, feat
11th	6d8	+6/+1	+5	+5	+5	—	6	+2 Str, +2 Con, natural armor +4
12th	7d8	+7/+2	+5	+5	+5	8 + Int mod	7	+2 Dex, bard abilities 6th level
13th	7d8	+7/+2	+5	+5	+5	—	7	+2 Cha, +2 Con, natural armor +5

RACES OF DESTINY (3.5)

DOPPELGANGER

Scholars have debated for centuries about the origin of the doppelgangers.

Shadowy, mysterious, and enigmatic, these shapeshifters learned long ago how to integrate themselves into human society.

For this reason, learned men and women believe that doppelgangers were once human.

How doppelgangers gained their unique abilities is unknown, even to themselves.

Doppelgangers do not have a society of their own.

They fill any desire for companionship and social interaction through their association with other races.

Although doppelgangers act independently, following their own motivations and goals, rumors persist of a "secret cabal" of elder doppelgangers who desire nothing less than control of the world.

Little evidence corroborates these rumors, which may have been perpetuated by the doppelgangers themselves to lend even more mystery to their race's reputation.

Personality: Discerning a doppelganger's true personality is akin to grasping quicksilver, although certain traits seem to be common among members of the race.

In their natural form, doppelgangers are cold, mysterious, and aloof, and almost never give any indication what they are actually feeling or thinking.

Doppelgangers are natural liars, and even allies wonder at the validity of a doppelganger's acknowledgment of an emotional state.

While in disguise, doppelgangers behave according to the personality of the mimicked humanoid.

Because they can only imitate a creature's physical form, not emotional or psychological qualities, doppelgangers watch their quarry from afar for as long as possible, getting every idiosyncrasy, nuance, and personality trait down pat before assuming the creature's form.

Doppelgangers feel the same basic desires as members of any other race, but more than anything, they wish to simply "belong" to a group, even if for just a short while.

Doppelgangers use their abilities as a test of their own cunning and superiority, and they believe that they succeed only when they remain completely unnoticed by the race they are trying to mimic.

Clinically curious, doppelgangers seek to understand a race by becoming part of that race for a while, before moving on to infiltrate another, more challenging group.

Physical Description: In their natural form, doppelgangers are gaunt, gray-skinned, genderless humanoids with long, gangly limbs, standing around 5-1/2 feet tall and weighing about 150 pounds.

Doppelganger bodies are slender and frail-looking, although this appearance belies their hardy constitution and natural agility.

Their heads are large in proportion to the rest of their bodies, and their faces are featureless except for two large, octopoidlike eyes.

Doppelgangers are rarely seen in their true form, and spend most of their time mimicking other humanoids.

A doppelganger can only duplicate the appearance of a humanoid and does not gain any special abilities of a mimicked race, such as an elf's low-light vision.

Its ability to duplicate another form is remarkable, and it can copy a humanoid form to the minutest detail.

Doppelgangers have an incredible memory when it comes to retaining forms, and a doppelganger can remember any shape it has mimicked, even if it was years in the past.

Relations: Either despite or because of their shapeshifting nature, doppelgangers do not have strong relations with other races.

They view all humanoid races with the same level of neutrality, heavily influenced by contempt.

Doppelgangers consider themselves superior to other humanoid races, although they rarely espouse this viewpoint while dealing with the races in question.

They see humanoids as mere pawns to be deceived and used in whatever manner seems necessary at the time.

On the other hand, most doppelgangers do not have any preconceived notions about a race—they all have their positive and negative qualities, and none are any better or worse in comparison (except for doppelgangers themselves, of course).

In turn, other races are extremely suspicious of a creature that can assume their own forms and blend in with impunity.

In some places, doppelgangers have thoroughly infiltrated positions of authority, using their newfound power in whatever way they see fit.

When a doppelganger is discovered, pogroms and witch-hunts inevitably follow, as the panicked populace accuses anyone and everyone of being a shapeshifter.

Alignment: Because they live according to the borrowed morals and ethics of other races, doppelgangers are usually neutral in alignment, with no strong opinions on the properties of good, evil, law, or chaos.

Doppelgangers regularly "portray" creatures of different alignments, although their psyches are amazingly toughened to resist any permanent shift from acting in such a manner.

They retain their own objectivity regardless of the intensity of emotions that they exhibit on the surface.

On occasion, doppelgangers stray from the racial norm of neutrality—and their inclination toward duplicity and deceit means that most of these individuals fall to evil.

Doppelganger Lands: Doppelgangers have no lands that they openly declare as their own.

However, they consider all the lands of the other races free for the taking.

Doppelgangers with a longing for power simply overthrow an authority figure and assume his or her place instead of trying to garner power from the ground up.

Religion: Doppelgangers lack religious conviction.

They understand why a race would worship a higher being, although they do not feel much desire to propitiate a deity.

For this reason, doppelganger clerics are exceedingly rare, despite the fact that doppelgangers occasionally masquerade as members of the clergy for one church or another.

Of all the deities, Boccob, the Uncaring God of Magic, is most likely to hold a doppelganger's attention, if only because of his neutral attitude.

Language: Doppelgangers have no language of their own and communicate among themselves by means of their detect thoughts ability.

Doppelgangers learn a multitude of languages to lend credence to their disguises.

Their mastery of shapechanging carries over to speech, and they can imitate particular accents with ease.

Names: To a doppelganger, a name is just another "prop" to be used in its disguise.

A doppelganger uses hundreds of names throughout its lifetime, although none of those names can truly be said to "belong" to that individual.

Still, each doppelganger does have a single, unique name, which is almost never used.

Doppelganger names are derived from an ancient human language that died millennia ago, giving further weight to the theory that they descended from human origins.

Since doppelgangers lack distinct gender, there are no male or female variations in naming.

Doppelganger Names: Ansilikus, Melanuxor, Sanjakilar, Tepilmurae, Verenkilar, Xestilophon.

Adventurers: Naturally stealthy and deceptive, doppelganger adventurers favor the rogue class.

Doppelganger bards number a close second.

Those who spend a great deal of time mimicking warriors become fighters or rangers.

As mentioned above, doppelganger clerics are notoriously rare, and druids even more so, mainly because doppelgangers are so focused on social intricacies that they barely think about the natural world.

Doppelganger paladins are one in a million, and are viewed with considerable suspicion by the rest of their race.

DOPPELGANGER RACIAL TRAITS

- +2 Strength, +2 Dexterity, +2 Constitution, +2 Intelligence, +4 Wisdom, +2 Charisma: Doppelgangers have improved their minds and bodies through centuries of mimicking humanoid forms.

- **Monstrous Humanoid (Shapechanger):** Doppelgangers are monstrous humanoids with the shapechanger subtype. They retain this type and subtype regardless of any humanoid form they may assume.

- **Medium:** As Medium creatures, doppelgangers have no special bonuses or penalties due to size.

- **Doppelganger base land speed is 30 feet.**

- **Darkvision:** Doppelgangers can see in the dark out to 60 feet.

Darkvision is black and white only, but it is otherwise like normal sight, and doppelgangers can function just fine with no light at all.

- **Racial Hit Dice:** A doppelganger begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4

- **Racial Skills:** A doppelganger's monstrous humanoid levels give it skill points equal to $7 \times (2 + \text{Int modifier})$. Its class skills are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

- **Racial Feats:** A doppelganger's monstrous humanoid levels give it two feats.

- +4 natural armor bonus: Doppelganger skin is resilient and tough.

- +4 racial bonus on Bluff and Disguise checks: Doppelgangers have a talent for deception.

When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks.

If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

- **Detect Thoughts (Su):** A doppelganger uses detect thoughts as the spell (caster level 18th; Will DC 13 negates).

It can suppress or resume this ability as a free action.

- **Change Shape (Su):** A doppelganger can assume the shape of any Small or Medium humanoid.

In humanoid form, the doppelganger loses its natural attacks.

A doppelganger can remain in its humanoid form until it chooses to assume a new one.

A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed.

A *true seeing* spell or ability reveals its natural form.

- **Immunities:** A doppelganger is immune to *sleep* and charm effects.

- **Automatic Language:** Common.

Bonus Languages: Auran, Dwarven, Elven, Gnome, Halfling, Giant, and Terran.

- **Favored Class:** Rogue.

A multiclass doppelganger's rogue class does not count when determining whether it takes an experience point penalty for multiclassing.

- **Level adjustment:** +4.

DOPPELGANGER MONSTER CLASS

Monstrous Humanoid (Shapechanger) If you want to play a doppelganger at 1st level, you can use the doppelganger monster class.

To use the monster class, generate your character with the racial traits given below (rather than the doppelganger racial traits presented above), and then take levels in the doppelganger class as you would levels of other classes.

For more information on monster classes, see the Monster Classes section at the beginning of this chapter.

As the ultimate infiltrators and spies, doppelgangers may seem like the perfect choice for players who enjoy stealthy and deceptive characters.

Extremely well rounded and adaptable with excellent natural armor, doppelgangers excel at any class, although their lack of moral or ethical conviction hinders them from becoming clerics or paladins.

A doppelganger begins play with relatively few abilities: immunity to *sleep* and charm effects, a Constitution bonus, and two good saving throws.

As it advances in level, a doppelganger learns how to detect thoughts, receives increases in its ability scores, and ultimately acquires the change shape ability that defines the race.

This ability comes to them slowly, however, and young doppelgangers keep a low profile until they reach their full strength.

RACIAL TRAITS AT 1ST LEVEL

- **Starting Ability Score Adjustments:** +2 Constitution.

Even young doppelgangers are exceptionally hardy.

- **Medium:** As Medium creatures, doppelgangers have no special bonuses or penalties due to size.

- **Speed:** Doppelganger base land speed is 30 feet.

- **Darkvision:** Doppelgangers can see in the dark out to 60 feet.

Darkvision is black and white only, but it is otherwise like normal sight, and doppelgangers can function just fine with no light at all.

- Immunity to *sleep* and charm effects
- Automatic Language: Common.

CLASS SKILLS

A doppelganger's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the doppelganger monster class.

Weapon and Armor Proficiency: Doppelgangers are proficient with all simple weapons, but have no proficiency with any armor or shield.

Natural Armor: A doppelganger gains a +1 natural armor bonus at 2nd level.

This bonus improves by 1 every two levels thereafter, up to +4 at 8th level.

Detect Thoughts (Su): At 2nd level, a doppelganger can detect thoughts, as the spell (caster level 18th; Will DC 10 negates).

Change Shape (Su): At 3rd level, a doppelganger becomes able to assume the shape of any Small or Medium humanoid.

A doppelganger can change its shape once per day at 3rd level (but can revert to its normal form at any time), three times per day at 5th level, and an unlimited number of times per day at 8th level.

In humanoid form, a doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one.

A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed.

A *true seeing* spell or ability reveals its natural form.

TABLE 4-1: THE DOPPELGANGER HIT DIE: D8

Level	Base Attack Bonus	HD	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	+1	1d8	+0	+2	+2	(2 + Int mod) × 4	1	+2 Con, immunity to <i>sleep</i> and charm effects, feat
2nd	+1	1d8	+0	+2	+2		1	+2 Wis, +1 natural armor, detect thoughts
3rd	+2	2d8	+1	+3	+3	2 + Int mod	2	+2 Cha, change shape (1/day)
4th	+2	2d8	+1	+3	+3		2	+2 Dex, +1 natural armor,
5th	+3	3d8	+1	+3	+3	2 + Int mod	3	+2 Int, change shape (3/day), feat
6th	+3	3d8	+1	+3	+3		3	+2 Str, +1 natural armor
7th	+4	4d8	+1	+4	+4	2 + Int mod	4	+2 Wis
8th	+4	4d8	+1	+4	+4		4	+1 natural armor, change shape (unlimited)

SKULK

Once members of an underprivileged caste of an ancient empire, the humans who would become skulks withdrew from the world through a magical ceremony that solidified their "untouchable" status.

The ritual granted them natural camouflage, allowing skulks to blend in perfectly with their surroundings. Skulks gather in small bands within or near human communities.

When night falls, they engage in raids that result in bloodshed as the skulks' innate hatred for humans manifests itself in murderous rage.

They use ambush, deception, and superior numbers to overwhelm their victims.

Personality: Skulks are angry, violent creatures who harbor jealous hatred for all beings more fortunate than them (which includes just about everyone).

They have a powerful self-preservation instinct, often mistaken for cowardice, that keeps them to the shadows. They have little regard even for their own people, and skulk mothers have been known to abandon their own young if it meant protecting their own skin.

Physical Description: Skulks stand between 5 feet and 6 feet tall and weigh 120 to 180 pounds.

They are completely hairless and wear little or no clothing. It is difficult to determine, at first glance, whether a skulk is male or female.

Their skin is usually dull gray, but an individual can change its color on a whim, from a subdued brown to a lurid red or yellow.

Skulks are capable of assuming any "natural" human flesh tone to better blend in.

They have pupilless blue eyes, regardless of their skin coloration.

Relations: Skulks typically hate all humanoid races, but display particular viciousness toward their human forebears.

Even those skulks who aren't evil don't usually trust other races, remaining on the outskirts of civilization rather than trying to integrate themselves.

Alignment: Naturally violent and cruel, skulks tend toward chaos and evil, though a few manage to avoid these tendencies.

Good skulks are outcasts even among their own people, and lawful skulks are extraordinarily rare (but can become leaders among their race).

Skulk Lands: Skulks have no lands of their own, instead living near or within human towns and cities.

They are parasitic in nature, living off what they can scrounge or steal.

Particularly bold skulks even live among humans for short periods of time, using disguise and subterfuge to survive.

Religion: Skulks typically worship deities devoted to evil, deception, treachery, and murder.

Nerull and Vecna find numerous worshipers among the skulks.

Nonevil skulks venerate deities such as Boccob or Olidammara.

Their most revered deity is the god Syrul, a neutral evil god of lies, deceit, treachery, and false promises.

Her domains are Evil, Knowledge, and Trickery, and her favored weapon is the dagger.

Language: Skulks speak a bastardized version of Common, rife with words and concepts from long-dead human cultures.

They can understand speakers of Common, and vice versa. Names: Skulk names are typically simple, one- or two-syllable monikers.

They avoid harsh, sibilant sounds (such as f, s, or x), the better to signal their allies quietly.

Skulks do not recognize any ties to family or clan, and thus rarely use anything more than a single name.

Male Names: Hadan, Krem, Lar, Lorrid, Mullev.

Female Names: Adal, Ev, Ilen, Olleg, Udge.

Adventurers: Skulks who are brave enough to leave their people are rare, but can prove effective adventurers.

Skulk adventurers, however, are outcasts from their coterie, forced into a life of danger by necessity rather than choice.

In any case, skulk adventurers are most often rogues, fighters, or barbarians.

Skulk bards who overcome the race's naturally insensitive personality can become exceptional spies.

SKULK RACIAL TRAITS

- +4 Dexterity, -2 Wisdom, -4 Charisma: Skulks are agile and graceful, but have weak wills and subdued personalities.
- Humanoid (human): Skulks are humanoid creatures with the human subtype.
- Medium: As Medium creatures, skulks have no special bonuses or penalties due to size.
- Skulk base land speed is 30 feet.
- Racial Hit Dice: A skulk begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
- Racial Skills: A skulk's humanoid levels give it skill points equal to $5 \times (2 + \text{Int modifier})$.
- Its class skills are Hide (Dex) and Move Silently (Dex).
- Racial Feats: A skulk's humanoid levels give it one feat.
- +8 racial bonus on Move Silently checks and a +15 racial bonus on Hide checks: Skulks excel at keeping to the shadows.

These bonuses apply only when a skulk is wearing light armor or no armor.

• Innate Nondetection (Su): Skulks are difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate creature*, *detect spells*, and items such as a *crystal ball*.

If a divination is attempted upon a skulk, the caster of the divination must succeed on a DC 20 caster level check.

• Peerless Camouflage (Ex): Skulks can move at full speed (and can even run) while hiding, taking no penalties on Hide checks due to movement.

• Trackless Path (Ex): The DC of any Survival check to follow the trail of a skulk is increased by 10.

• Automatic Language: Common.

Bonus Languages: Dwarven, Elven, Gnome, Goblin, Halfling, and Orc.

• Favored Class: Rogue.

A multiclass skulk's rogue class does not count when determining whether he takes an experience point penalty for multiclassing.

- Level adjustment +1.

SKULK MONSTER CLASS

Humanoid (Human) If you want to play a skulk at 1st level, you can use the skulk monster class.

To use the monster class, generate your character with the racial traits given below (rather than the skulk racial traits presented above), and then take levels in the skulk class as you would levels of other classes.

For more information on monster classes, see the Monster Classes section at the beginning of this chapter.

Skulks are masters of stealth, relying on superior camouflage and other talents to sneak up on victims. They make excellent burglars, spies, and, of course, assassins.

They lack versatility, but make up for that with unparalleled excellence at defying detection.

Skulks begin play with none of their extraordinary or supernatural abilities, but are quite capable at sneaking already.

They soon master the race's innate talents of stealth and camouflage, reaching full strength by 3rd level.

RACIAL TRAITS AT 1ST LEVEL

- Starting Ability Score Adjustments: +2 Dexterity, -2 Wisdom, -4 Charisma.
 - Skulks are agile and graceful, but have weak wills and subdued personalities.
 - Speed: Skulk base land speed is 30 feet.
 - Medium: As Medium creatures, skulks have no special bonuses or penalties due to size.
 - +4 racial bonus on Move Silently checks and +5 racial bonus on Hide checks: Skulks excel at keeping to the shadows.
- These bonuses apply only when a skulk is wearing light armor or no armor.
- Automatic Language: Common.

CLASS SKILLS

The skulk's class skills (and the key ability for each skill) are Hide (Dex) and Move Silently (Dex).

CLASS FEATURES

All of the following are class features of the skulk monster class.

Weapon and Armor Proficiency: Skulks are proficient with all simple weapons, but have no proficiency with any armor or shield.

Racial Skill Bonus: A skulk's racial bonus on Move Silently checks improves to +6 at 2nd level and to +8 at 3rd level.

A skulk's racial bonus on Hide checks improves to +10 at 2nd level and to +15 at 3rd level.

Trackless Path (Ex): Beginning when a skulk reaches 2nd level, the DC of any Survival check to follow his trail is increased by 10.

Innate Nondetection (Su): A skulk of 3rd level or higher is difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate creature*, *detect spells*, and items such as a *crystal ball*.

If a divination is attempted upon the skulk, the caster of the divination must succeed on a DC 20 caster level check.

Peerless Camouflage (Ex): Starting at 3rd level, a skulk can move at full speed (and can even run) while hiding, taking no penalties on Hide checks due to movement.

TABLE 4-2: THE SKULK

HIT DIE: d8

Level	Base Attack Bonus	HD	Fort Save	Ref Save	Will Save	Skill Points (2 + Int mod) × 4	CR	Special
1st	+0	1d8	+0	+2	+0	(2 + Int mod) × 4	1/2	+2 Dex, -2 Wis, -4 Cha, +4 Hide, +5 Move Silently, feat
2nd	+1	2d8	+0	+3	+0	2 + Int mod	1	Trackless path, +2 Hide, +5 Move Silently
3rd	+1	2d8	+0	+3	+0	—	2	+2 Dex, innate nondetection, peerless camouflage, +2 Hide, +5 Move Silently

RACES OF STONE (3.5)

FERAL GARGUN

A small offshoot of the goliath race, feral garguns tear their livelihood out of the frigid northern regions with tooth and claw.

Feral garguns derive from goliath and giant parentage. These large, savage humanoids fight in quick, furious bursts of energy.

In the barren areas of the north, there is little room for mercy, and the feral garguns have had to learn to be aggressive just to survive.

Even more than their goliath kindred, feral garguns find cities and the trappings of civilization confusing and intimidating.

Although individual feral garguns have found ways to adapt to the cities and villages of other races, the majority prefers the simple, nomadic lifestyle of the far north.

Personality: Fierce, quick-tempered warriors, feral garguns usually assume that the strongest individual is the leader, and they usually settle disagreements with some nonlethal test of strength.

Despite this outward ferocity, feral garguns have a deep sense of personal honor and place a great deal of importance on self-reliance.

Physical Description: A typical feral gargun is as big as a goliath and larger than the largest half-orc.

Most stand between 7 and 8 feet tall and weigh between 280 and 340 pounds.

As with their goliath kindred, there is no appreciable difference in height or weight between male and female feral garguns.

Feral garguns are covered in smooth, thick fur.

This fur ranges in color from white to light gray to dark brown.

Although their bodies are humanoid in shape, the faces of feral garguns are similar to those of bears, and they have longer, narrower faces than other humanoids.

Relations: Most feral garguns have little to no interaction with other humanoid races, so when they do interact, they remain curious and polite, at least by their standards. They get along well with goliaths, who trade the feral garguns metal weapons and armor when they have them to spare.

Feral garguns also enjoy the company of halflings, valuing their success at maintaining a nomadic lifestyle.

Feral garguns some times see halflings as mentor figures because of this attitude—a role that most halflings find both amusing and appealing.

Feral garguns hate giants.

Bigger and better equipped than the feral garguns, a tribe of giants can usually drive a group of feral garguns from an area, or worse, capture and enslave them.

Feral garguns attack and kill giants whenever they have the opportunity.

Alignment: Feral garguns tend toward chaotic alignments, valuing freedom and personal choice very highly.

Even the most organized group of feral garguns is really just a collection of self-sufficient individuals traveling together for safety.

Feral Gargun Lands: Feral garguns roam the plains and tundra of the far north, covering huge areas in the search for food, shelter, and tools.

Small bands of feral garguns join together once or twice a season to share stories, trade tools and goods, and discuss the dangers of the coming season.

Feral gargun lands face constant pressure from groups of giants, orcs, and goblinoids, as well as from powerful individual creatures such as dragons.

When such foes appear, the feral garguns meet and decide as a group whether to move on or to fight.

Religion: Feral garguns pay homage to their own deities, chief among them Galtha, the Mother of Winter.

Galtha teaches her people to survive even in the harshest cold and when food is scarce.

“When you can thrive where others cannot even eke out an existence”, says the teachings of Galtha, “then survival and success are assured”.

Language: Feral garguns speak the goliath language of Gol-Kaa.

Gol-Kaa has only recently been put down in written form using the Dwarven alphabet, and no feral gargun tribe has yet warmed to the concept of a written language.

Individual feral garguns who have moved away from their homelands and adventured among other races have learned to read and write in other languages, but they remain the exceptional few.

Names: All feral garguns remain unnamed until their second birthday.

The infant mortality rate is high in the cold northlands, and leaving infants unnamed makes it easier for the tribe to accept the death of a young feral gargun when it occurs.

On his or her second birthday, a feral gargun is given two names: a first name, and a last name taken from his mother's name.

The last name translates roughly into “son/daughter of [the mother's name]”.

A feral gargun can earn the right to adopt his father's name by performing some great deed.

This deed is never specified beforehand, and only a council of elder feral garguns can make this award.

Few feral garguns actually earn their father's name, and not failing to do so carries no shame or stigma.

Male Names: Agam, Agath, Gethik, Gothan, Thokan.

Female Names: Evva, Maka, Makin, Prenna, Vulla.

Adventurers: Feral gargun adventurers seek to explore the world.

They often wish to learn from other races and cultures, seeking to return to their people with treasure, tools, and knowledge that will make life in the northern reaches easier.

Some feral garguns leave their tribe hoping to perform some deed great enough for them to earn their father's name.

Because of their size and ferocity, feral gargun barbarians easily find a place in adventuring groups, mercenary squads, or other martial organizations.

Feral garguns find the sea fascinating, and the few who learn to make their way as sailors seldom abandon that profession.

FERAL GARGUN RACIAL TRAITS

- +4 Strength, +2 Dexterity, +4 Constitution, -2 Intelligence, -2 Charisma: Feral garguns are strong, tough, and agile, but they are not as smart or personable as their goliath kindred.

- Medium: As Medium creatures, feral garguns have no special bonuses or penalties due to their size.

- Feral gargun base land speed is 30 feet.

- Darkvision: Feral garguns can see in the dark out to 60 feet.

Darkvision is black and white only, but it is otherwise like normal sight, and feral garguns can function just fine with no light at all.

- Powerful Build: The physical stature of a feral gargun lets him function in many ways as if he were one size category larger.

Whenever a feral gargun is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the feral gargun is treated as one size larger if doing so is advantageous to him.

A feral gargun is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him.

A feral gargun can use weapons designed for a creature one size larger without penalty.

However, his space and reach remain those of a creature of his actual size.

The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

- Racial Hit Dice: A feral gargun begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.

- Racial Skills: A feral gargun's monstrous humanoid levels give him skill points equal to $5 \times (2 + \text{Int modifier})$.

A feral gargun's class skills are Climb, Hide, Jump, Listen, Search, Spot, and Survival.

- Racial Feats: A feral gargun's monstrous humanoid levels give him one feat.

- Mountain Movement: Because feral garguns practically live on the ledges and cliffs of the most forbidding mountains, they are particularly adept at negotiating mountain hazards.

A feral gargun can make standing long jumps and high jumps as if they were running long jumps and high jumps.

He can engage in accelerated climbing (climbing half his speed as a move action) without taking the -5 penalty on the Climb check.

- Acclimated: Feral garguns are automatically acclimated to life at high altitudes.

They don't take the penalties for altitude described in the Mountain Travel section on page 90 of the *Dungeon Master's Guide*.

Unlike other denizens of the mountains, feral garguns don't lose their acclimation to high altitude even if they spend months or years at lower elevations.

- Resistance to Cold 5 (Ex): Feral garguns have adapted to the harsh conditions of their homelands, growing a tough hide and thick fur to protect them from low temperatures. They can ignore the first 5 points of cold damage dealt by any attack, whether mundane or magical.

- Natural Armor: A feral gargun's tough hide and thick fur protect him from harm, giving him a +2 natural armor bonus to AC.

- Weapon and Armor Proficiency: As a monstrous humanoid, a feral gargun is proficient with all simple weapons but has no proficiency with any armor or shield.

- Natural Attack: A feral gargun has two claw attacks, each dealing 1d6 points of damage.

A feral gargun armed with a weapon sometimes uses the weapon as its primary attack and a claw as a natural secondary attack (provided it has a claw free to make the secondary attack).

- Goliath Blood: For all effects related to race, a feral gargun is considered a goliath.

Feral garguns, for example, are just as vulnerable to special effects that affect goliaths as their goliath ancestors are, and they can use magic items that are only usable by goliaths.

- Favored Class: Barbarian.

A multiclass feral gargun's barbarian class does not count when determining whether he takes an experience point penalty.

The rough life of the feral garguns in the wild produces many barbarians.

- Level adjustment +2.

FERAL GARGUN MONSTER CLASS

Monstrous Humanoid If you want to play a feral gargun at 1st level, you can use the feral gargun monster class.

To use the monster class, generate your character with the racial traits given below (rather than the normal feral gargun racial traits presented above), and then take levels in the feral gargun monster class as you would levels of other classes.

For more information on monster classes, see the Monster Classes section at the beginning of this chapter or *Savage Species*.

Feral garguns sacrifice a few Hit Dice (and therefore base attack bonus, feat, and skill point accrual) in exchange for bonuses to Strength and Constitution, the powerful build ability, and natural armor.

Because of these bonuses, a high-level feral gargun barbarian or ranger is a formidable foe.

Dungeon Masters can also use the feral gargun monster class to create less powerful feral garguns to use as low-level antagonists or young NPCs for their campaigns.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Strength, -2 Intelligence, -2 Charisma.

Feral garguns are strong, but they are uncultured and not very smart.

- **Medium:** As Medium creatures, feral garguns have no special bonuses or penalties due to their size.
- **Speed:** Feral gargun base land speed is 30 feet.
- **Darkvision:** Feral garguns can see in the dark out to 60 feet.
- **Goliath Blood:** For all effects related to race, a feral gargun is considered a goliath.
- **Mountain Movement:** Feral garguns can make standing long jumps and high jumps as if they were running long jumps and high jumps. They can engage in accelerated climbing (climbing half their speed as a move action) without taking the –5 penalty on the Climb check.
- **Resistance to Cold 5 (Ex):** Feral garguns have resistance to cold 5.

CLASS SKILLS

The feral gargun's class skills (and the key ability for each skill) are Climb (Str), Hide (Dex), Jump (Str), Listen (Wis), Search (Int), Spot (Wis), and Survival (Wis).

TABLE 4–4: THE FERAL GARGUN

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) × 4	1	Feat, 2 claws 1d4
2nd	1d8	+1	+0	+2	+2		1	+1 natural armor, acclimated, +2 Str, +2 Con
3rd	2d8	+2	+0	+3	+3	(2 + Int mod)	2	Powerful build, 2 claws 1d6
4th	2d8	+2	+0	+3	+3		2	+2 Con, +2 Dex, +2 natural armor

STONECHILD

Born of a union of mortal and elemental, a stonechild is a hardy entity grounded in soil and stone and gifted with incredible strength, fortitude, and a keen intellect.

Although they are not the outcasts that half-orcs often are, stonechildren are rarely raised among others of their kind. Most stonechildren grow to maturity while living in dwarf or human communities, and those few who stay on the Material Plane often wander alone, taking up the mantle of adventurer.

Stonechildren are most comfortable in and under the mountains; because of this preference, they usually end their wandering by settling with a community of dwarves. As they grow older, even the most adventurous stonechildren become more and more likely to seek a way to the Elemental Plane of Earth and surround themselves with others of their kind.

Personality: Stonechildren relish challenges and enjoy proving their own strength.

They admire those who make their own way in life, and they feel a sense of camaraderie with the earth itself. Even when traveling alone through dangerous areas, stonechildren remain solid and sensible.

Stonechildren keep their feelings hidden behind a slow practicality, and when they find someone's company unpleasant they usually just leave quietly.

Stonechildren are stalwart in the face of adversity, whether it takes the form of the physical dangers of combat or the long solitude of life as a wanderer.

Physical Description: With rough, gray skin and a stony bulk, a stonechild looks like a powerful human made out of stone.

See Chapter 4 of the *Player's Handbook* for skill descriptions.

CLASS FEATURES

All of the following are class features of the feral gargun monster class.

Weapon and Armor Proficiency: A feral gargun is proficient with all simple weapons, but has no proficiency with any armor or shield.

Acclimated: Beginning at 2nd level, feral garguns become acclimated to life at high altitude.

They don't take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*.

Unlike other denizens of the mountains, feral garguns don't lose their acclimation to high altitude even if they spend months or years at lower elevations.

Powerful Build: From 3rd level on, feral garguns grow large enough that, although they are Medium creatures, they are treated as Large for many purposes.

See the Powerful Build racial trait described above for details.

Stonechildren have tremendous physical strength and fortitude, and can easily overpower most humanoids. Stonechildren do not have hair, and their eyes are limited to shades of gray, black, or the occasional gemlike hue (usually a muted blue or green).

Although their tough hide resembles stone, they are outsiders, not elementals.

Stonechildren grow nearly 7 feet tall, and they can easily weigh more than 300 pounds.

Relations: Tough, reliable, and focused on the utilitarian, stonechildren get along with most races.

Stonechildren are closer to dwarves than any other race, and they often settle in dwarf communities for a time.

Many humans and dwarves seek to emulate the strength and silence of the stonechildren, but their strength and practicality can seem alien to elves and gnomes.

Of the few stonechildren who do not live on the Elemental Plane of Earth, most are wanderers, and as such they enjoy the company of halflings.

For their part, halflings readily acknowledge the value of having a large, physically powerful stonechild with their troupe.

On the other hand, stone children sometimes have a difficult time understanding the elf mind-set.

Like stonechildren, elves are close to nature, but elves share none of the stonechildren's connection to stone and the power of the earth, making them seem flighty and unfocused.

Alignment: Stonechildren make their own way in life, keeping a balance between following the rules and laws of others and adhering to their own sense of honor.

This outlook leads many stonechildren to adopt an attitude of neutrality.

Although they make their own choices, stonechildren have a deep love of the earth and a compassion for others. In their own way, stonechildren are workers for the cause of good, quietly protecting others when they can. Stonechild Lands: Stonechildren do not have lands of their own on the Material Plane.

Even on the Elemental Plane of Earth, their numbers are sparse, but they occasionally form permanent communities along with elementals and other earth creatures.

On the Elemental Plane of Earth, stonechildren build secure dwellings in the sides of great caverns, usually with the help of powerful elementals.

Religion: Because they often wander alone, stonechildren do not have any racial religion.

Most stone children adopt the religion of their mortal parent or the community in which they grew up, making a wide array of deities the norm for any group of stonechildren.

Although Moradin the Soul Forger is primarily seen as the deity of the dwarves, stonechildren also venerate his powers over stone, his solid strength, and his prodigious skills at the forge.

More stonechildren revere Moradin than any other single deity, but even his worshipers fall far short of constituting a majority.

Language: Stonechildren speak both Terran and Common, but they prefer Terran.

They are more intelligent than many humanoids, and they pick up languages readily.

Almost all stonechildren learn Dwarven early in their life, and many master other languages as well.

Stonechildren do not have a literature of their own, although many individual members of the race have kept records and stories of their travels.

Names: Stonechildren share some of the naming conventions that dwarves have, but they are far less rigid about the process.

Whereas dwarf names belong to the family and clan, stonechildren bond closely to their names, making them intensely personal things.

Stonechildren also do not follow the strict naming traditions of dwarves, and they create new names with each new generation.

Some of their typical names derive from the Common names for different types of stone.

Male Names: Beltan, Fartach, Ingot, Ored, Slate.

Female Names: Berna, Kihild, Merna, Shale, Zeea.

Family Names: Angaran, Kar-Gulduk, Pal-Mituk, Raskanik, Rendark.

Adventurers: Stonechild adventurers usually travel in search of something they desire.

For some, this goal is material wealth; for others, it is a chance to study with famed craftsmen.

Some want to seek out more of their kind on the Material Plane, while others search for new ways to test themselves in physical combat.

Stonechildren are tough and ready for whatever comes their way, and many stonechildren go off on adventures at least once or twice in their lives.

STONECHILD RACIAL TRAITS

- +8 Strength, +8 Constitution, +2 Intelligence, -2 Charisma.
- Size: As Medium creatures, stone children have no special bonuses or penalties due to size.

- A stonechild's base land speed is 30 feet.

- Darkvision: Stonechildren can see in the dark out to 60 feet.

Darkvision is black and white only, but it is otherwise like normal sight, and stonechildren can function just fine with no light at all.

- Racial Hit Dice: A stonechild begins with two levels of outsider, which provide her with 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, and Will +3.

- Racial Skills: A stonechild's outsider levels give her skill points equal to $5 \times (8 + \text{Int modifier})$.

Their class skills are Appraise, Climb, Craft (stoneworking), Intimidate, Knowledge (history), Knowledge (the planes), Listen, Search, Spot, and Survival.

- Racial Feats: A stonechild's outsider levels give her one feat.

In addition, stonechildren get Blind-Fight as a bonus feat.

- Weapon and Armor Proficiency: As an outsider, a stonechild is proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).

- Natural Armor: A stonechild's tough hide protects her from harm, giving her a +4 natural armor bonus to Armor Class.

- Immunity to Acid and Poison: Stonechildren take no damage and suffer no ill effects from acid or poison.

- Magic Stone (Sp): Three times per day, a stonechild can use a *magic stone* effect, as the spell (caster level 3rd).

- Automatic Languages: Common and Terran.

Bonus Languages: Celestial, Dwarven, Ignan.

- Favored Class: Fighter.

- Level adjustment +4.

STONECHILD MONSTER CLASS

Outsider (Earth, Extraplanar) If you want to play a stonechild at 1st level, you can use the stonechild monster class.

To use the monster class, generate your character with the racial traits given below (rather than the normal stonechild racial traits presented above), and then take levels in the stonechild monster class as you would levels of other classes.

For more information on monster classes, see the Monster Classes section at the beginning of this chapter or *Savage Species*.

Stonechildren sacrifice a few Hit Dice (and therefore base attack bonus, feat, and skill point accrual) in exchange for tremendous bonuses to their Strength, Constitution, and natural armor.

Because of these benefits, a high-level stonechild barbarian, fighter, or ranger is a formidable foe.

Dungeon Masters can also use the stonechild monster class to create less powerful stonechildren for use as low-level antagonists or young NPCs for their campaigns.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Constitution, +2 Intelligence, -2 Charisma.

Stonechildren are tough and smart, but they seem strange and alien to other races.

- Medium: As Medium creatures, stonechildren have no special bonuses or penalties due to their size.

- Speed: Stonechild base land speed is 30 feet.

- Darkvision: Stonechildren can see in the dark out to 60 feet.

• Immunity to Acid and Poison: Stonechildren take no damage and suffer no ill effects from acid or poison.

CLASS SKILLS

The stonechild's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (stoneworking) (Int), Intimidate (Cha), Knowledge (history) (Int), Knowledge (the planes) (Int), Listen (Wis), Search (Int), Spot (Wis), and Survival (Wis).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

CLASS FEATURES

All of the following are class features of the stonechild monster class.

Weapon and Armor Proficiency: A stonechild is proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).

Magic Stone (Sp): Beginning at 3rd level, stonechildren can use a *magic stone* effect once per day (caster level 3rd).

At 5th level, this ability is usable twice per day, and at 6th level it is usable three times per day.

Blind-Fight: Stonechildren get Blind-Fight as a bonus feat at 4th level.

TABLE 4-5: THE STONECHILD

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat
2nd	1d8	+1	+2	+2	+2	—	1	+2 Str, +2 Con, +1 natural armor
3rd	1d8	+1	+2	+2	+2	—	1	+2 Str, +2 Con, +2 natural armor, <i>magic stone</i> 1/day
4th	2d8	+2	+3	+3	+3	(8 + Int mod)	2	Blind-Fight
5th	2d8	+2	+3	+3	+3	—	3	+2 Str, +2 Con, +3 natural armor, <i>magic stone</i> 2/day
6th	2d8	+2	+3	+3	+3	—	3	+2 Str, +4 natural armor, <i>magic stone</i> 3/day

RACES OF THE DRAGON (3.5)

DRACONIC

Normally, you can't begin with a 1st-level draconic or half-dragon character because of the level adjustments applied by these templates.

With your DM's permission, however, you can use the draconic racial class presented here to begin play as a draconic or half-dragon character, though you don't gain the full complement of abilities granted by the template until you are more experienced.

In essence, you are applying the level adjustment to your character over time, increasing his effective character level (ECL) gradually rather than all at once.

To use this option, you must declare when creating your character that you are creating a draconic character. (You don't have to decide yet whether you'll eventually be using the draconic template or the half-dragon template). You gain the normal racial traits for your base race and the normal class features for a typical 1st-level character of your chosen class.

In addition, you begin play with a +2 racial bonus on Intimidate and Spot checks—the first sign of your nascent draconic nature.

When you reach 2nd level, you do not gain a normal class level.

Instead, you gain an "effective class level" in the draconic racial class and the benefits it grants.

At this point, you have the draconic template.

Your level adjustment increases by 1; you are now a 1st-level character with an ECL of 2nd.

For example, a draconic human fighter using this option begins with all the normal racial traits for a human and all the normal class features for a 1st-level fighter.

In addition, he has a +2 racial bonus on Intimidate and Spot checks.

When the character reaches 2nd level, he does not gain a normal class level; instead, he gains an effective class level in the draconic racial class.

This grants him a +2 bonus to Strength, Constitution, and Charisma, darkvision out to 60 feet, low-light vision, a +1 natural armor bonus to AC, and a pair of claw attacks.

He now has the draconic template and an ECL of 3rd.

Anytime you gain another class level after 2nd level, you can choose to continue to manifest additional draconic traits instead of gaining another class level.

In effect, you are upgrading your draconic template to the half-dragon template.

Once you decide to follow this path, you must give up your next two class levels in exchange for the benefits of the 2nd and 3rd effective class levels of the draconic racial class.

Each time you take one of these levels, your level adjustment and ECL increase by 1.

Upon taking all three levels, you have the half-dragon template, and your level adjustment and ECL are 3 higher than normal for your original race.

For example, a 4th-level human fighter with the draconic template (ECL 5th) wishes to become a half-dragon.

When he gains enough experience for 6th level, he forgoes gaining a class level in favor of gaining an effective class level in the draconic racial class.

Once this level is taken, the character has no choice but to take the final effective class level in the draconic racial class when he reaches 7th level.

At this point, he is a 4th-level half-dragon and half-human fighter with an ECL of 7th.

The draconic racial class must be taken at character creation.

It cannot be gained later during a character's career if it is not initially chosen.

CLASS FEATURES

All the following are class features of the draconic racial class.

Skill Bonus (Ex): A character pursuing the draconic racial class begins play with a +2 racial bonus on Intimidate and Spot checks.

Ability Score Increases (Ex): At 2nd level, the draconic racial class grants the following increases to ability scores: Strength +2, Constitution +2, and Charisma +2. At 3rd level, Strength and Intelligence each increase by 2. Strength increases by 4 at 4th level. All ability increases are cumulative.

Claws (Ex): The 2nd level of the draconic racial class grants two claw attacks.

These attacks are used and deal damage according to the draconic creature template (see page 74).

At 3rd level, claw damage increases to that granted by the half-dragon template (MM 146).

Darkvision (Ex): At 2nd level, the draconic racial class grants darkvision out to 60 feet.

Dragonblood Subtype (Ex): The draconic racial class grants the dragonblood subtype at 1st level.

Low-Light Vision (Ex): The 2nd level of the draconic racial class grants low-light vision.

Natural Armor (Ex): At 2nd level, the draconic racial class grants a +1 natural armor bonus to AC (existing natural armor improves by 1).

The 3rd level of the class grants another +1.

At 4th level, the natural armor bonus increases by an additional +2, for a total improvement of +4 over three levels.

Racial Bonus on Saves Against Sleep and Paralysis (Ex): The 2nd level of the draconic racial class grants a +4 racial bonus on saving throws against magic sleep effects and paralysis.

Bite (Ex): At 3rd level, the draconic racial class grants a bite attack that deals damage according to the half-dragon template.

Breath Weapon (Su): The 3rd level of the draconic racial class grants a weak breath weapon.

The form of this breath weapon depends on the character's dragon parentage.

See the half-dragon template for details.

This breath weapon deals half the normal damage of a half-dragon's breath weapon.

If the dragon type doesn't grant a breath weapon (see Half-Dragons Beyond the *Monster Manual*, below), the draconic racial class doesn't grant one either.

If the dragon type granted a weak breath weapon at 3rd level and the 4th level is taken, the weak breath weapon becomes a normal half-dragon breath weapon.

It deals the damage granted by the half-dragon template.

If the dragon type didn't grant a weak breath weapon at 3rd level and the 4th level is taken, the racial class grants a special attack according to the dragon parent.

See Half-Dragons Beyond the *Monster Manual* for details.

Immunity to Energy (Ex): At 3rd level, the draconic racial class grants immunity to an energy type based on the character's dragon parentage and the half-dragon template.

Dragon Type: The 4th level of the draconic racial class grants the dragon type, which replaces the dragonblood subtype previously gained.

As part of this benefit, the character gains immunity to magic sleep effects and paralysis and loses the previously gained +4 racial bonus on saves against these effects.

All the character's racial Hit Dice increase by one die size, to a maximum of d12.

Players are entitled to reroll increased racial Hit Dice for their characters.

Racial skill points per Hit Die change to 6 + Int (or four times this number for the first racial Hit Die).

If this number is higher than the normal quantity of skill points for the recipient creature's racial Hit Dice, it gains skill points equal to the difference between its new skill point total and its old skill point total.

If this number is lower than the normal quantity of skill points for the recipient creature's racial Hit Dice, it loses skill points equal to the difference between its new skill point total and its old skill point total.

Racial class skills do not change.

Wings (Ex): Large or larger creatures that take the 4th draconic racial class level grow a pair of functional wings, or their existing vestigial wings become functional. Such creatures gain a fly speed equal to twice their base land speed (maximum 120 feet) with average maneuverability.

TABLE 4-1: THE DRACONIC RACIAL CLASS

Effective Class Level	Ability Score Increases	Benefits
1st	—	+2 on Intimidate checks and Spot checks
2nd	Str +2, Con +2, Cha +2	Claws ¹ , darkvision 60 ft., dragonblood subtype, low-light vision, natural armor (+1), +4 racial bonus on saves against sleep and paralysis
3rd	Str +2, Int +2	Bite ² , breath weapon (weak) ² , claws ² , immunity to energy ² , natural armor (+2)
4th	Str +4	Breath weapon (full) ² , dragon type, natural armor (+4), wings ³

1 From the draconic template.

2 From the half-dragon template.

3 Only if Large or larger.

RACES OF THE WILD (3.5)

CENTAUR

"Swift and sure, that is the way of the centaur."

—Abryxius Bruile, centaur courser

Far stronger and faster than other humanoid races, centaurs rule huge swathes of the wild.

They build peaceful, idyllic communities, hunting what and where they wish.

Centaurs inhabit the plains and forests in tribes of varying size.

Even though they build permanent shelters and live in one place for many years at a time, centaurs roam from their homes on a regular basis, ranging over great distances in relatively short amounts of time.

Centaurs regard such excursions as essential to understanding the world around their homes, and they greatly enjoy such activity for its own sake.

Although their crafts have not reached the level of some of the humanoid races, it is only because centaurs prefer to venture from their homes often rather than to stay in one place and ply a single trade.

CENTAUR RACIAL TRAITS

With the lower body of a large horse and the upper torso and arms of a human, centaurs combine speed and strength in their powerful forms.

A centaur is as big and heavy as a horse, standing about 7 feet high and weighing about 2,100 pounds.

Brown dominates most of a centaur's coloring, the long hair on the top of the head and the glossy fur of the horselike body ranging from a light tan to a deep, dark brown.

A centaur's humanlike torso has a swarthy, earthy complexion.

In some isolated tribes and rare individuals, other colorings emerge, such as white, gray, or black, but these are extremely uncommon.

- +8 Strength, +4 Dexterity, +4 Constitution, -2 Intelligence, +2 Wisdom.

- Large size: -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

- Space/Reach: 10 feet/5 feet.

- A centaur's base land speed is 50 feet.

- Darkvision out to 60 feet.

- Racial Hit Dice: A centaur begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice; a base attack bonus of +4; and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

- Racial Skills: A centaur's monstrous humanoid levels give him skill points equal to $7 \times (2 + \text{Int modifier})$.

His class skills are Listen, Move Silently, Spot, and Survival.

- Racial Feats: A centaur's monstrous humanoid levels give him two feats.

- +3 natural armor bonus.

- Automatic Languages: Sylvan, Elven.

Bonus Languages: Common, Gnome, Halfling.

- Favored Class: Ranger.

Centaur rangers often choose magical beasts or some variety of humanoid as their favored enemy.

- Level adjustment +2.

CENTAUR SOCIETY

The tribal society of the centaurs regards freedom and personal choice as the highest virtues.

As long as an individual's choices do not hinder the welfare of another centaur of the tribe, these peaceful creatures leave all decisions in the hands of the individual.

The seemingly unorganized society of the centaurs is actually bound by an openness and camaraderie that more civilized cultures have long since lost.

Lands: Centaurs make their lairs in forested areas and prefer to range through temperate plains and forests.

Although centaurs have permanent dwellings, their culture has more in common with nomads and hunters than with the city-building races of humanoids.

Like nomadic cultures, centaur tribes range farther north during the warm months and concentrate in southern temperate regions during the winter.

Settlements: Centaur lairs look little like the permanent structures of other races, consisting of a series of beautiful forest glades, peaceful streams, and perhaps a few scattered lean-tos.

Although these lairs seem simple and unprotected, they provide more protection than even the stoutest walls by allowing the swift-moving centaurs to encircle approaching foes or easily flee if pressed too hard.

Power Groups: A centaur druid is usually a tribe's designated leader and speaker, but groups of centaur warriors hold great sway in any given tribe, mainly because their choices of where and what to hunt greatly impact how well the tribe will eat in the coming weeks.

These hunters, brave and free-spirited as they are, have their passions tempered by the wisdom of the centaur druids who study the wilderness through which the tribe roams.

Although these groups rarely have lasting conflicts, the hunters and druids often wish to pursue differing short-term goals.

Beliefs: Centaurs love and worship nature, and most who wish to devote themselves to a higher power or cause become druids.

Nearly all centaur clerics (who are rare) worship the centaur deity Skerrit.

Clerics of this nature deity can choose any two of the following domains: Animal, Good, or Plant.

Relations: Centaurs shun humans.

Although they bear them no serious ire, they prefer open lands to the closed-in cities that humans invariably build. Centaurs get along well with elves and with many of the wandering races, such as catfolk and halflings.

Centaurs have had too many dangerous skirmishes against tribes of vicious gnolls to be anything other than suspicious of the hyena-headed humanoids, but they are open-minded and intelligent enough to get along with an individual gnoll that proves itself trustworthy.

CENTAUR CHARACTERS

Because of their unique physical abilities and physiology, centaurs make versatile warriors and scouts.

Centaurs who take a few levels in druid or (more rarely) cleric combine powerful ranged attacks with minor spellcasting abilities much like a multiclass humanoid spellcaster does.

Adventuring Centaurs: Centaur adventurers don't have the problems with outsiders that most centaurs do.

Through a combination of confidence, curiosity, and ambition, these brave centaurs have come to view the cities and communities of other cultures as places to learn and explore rather than places to avoid.

Centaurs view adventurers as cultural outsiders.

Many other races of the wild, such as gnolls and catfolk, see only a small difference between an accomplished hunter who provides food for the tribe and an adventurer, but centaurs feel quite differently.

Although centaurs do not shun adventurers of their own race in the same way that they shun humans, orcs, and some other humanoids, they never make centaur adventurers feel truly welcome, and usually encourage such a character to move on to another area or community after a short time among them.

Character Development: Centaur characters have 4 racial Hit Dice and a +2 level adjustment.

As a result, many of a centaur's early choices are simplified. In the early stages of their careers, centaur characters often have fewer hit points than other humanoid warriors of an equal level, causing many centaurs to favor ranged combat. Mastering the use of a powerful composite longbow allows a centaur character to take advantage of his strength, and his high speed allows him to keep his distance from most foes.

For melee combat, centaurs prefer two-handed weapons that allow them to take full advantage of their high strength, such as longswords, greatswords, and greataxes. When playing a centaur, remember that the race's unique anatomy causes problems in certain circumstances. In a four-member party, it's quite likely that if the centaur character falls in combat, the party will lack the physical strength to move him.

In addition, as pointed out on page 7 of the *Monster Manual*, some creatures simply aren't made for certain types of physical activity.

Centaurs, despite their great strength, are not capable of climbing sheer surfaces, nor do they have much chance of walking a tightrope.

In these situations, the DM is the final arbiter of in-game logic.

Character Names: Centaur given names are multisyllabic and commonly include the letters "z", "x", "r", and "y".

Centaur family names usually have only one syllable.

Centaurs use a single given name and a family name.

Male Names: Brynzin, Denryx, Kezzryn, Tyrrox, Zern.

Female Names: Allyri, Byss, Rynna, Zerry.

Family Names: Bri, Gyr, Hop, Tor, Zym.

ROLEPLAYING A CENTAUR

The most striking difference between centaurs and humanoid characters is obviously their physiology, but there are interesting differences in their outlooks as well. Centaurs cover great distances easily, and therefore they have less attachment to places and possessions than many humanoid races.

Personality: Most centaurs tend to be easygoing, almost mild-mannered; they are usually uninterested in interacting with members of the humanoid races.

Centaur adventurers, however, have an innate curiosity that overcomes the typical centaur hesitation to interact with others, and they are generally friendly and outgoing. Even so, centaur adventurers tend to prefer halflings and elves over adventuring companions of other races.

As thinking, civilized creatures, centaurs frown upon those humanoids who look on them as potential mounts.

It is a grave insult to ask a centaur to serve as a mount, and centaurs usually offer to carry their companions only in dire circumstances.

Roleplaying Application: You should roleplay the tension between your own curiosity and the stereotypes that your people hold toward members of other races.

When you interact with a member of another race, try to convey that you have preconceptions about the character but that you are trying to keep an open mind.

Serving as a mount is beneath you.

Only when the life of a close companion is at risk should you deign to carry a humanoid.

Behaviors: Centaur adventurers know that they can expect a cold welcome should they attempt to return to their homes, and for that reason many view themselves as permanent wanderers.

This attitude is greatly comforting, rather than confining, to the swift-moving centaur adventurer.

Because of this mind-set, however, such characters seldom own more than they can carry on their broad backs.

In combat, centaurs see running as the natural approach to beginning a battle, using their speed to establish a comfortable range before the fighting begins.

Roleplaying Application: Use your increased carrying capacity to be ready for any situation.

You are comfortable making your home nearly anywhere, but you do not expect to stay in one place for long.

You might seek to collect tokens or mementos from the exotic places that you visit, filling your backpacks with these items in the same way that a human might line his mantle with mementos of his own travels.

In combat, you should encourage your companions to fight like centaurs, even to the point of urging them to learn feats such as Spring Attack and Shot on the Run.

Language: Most centaurs are slow to share their thoughts with others, but this reticence seldom hinders their social skills.

When communicating with most humanoids, centaurs keep their statements short and to the point; they are more comfortable and outgoing around halflings and elves.

Roleplaying Application: Although you are neither shy nor intimidated by others, consider your thoughts carefully before sharing them.

One carefully worded statement is better than a long, ill-advised discourse.

Two favored centaur battle cries are "Swift!" and "Run fast, run sure!" Try to differentiate the way you talk to most humanoids from the way you interact with halflings, elves, and your trusted friends.

There should be a marked difference between the ways you interact with these two groups.

CENTAUR ADVENTURES

Centaurs often shun outsiders, and therefore adventurers may find themselves unwelcome and unwanted in centaur lands.

In the rare situations where centaurs find themselves unable to flee from a more powerful foe, they have turned to adventurers for assistance.

In addition to these extremely rare situations, centaurs have been known to overcome their distaste for the company of other races long enough to help a group of adventurers locate some monster or foe that threatens their lands.

By guiding the adventurers in this way, centaurs usually minimize the time that the adventurers spend within their lands and make it more likely that the adventurers will inadvertently aid them by driving off or at least weakening one of their foes.

- A tribe of centaurs seems to menace a human community. Although the centaurs have not yet resorted to violence, they have clearly discouraged the humans from taking lumber from the nearby forest.

Despite having only recently moved to the area, the centaurs consider the forest to be their territory and tolerate no interference from the humans.

Rather than moving on, the centaurs have decided to drive the humans away.

They don't wish to resort to violence and would prefer that the humans leave in peace, but their speed and ability with the bow make them confident that they can defend the forest from any human incursion.

Adventurers must succeed at the difficult task of persuading the centaurs, who clearly have the upper hand in the growing conflict, to leave or coexist peacefully with the human community—a difficult task considering the centaur's reluctance to interact with outsiders.

• Centaurs have long avoided the heart of the great forest through which they roam. Dangerous poisonous gases, unusual patches of magical darkness, and other strange features in the forest's center make it hazardous even to the swift centaurs. When this terrible region begins to expand through the forest, the centaurs suspect a green dragon lurks deep within the wood, and they finally decide to seek powerful adventurers to help rid them of the menace.

CENTAUR MONSTER CLASS

Monstrous Humanoid Proud and noble beings with the strength and speed of horses and a fondness for archery, centaurs are guardians of the forest. Centaur tribes trade with many elf communities, and each agrees to protect the other in times of need.

It is under agreements such as these that centaurs may be found traveling with bands of elves, lending their muscles and hooves to defend against evil creatures and despoilers. The centaur is a strong class suitable for any player who enjoys nature-oriented characters.

It has few special abilities and reasonable ability score modifiers, making a centaur character more than capable of holding his own in a fight compared to barbarians, fighters, and rangers.

Over the levels of this class, a centaur's Strength and Constitution increase to an impressive level, he becomes faster and larger, and he deals more damage with his great hooves.

RACIAL TRAITS

Note that these traits are not identical to the regular centaur's full suite of racial traits because the centaur's ability scores and racial Hit Dice increase with level as shown below.

- Starting Ability Score Adjustments: +2 Dex, -2 Int. Centaurs are quick and agile, but not as mentally adept as humans.
- Medium Size: A 1st-level centaur character has no special bonuses or penalties due to his size.
- A centaur's base land speed is 40 feet.

- Darkvision out to 60 feet.
- Natural Armor: A centaur has a +1 natural armor bonus to Armor Class at 1st level.
- Hooves: A centaur has two hoof attacks that are secondary natural weapons dealing the indicated damage plus 1/2 Strength bonus.

A centaur can make two hoof attacks as secondary attacks as part of a full attack.

- Automatic Languages: Elven, Sylvan.

- Favored Class: Ranger.

CLASS SKILLS

The centaur's class skills (and the key ability for each skill) are Listen (Wis), Move Silently (Dex), Spot (Wis), and Survival (Wis).

CLASS FEATURES

All the following are class features of the centaur monster class.

Weapon and Armor Proficiency: Centaurs are proficient with all simple weapons, longswords, and longbows, but with no armor or shields.

Centaurs count as nonhumanoid creatures for the purpose of determining the cost of armor (see page 123 of the *Player's Handbook*).

Feats: A centaur receives one feat at 1st level and another one at 4th level.

After 6th level, he gains feats normally according to his Hit Dice, as shown on Table 3-2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*.

Natural Armor: A centaur's natural armor bonus improves to +2 at 3rd level and to +3 at 5th level.

Speed: At 5th level, a centaur's base land speed increases to 50 feet.

Large Size: At 6th level, a centaur becomes Large, with a space of 10 feet and a reach of 5 feet.

He gains a -1 penalty to AC, a -1 penalty on attack rolls, a -4 penalty on Hide checks, and a +4 bonus on grapple checks.

His lifting and carrying limits become double those of a Medium quadruped.

TABLE 4-1: THE CENTAUR

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) × 4	1	Feat, +1 natural armor, 2 hooves 1d4
2nd	2d8	+2	+0	+3	+3	2 + Int mod	2	+2 Str, +2 Wis
3rd	2d8	+2	+0	+3	+3	—	2	+2 Str, +2 Con, +2 natural armor
4th	3d8	+3	+1	+3	+3	2 + Int mod	3	Feat, +2 Str, +2 Dex
5th	3d8	+3	+1	+3	+3	—	3	+2 Str, +2 Con, speed 50 ft., +3 natural armor
6th	4d8	+4	+1	+4	+4	2 + Int mod	3	Large size, 2 hooves 1d6

GNOLL

"The cruelty of our past has made us strong. Now we must prove we can also be just."

—Garnock Truefeather, gnoll druid of Obad-Hai

While most of their people remain mired in the cruelty of their demon prince, a few tribes of gnolls seek to pull themselves out of savagery.

These tribes walk with weapons in hand, knowing that the civilized races hate and fear their people and that other tribes of evil gnolls already seek to strike them down.

Fueled by their own bestial strength and the cruel will of the demon prince Yeenoghu, most gnolls roam the wild in search of sentient prey.

These savages know little of mercy and honor, and nothing of kindness or compassion.

The exceptions to this rule, who have banded together in rough tribes that roam the plains and forests, have begun to learn the value of personal honor.

Some even approach the harsh but ultimately fair codes that tribes of barbaric humans often adopt.

Geared more toward survival than the cruelty of their kin, these gnolls stand at a critical juncture: Either they will succeed in allying with the civilized races and pull some of their people away from the cruel worship of Yeenoghu—or

they will fail, and their tribes will slip back into evil and brutality.

GNOLL RACIAL TRAITS

Gnolls have hyenalike heads, and their long limbs possess a lean strength.

Gnolls are covered in coarse yellow or reddish-brown fur, and their feet and legs are structured more like a hyena's hind legs than those of other humanoids.

Despite the somewhat awkward appearance of their legs and feet, gnolls walk as bipeds and are as agile and speedy as a normal human.

The wild gnolls who prey on the civilized races use patchwork armor and rusted weapons that they've stolen from past kills.

Tribes that have found some level of personal honor favor hide or leather armor similar to the barbarian tribes of humans.

Gnoll characters possess the following racial traits:

- Strength +4, Constitution +2, Intelligence -2, Charisma -2.

- Medium size.

- A gnoll's base land speed is 30 feet.

- Darkvision out to 60 feet.

- Racial Hit Dice: A gnoll begins with two levels of humanoid, which provide 2d8 Hit Dice; a base attack bonus of +1; and base saving throw bonuses of Fort +3, Ref +0, and Will +0.

- Racial Skills: A gnoll's humanoid levels give him skill points equal to $5 \times (2 + \text{Int modifier})$.

- His class skills are Listen and Spot.

- Racial Feats: A gnoll's humanoid levels give him one feat.

- +1 natural armor bonus.

- Automatic Language: Gnoll.

Bonus Languages: Common, Draconic, Elven, Goblin, Orc.

- Favored Class: Ranger.

- Level adjustment +1.

GNOLL SOCIETY

Most gnoll tribes wander the wilderness, the strongest warrior governing with a brutal adherence to the idea that the strong can freely take from the weak.

A few gnoll tribes attempt to pull away from their savage past, but they are the rare exception rather than the rule.

Lands: Driven into the mountain foothills and deep forests by the armies of human nations and their allies, gnolls live in scattered wilderness areas much like those preferred by tribes of barbaric humans.

Competing against humans, orcs, giants, and more exotic species is the norm for gnolls in these wilderness areas, and the gnolls occasionally form alliances with other evil humanoids.

In rare cases, large groups of gnolls gather above or below ground.

These settlements serve only as a common crossroads for more nomadic gnolls—those who leave to continue wandering are balanced against new tribes arriving to trade or swear fealty to a powerful leader.

As some gnolls turn away from the worship of the dread prince Yeenoghu, however, gnolls grow more and more scattered rather than less so.

Driven away from their kin by the wrath of Yeenoghu's priests, yet still subject to the suspicions of the civilized races, these gnolls wander far and wide in a near-permanent nomadic state.

Settlements: Gnoll settlements are rough and crude, rarely anything more than temporary shelters.

Gnolls prefer underground lairs for longer stays, especially when a traveling group of gnolls must await new births.

Large groups of gnolls often have several crude underground complexes between which they wander.

While these caves might not even be large enough to house the entire group of gnolls, they provide the group's strongest warriors a place to sleep in relative safety.

Weaker members of the tribe must make do with the less trustworthy shelters they can set up outside of the cave complex.

Power Groups: Gnolls have little in the way of power groups.

Among tribes of evil gnolls, the strongest warriors rule by brute force.

Occasionally, exceptionally powerful or persuasive priests of Yeenoghu will lead a tribe, usually by ensuring that the strongest warriors are devoted to the dark worship of the demon prince.

Even those rare gnoll tribes that place a greater value on personal honor are led by the most physically powerful warrior.

Because of this, when a gnoll adventures with members of other races, he will sometimes expect to lead if he is the strongest, regardless of the difficulties he faces when traveling within the members of other races and regardless of other group members' more developed social skills.

Beliefs: Most gnolls pay homage to Yeenoghu, demon prince of gnolls.

Yeenoghu's cruel and selfish beliefs inspire gnoll priests to keep their people firmly on the path of evil.

Those few gnolls who have managed to pull away from the dark cult at the center of their people's existence often revere Obad-Hai or turn away from religion altogether.

Relations: Few races regard gnolls as anything other than feral creatures who pose a menace to peaceful life.

Because of the prevalence of evil gnolls, this assumption isn't far from the truth, and player character gnolls should find it difficult to move unescorted through a human city.

GNOLL CHARACTERS

Gnoll characters balance the challenges of roleplaying contrary to a race's normal image with the novelty of playing a monstrous race.

The gnoll race provides an opportunity to play a strong and powerful warrior character struggling not only against physical foes but also against the opinions of other races.

As a gnoll character grows to trust his fellow adventurers, new roleplaying opportunities arise as bonds of friendship overcome suspicion, and the other characters grow to respect the gnoll's values as well as his physical abilities.

The other PCs might even play a role in helping the gnoll character's tribe of neutral or honorable gnolls build the first few trusting relationships with other races.

Adventuring Gnolls: Gnolls adventure to see the world, to rise above the savagery of their people, and to find what civilization has to offer.

While some return to their tribes thinking less of the civilized races because of their experiences as adventurers, others find wealth, power, or prestige far beyond the normal images of gnoll warriors.

Character Development: Gnolls are most effective when they take levels in barbarian, ranger, or another martially focused class.

Focusing on melee combat allows gnom characters to capitalize on their high Strength scores and their natural armor.

As your character gains levels, feats such as Power Attack and Cleave help accentuate his physical prowess.

Character Names: Gnom names often sound like growls to members of other races, featuring multiple "r" sounds.

Gnom tribal names, although not widely shared with other creatures, are usually compound words, as in the following examples.

Male Names: Derror, Grrer, Remmar, Thurr.

Female Names: Arrna, Mirrin, Ryssa, Thrrae.

Tribal Names: Bloodfist, Greatfang, Speardeath, Thunderdance.

ROLEPLAYING A GNOM

Cruelty and viciousness remain the defining traits of most gnolls, but a few tribes have managed to pull away from this bestial outlook and the worship of the demon prince Yeenoghu that usually accompanies and engenders this behavior.

Although far from altruistic, these gnolls temper the viciousness of their kind with a rough sense of honor and an unwavering bond with their chosen companions.

Personality: Even those gnolls who have turned from the evil ways of their demon prince are less intelligent and less charismatic than the average human.

Gnolls don't see this deficiency as a weakness, however, placing more value on physical abilities and natural cunning than on subtle thought or persuasive abilities.

Gnolls also remain very suspicious of other races, especially humans and their allies, with whom they have had generations of conflict and strife.

Roleplaying Application: You should be suspicious of others' motives until they give you reason to trust them.

If you can, devote a few skill points to Sense Motive, and emphasize its use in roleplaying encounters.

Your suspicions rest on the firm foundation of your people's long conflicts with the civilized races, and such mistrust and conflict cannot be erased easily or quickly.

Humans, elves, dwarves, and members of their allied races are likely to use the past behavior of your people as a reason to betray you.

After someone earns your trust completely, however, he or she becomes like a brother or sister to you, and the few powerful emotional bonds that you form with others shape your life and your outlook.

Once you name someone a packbrother, he forever has your trust.

Behavior: Gnolls are travelers, hunters, and scavengers; adventuring gnolls travel almost constantly.

To a gnom, sitting in one place isn't cowardly or illogical; it's simply unpleasant.

Some gnolls are drawn simply by the thrill and variety of the hunt, while others are motivated only by curiosity.

As a pack of gnolls grows, the bond of the pack serves as a major impetus for travel—the most adventurous gnolls pull the rest of the pack along on their hunts.

Packs of evil gnolls are driven to travel by the will of their demon prince, and packs of neutral gnolls travel to escape the influence of other gnom packs and the wariness of human cities accustomed to fighting off their cruel and evil kin.

Roleplaying Application: You should often urge your adventuring companions to contemplate long, overland journeys.

In light of this, make sure that you can carry everything you own.

If you can't carry something with you personally, make sure you have a trusted mount or beast of burden to carry it for you.

In general, a few high-quality possessions are much more valuable to you than numerous goods or more visible wealth.

You might emphasize your love of travel by encouraging your group to stay outdoors rather than at an inn.

Focus on adventuring opportunities that will take you on long journeys rather than those in your immediate area.

Language: Gnolls who travel beyond the homeland of their tribes usually try to adopt the speaking habits of those around them, hoping to lessen other humanoid's sense of discomfort around them.

Around their own kind, gnolls use their racial tongue and usually speak in the imperative, considering it polite to show strength by phrasing statements as commands rather than requests.

Roleplaying Application: It is a sign of weakness to ask for things, so don't do it often.

You understand that others don't speak in commands the way your people do, but sometimes you slip into old habits. Those who ask too often or who phrase everything as a question are unworthy of respect, for they are weak.

GNOLL ADVENTURES

Adventures featuring evil gnolls as antagonists are usually straightforward affairs—the vicious humanoids attack sentient prey whenever they have the chance, and adventurers must often stop their depredations.

Adventures featuring neutral gnolls, however, pose much greater challenges and might force characters to reevaluate their own beliefs and behaviors.

These adventures could be as simple as the characters siding with the rare group of honorable gnolls to fight off some other menacing force, or they might be more involved, introducing the gnolls first through the suspicious eyes of human villagers and then slowly presenting evidence that the gnolls are not evil like most of their kin.

As the characters face the growing certainty that the gnolls are not evil or cruel, they must decide for themselves how to act and whether or not to believe these unusual gnolls.

If they make the decision to believe them, they must play a part in building trust between the gnolls and the human villagers who still find the hyena-headed humanoids frightening.

- A group of gnolls has approached a human village about opening trade between the tribe and the village.

The village elder who is going to meet with the tribe needs an escort.

While the negotiations take place, a group of evil gnolls attacks the tribe seeking to trade.

Although the first tribe's leaders are sincere in their desire to trade with the civilized races, the tribe still harbors worshipers of Yeenoghu, who have worked to bring the tribe of evil gnolls here to destroy both the peaceful gnolls and the human village.

In addition to fighting the evil gnolls, the adventurers will have their hands full trying to keep the negotiations going after the attacks.

• A powerful gnoll warrior has gathered a huge number of his people together.

Although this warrior-king has no love for the cruelty of Yeenoghu, neither does he trust the kingdoms of man.

Facing an incursion by other evil humanoids, the human kingdoms are in dire need of aid.

The adventurers must travel through the gnoll lands, discern whether the gnoll king can be trusted, and then prove themselves to the savage but honorable gnoll king. Earning his respect requires the swift completion of a dangerous quest, and one misstep in deed or etiquette will confirm his suspicions about the civilized races and prevent him from coming to the aid of the human kingdoms.

GNOLL MONSTER CLASS

Humanoid (Gnoll) Gnolls are physically powerful humanoids with hyenalike heads.

Gnolls have 2 racial Hit Dice and a level adjustment of +1, making a regular gnoll the equivalent of a 3rd-level character.

If you want to start playing a gnoll at 1st level, you can use the monster class described below.

RACIAL TRAITS

Characters using the gnoll monster class start with the following racial traits.

Note that these are not identical to the regular gnoll's full suite of racial traits because the gnoll's ability scores and racial Hit Dice increase with level as shown below.

• +2 Strength, -2 Intelligence, -2 Charisma.

• Medium size.

• A gnoll's base land speed is 30 feet.

• Darkvision out to 60 feet.

• Automatic Language: Gnoll.

Bonus Languages: Common, Draconic, Elven, Goblin, Orc.

• Favored Class: Ranger.

CLASS SKILLS

The gnoll's class skills are Listen and Spot.

CLASS FEATURES

All the following are class features of the gnoll monster class.

Weapon and Armor Proficiency: Gnolls are proficient with light armor, shields, and simple and martial weapons.

Feats: A gnoll begins with one feat at 1st level.

After 3rd level, he gains feats normally according to his Hit Dice.

Natural Armor: A gnoll gains a +1 natural armor bonus to Armor Class at 3rd level.

TABLE 4-2: THE GNOLL

Level	Base Hit Dice	Fort Attack Bonus	Ref Save	Will Save	Skill Save	Points	Special
1st	1d8	+0	+2	+0	+0	(2 + Int mod) × 4	Feat
2nd	2d8	+1	+3	+0	+0	2 + Int mod	+2 Con
3rd	2d8	+1	+3	+0	+0	—	+2 Str, natural armor +1

SAVAGE SPECIES (3.0)

AASIMAR

Aasimar are good choices for players who want a touch of the divine in their mortal characters.

This racial class offers a set of base racial abilities plus one racial level.

AASIMAR BASE RACIAL FEATURES

All of the following are base racial abilities for the aasimar.

Ability Score Adjustments: +2 Charisma.

Outsider Type: Aasimar are native outsiders.

Thus, they are vulnerable to spells and effects that work on creatures of the outsider type but immune to effects that target other types.

For example, an aasimar would be subject to the extra damage from an outsider bane sword but immune to *hold person*, since that spell affects only humanoids.

Size: Aasimar are Medium size.

Speed: Aasimar base land speed is 30 feet.

Darkvision (Ex): An aasimar has darkvision to a 60-foot range.

Light (Sp): The aasimar may use *light* (caster level equals aasimar's character level) once per day.

Skill Bonuses: An aasimar has a +2 racial bonus on Listen and Spot checks.

Resistances (Ex): An aasimar starts play with resistance 2 to acid, cold, and electricity.

Automatic Languages: Celestial, Common.

Bonus Languages: Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan.

Favored Class: Paladin.

A multiclass aasimar's paladin class does not count when determining whether an experience point penalty applies.

AASIMAR RACIAL CLASS FEATURES

All of the following are class features of the aasimar racial class.

Ability Score Changes: An aasimar's Wisdom increases by +2 at 1st level.

Daylight (Sp): At 1st level, the aasimar may use *daylight* (caster level equals aasimar's character level) once per day.

This ability replaces the base racial feature *light*.

Resistances (Ex): A 1st-level aasimar's acid, cold, and electricity resistances increase to 5 each.

Table SP-19: The Aasimar Racial Class

Level	CR	Special
1st	+0	Wis +2, <i>daylight</i> , resistances (acid 5, cold 5, electricity 5)

AASIMAR/HALF-CELESTIAL TRANSITION

An aasimar is born with a touch of the divine and a +1 level adjustment.

Aasimars who wish to become half-celestials can do so in just three levels instead of the normal four that the standard template class requires.

AASIMAR/HALF-CELESTIAL TRANSITION CLASS FEATURES

All of the following are class features of the aasimar/half-celestial transition class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

Natural Armor Improvement: At 1st level, the character's natural armor bonus increases by +1.

A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability. Thus, a human's natural armor bonus would increase to +1 at 1st level.

Disease Immunity (Ex): An aasimar/half-celestial is immune to all diseases.

Poison Resistance (Ex): An aasimar/half-celestial has a +4 racial bonus on Fortitude saves against poison.

Resistances (Ex): At 1st level, an aasimar/half-celestial gains acid, cold, and electricity resistance 5.

When she reaches 3rd level, each of these resistances increases to 10.

Spell-Like Abilities: Starting at 1st level, an aasimar/half-celestial with an Intelligence or Wisdom score of 8 or better gains spell-like abilities.

The exact abilities gained depend on her character level and level in the transition class, according to the following table.

Minimum Transition Class Level	Minimum Character Level	Spell-Like Abilities Gained
1st	1st	<i>Bless</i> 1/day, <i>protection from evil</i> 3/day
	3rd	<i>Aid</i> 1/day, <i>detect evil</i> 1/day
	7th	<i>Holy smite</i> 1/day, <i>remove disease</i> 1/day
	13th	<i>Hallow</i> 1/day, <i>holy aura</i> 3/day
2nd	5th	<i>Cure serious wounds</i> 1/day
	9th	<i>Dispel evil</i> 1/day
	15th	<i>Mass charm monster</i> 1/day
	17th	<i>Summon monster IX</i> (celestials only)
3rd	5th	<i>Neutralize poison</i> 1/day
	11th	<i>Holy word</i> 1/day
	19th	<i>Resurrection</i> 1/day

In each case, the caster level equals the aasimar/half-celestial's character level.

Save DCs, where applicable, are Charisma-based (10 + spell level + aasimar/half-celestial's Charisma modifier).

The character gains each spell-like ability as soon as she meets both qualifications for it.

Spell-like abilities are cumulative.

Spell Resistance (Su): At 1st level, an aasimar/half-celestial gains spell resistance equal to her character level (maximum 25).

At 4th level, her spell resistance increases by +10 (maximum 35).

Damage Reduction (Su): A 2nd-level or higher aasimar/half-celestial has damage reduction 5/magic if her

character level is 11th or lower, or damage reduction 10/magic if her character level is 12th or higher.

An aasimar/half-celestial treats her natural weapons as magic weapons for the purpose of bypassing the damage reduction of other creatures.

Smite Evil (Su): Once per day, an aasimar/half-celestial of at least 2nd level may attempt to smite an evil creature with one normal melee attack.

This attack deals extra damage equal to her character level (maximum +20) against an evil foe.

If she accidentally smites a creature that is not evil, the smite has no effect but is still used up for the day.

Wings (Ex): At 3rd level, an aasimar/half-celestial grows birdlike wings, which she may use to fly at up to double her base land speed with good maneuverability.

Table SP-26: The Aasimar/Half-Celestial Transition Class

Level	CR	Special
1st	*	Str +2, Con +2, natural armor +1, disease immunity, poison resistance, resistance (acid 5, cold 5, electricity 5), spell-like abilities, spell resistance (lesser)
2nd	**	Str +2, Dex +2, Int +2, damage reduction, smite evil, spell-like abilities (greater)

3rd

**

Con +2, Wis +2, Cha +2, resistances (acid 10, cold 10, electricity 10), spell-like abilities, spell resistance (greater), wings (fly speed equal to double base speed, good maneuverability)

*A 1st-level aasimar/half-celestial with fewer than eleven character levels has a CR adjustment of +1. One with eleven or more character levels has a CR adjustment of +2.

**A 2nd- or 3rd-level aasimar/half-celestial with fewer than five character levels has a CR adjustment of +1. One with five to ten character levels has a CR adjustment of +2. One with eleven or more character levels has a CR adjustment of +3.

AIR ELEMENTAL, LARGE

Elemental (Air)

Fast and gifted with flight from the moment of their creation, air elementals are supreme in the air.

They have a natural weapon, special abilities that complement their ability to fly, and favorable ability modifiers.

They make excellent scouts and melee combatants but are less effective at just about anything else.

Air elementals are recognizably alien and have a hard time fitting in with creatures native to the Material Plane.

The greatest advantage of an air elemental is its ability to fly with great speed and precision.

Even a typical specimen can easily carry a gnome or halfling (making it a mobile aerial attack platform), and a high Dexterity score makes up for poor natural armor and difficulty in wearing crafted armor.

This monster class follows the progression for the various elemental sizes, starting at Small, passing through Medium-size, and finally reaching Large at the apex of the class.

Over the course of the class's levels, the elemental's ability scores and slam damage increase.

Its high Constitution modifier helps compensate for its reduced Hit Dice compared to its ECL.

RACIAL TRAITS

- Starting Ability Score Adjustments: +4 Dex, -4 Int.

Air elementals are as fast as the wind but do not have much in terms of brains.

Their Dexterity and Constitution scores increase as they gain levels.

- Small: As Small creatures, air elementals gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than Medium-size creatures do, and their lifting and carrying limits are three-quarters of those of Medium-size characters.

- Speed: Air elementals fly at a speed of 100 feet (perfect).

- Darkvision: Air elementals can see in the dark up to 60 feet.

- Automatic Languages: Auran.

- Elemental: Air elementals are immune to poison, *sleep*, paralysis, and stunning; they are not subject to critical hits.

- Favored Class: Air elemental.

The best multiclassing choices for an air elemental are barbarian, rogue, fighter, and ranger.

CLASS SKILLS

The air elemental's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Profession (Wis), and Spot (Wis).

On reaching Medium-size, an air elemental loses its +4 size bonus on Hide checks.

On reaching Large size, an air elemental takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the air elemental air elemental class.

Weapon and Armor Proficiency: Air elementals are not proficient with any weapons, armor, or shields.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Feats: An air elemental receives one feat at 1st level.

It gains Flyby Attack and Improved Initiative as bonus feats at 1st level and Weapon Finesse (slam) as a bonus feat at 2nd level.

It gains additional feats at 3rd level and 9th level.

After 14th level, it gains feats normally according to its character level as shown on Table 2-5: Experience and Level-Dependent Benefits.

Slam: The elemental has a slam attack that is a natural weapon dealing the indicated damage plus $1\frac{1}{2}$ times the creature's Strength bonus.

Whirlwind (Su): The air elemental can form a whirlwind as described in the *Monster Manual*, except the damage is the elemental's slam damage without adding its Strength bonus and the save DC is $10 + 1\frac{1}{2}$ air elemental's HD from class levels + air elemental's Con modifier.

TABLE A-1: THE AIR ELEMENTAL

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+0	+2	+0	(2 + Int mod) × 4	1	Air subtype, feat, slam 1d4, +3 natural armor, Flyby Attack, Improved Initiative
2nd	2d8	+1	+0	+3	+0	2 + Int mod	1	+2 Dex, air mastery, whirlwind, Weapon Finesse (slam)
3rd	3d8	+2	+1	+3	+1	2 + Int mod	1	+2 Con, feat
4th	4d8	+3	+1	+4	+1	2 + Int mod	2	Medium-size, +2 Str
5th	4d8	+3	+1	+4	+1	—	2	Slam 1d6, +2 Con
6th	4d8	+3	+1	+4	+1	—	2	+2 Dex
7th	5d8	+3	+1	+4	+1	2 + Int mod	3	+2 Con
8th	5d8	+3	+1	+4	+1	—	3	+2 Dex
9th	6d8	+4	+2	+5	+2	2 + Int mod	3	Slam 1d8, DR 5/+1, feat
10th	6d8	+4	+2	+5	+2	—	4	+2 Str, +2 Dex
11th	7d8	+5	+2	+5	+2	2 + Int mod	4	+4 natural armor
12th	7d8	+5	+2	+5	+2	—	4	+2 Dex
13th	8d8	+6/+1	+2	+6	+2	2 + Int mod	5	Large, reach 10 ft.
14th	8d8	+6/+1	+2	+6	+2	—	5	Slam 2d6

ANNIS HAG

Monstrous Humanoid

These strange creatures enjoy killing and sowing confusion.

They are gifted with great physical strength and key magical powers to further these desires.

Annis hags are capable of blending into normal society with careful use of clothing (and later their natural ability to change self), making them good spies and easy to incorporate into a normal adventuring party.

The annis hag is a good character choice for a player that wants to play a monstrous witch, later gaining levels in cleric or sorcerer but still having a foundation of powerful melee attacks to fall back upon.

Most of an annis hag's abilities are physical, so building this monster class is a matter of distributing the attack forms, natural armor bonuses, and ability score increases in a balanced manner across the class's twelve levels.

Spell resistance becomes active at mid levels, making the annis a good character to take on an enemy spellcaster in melee.

The improved grab, rend, and tear abilities are placed on the high end of the class because they are particularly dangerous and give a player of an annis character something to look forward to at the end of the class progression.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Str.
- Annis hags are very strong, and they get stronger over time.
- Speed: Annis hag land speed is 30 feet.
- Darkvision: Annis hags can see in the dark up to 60 feet.
- Automatic Languages: Common, Giant.
- Favored Class: Annis hag.

CLASS SKILLS

The annis hag's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Hide (Dex), Listen (Wis), Profession (Wis), and Spot (Wis).

On reaching Large size, an annis hag takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the annis hag monster class.

Weapon and Armor Proficiency: Annis hags are proficient with all simple weapons but not with armor or shields.

Spell-Like Abilities: The annis hag's *change self* and *fog cloud* abilities have a caster level equal to the character's Hit Dice from class levels.

Feats: An annis hag receives one feat at 1st level and additional ones at 4th and 10th level.

After 12th level, it gains feats normally according to its character level as shown on Table 2-5: Experience and Level-Dependent Benefits.

Steely Skin (Ex): The annis hag has a steely, blue-black skin that reduces damage dealt by slashing and piercing weapons by 1 point of damage per hit.

However, it has brittle bones that increase the damage dealt by bludgeoning weapons by 1 point of damage per hit.

(Treat combination weapons such as morningstars as bludgeoning weapons).

Claws: An annis has two claw attacks that are natural weapons dealing the indicated damage plus Strength bonus.

Bite: Starting at 2nd level, an annis has a bite attack that is a natural weapon dealing the indicated damage plus 1/2 Strength bonus.

Spell Resistance (Ex): Beginning at 5th level, an annis hag has spell resistance equal to 7 + class level.

Improved Grab (Ex): Starting at 10th level, if an annis hits a creature of its size or smaller with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

If it gets a hold, it can rend if it has that ability (see below). Alternatively, it has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the feral creature is not considered grappled).

Rend (Ex): Beginning at 11th level, an annis hag that hits with both claw attacks latches onto the opponent's body and automatically tears the flesh, dealing additional damage equal to two claw attacks.

Tear (Ex): When it attains 12th level, an annis automatically hits a held opponent with all its melee attacks each round it maintains the hold.

TABLE A-2: THE ANNIS HAG

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) × 4	1	Feat, steely skin, 2 claws 1d4, +4 natural armor
2nd	2d8	+2	+0	+3	+3	2 + Int mod	1	+2 Str, bite 1d4, <i>change self</i> 1/day
3rd	2d8	+2	+0	+3	+3	—	2	+2 Str, +2 Dex
4th	3d8	+3	+1	+3	+3	2 + Int mod	2	+2 Str, +6 natural armor, feat
5th	3d8	+3	+1	+3	+3	—	3	+2 Str, +2 Wis, spell resistance
6th	4d8	+4	+1	+4	+4	2 + Int mod	3	+2 Str, claws 1d6, <i>fog cloud</i> 1/day
7th	4d8	+4	+1	+4	+4	—	3	+2 Str, +2 Con, +8 natural armor
8th	5d8	+5	+1	+4	+4	2 + Int mod	3	+2 Con, Large size, reach 10 ft.
9th	5d8	+5	+1	+4	+4	—	4	Bite 1d6, speed 40 ft.
10th	6d8	+6/+1	+2	+5	+5	2 + Int mod	4	Improved grab, +10 natural armor, feat
11th	6d8	+6/+1	+2	+5	+5	—	4	Rend, <i>change self</i> 3/day
12th	7d8	+7/+2	+2	+5	+5	2 + Int mod	4	Tear, Int +2, <i>fog cloud</i> 3/day

ARANEA

Magical Beast (Shapechanger)

Araneas are intelligent shapechanging spiderfolk, less exploitative than doppelgangers and usually not evil despite most preconceptions about spiders.

They have many skills, can assume the form of a humanoid, cast webs and spells, and even have a poisonous bite.

Araneas make moderate melee combatants or rogues, but their natural shapechanging and spellcasting ability make them excellent spies and sorcerers, and they are reasonably good divine spellcasters.

A beginning aranea character can assume its hybrid form for a limited time each day, making it possible to pass among humanoids for short periods.

Araneas have several good ability score modifiers and no penalties.

An aranea can cast spells, and it has a natural bite attack, poison, a fast land speed, and the ability to throw a sticky web.

It has a generous number of skill points, and it starts play with three feats plus bonuses to Dexterity and Charisma. Initially the aranea can use its natural form (a Medium-size spider) and can assume its hybrid form as well, and it eventually perfects its alternate form to create a perfect likeness of one humanoid that it can retain indefinitely. The monster's poison starts out weak (good enough to allow an aranea to catch small prey) but later becomes strong enough to debilitate an average human.

An aranea's spellcasting ability appears at 2nd level and increases to a moderate level over time.

The web spinnerets mature at 5th level and reach their full potential at 7th level.

Over time, an aranea's Dexterity, Constitution, Intelligence, Wisdom, and Charisma increase.

The main disadvantage to playing an aranea is its low Hit Dice compared to its ECL—a fully grown aranea has 4 HD fewer than a normal character of its ECL.

RACIAL TRAITS

• Starting Ability Score Adjustments: +2 Dex, +2 Cha.

Araneas are light-fingered and have a talent for sorcery.

Over time, many of their ability scores continue to improve.

• Speed: Aranea land speed is 30 feet, with a climb speed of 25 feet.

Like any creature with a climb speed, araneas have a +8 racial bonus on Climb checks and can always take 10 when making Climb checks.

• Darkvision: Araneas can see in the dark up to 60 feet.

• Automatic Languages: Common and Sylvan.

• Favored Class: Aranea.

Bard, rogue, sorcerer, and wizard are the best multiclassing choices for an aranea.

CLASS SKILLS

The aranea's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (weaving) (Int), Escape Artist (Dex), Jump (Str), Listen (Wis), Profession (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the aranea monster class.

Weapon and Armor Proficiency: Araneas are proficient with all simple weapons but not with armor or shields.

Feats: An aranea receives one feat at 1st level and another one at 5th level.

After 7th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Bite: The aranea has a bite attack that is a natural weapon dealing the indicated damage plus $1\frac{1}{2}$ times Strength bonus.

Poison (Ex): The aranea's bite injects a poison that deals the indicated primary and secondary damage (DC $10 + \frac{1}{2}$ aranea's Hit Dice from class levels + aranea's Con modifier).

Spells: Starting at 2nd level, an aranea casts spells as a 1st-level sorcerer.

At 4th level, it casts them as a 2nd-level sorcerer, and at 6th level it casts spells as a 3rd-level sorcerer.

Araneas prefer illusions and charms, and they avoid fire spells.

Alternate Form (Su): At 1st level, an aranea has a natural form resembling a large spider, but it has the ability to assume a hybrid form for a limited time, similar to a humanoid with spider traits.

In hybrid form, it can use its web and poison attacks.

As it gains levels, it gains the ability to change form more often and eventually can assume a truly humanoid form.

At 5th level, the aranea must choose one Small or Medium-size humanoid form with which to use this ability.

An aranea's humanoid form has all the abilities of the form (for example, an aranea in dwarf form has dwarven racial traits).

The aranea keeps its ability scores and can cast spells, but it cannot use webs or poison in humanoid form.

Web (Ex): Beginning at 5th level, araneas are able to spin sticky webs suitable for combat.

These work like nets (see Chapter 7 of the *Player's Handbook*) and have the abilities mentioned in the *Monster Manual* aranea description.

Spinning and throwing a web is a standard action. At first, the aranea can use this ability only three times per day, but at 7th level it can use a web six times per day.

TABLE A-3: THE ARANEA

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points (2 + Int mod) × 4	CR	Special
1st	1d8	+1	+2	+2	+0	—	1	Feat, bite 1d4, poison (1d3 Str, 1d3 Str), alternate form (hybrid 3/day, 1 hour)
2nd	2d8	+2	+3	+3	+0	2 + Int mod	1	Spells (Sor1), +2 Cha, +2 Int, +1 natural armor
3rd	2d8	+2	+3	+3	+0	—	2	Bite 1d6, alternate form (hybrid at will), +2 Dex, +2 Con
4th	2d8	+2	+3	+3	+0	—	3	Spells (Sor2), poison (1d6 Str, 1d6 Str), speed 40 ft., +2 Int
5th	3d8	+3	+3	+3	+1	2 + Int mod	3	Web 3/day, alternate form (humanoid 3/day, 1 hour), +2 Wis, feat
6th	3d8	+3	+3	+3	+1	—	4	Spells (Sor3), poison (2d6 Str, 2d6 Str), +2 Con
7th	3d8	+3	+3	+3	+1	—	4	Web 6/day, alternate form (humanoid at will), speed 50 ft.

ASTRAL DEVA

Outsider (Good)

What player is not tempted, at some point or another, to bear the banner of heaven?

The astral deva may be the closest example, in bearing, appearance, and function, to the classic Western depiction of an angel.

Astral devas are beautiful figures of grace and majesty, human-looking with feathery white wings.

They soar over the mortal realms and the Outer Planes, helping lost travelers and rescuing those in danger.

Not only is a deva good, it's also powerful: It combines significant combat abilities with the power to throw around *heal* and *blade barrier*, along with incredible defenses and immunities.

The astral deva stands out as the most difficult monster class to design of all those presented here.

It has the highest possible starting ECL in the standard D&D rules (12 HD + 8 level adjustment = starting ECL 20).

It has a suite of spell-like abilities, numerous celestial qualities, and a full set of superior ability scores.

These are added approximately when a character of a standard class could access these abilities.

Likewise, the deva's powerful defenses are not acquired until a level where opponents have a chance of overcoming them.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Cha.

Astral devas are agents of good in the universe, and they know it.

All of their ability scores climb as they gain levels.

- Speed: Astral deva land speed is 50 feet.

- Low-Light Vision: Astral devas can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

They retain the ability to distinguish color and detail under these conditions.

- Darkvision: Astral devas can see in the dark up to 60 feet.

- Skills: +4 racial bonus on Listen and Spot checks.

- Saves: +4 racial bonus on Fortitude saves against poison.

- Automatic Languages: Celestial, Infernal, and Draconic.

- Favored Class: Astral deva.

Because astral devas have an ECL of 20, multiclassing requires the use of epic level rules (see *Epic Level Handbook* for more information).

CLASS SKILLS

The astral deva's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Knowledge (any three, chosen at 1st level) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the astral deva monster class.

Weapon and Armor Proficiency: Astral devas are proficient with all simple and martial weapons but not with armor or shields.

Feats: An astral deva receives one feat at 1st level and additional ones at 3rd, 7th, 13th, and 19th level.

After 20th level it gains feats normally according to its character level (which requires epic level advancement rules).

Uncanny Dodge (Ex): Starting at 2nd level, an astral deva is never caught flat-footed.

At 7th level and beyond, it cannot be flanked.

Resistances (Ex): An astral deva is resistant to certain energy types; see Table A-4.

Lesser Deva Powers (Sp): Beginning at 3rd level, an astral deva can use the following spell-like abilities once per day: *cure light wounds*, *aid*, *continual flame*, *detect evil*, *dispel magic*, *invisibility sphere* (centered on self only), *remove curse*, *remove disease*, *remove fear*, and *see invisibility*.

At 6th level it can use them three times per day.

At 10th level it can use *cure light wounds* and *see invisibility* seven times per day and the others at will.

The astral deva's caster level is equal to its Hit Dice from the astral deva class (DC 10 + spell level + astral deva's Cha modifier).

Immunities (Ex): At 3rd level and beyond, an astral deva is immune to electricity and petrification.

At 17th level, the deva also becomes immune to acid and cold.

Tongues (Su): Beginning at 4th level, an astral deva can speak with any creature that has a language.

The deva's caster level for this effect is its Hit Dice from astral deva class levels + 2.

This ability is always active unless the deva chooses to disable it as a free action.

The effect can be dispelled, but the deva can create it again on its next turn as a free action.

Protective Aura (Su): At 5th level, an astral deva gains the first of two components of its protective aura.

As a free action, it can surround itself with a nimbus of light having a radius of 20 feet.

This light acts as a *magic circle against evil* (but providing +4 bonuses instead of +2 bonuses).

At 7th level, the protective aura also functions as a *minor globe of invulnerability*.

The astral deva's caster level for these effects is its Hit Dice from astral deva class levels.

The aura can be dispelled, but the deva can create it again on its next turn as a free action.

Spell Resistance (Ex): At 8th level, an astral deva gains spell resistance equal to 10 + class level.

Stun (Su): Beginning at 12th level, if an astral deva strikes an opponent twice in 1 round with a melee weapon, that

creature must make a Fortitude save (DC 10 + astral deva's Cha modifier) or be stunned for 1d6 rounds.

Deva Powers (Sp): Starting at 10th level, an astral deva can use the following spell-like abilities once per day: *discern lies*, *dispel evil*, *holy smite*, and *polymorph self*.

At 12th level it can use them three times per day, and at 16th level it can use them at will.

The astral deva's caster level is equal to its Hit Dice from the astral deva class (DC 10 + spell level + Cha modifier).

Greater Deva Powers (Sp): Beginning at 15th level, an astral deva can use the following spell-like abilities once per day: *blade barrier*, *heal*, *holy aura*, and *holy word*.

At 18th level it can use *holy aura* and *holy word* three times per day, and at 20th level it can use *holy aura* and *holy word* at will.

Large Size: Upon attaining 19th level, an astral deva grows to Large size and its natural reach extends to 10 feet.

It incurs all the normal penalties for Large creatures.

TABLE A-4: THE ASTRAL DEVA

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, good subtype, +3 natural armor
2nd	2d8	+2	+3	+3	+3	8 + Int mod	2	Uncanny dodge (never flat-footed), resistances (electricity 5, fire 5)
3rd	3d8	+3	+3	+3	+3	8 + Int mod	3	Lesser deva powers 1/day, immunities (electricity, petrification), feat
4th	4d8	+4	+4	+4	+4	8 + Int mod	4	Fly 50 ft. (average), tongues, +2 Str, +2 Cha, +5 natural armor
5th	5d8	+5	+4	+4	+4	8 + Int mod	5	Protective aura (<i>magic circle against evil</i>), +2 Con
6th	5d8	+5	+4	+4	+4	—	6	Lesser deva powers 3/day, DR 5/+1, +2 Str, +2 Wis
7th	6d8	+6/+1	+5	+5	+5	8 + Int mod	7	Uncanny dodge (can't be flanked), protective aura (<i>minor globe of invulnerability</i>), +7 natural armor, feat
8th	6d8	+6/+1	+5	+5	+5	—	8	Fly 75 ft. (good), spell resistance, +2 Cha, +2 Con, +2 Int
9th	7d8	+7/+2	+5	+5	+5	8 + Int mod	8	Resistances (electricity 10, fire 10), +2 Str
10th	7d8	+7/+2	+5	+5	+5	—	9	Deva powers 1/day, lesser deva powers 7/day or at will, +9 natural armor
11th	8d8	+8/+3	+6	+6	+6	8 + Int mod	9	DR 10/+1, +2 Con, +2 Int, +2 Wis
12th	8d8	+8/+3	+6	+6	+6	—	10	Deva powers 3/day, stun, +2 Cha, +2 Str
13th	9d8	+9/+4	+6	+6	+6	8 + Int mod	10	+11 natural armor, feat
14th	9d8	+9/+4	+6	+6	+6	—	11	Fly 100 ft. (good), +2 Con, +2 Int
15th	10d8	+10/+5	+7	+7	+7	8 + Int mod	11	Greater deva powers 1/day, +2 Str, +2 Wis
16th	10d8	+10/+5	+7	+7	+7	—	12	Deva powers at will, +2 Cha, +13 natural armor
17th	11d8	+11/+6/+1	+7	+7	+7	8 + Int mod	12	Immunities (acid, cold), +2 Int
18th	11d8	+11/+6/+1	+7	+7	+7	—	13	Greater deva powers 1/day or 3/day, +2 Str
19th	12d8	+12/+7/+2	+8	+8	+8	8 + Int mod	13	+15 natural armor, +2 Wis, Large size, reach 10 ft., feat
20th	12d8	+12/+7/+2	+8	+8	+8	—	14	Greater deva powers 1/day or at will, +2 Cha

ATHACH

Aberration

An athach is a strange, giantlike creature capable of dealing terrible damage in combat and absorbing a lot of punishment.

In addition to its pure physical power, its poisonous bite means that foes caught in a long-term battle with an athach are likely to become less and less able to deal with the creature's defenses.

Their poor Intelligence and Charisma and Huge size make athachs ill suited for any career but that of barbarian or fighter, but they do well at either of those.

An athach's advantages compared to a human are its incredible size, extra arm, natural armor, great Strength and Constitution, poisonous bite, reach, and ability to throw rocks like a giant.

A beginning athach character is bigger than most humans but still Medium-size, growing to its full height over the course of the next eighteen levels.

While its Strength starts out no greater than a human's, it increases quickly over the course of the class's progression, and its extra attacks make up for any initial lack in crushing power.

Eventually the athach is strong enough to hurl small boulders.

As it grows, an athach's bite becomes more potent and gains the ability to inject poison (which also becomes more powerful over time).

With size increases come increasing reach, until the athach has an impressive 15-foot reach when it attains Huge size at 19th level.

The athach's speed, natural armor, and Constitution increase progressively as well.

RACIAL TRAITS

- Starting Ability Score Adjustments: -4 Int, +2 Wis, -4 Cha.

Athachs are stupid and shy, but cunning, and eventually develop great Strength and Constitution.

- Speed: Athach land speed is 30 feet.
- Darkvision: Athachs can see in the dark up to 60 feet.
- Automatic Languages: Giant.
- Favored Class: Athach.

The best multiclassing choices for an athach are barbarian and fighter.

CLASS SKILLS

The athach's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Jump (Str), Listen (Wis), Profession (Wis), and Spot (Wis).

On reaching Large size, an athach takes a -4 size penalty on Hide checks.

On reaching Huge size, an athach takes a -8 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the athach monster class.

Weapon and Armor Proficiency: Athachs are proficient with all simple weapons and with light armor.

Feats: An athach receives one feat at 1st level and additional ones at 3rd, 6th, 11th, and 15th level.

At 9th level it gains Multiattack as a bonus feat.

After 19th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Three Arms: An athach has three arms, and it can use all three of them in combat for wielding weapons.

One arm is the primary arm, which may have iterative attacks (multiple attacks with the same weapon at a cumulative -5 penalty) if the athach's base attack bonus is high enough, and the others are secondary arms, which never get iterative attacks.

The primary arm uses the athach's base attack bonus.

Attacks with the secondary arms are at the normal penalties for fighting with two weapons (see Table 8-2 in the *Player's Handbook*).

The Multiweapon Fighting feat lessens these penalties by 2 for all three arms.

The Multidexterity feat negates all penalties for using an off hand (making the attack bonus for the secondary arms equal to the attack bonus of the primary arm).

The athach's arms are not natural weapons.

Attacks with the primary arm add the athach's Strength bonus to damage, while attacks with the secondary arms add 1/2 the Strength bonus.

Bite: The athach has a bite attack that is a natural weapon dealing the indicated damage.

If a bite attack is made in conjunction with other attacks, it uses the athach's base attack bonus with a penalty of -5.

The Multiattack feat lessens the penalty to -2.

Poison (Ex): The athach's bite injects a poison that deals the indicated primary and secondary damage (DC 10 + 1/2 athach's HD from class levels + athach's Con modifier).

Rock Throwing (Ex): Beginning at 8th level, an athach can throw a rock for the indicated damage plus Strength bonus. A rock's maximum range is five range increments.

TABLE A-5: THE ATHACH

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+0	+0	+2	(2 + Int mod) × 4	1	Feat, three arms, +1 natural armor
2nd	2d8	+1	+0	+0	+3	2 + Int mod	1	+2 Str, bite 1d4
3rd	3d8	+2	+1	+1	+3	2 + Int mod	2	Feat, +2 Con, poison (1d4 Str, 1d4 Str)
4th	4d8	+3	+1	+1	+4	2 + Int mod	2	Bite 1d6, +2 Str
5th	5d8	+3	+1	+1	+4	2 + Int mod	3	+2 natural armor
6th	6d8	+4	+2	+2	+5	2 + Int mod	3	Feat, +2 Str, poison (1d6 Str, 1d6 Str)
7th	6d8	+4	+2	+2	+5	—	4	+2 Con, +3 natural armor
8th	7d8	+5	+2	+2	+5	2 + Int mod	4	Rock throwing (2d4, 50-ft. range increment), +2 Str
9th	8d8	+6/+1	+2	+2	+6	2 + Int mod	5	Multiattack, Large size, reach 10 ft., +4 natural armor
10th	8d8	+6/+1	+2	+2	+6	—	5	Speed 40 ft., +2 Con
11th	9d8	+6/+1	+3	+3	+6	2 + Int mod	5	Feat, +2 Str, bite 2d6
12th	10d8	+7/+2	+3	+3	+7	2 + Int mod	6	Rock throwing (2d6, 100-ft. range increment)
13th	10d8	+7/+2	+3	+3	+7	—	6	+2 Str, +2 Dex
14th	11d8	+8/+3	+3	+3	+7	2 + Int mod	6	+2 Con, +5 natural armor
15th	12d8	+9/+4	+4	+4	+8	2 + Int mod	7	Feat, +2 Str, poison (1d6 Str, 2d6 Str)
16th	12d8	+9/+4	+4	+4	+8	—	7	+2 Con, +7 natural armor
17th	13d8	+9/+4	+4	+4	+8	2 + Int mod	7	+2 Str, bite 2d8
18th	14d8	+10/+5	+4	+4	+9	2 + Int mod	7	+8 natural armor
19th	14d8	+10/+5	+4	+4	+9	—	7	Huge size (face 15 ft.), reach 15 ft., speed 50 ft.

AVORAL

Outsider (Good)

Born of the heavenly planes, these birdlike celestials serve as warriors, spies, and scouts for the forces of good.

Like all celestials, they are built to survive the attacks of evil and are gifted with many magical abilities to let them carry out their tasks.

A young avoral begins play with several weak resistances, natural armor, and exceptionally keen vision.

Over time its wings become capable of carrying it at great speeds and dealing powerful blows, its ability scores and resistances increase, it can lay on hands, and it develops magic to improve its sight and ability to communicate. Eventually it becomes terrible to behold in battle, immune to many attacks, and skilled at neutralizing enemies and enemy magic at a distance.

RACIAL TRAITS

• Starting Ability Score Adjustments: +2 Dex, +2 Wis, +2 Cha.

Avorals are celestial birdfolk—fast, wise, and confident.

- Speed: Avoral land speed is 40 feet.
- Darkvision: Avorals can see in the dark up to 60 feet.
- Low-Light Vision: Avorals can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

They retain the ability to distinguish color and detail under these conditions.

- Skills: +8 racial bonus on Spot checks.
- Saves: +4 racial bonus on saving throws against poison.
- Automatic Languages: Celestial, Infernal, and Draconic.
- Favored Class: Avoral.

Any character class is a good multiclassing choice for an avoral.

CLASS SKILLS

The avoral's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Hide (Dex), Knowledge (any two, chosen at 1st level) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the avoral monster class.

Weapon and Armor Proficiency: Avorals are proficient with all simple and martial weapons but not with armor or shields.

Feats: An avoral receives one feat at 1st level and additional ones at 3rd and 10th level.

After 14th level it gains feats normally according to its character level, as shown on Table 2–5: Experience and Level-Dependent Benefits.

Wings: Starting at 2nd level, an avoral has two wing attacks that are natural weapons dealing the indicated damage plus Strength bonus.

Claws: Beginning at 3rd level, an avoral has two claw attacks that are natural weapons dealing the indicated damage plus Strength bonus.

Lesser Avoral Powers (Sp): Beginning at 2nd level, an avoral can use the following spell-like abilities once per day: *aid*, *blur* (self only), *command*, *detect magic*, *light*, *magic missile*, and *see invisibility*.

At 6th level it can use these abilities three times per day, and at 9th level it can use them at will.

The avoral's caster level is equal to its Hit Dice from the avoral class (DC 10 + spell level + avoral's Cha modifier).

True Seeing (Su): Starting at 3rd level, an avoral can focus its sight, requiring 1 round of concentration but allowing it to see as if it were under the effect of a *true seeing* spell cast by a 14th-level cleric.

At first this ability lasts only up to 1 minute, but at 8th level the avoral can use it for up to 10 minutes per day.

Each minute used or fraction thereof counts as 1 minute of use.

At 12th level, there is no limit to the number of times per day an avoral can use this ability.

The avoral must maintain concentration to use this ability.

Lay on Hands (Su): This ability, gained at 4th level, works like the paladin ability, except that an avoral can heal as much damage per day as its own full normal hit point total.

Animal Telepathy (Su): Beginning at 4th level, an avoral can mentally communicate with animals as a free action.

This works like *speak with animals* but does not require speech.

The avoral's caster level for this effect is its Hit Dice from avoral class levels + 1.

Tongues (Su): Beginning at 4th level, an avoral can speak with any creature that has a language.

The avoral's caster level for this effect is its Hit Dice from avoral class levels × 2.

This ability is always active unless the avoral chooses to disable it as a free action.

The effect can be dispelled, but the avoral can create it again on its next turn as a free action.

Avoral Powers (Sp): Beginning at 5th level, an avoral can use the following spell-like abilities once per day: *dimension door*, *dispel magic*, *gust of wind*, *hold person*, *lightning bolt*, and *magic circle against evil* (self only).

At 9th level it can use any of these except *dimension door* three times per day, and at 14th level it can use any of them except *dimension door* at will.

Fear Aura (Su): Starting at 7th level, an avoral can create an aura of fear in a 20-foot radius once per day.

It is otherwise identical with *fear* as cast by an 8th-level sorcerer (save DC 14 + Cha modifier).

TABLE A-6: THE AVORAL

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Good subtype, feat, resistances (acid 5, cold 5, electricity 5), +2 natural armor
2nd	2d8	+2	+3	+3	+3	8 + Int mod	2	Fly 40 ft. (average), 2 wings 1d8, lesser avoral powers 1/day
3rd	3d8	+3	+3	+3	+3	8 + Int mod	3	Feat, +2 Dex, +3 natural armor, 2 claws 1d6, true seeing (1 minute/day)
4th	4d8	+4	+4	+4	+4	8 + Int mod	4	+2 Str, lay on hands, animal telepathy, tongues
5th	4d8	+4	+4	+4	+4	—	5	+2 Int, +4 natural armor, avoral powers 1/day
6th	4d8	+4	+4	+4	+4	—	6	+2 Wis, DR 5/+1, wings 2d6, fly 90 ft. (average), lesser avoral powers 3/day
7th	5d8	+5	+4	+4	+4	8 + Int mod	6	+2 Cha, +4 natural armor, claws 1d8, fear aura
8th	5d8	+5	+4	+4	+4	—	7	Immunities (electricity, petrification), +2 Con, true seeing (10 minutes/day)
9th	5d8	+5	+4	+4	+4	—	7	+2 Dex, resistances (acid 10, cold 10), +6 natural armor, lesser avoral powers at will, avoral powers 1/day or 3/day
10th	6d8	+6/+1	+5	+5	+5	8 + Int mod	8	Feat, +2 Str, DR 10/+1, fly 90 ft. (good)
11th	6d8	+6/+1	+5	+5	+5	—	8	+2 Int, wings 2d8, +7 natural armor
12th	6d8	+6/+1	+5	+5	+5	—	9	+2 Wis, claws 2d6, true seeing (unlimited)
13th	7d8	+7/+2	+5	+5	+5	8 + Int mod	9	+2 Cha, +8 natural armor
14th	7d8	+7/+2	+5	+5	+5	—	9	Avoral powers 1/day or at will

AZER

Outsider (Fire, Lawful)

As dwarves native to the Elemental Plane of Fire, azers have many of the appealing traits of the dwarf race as well as a touch of the exotic for players who like to run unusual characters.

Strong, smart, intuitive, quick, immune to fire, and with a respectable amount of natural armor, azers excel at any class except those that rely on Charisma.

A young azer begins play immune to fire but vulnerable to cold, with three good saving throws and some natural armor to boot, making it a reasonable counterpart to a fighter despite having a d8 Hit Die instead of a d10.

In just a few short levels an azer's increased natural armor, other ability score bonuses, natural heat, and spell resistance kick in, giving it an impressive list of qualities. The only drawback is the azer's 2 Hit Dice compared to the final ECL of 6.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Con, -2 Cha.
- Azers are much like their dwarven kin.
- Speed: Azer land speed is 30 feet.

• Darkvision: Azers can see in the dark up to 60 feet.

• Automatic Languages: Common and Ignan.

• Favored Class: Azer.

The best multiclassing choices for an azer are fighter and cleric.

CLASS SKILLS

The azer's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Listen (Wis), Profession (Wis), Search (Int), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the azer monster class.

Weapon and Armor Proficiency: Azers are proficient with all simple and martial weapons, with light and medium armor, and with shields.

Feats: An azer receives one feat at 1st level.

After 6th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Heat (Ex): An azer's body glows intensely hot, and starting at 2nd level it can deal additional fire damage with its unarmed attacks and with metallic weapons.

TABLE A-7: THE AZER

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, subtypes (fire, lawful), +2 natural armor
2nd	1d8	+1	+2	+2	+2	—	1	Heat, +2 Str
3rd	2d8	+2	+3	+3	+3	8 + Int mod	2	+4 natural armor
4th	2d8	+2	+3	+3	+3	—	2	SR 13, +2 Dex
5th	2d8	+2	+3	+3	+3	—	2	+6 natural armor, +2 Int
6th	2d8	+2	+3	+3	+3	—	2	+2 Wis

BARGHEST

Outsider (Evil, Lawful) (Shapechanger)

Evil goblinlike outsiders, barghests are strong combatants with good ability score modifiers and an attractive list of special abilities.

Because it can take the form of a goblin or a wolf, a barghest within an all-humanoid party can be mistaken as a slave or pet of another character in the party.

Barghests are fiendish killing machines and are welcome in most parties for their melee ability—as long as nobody minds their origin or personality.

A barghest starts with a strong attack ability, a bite attack, natural armor, and the ability to temporarily boost its own health by consuming the bodies of humanoid victims. Over the next few levels its ability scores increase, it develops claw attacks, the scent ability, the ability to change form, and some handy spell-like abilities.

Eventually it gains more powerful spell-like abilities and even damage reduction.

These and the ability to feed make up for its low Hit Dice compared to its final ECL.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Str, +2 Con.
- Barghests literally are wolves from Hell.
- Speed: Barghest land speed is 30 feet.
- Darkvision: Barghests can see in the dark up to 60 feet.
- Automatic Languages: Goblin, Infernal, and Worg.
- Favored Class: Barghest.

Any character class is a good multiclassing choice for a barghest.

CLASS SKILLS

The barghest's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the barghest class. Weapon and Armor Proficiency: Barghests are proficient with all simple and martial weapons but not with armor or shields.

Feats: A barghest receives one feat at 1st level and additional ones at 4th and 10th level.

After 12th level it gains feats normally according to its character level, as shown on Table 2–5: Experience and Level-Dependent Benefits.

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action.

Barghests that are not player characters would gain Hit Dice for feeding in this manner, but since PC barghests gain HD as part of gaining class levels, they instead gain a +2 enhancement bonus to Constitution (no matter how many HD the consumed creature had), which lasts for 1 day.

Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse.

A *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life, but there is a 50% chance that even such powerful magic will fail.

Alternate Form (Su): At 2nd level a barghest can assume the form of a goblin or an unusually large wolf as a standard action.

This is similar to using the *polymorph self* spell but allows only these two forms.

In wolf form, the barghest's speed is 60 feet, it gains a +4 circumstance bonus on Hide checks, and it can pass without trace (as the spell) as a free action.

Lesser Barghest Powers (Sp): Beginning at 3rd level, a barghest can use the following spell-like abilities once per day: *levitate*, *misdirection*, and *project image*.

At 6th level it can use these abilities three times per day, and at 11th level it can use them at will.

The barghest's caster level is equal to its Hit Dice from the barghest class.

The DC for saves against these abilities is 10 + spell level + barghest's Cha modifier.

Greater Barghest Powers (Sp): Starting at 7th level, a barghest can use the following spell-like abilities once per day: *charm monster*, *charm person*, *dimension door*, and *emotion*.

The barghest's caster level is equal to its Hit Dice from the barghest class.

The DC for saves against these abilities is 10 + spell level + barghest's Cha modifier.

TABLE A–8: THE BARGHEST

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, subtypes (evil, lawful), feed, +2 natural armor, bite 1d6
2nd	2d8	+2	+3	+3	+3	8 + Int mod	2	+2 Dex, 2 claws 1d4, scent 10 ft., alternate form
3rd	2d8	+2	+3	+3	+3	—	2	Lesser barghest powers 1/day, +2 Cha
4th	3d8	+3	+3	+3	+3	8 + Int mod	2	Feat, +4 natural armor, +2 Int
5th	3d8	+3	+3	+3	+3	—	3	DR 5/+1, scent 20 ft.
6th	4d8	+4	+4	+4	+4	8 + Int mod	3	Lesser barghest powers 3/day, +2 Wis
7th	4d8	+4	+4	+4	+4	—	3	Greater barghest powers 1/day, +6 natural armor
8th	5d8	+5	+4	+4	+4	8 + Int mod	3	Scent 30 ft., +2 Int
9th	5d8	+5	+4	+4	+4	—	4	+2 Cha
10th	6d8	+6/+1	+5	+5	+5	8 + Int mod	4	Feat, +2 Str, +2 Dex
11th	6d8	+6/+1	+5	+5	+5	—	4	Lesser barghest powers at will
12th	6d8	+6/+1	+5	+5	+5	—	4	DR 10/+1, +2 Str, +2 Wis

BELKER

Elemental (Air)

Evil, smoky air elementals, belkers are reclusive monsters that have strange powers to allow them to defend their lairs.

The ability to fly, a high Dexterity score, and elemental immunities are the main attractions of playing this monster

as a character, and its abilities make it well-suited for combat or stealth.

A belker begins play with some natural armor and the ability to make wing attacks.

As it gains levels, it develops even more attacks, the ability to fly at great speed, and increases its Strength, Dexterity, and Constitution.

Eventually it gets increased size and reach, the ability to move about in the form of smoke, and its strange smoke claws attack.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Dex, -4 Int. Belkers are quick, but no more intelligent than other common air elementals.
- Speed: Belker land speed is 30 feet.
- Darkvision: Belkers can see in the dark up to 60 feet.
- Automatic Languages: Auran.
- Elemental: Belkers are immune to poison, sleep, paralysis, and stunning, and they are not subject to critical hits.
- Favored Class: Belker.

The best multiclassing choices for a belker are fighter and rogue.

CLASS SKILLS

The belker's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), and Spot (Wis).

On reaching Large size, a belker takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the belker monster class.

Weapon and Armor Proficiency: Belkers are not proficient with any weapons, armor, or shields.

Feats: A belker receives one feat at 1st level and additional ones at 3rd and 9th level.

It gains Weapon Finesse (wing) as a bonus feat at 5th level.

After 12th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Wings: The belker has two wing attacks that are natural weapons dealing the indicated damage plus Strength bonus.

Bite: Starting at 2nd level, the belker has a bite attack that is a natural weapon dealing the indicated damage plus 1/2 Strength bonus.

Claws: Upon reaching 4th level, the belker has two claw attacks that are natural weapons dealing the indicated damage plus 1/2 Strength bonus.

Smoke Form (Su): Most of the time a belker is more or less solid, but starting at 3rd level it can assume a smoke form for up to 5 rounds per day.

It can switch forms once per round as a free action.

A belker in smoke form can fly at its indicated fly speed.

The ability is otherwise similar to a *gaseous form* spell cast by a 7th-level sorcerer.

At 6th, 9th, and 12th level, the belker can assume smoke form for an additional 5 rounds per day.

Smoke Claws (Ex): Beginning at 8th level, a belker in smoke form can engulf opponents by moving on top of them.

It fills the air around one opponent (which must be at least one size category smaller than it) without provoking an attack of opportunity.

The target must succeed on a Fortitude save (DC 10 + 1/2 belker's HD from class levels + belker's Con modifier) or inhale part of the creature.

Smoke inside the victim solidifies into a claw or talon and begins to rip at the surrounding organs, dealing triple claw damage per round (Strength modifier +0).

The affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

TABLE A-9: THE BELKER

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+0	+2	+0	(2 + Int mod) × 4	1	Air subtype, feat, +1 natural armor, 2 wings 1d4
2nd	2d8	+1	+0	+3	+0	2 + Int mod	2	+2 natural armor, bite 1d3, +2 Dex
3rd	3d8	+2	+1	+3	+1	2 + Int mod	2	Fly 30 ft. (perfect), +2 Str, feat, smoke form 5 rounds/day
4th	3d8	+2	+1	+3	+1	—	3	+2 Dex, +3 natural armor, 2 claws 1d3
5th	4d8	+3	+1	+4	+1	2 + Int mod	3	Fly 40 ft. (perfect), Weapon Finesse (wing)
6th	4d8	+3	+1	+4	+1	—	4	+2 Con, +4 natural armor, smoke form 10 rounds/day
7th	5d8	+3	+1	+4	+1	2 + Int mod	5	Fly 50 ft. (perfect), wings 1d6
8th	5d8	+3	+1	+4	+1	—	5	+2 Dex, +5 natural armor, smoke claws
9th	6d8	+4	+2	+5	+2	2 + Int mod	5	+2 Str, feat, bite 1d4, smoke form 15 rounds/day
10th	6d8	+4	+2	+5	+2	—	6	Large size, reach 10 ft., +8 natural armor
11th	7d8	+5	+2	+5	+2	2 + Int mod	6	+2 Dex
12th	7d8	+5	+2	+5	+2	—	6	Smoke form 20 rounds/day

CENTAUR

Monstrous Humanoid

Proud and noble beings with the strength and speed of horses and a fondness for archery, centaurs are guardians of the forest.

Centaur tribes trade with many elven communities, and each agrees to protect the other in times of need.

It is under agreements such as these that centaurs may be found traveling with bands of elves, lending their muscles and hooves to defend against evil creatures and despoilers.

The centaur is a strong class suitable for any player who enjoys nature-oriented characters.

It has few special abilities and reasonable ability score modifiers, making a centaur character more than capable of holding its own in a fight compared to barbarians, fighters, and rangers.

Over the levels of this class, a centaur's Strength and Constitution increase to an impressive level, it becomes faster and larger, and it deals more damage with its great hooves.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Dex, -2 Int. Centaurs are quick and agile, but not as mentally adept as humans.
- Speed: Centaur land speed is 40 feet.
- Darkvision: Centaurs can see in the dark up to 60 feet.

- Automatic Languages: Elven, Sylvan.
- Favored Class: Centaur and ranger.

A centaur's centaur class level and ranger class level do not count when determining whether it takes an XP penalty for multiclassing.

CLASS SKILLS

The centaur's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), and Survival (Wis).

On reaching Large size, a centaur takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the centaur monster class.

Weapon and Armor Proficiency: Centaurs are proficient with all simple weapons, the heavy lance, and the mighty composite longbow, but with no armor or shields. Centaurs count as nonhumanoid creatures for the purpose of determining the cost of armor (see Chapter 7 of the *Player's Handbook*).

Feats: A centaur receives one feat at 1st level and another one at 4th level.

After 6th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Hooves: A centaur has two hoof attacks that are natural weapons dealing the indicated damage plus 1/2 Strength bonus.

TABLE A-10: THE CENTAUR

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) × 4	1	Feat, +2 natural armor, 2 hooves 1d4
2nd	2d8	+2	+0	+3	+3	2 + Int mod	2	+2 Str, +2 Wis
3rd	2d8	+2	+0	+3	+3	—	2	+2 Str, +2 Con
4th	3d8	+3	+1	+3	+3	2 + Int mod	3	Feat, +2 Str, +2 Dex
5th	3d8	+3	+1	+3	+3	—	3	+2 Str, +2 Con, speed 50 ft.
6th	4d8	+4	+1	+4	+4	2 + Int mod	3	Large size (face 10 ft.), 2 hooves 1d6

DJINNI

Outsider (Air, Good)

In many campaigns that include an exotic desert land of flying carpets and scimitar-wielding thugs, the most exotic of all the land's features are often the magical djinn, outsiders from the Elemental Plane of Air and naturally inclined toward good.

In some places they walk the land freely, not tied to a summoning device such as a lamp or ring, and pursue adventure just as a mortal would.

Djinn are good characters for players who like to be effective in combat and still want to have a few magical tricks up their sleeve.

As an outsider, a djinni has a favorable base attack bonus and good saving throws in all three categories.

The scaling of the class revolves around its special powers, particularly the whirlwind, *invisibility*, and *plane shift* abilities.

Adjusting ability score progression, slam damage, and acid resistance are simple enough, and the djinni has enough interesting abilities and ability score increases to give the class something intriguing at every level, particularly at the middle and higher levels of the class, where the Hit Dice fall behind the ECL.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Dex, +2 Int. Djinn are quick and smart.
- Speed: Djinni land speed is 20 feet, fly speed 30 feet (perfect).
- Darkvision: Djinn can see in the dark up to 60 feet.
- Automatic Languages: Auran, Celestial, Common, and Ignan.
- Favored Class: Djinni.

The best multiclassing choices for a djinni are fighter, rogue, sorcerer, and wizard.

CLASS SKILLS

The djinni's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Escape Artist (Dex), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

On reaching Large size, a djinni takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the djinni monster class.

Weapon and Armor Proficiency: Djinn are proficient with all simple and martial weapons but not with armor or shields.

Feats: A djinni receives one feat at 1st level and additional ones at 5th and 11th level.

It receives Dodge as a bonus feat at 3rd level and Improved Initiative as a bonus feat at 4th level.

After 13th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Telepathy: A djinni can communicate telepathically with any creature within 100 feet that has a language.

Slam: A djinni has a slam attack that is a natural weapon dealing the indicated damage plus 1 1/2 times its Strength bonus.

Djinn get iterative attacks (multiple attacks with the same weapon at a cumulative -5 penalty) with a slam.

Whirlwind (Su): Beginning at 4th level, a djinni can assume a whirlwind form.

The ability is usable once per day at 4th level and three times per day at 8th level.

A djinni of 12th level or higher can assume whirlwind form at will.

See the djinni's *Monster Manual* entry for detailed rules about this ability.

Plane Shift (Sp): Starting at 5th level, a djinni can use *plane shift*.

See the table for how the ability improves as the djinni gains levels.

Spell-Like Abilities: A djinni gains some spell-like abilities at 6th level and others at 9th level. Each of these abilities is usable once per day.

A djinni's caster level is equal to its Hit Dice from class levels + 13.

A djinni's *gaseous form* ability lasts for up to 1 hour.

TABLE A-11: THE DJINNI

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, subtypes (air, chaotic, good), telepathy 100 ft.
2nd	1d8	+1	+2	+2	+2	—	1	Acid resistance 5, air mastery, +2 Wis, +1 natural armor
3rd	2d8	+2	+3	+3	+3	8 + Int mod	2	Dodge, +2 Str, <i>invisibility</i> at will (self only)
4th	2d8	+2	+3	+3	+3	—	2	Slam 1d4, whirlwind 1/day, +2 Dex, Improved Initiative
5th	3d8	+3	+3	+3	+3	8 + Int mod	2	Feat, acid resistance 10, +2 Str, <i>plane shift</i> 2/day (self only)
6th	3d8	+3	+3	+3	+3	—	2	+2 natural armor, +2 Con, <i>create food and water</i> 1/day, <i>create wine</i> 1/day, <i>gaseous form</i> 1/day
7th	4d8	+4	+4	+4	+4	8 + Int mod	3	Fly 60 ft. (perfect), +2 Str, +2 Dex, <i>plane shift</i> 2/day (1 passenger)
8th	4d8	+4	+4	+4	+4	—	3	Acid resistance 15, whirlwind 3/day, +2 Wis
9th	5d8	+5	+4	+4	+4	8 + Int mod	4	Large size, reach 10 ft., +2 Str, <i>major creation</i> 1/day, <i>persistent image</i> 1/day, <i>wind walk</i> 1/day
10th	5d8	+5	+4	+4	+4	—	4	Slam 1d6, +2 Con, <i>plane shift</i> 2/day (3 passengers)
11th	6d8	+6/+1	+5	+5	+5	8 + Int mod	4	Feat, acid resistance 20, +3 natural armor
12th	6d8	+6/+1	+5	+5	+5	—	5	Whirlwind at will, +2 Dex, +2 Cha, <i>plane shift</i> at will (6 passengers)
13th	7d8	+7/+2	+5	+5	+5	8 + Int mod	5	Acid immunity, slam 1d8, +2 Cha, +2 Int

DRIDER

Aberration

Created by the spider goddess Lolth from her drow worshipers who fail a special test of loyalty and power, driders are outcasts from their society and often wander the Underdark looking for allies or like-minded individuals. Driders may be an appealing choice for players who like dark elves and like playing weird monsters.

Driders are good in combat, good at spellcasting, and pretty good at sneaking around, making them well-rounded creatures suitable for most any role in an adventuring party. The difficulty in balancing the class is that a drider casts spells as a character of its Hit Dice, which means that at most levels a drider gains an automatic benefit of an increase in spellcasting, so its other strong abilities must be placed on levels where it doesn't gain a Hit Die.

The drider progression increases ability scores, spellcasting, poison damage, and natural armor bonus.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Dex, +2 Int, +2 Cha.

The selection process that makes drow so powerful means that driders are powerful as well.

- Speed: Driders land speed is 30 feet, climb speed 15 feet. Like any creature with a climb speed, driders have a +8 racial bonus on Climb checks and can always take 10 when making Climb checks.
- Darkvision: Driders can see in the dark up to 120 feet.
- Automatic Languages: Common, Elven, and Undercommon.
- Favored Class: Driders.

CLASS SKILLS

The drider's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Hide

(Dex), Listen (Wis), Move Silently (Dex), Profession (Wis), Spellcraft (Int), and Spot (Wis).

On reaching Large size, a drider takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the drider monster class.

Weapon and Armor Proficiency: Since every drider is created from a cleric, sorcerer, or wizard, a drider has the same weapon and armor proficiencies as the spellcaster of the appropriate type.

For example, a drider that was once a cleric is proficient with all simple weapons, with all armor, and with shields. Feats: A drider receives two feats at 1st level and additional ones at 4th and 10th level.

After 10th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Bite: Starting at 2nd level, a drider has a bite attack that is a natural weapon dealing the indicated damage plus 1/2 Strength bonus.

Spell Resistance (Ex): Starting at 6th level, a drider gains spell resistance equal to 4 + class level.

Poison (Ex): The drider's bite injects a poison that deals the indicated primary and secondary damage (DC 10 + 1/2 drider's HD from class levels + drider's Con modifier).

Spell-Like Abilities: 1/day—*clairaudience/clairvoyance*, *dancing lights*, *darkness*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *discern lies*, *dispel magic*, *faerie fire*, *levitate*, and *suggestion*.

A drider's caster level is equal to its Hit Dice from class levels.

The DC for saving throws against these abilities is 10 + drider's Cha modifier + spell level.

Spells: All driders have the ability to cast spells either as a cleric, sorcerer, or wizard (chosen at 1st level).

The drider casts spells as a character of its Hit Dice.

Most drider clerics still worship Lolth and choose two domains from her list (Chaos, Destruction, Evil, and

Trickery).

TABLE A-12: THE DRIDER

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+0	+0	+2	(2 + Int mod) × 4	1	Feat, spells, +2 natural armor, spells (as Clr 1, Sor 1, or Wiz 1)
2nd	2d8	+1	+0	+0	+3	2 + Int mod	2	Bite 1d4, poison (1d3 Str, 1d3 Str), +2 Str, spells (as Clr 2, Sor 2, or Wiz 2)
3rd	2d8	+1	+0	+0	+3	—	2	Spell-like abilities, +2 Wis
4th	3d8	+2	+1	+1	+3	2 + Int mod	2	Feat, +4 natural armor, +2 Dex, spells (as Clr 3, Sor 3, or Wiz 3)
5th	3d8	+2	+1	+1	+3	—	3	Poison (1d4 Str, 1d4 Str), +2 Con
6th	4d8	+3	+1	+1	+4	2 + Int mod	3	+2 Int, +2 Wis, spell resistance, spells (as Clr 4, Sor 4, or Wiz 4)
7th	4d8	+3	+1	+1	+4	—	4	+6 natural armor, +2 Con, +2 Cha
8th	5d8	+3	+1	+1	+4	2 + Int mod	5	Large size (face 10 ft.), +2 Str, spells (as Clr 5, Sor 5, or Wiz 5)
9th	5d8	+3	+1	+1	+4	—	6	Poison (1d6 Str, 1d6 Str), +2 Wis
10th	6d8	+4	+2	+2	+5	2 + Int mod	7	Feat, +2 Con, +2 Cha, spells (as Clr 6, Sor 6, or Wiz 6)

DROW

Drow characters are popular choices for players who like to play evil characters, as well as for those who enjoy scimitar-wielding, misunderstood outcasts.

This racial class offers a set of base racial abilities plus two racial levels.

DROW BASE RACIAL FEATURES

All of the following are base racial abilities for the drow.

Ability Score Adjustments: +2 Dexterity, -2 Constitution, +2 Intelligence.

Size: Drow are Medium size.

Speed: Drow base land speed is 30 feet.

Proficiencies: A drow is proficient with the hand crossbow, rapier, and short sword.

Dancing Lights (Sp): A drow may use *dancing lights* (caster level equals drow's character level) once per day.

Darkvision (Ex): A drow has darkvision to a 60-foot range.

Immunities (Ex): A drow is immune to magic sleep effects.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a drow for 1 round.

On subsequent rounds, he is dazzled as long as he remains in the affected area.

Skill Bonuses: A drow has a +2 racial bonus on Listen, Search, and Spot checks.

Furthermore, a drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Automatic Languages: Common, Elven, Undercommon.

Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin.

Favored Class: Wizard (male) or cleric (female).

A multiclass drow's wizard or cleric class (male or female, respectively) does not count when determining whether an experience point penalty applies.

DROW RACIAL CLASS FEATURES

All of the following are class features of the drow racial class.

Darkvision (Ex): A 1st-level drow's darkvision range increases to 120 feet.

Faerie Fire (Sp): At 1st level, the drow may use *faerie fire* (caster level equals drow's character level) once per day.

Spell Resistance (Su): At 1st level, the drow gains spell resistance equal to 5 + character level.

At 2nd level, her spell resistance increases to 11 + character level.

Darkness (Sp): At 2nd level, the drow may use *darkness* (caster level equals drow's character level) once per day.

Saving Throw Bonuses (Ex): At 2nd level, a drow gains a +2 racial bonus on Will saves against spells and spell-like abilities.

Table SP-20: The Drow Racial Class

Level	CR	Special
1st	+1	Darkvision 120 ft., <i>faerie fire</i> , spell resistance (5 + character level)
2nd	+1	Cha +2, <i>darkness</i> , saving throw bonuses, spell resistance (11 + character level)

DUERGAR

A duergar is a good character choice for players who like dwarves with a creepier and darker edge.

This racial class offers a set of base racial abilities plus one racial level.

DUERGAR BASE RACIAL FEATURES

All of the following are base racial abilities for the duergar.

Ability Score Adjustments: +2 Constitution, -4 Charisma.

Size: Duergar are Medium size.
Speed: Duergar base land speed is 20 feet.
 However, a duergar can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
Combat Bonuses: A duergar gains a +4 dodge bonus to Armor Class against monsters of the giant type.
 Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
Darkvision (Ex): A duergar has darkvision to a 60-foot range.
Enlarge Person (Sp): Once per day, duergar may use *enlarge person* (caster level equals twice the duergar's character level, minimum 3rd).
 This ability affects only the duergar and whatever she carries.
Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell.
Stonecunning: This ability grants a duergar a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like.
 Something that isn't stone but that is disguised as stone also counts as unusual stonework.
 A duergar who merely comes within 10 feet of unusual stonework can make a Search check as if she were actively searching, and she can use the Search skill to find stonework traps as a rogue can.
 A duergar can also intuit depth, sensing her approximate depth underground as naturally as a human can sense which way is up.

Saving Throw Bonuses: A duergar gains a +2 racial bonus on saving throws against paralysis, phantasms, poison, spells, and spell-like effects and a +1 racial bonus on attack rolls against orcs and goblinoids.
Skill Bonuses: A duergar gains a +2 racial bonus on Appraise checks that are related to stone or metal items and on Craft checks that are related to stone or metal.
Stability: A duergar gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
Automatic Languages: Common, Dwarven, Undercommon.
Bonus Languages: Draconic, Giant, Goblin, Orc, Terran.
Favored Class: Fighter.
 A multiclass duergar's fighter class does not count when determining whether an experience point penalty applies.
DUERGAR RACIAL CLASS FEATURES
 All of the following are class features of the duergar racial class.
Darkvision (Ex): A 1st-level duergar's darkvision range increases to 120 feet.
Immunities: At 1st level, the duergar becomes immune to paralysis, phantasms, and poison.
 This ability replaces the base saving throw bonuses against these effects included in the duergar's base racial features.
Invisibility (Sp): A duergar may use *invisibility* (caster level equals twice the duergar's character level, minimum 3rd) once per day.
 This ability affects only the duergar and whatever she carries.
Skill Bonuses (Ex): A 1st-level duergar gains a +1 racial bonus on Listen and Spot checks and a +4 racial bonus on Move Silently checks.

Table SP-21: The Duergar Racial Class

Level	CR	Special
1st	+1	Darkvision 120 ft., immunities, <i>invisibility</i> , skill bonuses

DWARF/DUERGAR TRANSITION

In some campaigns (such as the *Forgotten Realms Campaign Setting*), duergar were normal dwarves until their clan was enslaved by mind flayers.
 Over the course of many generations, these dwarves eventually developed magical powers and the ability to resist certain attacks, and they used these abilities to escape their monstrous captors.
 Using the transition class rules, a normal dwarf could explore the inner magical potential of his duergar kin and actually become a gray dwarf at the cost of a 1-level transition class.
 This transition class assumes the base creature is a hill dwarf (a standard dwarf as presented in the *Player's Handbook*), though it can easily be adapted for other dwarf subtypes (such as the gold dwarves of the *Forgotten Realms Campaign Setting*).

DWARF/DUERGAR TRANSITION CLASS FEATURES

All of the following are class features of the dwarf/duergar transition class.
Ability Score Changes: The indicated ability score increases or decreases by the amount noted.
Darkvision (Ex): When the dwarf/duergar reaches 1st level, the range of his darkvision increases to 120 feet.
Enlarge Person (Sp): Once per day, a dwarf/duergar may use *enlarge person* (caster level equals twice the dwarf/duergar's character level, minimum 3rd).
 This ability affects only the character and whatever he carries.
Immunities: The dwarf/duergar becomes immune to paralysis, phantasms, and poison.
 This ability replaces the base dwarf's resistance to poison.
Invisibility (Sp): A dwarf/duergar may use *invisibility* (caster level equals twice the dwarf/duergar's character level, minimum 3rd) once per day.

This ability affects only the character and whatever he carries.

Languages: The dwarf/duergar becomes fluent in Common, Dwarven, and Undercommon if he was not already.

If he has any bonus language slots available, he may select bonus languages from the following list: Draconic, Giant, Goblin, Orc, Terran.

These languages are in addition to the hill dwarf's automatic and bonus languages.

Light Sensitivity (Ex): Once the dwarf/duergar completes his transformation, his eyes become sensitive to light.

He is dazzled in bright sunlight or within the radius of a *daylight* spell.

Skill Bonuses (Ex): The dwarf/duergar gains a +1 racial bonus on Listen and Spot checks and a +4 racial bonus on Move Silently checks.

Table SP-27: The Dwarf/Duergar Transition Class

Level	CR	Special
1st	+1	Cha -2, darkvision 120 ft., <i>enlarge person</i> , immunities, <i>invisibility</i> , languages, light sensitivity, skill bonuses

EARTH ELEMENTAL, LARGE

Elemental (Earth)

Formed of the essence of stone, earth elementals are strong, patient, and enduring.

Their rocky fists can beat enemies to a pulp, and they have an innate understanding of how best to crush a landbound opponent.

Earth elementals are natural fighters or even barbarians, but they are too slow and dumb to be much good at anything else.

The earth elemental class begins with a Small elemental that eventually progresses to Large size.

An earth elemental has only three special abilities, two of which are low-powered enough to grant at low level.

The third special ability, damage reduction, is shifted to the higher portion of the class progression because it is a significant ability and is something that the Medium-size elemental does not have.

The rest of the class features are predominantly ability score increases, natural armor improvements, and increases to the elemental's slam damage.

RACIAL TRAITS

- Starting Ability Score Adjustments: +4 Str, -2 Dex, -4 Int. Earth elementals are immensely strong, but ponderous in action and thought.

- Small: As Small creatures, earth elementals gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than Medium-size creatures do, and their lifting and carrying limits are three-quarters of those of Medium-size characters.

- Speed: Earth elemental land speed is 20 feet.

- Darkvision: Earth elementals can see in the dark up to 60 feet.

- Elemental: Earth elementals are immune to poison, sleep, paralysis, and stunning, and they are not subject to critical hits.

- Automatic Languages: Terran.

- Favored Class: Earth elemental.

The best multiclassing choices for an earth elemental are barbarian and fighter.

CLASS SKILLS

The earth elemental's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Profession (Wis), and Spot (Wis).

On reaching Medium-size, an earth elemental loses its +4 size bonus on Hide checks.

On reaching Large size, an earth elemental takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the earth elemental monster class.

Weapon and Armor Proficiency: Earth elementals are not proficient with any weapons, armor, or shields.

Feats: An earth elemental receives one feat at 1st level and additional ones at 3rd and 8th level.

It gains Power Attack as a bonus feat at 1st level.

After 13th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Slam: The earth elemental has a slam attack that is a natural weapon dealing the indicated damage plus $1\frac{1}{2}$ times its Strength bonus.

Earth Mastery: An earth elemental gains a +1 bonus on attacks and damage if both it and its foe touch the ground.

If an opponent is airborne or waterborne, the earth elemental takes a -4 penalty on attack and damage rolls.

Push: An earth elemental can start a bull rush maneuver without provoking an attack of opportunity.

The combat modifiers from the earth mastery ability also apply to its opposed Strength checks.

TABLE A-13: THE EARTH ELEMENTAL

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+2	+0	+0	(2 + Int mod) × 4	1	Earth subtype, feat, slam 1d6, earth mastery, earth movement, +3 natural armor, Power Attack
2nd	2d8	+1	+3	+0	+0	2 + Int mod	1	Push, +2 Str
3rd	3d8	+2	+3	+1	+1	2 + Int mod	2	Feat, +2 Con
4th	4d8	+3	+4	+1	+1	2 + Int mod	2	Medium-size, +2 Str, +5 natural armor
5th	4d8	+3	+4	+1	+1	—	2	+2 Con, slam 1d8
6th	5d8	+3	+4	+1	+1	2 + Int mod	3	+2 Str
7th	5d8	+3	+4	+1	+1	—	3	+2 Con, +7 natural armor
8th	6d8	+4	+5	+2	+2	2 + Int mod	3	Feat, +2 Str
9th	6d8	+4	+5	+2	+2	—	4	DR 5/+1, slam 2d6
10th	7d8	+5	+5	+2	+2	2 + Int mod	4	+2 Str, +9 natural armor
11th	7d8	+5	+5	+2	+2	—	4	+2 Con
12th	8d8	+6/+1	+6	+2	+2	2 + Int mod	5	Large size, reach 10 ft. DR 10/+1
13th	8d8	+6/+1	+6	+2	+2	—	5	Slam 2d8, +10 natural armor

EFREETI

Outsider (Evil, Fire)

Like their cousins the djinn, efreet have all of the mystique of the lands of swirling sands and flying carpets, plus a treasure chest of magical powers and physical ability. Efreet make excellent fighters, rogues, sorcerers, and wizards.

Efreet are appealing character choices to players who like to be devastating in melee combat and still have a few magical abilities for use in situations where sheer brawn is insufficient.

Efreet are strong and powerful with several spell-like abilities.

Building the monster class involves spacing out the availability and use of the spell-like abilities and distributing the ability score increases across all the class's levels.

By far the class's most powerful ability is *wish*, which does not become available until an efreeti reaches 18th level and initially at a smaller number of uses per day than a wizard of the same level.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Str, +2 Con.
- Sometimes said to be made of bronze and flame, efreet are built physically tough to withstand the harsh environment of their home plane.
- Speed: Efreeti land speed is 20 feet.
- Darkvision: Efreet can see in the dark up to 60 feet.
- Automatic Languages: Auran, Common, Ignan, and Infernal.
- Favored Class: Efreeti.

The best multiclassing choices for an efreeti are barbarian, fighter, sorcerer, and wizard.

CLASS SKILLS

The efreeti's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Listen (Wis), Move Silently

(Dex), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

On reaching Large size, an efreeti takes a –4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the efreeti monster class.

Weapon and Armor Proficiency: Efreet are proficient with all simple and martial weapons but not with armor or shields.

Feats: An efreeti receives one feat at 1st level and additional ones at 5th, 11th, and 17th level.

It also receives Improved Initiative as a bonus feat at 14th level.

After 19th level it gains feats normally according to its character level, as shown on Table 2–5: Experience and Level-Dependent Benefits.

Slam: An efreeti has a slam attack that is a natural weapon dealing the indicated damage plus 1 1/2 times its Strength bonus.

Efreet get iterative attacks (multiple attacks with the same weapon at a cumulative –5 penalty) with a slam.

Telepathy: An efreeti can communicate telepathically with any creature within 100 feet that has a language.

Heat (Ex): The efreeti's red-hot body deals the indicated amount of fire damage in addition to normal damage when it hits in melee with a slam, or when grappling, and each round it maintains a hold.

Spell-Like Abilities: An efreeti gains spell-like abilities at 2nd, 3rd, 4th, 6th, 8th, 12th, and 18th level.

Each of these abilities is usable either once per day or at will, as indicated.

At 19th level, an efreeti can use *wish* three times per day instead of once.

An efreeti's caster level is equal to its Hit Dice from class levels + 8.

An efreeti's *gaseous form* ability lasts for up to 1 hour.

Plane Shift (Sp): Starting at 5th level, an efreeti can use *plane shift*.

The table indicates how the ability improves as the efreeti gains levels.

TABLE A-14: THE EFREETI

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, subtypes (evil, fire, lawful), slam 1d4, telepathy 100 ft.
2nd	1d8	+1	+2	+2	+2	—	1	Heat 1, +2 natural armor, detect magic 1/day, enlarge 1/day
3rd	2d8	+2	+3	+3	+3	8 + Int mod	2	+2 Str, produce flame at will, pyrotechnics at will
4th	2d8	+2	+3	+3	+3	—	2	Heat 1d3, fly 40 ft. (perfect), invisibility 1/day
5th	3d8	+3	+3	+3	+3	8 + Int mod	2	Feat, slam 1d6, plane shift 2/day (self only)
6th	3d8	+3	+3	+3	+3	—	3	+4 natural armor, gaseous form 1/day
7th	4d8	+4	+4	+4	+4	8 + Int mod	3	Plane shift 2/day (1 passenger), +2 Str, +2 Wis
8th	4d8	+4	+4	+4	+4	—	4	Heat 1d6, polymorph self 1/day, wall of fire 1/day
9th	5d8	+5	+4	+4	+4	8 + Int mod	4	Slam 1d8, plane shift 2/day (3 passengers)
10th	5d8	+5	+4	+4	+4	—	4	Large size, reach 10 ft., +6 natural armor, +2 Con, +2 Cha
11th	6d8	+6/+1	+5	+5	+5	8 + Int mod	5	Feat, plane shift at will (6 passengers)
12th	6d8	+6/+1	+5	+5	+5	—	5	+2 Wis, permanent image 1/day
13th	7d8	+7/+2	+5	+5	+5	8 + Int mod	6	+2 Str, +2 Dex
14th	7d8	+7/+2	+5	+5	+5	—	6	Improved Initiative
15th	8d8	+8/+3	+6	+6	+6	8 + Int mod	6	+2 Dex, +2 Int
16th	8d8	+8/+3	+6	+6	+6	—	7	+2 Cha
17th	9d8	+9/+4	+6	+6	+6	8 + Int mod	7	Feat, +2 Str
18th	9d8	+9/+4	+6	+6	+6	—	8	+2 Dex, wish 1/day
19th	10d8	+10/+5	+7	+7	+7	8 + Int mod	8	+2 Str, wish 3/day

ETTERCAP

Aberration

Weird, spiderlike creatures, ettercaps are cunning but not particularly strong or intelligent.

They are good at sneaking about, and if dressed in a heavy cloak, one can pass for a fat, squat human.

They have few interests other than eating and breeding, but it is possible to find a wandering ettercap in search of a mate or a particularly large meal.

Ettercaps are fun characters for players who like things a little weird and like arachnid monsters.

The bulk of an ettercap's power comes from its debilitating poison, which is handy for those wanting to capture prisoners for interrogation.

Its ability to make webs is useful when an area can be prepared in anticipation of an attack, and it has a strong bite attack and good Hit Dice.

Although not the best fighters, ettercaps make good second-rank allies that fill the role of a rogue, using poison instead of a sneak attack and carrying a natural supply of rope and nets.

RACIAL TRAITS

- Starting Ability Score Adjustments: +4 Dex, -4 Int, -2 Cha.

Like the vermin they resemble and live with, ettercaps are quick but not too smart or personable.

- Speed: Ettercap land speed is 30 feet, with a climb speed of 30 feet.

Like any creature with a climb speed, ettercap have a +8 racial bonus on Climb checks, and can always take 10 when making Climb checks.

- Darkvision: Ettercaps can see in the dark up to 60 feet.

- Low-Light Vision: Ettercaps can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

They retain the ability to distinguish color and detail under these conditions.

- Skills: +4 racial bonus on Hide checks and Spot checks in shadow.

- Automatic Languages: Common.

- Favored Class: Ettercap.

The best multiclassing choice for an ettercap is rogue, and ettercaps also make good monks.

CLASS SKILLS

The ettercap's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Hide (Dex), Listen (Wis), Profession (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the ettercap monster class.

Weapon and Armor Proficiency: Ettercaps are not proficient with any weapons, armor, or shields.

Feats: An ettercap receives one feat at 1st level and another one at 5th level.

After 9th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Bite: An ettercap has a bite attack that is a natural weapon dealing the indicated damage plus Strength bonus.

Poison (Ex): The ettercap's bite injects a poison that deals the indicated primary and secondary damage (DC 10 + 1/2 ettercap's HD from class levels + ettercap's Con modifier).

Claws: Starting at 2nd level, an ettercap has two claw attacks that are natural weapons dealing the indicated damage plus 1/2 Strength bonus.

Web (Ex): Beginning at 2nd level, ettercaps are able to spin sticky webs suitable for combat.

These work like nets (see Chapter 7 of the *Player's Handbook*) and have the abilities given in the *Monster Manual* ettercap description.

Spinning and throwing the web is a standard action.

At first the ettercap can use this ability only one time per day; at 5th, 7th, and 9th level this increases to two, four, and eight times per day.

TABLE A-15: THE ETTERCAP

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+0	+0	+2	(2 + Int mod) × 4	1	Feat, +1 natural armor, bite 1d6, poison (1d4 Dex, 1d4 Dex)
2nd	1d8	+0	+0	+0	+2	—	1	Web 1/day, 2 claws 1d3
3rd	2d8	+1	+0	+0	+3	2 + Int mod	2	+2 Con
4th	2d8	+1	+0	+0	+3	—	2	Web 2/day, +2 Wis
5th	3d8	+2	+1	+1	+3	2 + Int mod	3	Feat, bite 1d8, poison (1d6 Dex, 1d6 Dex)
6th	3d8	+2	+1	+1	+3	—	3	+2 Dex
7th	4d8	+3	+1	+1	+4	2 + Int mod	3	Web 4/day
8th	4d8	+3	+1	+1	+4	—	4	+2 Wis, poison (1d6 Dex, 2d6 Dex)
9th	5d8	+3	+1	+1	+4	2 + Int mod	4	Web 8/day

FEYTOUCHED

Feytouched are good choices for players who like exotic characters with a touch of mischief and mystery. This racial class offers a set of base racial abilities plus one racial level.

FEYTOUCHED BASE RACIAL FEATURES

All of the following are base racial abilities for the feytouched.

Ability Score Adjustments: +2 Dexterity, –2 Constitution, +2 Charisma.

Fey Type: Feytouched are fey.

Thus, they are vulnerable to spells and effects that work on creatures of the fey type but immune to effects that target other types.

For example, a feytouched would be subject to the extra damage from a fey bane sword but immune to *hold person*, since that spell affects only humanoids.

Size: Feytouched are Medium size.

Speed: Feytouched base land speed is 30 feet.

Low-Light Vision (Ex): A feytouched can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

He retains the ability to distinguish color and detail under these conditions.

Saving Throw Bonuses: A feytouched has a +4 racial bonus on saving throws against mind-affecting effects.

Automatic Languages: Common, Sylvan.

Bonus Languages: Elven, Gnome, Halfling.

Favored Class: Bard or rogue.

A multiclass feytouched's bard and rogue classes do not count when determining whether an experience point penalty applies.

FEYTOUCHED RACIAL CLASS FEATURES

All of the following are class features of the feytouched racial class.

Charm Person (Sp): A 1st-level feytouched may use *charm person* (caster level equals feytouched's character level; save DC 11 + feytouched's Cha modifier) once per day.

Immunities (Ex): At 1st level, a feytouched becomes immune to all mind-affecting effects.

This ability replaces the saving throw bonuses against these effects included in the feytouched's base racial features.

Skill Bonuses: At 1st level, a feytouched gains a +2 racial bonus on Hide and Move Silently checks.

Table SP-22: The Feytouched Racial Class

Level	CR	Special
1st	+0	<i>Charm person</i> , immunities, skill bonuses

FEYTOUCHED/HALF-FEY TRANSITION

Feytouched creatures bear the fingerprint of the weird and pay for it with a +1 level adjustment.

Those who embrace their wild side can go on to become half-fey, and this transition requires only one level instead of the normal two for the standard template class.

FEYTOUCHED/HALF-FEY TRANSITION CLASS FEATURES

All of the following are class features of the feytouched/half-fey transition class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

Immunity to Enchantments (Ex): A feytouched/half-fey is immune to all spells and effects from the Enchantment school.

Spell-Like Abilities: Starting at 1st level, a feytouched/half-fey with an Intelligence or Wisdom score of 8 or better gains spell-like abilities.

The exact abilities gained depend on her character level, according to the following table.

Minimum Character Level	Spell-Like Abilities Gained
1st	<i>Charm person at will, faerie fire or glitterdust 1/day, hypnotism 1/day</i>
3rd	<i>Detect law 3/day, enthrall or sleep 1/day</i>
5th	<i>Protection from law 3/day</i>
7th	<i>Confusion or emotion 1/day</i>
9th	<i>Eyebite or lesser geas 1/day</i>
11th	<i>Dominate person or hold monster 1/day</i>
13th	<i>Mass invisibility 1/day</i>
15th	<i>Geas/quest or mass suggestion 1/day</i>
17th	<i>Insanity or mass charm 1/day</i>
19th	<i>Otto's irresistible dance 1/day</i>

In each case, the caster level equals the feytouched/half-fey's character level.
 Save DCs, where applicable, are Charisma-based (10 + spell level + feytouched/half-fey's Charisma modifier).

Wings (Ex): A feytouched/half-fey grows insectlike wings (usually butterfly-type), which she may use to fly at up to double her base land speed with good maneuverability.

Table SP-28: The Feytouched/Half-Fey Transition Class

Level	CR	Special
1st	+1	Wis +2, Cha +2, immunity to enchantments, spell-like abilities, wings

FIENDISH

Fiendish creatures are evil versions of creatures from the Material Plane.

Drawn to the world of mortals by magic, they do the bidding of their summoners for the most part, though some simply wreak havoc on their own until they are slain or banished to their native planes.

"Fiendish" is usually an inherited template, but it could be acquired through special magical rituals as well.

Through powerful evil ceremonies or exposure to strange energies from the home planes of fiends, a nonfiendish character can acquire the fiendish template.

Such beings can advance in the fiendish template class, just as natural-born fiendish creatures can if they wish to develop their powers more slowly.

Since all fiendish creatures are evil, the DM is free to require that a good or neutral character who advances as a fiendish creature become fully evil by the time she has completed the class progression.

Because the fiendish template and the celestial template differ only in alignment focus, the fiendish template class can easily be used as a model to create a celestial template class.

The book *Anger of Angels* (also by Sean K Reynolds) from Malhavoc Press presents the celestial template as a template class.

FIENDISH TEMPLATE CLASS FEATURES

All of the following are class features of the fiendish template class.

Many of these features are gained only at certain minimum character levels.

When the character gains a new level in any class, consult Table SP-9 to determine whether she gains any new benefits from the fiendish class.

Darkvision (Ex): At 1st level, the fiendish creature gains darkvision to a 60-foot range.

Minimum Intelligence (Ex): If the base character's Intelligence score was below 3, increase it to 3.

Do not recalculate her racial skill points (if any), but skill points derived from future Hit Dice use the character's Intelligence score at the time the new levels or Hit Dice are gained, as normal.

Resistances (Ex): At 1st level, a fiendish creature gains resistance 5 to cold and fire.

At 2nd level, each of these resistances increases to 10, provided that the fiendish creature has 8 or more HD. The resistances of a fiendish creature with 7 or fewer HD do not change.

Smite Good (Su): Once per day, a fiendish creature may attempt to smite a good creature with one normal melee attack.

This attack deals extra damage equal to her character level (maximum +20) against a good foe.

If she accidentally smites a creature that is not evil, the smite has no effect but is still used up for the day.

Extraplanar Subtype (Ex): At 1st level, a fiendish character gains the extraplanar subtype.

Type Change (Ex): If the base creature is an animal or vermin, its type changes to magical beast, but otherwise the type is unchanged.

If the type does change, do not recalculate the character's Hit Dice, base attack bonus, base save bonuses, or skill points.

Spell Resistance (Su): At 2nd level, a fiendish character gains spell resistance equal to her character level +5 (maximum 25).

Damage Reduction (Su): A 2nd-level fiendish character has no damage reduction if her character level is 3rd or lower.

Table SP-9: The Fiendish Template Class

Fiendish Class Level	Character Level	CR	Special
1st	1st-3rd	+0	Darkvision 60 ft., extraplanar subtype, minimum Intelligence, resistances (cold 5, fire 5), smite good, type change
	4th+	+1	
2nd	1st+	+1	Spell resistance
	4th-11th		Damage reduction 5/magic
	8th+	+2	Resistances (cold 10, fire 10)
	12th+		Damage reduction 10/magic

FIRE ELEMENTAL, LARGE

Elemental (Fire)

These beings of sentient, animate fire are capable of incredible destruction, able to burn an entire village with a minimum of effort.

The fascination of fire and the strangeness of being an elemental creature are two strong attractions of this monster class, and a fire elemental player character can make a powerful fighter or even a respectable sorcerer, particularly if the character focuses on "ground-zero" fire magic.

When part of a group that does not mind some reckless action and collateral damage, a fire elemental can be a valuable party member.

The fire elemental class begins with a Small elemental that eventually progresses to Large size.

Creating the fire elemental monster class is centered on the creature's attack ability.

While its slam does a respectable amount of damage, it is the additional fire damage and potential for igniting the target that really make the elemental's attacks dangerous. The fire elemental also has favorable ability score modifiers that must accrue over several levels, and at the highest levels in the class it gains enough damage reduction to negate most attacks from weak creatures.

RACIAL TRAITS

- Starting Ability Score Adjustments: +4 Dex, -4 Int. Fire elementals are remarkably nimble but can be as mindless as normal fires.
- Small: As Small creatures, fire elementals gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than Medium-size creatures do, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Speed: Fire elemental land speed is 50 feet.

She has damage reduction 5/magic if her character level is between 4th and 11th (inclusive), or damage reduction 10/magic if her character level is 12th or higher.

A fiendish character with damage reduction treats her natural weapons as magic weapons for the purpose of bypassing the damage reduction of other creatures.

• Darkvision: Fire elementals can see in the dark up to 60 feet.

• Automatic Languages: Ignan.

• Elemental: Fire elementals are immune to poison, *sleep*, paralysis, and stunning, and they are not subject to critical hits.

• Favored Class: Fire elemental.

The best multiclassing choices for a fire elemental are fighter, barbarian, and rogue.

CLASS SKILLS

The fire elemental's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Profession (Wis), and Spot (Wis).

On reaching Medium-size, a fire elemental loses its +4 size bonus on Hide checks.

On reaching Large size, a fire elemental takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the fire elemental monster class.

Weapon and Armor Proficiency: Fire elementals are not proficient with any weapons, armor, or shields.

Feats: A fire elemental receives one feat at 1st level and additional ones at 3rd and 9th level.

It gains Improved Initiative as a bonus feat at 1st level and Weapon Finesse (slam) as a bonus feat at 2nd level.

After 14th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Slam: The elemental has a slam attack that is a natural weapon dealing the indicated damage plus 1 1/2 times its Strength bonus to the normal (nonfire) damage.

For example, a 1st-level fire elemental with 12 Strength deals 1d4+1 points of damage plus 1d4 points of fire damage with a slam.

Fire Subtype (Ex): A fire elemental is immune to fire damage and takes a -10 penalty on saves against cold attacks.

If a cold attack does not allow a saving throw, the creature takes double damage instead.

Burn (Ex): When a fire elemental reaches 2nd level, a creature hit by its slam attack must succeed on a Reflex saving throw (DC 10 + 1/2 fire elemental's HD from class levels + fire elemental's Con modifier) or catch on fire.

A burning creature can take a move-equivalent action to put out the flames.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch fire unless they succeed on a Reflex save.

Water Avoidance: A fire elemental cannot enter water or any other nonflammable liquid.

A body of water is an impassible barrier unless the elemental can step or jump over it.

TABLE A-16: THE FIRE ELEMENTAL

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+0	+2	+0	(2 + Int mod) × 4	1	Fire subtype, feat, water avoidance, slam 1d4 plus 1d4 fire, +3 natural armor, Improved Initiative
2nd	2d8	+1	+0	+3	+0	2 + Int mod	1	Burn, Weapon Finesse (slam), +2 Dex
3rd	3d8	+2	+1	+3	+1	2 + Int mod	1	Feat, +2 Con
4th	4d8	+3	+1	+4	+1	2 + Int mod	2	+2 Str
5th	4d8	+3	+1	+4	+1	—	2	Medium-size, +2 Con
6th	4d8	+3	+1	+4	+1	—	2	Slam 1d6 plus 1d6 fire, +2 Dex
7th	5d8	+3	+1	+4	+1	2 + Int mod	3	+2 Con
8th	5d8	+3	+1	+4	+1	—	3	+2 Dex
9th	6d8	+4	+2	+5	+2	2 + Int mod	3	Feat, slam 1d8 plus 1d8 fire
10th	6d8	+4	+2	+5	+2	—	4	+2 Str
11th	7d8	+5	+2	+5	+2	2 + Int mod	4	+4 natural armor
12th	7d8	+5	+2	+5	+2	—	4	Slam 2d6 plus 2d6 fire
13th	8d8	+6/+1	+2	+6	+2	2 + Int mod	5	Large size, reach 10 ft.
14th	8d8	+6/+1	+2	+6	+2	—	5	DR 5/+1

FIRE GIANT

Giant (Fire)

Of great size and physical strength, fire giants are the most military-minded of all evil giants and the most likely to use quality weapons and armor.

Raised in a strict hierarchy of family and clan status, fire giants are used to taking orders and can fit in quite well with a group of adventurers once they have established their place in the pecking order.

Fire giants can withstand ballista bolts and powerful fireballs without flinching, and the toughest ones have been known to singly take on dragons of their own size and live to talk about it.

Fire giants have few special abilities.

Their fire immunity takes effect early, leaving only reach and the ability to throw rocks as ranged weapons, neither of which is particularly unusual for creatures of their size and Hit Dice.

The Hit Dice and ability scores increase from level 1 to the final ECL of 19.

Fire giants are so strong and tough that they have an ability score increase at almost every level, which makes a fire giant attractive even though it doesn't gain the feats or special abilities of a fighter or other martial class.

RACIAL TRAITS

• Starting Ability Score Adjustments: +4 Str.

Fire giants are very strong and become even stronger as they mature.

• Speed: Fire giant land speed is 40 feet.

• Darkvision: Fire giants can see in the dark up to 60 feet.

• Automatic Languages: Common, Giant.

• Favored Class: Fire giant.

The best multiclassing choice for a fire giant is fighter.

• Patron Deity: Surtur, deity of all fire giants.

Most fire giants that multiclass as clerics worship Surtur, a fire giant of immense size with a sword of flame, and choose two domains from his list (Evil, Law, Trickery, and War).

CLASS SKILLS

The fire giant's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Jump (Str), Profession (Wis), and Spot (Wis).

On reaching Large size, a fire giant takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the fire giant monster class.

Weapon and Armor Proficiency: Fire giants are proficient with all simple and martial weapons, with light and medium armor, and with shields.

Feats: A fire giant receives one feat at 1st level and additional ones at 3rd, 8th, 12th, 15th, and 19th level.

After 19th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Fire Subtype (Ex): A fire giant is immune to fire damage and takes a -10 penalty on saves against cold attacks.

If a cold attack does not allow a saving throw, the creature takes double damage instead.

Rock Throwing (Ex): Fire giants have a +1 racial bonus on attack rolls when throwing rocks.

A giant can throw a rock for the indicated damage plus Strength bonus.

A rock's maximum range is five range increments.

Rock Catching (Ex): A fire giant can catch Small, Medium-size, or Large rocks (or similar projectiles).

Once per round, a fire giant that would normally be hit by a rock can make a Reflex save to catch it as a free action.

The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one.

(If the projectile has a magical bonus to attack, the DC increases by that amount).

The giant must be ready for and aware of the attack.

TABLE A-17: THE FIRE GIANT

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+2	+0	+0	(2 + Int mod) × 4	1	Fire subtype, feat, +2 natural armor
2nd	2d8	+1	+3	+0	+0	2 + Int mod	1	—
3rd	3d8	+2	+3	+1	+1	2 + Int mod	2	Feat, +2 Con
4th	3d8	+2	+3	+1	+1	—	2	+2 Str, +4 natural armor
5th	4d8	+3	+4	+1	+1	2 + Int mod	3	Rock throwing (1d6, 30-ft. range increment), -2 Dex
6th	5d8	+3	+4	+1	+1	2 + Int mod	3	+2 Str, rock catching
7th	5d8	+3	+4	+1	+1	—	4	+2 Con, +6 natural armor
8th	6d8	+4	+5	+2	+2	2 + Int mod	4	Feat, +2 Str
9th	7d8	+5	+5	+2	+2	2 + Int mod	4	Rock throwing (1d8, 60-ft. range increment)
10th	8d8	+6/+1	+6	+2	+2	2 + Int mod	5	+2 Str
11th	8d8	+6/+1	+6	+2	+2	—	5	Large size, reach 10 ft., +2 Con, +8 natural armor
12th	9d8	+6/+1	+6	+3	+3	2 + Int mod	6	Feat, +2 Str
13th	10d8	+7/+2	+7	+3	+3	2 + Int mod	6	—
14th	11d8	+8/+3	+7	+3	+3	2 + Int mod	7	Rock throwing (2d6, 120-ft. range increment), +2 Str
15th	12d8	+9/+4	+8	+4	+4	2 + Int mod	7	Feat, +2 Con
16th	13d8	+9/+4	+8	+4	+4	2 + Int mod	8	+2 Str
17th	13d8	+9/+4	+8	+4	+4	—	8	+2 Con
18th	14d8	+10/+5	+9	+4	+4	2 + Int mod	9	+2 Str
19th	15d8	+11/+6/+1	+9	+5	+5	2 + Int mod	10	Feat

FLAMEBROTHER

Outsider (Fire)

Like their larger cousins, flamebrother salamanders are quasi-serpentine creatures from the Elemental Plane of Fire.

Gifted with a natural talent for metalworking and quite effective in combat with their multiple attacks and constant fire damage, flamebrothers are a good choice for players who want a monster with a low starting ECL yet with some exotic abilities.

A flamebrother sometimes joins an adventuring party after being brought to the Material Plane by *lesser planar ally* spells and then choosing to remain on this plane after completing its mission.

The building blocks of the flamebrother monster class are its immunity to fire, strong natural armor, ability score increases, constrict ability, and additional fire damage to its attacks.

Damage from heat starts out low and increases slightly at the end of the class.

The constrict ability is gained in the middle of the class progression.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Int, +2 Wis. Flamebrothers are smart and alert.
- Small: As Small creatures, flamebrothers gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than Medium-size creatures do, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Weapon Familiarity: Flamebrothers treat the salamander halfspear (see Chapter 5: Equipment) as a martial weapon rather than as an exotic weapon.
- Speed: Flamebrother land speed is 20 feet.

• Darkvision: Flamebrothers can see in the dark up to 60 feet.

• Skills: +4 racial bonus on Craft (metalworking) checks.

• Automatic Languages: Ignan.

• Favored Class: Flamebrother.

CLASS SKILLS

The flamebrother's class skills (and the key ability for each skill) are Craft (Int), Escape Artist (Dex), Hide (Dex), Listen (Wis), Profession (Wis), Search (Int), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the flamebrother monster class.

Weapon and Armor Proficiency: Flamebrothers are proficient with all simple and martial weapons, but not with armor or shields.

Feats: A flamebrother receives one feat at 1st level and another one at 5th level.

After 7th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Tail Slap: The flamebrother has a tail slap attack that is a natural weapon dealing the indicated damage plus 1/2 Strength bonus.

Fire Subtype (Ex): A flamebrother is immune to fire damage and takes a -10 penalty on saves against cold attacks.

If a cold attack does not allow a saving throw, the creature takes double damage instead.

Heat (Ex): A flamebrother's body generates so much heat that its natural attacks and attacks with metal weapons deal the indicated amount of fire damage in addition to the damage dealt by the attack.

Constrict (Ex): A flamebrother deals automatic tail slap damage (including fire damage) with a successful grapple check against creatures of up to Medium-size.

TABLE A-18: THE FLAMEBROTHER

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Fire subtype, feat, +3 natural armor, tail slap 1d4, heat 1d2, weapon familiarity
2nd	2d8	+2	+3	+3	+3	8 + Int mod	1	Heat 1d4, +2 Str
3rd	2d8	+2	+3	+3	+3	—	1	+5 natural armor, +2 Cha
4th	2d8	+2	+3	+3	+3	—	2	Constrict, +2 Dex
5th	3d8	+3	+3	+3	+3	8 + Int mod	2	Feat, +7 natural armor, +2 Int
6th	3d8	+3	+3	+3	+3	—	2	+2 Con
7th	3d8	+3	+3	+3	+3	—	2	Heat 1d6, +2 Wis

FLESH GOLEM

Construct

Usually created as guardians by spellcasters or perhaps some lunatic with the proper tools, flesh golems are unique creations, each with its own story and purpose.

Those rare few that gain a spark of actual intelligence and manage to wrest themselves free of their masters are one in a million and are often haunted by images of their past.

Flesh golems are interesting character choices for players that wish to explore the “misunderstood formerly human monster” stereotype, as well as those that simply enjoy near-invulnerability and powerful melee skills.

The core of the flesh golem character class is its immunities.

The construct template and its energy immunities are with the class from the start, but are balanced by its poor attack bonus and saving throws and the risk of instant death if brought to 0 hit points.

Over time the golem's resistance to magic builds up in the form of spell resistance, eventually becoming complete magic immunity.

The rest of the class's abilities are based on increasing its ability scores, natural armor, damage reduction, and slam damage, which progress at a linear rate.

Upon attaining the last few levels of the class, the golem grows to its full size and gains an extended reach.

RACIAL TRAITS

• Starting Ability Score Adjustments: –2 Dex, –6 Int, Con —, Cha 1.

Flesh golems are dead flesh given a semblance of life through magic, but are not as fast or smart as truly living things.

As a construct, a flesh golem does not have a Constitution score.

The flesh golem's Charisma score of 1 is permanent.

It cannot be increased by any means.

• Construct: A flesh golem is immune to mind-affecting effects, poison, disease, and similar effects.

It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

While constructs do not heal damage naturally through rest, a flesh golem character can.

A flesh golem is immune to any effect that requires a Fortitude save unless it affects objects.

When a flesh golem is reduced to 0 hit points, it is immediately destroyed.

A destroyed golem can be reanimated with a *limited wish*, *wish*, or *miracle* spell (the first spell causes the golem to lose a level; the latter two do not).

• Energy Immunity: A flesh golem takes no damage from acid, cold, electricity, fire, or sonic attacks.

However, certain energy attacks can affect it (see below).

• Speed: Flesh golem land speed is 30 feet.

Golems cannot run.

• Darkvision: Flesh golems can see in the dark up to 60 feet.

• Automatic Languages: Common.

• Favored Class: Flesh golem.

The best multiclassing choice for a flesh golem is fighter.

CLASS SKILLS

As a construct, the flesh golem receives no class skills or skill points.

Once a flesh golem multiclassed after 15th level, it receives skill points normally for its other classes.

On reaching Large size, a flesh golem takes a –4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the flesh golem monster class.

Weapon and Armor Proficiency: A flesh golem has no proficiency with weapons, armor, or shields.

Feats: A flesh golem receives one feat at 1st level and additional ones at 3rd, 8th, and 14th level.

After 15th level it gains feats normally according to its character level, as shown on Table 2–5: Experience and Level-Dependent Benefits.

Slam: A flesh golem has two slam attacks that are natural weapons, dealing the indicated damage plus Strength bonus.

Energy Vulnerability (Ex): While flesh golems are not damaged by any energy attack, certain energy attacks from a magical source affect them in strange ways.

Spells, spell-like abilities, and supernatural abilities that create cold or fire cause them to *slow* (as the spell) for 2d6 rounds.

Those that create electricity heal a flesh golem 1 hit point for every 3 points of damage the electricity would otherwise deal.

For example, a flesh golem hit by a *lightning bolt* for 18 points of damage would instead heal 6 hit points.

Flesh golems never roll saving throws against electricity effects.

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that the spirit that gives it a semblance of life goes berserk.

The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction.

A golem stops berserking when it has no creatures or appropriate objects within its line of sight.

The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful Charisma check (DC 19) and can be attempted every round.

It takes 1 minute of rest by the golem to reset the golem's berserk chance to 0%.

Spell Resistance (Ex): Starting at 2nd level, a flesh golem gains spell resistance equal to its class level + 10.

Magic Immunity (Su): At 9th level, a flesh golem becomes immune to all spells, spell-like abilities, and supernatural abilities (except fire, cold, and electricity effects, as described in the Energy Vulnerability entry).

This ability supersedes the golem's spell resistance ability.

TABLE A-19: THE FLESH GOLEM

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d10	+0	+0	+0	+0	(2 + Int mod) × 4	1	Feat, 2 slams 1d4, +3 natural armor, energy vulnerability, berserk
2nd	2d10	+1	+0	+0	+0	2 + Int mod	2	+2 Str, spell resistance
3rd	3d10	+2	+1	+1	+1	2 + Int mod	2	Feat, 2 slams 1d6, +4 natural armor
4th	4d10	+3	+1	+1	+1	2 + Int mod	3	—
5th	4d10	+3	+1	+1	+1	—	3	+2 Str, +5 natural armor
6th	5d10	+3	+1	+1	+1	2 + Int mod	3	DR 5/+1
7th	5d10	+3	+1	+1	+1	—	4	2 slams 1d8, +6 natural armor
8th	6d10	+4	+2	+2	+2	2 + Int mod	4	Feat, +2 Str, +2 Int
9th	6d10	+4	+2	+2	+2	—	5	Magic immunity, +7 natural armor
10th	7d10	+5	+2	+2	+2	2 + Int mod	5	2 slams 1d10
11th	7d10	+5	+2	+2	+2	—	6	+2 Str, +8 natural armor
12th	8d10	+6/+1	+2	+2	+2	2 + Int mod	6	2 slams 2d6, +2 Int
13th	8d10	+6/+1	+2	+2	+2	—	6	+9 natural armor
14th	9d10	+6/+1	+3	+3	+3	2 + Int mod	7	Feat, +2 Str, 2 slams 2d8, Large size, reach 10 ft.
15th	9d10	+6/+1	+3	+3	+3	—	7	+10 natural armor

FROST GIANT

Giant (Cold)

Like fire giants, frost giants are big, strong, and mean.

Unlike fire giants, they are reckless and wantonly destructive, more likely to fight as a loose horde than in strict military formation.

Their rebellious nature makes it likely for individual giants to strike out on their own to escape a tribal rival and come into contact with groups of adventurers.

Frost giants are good choices for players who like barbarian characters or Vikings and want something a little more out of the ordinary.

Frost giants have few special abilities.

Their cold immunity takes effect early, leaving only reach and the ability to throw rocks as ranged weapons, neither of which is particularly unusual for a creature of their size and Hit Dice.

The Hit Dice and ability scores increase from 1st level to the final ECL of 18.

Frost giants are so powerful that they have an ability score increase at almost every level, which makes a frost giant attractive even though it doesn't gain the feats or special abilities of a fighter or other martial class.

RACIAL TRAITS

- Starting Ability Score Adjustments: +4 Str.

Frost giants are very strong and become even stronger as they mature.

- Speed: Frost giant land speed is 40 feet.

- Darkvision: Frost giants can see in the dark up to 60 feet.

- Automatic Languages: Common, Giant.

- Favored Class: Frost giant.

The best multiclassing choices for a frost giant are fighter and barbarian.

- Patron Deity: Thrym, deity of all frost giants.

Most frost giants that multiclass as clerics worship Thrym, a frost giant of immense size with an icy greataxe, and choose two domains from his list (Chaos, Destruction, Evil, and War).

CLASS SKILLS

The frost giant's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Jump (Str), Profession (Wis), and Spot (Wis).

On reaching Large size, a frost giant takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the frost giant monster class.

Weapon and Armor Proficiency: Frost giants are proficient with all simple and martial weapons, with light armor, and with shields.

Feats: A frost giant receives one feat at 1st level and additional ones at 3rd, 8th, 12th, and 15th level.

After 18th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Rock Throwing (Ex): Frost giants have a +1 racial bonus on attack rolls when throwing rocks.

The giant can throw a rock for the indicated damage plus Strength bonus.

A rock's maximum range is five range increments.

Rock Catching (Ex): A frost giant can catch Small, Medium-size, or Large rocks (or similar projectiles).

Once per round, a frost giant that would normally be hit by a rock can make a Reflex save to catch it as a free action.

The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one.

(If the projectile has a magical bonus to attack, the DC increases by that amount).

The giant must be ready for and aware of the attack.

TABLE A-20: THE FROST GIANT

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+2	+0	+0	(2 + Int mod) × 4	1	Cold subtype, feat, +2 natural armor
2nd	2d8	+1	+3	+0	+0	2 + Int mod	1	—
3rd	3d8	+2	+3	+1	+1	2 + Int mod	2	Feat, +2 Con
4th	3d8	+2	+3	+1	+1	—	2	+2 Str, +4 natural armor
5th	4d8	+3	+4	+1	+1	2 + Int mod	3	Rock throwing (1d6, 30-ft. range increment), -2 Dex
6th	5d8	+3	+4	+1	+1	2 + Int mod	3	+2 Str, rock catching
7th	5d8	+3	+4	+1	+1	—	4	+2 Con, +6 natural armor
8th	6d8	+4	+5	+2	+2	2 + Int mod	4	Feat, +2 Str
9th	7d8	+5	+5	+2	+2	2 + Int mod	4	—
10th	8d8	+6/+1	+6	+2	+2	2 + Int mod	5	+2 Str, rock throwing (1d8, 60-ft. range increment)
11th	8d8	+6/+1	+6	+2	+2	—	5	Large size, reach 10 ft., +2 Con, +8 natural armor
12th	9d8	+6/+1	+6	+3	+3	2 + Int mod	6	Feat, +2 Str
13th	10d8	+7/+2	+7	+3	+3	2 + Int mod	6	+9 natural armor
14th	11d8	+8/+3	+7	+3	+3	2 + Int mod	7	Rock throwing (2d6, 120-ft. range increment)
15th	12d8	+9/+4	+8	+4	+4	2 + Int mod	7	Feat, +2 Str,
16th	13d8	+9/+4	+8	+4	+4	2 + Int mod	8	+2 Con
17th	13d8	+9/+4	+8	+4	+4	—	8	+2 Str
18th	14d8	+10/+5	+9	+4	+4	2 + Int mod	9	+2 Con

GHAELE

Outsider (Chaotic, Good)

The ghaeles are the knight-errants of the celestials, tasked with seeking out evil wherever it rears its head.

Although quite capable of fighting evil outright, they prefer to aid mortals in their fight against evil, training them to use their abilities and setting them on the right course.

Ghaeles have phenomenal powers at their disposal, which make them appealing choices for players.

A ghaele begins play with the ability to cast spells as a cleric, plus resistance to three energy types.

As it gains levels, its spellcasting ability increases, as do its resistances (some of which eventually become immunities).

It develops many spell-like abilities, spell resistance, and damage reduction, all of which increase in power over time. Its ability scores increase as well, and it gains the power to become a globe of pure energy that can fly and fire beams of pure light.

A ghaele has so many abilities that they must be spread over twenty levels to create a balanced character.

Because its 10 Hit Dice are far below its actual ECL, when part of a group of adventurers, a ghaele must take care that it does not overestimate its ability to keep up with the clerics and fighters during combat.

RACIAL TRAITS

- Starting Ability Score Adjustments: None.

Young ghaeles are physically and mentally no greater or lesser than a typical human, but over time they become very powerful.

- Speed: Ghaele land speed is 50 feet.

- Darkvision: Ghaeles can see in the dark up to 60 feet.

- Low-Light Vision: Ghaeles can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

They retain the ability to distinguish color and detail under these conditions.

- Saves: +4 racial bonus on saving throws against poison.

- Automatic Languages: Celestial, Infernal, and Draconic.

- Favored Class: Ghaele.

Because ghaeles have an ECL of 20, multiclassing requires the use of epic level rules (see *Epic Level Handbook* for more information).

CLASS SKILLS

The ghaele's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Knowledge (any three, chosen at 1st level) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the ghaele monster class.

Weapon and Armor Proficiency: Ghaeles are proficient with all simple and martial weapons, but not with armor or shields.

Feats: A ghaele receives one feat at 1st level and additional ones at 3rd, 7th, and 15th level.

After 20th level it gains feats normally according to its character level (which requires epic level advancement rules; see *Epic Level Handbook* for more information).

Spells: A ghaele casts spells as a cleric of its class level (maximum caster level 14th) and may also prepare spells from the Air, Animal, Chaos, Good, and Plant domains as if they were on the cleric spell list.

Lesser Ghaele Powers (Sp): Beginning at 2nd level, a ghaele can use the following spell-like abilities once per day: *aid*, *alter self*, *color spray*, *comprehend languages*, *continual flame*, *cure light wounds*, *dancing lights*, *detect evil*, *detect thoughts*, and *see invisibility*.

At 5th level it can use these abilities three times per day, and at 8th level it can use them at will.

The ghaele's caster level is equal to its Hit Dice from the ghaele class, to a maximum caster level of 12th (save DC 10 + spell level + Cha modifier).

Spell Resistance (Ex): At 3rd level, a ghaele gains spell resistance equal to its class level +8.

Ghaele Powers (Sp): Beginning at 6th level, a ghaele can use the following spell-like abilities once per day: *chain lightning*, *charm monster*, *dispel magic*, *hold monster*, *improved invisibility* (self only), *major image*, and *wall of force*.

At 9th level it can use any of these except *chain lightning* and *wall of force* three times per day, and at 12th level it can

use any of them except *chain lightning* and *wall of force* at will.

Protective Aura (Su): Starting at 6th level, as a free action a ghaele can surround itself with a nimbus of light having a radius of 20 feet.

This light acts as a *magic circle against evil* (but providing +4 bonuses instead of +2 bonuses).

At 10th level, the protective aura also functions as a *minor globe of invulnerability*.

The ghaele's caster level for these effects is its Hit Dice from ghaele class levels.

The aura can be dispelled, but the ghaele can create it again as a free action on its next turn.

Alternate Form (Su): Upon reaching 7th level, as a standard action a ghaele can assume the form of an incorporeal globe of color 5 feet in diameter.

In globe form, it can fly at speed 150 feet (perfect), fire light rays (see below), and use its spell-like abilities, but it cannot make other physical attacks, use its gaze, or cast spells.

The ghaele can remain in either form indefinitely, and *dispel magic* and similar spells do not cause it to revert to another form.

If killed, it does not revert to another form.

A *true seeing* spell used to view a ghaele with this ability reveals both forms simultaneously.

Light Ray (Ex): A ghaele in globe form can project two light rays per round with a range of 300 feet, dealing the indicated damage.

Gaze (Su): At 7th level, a ghaele gains a gaze attack in its humanoid form that can kill or cause fear.

The range of the attack and the maximum HD of creatures it can affect increase as the ghaele attains higher levels.

Evil creatures of the indicated HD or less must succeed on a Will save (DC 10 + 1/2 ghaele's HD from class levels + ghaele's Cha modifier) or die instantly.

Those that succeed are affected as though by a *fear* spell for 2d10 rounds.

Nonevil creatures of the indicated HD or less and evil creatures with more than the indicated HD must succeed on a Will save or suffer the *fear* effect.

Greater Ghaele Powers (Sp): Beginning at 14th level, a ghaele can use *prismatic spray* and *teleport without error* (self plus 50 pounds of objects only) each once per day as a sorcerer of his class level (maximum caster level 12th).

At 17th level it can use *teleport without error* three times per day, and at 20th level it can use *teleport without error* at will.

Positive Energy (Ex): A ghaele can infuse its melee weapon with celestial power, causing it deal an additional 2d6 points of positive energy damage to evil creatures.

Infusing a melee weapon in this manner requires 1 minute of concentration and lasts for 1 day, but the power vanishes immediately if the weapon leaves the celestial's possession.

TABLE A-21: THE GHAELE

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, spells, subtypes (chaotic, good)
2nd	2d8	+2	+3	+3	+3	8 + Int mod	1	Lesser ghaele powers 1/day, +2 Dex
3rd	3d8	+3	+3	+3	+3	8 + Int mod	2	Feat, spell resistance, +2 Int
4th	4d8	+4	+4	+4	+4	8 + Int mod	2	Tongues, +2 Str, +2 natural armor
5th	5d8	+5	+4	+4	+4	8 + Int mod	3	Lesser ghaele powers 3/day, resistances (acid 5, cold 5, electricity 5), +2 Wis
6th	5d8	+5	+4	+4	+4	—	3	Ghaele powers 1/day, +2 Cha, protective aura (<i>magic circle against evil</i>)
7th	6d8	+6/+1	+5	+5	+5	8 + Int mod	4	Alternate form, light rays 2d6, fly 150 ft. (perfect), gaze (5 ft., 1 HD), +2 Str, feat
8th	6d8	+6/+1	+5	+5	+5	—	4	Lesser ghaele powers at will, immunities (electricity, petrification), +2 Int
9th	7d8	+7/+2	+5	+5	+5	8 + Int mod	5	Ghaele powers 1/day or 3/day, +4 natural armor
10th	7d8	+7/+2	+5	+5	+5	—	6	DR 5/+1, +2 Wis, protective aura (minor globe of invulnerability), gaze (15 ft., 3 HD)
11th	7d8	+7/+2	+5	+5	+5	—	7	Light rays 2d8, +2 Str, +6 natural armor
12th	8d8	+8/+3	+6	+6	+6	8 + Int mod	8	Ghaele powers 1/day or at will, +2 Int
13th	8d8	+8/+3	+6	+6	+6	—	8	Resistances (acid 10, cold 10), gaze (30 ft., 5 HD), +2 Str, +8 natural armor
14th	8d8	+8/+3	+6	+6	+6	—	9	Greater ghaele powers 1/day, +2 Cha
15th	9d8	+9/+4	+6	+6	+6	8 + Int mod	9	Light rays 2d12, +2 Str, +2 Wis, +10 natural armor, feat
16th	9d8	+9/+4	+6	+6	+6	—	10	+2 Con, gaze (60 ft., 5 HD), positive energy
17th	9d8	+9/+4	+6	+6	+6	—	10	Greater ghaele powers 1/day or 3/day, +12 natural armor
18th	10d8	+10/+5	+7	+7	+7	8 + Int mod	11	+2 Str, +2 Cha
19th	10d8	+10/+5	+7	+7	+7	—	12	DR 10/+2, +2 Con, +14 natural armor
20th	10d8	+10/+5	+7	+7	+7	—	13	Greater ghaele powers 1/day or at will, +2 Str

GHOST

Ghosts are the spectral remains of dead creatures that stubbornly refuse to leave the world of the living.

Though many adventurers are stubborn, they are no more likely to return as ghosts than normal people are—perhaps

because adventurers often have access to *raise dead* and therefore expect to be brought back to life eventually.

Nevertheless, an occasional adventurer does force herself into an undead state through sheer willpower when the life force leaves her body.

Like all ghosts, such an adventurer must have a strong reason for persisting in an undead form.

Thus, a player wishing to play a ghost character should consult with the DM to develop a suitable reason for the ghost's existence and determine appropriate circumstances under which she can rest in peace.

"Ghost" is an acquired template usually gained upon an intelligent creature's death.

Such a creature can advance in the ghost template class and develop her powers slowly if desired.

GHOST TEMPLATE CLASS FEATURES

All of the following are class features of the ghost template class.

Ethereal (Ex): A ghost is an ethereal creature.

On the Ethereal Plane, she is solid and uses the same natural armor bonus on the Ethereal Plane as she did when she was alive.

Furthermore, she can interact normally with other creatures on that plane, and her attacks and spells function normally against them.

Like all ethereal creatures, a ghost is invisible to and cannot interact with creatures on the Material Plane, nor can material creatures harm her (but see manifestation, below). If somehow bodily transported to the Material Plane (with a *plane shift* or *gate* spell, for example) she can physically interact with other material creatures because she is solid, but she cannot manifest or return to the Ethereal Plane without magic.

A ghost is native to both the Ethereal and the Material Planes, so she is not considered extraplanar when on either of those planes.

Fly (Ex): On the Ethereal Plane, a ghost has a fly speed of 30 feet, with perfect maneuverability, though she can also move at same rate she did while alive.

A manifested ghost flies as an incorporeal creature with a speed of 30 feet (again with perfect maneuverability).

Ghostly Equipment (Ex): A ghost normally appears with ethereal copies of the equipment and other items she carried when she died.

This equipment works normally on the Ethereal Plane, but like all ethereal items, it passes harmlessly through material objects or creatures.

A ghost with a ethereal magic weapon can manifest and attack with it, though her attacks are subject to a 50% incorporeal miss chance unless the weapon has the *ghost touch* property.

This phenomenon works much like a creature on the Material Plane trying to attack an incorporeal creature with a magical weapon.

These ethereal copies of the original items fade away if separated from the ghost or if the ghost is laid to rest.

The original material items that the ghost carried in life remain behind, just as her physical remains do.

If another creature seizes one of the originals, the ethereal copy fades away.

This loss invariably angers the ghost, who stops at nothing to return the item to its original resting place.

A canny ghost character arranges to have her original possessions hidden in a place where they will not be disturbed, so that she can use her ethereal equipment indefinitely.

Ghost Skills: At 1st level, a ghost gains a +2 racial bonus on Hide, Listen, Search, and Spot checks.

This bonus increases to +4 at 3rd level, to +6 at 4th level, and to +8 at 5th level.

Manifestation (Su): A ghost on the Ethereal Plane can partially enter the Material Plane at will.

Doing so which makes her visible to creatures on the Material Plane, though she remains incorporeal with respect to them.

However, she also remains partially on the Ethereal Plane, where she is not incorporeal.

Opponents on either the Material Plane or the Ethereal Plane can attack a manifested ghost.

The ghost's incorporeality helps to protect her from foes on the Material Plane because of the 50% incorporeal miss chance that applies to attacks from such creatures, but she has no such protection from foes on the Ethereal Plane.

A manifested ghost can attack with a ghost power (see below) that requires a touch attack or with a *ghost touch* weapon (see ghostly equipment, below).

Spells cast by a manifested ghost affect both ethereal and material targets normally, except for those that rely on touch, which work only on ethereal targets.

Undeath: A ghost is the undead spirit of a slain person.

Thus, at 1st level, her type changes to "undead (augmented humanoid)", and she gains all the normal benefits and drawbacks that go with that type.

She no longer has a Constitution score, so she loses any Constitution bonus or penalty to hit points, saving throws, and skill checks, though she uses her Charisma score for Concentration checks.

She also becomes immune to many attacks (including critical hits and sneak attacks), but she is subject to turn or rebuke undead attempts and is immediately destroyed if brought to 0 or fewer hit points (but see Rejuvenation, below).

All of her Hit Dice (current and future) increase to d12s. (Rather than rerolling all her Hit Dice, just add 4 hp for every d4 she previously had, 3 hp for every d6, 2 hp for every d8, and 1 hp for every d10).

Familiars and animal companions have the normal reaction to the character's death.

If such a companion encounters her as a ghost, it feels uncomfortable around her and refuses to continue its former association with her.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

These changes are cumulative.

Lesser Ghost Power (Su): At 2nd level, a ghost gains one of the following ghost powers.

Unless otherwise stated, the DC is 10 + 1/2 ghost's HD + ghost's Cha modifier.

Corrupting Touch (Su): If a ghost with this ability hits a living target with her incorporeal touch attack, she deals 1d6 points of damage.

Against an ethereal opponent, she adds her Strength modifier to her attack and damage rolls when using this attack.

Against a material opponent, she adds her Dexterity modifier to her attack rolls only.

Frightful Moan (Su): A ghost with this ability can emit a frightful moan as a standard action.

Each living creature within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds.

This ability is a sonic, necromantic, mind-affecting, fear effect.

A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Telekinesis (Su): A ghost with this ability can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher).

Each time she uses this power, she must wait 1d4 rounds before doing so again.

Turn Resistance (Ex): At 2nd level, a ghost gains +2 turn resistance.

When she reaches 4th level, her turn resistance increases to +4.

Rejuvenation (Su): At 3rd level, a ghost becomes stubbornly attached to its new existence, so it is difficult to get rid of her permanently.

Destruction in combat simply allows her a DC 16 level check.

Success means that she reforms in 2d4 days with all of the ethereal equipment she had when she was "destroyed".

As a rule, the only way to get rid of a ghost permanently is to determine the reason for her existence and set right whatever prevents her from resting in peace.

As mentioned in the opening paragraph, the player and DM should discuss what keeps the ghost from staying dead and what circumstances would allow her to rest in peace before the character enters play.

Greater Ghost Power (Su): At 4th level, the ghost can choose one ghost power from the following list or two from the Lesser Ghost Powers list.

Corrupting Gaze (Su): A ghost with this power can blast living beings with a glance at a range of up to 30 feet.

Any creature that meet the ghost's gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su): If a ghost with this ability hits a living target with her incorporeal touch attack, she deals 1d4 points of ability drain to any one ability score she selects. With each such successful attack, she heals 5 points of damage to herself.

Against an ethereal opponent, she adds her Strength modifier to her attack and damage rolls when using this attack.

Against a material opponent, she adds her Dexterity modifier to her attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost with this ability must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage.

A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost who has this power can merge her body with that of a creature on the Material Plane.

This effect is similar to that of a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that no receptacle is required.

To use this ability, the ghost must be manifested, and she must try to move into the target's space, but doing so does not provoke attacks of opportunity.

The target can resist the attack with a successful Will save (DC 15 + the ghost's Cha modifier).

A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space.

If the save fails, the ghost vanishes into the target's body.

Table SP-15: The Ghost Template Class

Level	CR	Special
1st	+1	Ethereal, fly, ghostly equipment, ghost skills +2, manifestation, undeath
2nd	+1	Cha +2, lesser ghost powers, turn resistance +2
3rd	+2	Ghost skills +4, rejuvenation
4th	+2	Cha +2, greater ghost powers, ghost skills +6, turn resistance +4
5th	+2	Ghost skills +8

GHOUL

Undead

Although usually portrayed as bloodthirsty killers content to dine on carrion, ghouls were once living humanoids with true emotions.

Sometimes memories of that previous life comes back to haunt the ghoul, and such a character makes an excellent tragic character.

A player character ghoul might wish to avenge its death, protect a loved one from its life, or destroy an old enemy.

Ghouls are strong characters because of their combat ability, particularly their resistance to many kinds of damage.

Most of a ghoul's power comes from the fact that it is undead.

On top of the standard undead immunities, it has favorable ability score modifiers and (after 1st level) multiple attacks per round.

Although it is at risk of being destroyed or controlled by a cleric's use of positive or negative energy, even the weakest ghoul has turn resistance.

Probably the greatest drawback to playing a ghoul is the danger of immediate destruction upon reaching 0 hit points, so a smart ghoul should be careful in combat or invest in armor, magical protection, or the Toughness feat.

RACIAL TRAITS

• Starting Ability Score Adjustments: +2 Str, +2 Cha, Con —

Ghouls are stronger than humans and arrogant enough to consider most humanoid to be little more than prey animals.

As an undead creature, a ghoul does not have a Constitution score.

- **Undead:** Ghouls are immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, and disease. They are not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.
- **Speed:** Ghoul land speed is 30 feet.
- **Darkvision:** Ghouls can see in the dark up to 60 feet.
- **Automatic Languages:** Common.
- **Favored Class:** Ghoul.

The best multiclassing choices for a ghoul are fighter, rogue, sorcerer, and wizard.

CLASS SKILLS

The ghoul's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the ghoul monster class.

Weapon and Armor Proficiency: Ghouls are proficient with simple weapons, but not with armor or shields.

Feats: A ghoul receives one feat at 1st level.

After 6th level it gains feats normally according to its character level, as shown on Table 2–5: Experience and Level-Dependent Benefits.

Bite: A ghoul has a bite attack that is a natural weapon dealing the indicated damage plus Strength bonus.

Claws: Beginning at 2nd level, a ghoul has two claw attacks that are natural weapons dealing the indicated damage plus 1/2 Strength bonus.

Paralysis (Ex): A creature hit by a bite or claw attack from a ghoul of 2nd level or higher must succeed on a Fortitude save (DC 10 + 1/2 ghoul's HD from class levels + ghoul's Cha modifier) or be paralyzed for the indicated duration. Elves are immune to this paralysis.

Create Spawn (Su): Any humanoid slain by a 5th-level ghoul rises as a 5th-level ghoul in 1d4 days.

Casting *protection from evil* on a body before the end of that time averts the transformation.

A created spawn is under the command of the ghoul that created it and remains enslaved until its master's death.

A ghoul can control a number of spawn equal to its HD × 2. If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

TABLE A–22: THE GHOUL

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d12	+0	+0	+0	+2	(4 + Int mod) × 4	1	Feat, +1 natural armor, bite 1d4, +2 turn resistance
2nd	1d12	+0	+0	+0	+2	—	1	2 claws 1d3, paralysis (1 minute), +2 Dex, +2 Cha
3rd	2d12	+1	+0	+0	+3	4 + Int mod	1	+2 natural armor, +2 Int, +2 Wis
4th	2d12	+1	+0	+0	+3	—	1	Bite 1d6, paralysis (1d6+2 minutes), +2 Cha
5th	2d12	+1	+0	+0	+3	—	1	Create spawn, +2 Dex, +2 Wis

GNOME/SVIRFNEBLIN TRANSITION

Calladuran Smoothhands is the patron deity of the deep gnomes, or svirfneblin.

It is he who watches over them in the deep places of the earth and keeps them safe from drow, duergar, and other evil beings.

Surface gnomes can participate in a religious ritual with the clerics of Calladuran to become one of the svirfneblin via a 3-level transition class.

This transition class assumes the base creature is a rock gnome (a standard gnome as presented in the *Player's Handbook*), though it can easily be adapted for other gnome subtypes (such as forest gnomes).

GNOME/SVIRFNEBLIN TRANSITION CLASS FEATURES

All of the following are class features of the gnome/svirfneblin transition class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

Darkvision (Ex): At 1st level, the gnome/svirfneblin gains darkvision to a range of 60 feet.

When he reaches 2nd level, the range of her darkvision increases to 120 feet.

This ability is in addition to normal gnome low-light vision.

Disguise Self (Sp): The gnome/svirfneblin may use *disguise self* (caster level equals gnome/svirfneblin's class level) once per day.

Hide Bonus: At 1st level, a gnome/svirfneblin gains a +2 racial bonus on Hide checks when underground.

At 2nd level, she gains a +2 racial bonus on Hide checks under all circumstances, and her bonus while underground increases to +4.

Languages: The gnome/svirfneblin becomes fluent in Common, Gnome, and Undercommon if she was not already.

If she has any bonus languages slots available, she may select bonus languages from the following list: Dwarf, Elf, Giant, Goblin, Orc, Terran.

These languages are in addition to the rock gnome automatic and bonus languages.

Saving Throw Bonus: At 1st level, a gnome/svirfneblin gains a +1 racial bonus on all saving throws.

This bonus overlaps (does not stack) with her normal +2 racial bonus on saves against illusions.

When she reaches 2nd level, her bonus on all saves increases to +2.

Stonecunning: This ability grants a 1st-level or higher gnome/svirfneblin a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework.

A gnome/svirfneblin who merely comes within 10 feet of unusual stonework can make a Search check as if she were

actively searching, and she can use the Search skill to find stonework traps as a rogue can.

A gnome/svirfneblin can also intuit depth, sensing her approximate depth underground as naturally as a human can sense which way is up.

Blur (Sp): At 2nd level, the gnome/svirfneblin may use *blur* (caster level equals gnome/svirfneblin's class level) once per day.

Favored Class: A gnome/svirfneblin taking this class may either keep her original favored class (bard) or adopt the standard svirfneblin favored class (rogue).

Spell Resistance (Su): At 2nd level, the gnome/svirfneblin gains spell resistance equal to 5 + character level.

At 2nd level, her spell resistance increases to 11 + character level.

Blindness/Deafness (Sp): Once per day, a 3rd-level gnome/svirfneblin may use *blindness/deafness* (caster level equals gnome/svirfneblin's class level).

The save DC is Charisma-based, and a +4 racial bonus applies.

Nondetection (Su): At 3rd level, the gnome/svirfneblin gains a continuous *nondetection* ability, as the spell (caster level equals the character's class level).

Svirfneblin Dodge: When the gnome/svirfneblin reaches 3rd level, her +4 dodge bonus against giants becomes effective against all creatures.

Table SP-30: The Gnome/Svirfneblin Transition Class

Level	CR	Special
1st	+0	Dex +2, Cha -2, darkvision 60 ft., <i>disguise self</i> , Hide bonus +0/+2, languages, saving throw bonus +1, stonecunning
2nd	+1	Wis +2, <i>blur</i> , darkvision 120 ft., favored class, Hide bonus +2/+4, saving throw bonus +2, spell resistance (lesser)
3rd	+1	Cha +2, <i>blindness/deafness</i> , nondetection, spell resistance (greater), svirfneblin dodge

GREEN HAG

Monstrous Humanoid (Aquatic)

Smaller than (but of comparable power to) the annis hag, the green hag prefers swampy, wet environments where it can take advantage of its ability to breathe water.

Green hags, too, can blend in with humanoid civilizations, and they may join an adventuring party in disguise to further their own goals.

Slightly weaker than an annis in terms of melee ability, a green hag still is a formidable combatant and has even more magic than its larger cousin.

Green hags are good choices for players who want a monstrous witch character that eventually multiclasses into a spellcasting class.

The green hag monster class starts with relatively weak melee attacks, low natural armor, and access to its weakest spell-like abilities.

Over time the attacks grow more powerful, the natural armor increases, and greater spell-like abilities are gained. In the middle of the level progression, a green hag gains limited spell resistance and its weakness-inducing ability. The highest levels round out its ability score increases, boost natural armor, and grant its last feat.

RACIAL TRAITS

• Starting Ability Score Adjustments: +2 Int, +2 Wis.

Green hags are smart and cunning.

• Speed: Green hag land speed is 30 feet, swim speed 30 feet.

Like any creature with a swim speed, green hags can move through the water at that speed without making Swim checks, they have a +8 racial bonus on Swim checks to perform some special action or avoid a hazard, and can always take 10 when making Swim checks.

They can use the run action while swimming, provided they swim in a straight line.

• Darkvision: Green hags can see in the dark up to 90 feet.

• Mimicry: Green hags can imitate the sounds of almost any animal found near their lairs.

• Automatic Languages: Common and Giant.

• Favored Class: Green hag.

The best multiclassing choices for a green hag are fighter, cleric, and wizard.

CLASS SKILLS

The green hag's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Hide (Dex), Knowledge (any one, chosen at 1st level) (Int), Listen (Wis), Profession (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the green hag monster class.

Weapon and Armor Proficiency: Green hags are proficient with all simple weapons but not with armor or shields.

Aquatic Subtype: Green hags can breathe water or air equally well.

Feats: A green hag receives one feat at 1st level and additional ones at 3rd, 7th, and 13th level.

After 14th level it gains feats normally according to its character level, as shown on Table 2–5: Experience and Level-Dependent Benefits.

Claws: The green hag has two claw attacks that are natural weapons dealing the indicated damage plus Strength bonus.

Lesser Green Hag Powers (Sp): A green hag can use the following abilities the indicated number of times per day: *change self*, *dancing lights*, *ghost sound*, and *pass without trace*. A green hag's caster level is equal to its Hit Dice from class levels.

Greater Green Hag Powers (Sp): Beginning at 3rd level, a green hag can use the following abilities the indicated

number of times per day: invisibility, tongues, and water breathing.

A green hag's caster level is equal to its Hit Dice from class levels.

Weakness (Su): Starting at 4th level, a green hag can weaken a foe by making a melee touch attack.

The affected opponent must succeed on a Fortitude save (DC 10 + 1/2 green hag's HD from class levels + green hag's Cha modifier) or take the indicated amount of Strength damage.

Spell Resistance (Ex): A green hag of 7th level or higher has spell resistance equal to 4 + its class level.

TABLE A-23: THE GREEN HAG

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) × 4	1	Feat, aquatic subtype, 2 claws 1d3, +2 natural armor, lesser green hag powers 1/day
2nd	2d8	+2	+0	+3	+3	2 + Int mod	1	+2 Str
3rd	3d8	+3	+1	+3	+3	2 + Int mod	2	Feat, lesser green hag powers at will, greater green hag powers 1/day
4th	4d8	+4	+1	+4	+4	2 + Int mod	2	Weakness (1d4 Str)
5th	5d8	+5	+1	+4	+4	2 + Int mod	2	+2 Str
6th	5d8	+5	+1	+4	+4	—	2	+5 natural armor, greater green hag powers at will
7th	6d8	+6/+1	+2	+5	+5	2 + Int mod	3	Feat, weakness (1d6 Str), spell resistance
8th	6d8	+6/+1	+2	+5	+5	—	3	Claws 1d4, +2 Str
9th	7d8	+7/+2	+2	+5	+5	2 + Int mod	3	+8 natural armor
10th	7d8	+7/+2	+2	+5	+5	—	4	Weakness (2d4 Str)
11th	8d8	+8/+3	+2	+6	+6	2 + Int mod	4	+2 Str
12th	8d8	+8/+3	+2	+6	+6	—	4	+2 Dex, +11 natural armor
13th	9d8	+9/+4	+3	+6	+6	2 + Int mod	5	Feat
14th	9d8	+9/+4	+3	+6	+6	—	5	+2 Con

GRIFFON

Magical Beast

Griffons fly.

They bear riders.

They fight well, with all the advantages of an eagle and the ferocity of a lion.

It takes an unusual player to accept a lesser role as a steed, exceptional though a griffon may be.

It takes an even more determined character to break that mold and form more equal relationships, yet still befriend, and sometimes serve as a steed for, another character.

The griffon remains an interesting choice as a monster character despite its lack of hands or limbs that can manipulate objects, wield weapons, or hold shields.

That is a major disadvantage, and it takes a devoted player to accept it—even in exchange for the ability to fly.

The monster class's advancement is based on the griffon's ability to fly, its ability score and natural armor increases, and scent.

Initially it is not strong enough to fly on its own, but eventually it gains flight and even enough strength to carry a rider.

It gains the pounce ability soon after gaining the ability to fly, and the rake ability follows shortly thereafter.

RACIAL TRAITS

- Starting Ability Score Adjustments: -6 Int, -2 Cha. A griffon has great potential because of the strength, agility, and toughness for which its kind are known, yet it is hindered by a low Intelligence score.
- Magical Beast: Griffon characters are magical beasts.
- Speed: Griffon land speed is 30 feet.
- Skills: +4 racial bonus on Jump checks and on Spot checks made in daylight.
- Darkvision: Griffons can see in the dark up to 60 feet.

• Low-Light Vision: Griffons can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

They retain the ability to distinguish color and detail under these conditions.

• Automatic Languages: None.

A griffon cannot speak or communicate without the assistance of magic, but it can understand Common.

• Favored Class: Griffon.

The best multiclassing choices for a griffon are fighter and ranger.

CLASS SKILLS

The griffon's class skills (and the key ability for each skill) are Jump (Str), Listen (Wis), and Spot (Wis).

On reaching Large size, a griffon takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the griffon monster class.

Weapon and Armor Proficiency: A griffon has no proficiency with weapons, armor, or shields.

Feats: A griffon receives one feat at 1st level and additional ones at 3rd and 7th level.

After 10th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Bite: The griffon has a bite attack that is a natural weapon dealing the indicated damage plus Strength bonus.

Claws: At 3rd level, a griffon gains two claw attacks that are natural weapons dealing the indicated damage plus 1/2 Strength bonus.

Pounce (Ex): If a griffon of 4th level or higher charges a foe, it can still make a full attack in the same round.

Rake: A griffon of 6th level or higher that pounces on an opponent can make two rake attacks with its hind legs (at the same attack bonus as its normal claw attack) for 1d6 points of damage plus 1/2 Strength bonus.

These rake attacks are in addition to its other attacks for the round.

TABLE A-24: THE GRIFFON

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d10	+1	+2	+2	+0	(2 + Int mod) × 4	1	Feat, bite 1d6, +2 natural armor, scent 10 ft.
2nd	2d10	+2	+3	+3	+0	2 + Int mod	1	+2 Str, +2 Dex, +3 natural armor
3rd	3d10	+3	+3	+3	+1	2 + Int mod	2	Feat, fly 50 ft. (average), 2 claws 1d4
4th	4d10	+4	+4	+4	+1	2 + Int mod	2	+2 Str, +2 Con, +4 natural armor, pounce
5th	5d10	+5	+4	+4	+1	2 + Int mod	3	+2 Wis, scent 20 ft., bite 1d8
6th	5d10	+5	+4	+4	+1	—	3	+2 Str, +2 Con, rake
7th	6d10	+6	+5	+5	+2	2 + Int mod	3	Feat, +5 natural armor
8th	6d10	+6	+5	+5	+2	—	4	+2 Str, +2 Dex, bite 2d6
9th	7d10	+7	+5	+5	+2	2 + Int mod	4	Scent 30 ft., fly 80 ft. (average)
10th	7d10	+7	+5	+5	+2	—	4	Large size (face 10 ft.), +2 Con, +6 natural armor

GRIG

Fey

Grigs are mischievous and the fiercest of the sprite kindred. Very small and weak physically, they are clever and use tactics, ranged weapons, and magic to defeat their enemies. Sometimes they make friends with elves or other folk that respect the forest and join adventuring groups. Their frail and tiny bodies make them unsuited to melee combat, but they can be deadly with a bow and can make themselves invisible to compensate for the risk. Grigs are good characters for players who want the challenge of playing a trickster that is not terribly powerful. The greatest disadvantage to playing grigs is their low Hit Dice.

Even a 4th-level grig has only 1/2 Hit Die and can be killed by a critical hit from a short sword.

Balancing this vulnerability is a very high Dexterity and a size bonus to Armor Class, plus the ability to fly and become invisible, all of which should keep a grig out of harm's way until it can take levels in a character class that will grant more Hit Dice.

The short progression of the grig monster class to its final ECL of 4 grants it ability score increases, more uses of its spell-like abilities, a small amount of natural armor, and a bonus feat.

RACIAL TRAITS

- Starting Ability Score Adjustments: -6 Str, +6 Dex.

Grigs are physically weak but incredibly agile.

- Tiny: As Tiny creatures, grigs gain a +2 size bonus to Armor Class, a +2 size bonus on attack rolls, and a +8 size bonus on Hide checks, but they must use smaller weapons than Medium-size creatures do, and their lifting and carrying limits are one-half of those of Medium-size characters.

Grigs have a face of 2 1/2 feet by 2 1/2 feet and a reach of 0 feet, which means they must enter an opponent's square to attack in melee combat and draw an attack of opportunity when doing so.

- Speed: Grig land speed is 20 feet, fly speed 20 feet (poor).
- Low-Light Vision: Grigs can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

- Skills: +2 racial bonus on Listen, Search, and Spot checks; +8 racial bonus on Jump checks; +5 racial bonus on Move Silently checks in a forest setting.

- Automatic Languages: Common and Sylvan.

- Favored Class: Grig.

The best multiclassing choices for a grig are rogue and sorcerer.

CLASS SKILLS

The grig's class skills (and the key ability for each skill) are Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the grig monster class.

Weapon and Armor Proficiency: Grigs are proficient with all simple weapons, with the composite longbow, and with the short sword, but not with armor or shields.

Feats: A grig receives one feat at 1st level and Dodge as a bonus feat at 2nd level.

After 4th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Spell-Like Abilities: A grig can use these spell-like abilities the indicated number of times per day as a 9th-level sorcerer: *change self*, *entangle*, *invisibility* (self only), *pyrotechnics*, and *ventriloquism*.

Spell Resistance (Ex): A grig has spell resistance equal to its class level + 13.

Attune Fiddle (Su): Using a process similar to crafting a magic item, a 4th-level grig with a fiddle appropriate to its size can spend one day attuning that instrument to itself and its natural magic.

Once the fiddle is attuned, the grig may invoke a special magic.

When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a Will save (DC 15) or be affected as though by *Otto's irresistible dance* as long as the playing continues.

The fiddle cannot be used in this manner by anyone else, and if separated from the grig for more than a week, it must undergo the attunement process again.

Only grigs who have chosen "fiddle" as a type of performance with the Perform skill can attune a fiddle in this manner.

TABLE A-25: THE GRIG

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1/2 d6	+0	+0	+2	+2	(6 + Int mod) × 4	1	Feat, spell-like abilities 1/day, spell resistance
2nd	1/2 d6	+0	+0	+2	+2	—	1	Fly 40 ft. (poor), +2 Wis, Dodge
3rd	1/2 d6	+0	+0	+2	+2	—	1	+1 natural armor, +2 Dex, +2 Con
4th	1/2 d6	+0	+0	+2	+2	—	1	+2 Cha, +2 natural armor, spell-like abilities 3/day, attune fiddle

HALF-DRAGON

With the creation of monster templates, half-dragons of all kinds have become so popular with DMs that some players have begun to wonder if the big lizards ever get around to mating with their own kind.

But dragon-blooded beings are just as popular with players who want exotic and powerful characters as they are with DMs who want interesting monsters.

The dragon disciple prestige class in the *Dungeon Master's Guide* offers one way for a character to take on more draconic aspects; the half-dragon template offers a different option.

Both are equally viable choices, depending on what the player wants to gain.

The prestige class requires 10 levels to complete, but it also advances the character's base attack bonus, saving throws, Hit Dice, and skill points.

Furthermore, it grants certain powers that aren't available via the template.

In contrast, the half-dragon template class presented here allows a character to gain full half-dragon powers in only 3 levels, but at the expense of sacrificing development in certain other areas.

"Half-dragon" is usually an inherited template, but it could be acquired through special magical rituals as well.

HALF-DRAGON TEMPLATE CLASS FEATURES

All of the following are class features of the half-dragon template class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

Resistances (Ex): A half-dragon has energy resistance 10 to one type of energy.

The specific type is determined by the dragon kind that provided the benefits of the template, according to the following table.

Dragon Variety	Energy Type Resisted
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Black

Acid

Blue

Electricity

Brass

Fire

Bronze

Electricity

Copper

Acid

Gold

Fire

Green

Acid

Red

Fire

Silver

Cold

White

Cold

At 2nd level, this resistance increases to 20.

At 3rd level, the half-dragon becomes completely immune to the indicated energy type (see Immunities, below).

Racial HD Type Increase (Ex): At 1st level, each of a half-dragon's racial Hit Dice increases by one die type: d4 to d6, d6 to d8, d8 to d10, or d10 to d12.

Class Hit Dice are unaffected.

Rather than rerolling all racial Hit Dice, you can simply add 1 hit point per racial Hit Die to the half-dragon's hit point total.

Natural Armor Improvements: At every level of the prestige class, the half-dragon's natural armor bonus increases by the indicated amount.

A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability. Thus, a human's natural armor bonus would increase to +2 at 1st level, to +3 at 2nd level, and finally to +4 at 3rd level.

Darkvision (Ex): At 1st level the half-dragon gains darkvision to a 60-foot range.

Low-Light Vision (Ex): At 1st level, the half-dragon gains low-light vision.

Claws: At 2nd level, the half-dragon gains two claw attacks if she didn't already have them.

For the base damage of the half-dragon's claw attacks, use the appropriate value from the table below if the base creature did not previously have claw attacks.

Size	Bite Damage	Claw Damage
Fine	1	--
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

If she did, use either the value from the table or the base creature's claw damage, whichever is better.

The half-dragon's claws are natural attacks.

Bite: At 2nd level, the half-dragon gains a bite attack if she didn't already have one.

For the base damage of the half-dragon's bite attack, use the appropriate value from the table below if the base creature did not previously have a bite attack.

If she did, use either the value from the table or the base creature's bite damage, whichever is better.

The half-dragon's bite is a natural attack.

Breath Weapon (Su): At 2nd level, a half-dragon gains a breath weapon similar to that of the dragon that provided the benefits of the template.

The breath weapon is usable once per day and allows a Reflex save (DC 10 + 1/2 half-dragon's racial HD + half-dragon's Constitution modifier) for half damage.

The shape and size of the breath weapon are given by the following table.

Dragon Variety	Breath Weapon
Black	60-foot line of acid
Blue	60-foot line of lightning
Brass	60-foot line of fire
Bronze	60-foot line of lightning
Copper	60-foot line of acid
Gold	30-foot cone of fire
Green	30-foot cone of corrosive (acid) gas
Red	30-foot cone of fire
Silver	30-foot cone of cold
White	30-foot cone of cold

When first acquired, the breath weapon deals only 3d8 points of damage.

When the half-dragon reaches 3rd level, the base damage for the breath weapon increases to 6d8.

Immunities (Ex): At 2nd level, the half-dragon becomes immune to *sleep* and *paralysis*.

When she reaches 3rd level, her template-based energy resistance (see Resistances, above) is replaced by total immunity to that energy type.

Wings (Ex): At 3rd level, a Large or larger half-dragon grows fully functional wings and may use them to fly at up to twice her land speed (maximum 120 feet) with average maneuverability.

A Medium or smaller half-dragon either does not grow wings or grows nonfunctional vestigial ones.

Dragon Type: At 3rd level, the half-dragon completes her metamorphosis, and her type changes to dragon.

She becomes vulnerable to spells and effects that work on creatures of the dragon type but is immune to effects that target her original type.

For example, a half-human/half-dragon would be subject to the extra damage from a *dragon bane* sword, but she is immune to *hold person* because that spell affects only humanoids.

Table SP-2: The Half-Dragon Template Class

Level	CR	Special
1	+1	Str +2, Int +2, resistance (lesser), racial HD type increase, natural armor +2, darkvision 60 ft., low-light vision
2	+1	Str +2, Con +2, resistance (greater), 2 claws, bite, natural armor +1, breath weapon 3d8, immunities (lesser)
3	+2	Str +4, Cha +2, immunities (greater), wings, natural armor +1, breath weapon 6d8, dragon type

HALF-DROW/DROW TRANSITION

A half-drow is a half-elf born of a human and drow union.

A half-drow typically has dusky skin, silver or white hair, and eyes of some normal human shade.

Half-drow have the abilities of normal half-elves except that they have darkvision (60-foot range) instead of low-light vision.

A half-drow who wishes to explore his dark elf heritage can become a full drow with a 2-level transition class.

HALF-DROW/DROW TRANSITION CLASS FEATURES

All of the following are class features of the half-drow/drow transition class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

Dancing Lights (Sp): A half-drow/drow may use *dancing lights* (caster level equals half-drow/drow's character level) once per day.

Darkvision (Ex): When the half-drow/drow reaches 1st level, the range of his darkvision increases to 120 feet.

Faerie Fire (Sp): At 1st level, the half-drow/drow may use *faerie fire* (caster level equals half-drow/drow's character level) once per day.

Favored Class: A half-drow/drow who adopts this transition class may keep his original favored class ("any") or adopt the standard drow favored class (wizard if male, cleric if female).

Skill Bonuses: The character's racial bonus on Listen, Search, and Spot checks increases from +1 to +2.

Furthermore, a half-drow/drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Spell Resistance (Su): At 1st level, the half-drow/drow gains spell resistance equal to 5 + character level.

At 2nd level, his spell resistance increases to 11 + character level.

Darkness (Sp): At 2nd level, the half-drow/drow may use *darkness* (caster level equals half-drow/drow's character level) once per day.

Languages: At 2nd level, the half-drow/drow becomes fluent in Common, Elven, and Undercommon if he was not already.

If he has any bonus languages slots available, he may select bonus languages from the following list: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin.

These choices are in addition to the half-elven automatic and bonus languages.

(Their bonus languages are normally "any", but this ability enables the drow to learn special languages that a DM might deny to surface dwellers).

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a half-drow/drow for 1 round.

On subsequent rounds, he is dazzled as long as he remains in the affected area.

Proficiencies: At 2nd level, a half-drow/drow becomes proficient with the hand crossbow, rapier, and short sword if he was not already.

If he spent feats to become proficient with these weapons, he may not reassign those feat slots.

Saving Throw Bonuses (Ex): At 2nd level, a half-drow/drow gains a +2 racial bonus on Will saves against spells and spell-like abilities.

Table SP-29: The Half-Drow/Drow Transition Class

Level	CR	Special
1st	+1	Dex +2, Con -2, <i>dancing lights</i> , darkvision 120 ft., <i>faerie fire</i> , favored class, skill bonuses, spell resistance (lesser)
2nd	+1	Int +2, Cha +2, <i>darkness</i> , languages, light blindness, proficiencies, saving throw bonuses, spell resistance (greater)

HALF-FEY

Half-fey are the spawn of powerful fey creatures and the mortals they find so intriguing.

Often confused by the ignorant with half-fiends, some half-fey grow up tormented by their peers, but a few use their gifts to win over others and become quite popular.

"Half-fey" is usually an inherited template, but it could be acquired through other means as well.

Certain mortals who are obsessed with the fey study fey magic and dwell in sylvan places in hopes of gaining power, and a few actually do manage to acquire the half-fey template.

Such beings can advance in the half-fey template class, just as natural-born half-fey can if they wish to develop their powers more slowly.

HALF-FEY TEMPLATE CLASS FEATURES

All of the following are class features of the half-fey template class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

These changes are cumulative.

Fey Type: At 1st level, the half-fey completes her metamorphosis, and her type changes to fey.

She becomes vulnerable to spells and effects that work on creatures of the fey type but is immune to effects that target her original type.

For example, a half-fey/half-human would be subject to the extra damage from a fey bane sword, but she is immune to *hold person* because that spell affects only humanoids.

Low-Light Vision (Ex): At 1st-level, the half-fey gains low-light vision.

Saving Throw Bonuses (Ex): At 1st level, a half-fey gains a +4 racial bonus on saving throws against spells and effects from the Enchantment school.

Spell-Like Abilities: Starting at 1st level, a half-fey with an Intelligence or Wisdom score of 8 or better gains spell-like abilities.

The exact abilities gained depend on the half-fey's character level and level in the template class, according to the following table.

Minimum Half-Fey Level	Minimum Character Level	Spell-Like Abilities Gained
1st	1st	<i>Charm person at will, hypnotism 1/day</i>
	3rd	<i>Detect law 3/day</i>
	5th	<i>Protection from law 3/day</i>
	9th	<i>Eyebite or lesser geas 1/day</i>
	13th	<i>Mass invisibility 1/day</i>
2nd	17th	<i>Insanity or mass charm 1/day</i>
	1st	<i>Faerie fire or glitterdust 1/day</i>
	3rd	<i>Enthrall or sleep 1/day</i>
	7th	<i>Confusion or emotion 1/day</i>
	11th	<i>Dominate person or hold monster 1/day</i>
	15th	<i>Geas/quest or mass suggestion 1/day</i>
	19th	<i>Otto's irresistible dance 1/day</i>

In each case, the caster level equals the half-fey's character level.

Save DCs, where applicable, are Charisma-based (10 + spell level + half-fey's Cha modifier).

The character gains each spell-like ability as soon as she meets both qualifications for it.

Spell-like abilities are cumulative, so a 2nd-level half-fey whose character level is 3rd has *charm person at will*, *detect law 3/day*, *enthrall or sleep 1/day*, *faerie fire or glitterdust 1/day*, *hypnotism 1/day*.

Immunity to Enchantments (Ex): At 2nd level, a half-fey becomes immune to all spells and effects from the Enchantment school.

This ability replaces the saving throw bonus against these effects included in the half-fey's base racial features.

Wings (Ex): At 2nd level, a half-fey grows insectlike wings (usually similar to those of a butterfly) and may use them to fly at up to twice her base land speed with good maneuverability.

Table SP-23: The Half-Fey Template Class

Level	CR	Special
1st	+0	Dex +2, Cha +2, Con -2, fey type, low-light vision, saving throw bonuses, spell-like abilities
2nd	+1	Wis +2, Cha +2, immunity to enchantment, wings

HALF-FIEND

Half-fiends are the spawn of mortals and fiends—powerful demons, devils, or other evil outsiders.

Tainted from conception with evil, half-fiends are mistreated by true fiends and feared by mortals.

"Half-fiend" is usually an inherited template, but it could be acquired through special magical rituals as well.

Some depraved mortals voluntarily subject themselves to evil power in hopes of becoming more like fiends, and occasionally such tampering results in a half-fiend.

Such beings can advance in the half-fiend template class, just as natural-born half-fiends can if they wish to develop their powers more slowly.

Because almost all half-fiends are evil, the DM is free to require that a good or neutral character who advances as a

half-fiend become fully evil by the time she has completed the class progression.

Because the half-fiend template and half-celestial template differ only in alignment focus, the half-fiend template class can easily be used as a model to create a half-celestial template class.

(See the "About the Author" section at the end of this article for more information on another half-celestial class option).

HALF-FIEND TEMPLATE CLASS FEATURES

All of the following are class features of the half-fiend template class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

Natural Armor Improvements: At 1st level, the half-fiend's natural armor bonus increases by +1.

A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability. Thus, a human's natural armor bonus would increase to +1 at 1st level.

Claws: At 1st level, the half-fiend gains two claw attacks if she didn't already have them.

For the base damage of her claw attacks, use the appropriate value from the table below if the base creature did not previously have claw attacks.

Size	Damage
Fine	--
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	3d6

If she did, use either the value from the table or the base creature's claw damage, whichever is better.

The half-fiend's claws are natural attacks.

Darkvision (Ex): At 1st level, the half-fiend gains darkvision to a 60-foot range.

Spell-Like Abilities: Starting at 1st level, a half-fiend with an Intelligence or Wisdom score of 8 or better gains spell-like abilities.

The exact abilities gained depend on the half-fiend's character level and level in the template class, according to

the following table.

Minimum Half-Fiend Level	Minimum Character Level	Spell-Like Abilities Gained
1st	1st	<i>Darkness</i> 3/day
	7th	<i>Poison</i> 3/day
	13th	<i>Unhallow</i> 1/day
2nd	3rd	<i>Desecrate</i> 1/day
	6th	<i>Unholy blight</i> 1/day
	13th	<i>Unholy aura</i> 3/day
3rd	9th	<i>Contagion</i> 1/day
	15th	<i>Horrid wilting</i> 1/day
	17th	<i>Summon monster IX</i> (fiends only) 1/day
4th	11th	<i>Blasphemy</i> 1/day
	19th	<i>Destruction</i> 1/day

In each case, the caster level equals the half-fiend's character level.

Save DCs, where applicable, are Charisma-based (10 + spell level + half-fiend's Charisma modifier).

The character gains each spell-like ability as soon as she meets both qualifications for it.

Spell-like abilities are cumulative, so a 2nd-level half-fiend whose character level is 6th has *darkness* (1st-level half-fiend) plus *desecrate* and *unholy blight* (2nd-level half-fiend). Outsider Type: At 1st level, the half-fiend completes her metamorphosis.

Her type changes to outsider (native).

She becomes vulnerable to spells and effects that work on creatures of the outsider type but is immune to effects that target her original type.

For example, an evil half-human/half-fiend would be subject to the extra damage from an *evil outsider bane* sword, but she is immune to *hold person* because that spell affects only humanoids.

Bite: At 2nd level, the half-fiend gains a bite attack if she didn't already have one.

For the base damage of the half-fiend's bite attack, use the appropriate value from the table below if the base creature did not previously have a bite attack.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	3d6
Colossal	4d6

If she did, use either the value from the table or the base creature's bite damage, whichever is better.

The half-fiend's bite is a natural attack.

Poison Immunity (Ex): At 2nd level, a half-fiend becomes immune to all poisons.

Resistances (Ex): At 2nd level, a half-fiend gains resistance 5 to acid, cold, electricity, and fire.

At 4th level, each of these resistances increases to 10.

Spell Resistance (Su): At 2nd level, a half-fiend gains spell resistance equal to her character level (maximum 25).

At 4th level, her spell resistance increases by +10 (maximum 35).

Damage Reduction (Su): A 3rd-level or higher half-fiend has damage reduction 5/magic if her character level is 11th or lower, or damage reduction 10/magic if her character level is 12th or higher.

A half-fiend treats her natural weapons as magic weapons for the purpose of bypassing the damage reduction of other creatures.

Smite Good (Su): Once per day, a half-fiend of at least 3rd level may attempt to smite a good creature with one normal melee attack.

This attack deals extra damage equal to her character level (maximum +20) against a good foe.

If she accidentally smites a creature that is not evil, the smite has no effect but is still used up for the day.

Wings (Ex): At 4th level, a half-fiend grows batlike wings, which she may use to fly at up to her base land speed with average maneuverability.

Table SP-5: The Half-Fiend Template Class

Level	CR	Special
1st	*	Dex +2, natural armor +1, 2 claws, darkvision 60 ft., outsider type, spell-like abilities
2nd	**	Str +2, Con +2, bite, poison immunity, resistances (acid 5, cold 5, electricity 5, fire 5), spell resistance (lesser), spell-like abilities
3rd	***	Str +2, Int +2, damage reduction, smite good, spell-like abilities
4th	***	Dex +2, Int +2, Cha +2, (acid 10, cold 10, electricity 10, fire 10), spell resistance (greater), spell-like abilities, wings

* A 1st-level half-fiend with fewer than 11 HD has a CR adjustment of +0. One with 11 or more HD has a CR adjustment of +1.

** A 1st-level half-fiend with fewer than 11 HD has a CR adjustment of +1. One with 11 or more HD has a CR adjustment of +2.

*** A 1st-level half-fiend with fewer than 5 HD has a CR adjustment of +1. One with 5-10 HD has a CR adjustment of +2. One with 11 or more HD has a CR adjustment of +3.

HAMATULA

Outsider (Evil, Lawful)

Hamatulas, sometimes called barbed devils, are tough and strong.

Gifted with many spell-like abilities and powerful melee attacks, they are used as guardians and patrol troops by the most powerful devils.

Roughly humanoid in appearance, they can disguise themselves as unusually large humans, half-orcs, or tieflings.

Hamatulas make good fighters and clerics, and are a good choice for players who want to play a character resembling the traditional form of a devil.

Most of this monster's abilities are physical, so the monster class is based on an advancement of its attack and defensive abilities, flavored with its more unusual powers at levels where comparable spells become available to standard-race classes.

Its level adjustment is only +5, so it does not suffer greatly compared to fighters, particularly when taking into account its strong ability score modifiers, unusual attack forms, and defenses such as damage reduction.

The capstone of this class is the ability to use *teleport without error* at will, making the hamatula a good scout, spy, or hit-and-run fighter.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Str, +2 Wis.

Hamatulas are strong and alert.

- Speed: Hamatula land speed is 30 feet.

- Darkvision: Hamatulas can see in the dark up to 60 feet.

Hamatula darkvision functions in all magical darkness as well as normal darkness.

- Immunities: Hamatulas are immune to fire and poison, which are omnipresent on their home plane.

- Automatic Languages: Celestial, Draconic, and Infernal.

- Favored Class: Hamatula.

The best multiclassing choice for a hamatula is fighter.

CLASS SKILLS

The hamatula's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the hamatula monster class.

Weapon and Armor Proficiency: Hamatulas are proficient with all simple and martial weapons but not with armor or shields.

Feats: A hamatula receives one feat at 1st level and additional ones at 3rd, 7th, and 13th level.

After 15th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

See in Darkness (Su): A hamatula can see perfectly in darkness of any kind.

Claws: A hamatula has two claw attacks that are natural weapons dealing the indicated damage plus Strength bonus.

Telepathy: A hamatula of 2nd level or higher can communicate telepathically with any creature within 100 feet that has a language.

Summon Baatezu (Sp): Once per day a hamatula of 3rd level or higher can attempt to summon lemures (see the *Monster Manual*).

The number summoned and the chance of success increase as the hamatula advances in level.

At 11th level a hamatula can instead attempt to summon another of its kind, with the indicated chance of success.

Spell Resistance (Ex): A hamatula has spell resistance equal to 9 + class level.

Lesser Hamatula Powers (Sp): Beginning at 2nd level, a hamatula can use the following spell-like abilities once per day: *charm person*, *desecrate*, *doom*, *hold person*, *produce flame*, and *pyrotechnics*.

At 5th level it can use them three times per day, and at 8th level it can use them at will.

The hamatula's caster level is equal to its Hit Dice from class levels (save DC 10 + spell level + hamatula's Cha modifier).

Hamatula Powers (Sp): Beginning at 7th level, a hamatula can use the following spell-like abilities once per day: *animate dead*, *major image*, and *suggestion*.

At 10th level it can use them three times per day, and at 13th level it can use them at will.

Impale (Ex): A hamatula of 7th level or higher deals 3d4 points of piercing damage to a grabbed opponent on a successful grapple check, adding 1 1/2 times its Strength bonus to damage.

Fear (Su): A creature hit by a hamatula must succeed on a Will save (DC 10 + 1/2 hamatula's HD from class levels + hamatula's Cha modifier) or be affected as though by *fear* cast by a sorcerer of the hamatula's Hit Dice.

Whether or not the save is successful, that creature cannot be affected again by that hamatula's fear ability for one day.

Greater Hamatula Powers (Sp): Beginning at 9th level, a hamatula can use the following spell-like abilities once per day: either *order's wrath* or *unholy blight*, and *teleport without error* (self plus 50 pounds of objects only).

At 12th level it can use *teleport without error* three times per day, and at 14th level it can use *teleport without error* at will.

TABLE A-26: THE HAMATULA

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, subtypes (evil, lawful), see in darkness, 2 claws 1d4, +3 natural armor
2nd	2d8	+2	+3	+3	+3	8 + Int mod	2	Lesser hamatula powers 1/day, telepathy 100 ft.
3rd	3d8	+3	+3	+3	+3	8 + Int mod	3	Summon baatezu (2d4 lemures, 50%), claws 1d6, resistances (acid 5, cold 5), feat
4th	4d8	+4	+4	+4	+4	8 + Int mod	3	+2 Str, +6 natural armor
5th	5d8	+5	+4	+4	+4	8 + Int mod	4	DR 5/+1, lesser hamatula powers 3/day
6th	5d8	+5	+4	+4	+4	—	4	Improved grab, summon baatezu (2d6 lemures, 50%)
7th	6d8	+6/+1	+5	+5	+5	8 + Int mod	5	Impale, hamatula powers 1/day, +2 Int, +9 natural armor, feat
8th	6d8	+6/+1	+5	+5	+5	—	6	+2 Con, lesser hamatula powers at will
9th	7d8	+7/+2	+5	+5	+5	8 + Int mod	6	Greater hamatula powers 1/day, summon baatezu (2d8 lemures, 50%), spell resistance
10th	7d8	+7/+2	+5	+5	+5	—	7	DR 10/+1, hamatula powers 3/day, +12 natural armor
11th	8d8	+8/+3	+6	+6	+6	8 + Int mod	7	Summon baatezu (hamatula, 20%), claws 2d4
12th	8d8	+8/+3	+6	+6	+6	—	7	Greater hamatula powers 1/day or 3/day, summon baatezu (2d10 lemures, 50%)
13th	9d8	+9/+4	+6	+6	+6	8 + Int mod	8	Summon baatezu (hamatula, 35%), +2 Str, resistances (acid 10, cold 10), hamatula powers at will, feat
14th	9d8	+9/+4	+6	+6	+6	—	8	Greater hamatula powers 1/day or at will, +2 Wis

HARPY

Monstrous Humanoid

Filthy birdfolk with a fondness for causing suffering, harpies are tough creatures that rely on their powerful song to capture prey.

They gain the ability to fly and expand the range of their song to almost that of a long-range spell, making them well suited for dungeon combat or in open-air surroundings where they can make use of their mobility.

Harpies are good choices for players who want an exotic rogue, bard, or sorcerer, particularly those that focus on spying on and controlling other beings.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Dex, -4 Int, +2 Cha.

Harpies are quick and vain (in their own fashion) but not very clever.

- Speed: Harpy land speed is 20 feet.
- Darkvision: Harpies can see in the dark up to 60 feet.
- Automatic Languages: Common.
- Favored Class: Harpy.

The best multiclassing choices for a harpy are bard, rogue, and sorcerer.

CLASS SKILLS

The harpy's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Listen (Wis), Perform (Cha), Profession (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the harpy monster class.

Weapon and Armor Proficiency: Harpies are proficient with all simple weapons but not with armor or shields.

Feats: A harpy receives one feat at 1st level and additional ones at 3rd and 7th level.

After 10th level it gains feats normally according to its character level, as shown on Table 2–5: Experience and Level-Dependent Benefits.

Claws: A harpy has two claw attacks that are natural weapons dealing the indicated damage plus 1/2 Strength bonus.

Captivating Song (Su): Beginning at 4th level, a harpy can sing a captivating song that affects all nonharpies in range that fail a Will saving throw (DC 10 + 1/2 harpy's HD from class levels + harpy's Cha modifier).

Affected creatures remain captivated as long as the harpy sings and for a number of additional rounds equal to the harpy's Hit Dice from class levels.

TABLE A–27: THE HARPY

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) × 4	1	Feat, 2 claws 1d3, +1 natural armor
2nd	2d8	+2	+0	+3	+3	2 + Int mod	1	+2 Dex
3rd	3d8	+3	+1	+3	+3	2 + Int mod	2	Feat, fly 40 ft. (average)
4th	4d8	+4	+1	+4	+4	2 + Int mod	2	Captivating song 10 ft.
5th	5d8	+5	+1	+4	+4	2 + Int mod	2	Fly 60 ft. (average)
6th	5d8	+5	+1	+4	+4	—	3	Captivating song 30 ft.
7th	6d8	+6/+1	+2	+5	+5	2 + Int mod	3	Feat
8th	6d8	+6/+1	+2	+5	+5	—	4	Fly 80 ft. (average), captivating song 100 ft.
9th	7d8	+7/+2	+2	+5	+5	2 + Int mod	4	+2 Cha
10th	7d8	+7/+2	+2	+5	+5	—	4	Captivating song 300 ft.

HOUND ARCHON

Outsider (Good, Lawful)

Hound archons are the soldiers, hunters, and trackers of the celestial armies.

Tough, fast, and dedicated to defending the innocent and helpless, hound archons are good choices for players that enjoy playing paladins but are looking for something a little more unusual.

Hound archons have favorable ability score modifiers, natural attacks, fast movement, and a few spell-like abilities. Over time their attacks become more powerful, they become stronger, tougher, and more willful, and they gain damage reduction and immunity to certain attacks.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Str, +2 Wis.
 - Hound archons are built for power and alertness.
 - Speed: Hound archon land speed is 40 feet.
 - Darkvision: Hound archons can see in the dark up to 60 feet.
 - Low-Light Vision: Hound archons can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.
 - They retain the ability to distinguish color and detail under these conditions.
 - Saves: +4 racial bonus on saving throws against poison.
 - Alternate Form: A hound archon may assume the form of any normal canine animal (dog, wolf, hyena, or the like) as a standard action, similar to the *polymorph self* spell but allowing only canine forms.
 - While in canine form, a hound archon's land speed becomes 60 feet, and it gains a +4 circumstance bonus on Hide and Survival checks.
 - Automatic Languages: Celestial, Infernal, and Draconic.
 - Favored Class: Hound archon.
- The best multiclassing choices for a hound archon are fighter, cleric, and ranger.

CLASS SKILLS

The hound archon's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

CLASS FEATURES

All of the following are class features of the hound archon monster class.

Weapon and Armor Proficiency: Hound archons are proficient with all simple and martial weapons, but not with armor or shields.

Feats: A hound archon receives one feat at 1st level and additional ones at 3rd and 9th level.

After 11th level it gains feats normally according to its character level, as shown on Table 2–5: Experience and Level-Dependent Benefits.

Bite: The hound archon has a bite attack that is a natural weapon dealing the indicated damage plus Strength bonus.

Slams: Beginning at 3rd level, the hound archon gains two slam attacks that are natural weapons dealing the indicated damage plus 1/2 Strength bonus.

Spell-Like Abilities: At will—*aid*, *continual flame*, *detect evil*, and *message*.

The archon's caster level is equal to its Hit Dice from class levels.

Tongues (Su): Beginning at 4th level, a hound archon can speak with any creature that has a language.

The hound archon's caster level for this effect is its Hit Dice from hound archon class levels + 8.

This ability is always active unless the hound archon chooses to disable it as a free action.

The effect can be dispelled, but the hound archon can create it again on its next turn as a free action.

Aura of Menace (Su): A hound archon of 7th level or higher is surrounded by a 20-foot aura.

Creatures within the area must succeed on a Will save (DC 10 + archon's HD from class levels) or take a –2 morale penalty on attacks, AC, and saves for one day.

Spell Resistance (Ex): Beginning at 8th level, a hound archon gains spell resistance is equal to 5 + class level.

Magic Circle against Evil (Su): At 11th level, a hound archon can create a magic circle against evil that continually surrounds a hound archon, as the spell cast by a sorcerer of a level equal to its Hit Dice.

The ability is usable at will as a free action.

Teleport without Error (Su): A hound archon of 11th level can use teleport without error at will, as the spell cast by a

14th-level sorcerer, except that the archon can transport

only itself and up to 50 pounds of objects.

TABLE A-28: THE HOUND ARCHON

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, subtypes (good, lawful), bite 1d6, +2 natural armor, electricity resistance 5
2nd	2d8	+2	+3	+3	+3	8 + Int mod	2	+2 Con, scent 10 ft.
3rd	3d8	+3	+3	+3	+3	8 + Int mod	2	Feat, 2 slams 1d4, spell-like abilities, +4 natural armor
4th	3d8	+3	+3	+3	+3	—	2	Tongues, electricity resistance 10
5th	4d8	+4	+4	+4	+4	8 + Int mod	3	DR 5/+1, +6 natural armor
6th	4d8	+4	+4	+4	+4	—	3	Bite 1d8, scent 30 ft.
7th	5d8	+5	+4	+4	+4	8 + Int mod	3	Aura of menace, electricity resistance 15
8th	5d8	+5	+4	+4	+4	—	3	Spell resistance, +8 natural armor
9th	6d8	+6/+1	+5	+5	+5	8 + Int mod	4	Feat, DR 10/+1, +2 Cha
10th	6d8	+6/+1	+5	+5	+5	—	4	Immunities (electricity, petrification), +9 natural armor
11th	6d8	+6/+1	+5	+5	+5	—	4	+2 Str, magic circle against evil, teleport without error

IMP

Outsider (Evil, Lawful)

Imps are among the least powerful devils, but still quite capable of slaying normal humans with little effort.

Often bound to the service of evil spellcasters, imps are sometimes sent to the Material Plane on missions of spying or harassment, or sometimes just to carry messages.

Because it can take the form of normal animals, an imp can blend in with adventuring parties as a pet, familiar, animal companion, or domesticated animal.

Imps are good choices for players who like sneaky characters with some magical power as a backup.

Because it has few powerful physical abilities, the imp class places its spell-like abilities at appropriate levels and delays the acquisition of the regeneration ability until later levels.

An imp's poison is a minor ability, since the save DC is usually going to be very low.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Dex.

Imps have to be fast to avoid their larger cousins.

- Tiny: As Tiny creatures, imps gain a +2 size bonus to Armor Class, a +2 size bonus on attack rolls, and a +8 size bonus on Hide checks, but they must use smaller weapons than Medium-size creatures do, and their lifting and carrying limits are one-half of those of Medium-size characters.

An imp has a face of 2 1/2 feet by 2 1/2 feet and a reach of 0 feet.

- Speed: Imp land speed is 20 feet.

- Darkvision: Imps can see in the dark up to 60 feet.

Imp darkvision functions in all magical darkness as well as normal darkness.

- Poison Immunity: Imps are naturally poisonous creatures and immune to all poisons.

- Automatic Languages: Celestial, Draconic, and Infernal.

- Favored Class: Imp.

The best multiclassing choice for an imp is rogue.

CLASS SKILLS

The imp's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spellcraft (Int), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the imp monster class.

Weapon and Armor Proficiency: Imps are proficient with all simple and martial weapons but not with armor or shields.

Feats: An imp receives one feat at 1st level and an additional one at 4th level.

It gains Weapon Finesse (sting) as a bonus feat at 2nd level.

After 7th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Sting: An imp has a tail stinger attack that is a natural weapon dealing the indicated damage plus Strength bonus.

Poison (Ex): The imp's sting injects a poison that deals the indicated primary and secondary damage (DC 10 + 1/2 imp's HD from class levels + imp's Con modifier + 2 racial bonus).

Spell-Like Abilities (Sp): An imp's caster level for its *detect good*, *detect magic*, *invisibility*, and *suggestion* spell-like abilities is equal to twice its Hit Dice from class levels.

An imp's caster level for its *commune* ability is 12th.

Polymorph (Su): Starting at 3rd level, an imp chooses one alternate form no larger than Medium-size (commonly a monstrous spider, raven, rat, or boar).

It can take this form at will as if using the *polymorph self* spell (caster level 12th).

At 6th level it can choose a second form.

Regeneration (Ex): Imps take normal damage from acid, and from holy or blessed weapons (if they have a +1 or higher enhancement bonus).

TABLE A-29: THE IMP

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, subtypes (evil, lawful), sting 1d4, poison (1 Dex, 1d4 Dex), +1 natural armor
2nd	2d8	+2	+3	+3	+3	8 + Int mod	1	Weapon Finesse (sting), <i>detect good</i> at will, <i>detect magic</i> at will, +2 Wis
3rd	2d8	+2	+3	+3	+3	—	1	Polymorph (1st form), fly 30 ft. (perfect), fire resistance 5, +2 natural armor
4th	3d8	+3	+3	+3	+3	8 + Int mod	2	Feat, poison (1d4 Dex, 1d4 Dex), DR 5/silver or holy, <i>invisibility</i> at will (self only), +2 Dex
5th	3d8	+3	+3	+3	+3	—	2	Regeneration 1, <i>suggestion</i> 1/day, +3 natural armor
6th	3d8	+3	+3	+3	+3	—	2	Polymorph (2nd form), fly 50 ft. (perfect), <i>commune</i> 1/week (3 questions), +2 Dex
7th	3d8	+3	+3	+3	+3	—	2	Poison (1d4 Dex, 2d4 Dex), fast healing 2, <i>commune</i> 1/week (6 questions)

JANNI

Outsider

Born of all four elements, jann are the weakest of the genies and spend most of their time on the Material Plane.

More advanced than humans in every way, jann also have a small number of spell-like abilities, some of which are particularly powerful.

For a plane-traveling adventuring party, a janni with the natural ability to use *plane shift* is a handy friend.

Jann are good choices for players who want an elemental-based character that is still humanoid and capable of being a go-between for the various elemental and outsider creatures.

Much of the advancement of the janni class is based on distributing the class's potent spell-like abilities, particularly *invisibility* and *plane shift*.

As outsiders, jann have a strong base attack bonus and good saves in all three categories.

Their ability score bonuses and Hit Dice are spread over the class's 11 levels.

Although good in combat, their +5 level adjustment means jann tend to have fewer Hit Dice than fighters of the same level, and so they should be aware of their limitations.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Dex, +2 Con. Jann are fast like air and fire elementals, and tough like earth and water elementals.
- Speed: Janni land speed is 30 feet.
- Darkvision: Jann can see in the dark up to 60 feet.

- Elemental Endurance: A janni can survive on the Elemental Plane of Air, Earth, Fire, or Water for up to 48 hours.

Failure to return to the Material Plane after that time deals 1 point of damage per additional hour to the janni, until it dies or returns to the Material Plane.

- Automatic Languages: Auran, Aquan, Ignan, or Terran, plus Abyssal, Celestial, or Infernal.

- Favored Class: Janni.

The best multiclassing choices for a janni are fighter, rogue, wizard, and cleric.

CLASS SKILLS

The janni's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Escape Artist (Dex), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the janni monster class.

Weapon and Armor Proficiency: Jann are proficient with all simple and martial weapons, with light and medium armor, and with shields.

Feats: A janni receives one feat at 1st level and additional ones at 3rd and 9th level.

It gains Improved Initiative as a bonus feat at 7th level. After 11th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Spell-Like Abilities (Sp): A janni's *enlarge*, *invisibility*, *reduce*, and *speak with animals* abilities have a caster level equal to class level + 1.

The caster level for its *create food and water* ability is 7th.

TABLE A-30: THE JANNI

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, <i>enlarge</i> or <i>reduce</i> 2/day
2nd	2d8	+2	+3	+3	+3	8 + Int mod	1	Telepathy 100 ft., <i>speak with animals</i> 2/day, fire resistance 5, +2 Wis
3rd	3d8	+3	+3	+3	+3	8 + Int mod	2	Feat, +2 Str
4th	3d8	+3	+3	+3	+3	—	2	Fly 20 ft. (perfect), <i>invisibility</i> 3/day, +2 Int
5th	4d8	+4	+4	+4	+4	8 + Int mod	2	<i>Plane shift</i> (2/day, self only), fire resistance 10
6th	4d8	+4	+4	+4	+4	—	2	<i>Create food and water</i> 1/day, +2 Str
7th	5d8	+5	+4	+4	+4	8 + Int mod	3	Improved Initiative, <i>plane shift</i> (2/day, 1 passenger)
8th	5d8	+5	+4	+4	+4	—	3	+2 Int, +2 Cha
9th	6d8	+6/+1	+5	+5	+5	8 + Int mod	4	Feat, <i>plane shift</i> (2/day, 3 passengers), +2 Dex,
10th	6d8	+6/+1	+5	+5	+5	—	4	+2 Wis, fire resistance 15
11th	6d8	+6/+1	+5	+5	+5	—	4	<i>Plane shift</i> (unlimited, 6 passengers), +2 Str

KYTON

Outsider (Evil, Lawful)

Very humanlike in some ways but definitely fiendish, kytons are strange, brutish creatures wrapped in chains that serve as clothing, natural armor, weapons, and pets.

They are very useful in the rare environment that contains a lot of chains but are average fighters in normal melee situations.

Often mistaken for haunting spirits because of their chains, kytons can pass for humans if they wear other clothing.

Kytons are good choices for players who want to play gladiator-style characters with some unusual abilities.

A kyton's most powerful abilities are its dancing chains, spell resistance, and damage reduction, which scale up in the later levels of the class.

The early levels provide the kyton with its natural armor, its melee attacks, and its strange gaze.

It has fewer Hit Dice than a fighter of its level but is comparable to a rogue, and its natural abilities make it a good secondary combatant.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Str, +2 Con, -4 Int. Kytons are physically hardy but very simple.
- Speed: Kyton land speed is 30 feet.
- Darkvision: Kytons can see in the dark up to 60 feet.
- Cold Immunity: Kytons hail from the colder parts of Baator and are immune to cold.
- Skills: +8 racial bonus on Craft (metalworking) checks.
- Automatic Languages: Common and Infernal.
- Favored Class: Kyton.

The best multiclassing choice for a kyton is fighter.

CLASS SKILLS

The kyton's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Escape Artist (Dex), Listen (Wis), Profession (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the kyton monster class.

Weapon and Armor Proficiency: Kytons are proficient with all simple and martial weapons, with the spiked chain, but with no armor or shields.

A kyton's body chains do not count toward the weight of its equipment.

Feats: A kyton receives one feat at 1st level and additional ones at 4th and 10th level.

After 14th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Chain Rakes: A kyton can use the chains wrapping its body as melee weapons, making two attacks per round at its normal base attack bonus (without any off-hand or two-weapon fighting penalties) and dealing the indicated damage plus Strength bonus.

Any feats the kyton has regarding its chain rakes (such as Weapon Focus or Improved Critical) apply to using a spiked chain, and vice versa.

Unwrapping a body chain to use as a weapon is a free action.

A kyton can be disarmed of a chain it is using, but that simply causes the chain to wrap itself around the kyton's body again; pieces broken from a sundered chain wrap themselves automatically in a similar fashion.

A chain is considered a Large weapon, even though the kyton is able to wield chains one-handed.

Chain Reach: A kyton's chain rakes have a reach of 10 feet. Like a spiked chain, a kyton's chains may be used against adjacent targets as well as targets at its maximum reach in the same round.

Unnerving Gaze (Su): Starting at 3rd level, a kyton can make its face resemble one of the opponent's departed loved ones or bitter enemies.

Those subjected to the gaze must succeed on a Will save (DC 10 + 1/2 kyton's HD from class levels + kyton's Cha modifier) or take a -1 morale penalty on all attack rolls for 1d3 rounds.

The gaze affects all enemies within a certain distance.

The radius of the effect increases from 5 feet at 3rd level to 30 feet at 12th level and higher.

Creatures can only be subject to a particular kyton's unnerving gaze attack once per day.

Dancing Chains (Su): As a standard action, a kyton of 4th level or higher may control the indicated number of unattended chains within 20 feet, making them dance or move as it wishes.

In addition, the kyton can increase the chains' length by up to 15 feet and cause them to sprout razor-edged barbs (the chains return to their normal length and shape when the kyton stops controlling them).

Each chain may make one attack per round as if the kyton were wielding it directly.

A kyton can climb chains it controls at its normal speed without a Climb check.

Regeneration (Ex): A kyton of 8th level or higher takes normal damage from fire, acid, and blessed weapons (if they bypass the kyton's damage reduction).

Spell Resistance (Ex): A kyton of 10th level or higher has spell resistance equal to 9 + Hit Dice from class level.

TABLE A-31: THE KYTON

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points (8 + Int mod) × 4	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, subtypes (evil, lawful), 2 chains 1d6, chain reach 10 ft.
2nd	2d8	+2	+3	+3	+3	8 + Int mod	1	+2 natural armor
3rd	2d8	+2	+3	+3	+3	—	1	Unnerving gaze 5 ft., +2 Dex
4th	3d8	+3	+3	+3	+3	8 + Int mod	1	Feat, dancing chains (1)
5th	3d8	+3	+3	+3	+3	—	2	Chains 1d8, +2 Con, +4 natural armor
6th	4d8	+4	+4	+4	+4	8 + Int mod	2	Unnerving gaze 10 ft., +2 Dex
7th	4d8	+4	+4	+4	+4	—	3	Dancing chains (2)
8th	5d8	+5	+4	+4	+4	8 + Int mod	3	+6 natural armor, +2 Cha, regeneration 1
9th	5d8	+5	+4	+4	+4	—	4	Unnerving gaze 20 ft., DR 5/+1
10th	6d8	+6/+1	+5	+5	+5	8 + Int mod	4	Feat, dancing chains (3), spell resistance
11th	6d8	+6/+1	+5	+5	+5	—	5	+8 natural armor, +2 Str
12th	7d8	+7/+2	+5	+5	+5	8 + Int mod	5	Unnerving gaze 30 ft., regeneration 2
13th	7d8	+7/+2	+5	+5	+5	—	5	Dancing chains (4)
14th	8d8	+8/+3	+6	+6	+6	8 + Int mod	6	DR 10/+2

LICH

Feared by mortal beings for their malign magic, their intelligence, and their willingness to embrace undeath for a chance to live forever, liches are evil beings of great power. Though the lich template can be applied to a character all at once to achieve an instantaneous transformation from living to undead, allowing an enemy spellcaster to progress slowly as a lich can be even more useful to a DM.

In that way, the NPC can return to foil the PCs time and again before achieving her full potential as a lich.

Likewise, an evil character pursuing lichdom can experience the process in slow steps while continuing to adventure with her allies, rather than gaining all the template's powers at once and immediately surpassing her comrades in terms of sheer power.

The lich template class has two special requirements.

First, the base character must have the Craft Wondrous Item feat so that she can make a phylactery to hold her life force.

The would-be lich must craft her phylactery over time, as described below.

Second, she must be able to cast spells at a caster level of 11th or higher.

It is this power, coupled with the knowledge of the process required, that allows the transformation to occur.

LICH TEMPLATE CLASS FEATURES

All of the following are class features of the lich template class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

These changes are cumulative.

At first, a would-be lich gains an intellectual understanding of the process necessary to become a lich (represented by the Intelligence increase at 1st level).

Then she gains the intuitive understanding of what the process entails (represented by the Wisdom increase at 3rd level).

Finally, she gains a surge of confidence as the process is completed (represented by the Charisma increase at 4th level).

Natural Armor Replacement: At each level of the lich template class, the character uses either her existing natural armor bonus or the value given in Table SP-12, whichever is greater.

A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability. Thus, a human's natural armor bonus would become +2 at 1st level, +3 at 2nd level, +4 at 3rd level, and +5 at 4th level. For example, a bugbear normally has a +3 natural armor bonus.

Thus, a bugbear wizard 11 who chose to become a lich would gain no benefit from this ability until she attained 3rd level in the template class, since only then does the natural armor bonus granted by the template surpass that granted by her race.

Any item or effect that provides an enhancement bonus to natural armor functions normally for a lich—that is, its bonus is added to the lich's base natural armor bonus.

Thus, an *amulet of natural armor* +2 would give a bugbear wizard 11/lich 1 a total natural armor bonus of +5 (+3 base for bugbear, +2 from the amulet).

That same bugbear as a wizard 11/lich 4 would have a natural armor bonus of +7 (+5 from the template class and +2 from the amulet).

Lich Skills: At 1st level, a lich gains a +2 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

This bonus increases to +4 at 2nd level, to +6 at 3rd level, and to +8 at 4th level.

Damaging Touch (Su): At 1st level, a lich's touch deals 1d6+5 points of negative energy damage to any living target.

A Will save (DC 10 + 1/2 lich's HD + lich's Cha modifier) halves this damage.

A lich who attacks with a natural weapon may deal this damage in addition to the normal damage for that attack. When the lich reaches 2nd level, the damage for her touch increases to 1d8+5 points.

Paralyzing Touch (Su): Any living creature hit by a lich's touch attack must succeed on a Fortitude save (DC 10 + 1/2 lich's HD + lich's Cha modifier) or be paralyzed for 1d4 rounds.

A lich who attacks with a natural weapon may deal this damage in addition to the normal damage for that attack.

Remove paralysis or any effect that can remove a curse frees the victim, but the effect cannot be dispelled.

Anyone paralyzed by a lich seems dead, though a successful DC 20 Spot check or DC 15 Heal check reveals that the victim is still alive.

At 2nd level, the duration of this effect increases to 1d4 minutes.

At 3rd level, the duration increases to 1d4 hours.

At 4th level, the effect is permanent until removed.

Resistances (Ex): At 1st level, a lich gains resistance to cold 5 and electricity 5.

Each of these resistances increases to 10 at 2nd level and to 20 at 3rd level.

Damage Reduction (Su): At 2nd level, a lich gains damage reduction 5/bludgeoning and magic.

Her natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Her damage reduction increases to 10/bludgeoning and magic at 3rd level and to 15/bludgeoning and magic at 4th level.

Fear Aura (Su): Beginning at 2nd level, a lich is shrouded in a dreadful aura of death and evil.

Any creature in a 10-foot radius that looks at her must make a Will save if it is within 10 feet of her and has fewer than 5 HD.

Failure means the creature is affected as though by a *fear* spell (caster level equals lich's character level).

A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

The lich can negate the effect of her aura by concealing all of her withered flesh and hiding her glowing eyes, usually by means of clothing that covers her entire body coupled with some sort of deep cowed cloak or visored helmet.

The radius of this effect expands to 30 feet at 3rd level and to 60 feet at 4th level.

Fortification (Ex): When a lich attains 2nd level, her internal organs begin to shut down as she continues her metamorphosis into an undead creature and starts to transfer her life energy into her phylactery.

Thus, she is treated as if she had the light fortification armor property (25% chance for any critical hit or sneak attack against her to become a normal attack).

If she has any version of the fortification special ability from another source (such as a spell or magic item), use the better value.

At 3rd level, she is treated as if she had moderate fortification (50% chance for any critical hit or sneak attack against her to become a normal attack).

Phylactery: To complete her transformation to a lich, the character must create a phylactery using the Craft Wondrous Item feat.

The phylactery is crafted in three stages, and the lich transfers a bit more of her life force to it at each stage.

It does not, however, grant her any of the normal benefits of a phylactery until it is fully completed.

Paying the cost of each stage of its construction is a prerequisite for the corresponding level in the lich template class.

Thus, to take the 2nd level in this class, the lich must invest 40,000 gp and 1,600 XP in her phylactery.

She must spend the same amount again to take the 3rd level, and once again to take the 4th level (for a total investment of 120,000 gp and 4,800 XP).

She can complete the phylactery early if she wishes, though doing so does not grant her any additional abilities until she takes the appropriate levels in the template class.

For the purpose of determining item saving throws, the phylactery has a caster level equal to that of the lich at the time she completed the most recent stage of work.

For example, if a human wizard 11/lich 1 crafts the first stage of her phylactery, it is caster level 11th.

She gains three more wizard levels before finishing the second stage of construction, giving it caster level 14th.

At that point, she takes the 2nd level of the template class.

She then takes one more level of wizard and completes the phylactery, which is thereafter caster level 15th.

The most common physical form for a phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed.

The box is a Tiny object with 40 hit points, hardness 20, and a break DC of 40.

Other kinds of phylacteries can also exist, such as rings, amulets, or similar items.

Once the phylactery has been completed, the lich can avoid permanent destruction as long as her phylactery survives.

If she dies or is destroyed, she reappears 1d10 days after her old body's death.

She gains her new physical form by grafting her undead spirit to a humanoid corpse, mindless undead, or some weak-minded creature within a few miles of her phylactery.

The new body has all the abilities and powers of her old one, though any items she used to carry are lost (probably taken by those who slew her old body).

Likewise, any spells or effects bound to her old body with *permanency* do not spontaneously appear on her new one.

Most liches who recover from death spend a year or more tracking down their items and learning more about their attackers, and it is not unusual for a lich to wait decades before exacting her revenge.

If the phylactery is destroyed while the lich is still active in a body, her undead life force automatically joins that body.

She takes no penalties of any kind for that joining, but without a phylactery, she cannot recover if her body is subsequently destroyed.

She may create a new phylactery to replace a lost one if she has the time and resources to do so.

Turn Resistance (Ex): At 4th level, a lich gains +4 turn resistance.

She is treated as an undead with 4 more Hit Dice than she actually has for the purpose of turn, rebuke, command, or bolster attempts.

Immunities (Ex): A 4th-level lich is immune to cold, electricity, and polymorph, though she can still use *polymorph* effects on herself.

Undeath: Upon reaching 4th level, the lich becomes fully undead.

Her type changes to undead, and she gains all the normal benefits and drawbacks that go with that type.

She no longer has a Constitution score, so she loses any Constitution bonus or penalty to hit points, saving throws, and skills.

She also becomes immune to many attacks (including critical hits and sneak attacks, rendering her fortification ability redundant), but she is subject to turn and rebuke attempts and is immediately destroyed if brought to 0 or fewer hit points (though her phylactery prevents "permanent" destruction).

All of her Hit Dice (current and future) increase to d12s. (Rather than rerolling all her Hit Dice, just add 4 hit points for every d4 she previously had, 3 hp for every d6, 2 hp for every d8, and 1 hp for every d10).

In addition, her alignment immediately changes to evil if it was not already.

A lich cleric becomes an ex-cleric at this time if her deity does not allow evil clerics. However, she can remedy this situation either by offering her allegiance to a god that does accept evil clerics or by devoting herself to an evil cause or a source of evil divine power (selecting new domains if appropriate). A lich cleric who could previously turn undead loses that ability but gains the ability to rebuke undead.

Table SP-12: The Lich Template Class

Lich Class Level	CR	Special
1st	+0	Int +2, natural armor +2, lich skills +2, damaging touch 1d6+5, paralyzing touch (1d4 rounds), resistances (cold 5, electricity 5)
2nd	+1	Natural armor +3, lich skills +4, damage reduction 5/bludgeoning and magic, damaging touch (1d8+5), fear aura (10-ft. radius), fortification (light), paralyzing touch (1d4 minutes), phylactery (1st stage), resistances (cold 10, electricity 10)
3rd	+2	Wis +2, natural armor +4, lich skills +6, damage reduction 10/bludgeoning and magic, fear aura (30-ft. radius), fortification (moderate), paralyzing touch (1d4 hours), phylactery (2nd stage), resistances (cold 20, electricity 20)
4th	+2	Cha +2, natural armor +5, lich skills +8, damage reduction 15/bludgeoning and magic, fear aura (60-ft. radius), immunities (cold, electricity, polymorph), paralyzing touch (permanent), phylactery (3rd stage), turn resistance +4, undeath

LILLEND

Outsider (Chaotic, Good)

Lillends are strange outsiders with a love of music and natural beauty.

Although some might think them fiendish because of their serpentine bodies, their beautiful faces and voices and magnificent feathered wings show their benign nature.

Incredibly strong, wise, and confident, lillends make strong fighters and bards but excel at any task they choose.

Lillends are good choices for players who want exotic characters with a strong desire to do good.

Lillends have good ability scores, natural armor, combat abilities, spellcasting, and spell-like abilities.

They have enough special abilities that the class has a useful ability or ability score increase at every character level.

The biggest drawback to the class is its 7 Hit Dice relative to its ECL of 13, so a lillend cannot take quite as much punishment as a fighter of the same level.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Wis, +2 Cha. Lillends are wise, personable, and confident.
- Speed: Lillend land speed is 20 feet.
- Darkvision: Lillends can see in the dark up to 60 feet.
- Poison Immunity: Lillends are immune to all kinds of poison.
- Skills: +4 racial bonus on Survival checks.
- Automatic Languages: Abyssal, Celestial, Common, and Infernal.
- Favored Class: Lillend.

Likewise, a lich cleric who could previously spontaneously cast *cure* spells can now do so with *inflict* spells.

Upon gaining the undead template, a lich sorcerer or wizard is shunned by her familiar unless it is a bat or rat, but she can acquire a bat or rat familiar to replace her previous one in the usual way.

The best multiclassing choice for a lillend is bard, but lillends are competent at any class.

CLASS SKILLS

The lillend's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Spellcraft (Int), and Survival (Wis). On reaching Large size, a lillend takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the lillend monster class.

Weapon and Armor Proficiency: Lillends are proficient with all simple and martial weapons, but not with armor or shields.

Feats: A lillend receives one feat at 1st level and additional ones at 3rd and 8th level.

After 13th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Tail Slap: A lillend has a tail slap attack that is a natural weapon dealing the indicated damage plus 1/2 Strength bonus.

Bard Abilities: Starting at 2nd level, a lillend casts spells and has the bardic music ability of a bard of half its class level.

Lillend World Powers (Sp): Beginning at 3rd level, a lillend can use the following spell-like abilities once per day: *darkness*, *hallucinatory terrain*, *knock*, and *light*.

At 9th level and higher it can use them three times per day. The lillend's caster level is its effective bard level + 4.

Lillend Talk Powers (Sp): Beginning at 5th level, a lillend can use the following spell-like abilities once per day: *charm person*, *Speak with animals*, and *Speak with plants*. Its caster level is its effective bard level + 4.
Improved Grab (Ex): Starting at 5th level, a lillend can use this ability if its hits a creature of its size or smaller with its tail attack.

If it gets a hold, it can constrict.
Constrict (Ex): A lillend deals tail slap damage plus Strength bonus against creatures it grapples with its tail. This attack uses the entire lower portion of its body, so it cannot take any move actions when constricting, though it can still attack with a hand-held weapon.

TABLE A-32: THE LILLEND

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, subtypes (chaotic, good), +1 natural armor
2nd	2d8	+2	+3	+3	+3	8 + Int mod	1	Bard abilities, +2 Str, +2 Int
3rd	3d8	+3	+3	+3	+3	8 + Int mod	2	Feat, tail slap 1d6, lillend world powers 1/day, +2 Cha
4th	4d8	+4	+4	+4	+4	8 + Int mod	2	+2 natural armor, fire resistance 5, +2 Str
5th	4d8	+4	+4	+4	+4	—	3	Improved grab, constrict, lillend talk powers, +2 Wis
6th	5d8	+5	+4	+4	+4	8 + Int mod	4	Fly 70 ft. (average), tail slap 1d8, +2 Str
7th	5d8	+5	+4	+4	+4	—	4	+3 natural armor, +2 Dex, +2 Cha
8th	6d8	+6/+1	+5	+5	+5	8 + Int mod	4	Feat, Large size, reach 10 ft., +2 Str, +2 Con
9th	6d8	+6/+1	+5	+5	+5	—	5	Tail slap 2d6, lillend world powers 3/day
10th	6d8	+6/+1	+5	+5	+5	—	5	+2 Dex, +4 natural armor, fire resistance 10
11th	7d8	+7/+2	+5	+5	+5	8 + Int mod	6	+2 Wis, +2 Cha
12th	7d8	+7/+2	+5	+5	+5	—	6	+2 Con, +2 Int
13th	7d8	+7/+2	+5	+5	+5	—	7	+2 Str, +2 Dex, +5 natural armor

MAGMIN

Elemental (Fire)

Made from molten rock, magmins are mischievous elemental creatures that do not really understand the damage they can cause.

Quick but dumb, magmins have a hard time carrying nonmetallic equipment.

Because they have such a limited focus, they are good characters for players who have a need to cause some destruction but don't have a long-term interest in a particular character.

A magmin fighter or barbarian could be a workable character if a way is found to restrain its urges when it is in civilized areas.

Magmins are physically weak, with almost all of their power stemming from their natural ability to ignite objects and exude heat.

These two abilities start out weak but develop quickly. At the highest levels, the magmin's damage reduction kicks in, balancing its weak Hit Dice.

RACIAL TRAITS

- Starting Ability Score Adjustments: -2 Str, +2 Dex, -2 Int. Magmins are somewhat weak because of their size and not too smart, but relatively quick.
- Small: As Small creatures, Magmins gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than Medium-size creatures do, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Speed: Magmin land speed is 30 feet.
- Darkvision: Magmins can see in the dark up to 60 feet.
- Automatic Languages: Ignan.
- Favored Class: Magmin.

The best multiclassing choice for a magmin is rogue.

CLASS SKILLS

The magmin's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Escape Artist (Dex), Jump (Str), Profession (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the magmin monster class.

Weapon and Armor Proficiency: Magmins are not proficient with any weapons, armor, or shields.

Feats: A magmin receives one feat at 1st level.

After 6th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Fire Subtype (Ex): A magmin is immune to fire damage and takes a -10 penalty on saves against cold attacks.

If a cold attack does not allow a saving throw, the creature takes double damage instead.

Burning Touch: The magmin has a burning touch attack that is a natural weapon dealing the indicated damage.

If the magmin uses a metal weapon, it adds half its burning touch damage to the weapon damage.

Fiery Aura (Ex): Anyone within a certain distance from a magmin of 2nd level or higher must succeed on a Fortitude save (DC 10 + 1/2 magmin's HD from class levels + magmin's Con modifier) or take the indicated damage from the intense heat.

The radius of the emanation increases from 5 feet at 2nd level to 30 feet at 6th level.

Combustion (Ex): Starting at 3rd level, a magmin gains this ability.

Anyone it hits with its burning touch must succeed on a Reflex save (DC 10 + 1/2 magmin's HD from class levels + magmin's Con modifier) or take additional fire damage equal to the magmin's burning touch damage as clothes ignite or armor becomes searing hot.

The damage continues for another 1d4+2 rounds after the magmin's last successful attack.

Magmins can also ignite flammable materials with a touch. Attacks from a magmin with a weapon do not cause the target to combust.

Melt Weapons (Ex): Any metal weapon that strikes a magmin must succeed on a Fortitude save (DC 10 + 1/2

magmin's HD from class levels + magmin's Con modifier) or melt away into slag.

TABLE A-33: THE MAGMIN

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points (2 + Int mod) × 4	CR	Special
1st	1d8	+0	+0	+2	+0	—	1	Feat, fire subtype, +2 natural armor, burning touch 1d4 fire
2nd	1d8	+0	+0	+2	+0	—	2	Fiery aura (5 ft., 1 point), melt weapons
3rd	1d8	+0	+0	+2	+0	—	2	Burning touch 1d6 fire, combustion, DR 5/+1
4th	2d8	+1	+0	+3	+0	2 + Int mod	3	Fiery aura (10 ft., 1d3 fire)
5th	2d8	+1	+0	+3	+0	—	3	Burning touch 1d8 fire
6th	2d8	+1	+0	+3	+0	—	3	Fiery aura (30 ft., 1d6 fire)

MEDUSA

Monstrous Humanoid

Whether the image of this snake-haired being emerges from literary description, the imagination, or from a fantasy film, the idea of a creature that can turn a human into unmoving stone with a glance is terrifying.

What if a player character could threaten the denizens of a dungeon or the enemy within a foreign keep with a petrifying countenance?

The troubling side of playing a medusa character is that unless the medusa's face is concealed (in which case the medusa suffers from all the consequences of blindness), its allies risk becoming realistic sculptures.

The important question in building the medusa monster class is where to place its petrifying gaze.

Since it is the most important feature of the class, and the most likely to present game balance concerns to a Dungeon Master, the gaze lies close to the top of the range.

At lower levels, the medusa must make do with ability score increases, natural armor, and poisonous snakes.

The snakes deal Strength damage, a relatively weak poison that doesn't upset game balance.

At higher levels, the medusa's poison grows in efficiency, eventually becoming powerful enough to debilitate a strong warrior with a single snakes attack.

Eventually, the monster class at its highest level offers the medusa the power to control its gaze attacks so it strikes down foes, not friends.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Dex, +2 Cha.
- Medusas are quick and have a strong sense of self.
- Speed: Medusa land speed is 30 feet.
- Darkvision: Medusas can see in the dark up to 60 feet.
- Automatic Languages: Common.
- Favored Class: Medusa.

The best multiclassing choice for a medusa is fighter, but its high Charisma and gaze attack make it better suited for

some class that does not put the character on the front line of the war, such as bard or sorcerer.

CLASS SKILLS

The medusa's class skills (and the key ability for each skills) are Bluff (Cha), Craft (Int), Disguise (Cha), Move Silently (Dex), Profession (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the medusa monster class.

Weapon and Armor Proficiency: Medusas are proficient with all simple weapons and with shortbows but not with armor or shields.

Feats: A medusa receives two feats at 1st level and additional ones at 4th and 10th level.

After 10th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Snakes: The medusa has a snake-hair attack that is a natural weapon dealing the indicated damage plus 1/2 Strength bonus.

The snakes always attack as one unit (the medusa cannot direct half of its snakes to attack one creature and half another).

Poison (Ex): A medusa's snake attack injects the target with poison (Fort DC 10 + 1/2 medusa's HD from class levels + medusa's Con modifier).

The poison deals the indicated primary and secondary damage.

Petrifying Gaze (Su): Beginning at 6th level, a medusa gains the ability to petrify targets with its gaze.

Unlike a fully developed gaze attack, a young medusa can use this ability only once per day and can only use it as an active attack against a single target within 10 feet.

At 8th level its range extends to 30 feet, and the medusa can use its gaze in this manner up to three times per day.

At 10th level its gaze attack fully matures, and it can use it at will.

Targets of the gaze may resist with a Fortitude save (DC 10 + 1/2 medusa's HD from class levels + medusa's Cha modifier).

TABLE A-34: THE MEDUSA

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) × 4	1	Feat, snakes 1d4, poison (1 Str, 2 Str)
2nd	2d8	+2	+0	+3	+3	2 + Int mod	1	+2 Int, +1 natural armor
3rd	2d8	+2	+0	+3	+3	—	1	+2 Con
4th	3d8	+3	+1	+3	+3	2 + Int mod	2	Feat, snakes 1d4, poison (1d4 Str, 2d4 Str)
5th	3d8	+3	+1	+3	+3	—	2	+2 Dex, +2 natural armor
6th	4d8	+4	+1	+4	+4	2 + Int mod	3	Petrifying gaze (1/day, active, 10 feet)
7th	4d8	+4	+1	+4	+4	—	4	+2 Wis, +3 natural armor
8th	5d8	+5	+1	+4	+4	2 + Int mod	5	Petrifying gaze (3/day, active, 30 feet)
9th	5d8	+5	+1	+4	+4	—	6	+2 Cha, poison (1d6 Str, 2d6 Str)
10th	6d8	+6/+1	+2	+5	+5	2 + Int mod	7	Feat, petrifying gaze (unlimited, standard, 30 feet)

MIND FLAYER

Aberration

Mind flayers, like drow and driders, have a long history of terrorizing adventurers and heroes who dare to intrude within the deep reaches of the underworld.

These aberrations rip the brains from their foes.

As if that were not enough, the mind flayer triply earns its name with psionic powers and with *mind blasts* that can reduce foes to quivering inactivity.

The mind flayer's level adjustment is very high (+7), so most of the monster class involves reaching a point where the mind flayer character is a match for the standard mind flayer.

A mind flayer has a number of abilities to disperse to that point, but its *mind blast* is a trademark ability that is introduced as soon as possible.

The ability first appears at 4th level, but is limited in its uses per day, with a lower save DC, and affecting only a single target.

One by one, those restraints fall away until the character deals its 3d4 rounds of stunning, in a cone, at will.

The rest of the mind flayer's spell-like psionic powers appear in order of their spell levels from lowest to highest. The choice for mind flayer advancement is mostly moot, unless the campaign extends itself to epic levels beyond 20th.

In that case, the old mind flayer tradition of wizardry is the best path for most mind flayers to pursue.

With a +8 bonus to Intelligence, a mind flayer character given time and experience to develop its abilities can make a formidable archmage, and its spells would be very difficult to resist.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Int.

Mind flayers are intelligent creatures, albeit with an alien mindset.

- Speed: Mind flayer land speed is 30 feet.

- Darkvision: Mind flayers can see in the dark up to 60 feet.

- Automatic Languages: Undercommon.

However, mind flayers prefer to communicate telepathically.

- Favored Class: Mind flayer.

The best multiclassing choices for a mind flayer are wizard and sorcerer.

CLASS SKILLS

The mind flayer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (any two, chosen at 1st level)

(Int), Listen (Wis), Move Silently (Dex), Profession (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the mind flayer monster class.

Weapon and Armor Proficiency: A mind flayer has no proficiency with weapons, armor, or shields.

Feats: A mind flayer receives one feat at 1st level and additional ones at 5th and 11th level.

After 15th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Tentacles: A mind flayer uses its four facial tentacles for eating, but it also becomes adept at using them to attack creatures in combat.

Its tentacles are natural melee weapons and deal the indicated damage plus Strength modifier.

A mind flayer that cannot use all four of its tentacles in combat is still able to use them to eat in a noncombat situation.

Improved Grab (Ex): To use this ability, a mind flayer must hit a Small, Medium-size, or Large creature with a tentacle attack (or a Huge creature if it can reach the creature's head).

If the grab is successful, on its next action the mind flayer may attempt to attach its remaining tentacles with a single grapple check.

The target can escape all the tentacles with a single grapple check, but the mind flayer gets a +2 bonus to oppose this check for each of its tentacles beyond the first that is attached to the target.

Telepathy (Su): Starting at 2nd level, a mind flayer gains telepathy at the indicated range.

It may communicate telepathically with any creature in range that has a language.

Psionics (Sp): Beginning at 3rd level, a mind flayer acquires psionic abilities.

Unless otherwise indicated, the abilities may be used at will.

The effective sorcerer level for these abilities is equal to the mind flayer's Hit Dice from class levels.

The save DC for psionics effects is 10 + spell level + mind flayer's Charisma modifier.

Mind Blast (Sp): Beginning at 4th level, a mind flayer can create a blast of mental energy.

A creature attacked by a *mind blast* can attempt a Will save (DC 10 + 1/2 medusa's HD from class levels + medusa's Cha modifier) to avoid being stunned.

Initially this ability is usable once per day against only one creature within 10 feet, and the stunned effect lasts for 1d4 rounds.

As a mind flayer advances in level, its *mind blast* affects all creatures in a cone extending out from the mind flayer, the ability is usable more often, and the duration of the effect lengthens.

At 14th level, a mind flayer can use its *mind blast* at will. It affects all creatures in a 60-foot cone, and those that fail their saves are stunned for 3d4 rounds.

Spell Resistance (Ex): Beginning at 6th level, a mind flayer gains spell resistance equal to 10 + its class level.

Extract (Ex): A mind flayer of 12th level or higher that begins its turn with all four tentacles attached and makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature (unless it has multiple brains or can function without its brain).

TABLE A-35: THE MIND FLAYER

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+0	+0	+2	(2 + Int mod) × 4	1	Feat, 2 tentacles 1d4, +1 natural armor
2nd	1d8	+0	+0	+0	+2	—	1	+2 Str, telepathy 10 ft.
3rd	2d8	+1	+0	+0	+3	2 + Int mod	2	+2 Wis, psionics (<i>detect thoughts, levitate</i>)
4th	2d8	+1	+0	+0	+3	—	2	+2 Con, <i>mind blast</i> 1/day (1 creature, 1d4 rounds)
5th	3d8	+2	+1	+1	+3	2 + Int mod	3	+2 Int, 3 tentacles 1d4, psionics (<i>suggestion</i>), telepathy 60 ft., feat
6th	3d8	+2	+1	+1	+3	—	3	+2 Dex, spell resistance, +2 natural armor
7th	4d8	+3	+1	+1	+4	2 + Int mod	4	+2 Cha, psionics (<i>charm monster</i>)
8th	4d8	+3	+1	+1	+4	—	4	Improved grab, <i>mind blast</i> 3/day (10-ft. cone, 1d4 rounds)
9th	5d8	+3	+1	+1	+4	2 + Int mod	5	+2 Int, 4 tentacles 1d4, telepathy 100 ft.
10th	5d8	+3	+1	+1	+4	—	5	+2 Wis, +3 natural armor
11th	6d8	+4	+2	+2	+5	2 + Int mod	6	Feat, +2 Cha, <i>mind blast</i> 3/day (30-ft. cone, 1d4 rounds)
12th	6d8	+4	+2	+2	+5	—	6	Extract, psionics (<i>plane shift</i> 1/day), <i>mind blast</i> 3/day (30-ft. cone, 2d4 rounds)
13th	7d8	+5	+2	+2	+5	2 + Int mod	7	+2 Int, +2 Dex
14th	7d8	+5	+2	+2	+5	—	7	+2 Wis, <i>mind blast</i> at will (60-ft. cone, 3d4 rounds)
15th	8d8	+6/+1	+2	+2	+6	2 + Int mod	8	+2 Cha, psionics (<i>astral projection, plane shift</i>)

MINOTAUR

The minotaur is one of the strongest and most combative of the monstrous humanoids.

Graced with a powerful gore attacks and familiarity with weapons, the minotaur represents a tough opponent for dungeon-exploring heroes.

Now, the minotaur class allows the cunning and ferocity of this classic foe to work to the benefit of player characters. Building the minotaur monster class requires examining each of the components that make the monster formidable in combat: Strength, size, natural armor, and natural attacks.

Then, slowly parcel out those benefits in stages until the minotaur reaches its final ECL of 8 (including its +2 level adjustment).

A 1st-level minotaur has a hint of its eventual Strength but must tolerate penalties to Intelligence and Charisma.

It also has a natural attack, the ability to charge for increased damage, and a small natural armor bonus.

The rest of the minotaur's abilities are upgraded along these lines as smoothly as possible until it reaches 8th level (6 HD).

For much of this time, the immature minotaur lacks the advantage of Large size (and the 10-foot reach it provides). The minotaur grows to its full adult Large size upon reaching 6th level.

After reaching 8th level, the minotaur can continue to advance using the monster advancement rules in the *Monster Manual*, if desired.

Monstrous humanoids have a great base attack progression (equal to a fighter's) and two good saves, so there is good incentive to advance in this way.

Other good options for continuing to develop a minotaur character include advancing as a fighter (for the bonus feats), a barbarian (for rage and certain skills), or a rogue (for sneak attacks and even more skills).

RACIAL TRAITS

• Starting Ability Score Adjustments: +2 Str, +2 Dex, -4 Int, -2 Cha.

While known for cunning and ferocity, minotaurs rely on Strength and natural weaponry to overcome their foes.

The minotaur's Strength and Constitution increase as it gains levels, while its Dexterity decreases.

• Speed: Minotaur land speed is 30 feet.

• Darkvision: Minotaurs can see in the dark up to 60 feet.

• Automatic Languages: Giant.

A minotaur with enough Intelligence to receive a bonus language usually makes Common its first choice.

Though they are classified as monstrous humanoids, minotaurs frequently associate with various giant kinds, including ogres, ettins, and true giants.

Their size makes minotaurs accepted among these monsters when smaller beings would not be.

• Favored Class: Minotaur.

The best multiclassing choices for a minotaur are fighter, barbarian, and ranger.

CLASS SKILLS

The minotaur's class skills (and the key ability for each skill) are Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Search (Int), and Spot (Wis).

On reaching Large size, a minotaur takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the minotaur monster class.

Weapon and Armor Proficiency: Minotaurs are proficient with all simple and martial weapons, with light and medium armor, and with shields.

Feats: A minotaur receives one feat at 1st level, one at 4th level, and another at 8th level.

After 8th level, it gains feats normally according to its effective character level (the total of its Hit Dice, level adjustment, and class levels) as shown on Table 2–5:

Experience and Level-Dependent Benefits.

Keen Senses (Ex): A 1st-level minotaur gains a +1 racial bonus on Listen, Search, and Spot checks.

At 4th level, the bonus rises to +2, at 6th level to +3, and at 8th level to +4.

Natural Cunning (Ex): Most minotaurs are not clever, but they all possess an innate logical ability.

At 2nd level, a minotaur can never become lost.

At 4th level, when it develops the scent ability, it can track creatures by smell.

At 7th level, a minotaur becomes immune to *maze* spells and is never flat-footed.

Scent (Ex): A minotaur has a keen sense of smell.

Beginning at 4th level, it can detect opponents within the given range (double range if the scent is upwind, one-half range if it is downwind) and may take a move-equivalent action to determine the direction of a scent.

If an odor source, such as an opponent, is within 5 feet, the minotaur can pinpoint that source.

Minotaurs can use the scent ability to track an enemy by smell.

Large Size: At 6th level, a minotaur grows to Large size and its natural reach extends to 10 feet.

It incurs the usual penalties for Large creatures.

Gore: A gore is a natural attack.

Beginning at 1st level, a minotaur deals 1d4 points of damage plus its Strength modifier when making a gore attack.

At 3rd level the base damage rises to 1d6, and at 7th level to 1d8.

When a minotaur charges to make a gore attack, it deals additional damage according to the following table.

Gore Damage	Charge Damage
1d4	2d6
1d6	2d8
1d8	4d6

A minotaur adds one and one-half times its Strength modifier to its gore damage when charging.

Because a gore is a natural attack, a minotaur can use the full attack action to attack with a melee weapon and follow up with its gore attack as a secondary attack at a –5 penalty. It does get iterative attacks (multiple attacks with the same weapon at a cumulative –5 penalty), if it is entitled to any, with its melee weapon (but not with its gore) when using such an attack routine.

TABLE 3–1: THE MINOTAUR

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) × 4	1	Gore 1d4, feat, +2 natural armor
2nd	2d8	+2	+1	+3	+3	2 + Int mod	1	+2 Str, keen senses (+1), natural cunning (cannot become lost)
3rd	2d8	+2	+1	+3	+3	—	2	+2 Con, +3 natural armor, gore 1d6
4th	3d8	+3	+1	+3	+3	2 + Int mod	2	+2 Str, scent 10 ft., keen senses (+2), natural cunning, (track enemies), feat
5th	3d8	+3	+1	+3	+3	—	3	+4 natural armor, +2 Con
6th	4d8	+4	+1	+4	+4	2 + Int mod	3	+2 Str, –2 Dex, scent 20 ft., Large size, reach 10 ft., keen senses (+3)
7th	5d8	+5	+1	+4	+4	2 + Int mod	4	+5 natural armor bonus, natural cunning (never flat-footed, immune to <i>maze</i> spells), gore 1d8
8th	6d8	+6/+1	+2	+5	+5	2 + Int mod	4	Scent 30 ft., keen senses (+4), feat

MUMMY

Undead

Undead monsters can be tough to adapt to a setting, but the story that they bring with them often makes it worth the extra effort.

What could bring a mummy to abandon its eternal vigilance and take up the career of a traveling adventurer? The mummy character must answer that question.

Is it vengeance, the pursuit of a grave robber or desecrator of the dead?

Is it the suddenly recovered memory of the life long past? Alternatively, does this creature of the dead, of all of the things that prowl the night, seek to end its years of service to negative powers?

Does it long to be human once more, or simply to end its suffering in pursuit of something more noble?

The mummy has in its repertoire despair, mummy rot, improved ability scores, natural armor, and its very status as an undead creature.

The undead status comes first, and because of this type advantage, the mummy must wait for several levels to acquire any special abilities.

What is frequently the most feared aspect of an encounter with a hostile mummy, its supernatural rotting disease, does not play much into the effectiveness of a player character mummy.

While PCs must deal with long-term consequences such as diseases and curses, the typical monster won't be alive long enough for the disease to matter—or if it is, it's only because the player characters have met an untimely end. The mummy's despair, on the other hand, is much more useful, even if it is troublesome for companions to deal with its paralyzing visage each morning.

The mummy's ability scores encourage it down the path of any character class that does not rely on Dexterity or Intelligence.

Sorcerer, cleric, and fighter are the most likely choices, though that unique mummy paladin or bard could be worth considering.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Str, Con —, -4 Int. Mummies are strong but slow, and they tend to be single-minded.

As an undead creature, a mummy does not have a Constitution score.

- Undead: Immune to mind-affecting effects, poison, sleep, paralysis, stunning, and disease.

Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

When a mummy is reduced to 0 hit points, it is immediately destroyed.

A destroyed mummy can be reanimated with a *limited wish*, *wish*, or *miracle* spell (the first spell causes the mummy to lose a level, the latter two do not).

A *resurrection* or *true resurrection* spell can bring a mummy back to life as a creature (no longer undead) with a character class appropriate to the mummy's life (the former spell causes the ex-mummy to lose a level, the latter one does not).

- Speed: Mummy land speed is 20 feet.

- Darkvision: Mummies can see in the dark up to 60 feet.

- Automatic Languages: Common.

Once humanoids themselves, mummies remember the language of their own former existence.

Mummies often study rare or exotic languages in order to preserve their connection to an ancient past.

- Favored Class: Mummy.

The best multiclassing choice for a mummy is fighter.

CLASS SKILLS

The mummy's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Profession (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the mummy monster class.

Weapon and Armor Proficiency: Mummies are proficient with all simple weapons, but not with armor or shields.

Feats: A mummy receives one feat at 1st level and additional ones at 4th and 10th level.

After 11th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Slam: A mummy has a slam attack that is a natural weapon dealing the indicated damage plus 1 1/2 times its Strength bonus.

Fire Vulnerability (Ex): A mummy takes double damage from fire attacks unless a save is allowed for half damage.

A successful save halves the damage and a failure doubles it.

Resistant to Blows (Ex): At 3rd level, a mummy becomes more resistant to damage.

Any physical attacks against it deal only half damage.

Apply this effect before damage reduction.

Mummy Rot (Su): Starting at 5th level, once per day a mummy can infect a creature hit by its slam attack with mummy rot.

At 8th level it can do this three times per day, and at 12th level every one of its slam attacks can inflict the disease if the mummy wishes.

Mummy rot is a supernatural disease, and it cannot be cured without magic.

An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both *remove disease* and *raise dead* (or similar spells) are cast on the remains within 6 rounds.

Despair (Su): At 10th level and higher, a mummy can use its despair ability to cause fear in any creature that views it.

Such a creature must succeed on a Will save (DC 10 + 1/2 mummy's HD from class levels + mummy's Cha modifier) or be paralyzed with fear for 1d4 rounds.

Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

TABLE A-36: THE MUMMY

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d12	+0	+0	+0	+2	(4 + Int mod) × 4	1	Feat, fire vulnerability, slam 1d4, +3 natural armor
2nd	2d12	+1	+0	+0	+3	4 + Int mod	1	+2 Str
3rd	2d12	+1	+0	+0	+3	—	1	Resistant to blows, +2 Wis
4th	3d12	+1	+1	+1	+3	4 + Int mod	1	Feat, +5 natural armor, +2 Str
5th	3d12	+1	+1	+1	+3	—	2	Mummy rot 1/day, +2 Cha
6th	4d12	+2	+1	+1	+4	4 + Int mod	2	Slam 1d6, +2 Str
7th	4d12	+2	+1	+1	+4	—	2	DR 5/—
8th	5d12	+2	+1	+1	+4	4 + Int mod	3	Mummy rot 3/day
9th	5d12	+2	+1	+1	+4	—	3	+8 natural armor, +2 Str
10th	6d12	+3	+2	+2	+5	4 + Int mod	3	Feat, despair, +2 Cha
11th	6d12	+3	+2	+2	+5	—	3	+10 natural armor, +2 Wis, +2 Str
12th	7d12	+3	+2	+2	+5	4 + Int mod	3	Mummy rot at will
13th	8d12	+4	+2	+2	+6	4 + Int mod	3	+2 Str

NIXIE

Fey

Sprites have become known for their mischievous nature, for their ability to pull pranks of either incredible complexity or simple mirth.

In truth sprites, especially nixies, are reclusive by nature.

A few sprites, however, buck the trend, leaving behind their woods and lakes to learn more of the larger world.

And, perhaps, to make a difference in it.

Perhaps they seek to halt the encroachment of humanity into their forests and wilds.

Or they may realize that as vast as the bounty of their homelands may be, the world is yet larger and more interesting.

The advantage of beginning play as a fey creature lies mostly in the number of skill points with which a fey begins.

Over its first three levels, the nixie character gains all of its minor but helpful abilities and a potent Charisma score. Because of the nixie's low starting ECL and its good ability scores, it is one of the best candidates for a monster spellcaster.

Few monsters with an ECL of more than 3 or 4 are suitable for becoming spellcasters simply because they can never match the spellcasting power of a human of the same character level.

In the nixie's case, the trade may be worth it.

By multiclassing into a sorcerer, the nixie benefits from Charisma and spell resistance, even if that spell resistance eventually grows weak relative to character level.

Nixies can also do well as rogues or bards, given their ability scores.

RACIAL TRAITS

- Starting Ability Score Adjustments: -4 Str, +4 Dex, +4 Cha.

Though weak in sheer physical power, the nixie relies on grace and winning personality.

- Small: As Small creatures, nixies gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and +4 size bonus on Hide checks, but they must use smaller weapons than Medium-size creatures do, and their lifting and carrying limits are one-half of those of Medium-size characters.

- Speed: Nixie land speed is 20 feet, swim speed 30 feet. Like any creature with a swim speed, nixies can move through the water at that speed without making Swim checks, they have a +8 racial bonus on Swim checks to perform some special action or avoid a hazard, and they can always take 10 when making Swim checks.

They can use the run action while swimming provided they swim in a straight line.

- Aquatic Subtype: Nixies can breathe water or air equally well.
 - Skills: +2 racial bonus on Search, Spot, and Listen checks; +5 racial bonus on Hide checks when in water.
 - Low-Light Vision: Nixies can see twice as far as a human in starlight, moonlight, torchlight, or similar conditions of poor illumination.
- They retain the ability to distinguish color and detail under these conditions.
- Automatic Languages: Aquan, Common, and Sylvan.
 - Favored Class: Nixie.

The best multiclassing choices for a nixie are bard, rogue, and sorcerer.

CLASS SKILLS

The nixie's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Escape Artist (Dex), Handle Animal (Wis), Hide (Dex), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the nixie monster class.

Weapon and Armor Proficiency: Nixies are proficient with all simple weapons, and with the short sword, but not with armor or shields.

Feats: A nixie receives one feat at 1st level.

It gains Dodge as a bonus feat at 3rd level.

After 4th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Spell-Like Abilities: A nixie can use the indicated spell-like abilities the indicated number of times per day.

Its caster level for *water breathing* is its class level +2.

All other spell-like abilities have a caster level of the nixie's class level.

TABLE A-37: THE NIXIE

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d6	+0	+0	+2	+2	(6 + Int mod) × 4	1	Spell-like abilities (<i>water breathing</i> 1/day), feat
2nd	1d6	+0	+0	+2	+2	—	1	Int +2, Dex +2, spell-like abilities (<i>charm person</i> 1/day)
3rd	1d6	+0	+0	+2	+2	—	1	Wis +2, Dodge
4th	1d6	+0	+0	+2	+2	—	1	Cha +2, spell-like abilities (<i>charm person</i> 3/day), SR 16

OGRE MAGE

Giant

Said to be magical beings native to distant lands, ogre mages are the opposite of their slow, crude, and brutish cousins.

They can be highly organized and sometimes lead groups of common ogres, devising tactics that make the best of ogre strengths while minimizing their weaknesses.

With the ability to change shape, fly, charm enemies, and escape from danger as smoke, some ogre mages let others believe that they are actually vampires, fooling enemies into wasting time trying to turn them or harm them with holy water.

As smart as the average wizard, ogre mages are clever beings and make good characters for players who like to

plan and lead but still hold their own when swords must be drawn.

Ogre mages come with a suite of magical abilities, some of which are very powerful.

Their spell-like abilities are acquired at approximately the same level the equivalent spells become available to wizards, and the ogre mage starts out with limited uses but eventually gains their full potency.

The ability score bonuses accrue for the entire range of the class, and at the highest levels the monster gains spell resistance, regeneration, and its full size.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Str, +2 Cha.

Ogre mages are strong and confident.

- Speed: Ogre mage land speed is 40 feet.
- Darkvision: Ogre mages can see in the dark up to 60 feet.
- Automatic Languages: Common and Giant.

- Favored Class: Ogre mage.

The best multiclassing choices for an ogre mage are fighter and sorcerer.

CLASS SKILLS

The ogre mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Listen (Wis), Profession (Wis), Spellcraft (Int), and Spot (Wis).

On reaching Large size, an ogre mage takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the ogre mage monster class.

Weapon and Armor Proficiency: Ogre mages are proficient with all simple and martial weapons, with light armor, and with shields.

Feats: A ogre mage receives one feat at 1st level and another one at 4th level.

After 12th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Spell-Like Abilities: An ogre mage can use the indicated spell-like abilities at the indicated frequency.

It has a caster level equal to its Hit Dice from class levels + 4.

Spell Resistance (Ex): A ogre mage has spell resistance equal to 6 + class level.

Regeneration (Ex): Ogre mages take normal damage from fire and acid.

An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump.

Reattachment takes 1 minute.

If the head or other vital organ is removed, it must be reattached within 10 minutes or the creature dies.

Ogre mages cannot regrow lost body parts.

TABLE A-39: THE OGRE MAGE

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+2	+0	+0	(2 + Int mod) × 4	1	Feat, +1 natural armor, spell-like abilities (<i>charm person</i> 1/day, <i>sleep</i> 1/day)
2nd	2d8	+1	+3	+0	+0	2 + Int mod	1	+2 natural armor, +2 Con
3rd	2d8	+1	+3	+0	+0	—	2	+2 Wis, spell-like abilities (<i>darkness</i> 1/day, <i>invisibility</i> 1/day)
4th	3d8	+2	+3	+1	+1	2 + Int mod	2	Feat, fly 40 ft. (good), +2 Str, +2 Cha
5th	3d8	+2	+3	+1	+1	—	3	+2 Int, spell-like abilities (<i>gaseous form</i> 1/day), +3 natural armor
6th	3d8	+2	+3	+1	+1	—	3	Regeneration 1, spell-like abilities (<i>darkness</i> 3/day, <i>invisibility</i> 3/day)
7th	4d8	+3	+4	+1	+1	2 + Int mod	4	Spell-like abilities (<i>polymorph self</i> 1/day), +4 natural armor, +2 Str
8th	4d8	+3	+4	+1	+1	—	4	+2 Con, +2 Wis, spell resistance
9th	4d8	+3	+4	+1	+1	—	5	Spell-like abilities (<i>cone of cold</i> 1/day, <i>darkness</i> at will, <i>invisibility</i> at will)
10th	5d8	+3	+4	+1	+1	2 + Int mod	6	Large size, reach 10 ft., +2 Str, +2 Int, +5 natural armor
11th	5d8	+3	+4	+1	+1	—	7	Regeneration 2, +2 Con
12th	5d8	+3	+4	+1	+1	—	8	+2 Str, +2 Cha

OGRE

Giant

Ogres stand out as physically powerful combatants, even if they lack sophistication.

Yet style and grace are something that an ogre character seldom needs.

The ogre proves its worth in single combat and to a party of adventurers in almost every encounter, dealing out terrible punishment to its enemies—and that's in addition to its naturally repellent odor.

Building the ogre monster class focuses on the creature's Strength, size, and natural armor.

The 1st-level ogre begins play strong but with less than half of its eventual Strength.

The rest is gained over several levels until the ogre character reaches 8th level.

Similarly, the ogre's natural armor slowly accrues over those levels, beginning at 2nd level.

Finally, at lower levels, the ogre is merely Medium-size.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Str, -4 Int, -4 Cha.

An ogre is physically powerful but dumb as a post, and severely lacking in social skills.

- Speed: Ogre land speed is 40 feet.
- Darkvision: Ogres can see in the dark up to 60 feet.
- Automatic Languages: Giant.
- Favored Class: Ogre.

The best multiclassing choices for an ogre are fighter and barbarian.

Training in more than a single additional class is difficult for their uncomplicated minds to accept.

CLASS SKILLS

The ogre's class skills (and the key ability for each skills) are Climb (Str), Craft (Int), Listen (Wis), Profession (Int), and Spot (Wis).

On reaching Large size, an ogre takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the ogre monster class.

Weapon and Armor Proficiency: Ogres are proficient with all simple and martial weapons, with light armor, and with shields.

Feats: An ogre receives one feat at 1st level and another one at 3rd level.

After 6th level it gains feats normally according to its character level, as shown on Table 2–5: Experience and

Level-Dependent Benefits.

TABLE A–38: THE OGRE

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+2	+0	+0	(2 + Int mod) × 4	1	Feat, +3 natural armor
2nd	2d8	+1	+3	+0	+0	2 + Int mod	1	+2 Str, +2 Con
3rd	3d8	+2	+3	+1	+1	2 + Int mod	1	Feat, +4 natural armor
4th	3d8	+2	+3	+1	+1	—	1	+2 Str, +2 Con
5th	4d8	+3	+4	+1	+1	2 + Int mod	2	Large size, reach 10 ft., +2 Str, –2 Dex
6th	4d8	+3	+4	+1	+1	—	2	+2 Str, +5 natural armor

MERROW

Merrow (aquatic ogres) live in freshwater lakes and rivers. Merrow use all information from the ogre class, with the following changes: They have a swim speed of 40 feet, can breathe water as well as air, and are proficient with the longspear instead of the greatclub.

PIXIE

Fey

Pixies are pranksters and greatly enjoy leading travelers astray, but some break out of this simple mentality and try to learn more about their world, seek great treasures, or avenge a particular insult to themselves, their people, or their homeland.

With their natural ability to fly, sense thoughts, disrupt enemy magic, and become invisible, pixies are formidable creatures when angered.

They are good choices for players who like to play mischievous characters and want some magic to carry out their plans.

Despite their size, full-grown pixies can be very dangerous. Their magical powers and high number of skill points and feats are responsible for their total ECL of 5, but their low Hit Dice are their greatest drawback.

The class is built around scaling the spell-like abilities, and their natural invisibility isn't introduced until 4th level.

At the highest level of the class are the most powerful spell-like abilities and spell resistance.

RACIAL TRAITS

- Starting Ability Score Adjustments: –4 Str, +4 Dex, +2 Int, +2 Cha.

Pixies are physically weak but make up for it in other areas.

- Small: As Small creatures, pixies gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than Medium-size creatures do, and their lifting and carrying limits are three-quarters of those of Medium-size characters.

- Speed: Pixie land speed is 20 feet.

- Low-Light Vision: Pixies can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

They retain the ability to distinguish color and detail under these conditions.

- Skills: +2 racial bonus on Listen, Search, and Spot checks.

- Automatic Languages: Common and Sylvan.

- Favored Class: Pixie.

The best multiclassing choices for a pixie are rogue, sorcerer, and wizard.

CLASS SKILLS

The pixie's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Escape Artist (Dex), Heal (Wis), Hide (Dex), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the pixie monster class.

Weapon and Armor Proficiency: Pixies are proficient with all simple weapons, with the short sword, and with the composite longbow, but not with armor or shields.

Feats: A pixie receives one feat at 1st level.

It gains Dodge as a bonus feat at 2nd level.

After 5th level it gains feats normally according to its character level, as shown on Table 2–5: Experience and Level-Dependent Benefits.

Lesser Pixie Powers (Sp): A pixie can use the following spell-like abilities once per day: *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *entangle*, and *invisibility* (self only).

Its caster level for all spell-like abilities is equal to its class level + 3 (save DC 10 + spell level + pixie's Cha modifier).

Pixie Powers (Sp): Beginning at 3rd level, a pixie can use *detect thoughts* and *dispel magic* once per day.

Natural Invisibility (Su): At 4th level, a pixie is naturally invisible and remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Craft Special Arrows: Upon reaching 4th level, a pixie can craft pixie sleep arrows and pixie memory loss arrows as though meeting all of the prerequisites.

Greater Pixie Powers (Sp): At 5th level, a pixie can use *confusion* (by touch), *permanent image* (visual and auditory elements only), and *polymorph self* once per day.

A pixie with a Charisma of at least 20 can also use *Otto's irresistible dance* once per day.

TABLE A-40: THE PIXIE

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d6	+0	+0	+2	+2	(6 + Int mod) × 4	1	Feat, lesser pixie powers 1/day
2nd	1d6	+0	+0	+2	+2	—	2	Dodge, fly 20 ft. (good), +2 Int, +2 Cha
3rd	1d6	+0	+0	+2	+2	—	3	Pixie powers 1/day, fly 40 ft. (good), +1 natural armor, +2 Dex, +2 Wis
4th	1d6	+0	+0	+2	+2	—	3	Natural invisibility, fly 60 ft. (good), craft special arrows, +2 Int, +2 Cha
5th	1d6	+0	+0	+2	+2	—	4	Greater pixie powers 1/day, SR 16, +2 Dex, +2 Wis

RAKSHASA

Outsider (Evil, Lawful)

Said to be the very embodiment of evil, rakshasas are malevolent and manipulative.

They are the masterminds of evil plots, the leaders of horrible cults, capable of using magic but naturally resistant to it.

Rakshasas are good choices for players who want to play leaders with some magical ability and the ability to ignore most of the spells of enemy casters.

While its ability score increases are significant, a rakshasa's gifts stem from magic.

Its sorcerer abilities progress about half as fast as those of a true sorcerer, but its superior base attack bonus, saving throws, and damage reduction make up for that.

The class's most significant ability is its immunity to most spells, which starts out at very low power but climbs rapidly in the highest levels of the class.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Con, +2 Cha. Rakshasas are tough and diabolically sure of themselves.
- Speed: Rakshasa land speed is 40 feet.
- Darkvision: Rakshasas can see in the dark up to 60 feet.
- Automatic Languages: Common, Infernal, and Undercommon.
- Favored Class: Rakshasa.

The best multiclassing choices for a rakshasa are rogue and sorcerer.

CLASS SKILLS

The rakshasa's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Disguise (Cha), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the rakshasa monster class.

Weapon and Armor Proficiency: Rakshasas are proficient with all simple and martial weapons but not with armor or shields.

Feats: A rakshasa receives one feat at 1st level and additional ones at 5th and 11th level.

After 14th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Claws: A rakshasa has two claw attacks that are natural weapons dealing the indicated damage plus Strength bonus.

Bite: A rakshasa has a bite attack that is a natural weapon dealing the indicated damage plus 1/2 Strength bonus.

Alternate Form (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action.

This ability is similar to the *alter self* spell cast by an 18th-level sorcerer.

A rakshasa can use this ability the indicated number of times per day at the indicated duration.

Eventually the rakshasa can remain in an alternate form indefinitely.

Vulnerable to Blessed Crossbow Bolts (Ex): Any hit scored with a blessed crossbow bolt instantly slays a rakshasa.

Spells: Starting at 2nd level, a rakshasa casts spells as a sorcerer of a level equal to its Hit Dice from class levels, and can also choose 1st-level cleric spells as known spells and cast them as arcane spells.

Detect Thoughts (Sp): A rakshasa can use this ability the indicated number of times per day with a caster level equal to its class level + 4 (save DC 12 + rakshasa's Cha modifier).

Spell Immunity (Su): Starting at 4th level, a rakshasa is immune to all effects of all 1st-level spells.

As it advances in level it becomes immune to higher-level spells.

Like spell resistance, a rakshasa may suppress this ability in order to accept its own spells or spells from allies.

TABLE A-41: THE RAKSHASA

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, subtypes (evil, lawful), 2 claws 1d4, alternate form 1/day (1 hour), vulnerable to blessed crossbow bolts
2nd	1d8	+1	+2	+2	+2	—	2	Spells, bite 1d6, +2 Int
3rd	2d8	+2	+3	+3	+3	8 + Int mod	2	+2 Str, <i>detect thoughts</i> 1/day
4th	2d8	+2	+3	+3	+3	—	3	Alternate form 3/day (2 hours), spell immunity (1st)
5th	3d8	+3	+3	+3	+3	8 + Int mod	4	Feat, +2 Dex
6th	3d8	+3	+3	+3	+3	—	5	<i>Detect thoughts</i> 3/day, spell immunity (2nd)
7th	4d8	+4	+4	+4	+4	8 + Int mod	5	+2 Con, +2 Wis
8th	4d8	+4	+4	+4	+4	—	6	DR 10/+2, alternate form at will, spell immunity (3rd)
9th	5d8	+5	+4	+4	+4	8 + Int mod	6	+2 Cha, <i>detect thoughts</i> at will
10th	5d8	+5	+4	+4	+4	—	7	+2 Dex, spell immunity (4th)
11th	6d8	+6/+1	+5	+5	+5	8 + Int mod	7	Feat, spell immunity (5th)
12th	6d8	+6/+1	+5	+5	+5	—	8	+2 Con, spell immunity (6th)
13th	7d8	+7/+2	+5	+5	+5	8 + Int mod	8	+2 Cha, spell immunity (7th)
14th	7d8	+7/+2	+5	+5	+5	—	9	DR 15/+3, spell immunity (8th)

SATYR

Fey

If nymphs and dryads represent the beauty of the natural world, satyrs represent its lust and fertility.

Lovers and drinkers rather than fighters, satyrs are quite capable of defending themselves, their land, and their mates when needed.

They also have keen senses that help keep them from being ambushed.

Satyrs are good characters for players who like playing bards but want a more natural feel than a city-born entertainer.

Satyrs have few abilities that are very remarkable.

Their level adjustment of only +2 is based on their favorable ability score bonuses, racial bonuses to skills, and magical pipes.

Most of the class is spent advancing the creature's Hit Dice, with its other abilities distributed over its seven levels.

Its only magical ability is one of the last things it gets.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Dex, +2 Cha.

Satyrs are nimble and gregarious.

- Speed: Satyr land speed is 40 feet.

- Low-Light Vision: Satyrs can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

They retain the ability to distinguish color and detail under these conditions.

- Skills: +4 racial bonus on Listen and Spot checks.

- Automatic Languages: Common and Sylvan.

- Favored Class: Satyr.

The best multiclassing choices for a satyr are bard and rogue.

CLASS SKILLS

The satyr's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the satyr monster class.

Weapon and Armor Proficiency: Satyrs are proficient with all simple weapons and with shortbows but not with armor or shields.

Feats: A satyr receives one feat at 1st level and another one at 3rd level.

After 7th level it gains feats normally according to its character level, as shown on Table 2–5: Experience and Level-Dependent Benefits.

Gore: The satyr has a gore attack that is a natural weapon dealing the indicated damage plus Strength bonus.

Attune Pipes (Su): A satyr of 5th level or higher with a set of musical pipes can spend one day attuning that instrument to itself and its natural magic (a process similar to creating a magic item).

Once the pipes are attuned, the satyr may invoke a special magic.

When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a Will save (DC 14) or be affected by *charm person*, *fear*, or *sleep* (caster level equal to twice the satyr's HD from class levels).

The satyr chooses the tune and its effect.

A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes again for one day.

The pipes cannot be used in this manner by anyone else, and if separated from the satyr for more than a week, they must undergo the attunement process again.

Only satyrs who have chosen "pipes" as a type of performance with the Perform skill can attune a set of pipes in this manner.

TABLE A-42: THE SATYR

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d6	+0	+0	+2	+2	(6 + Int mod) × 4	1	Feat, gore 1d6, +2 natural armor
2nd	2d6	+1	+0	+3	+3	6 + Int mod	1	+4 racial bonus on Perform
3rd	3d6	+1	+1	+3	+3	6 + Int mod	2	Feat, +2 Int, +4 racial bonus on Hide
4th	4d6	+2	+1	+4	+4	6 + Int mod	2	+4 racial bonus on Move Silently
5th	4d6	+2	+1	+4	+4	—	3	Attune pipes
6th	5d6	+2	+1	+4	+4	6 + Int mod	4	+4 natural armor
7th	5d6	+2	+1	+4	+4	—	4	Con +2, Wis +2

SEA HAG

Monstrous Humanoid

Of the many kinds of hag, the sea hag is the most loathsome, repulsive, and wretched.

Most of its magical powers stem from how hideous it is—and the more horrible its appearance, the more proud the sea hag becomes.

As strong as other hags, sea hags have no special ability to disguise themselves or mimic others, and so they must be cautious when away from their lairs.

Sea hags are good characters for players who enjoy dramatic appearances and are looking for a creature with a lower ECL than a medusa (another horrible-looking monster).

While sea hags have only 3 Hit Dice, their two main abilities are very powerful, capable of weakening large numbers of creatures at once or slaying one outright. They first gain a weak form of their Strength attack, which develops over time into its mature version, and only acquire the deadly gaze attack at later levels.

A sea hag's spell resistance is weaker than that of any other hag, but it gets this ability at a relatively early level. Like all hags it is very strong, and a sea hag's Strength increases greatly over the class's eight levels.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Str, +2 Wis.

Sea hags are strong and clever.

- Speed: Sea hag land speed is 30 feet, swim speed 40 feet. Like any creature with a swim speed, sea hags can move through the water at that speed without making Swim checks, have a +8 racial bonus on Swim checks to perform some special action or avoid a hazard, and can always take 10 when making Swim checks.

They can use the run action while swimming provided they swim in a straight line.

- Aquatic Subtype: Sea hags can breathe water or air equally well.
- Darkvision: Sea hags can see in the dark up to 60 feet.
- Automatic Languages: Common and Giant.
- Favored Class: Sea hag.

TABLE A-43: THE SEA HAG

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) × 4	1	Feat, 2 claws 1d4, +1 natural armor
2nd	1d8	+1	+0	+2	+2	—	1	Horrorific appearance (1 Str), +2 Con
3rd	2d8	+2	+0	+3	+3	2 + Int mod	1	+2 Str, +2 Dex, +2 natural armor
4th	2d8	+2	+0	+3	+3	—	2	Horrorific appearance (1d4 Str)
5th	2d8	+2	+0	+3	+3	—	2	Spell resistance, evil eye 1/day, +2 Str
6th	3d8	+3	+1	+3	+3	2 + Int mod	3	Feat, Large size, reach 10 ft., horrorific appearance (1d8 Str)
7th	3d8	+3	+1	+3	+3	—	3	Evil eye, +3 natural armor
8th	3d8	+3	+1	+3	+3	—	4	Horrorific appearance (2d8 Str), +2 Str

The best multiclassing choices for a sea hag are barbarian, fighter, and cleric.

CLASS SKILLS

The sea hag's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Knowledge (any one, chosen at 1st level) (Int), Listen (Wis), Profession (Wis), and Spot (Wis).

On reaching Large size, a sea hag takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the sea hag monster class.

Weapon and Armor Proficiency: Sea hags are proficient with all simple weapons but not with armor or shields.

Feats: A sea hag receives one feat at 1st level and another one at 6th level.

After 8th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Claws: A sea hag has two claw attacks that are natural weapons dealing the indicated damage plus Strength bonus.

Horrorific Appearance (Su): At 2nd level and higher, a sea hag is so hideous that a creature looking at it must succeed on a Fortitude save (DC 10 + 1/2 sea hag's HD from class levels + sea hag's Cha modifier) or take the indicated amount of Strength damage.

Creatures that save are not affected again by that sea hag's horrific appearance for one day.

Spell Resistance (Ex): A sea hag of 5th level or higher has spell resistance equal to 11 + its HD from class levels.

Evil Eye (Su): As many as three times per day, a sea hag of 7th level or higher can gaze at any single creature within 30 feet.

The target must succeed on a Fortitude save (DC 10 + 1/2 sea hag's HD from class levels + sea hag's Cha modifier) or have a 25% chance of dying instantly.

Even a creature that saves is rendered helpless for three days, although *remove curse* or *dispel evil* can break the effect.

SHADOW

Undead (Incorporeal)

Humanity has always been fascinated by the power of shadows, inventing tales of people who removed their shadows to gain power and a magical slave, and noting that mystical creatures such as vampires lack shadows entirely. The undead shadows are no exception, able to pass through walls and drain the very strength from a person's limbs. Spooky and easily capable of creating more creatures like themselves, shadows are often the earliest exposure adventurers have to incorporeal undead because of their relatively low power as adversaries.

Shadows are good characters for players who want a strange, spooky undead creature without any of the nastiness associated with rotting flesh and the need to feast on blood, brains, or carrion.

A shadow's level adjustment is +7, mainly because shadows are incorporeal and can create spawn.

The power of the class is gradually improved; at low levels the shadow's incorporeal touch ability deals only a very small amount of Strength damage, and the creature cannot create spawn.

The creature is able to fly from the very start and eventually gains the ability to create spawn from its dead victims, giving them many allies in a fight.

A shadow's greatest vulnerability is to turning, since a low-level shadow is no more likely to resist a turn attempt than a simple skeleton.

This weakness somewhat offsets the class's powers at low levels, since even a 1st-level cleric has a 50% chance of turning a 1st-level shadow.

RACIAL TRAITS

- Starting Ability Score Adjustments: Str —, Con —, –4 Int, +2 Cha.

Shadows aren't very smart, but they're spooky and they know it.

As an incorporeal creature, a shadow does not have a Strength score.

As an undead creature, a shadow does not have a Constitution score.

- Undead: Shadows are immune to mind-affecting effects, poison, sleep, paralysis, stunning, and disease. They are not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

- Incorporeal: Incorporeal creatures can only be harmed by other incorporeal creatures, by weapons with an enhancement bonus of +1 or higher, or by spells, spell-like effects, or supernatural effects.

They are immune to all nonmagical attack forms.

They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect, such as *magic missile*, or damage dealt by a ghost touch weapon.

Incorporeal creatures move in any direction (including up or down) at will.

They do not need to walk on the ground.

Incorporeal creatures can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force (such as *mage armor* or *bracers of defense*) or has the ghost touch special ability.

Incorporeal creatures pass through and operate in water as easily as they do in air.

Incorporeal creatures cannot fall or take falling damage.

Corporeal creatures cannot trip or grapple incorporeal creatures.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

An incorporeal creature has no natural armor but has a deflection bonus to AC equal to its Charisma modifier (or at least +1).

- Speed: Shadows fly at a speed of 40 ft. (good).

- Darkvision: Shadows can see in the dark up to 60 feet.

- Automatic Languages: Common.

- Favored Class: Shadow.

The best multiclassing choice for a shadow is rogue.

CLASS SKILLS

The shadow's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Listen (Wis), Profession (Wis), Search (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the shadow monster class.

Weapon and Armor Proficiency: Shadows are proficient with simple weapons but not with armor or shields.

Feats: A shadow receives one feat at 1st level and another one at 5th level.

After 10th level it gains feats normally according to its character level, as shown on Table 2–5: Experience and Level-Dependent Benefits.

Incorporeal Touch: A shadow has an incorporeal touch attack that is a natural weapon that deals the indicated amount of temporary Strength damage.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow of 6th level or higher rises as a shadow of the same level as the master in 1d4 rounds.

Such a spawn is under the command of the shadow that created it and remains enslaved until its master's death.

At 6th level, a shadow can control a number of spawn equal to its HD.

This limit goes up to $HD \times 1\frac{1}{2}$ at 8th level and $HD \times 2$ at 10th level.

If a shadow creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

TABLE A-44: THE SHADOW

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d12	+0	+0	+0	+2	(4 + Int mod) × 4	1	Feat, incorporeal touch (1 Str)
2nd	2d12	+1	+0	+0	+3	4 + Int mod	1	—
3rd	2d12	+1	+0	+0	+3	—	1	+2 Wis
4th	2d12	+1	+0	+0	+3	—	2	+2 Dex
5th	3d12	+1	+1	+1	+3	4 + Int mod	2	Feat, incorporeal touch (1d4 Str)
6th	3d12	+1	+1	+1	+3	—	2	Create spawn (HD × 1)
7th	3d12	+1	+1	+1	+3	—	3	+2 turn resistance
8th	3d12	+1	+1	+1	+3	—	3	Create spawn (HD × 1 1/2)
9th	3d12	+1	+1	+1	+3	—	3	Incorporeal touch (1d6 Str)
10th	3d12	+1	+1	+1	+3	—	3	Create spawn (HD × 2)

STONE GIANT

Giant (Earth)

An enigma among the giants, stone giants are usually neutral, not directly involving themselves in good causes as storm giants and some cloud giants do, but avoiding the call of evil that their other kin heed.

While some consider them idiots obsessed with throwing rocks, stone giants are actually as smart as humans and relatively civilized, preferring to be left alone and to spend their time devoted to survival and their own culture.

Young stone giants sometimes leave home on quests to establish status or find an answer to a great question. Stone giants are good characters for players who want to play a giant but don't want one with the stigma of an inherently evil nature.

Stone giants have no strange magical abilities; their level adjustment of +4 derives from their great Strength and Constitution, their ability to throw and catch rocks, and their natural armor.

Because the giant has 14 Hit Dice, this (plus the level adjustment) gives the class a broad range of levels across which to distribute its ability score modifiers, natural armor, and rock catching and throwing abilities, making it easy to present a balanced class at all levels.

RACIAL TRAITS

- Starting Ability Score Adjustments: +4 Str.
- Stone giants are very strong, and they become even stronger as they mature.
- Speed: Stone giant land speed is 40 feet.
- Darkvision: Stone giants can see in the dark up to 60 feet.
- Skills: +8 racial bonus on Hide checks in rocky terrain.
- Automatic Languages: Common and Giant.
- Favored Class: Stone giant.

The best multiclassing choices for a stone giant are barbarian, fighter, and ranger.

CLASS SKILLS

The stone giant's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Jump (Str), Profession (Wis), and Spot (Wis).

On reaching Large size, a stone giant takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the stone giant monster class.

Weapon and Armor Proficiency: Stone giants are proficient with all simple and martial weapons, with light armor, and with shields.

Feats: A stone giant receives one feat at 1st level and additional ones at 3rd, 8th, 12th, and 15th level.

After 18th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Rock Throwing (Ex): Stone giants have a +1 racial bonus on attack rolls when throwing rocks.

A stone giant can throw a rock for the indicated damage plus Strength bonus.

A rock's maximum range is five range increments.

Rock Catching (Ex): A stone giant can catch Small, Medium-size, or Large rocks (or similar projectiles).

Once per round, a stone giant that would normally be hit by a rock can make a Reflex save to catch it as a free action.

The save DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one.

(If the projectile has an enhancement bonus on attack rolls, the DC increases by that amount).

The giant must be ready for and aware of the attack.

TABLE A-45: THE STONE GIANT

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+2	+0	+0	(2 + Int mod) × 4	1	Earth subtype, feat, +3 natural armor
2nd	2d8	+1	+3	+0	+0	2 + Int mod	1	+2 Con
3rd	3d8	+2	+3	+1	+1	2 + Int mod	2	Feat, +2 Str
4th	3d8	+2	+3	+1	+1	—	2	Rock throwing (1d8, 60-ft. range increment), +5 natural armor
5th	4d8	+3	+4	+1	+1	2 + Int mod	2	+2 Str
6th	5d8	+3	+4	+1	+1	2 + Int mod	3	Rock catching
7th	5d8	+3	+4	+1	+1	—	3	+2 Str, +7 natural armor
8th	6d8	+4	+5	+2	+2	2 + Int mod	3	Feat, +2 Dex
9th	7d8	+5	+5	+2	+2	2 + Int mod	4	Rock throwing (2d6, 120-ft. range increment)
10th	8d8	+6/+1	+6	+2	+2	2 + Int mod	4	+9 natural armor
11th	8d8	+6/+1	+6	+2	+2	—	5	Large size, reach 10 ft., +2 Con
12th	9d8	+6/+1	+6	+3	+3	2 + Int mod	5	Feat, +2 Str
13th	10d8	+7/+2	+7	+3	+3	2 + Int mod	6	+2 Dex, +11 natural armor
14th	11d8	+8/+3	+7	+3	+3	2 + Int mod	6	Rock throwing (2d8, 180-ft. range increment)
15th	12d8	+9/+4	+8	+4	+4	2 + Int mod	7	Feat, +2 Str
16th	13d8	+9/+4	+8	+4	+4	2 + Int mod	7	+2 Con
17th	14d8	+10/+5	+9	+4	+4	2 + Int mod	8	+2 Str
18th	14d8	+10/+5	+9	+4	+4	—	8	+2 Con

SUCCUBUS/INCUBUS

Outsider (Chaotic, Evil)

Succubi represent the erotic, seductive aspect of evil. Although their true forms are obviously demonic, they are still strangely attractive—and most mortals never see the creature's true form, but only its idealized humanoid disguises.

Less oriented toward physical combat than other demons, succubi are still powerful creatures with many abilities at their disposal.

They make good characters for players who want to play spellcasters that rely on enchantment effects and still have a few tricks when unseduceable creatures such as undead appear.

Succubi are powerful creatures, with spell resistance, energy resistances, nearly a dozen spell-like abilities, good ability score modifiers, and the ability to converse in any language and sometimes summon a balor.

The energy resistance starts at a low value and scales up over ten levels.

The spell-like abilities are awarded at approximately the levels where a sorcerer might acquire their spell equivalents.

The ability scores increase over most of the class levels, but the powerful *summon balor* ability doesn't appear until the succubus has fully matured.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Dex, +6 Cha.
- Succubi are lithe and very charming.
- Speed: Succubus land speed is 30 feet.
- Darkvision: Succubi can see in the dark up to 60 feet.
- Poison Immunity: Succubi are native to a plane where poison is omnipresent.
- Skills: +8 racial bonus on Listen and Spot checks.
- Automatic Languages: Abyssal, Celestial, and Draconic.
- Favored Class: Succubus.

The best multiclassing choices for a succubus are bard, sorcerer, and wizard.

CLASS SKILLS

The succubus's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Knowledge (any 1, chosen at 1st level) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the succubus monster class.

Weapon and Armor Proficiency: Succubi are proficient with all simple and martial weapons but not with armor or shields.

Feats: A succubus receives one feat at 1st level and additional ones at 4th and 10th level.

After 12th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Claws: A succubus has two claw attacks that are natural weapons dealing the indicated damage plus Strength bonus.

Telepathy (Su): At 2nd level, a succubus gains telepathy. It may communicate telepathically with any creature within 100 feet that has a language.

Spell Resistance (Ex): A succubus has spell resistance equal to 6 + its HD from class levels.

Alternate Form (Su): At 1st level, the succubus chooses one alternate humanoid form from Small to Large size.

At higher levels it masters more such forms until it can assume the appearance of any humanoid of the appropriate size.

Energy Drain (Su): The Fortitude save to remove the negative level has a DC of 10 + 1/2 succubus's HD from class levels + succubus's Cha modifier.

Tongues (Su): A succubus can speak with any creature that has a language.

The succubus's caster level for this effect is its Hit Dice from succubus class levels × 2.

This ability is always active unless the succubus chooses to disable it as a free action.

The effect can be dispelled, but the succubus can create it again on its next turn as a free action.

Lesser Succubus Powers (Sp): At 2nd level, a succubus can use the following spell-like abilities once per day: *clairaudience/clairvoyance*, *darkness*, *desecrate*, *detect good*, *detect thoughts*, *doom*, and *suggestion*.
At 4th level it can use them three times per day, and at 6th level and higher it can use them at will.
A succubus's caster level for all spell-like abilities is equal to its class level.

Succubus Powers (Sp): Beginning at 8th level, a succubus can use *unholy blight* once per day.
In addition, it can use *charm monster*, *ethereal jaunt* (self plus 50 pounds of objects only), and *teleport without error* (self plus 50 pounds of objects only) once per day at 8th level, three times per day at 10th level, and at will when the succubus attains 12th level.
A succubus's caster level for all spell-like abilities is equal to its class level.

TABLE A-46: THE SUCCUBUS

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, 2 claws 1d3, alternate form (1), +1 natural armor, resistances (acid 5, cold 5, electricity 5, fire 5), tongues, subtypes (chaotic, evil)
2nd	2d8	+2	+3	+3	+3	8 + Int mod	2	+2 Int, lesser succubus powers 1/day, telepathy 100 ft.
3rd	2d8	+2	+3	+3	+3	—	2	+2 Cha, fly 50 ft. (average), alternate form (3), +3 natural armor
4th	3d8	+3	+3	+3	+3	8 + Int mod	3	Feat, +2 Con, lesser succubus powers 3/day
5th	3d8	+3	+3	+3	+3	—	3	+2 Int, alternate form (any humanoid), +5 natural armor
6th	4d8	+4	+4	+4	+4	8 + Int mod	4	+2 Cha, lesser succubus powers at will
7th	4d8	+4	+4	+4	+4	—	4	+2 Wis, energy drain 1/day, +7 natural armor, resistances (acid 10, cold 10, electricity 10, fire 10)
8th	5d8	+5	+4	+4	+4	8 + Int mod	5	+2 Int, succubus powers 1/day
9th	5d8	+5	+4	+4	+4	—	6	+2 Cha, spell resistance, +9 natural armor
10th	6d8	+6/+1	+5	+5	+5	8 + Int mod	6	Feat, +2 Wis, succubus powers 1/day or 3/day, electricity immunity
11th	6d8	+6/+1	+5	+5	+5	—	7	+2 Str, energy drain at will, DR 10/+2
12th	6d8	+6/+1	+5	+5	+5	—	7	Succubus powers 1/day or at will, +4 Cha, summon balor (10%)

SVIRFNEBLIN

Svirfneblin are a popular choice for players who like playing gnomes with a more serious outlook. This racial class offers a set of base racial abilities plus three racial levels.

SVIRFNEBLIN BASE RACIAL FEATURES

All of the following are base racial abilities for the svirfneblin.

Ability Score Adjustments: −2 Strength, +2 Dexterity, +2 Constitution, −2 Charisma.

Size: Svirfneblin are Small size.

As a Small creature, a svirfneblin gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.

Speed: Svirfneblin base land speed is 20 feet.

Combat Bonuses: A svirfneblin gains a +1 racial bonus on attack rolls against kobolds and goblinoids and a +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.

Darkvision (Ex): A svirfneblin has darkvision to a 60-foot range.

Illusion Affinity: Add +1 to the Difficulty Class for all saving throws against illusion spells cast by svirfneblin. This adjustment stacks with those from similar effects.

Low-Light Vision (Ex): A svirfneblin can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

He retains the ability to distinguish color and detail under these conditions.

Saving Throw Bonuses: A svirfneblin gains a +2 racial bonus on saving throws against illusions. **Weapon Familiarity:** A svirfneblin may treat gnome hooked hammers as martial weapons rather than exotic weapons.

Skill Bonuses: A svirfneblin gains a +2 racial bonus on Listen checks and a +2 racial bonus on Craft (alchemy) checks.

Automatic Languages: Common, Gnome, Undercommon. **Bonus Languages:** Dwarven, Elven, Giant, Goblin, Orc, Terran.

Favored Class: Rogue.

A multiclass svirfneblin's rogue class does not count when determining whether an experience point penalty applies.

SVIRFNEBLIN RACIAL CLASS FEATURES

All of the following are class features of the svirfneblin racial class.

Ability Score Changes: An svirfneblin's Wisdom increases by +2 at 1st level.

Darkvision (Ex): A 1st-level svirfneblin's darkvision range increases to 120 feet.

Hide Bonus: At 1st level, a svirfneblin gains a +2 racial bonus on Hide checks when underground.

At 2nd level, he gains a +2 racial bonus on Hide checks under all circumstances, and his bonus while underground increases to +4.

Disguise Self (Sp): The svirfneblin may use *disguise self* (caster level equals svirfneblin's class level) once per day.

Stonecunning: This ability grants a 1st-level or higher *svirfneblin* a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework.

A *svirfneblin* who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and he can use the Search skill to find stonework traps as a rogue can.

A *svirfneblin* can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Saving Throw Bonus: At 1st level, a deep gnome gains a +1 racial bonus on all saving throws.

This bonus overlaps (does not stack) with his normal +2 racial bonus on saves against illusions.

When he reaches 2nd level, his bonus on all saves increases to +2.

Blur (Sp): At 2nd level, the *svirfneblin* may use *blur* (caster level equals *svirfneblin*'s class level) once per day.

Spell Resistance (Su): At 2nd level, the *svirfneblin* gains spell resistance equal to 5 + character level.

At 2nd level, his spell resistance increases to 11 + character level.

Blindness/Deafness (Sp): Once per day, a 3rd-level *svirfneblin* may use *blindness/deafness* (caster level equals *svirfneblin*'s class level; save DC 16 + *svirfneblin*'s Cha modifier).

Nondetection (Su): At 3rd level, the deep gnome gains a continuous *nondetection* ability (as the spell, caster level equals *svirfneblin*'s class level).

Svirfneblin Dodge: When the deep gnome reaches 3rd level, his +4 dodge bonus against giants becomes effective against all creatures.

Table SP-24: The Svirfneblin Racial Class

Level	CR	Special
1st	+0	Wis +2, darkvision 120 ft., <i>disguise self</i> , Hide bonus +0/+2, stonecunning, saving throw bonus +1
2nd	+1	<i>Blur</i> , saving throw bonus +2, Hide bonus +2/+4, spell resistance (5 + character level)
3rd	+1	<i>Blindness/deafness</i> , <i>nondetection</i> , spell resistance (11 + character level), <i>svirfneblin</i> dodge

TIEFLING

A tiefling is a fun choice for players who want a humanlike character with a touch of evil or a mysterious background. This racial class offers a set of base racial abilities plus one racial level.

TIEFLING BASE RACIAL FEATURES

All of the following are base racial abilities for the tiefling.

Ability Score Adjustments: +2 Dexterity, -2 Charisma.

Outsider Type: Tieflings are native outsiders, so they are vulnerable to spells and effects that work on creatures of the outsider type but immune to effects that target other types.

For example, a tiefling would be subject to the extra damage from an outsider bane sword but immune to *hold person*, since that spell affects only humanoids.

Size: Tieflings are Medium size.

Speed: Tiefling base land speed is 30 feet.

Darkvision (Ex): A tiefling has darkvision to a 60-foot range.

Lesser Darkness (Sp): Once per day, the tiefling may use an effect similar to *darkness* (caster level equals tiefling's character level), except that the radius is 5 feet.

This ability is the equivalent of a 1st-level spell.

Skill Bonuses: A tiefling has a +2 racial bonus on Bluff and Hide checks.

Resistances (Ex): A tiefling starts play with resistance 2 to cold, electricity, and fire.

Automatic Languages: Common, Infernal.

Bonus Languages: Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Orc.

Favored Class: Rogue.

A multiclass tiefling's rogue class does not count when determining whether an experience point penalty applies.

TIEFLING RACIAL CLASS FEATURES

All of the following are class features of the tiefling racial class.

Ability Score Changes: A tiefling's Intelligence increases by +2 at 1st level.

Darkness (Sp): At 1st level, the tiefling may use *darkness* (caster level equals tiefling's character level) once per day.

The ability replaces the base racial feature *lesser darkness*.

Resistances (Ex): A 1st-level tiefling's cold, electricity, and fire resistances increase to 5 each.

Table SP-25: The Tiefling Racial Class

Level	CR	Special
1st	+0	Int +2, <i>darkness</i> , resistances (cold 5, electricity 5, fire 5)

TIEFLING/HALF-FIEND TRANSITION

A tiefling is born tainted by evil and saddled with a +1 level adjustment.

Tieflings who wish to become half-fiends can do so in just three levels instead of the normal four that the standard template class requires.

TIEFLING/HALF-FIEND TRANSITION CLASS FEATURES

All of the following are class features of the tiefling/half-fiend transition class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

Natural Armor Improvements: At 1st level, the tiefling/half-fiend's natural armor bonus increases by +1.

A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability.

Thus, a human's natural armor bonus would increase to +1 at 1st level.

Claws: At 1st level, the tiefling/half-fiend gains two natural claw attacks if he didn't already have them.

Each claw attack deals 1d4 points of damage.

Bite: At 1st level, the tiefling/half-fiend gains a natural bite attack if he didn't already have one.

His bite attack deals 1d6 points of damage.

Poison Immunity (Ex): At 1st level, a tiefling/half-fiend becomes immune to all poisons.

Resistances (Ex): At 1st level, a tiefling/half-fiend gains acid, cold, and electricity resistance 5.

When he reaches 3rd level, each of these resistances increases to 10.

Spell-Like Abilities: Starting at 1st level, a tiefling/half-fiend with an Intelligence or Wisdom score of 8 or better gains spell-like abilities.

The exact abilities gained depend on the tiefling/half-fiend's character level and level in the transition class, according to the following table.

Minimum Transition Class Level	Minimum Character Level	Spell-Like Abilities Gained
1st	1st	<i>Darkness</i> 3/day
	3rd	<i>Desecrate</i> 1/day
	6th	<i>Unholy blight</i> 1/day
	7th	<i>Poison</i> 3/day
	13th	<i>Unhallow</i> 1/day, <i>unholy aura</i> 3/day
2nd	9th	<i>Contagion</i> 1/day
	15th	<i>Horrid wilting</i> 1/day
	17th	<i>Summon monster IX</i> (fiends only) 1/day
3rd	11th	<i>Blasphemy</i> 1/day
	19th	<i>Destruction</i> 1/day

In each case, the caster level equals the tiefling/half-fiend's character level.

Save DCs, where applicable, are Charisma-based (10 + spell level + tiefling/half-fiend's Charisma modifier).

These abilities are in addition to his tiefling spell-like abilities.

The character gains each spell-like ability as soon as he meets both qualifications for it.

Spell-like abilities are cumulative.

Spell Resistance (Su): At 1st level, a tiefling/half-fiend gains spell resistance equal to his character level (maximum 25).

At 3rd level, his spell resistance increases by +10 (maximum 35).

Damage Reduction (Su): A 2nd-level or higher tiefling/half-fiend has damage reduction 5/magic if his character level is 11th or lower, or damage reduction 10/magic if his character level is 12th or higher.

A tiefling/half-fiend treats his natural weapons as magic weapons for the purpose of bypassing the damage reduction of other creatures.

Smite Good (Su): Once per day, a tiefling/half-fiend of at least 2nd level may attempt to smite a good creature with one normal melee attack.

This attack deals extra damage equal to his character level (maximum +20) against a good foe.

If he accidentally smites a creature that is not good, the smite has no effect but is still used up for the day.

Wings (Ex): At 3rd level, a tiefling/half-fiend grows batlike wings, which he may use to fly at up to his base land speed

with average maneuverability.

Table SP-31: The Tiefling/Half-Fiend Transition Class

Level	CR	Special
1st	*	Str +2, Con +2, natural armor +1, 2 claws, bite, poison immunity, resistances (acid 5, cold 5, electricity 5, fire 5), spell-like abilities, spell resistance (lesser)
2nd	**	Str +2, damage reduction, smite good, spell-like abilities
3rd	**	Dex +2, Int +2, Cha +2, resistances (acid 10, cold 10, electricity 10, fire 10), spell-like abilities, spell resistance (greater), wings

*A 1st-level tiefling/half-fiend with fewer than eleven character levels has a CR adjustment of +1. One with eleven or more character levels has a CR adjustment of +2.

**A 2nd- or 3rd-level tiefling/half-fiend with fewer than five character levels has a CR adjustment of +1. One with five to ten character levels has a CR adjustment of +2. One with eleven or more character levels has a CR adjustment of +3.

TREANT

Plant

Scattered among the ancient trees of the great forests of the world are the treants, powerful and wise woodfolk that guard their homes against invaders and natural catastrophes.

Tall and strong like mighty oaks, treants have been known to lead normal trees away from fires and rearrange trees to confuse greedy woodcutters on forest paths.

Treants are good choices for players who like nature-oriented characters but want something stranger and tougher than usual.

Treants have great physical power, so their level adjustment is +5, for a total ECL of 12.

This gives the class plenty of space to handle the treant's two size increases and all of its ability score modifiers. Although young treants are flexible like saplings and have a Dexterity bonus, over time they grow so large and their bark becomes so thick and tough that they have a net Dexterity penalty.

However, their great Strength and Constitution make up for this unusual progression.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Dex, +2 Int. Despite their sometimes provincial knowledge of the world, treants learn and reason well, and they are often sought by forest dwellers for their guidance.
- Plant: Treants are immune to mind-affecting effects, poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits.
- Speed: Treant land speed is 30 feet.
- Low-Light Vision: Treants can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Skills: +16 racial bonus on Hide checks made in forested areas.
- Automatic Languages: Common, Sylvan, and Treant.

- Favored Class: Treant.

The best multiclassing choices for a treant are barbarian, fighter, and ranger.

CLASS SKILLS

The treant's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Intimidate (Cha), Knowledge (any one, chosen at 1st level) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spot (Wis), and Survival (Wis). On reaching Large size, a treant takes a -4 size penalty on Hide checks.

On reaching Huge size, a treant takes a -8 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the treant monster class.

Weapon and Armor Proficiency: A treant has no proficiency with weapons, armor, or shields.

Treants are "nonhumanoid" for the purpose of determining the cost of armor according to the Armor for Unusual Creatures sidebar in Chapter 7 of the *Player's Handbook*.

Feats: A treant receives one feat at 1st level and additional ones at 4th and 10th level.

After 12th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Slam: A treant has a slam attack that is a natural weapon dealing the indicated damage plus Strength bonus.

Fire Vulnerability (Ex): A treant of 6th level or higher takes double damage from fire attacks unless the attack allows a save, in which case it takes a -10 penalty on the save.

Trample (Ex): A treant of 7th level or higher can trample creatures two or more size categories smaller than itself for 2d12 points of damage plus 1/2 Strength bonus.

Opponents who do not make attacks of opportunity against the treant can attempt a Reflex save (DC 20) to halve the damage.

Double Damage against Objects (Ex): A treant of 7th level or higher that makes a full attack against an object or structure deals double damage.

Animate Trees (Sp): A treant of 8th level or higher can animate trees within 180 feet at will, controlling up to the indicated number of trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as an 8th-level treant in all respects.

Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* as cast by a 12th-level druid.

TABLE A-47: THE TREANT

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+2	+0	+0	(2 + Int mod) × 4	1	Feat, +4 natural armor
2nd	2d8	+1	+3	+0	+0	2 + Int mod	1	+2 Str, +2 Con
3rd	2d8	+1	+3	+0	+0	—	2	+2 Str, +2 Con
4th	3d8	+2	+3	+1	+1	2 + Int mod	2	Feat, +6 natural armor, +2 Str, +2 Wis
5th	3d8	+2	+3	+1	+1	—	3	+2 Str, +2 Con, +8 natural armor, feat
6th	4d8	+3	+4	+1	+1	2 + Int mod	3	Large size (face 10 ft.), reach 10 ft., fire vulnerability, +2 Str, -2 Dex
7th	4d8	+3	+4	+1	+1	—	4	Trample (Small), double damage against objects
8th	5d8	+3	+4	+1	+1	2 + Int mod	5	Animate trees (1), +2 Str, +2 Cha, DR 5/slashing
9th	5d8	+3	+4	+1	+1	—	5	+10 natural armor, +2 Str, +2 Wis
10th	6d8	+4	+5	+2	+2	2 + Int mod	6	Feat, +2 Str, +2 Con
11th	6d8	+4	+5	+2	+2	—	7	Animate trees (2), +2 Con, +13 natural armor
12th	7d8	+5	+5	+2	+2	2 + Int mod	8	Huge size (face 15 ft.), reach 15 ft., +2 Str, -2 Dex, trample (Medium-size), DR 10/slashing

TRITON

Outsider (Water)

Tritons are masters of the water, hailing from that elemental plane.

Although poorly adapted for adventures on land, tritons are completely at home in the water and are familiar with combat in their native environment.

Tritons are good choices for players who want a water-adapted character (particularly for a sea-based campaign) but something with magic and more humanity than a locathah, merfolk, or sahuagin.

The triton is a straightforward class, with only natural armor, ability score modifiers, and a single spell-like ability contributing to its level adjustment.

The *summon nature's ally* ability is acquired just before a druid might, reflecting tritons' natural affinity for bringing aquatic creatures to their aid.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Str, +2 Con.

Tritons must be strong and tough to move and live in the dangerous seas.

- Speed: Tritons have a swim speed of 40 feet.

Tritons cannot walk on land, but they can drag themselves about at a land speed of 5 feet (a triton on land cannot run or charge).

Like any creature with a swim speed, tritons can move through the water at that speed without making Swim checks, they have a +8 racial bonus on Swim checks to

perform some special action or avoid a hazard, and can always take 10 when making Swim checks.

They can use the run action while swimming provided they swim in a straight line.

- Water Subtype: Tritons can breathe water or air equally well.

- Darkvision: Tritons can see in the dark up to 60 feet.

- Automatic Languages: Common and Aquan.

- Favored Class: Triton.

The best multiclassing choices for a triton are cleric, druid, fighter, and wizard.

CLASS SKILLS

The triton's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Listen (Wis), Profession (Wis), Ride (Dex), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the triton monster class.

Weapon and Armor Proficiency: Tritons are proficient with all simple and martial weapons but not with armor or shields.

Feats: A triton receives one feat at 1st level and another one at 4th level.

After 5th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Summon Nature's Ally III (Sp): The triton's caster level for this ability is equal to its class level.

TABLE A-48: THE TRITON

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, water subtype, +2 natural armor
2nd	2d8	+2	+3	+3	+3	8 + Int mod	2	Int +2
3rd	2d8	+2	+3	+3	+3	—	3	+4 natural armor
4th	3d8	+3	+3	+3	+3	8 + Int mod	4	Feat, <i>summon nature's ally</i> III 1/day
5th	3d8	+3	+3	+3	+3	—	4	Wis +2, +6 natural armor

TROLL

Giant

Trolls are big, stupid, and always hungry, driven to acquire food because of their incredible metabolism that can regrow entire limbs.

Almost as strong as some of the true giants, trolls are tough foes and ideally suited for long melee combats, which they almost always win due to attrition.

Trolls are good characters for players who want an exotic melee combatant without too many special abilities to keep track of.

The troll's level adjustment of +5 is almost as much as its normal Hit Dice, giving the class plenty of room to spread out its many advantages.

Ability modifiers continue to increase over time.

The natural attacks start out weak but numerous, eventually becoming a lethal trio.

The creature's scent and reach kick in at mid-levels, with the appearance and improvement of regeneration being the capstone abilities of the class.

RACIAL TRAITS

- Starting Ability Score Adjustments: +4 Str, -4 Int, -2 Wis, -4 Cha.

Trolls are very strong but are dumb, short-sighted, and thuggish.

- Speed: Troll land speed is 30 feet.
- Darkvision: Trolls can see in the dark up to 90 feet.
- Automatic Languages: Giant.
- Favored Class: Troll.

The best multiclassing choices for a troll are barbarian and fighter.

CLASS SKILLS

The troll's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Profession (Wis), and Spot (Wis). On reaching Large size, a troll takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the troll monster class.

Weapon and Armor Proficiency: Trolls are proficient with any simple or martial weapons, but not with armor or shields.

Feats: A troll receives one feat at 1st level and additional ones at 4th and 10th level.

After 11th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Claws: A troll has two claw attacks that are natural weapons dealing the indicated damage plus Strength bonus.

Bite: A troll has a bite attack that is a natural weapon dealing the indicated damage plus 1/2 Strength bonus.

Rend (Ex): A troll that hits with both claw attacks latches onto the opponent's body and automatically tears the flesh, dealing additional damage equal to two claw attacks plus 1 1/2 times its Strength bonus.

Regeneration (Ex): Trolls take normal damage from fire and acid.

If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes.

The creature can reattach the severed member instantly by holding it to the stump.

TABLE A-49: THE TROLL

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+2	+0	+0	(2 + Int mod) × 4	1	Feat, scent 10 ft., 2 claws 1d4, bite 1d4, +2 natural armor
2nd	2d8	+1	+3	+0	+0	2 + Int mod	1	+2 Dex, +2 Con
3rd	2d8	+1	+3	+0	+0	—	2	+2 Str, +3 natural armor
4th	3d8	+2	+3	+1	+1	2 + Int mod	2	Feat, scent 10 ft., regeneration 1, +2 Con
5th	3d8	+2	+3	+1	+1	—	3	Large size, reach 10 ft., +2 Str, +4 natural armor
6th	4d8	+3	+4	+1	+1	2 + Int mod	3	Claws 1d6, bite 1d6, +2 Con
7th	4d8	+3	+4	+1	+1	—	4	Scent 20 ft., +2 Str, +5 natural armor
8th	5d8	+3	+4	+1	+1	2 + Int mod	4	Rend, +2 Dex, +2 Con
9th	5d8	+3	+4	+1	+1	—	5	Regeneration 3, +2 Str, +6 natural armor
10th	6d8	+4	+5	+2	+2	2 + Int mod	5	Feat, scent 30 ft., +2 Con
11th	6d8	+4	+5	+2	+2	—	5	Regeneration 5, +2 Con, +7 natural armor

SCRAG

Scrags (aquatic trolls) may live in fresh or salt water just about anywhere. Scrags use all information from the troll class, with the following changes: They have a swim speed of 20 feet, the aquatic subtype (can breathe water as well as air), and they regenerate only when mostly immersed in water.

TRUMPET ARCHON

Outsider (Good, Lawful)

Chosen (or perhaps created) by the powers of good and law, trumpet archons are the messengers of the heavens.

They herald the appearance of deities and significant events related to the powers of good.

In times of war, they serve as leaders in the celestial armies, clearing evil from swaths of land with their magic and their signature weapon, the mighty trumpet.

Trumpet archons make good choices for players who want a character with many special abilities, especially if they don't want to deal with multiclassing (since the class has a full twenty levels).

As with the astral deva and the ghaele, creating the trumpet archon's class progression is actually an exercise in regressing an ECL 20 class all the way back to 1st level.

The factors in the level adjustment are cleric spellcasting ability, the archon's trumpet, spell resistance, ability score modifiers, and natural armor.

All but the trumpet ability are easy to scale, starting weak or not appearing for several levels until crowning somewhere near the highest levels of the class.

The archon's trumpet, a special item awarded by higher powers, is best configured to scale its two different abilities (as a trumpet and as a greatsword) separately over the later levels of the class.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Str, +2 Int. Trumpet archons are powerful and intelligent.
 - Speed: Trumpet archon land speed is 40 feet.
 - Darkvision: Trumpet archons can see in the dark up to 60 feet.
 - Low-Light Vision: Trumpet archons can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
 - Saves: +4 racial bonus on saving throws against poison.
 - Automatic Languages: Celestial, Draconic, Infernal.
 - Favored Class: Trumpet archon.
- Because trumpet archons have an ECL of 20, multiclassing requires the use of epic level rules (see *Epic Level Handbook* for more information).

CLASS SKILLS

The trumpet archon's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Knowledge (any three, chosen at 1st level) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the trumpet archon monster class.

Weapon and Armor Proficiency: Trumpet archons are proficient with all simple and martial weapons, but with no armor or shields.

Feats: A trumpet archon receives one feat at 1st level and additional ones at 3rd, 8th, 14th, and 20th level.

After 20th level it gains feats normally according to its character level (which requires epic level advancement rules; see *Epic Level Handbook* for more information).

Trumpet (Su): At 4th level, the celestial powers award the archon a mighty trumpet.

The archon's trumpet produces music of utter clarity, piercing beauty, and, if the trumpet archon wills it, paralyzing awe.

All creatures except archons within a certain distance must succeed on a Fortitude save (DC 10 + 1/2 archon's HD from

class levels + archon's Cha modifier) or be paralyzed for 1d4 rounds.

The radius of the effect increases from 5 feet at 4th level to 100 feet at 13th level and higher.

An archon can also command its trumpet to become a magic greatsword with an enhancement bonus ranging from +1 at 4th level to +4 at 13th level and higher.

Changing the trumpet to or from a greatsword is a free action.

The trumpet's properties do not function for anyone other than the archon to whom it was awarded; in anyone else's hands, it becomes a chunk of useless lead.

Spells: Starting at 2nd level, a trumpet archon can cast spells as a cleric of its Hit Dice from class levels + 2.

It can prepare spells from the Air, Destruction, Good, Law, and War domains as if they were on the cleric spell list, but it does not have access to any domains or domain spell slots.

Spell-Like Abilities: Starting at 3rd level, a trumpet archon can use *detect evil*, *continual flame*, and *message* the indicated number of times per day.

The archon's caster level is equal to its Hit Dice from class levels.

Tongues (Su): Beginning at 3rd level, a trumpet archon can speak with any creature that has a language.

The trumpet archon's caster level for this effect is its Hit Dice from trumpet archon class levels + 2.

This ability is always active unless the trumpet archon chooses to disable it as a free action.

The effect can be dispelled, but the trumpet archon can create it again on its next turn as a free action.

Aura of Menace (Su): A trumpet archon of 9th level or higher is surrounded by a 20-foot aura of menace.

Hostile creatures within the area must succeed on a Will save (DC 10 + 1/2 archon's HD from class levels + archon's Cha modifier) or take a -2 morale penalty on attack rolls, AC, and saves for one day.

Spell Resistance (Ex): A trumpet archon of 9th level or higher has spell resistance equal to 9 + its class level.

Teleport without Error (Su): A trumpet archon of 9th level or higher can use this ability the indicated number of times per day but can only carry itself and 50 pounds of weight.

The trumpet archon's caster level for this effect is its Hit Dice from trumpet archon class levels + 2.

Magic Circle against Evil (Su): This effect continually surrounds a trumpet archon of 11th level or higher, as the spell cast by a sorcerer of a level equal to its HD.

TABLE A-50: THE TRUMPET ARCHON

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, subtypes (good, lawful), electricity resistance 5, +2 natural armor
2nd	2d8	+2	+3	+3	+3	8 + Int mod	2	Spells, +2 Wis, fly 40 ft. (average)
3rd	3d8	+3	+3	+3	+3	8 + Int mod	2	Feat, spell-like abilities 1/day, tongues, +2 Dex
4th	3d8	+3	+3	+3	+3	—	3	Trumpet (5-ft. blast, +1 greatsword), electricity resistance 10, +4 natural armor
5th	4d8	+4	+4	+4	+4	8 + Int mod	4	+2 Str, +2 Cha
6th	5d8	+5	+4	+4	+4	8 + Int mod	5	Fly 90 ft. (average), DR 5/+1, +2 Int
7th	5d8	+5	+4	+4	+4	—	6	Trumpet (20-ft. blast, +2 greatsword), electricity resistance 15, +6 natural armor
8th	6d8	+6/+1	+5	+5	+5	8 + Int mod	7	Feat, spell-like abilities 3/day, +2 Dex, +2 Wis
9th	6d8	+6/+1	+5	+5	+5	—	8	Aura of menace, spell resistance, teleport without error 1/day
10th	7d8	+7/+2	+5	+5	+5	8 + Int mod	9	Trumpet (50-ft. blast, +3 greatsword), immunities (electricity, petrification), +8 natural armor
11th	7d8	+7/+2	+5	+5	+5	—	10	Magic circle against evil, DR 10/+1, +2 Cha
12th	8d8	+8/+3	+6	+6	+6	8 + Int mod	10	Fly 90 ft. (good), teleport without error 3/day
13th	8d8	+8/+3	+6	+6	+6	—	11	Trumpet (100-ft. blast, +4 greatsword), spell-like abilities at will, +10 natural armor
14th	9d8	+9/+4	+6	+6	+6	8 + Int mod	12	Feat, +2 Str, +2 Wis
15th	9d8	+9/+4	+6	+6	+6	—	12	+2 Con, +2 Cha
16th	10d8	+10/+5	+7	+7	+7	8 + Int mod	12	+12 natural armor, teleport without error at will
17th	10d8	+10/+5	+7	+7	+7	—	12	+2 Str, +2 Int
18th	11d8	+11/+6/+1	+7	+7	+7	8 + Int mod	13	+2 Dex
19th	11d8	+11/+6/+1	+7	+7	+7	—	13	+14 natural armor
20th	12d8	+12/+7/+2	+8	+8	+8	8 + Int mod	14	Feat, +2 Str

UMBER HULK

Aberration

Weird, buglike creatures thought by some to be unintelligent, umber hulks are actually smart as orcs and have their own language, although most can't understand it or don't even know that the hulk's clicking noises are a manner of speech.

Obviously inhuman, umber hulks stand out in normal humanoid society, so steps must be taken to prevent them from causing alarm whenever they are seen.

An umber hulk can be a valuable ally in a campaign where its capabilities are most useful (such as underground areas), as long as their driving hunger and nearly constant need for destruction can be assuaged.

Umbur hulks are good characters for players who like big bruisers with one strange magical quirk.

An umber hulk's two most important special abilities are its tremorsense ability and its confusing gaze.

Initially the tremorsense is only sensitive enough to let the hulk detect creatures within claw range, but eventually its senses are refined enough to let it notice more distant creatures.

The confusing gaze is a more powerful ability that appears at mid-level, albeit at a short range, and eventually expands in scope to its full range.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Str, +2 Con, -2 Int.
- Uumber hulks are built much like the stone they tunnel through—big, tough, and dense.
- Speed: Uumber hulk land speed is 20 feet.
- Darkvision: Uumber hulks can see in the dark up to 60 feet.
- Automatic Languages: Uumber Hulk.
- Favored Class: Uumber hulk.

The best multiclassing choices for an umber hulk are barbarian and fighter.

CLASS SKILLS

The umber hulk's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Jump (Str), Listen (Wis), and Profession (Wis).

On reaching Large size, an umber hulk takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the umber hulk monster class.

Weapon and Armor Proficiency: Uumber hulks are proficient with simple weapons, but not with armor or shields.

Feats: An umber hulk receives one feat at 1st level and additional ones at 3rd and 9th level.

After 14th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Claws: An umber hulk has two claw attacks that are natural weapons dealing the indicated damage plus Strength bonus.

Bite: An umber hulk has a bite attack that is a natural weapon dealing the indicated damage plus 1/2 Strength bonus.

Tremorsense (Ex): Starting at 4th level, an umber hulk can automatically sense the location of anything that is in contact with the ground and within a certain distance from the umber hulk.

The radius of the effect increases from 10 feet at 4th level to 60 feet at 17th level.

Confusing Gaze (Su): At 7th level, an umber hulk develops its magical gaze, which causes confusion (as the spell, caster level 8th) within a certain distance from the hulk (DC 10 + 1/2 umber hulk's HD from class levels + umber hulk's Cha modifier).

The radius of the effect increases from 5 feet at 7th level to

30 feet at 13th level and higher.

TABLE A-51: THE UMBER HULK

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+0	+0	+2	(2 + Int mod) × 4	1	Feat, +3 natural armor, 2 claws 1d4, bite 1d6
2nd	2d8	+1	+0	+0	+3	2 + Int mod	1	+2 Con
3rd	3d8	+2	+1	+1	+3	2 + Int mod	1	Feat, +2 Str
4th	3d8	+2	+1	+1	+3	—	1	+5 natural armor, tremorsense 10 ft.
5th	4d8	+3	+1	+1	+4	2 + Int mod	2	Claws 1d6, burrow 20 ft., +2 Con
6th	4d8	+3	+1	+1	+4	—	2	Bite 1d8, tremorsense 20 ft.
7th	5d8	+3	+1	+1	+4	2 + Int mod	3	+2 Str, +7 natural armor, confusing gaze 5 ft.
8th	5d8	+3	+1	+1	+4	—	3	Tremorsense 30 ft., +2 Con
9th	6d8	+4	+2	+2	+5	2 + Int mod	4	Feat, Large size, reach 10 ft., +2 Str, confusing gaze 10 ft.
10th	6d8	+4	+2	+2	+5	—	4	Claws 2d4, tremorsense 40 ft.
11th	7d8	+5	+2	+2	+5	2 + Int mod	5	+2 Str, bite 2d6, confusing gaze 20 ft.
12th	7d8	+5	+2	+2	+5	—	5	+2 Cha, tremorsense 50 ft.
13th	8d8	+6/+1	+2	+2	+6	2 + Int mod	6	+2 Str, +2 Dex, confusing gaze 30 ft.
14th	8d8	+6/+1	+2	+2	+6	—	7	Bite 2d8, tremorsense 60 ft.

VAMPIRE

“Vampire” is a fairly common acquired template among adventurers.

When an adventuring party is attacked by a vampire, those slain by its special abilities may rise as vampires themselves if the proper measures are not taken.

If the vampire template is applied to such a character, she would appear to be dead for a time, then return to a tenuous life, slowly succumbing to the seductive lure of the vampire's hunger, sharpened senses, and evil nature.

VAMPIRE TEMPLATE CLASS FEATURES

All of the following are class features of the vampire template class.

Ability Score Changes: The ability score in question increases or decreases by the indicated amount.

Ability score increases are unnamed bonuses that stack with all other bonuses.

At 1st level, however, the ability score change is a –2 penalty to Constitution, which represents the physical trauma involved in starting along the path toward undeath. No spell or other effect can remove this penalty.

Blood Drain (Ex): Starting at 1st level, a vampire can attempt to bite a victim with his growing fangs and suck blood.

If the vampire makes a successful grapple check and pins the foe, it sucks blood, dealing 1 point of Constitution damage each round that the pin is maintained.

With each such successful attack, the vampire gains 1 temporary hit point.

When the vampire reaches 2nd level, his fangs are fully developed, though he has not yet perfected his technique for drawing blood.

At this point, his blood drain attack deals 1 point of Constitution drain.

At 4th level, the vampire has mastered the art of drawing blood from a victim.

His blood drain attack deals 1d4 points of Constitution drain, and he gains 5 temporary hit points with each successful blood drain.

Resistances (Ex): At 1st level, the vampire gains cold resistance 5 and electricity resistance 5.

When he reaches 3rd level, each of these resistances increases to 10.

Spawn Slavery (Su): Typically, a vampire is created when another vampire kills its mortal body by draining all of its blood (see Create Spawn, below).

A vampire created in this fashion is under influence of the master vampire's dominate ability, even if it is normally immune to mental control or mind-affecting effects.

This control lasts until the master is destroyed.

Vampires created through other circumstances (such as unholy rituals or strange, spontaneous magical effects) are not under this sort of control.

Spider Climb (Ex): Beginning at 1st level, the vampire can climb sheer surfaces as though with a *spider climb* spell.

Vampire Bonus Feats: At 1st, 2nd, and 7th level, the vampire gains the feats indicated on Table SP-1, assuming that he doesn't already have them.

If the vampire doesn't meet the prerequisites (if any) for a bonus feat, he gains the feat but cannot use it until he does meet the prerequisites.

Fortification (Ex): When the vampire reaches 2nd level, his internal organs begin to cease functioning as they become unnecessary to his altered metabolism.

This process makes him less vulnerable to critical hits, sneak attacks, and other attacks that target a creature's vital spots.

The vampire is treated as if he had the *light fortification* armor property active at all times.

This ability gives him a 25% chance to turn a critical hit or sneak attack against him into a normal attack.

If the vampire already has fortification from another source (such as a spell or magic item), use the better value.

At 5th level, this ability becomes moderate fortification (50% chance to turn a critical hit or sneak attack into a normal attack).

Vampire Skills: At 2nd level, a vampire gains a +2 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

This bonus increases to +4 at 4th level, to +6 at 6th level, and to +8 at 8th level.

Coffin Sanctuary (Ex): Upon reaching 3rd level, a vampire chooses a coffin or similar small enclosed space as his primary resting place.

Thereafter, if he is brought to -1 to -9 hit points (if living) or to 0 or fewer hit points (if undead) while outside the coffin, he is forced to assume gaseous form (see below) immediately and flee for his coffin so that he may heal. If the vampire cannot use his vampiric ability to assume gaseous form (for example, if he has expended all his daily uses of that ability), he cannot enter gaseous form under these circumstances and dies immediately.

Any damage dealt to the vampire after he is forced into gaseous form has no effect.

If the duration of his gaseous form ability expires before he reaches his coffin, or more than 2 hours pass after he is forced into gaseous form in this way, the vampire must assume his normal form at his current location.

In that case, he either begins to die (if he is a living vampire) or is destroyed (if he is an undead vampire).

If he succeeds in reaching his coffin, he is helpless for 1 hour, after which he heals 1 hit point and the helplessness ends.

A nonhelpless vampire resting in his coffin has fast healing 1.

A 5th-level or higher nonhelpless vampire resting in his coffin has fast healing 5.

Dominate (Su): At 3rd level, a vampire gains the ability to crush another creature's will just by looking into its eyes.

This ability is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at him are not affected.

Anyone the vampire targets must succeed on a Will save or fall instantly under his influence, as though via a *dominate person* spell (caster level 12th).

The ability has a range of 5 feet and is usable once per day. At 4th level, the vampire can use this ability three times per day at a range of 10 feet.

At 5th level, his range increases to 30 feet.

At 7th level, the vampire may use his dominate ability at will.

Gaseous Form (Su): Starting at 3rd level, a vampire can assume gaseous form as the spell (caster level 5th) once per day as a standard action.

He can remain in gaseous form for up to 10 minutes.

A gaseous vampire's fly speed is 20 feet.

At 5th level, a vampire can assume gaseous form three times per day.

At 7th level, he may become gaseous at will and remain in gaseous form indefinitely.

Slam: At 3rd level, the vampire gains a slam attack if he didn't already have one.

If he is a Medium creature, his slam deals damage according to the following table.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Alternate Form (Su): At 4th level, a vampire can assume the shape of a bat or wolf as a standard action.

This ability is similar to a *polymorph* spell (caster level 12th), except that the vampire does not regain hit points for changing form, and he must choose from among the forms allowed for his level.

While in his alternate form, the vampire loses his natural slam attack and dominate ability but gains the natural weapons and extraordinary special attacks of his new form. He can remain in his alternate form until he assumes another form or until the next sunrise, whichever comes first.

At 8th level, the vampire can also take the form of a dire bat or dire wolf.

Natural Armor Improvements: At 4th, 6th, and 8th level, the vampire's natural armor bonus increases by +2.

A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability.

Thus, a human's natural armor bonus would increase to +2 at 4th level, to +4 at 6th level, and finally to +6 at 8th level.

Vampire Aversions: The vampire gains the classic aversions of his kind.

He cannot tolerate the strong odor of garlic and cannot enter an area laced with it.

Similarly, he recoils from a mirror or a strongly presented holy symbol.

These items don't harm the vampire—they merely keep him at bay.

A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against that creature for the rest of the encounter.

Holding a vampire at bay requires a standard action.

Most vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship.

(A vampire that has a natural swim speed may freely cross running water and is quite comfortable in water of any kind).

Vampires are utterly unable to enter a home or other building unless invited in by someone with the authority to do so.

They may freely enter public places, since such areas are by definition open to all.

Children of the Night (Su): Vampires command the lesser creatures of the world.

Starting at 5th level, a vampire can call forth a rat swarm, a bat swarm, or 1d3 wolves as a standard action once per day. The creature or creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

At 7th level, the vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves.

The creatures arrive and serve as above.

Damage Reduction (Su): At 5th level, a vampire gains damage reduction 5/silver and magic.

At 8th level, this protection increases to damage reduction 10/silver and magic.

A vampire's natural weapons (the slam attack, for a humanoid vampire) are treated as magic weapons for the purpose of overcoming damage reduction.

Sunlight & Water Vulnerability: A 5th-level or higher vampire exposed to direct sunlight is disoriented.

While in this condition, he can take only a single move action or attack action in a round, and 3 full rounds of such exposure destroy it utterly.

Similarly, immersing a typical vampire in running water robs it of one-fifth of its hit points each round until it is destroyed at the end of the fifth round of immersion.

(A vampire with a natural swim speed is not harmed by immersion in running water).

At 7th level, a vampire's flesh becomes even more vulnerable to sunlight and running water.

Upon exposure to sunlight, he takes the above penalties and is destroyed utterly in the next round if he cannot escape.

The vampire loses one-third of his hit points each round of immersion in water instead of one-fifth, and he is destroyed after at the end of the third round of exposure instead of the fifth round.

Fast Healing (Ex): Beginning at 6th level, a vampire heals 1 point of damage each round so long as he has at least 1 hit point, whether or not he is resting in his coffin.

A living vampire reduced to fewer than 0 hp or an undead vampire reduced to 0 hit points is automatically forced into gaseous form (if he still has uses of that ability available) and must retreat to his coffin (see the Coffin Sanctuary, above).

At 8th level, a vampire's fast healing increases to 5.

Energy Drain (Su): When the vampire reaches 7th level, any living creature hit by his slam attack (or any other natural weapon he might possess) gains one negative level. For each negative level so bestowed, the vampire gains 5 temporary hit points.

He can use his energy drain ability once per round.

At 8th level, the vampire's slam attack (or other natural attack) bestows 2 negative levels.

Undeath: Upon reaching 7th level, a vampire gains the undead type, with all of its normal benefits and drawbacks.

He no longer has a Constitution score, and he loses any Constitution bonus or penalty on hit points, saving throws, or skills that he may previously have had.

He uses either his Charisma modifier or his Constitution modifier (+0), whichever is better, for all skills, save DCs, and other quantities that previously incorporated his Constitution modifier.

The vampire becomes immune to many attacks but is subject to turn or rebuke undead attempts and is immediately destroyed if brought to 0 or fewer hit points. All of his current and future Hit Dice increase to d12s.

(Rather than rerolling all the character's Hit Dice, you can simply add 4 hit points for every d4 Hit Die the vampire previously had, 3 hit points for every d6 Hit Die, 2 for every d8, and 1 for every d10, if desired).

The vampire immediately becomes evil and subject to the special rules for staking a vampire through the heart.

A vampire cleric may become an ex-cleric if his deity does not accept evil clerics, but character can remedy this problem either by changing allegiance or by devoting himself to an evil cause or a source of evil divine power (selecting new domains if appropriate).

A vampire cleric who could normally turn undead loses that ability but gains the ability to rebuke undead, and one who can spontaneously convert spells into *cure* spells now converts them into *inflict* spells.

A vampire sorcerer, wizard, or other character who has a familiar is shunned by that creature unless it is a bat or rat, but he can acquire one of those creatures to replace the previous familiar.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a 7th-level or higher vampire's energy drain attack rises as a vampire spawn (see the *Monster Manual*) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or fewer HD and as a vampire if it had 5 or more HD.

In either case, the new vampire or spawn is under the command of the vampire that created it and remains so enslaved until its master's destruction.

At any given time, a vampire may have enslaved spawn whose Hit Dice total no more than his own.

Any spawn he creates that would exceed this limit can be created either as free-willed vampires or as vampire spawn, at the creator's option.

If he chooses the latter option, he must immediately free one or more spawn of his choice until the total Hit Dice of his existing enslaved spawn would allow the addition of the desired new one.

Once freed, a vampire or vampire spawn cannot be enslaved again, except through magic such as control undead, rebuking attempts by evil clerics, and so on.

An enslaved vampire may create and enslave spawn of its own, so a master vampire can control a large number of lesser vampires in this fashion.

At 8th level, the vampire may have enslaved spawn whose Hit Dice total no more than twice his own Hit Dice.

Turn Resistance (Ex): At 8th level, a vampire gains turn resistance +4.

He is treated as an undead 4 Hit Dice higher than his normal total for the purpose of turn, rebuke, command, or bolster attempts.

Table SP-1: The Vampire Template Class

Level CR Special

1	+0	Con -2, blood drain (lesser), resistances (lesser), spawn slavery, spider climb, vampire bonus feats (Alertness, Dodge)
2	+0	Str +2, blood drain (moderate), fortification (light), vampire bonus feats (Improved Initiative, Lightning Reflexes), vampire skills +2
3	+1	Cha +2, Dex +2, coffin sanctuary (lesser), dominate (lesser), gaseous form (lesser), resistances (greater), slam
4	+1	Str +2, alternate form (lesser), blood drain (greater), dominate (moderate), natural armor +2, vampire aversions, vampire skills +4
5	+1	Wis +2, children of the night (lesser), coffin sanctuary (greater), damage reduction 5/silver and magic, dominate (greater), fortification (moderate), gaseous form (moderate), sunlight & water vulnerability (lesser)
6	+2	Int +2, Str +2, fast healing 1, natural armor +2, vampire skills +6
7	+2	Dex +2, children of the night (greater), create spawn (lesser), dominate (superior), energy drain (lesser), gaseous form (greater), sunlight & water vulnerability (greater), undeath, vampire bonus feat (Combat Reflexes)
8	+2	Cha +2, alternate form (greater), create spawn (greater), damage reduction 10/silver and magic, energy drain (greater), fast healing 5, natural armor +2, turn resistance +4, vampire skills +8

VROCK

Outsider (Chaotic, Evil)

A vrock may look like a demonic humanoid vulture, but it is best to think of it as a bird of prey, swooping over a battlefield to find a suitable victim, then suddenly diving to rend and tear at its opponent's flesh.

Flight, powerful melee attacks, and significant magical abilities are the key features of this class.

Vrocks are good choices for players who want a flying character that combines the best abilities of a fighter and a sorcerer.

A vrock's level adjustment is equal to its Hit Dice, giving the class many levels in which to place its special abilities. Key powers are its energy resistances (which scale upward from low values), spell-like abilities, summoning tanar'ri, and its two unique abilities (dance of ruin and stunning screech).

While it seems that the vrock gains a lot of power at each level, particularly at higher levels, this benefit is offset by the vrock's lower Hit Dice compared to a fighter of its level.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Str, +2 Con, +2 Wis.

Vrocks, like most demons, are always on the lookout for victims and have the power to hold their own in a fight.

- Speed: Vrock land speed is 30 feet.
- Darkvision: Vrocks can see in the dark up to 60 feet.
- Poison Immunity: Vrocks are native to a plane where poison is omnipresent.
- Skills: +8 racial bonus on Listen and Spot checks.

- Automatic Languages: Abyssal, Celestial, and Draconic.
- Favored Class: Vrock.

The best multiclassing choices for a vrock are barbarian, fighter, and wizard.

CLASS SKILLS

The vrock's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Hide (Dex), Knowledge (any one, chosen at 1st level) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

On reaching Large size, a vrock takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the vrock monster class.

Weapon and Armor Proficiency: Vrocks are proficient with all simple and martial weapons but not with armor or shields.

Feats: A vrock receives one feat at 1st level and additional ones at 3rd and 11th level.

After 16th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Claws: A vrock has two claw attacks that are natural weapons dealing the indicated damage plus Strength bonus.

Bite: A vrock has a bite attack that is a natural weapon dealing the indicated damage plus 1/2 Strength bonus.

Rake: Starting at 4th level, a vrock has two rake attacks with its lower claws that are natural weapons dealing the indicated damage plus 1/2 Strength bonus.

Telepathy (Su): Starting at 3rd level, a vrock gains telepathy.

It may communicate telepathically with any creature within 100 feet that has a language.

Lesser Vrock Powers (Sp): Beginning at 2nd level, a vrock can use the following spell-like abilities the indicated number of times per day: *darkness*, *desecrate*, *detect good*, *detect magic*, and *mirror image*.

Its caster level for all spell-like abilities is equal to its Hit Dice from class levels + 4 (save DC 10 + spell level + vrock's Cha modifier).

Spores (Ex): Beginning at 6th level, a vrock can release masses of spores from its body.

The spores automatically deal 1d8 points of damage to all creatures within 5 feet of the vrock.

They then penetrate the skin and grow, dealing an additional 1d2 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths.

A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Initially a vrock can release spores once per day; at 8th level it can use the attack three times per day; and at 10th level and higher it can release spores once every 3 rounds.

Vrock Powers (Sp): Beginning at 9th level, a vrock can use the following spell-like abilities: *mass charm*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only).

Initially a vrock can use these abilities once per day; at 12th level it can use them three times per day; and at 15th level and higher it can use them at will.

Summon Tanar'ri (Sp): Once per day a vrock of 9th level or higher can attempt to summon dretches (see the *Monster Manual*).

The number summoned and the chance of success increase as the vrock advances in level.

At 16th level a vrock can instead attempt to summon another of its kind, with the indicated chance of success.

Stunning Screech (Su): At 10th level, a vrock gains the ability to emit a piercing screech.

Every creature within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 vrock's HD from class levels + vrock's Con modifier) or be stunned for 1 round.

Initially a vrock can use its stunning screech once per day; at 13th level it can use the ability three times per day; and at 16th level and higher it can use the ability once per hour.

Spell Resistance (Ex): A vrock of 11th level or higher has spell resistance equal to 14 + Hit Dice from class level.

Dance of Ruin (Su): To use this ability, a group of five or more vocks must join hands in a circle, dancing wildly and chanting.

At least one of the vocks must be 14th level or higher.

If the vocks dance for 3 rounds, a wave of crackling energy flashes outward in a 100-foot radius.

All nondemons within the radius take 2d20 points of damage (Reflex half DC 10 + 1/2 vrock's HD from class levels + vrock's Cha modifier; calculate the save DC for each vrock in the group and use the highest one).

TABLE A-52: THE VROCK

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat, subtypes (chaotic, evil), 2 claws 1d6, bite 1d6, +2 natural armor, resistances (acid 5, cold 5, electricity 5, fire 5)
2nd	2d8	+2	+3	+3	+3	8 + Int mod	1	+2 Dex, lesser vrock powers 1/day
3rd	3d8	+3	+3	+3	+3	8 + Int mod	2	Feat, +2 Str, +4 natural armor, telepathy 100 ft.
4th	3d8	+3	+3	+3	+3	—	3	+2 Con, 2 rakes 1d4
5th	3d8	+3	+3	+3	+3	—	3	+2 Dex, +6 natural armor, lesser vrock powers 3/day
6th	4d8	+4	+4	+4	+4	8 + Int mod	4	+2 Str, spores 1/day, claws 1d8
7th	4d8	+4	+4	+4	+4	—	5	Fly 50 ft. (average), +2 Int, +8 natural armor
8th	4d8	+4	+4	+4	+4	—	5	+2 Wis, lesser vrock powers at will, spores 3/day
9th	5d8	+5	+4	+4	+4	8 + Int mod	6	+10 natural armor, vrock powers 1/day, <i>summon tanar'ri</i> (1d6 dretches, 35%)
10th	5d8	+5	+4	+4	+4	—	6	Spores 1/3 rounds, stunning screech 1/day, DR 5/+1, electricity immunity, resistances (acid 10, cold 10, fire 10)
11th	6d8	+6/+1	+5	+5	+5	8 + Int mod	7	Feat, Large size, reach 10 ft., +2 Con, +12 natural armor, spell resistance
12th	6d8	+6/+1	+5	+5	+5	—	7	Vrock powers 3/day, <i>summon tanar'ri</i> (2d6 dretches, 35%)
13th	7d8	+7/+2	+5	+5	+5	8 + Int mod	8	+14 natural armor, stunning screech 3/day
14th	7d8	+7/+2	+5	+5	+5	—	8	Dance of ruin, +2 Str, +2 Int
15th	8d8	+8/+3	+6	+6	+6	8 + Int mod	9	Vrock powers at will, <i>summon tanar'ri</i> (2d10 dretches, 35%)
16th	8d8	+8/+3	+6	+6	+6	—	9	Stunning screech 1/hour, <i>summon tanar'ri</i> (vrock, 35%), DR 10/+2, +2 Cha

WATER ELEMENTAL, LARGE

Elemental (Water)

Like ocean waves, water elementals have the strength to wear down their opponents and the endurance to do it slowly if necessary.

Best used in aquatic situations (where they can use their vortex ability and can easily overturn small watercraft), water elementals are still dangerous opponents on land, as good at battering creatures into submission as air elementals are.

Water elementals are good choices for players who want a tough character with an alien mindset.

A water elemental's progress goes through stages where it matches the abilities of the Small and Medium-size elemental before finally reaching Large size and the abilities appropriate to its size.

Because so many of its abilities are available to the Small elemental, the water elemental's powers all have scaling effects, dealing more damage or having a higher DC the more powerful the elemental becomes.

Its most powerful abilities are damage reduction and an extended reach, both of which are acquired at the highest levels.

RACIAL TRAITS

- Starting Ability Score Adjustments: +2 Str, +2 Con, -4 Int. Water elementals are strong and resilient, but not too smart.

- Small: As Small creatures, water elementals gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than Medium-size creatures do, and their lifting and carrying limits are three-quarters of those of Medium-size characters.

- Speed: Water elemental land speed is 20 feet, swim speed 40 feet.

Like any creature with a swim speed, water elementals can move through the water at that speed without making Swim checks, they have a +8 racial bonus on Swim checks to perform some special action or avoid a hazard, and can always take 10 when making Swim checks.

They can use the run action while swimming provided they swim in a straight line.

- Water Subtype: Water elementals can breathe water or air equally well.

- Darkvision: Water elementals can see in the dark up to 60 feet.

- Automatic Languages: Aquan.

- Elemental: Water elementals are immune to poison, sleep, paralysis, and stunning, and they are not subject to critical hits.

- Favored Class: Water elemental.

The best multiclassing choices for a water elemental are barbarian, fighter, ranger, and rogue.

CLASS SKILLS

The water elemental's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Profession (Wis), and Spot (Wis).

On reaching Medium-size, a water elemental loses its +4 size bonus on Hide checks.

On reaching Large size, a water elemental takes a -4 size penalty on Hide checks.

CLASS FEATURES

All of the following are class features of the water elemental monster class.

Weapon and Armor Proficiency: Water elementals are not proficient with any weapons, armor, or shields.

Feats: A water elemental receives one feat at 1st level and additional ones at 3rd and 8th level.

It gains Power Attack as a bonus feat at 1st level.

After 13th level it gains feats normally according to its character level, as shown on Table 2-5: Experience and Level-Dependent Benefits.

Slam: A water elemental has a slam attack that is a natural weapon dealing the indicated damage plus 1 1/2 times its Strength bonus.

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water.

If the opponent or elemental is landbound, the elemental takes a -4 penalty on attack and damage.

A water elemental can overturn small craft (5 feet of length per HD), stop larger vessels (10 feet of length per HD), or halve the speed of large ships (20 feet of length per HD).

Drench (Ex): A water elemental of 2nd level or higher can extinguish nonmagical flames of Large size or smaller by merely touching the flames (moving to or through the flames; no attack roll required).

Vortex: A water elemental can form a vortex as described in the *Monster Manual*, except the damage is the elemental's slam damage without Strength bonus and the Reflex save DC to escape the vortex is 10 + 1/2 water elemental's HD from class levels + water elemental's Con modifier.

TABLE A-53: THE WATER ELEMENTAL

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points (2 + Int mod) × 4	CR	Special
1st	1d8	+0	+2	+0	+0	(2 + Int mod) × 4	1	Water subtype, feat, slam 1d6, water mastery, +3 natural armor, Power Attack
2nd	2d8	+1	+3	+0	+0	2 + Int mod	1	+2 Str, +2 Con, drench, vortex
3rd	3d8	+2	+3	+1	+1	2 + Int mod	2	Feat
4th	4d8	+3	+4	+1	+1	2 + Int mod	2	Medium-size, +2 Str, +2 Con, +5 natural armor
5th	4d8	+3	+4	+1	+1	—	2	+2 Str, +2 Dex
6th	5d8	+3	+4	+1	+1	2 + Int mod	3	Slam 1d8
7th	5d8	+3	+4	+1	+1	—	3	+2 Con
8th	6d8	+4	+5	+2	+2	2 + Int mod	3	Feat, +2 Str, +7 natural armor
9th	6d8	+4	+5	+2	+2	—	4	Slam 2d6
10th	7d8	+5	+5	+2	+2	2 + Int mod	4	+2 Dex
11th	7d8	+5	+5	+2	+2	—	4	+2 Str
12th	8d8	+6/+1	+6	+2	+2	2 + Int mod	5	Large size, reach 10 ft.
13th	8d8	+6/+1	+6	+2	+2	—	5	DR 5/+1, slam 2d8, +9 natural armor

WEREBEAR

Werebears are reclusive creatures that prefer to avoid civilization and hunt down evil beings in the wilderness.

Though they tend to be moody and easily agitated, werebears are the only good-aligned lycanthropes that are commonly known.

Afflicted werebears are rarely created accidentally, since natural werebears are careful to slay their evil enemies outright and reluctant to fight good creatures. Sometimes an ailing or elder werebear arranges to pass on its gifts to a worthy and willing person to ensure that the power to fight evil in this unique way will continue after the original werebear has died.

A character who chooses to keep his lycanthropic curse can progress in the werebear template class to gain werebear abilities.

This template class can also be used by natural werebears who wish to start play at lower levels and develop their powers, or for characters who somehow acquire this form of lycanthropy from another source.

This template class can be taken only by a lycanthrope who is aware of his condition, whether because he was born a werebear or because he realizes that he is afflicted with lycanthropy.

Any ability noted as applying to all forms is available to the werebear in his natural, hybrid, and animal forms, but not forms acquired via *polymorph* or other means.

Each lycanthrope template class has three levels, but only natural lycanthropes can take all the levels it offers.

An afflicted lycanthrope can take only 1st and 2nd levels in the class, since his level adjustment is +2 instead of +3.

Lycanthrope template classes also follow special rules relating to the benefits such characters acquire from their animal natures.

The template allows for a level adjustment of +3 (or +2 for afflicted lycanthropes), but that value does not include the Hit Dice from the lycanthrope's animal form.

So while a 1st-level human natural werebear warrior (as presented in the *Monster Manual*) has a level adjustment of +3, his ECL is actually 10—1 from his warrior Hit Die, +3 from the template, +6 for his bear Hit Dice.

Thus, in addition to the levels offered via the appropriate lycanthrope template class, each kind of lycanthrope also has a separate (optional) class progression for his animal abilities.

Essentially, a character progressing as a lycanthrope multiclassed into the template class and can also multiclass into the appropriate animal class if desired.

The animal class is entirely optional.

No would-be lycanthrope is required to take it, but doing so is an advantage, since a character without it is weaker than other lycanthropes of the same type.

Taking levels in the appropriate animal template class gives the character the animal's Hit Dice and hit points (in all forms), saving throw bonuses (in all forms), skill points (in all forms), racial skill bonuses (in all forms), conditional skill modifiers (in animal form), ability score modifiers (in hybrid or animal form), natural armor bonus, and special attacks (such as the bear's improved grab).

Levels in the animal class may be taken at any point after the character takes one level in the lycanthrope template class.

He is also free to take levels in other classes between levels of the template class and the animal class, as desired.

The animal class, like the template class, does not count when determining whether a character takes an XP penalty for multiclassing.

An afflicted werebear that is cured of lycanthropy (as described in the *Monster Manual* on page 178) immediately

loses all werebear template class levels and brown bear class levels (if any).

These levels cannot be restored with *restoration* or similar magic; they are simply gone.

Most lycanthropes that do not wish to lose their lycanthropy in this way deliberately fail their saving throws against the spell in order to prevent this traumatic change.

WEREBEAR TEMPLATE CLASS FEATURES

All of the following are class features of the werebear template class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

These changes are cumulative.

Natural Armor Improvements: At 1st level, the werebear's natural armor bonus increases by +2.

A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability.

Thus, a human's natural armor bonus would increase to +2 at 1st level.

These changes are cumulative.

The werebear also gains additional natural armor increases in hybrid or animal form from the animal class.

Alternate Form (Su): At 1st level, the werebear can take the form of a brown bear, and he undergoes this change involuntarily on the nights of the full moon or in times of stress, as described in the *Monster Manual*.

Unless the werebear is a natural lycanthrope, he does not automatically have control over this ability and must attempt a Control Shape check to intentionally change form or to resist an involuntary change.

For an afflicted lycanthrope, Control Shape is a class skill for all classes as well as racial Hit Dice, if any.

Natural lycanthropes have full control over when they change shape and do not need to take ranks in this skill.

Changing form is a standard action that can be attempted once per round.

A werebear character who is aware of his condition retains his identity and does not lose control of his actions when he changes.

Each time he involuntarily changes to his animal form, however, he must make a Will save (DC 15 + number of times he has been in animal form) or permanently assume the alignment of his lycanthrope kind (lawful good for werebears) in all forms.

Any voluntary change to bear or hybrid form immediately and permanently changes the character's alignment to lawful good.

Until the character has taken one or more levels in the optional bear animal class (see Bear Abilities, below), changing shape to bear form does not give him the abilities of a bear—he simply is able to take that creature's shape, as if he had a perfect disguise.

Since this ability is of limited use, most characters taking levels in the werebear template class choose to take levels of the brown bear class as well in order to gain the full abilities of their animal forms.

At 2nd level, the werebear can assume a hybrid form—a shape between his humanoid and his bear forms.

As with the bear form, this change is purely cosmetic unless the character has taken the brown bear class to gain the appropriate abilities.

Low-Light Vision (Ex): A 1st-level werebear gains low-light vision.

Shapechanger Subtype (Ex): At 1st level, the werebear gains the shapechanger subtype.

Werebear Bonus Feats: At 1st and 2nd level, the werebear gains the feats indicated on Table SP-10 as bonus feats, assuming that he doesn't already have them.

If the werebear doesn't meet the prerequisites (if any) for a bonus feat, he gains the feat but cannot use it until he does meet the prerequisites.

Bear Empathy (Ex): Starting at 2nd level, a werebear in any form can communicate and empathize with normal or dire bears.

This ability gives him a +4 racial bonus on checks made to influence the attitude of such creatures.

It also allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend", "foe", "flee", and "attack".

Damage Reduction (Ex): At 2nd level, the werebear gains damage reduction 5/silver.

At 3rd level, a natural lycanthrope gains damage reduction 10/silver.

An afflicted lycanthrope's damage reduction does not improve beyond 5/silver.

Curse of Lycanthropy (Su): At 3rd level, a natural werebear can infect other creatures with lycanthropy.

Any humanoid or giant hit by the bite attack of a werebear in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Afflicted lycanthropes do not transmit lycanthropy.

Table SP-10: The Werebear Template Class

Level	CR	Special
1st	+1	Wis +2, natural armor +2, alternate form (brown bear), low-light vision, shapechanger subtype, werebear feat (Run)
2nd	+1	Alternate form (hybrid), bear empathy, damage reduction (5/silver), werebear feats (Iron Will, Endurance)
3rd	+2	Curse of lycanthropy, damage reduction (10/silver)

BROWN BEAR ANIMAL CLASS FEATURES

All of the following are class features of the brown bear class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

These changes are cumulative.

Natural Armor Improvements: At 1st level, the character's natural armor bonus increases by +2.

A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability. Thus, a human's natural armor bonus would increase to +2 at 1st level.

These changes are cumulative.

Bear Abilities (Ex): Upon taking a level in the brown bear animal class, the character gains the animal's Hit Dice (in all forms), base attack bonus (in all forms), base saving throw bonuses (in all forms), ability score modifiers (in hybrid and animal forms), skill points (in all forms), and natural armor bonus (in hybrid and animal forms), as well as the special abilities indicated on Table SP-11.

In brown bear form, the werebear's speed changes to 40 feet, and he gains a +4 racial bonus on Swim checks in brown bear form.

Class skills for the brown bear racial Hit Dice are Control Shape, Listen, Spot, and Swim.

Bite: The brown bear animal class gives the werebear a bite attack in his animal and hybrid forms.

The bite is a natural weapon that deals 1d8 points of damage.

Scent (Ex): As a 1st-level brown bear, a werebear in any form gains the scent ability.

Claws: Upon reaching 3rd level in the brown bear class, a werebear gains two claw attacks in his animal and hybrid forms.

His claws are natural weapons, each dealing 1d6 points of damage.

Improved Grab (Ex): At 4th level in the brown bear class, the werebear gains the improved grab ability.

To use it, he must hit a creature at least one size category smaller than himself with a claw attack.

He can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Track: At 4th level in brown bear class, the werebear gains Track as a bonus feat.

Large (Ex): When a werebear reaches 6th level in the brown bear class, his animal and hybrid forms become Large size.

In either of those forms, he takes a -1 penalty to AC and attack rolls because of his size, and his Space/Reach changes to 10 ft./10 ft.

His bite damage increases to 2d6 points, and his claw damage increases to 1d8 points.

His ability scores change as indicated on Table SP-11.

Table SP-11: The Brown Bear (Lycanthrope) Class

Class Level	Base Hit Dice	Attack Bonus	Fort. Save	Ref. Save	Will Save	Skill Points	Special
1st	1d8	+0	+2	+2	+0	2 + Int mod.	Str +2, Dex +2, natural armor +2, bear abilities, bite
2nd	2d8	+1	+3	+3	+0	2 + Int mod.	Str +2, Con +2, scent
3rd	3d8	+2	+3	+3	+1	2 + Int mod.	Str +2, Con +2, natural armor +2, 2 claws
4th	4d8	+3	+4	+4	+1	2 + Int mod.	Str +2, Con +2, improved grab, Track
5th	5d8	+3	+4	+4	+1	2 + Int mod.	Str +4, Con +2, natural armor +1
6th	6d8	+4	+5	+5	+2	2 + Int mod.	Str +4, Large

WEREBOAR

Wereboars are aggressive creatures that often provoke fights to drive other creatures out of their territories, or sometimes just for the sake of fighting.

The ease with which a wereboar's ire can be triggered means that a great many creatures can be exposed to the wereboar's curse.

A character who chooses to keep his lycanthropic curse can progress in the wereboar template class to gain wereboar abilities.

This template class can also be used by natural wereboars who wish to start play at lower levels and develop their powers, or for characters who somehow acquire this form of lycanthropy from another source.

This template class can be taken only by a lycanthrope who is aware of his condition, whether because he was born a wereboar or because he realizes that he is afflicted with lycanthropy.

Any ability noted as applying to all forms is available to the wereboar in his natural, hybrid, and animal forms, but not forms acquired via *polymorph* or other means.

Each lycanthrope template class has three levels, but only natural lycanthropes can take all the levels it offers.

An afflicted lycanthrope can take only 1st and 2nd levels in the class, since his level adjustment is +2 instead of +3.

Lycanthrope template classes also follow special rules relating to the benefits such characters acquire from their animal natures.

The template allows for a level adjustment of +3 (or +2 for afflicted lycanthropes), but that value does not include the Hit Dice from the lycanthrope's animal form.

So while a 1st-level human natural wereboar warrior (as presented in the *Monster Manual*) has a level adjustment of +3, his ECL is actually 7—1 from his warrior Hit Die, +3 from the template, +3 for his boar Hit Dice.

Likewise, a 1st-level natural werebear human warrior has an ECL of 10—1 from his warrior Hit Die, +3 from the template, +6 for his bear Hit Dice.

Thus, in addition to the 2 or 3 levels offered via the appropriate lycanthrope template class, each kind of lycanthrope also has a separate (optional) class progression for his animal abilities.

Essentially, a character progressing as a lycanthrope multiclassed into the template class and can also multiclass into the appropriate animal class if desired.

The animal class is entirely optional.

No would-be lycanthrope is required to take it, but doing so is an advantage, since a character without it is weaker than other lycanthropes of the same type.

Taking levels in the appropriate animal template class gives the character the animal's Hit Dice and hit points (in all forms), saving throw bonuses (in all forms), skill points (in all forms), racial skill bonuses (in all forms), conditional skill modifiers (in animal form), ability score modifiers (in hybrid or animal form), natural armor bonus, and special attacks (such as the boar's ferocity).

Levels in the animal class may be taken at any point after the character takes one level in the lycanthrope template class.

He is also free to take levels in other classes between levels of the template class and the animal class, as desired.

The animal class, like the template class, does not count when determining whether a character takes an XP penalty for multiclassing.

An afflicted lycanthrope that is cured of lycanthropy (as described in the *Monster Manual* on page 178) immediately loses all wereboar template class levels and boar class levels (if any).

These levels cannot be restored with *restoration* or similar magic; they are simply gone.

Most lycanthropes that do not wish to lose their lycanthropy in this way deliberately fail their saving throws against the spell in order to prevent this traumatic change.

The wereboar template class can also be used for dire wereboars.

The only difference is that a dire wereboar must use Table SP-8 for advancement, while a normal wereboar uses Table SP-7.

WEREBOAR TEMPLATE CLASS FEATURES

All of the following are class features of the wereboar template class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

These changes are cumulative.

Natural Armor Improvements: At 1st level, the wereboar's natural armor bonus increases by +2.

A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability. Thus, a human's natural armor bonus would increase to +2 at 1st level.

These changes are cumulative.

Alternate Form (Su): At 1st level, the wereboar can take the form of a boar, and he undergoes this change involuntarily on the nights of the full moon or in times of stress, as described in the *Monster Manual*.

Unless the wereboar is a natural lycanthrope, he does not automatically have control over this ability and must attempt a Control Shape check to intentionally change form or to resist an involuntary change.

For an afflicted lycanthrope, Control Shape is a class skill for all classes as well as racial Hit Dice, if any.

Natural lycanthropes have full control over when they change shape and do not need to take ranks in this skill. Changing form is a standard action that can be attempted once per round.

A wereboar character who is aware of his condition retains his identity and does not lose control of his actions when he changes.

Each time he involuntarily changes to his animal form, however, he must make a Will save (DC 15 + number of times he has been in animal form) or permanently assume the alignment of his lycanthrope kind (neutral for wereboars and dire wereboars) in all forms.

Any voluntary change to boar or hybrid form immediately and permanently changes the character's alignment to neutral.

Until the character has taken one or more optional levels in the boar animal class (see Boar Abilities, below), changing shape to boar form does not give him the abilities of a boar—he simply is able to take that creature's shape, as if he had a perfect disguise.

Since this ability is of limited use, most characters taking levels in the wereboar template class choose to take levels of the boar class as well in order to gain the full abilities of their animal forms.

At 3rd level, the wereboar can assume a hybrid form—a shape between his humanoid and his boar forms.

As with the boar form, this change is purely cosmetic unless the character has taken the boar class to gain the appropriate abilities.

Low-Light Vision (Ex): A 1st-level wereboar gains low-light vision.

Shapechanger Subtype (Ex): At 1st level, the wereboar gains the shapechanger subtype.

Wereboar Bonus Feats: At 1st and 2nd level, the wereboar gains the feats indicated on Table SP-6 as bonus feats, assuming that he doesn't already have them.

If the wereboar doesn't meet the prerequisites (if any) for a bonus feat, he gains the feat but cannot use it until he does meet the prerequisites.

Boar Empathy (Ex): Starting at 2nd level, a wereboar in any form can communicate and empathize with normal or dire boars.

This ability gives him a +4 racial bonus on checks made to influence the attitude of boars or dire boars.

It also allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend", "foe", "flee", and "attack".

Curse of Lycanthropy (Su): At 3rd level, a natural wereboar can infect other creatures with lycanthropy.

Any humanoid or giant hit by the gore attack of a wereboar in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Afflicted lycanthropes do not transmit lycanthropy.

Damage Reduction (Ex): At 2nd level, the wereboar gains damage reduction 5/silver.

At 3rd level, a natural lycanthrope gains damage reduction 10/silver.

An afflicted lycanthrope's damage reduction does not improve beyond 5/silver.

A character can take levels the dire boar animal class only if he is a natural or afflicted dire wereboar.

Because of the size restrictions on lycanthropy, only Medium, Large, or Huge creatures can become dire wereboars.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

These changes are cumulative.

Natural Armor Improvements: At 1st level, the character's natural armor bonus increases by +2.

A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability.

Thus, a human's natural armor bonus would increase to +2 at 1st level.

These changes are cumulative.

Boar Abilities (Ex): Upon taking a level in the boar or dire boar animal class, the character gains the animal's Hit Dice (in all forms), base attack bonus (in all forms), base saving throw bonuses (in all forms), ability score modifiers (in hybrid and animal forms), skill points (in all forms), and natural armor bonus (in hybrid and animal forms), as well as the special abilities indicated on Table SP-7 or SP-8.

In boar or dire boar form, the wereboar's speed changes to 40 feet.

Class skills for the boar or dire boar racial Hit Dice are Control Shape, Listen, and Spot.

Gore: The boar or dire boar animal class gives the wereboar a gore attack.

The gore is a natural weapon that deals 1d8 points of damage.

Scent (Ex): As a 1st-level boar or dire boar, a wereboar in any form gains the scent ability.

Ferocity (Ex): Beginning at 2nd level of the boar or dire boar animal class, a wereboar may fight while disabled or dying without penalty.

Endurance: At 6th level in dire boar class, the wereboar gains Endurance as a bonus feat.

Large (Ex): When the dire wereboar reaches 6th level in the animal class, his animal and hybrid forms become Large size.

In either of those forms, he takes a -1 penalty to AC and attack rolls for size, and his Space/Reach changes to 10 ft./5 ft.

His ability scores and natural armor bonus change as indicated on Table SP-8.

Table SP-6: The Wereboar Template Class

Level	CR	Special
1st	+1	Wis +2, natural armor +2, alternate form (boar), low-light vision, shapechanger subtype, wereboar feat (Alertness)
2nd	+1	Alternate form (hybrid), boar empathy, damage reduction (5/silver), wereboar feats (Iron Will, Toughness)
3rd	+2	Curse of lycanthropy, damage reduction (10/silver)

Table SP-7: The Boar (Lycanthrope) Class

Class Level	Hit Dice	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Skill Points	Special
1st	1d8	+0	+2	+2	+0	2 + Int mod.	Con +2, natural armor +2, boar abilities, gore
2nd	2d8	+1	+3	+3	+0	2 + Int mod.	Str +2, Con +2, natural armor +2, scent
3rd	3d8	+2	+3	+3	+1	2 + Int mod.	Str +2, Con +2, natural armor +2, ferocity

Table SP-8: The Dire Boar (Lycanthrope) Class

Class Level	Hit Dice	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Skill Points	Special
1st	1d8	+0	+2	+2	+2	2 + Int mod.	Con +2, natural armor +2, boar abilities, gore
2nd	2d8	+1	+3	+3	+3	2 + Int mod.	Str +2, Con +2, natural armor +2, scent
3rd	3d8	+2	+3	+3	+3	2 + Int mod.	Str +2, Con +2, natural armor +2, ferocity
4th	4d8	+3	+4	+4	+4	2 + Int mod.	Str +2
5th	5d8	+3	+4	+4	+4	2 + Int mod.	Str +2
6th	6d8	+4	+5	+5	+5	2 + Int mod.	Str +4, Endurance, Large
7th	7d8	+5	+5	+5	+5	2 + Int mod.	Str +4

WERERAT

Since most characters spend considerable time in cities, they're bound to encounter wererats at one time or another—particularly when they make their inevitable exploration of the city's sewer system.

A standard wererat's CR is fairly low, so this creature makes an appropriate encounter for a low-level party.

However, such characters are more likely than their higher-level counterparts to fail their saving throws against the curse of lycanthropy and become wererats themselves. Characters who choose to keep their lycanthropic curse can progress in the wererat template class to gain wererat abilities.

This template class can also be used by natural wererats who wish to start play at lower levels and develop their powers, or for characters who somehow acquire this form of lycanthropy from another source.

This template class assumes that the character is aware of his condition, whether because he was born a wererat or because he realizes he is afflicted with lycanthropy. Any ability noted as applying to all forms is available to the wererat in his natural, hybrid, and animal forms, but not forms acquired via *polymorph* or other means.

Note that each lycanthrope template class has 3 levels, but only natural lycanthropes can take all the levels it offers. An afflicted lycanthrope can take only levels 1 and 2, since his level adjustment is +2 instead of +3.

Lycanthrope template classes also follow special rules relating to the benefits such characters acquire from their animal natures.

The template allows for a level adjustment of +3 (or +2 for afflicted lycanthropes), but that value does not include the Hit Dice from the lycanthrope's animal form.

So while a 1st-level human natural wererat warrior (as presented in the *Monster Manual*) has a level adjustment of +3, his ECL is actually 5—1 from his warrior Hit Die, +3 from the template, +1 for his dire rat Hit Die.

Likewise, a 1st-level natural werebear human warrior has an ECL of 10—1 from his warrior Hit Die, +3 from the template, +6 for his bear Hit Dice.

Thus, in addition to the 2 or 3 levels offered via the appropriate lycanthrope template class, each kind of lycanthrope also has a separate (optional) class progression for his animal abilities.

Essentially, a character progressing as a lycanthrope multiclasses into the template class and can also multiclass into the appropriate animal class if desired.

The animal class is entirely optional.

No would-be lycanthrope is required to take it, but doing so is an advantage, since a character without it is weaker than other lycanthropes of the same type.

Taking levels in the appropriate animal template class (or just 1 level, as is the case with the dire rat animal class) gives the character the animal's Hit Dice and hit points (in all forms), saving throw bonuses (in all forms), skill points (in all forms), racial skill bonuses (in all forms), conditional skill modifiers (in animal form), ability score modifiers (in hybrid or animal form), natural armor bonus, and special attacks (such as the dire rat's ability to transmit disease). Levels in the animal class may be taken at any point after the character takes 1 level in the lycanthrope template class.

He is also free to take levels in other classes between levels of the template class and the animal class, as desired.

The animal class, like the template class, does not count when determining whether a character takes an XP penalty for multiclassing.

An afflicted lycanthrope that is cured of his lycanthropy (as described in the *Monster Manual* on page 178) immediately loses all wererat template class levels and dire rat class levels (if any).

These levels cannot be restored with *restoration* or similar magic; they are simply gone.

Most lycanthropes that do not wish to lose their lycanthropy in this way deliberately fail their saving throws against the spell in order to prevent this traumatic change.

WERERAT TEMPLATE CLASS FEATURES

All of the following are class features of the wererat template class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

Natural Armor Improvements: At 1st level, the wererat's natural armor bonus increases by +2.

A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability. Thus, a human's natural armor bonus would increase to +2 at 1st level.

Alternate Form (Su): At 1st level, the wererat can take the form of a dire rat, and he undergoes this change involuntarily on the nights of the full moon or in times of stress, as described in the *Monster Manual*.

Unless the wererat is a natural lycanthrope, he does not automatically have control over this ability and must attempt a Control Shape check to intentionally change form or to resist an involuntary change.

For an afflicted lycanthrope, Control Shape is a class skill for all classes as well as racial Hit Dice, if any.

Natural lycanthropes have full control over when they change shape and do not need to take ranks in this skill.

Changing form is a standard action that can be attempted once per round.

A wererat who is aware of his condition retains his identity and does not lose control of his actions when he changes. Each time he involuntarily changes to his animal form, however, he must make a Will save (DC 15 + number of times he has been in animal form) or permanently assume the alignment of his lycanthrope type (chaotic evil for wererats) in all forms.

Any voluntary change to dire rat or hybrid form immediately and permanently changes the character's alignment to chaotic evil.

Until the character has taken the optional 1 level in the dire rat animal class (see *Dire Rat Abilities*, below), changing shape to dire rat form does not give him the abilities of a dire rat—he simply is able to take that creature's shape, as if he had a perfect disguise.

Since this ability is of limited use, most characters taking levels in the wererat template class choose to take the optional 1 level of the dire rat class as well in order to gain the full abilities of their animal forms.

At 2nd level, the wererat gains the ability to assume a hybrid form—a shape between his humanoid and his dire rat forms.

As with the dire rat form, this change is purely cosmetic unless the character has taken the dire rat class to gain the appropriate abilities.

Natural Armor Improvements: At 1st level, the wererat's natural armor bonus increases by +2 in all forms.

A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability. Thus, a human's natural armor bonus would increase to +2 at 1st level.

The wererat also gains additional natural armor increases in his hybrid or animal form if he takes the dire rat class.

Shapechanger Subtype (Ex): At 1st level, the lycanthrope gains the shapechanger subtype.

Wererat Bonus Feats: At 1st and 2nd level, the wererat gains the feats indicated on Table SP-3, assuming that he doesn't already have them.

If the wererat doesn't meet the prerequisites (if any) for a bonus feat, he gains the feat but cannot use it until he does meet the prerequisites.

Low-Light Vision (Ex): A 1st-level wererat gains low-light vision.

Rat Empathy (Ex): Starting at 2nd level, a wererat in any form can communicate and empathize with normal or dire rats.

This ability gives him a +4 racial bonus on checks made to influence the attitude of rats or dire rats.

It also allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend", "foe", "flee", and "attack".

Damage Reduction (Ex): At 2nd level, the wererat gains damage reduction 5/silver.

At 3rd level, a natural lycanthrope gains damage reduction 10/silver.

An afflicted lycanthrope's damage reduction does not improve beyond 5/silver.

Curse of Lycanthropy (Su): At 3rd level, a natural lycanthrope can infect other creatures with lycanthropy.

Any humanoid or giant hit by the bite attack of a wererat in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Afflicted lycanthropes do not transmit lycanthropy.

Bite: The dire rat animal class gives the wererat a bite attack.

The bite is a natural weapon that deals 1d4 points of damage plus disease (see below).

Dire Rat Abilities (Ex): Upon taking a level in the dire rat animal class, the character gains the dire rat's Hit Dice (in all forms), base attack bonus (in all forms), base saving throw bonuses (in all forms), ability score modifiers (in hybrid and animal forms), skill points (in all forms), and natural armor bonus (in hybrid and animal forms), as well as the special abilities indicated on Table SP-4.

In dire rat form, the wererat's speed changes to 40 feet, and he gains a climb speed of 20 feet and a swim speed of 15 feet.

Class skills for the dire rat racial Hit Die are Control Shape, Hide, Listen, Move Silently, Spot, and Swim.

A wererat in rat or hybrid form uses his Strength or Dexterity modifier (whichever is greater) for Climb and Swim checks.

He has a +8 racial bonus on Climb checks in dire rat form and can always choose to take 10 on Climb checks, even if rushed or threatened.

He gains a +8 racial bonus on Swim checks in all forms.

Disease (Ex): As a 1st-level dire rat, a wererat in rat or hybrid form transmits filth fever (Fortitude DC 10 + Con modifier, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con) with his bite attack.

Upon gaining this ability, a wererat in any form becomes immune to filth fever (that is, he is a carrier of the disease but is never subject to its effects).

Scent (Ex): As a 1st-level dire rat, a wererat in any form gains the scent ability.

Table SP-3: The Wererat Template Class

Level	CR	Special
1	+1	+2 Wis, natural armor +2, alternate form (dire rat), low-light vision, shapechanger subtype, wererat feat (Alertness)
2	+1	Alternate form (hybrid), damage reduction 5/silver, rat empathy, wererat feats (Iron Will, Weapon Finesse)
3	+2	Curse of lycanthropy, damage reduction 10/silver

Table SP-4: The Dire Rat (Lycanthrope) Class

Class	Hit	Base	Fort.	Ref.	Will	Skill	Special
Level	Dice	Attack Bonus	Save	Save	Save	Points	
1	1d8	+0	+2	+2	+2	2 + Int mod.	+6 Dex, +2 Con, natural armor +1, bite, dire rat abilities, disease, scent

WERETIGER

Weretigers are powerful but secretive creatures that prefer to remain hidden from humanoid civilization.

But unlike wererats (who usually seek solitude for criminal purposes), weretigers simply enjoy working and hunting alone.

Affliction with this form of lycanthropy only rarely occurs by accident, since weretigers normally attack only for food and choose easy prey.

Now and then, however, a weretiger is driven away from its intended kill after only wounding it, and the victim survives with the lycanthropic curse.

Occasionally, a pride of natural weretigers deliberately infects another creature with lycanthropy in order to strengthen the numbers of the group.

A character who chooses to keep his lycanthropic curse can progress in the weretiger template class to gain weretiger abilities.

This template class can also be used by natural weretigers who wish to start play at lower levels and develop their powers, or for characters who somehow acquire this form of lycanthropy from another source.

This template class can be taken only by a lycanthrope who is aware of his condition, whether because he was born a weretiger or because he realizes that he is afflicted with lycanthropy.

Any ability noted as applying to all forms is available to the weretiger in his natural, hybrid, and animal forms, but not forms acquired via *polymorph* or other means.

Each lycanthrope template class has three levels, but only natural lycanthropes can take all the levels it offers.

An afflicted lycanthrope can take only 1st and 2nd levels in the class, since his level adjustment is +2 instead of +3.

Lycanthrope template classes also follow special rules relating to the benefits such characters acquire from their animal natures.

The template allows for a level adjustment of +3 (or +2 for afflicted lycanthropes), but that value does not include the Hit Dice from the lycanthrope's animal form.

So while a 1st-level human natural weretiger warrior (as presented in the *Monster Manual*) has a level adjustment of +3, his ECL is actually 7—1 from his warrior Hit Die, +3 from the template, +6 for his tiger Hit Dice.

Thus, in addition to the levels offered via the appropriate lycanthrope template class, each kind of lycanthrope also has a separate (optional) class progression for his animal abilities.

Essentially, a character progressing as a lycanthrope multiclass into the template class and can also multiclass into the appropriate animal class if desired.

The animal class is entirely optional.

No would-be lycanthrope is required to take it, but doing so is an advantage, since a character without it is weaker than other lycanthropes of the same type.

Taking levels in the appropriate animal template class gives the character the animal's Hit Dice and hit points (in all forms), saving throw bonuses (in all forms), skill points (in all forms), racial skill bonuses (in all forms), conditional skill modifiers (in animal form), ability score modifiers (in hybrid or animal form), natural armor bonus, and special attacks (such as the tiger's rake).

Levels in the animal class may be taken at any point after the character takes one level in the lycanthrope template class.

He is also free to take levels in other classes between levels of the template class and the animal class, as desired.

The animal class, like the template class, does not count when determining whether a character takes an XP penalty for multiclassing.

An afflicted weretiger that is cured of lycanthropy (as described in the *Monster Manual* on page 178) immediately loses all weretiger template class levels and tiger class levels (if any).

These levels cannot be restored with *restoration* or similar magic; they are simply gone.

Most lycanthropes that do not wish to lose their lycanthropy in this way deliberately fail their saving throws against the spell in order to prevent this traumatic change.

WERETIGER TEMPLATE CLASS FEATURES

All of the following are class features of the weretiger template class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

These changes are cumulative.

Natural Armor Improvements: At 1st level, the weretiger's natural armor bonus increases by +2.

A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability.

Thus, a human's natural armor bonus would increase to +2 at 1st level.

These changes are cumulative.

The weretiger also gains additional natural armor increases in hybrid or animal form from the animal class.

Alternate Form (Su): At 1st level, the weretiger can take the form of a tiger, and he undergoes this change involuntarily on the nights of the full moon or in times of stress, as described in the *Monster Manual*.

Unless the weretiger is a natural lycanthrope, he does not automatically have control over this ability and must attempt a Control Shape check to intentionally change form or to resist an involuntary change.

For an afflicted lycanthrope, Control Shape is a class skill for all classes as well as racial Hit Dice, if any.

Natural lycanthropes have full control over when they change shape and do not need to take ranks in this skill. Changing form is a standard action that can be attempted once per round.

A weretiger character who is aware of his condition retains his identity and does not lose control of his actions when he changes.

Each time he involuntarily changes to his animal form, however, he must make a Will save (DC 15 + number of times he has been in animal form) or permanently assume the alignment of his lycanthrope kind (neutral for weretigers) in all forms.

Any voluntary change to tiger or hybrid form immediately and permanently changes the character's alignment to neutral.

Until the character has taken one or more levels in the optional tiger animal class (see Tiger Abilities, below), changing shape to tiger form does not give him the abilities of a tiger—he simply is able to take that creature's shape, as if he had a perfect disguise.

Since this ability is of limited use, most characters taking levels in the weretiger template class choose to take levels of the tiger class as well in order to gain the full abilities of their animal forms.

At 2nd level, the weretiger can assume a hybrid form—a shape between his humanoid and his tiger forms.

As with the tiger form, this change is purely cosmetic unless the character has taken the tiger class to gain the appropriate abilities.

Low-Light Vision (Ex): A 1st-level weretiger gains low-light vision.

Shapechanger Subtype (Ex): At 1st level, the weretiger gains the shapechanger subtype.

Weretiger Bonus Feats: At 1st and 2nd level, the weretiger gains the feats indicated on Table SP-13 as bonus feats, assuming that he doesn't already have them.

If the weretiger doesn't meet the prerequisites (if any) for a bonus feat, he gains the feat but cannot use it until he does meet the prerequisites.

The Improved Natural Attack feats have no effect until the weretiger gains a bite or claw attack from the tiger animal class or another source (see *Monster Manual*, page 304, for the effects of this feat).

Tiger Empathy (Ex): Starting at 2nd level, a weretiger in any form can communicate and empathize with normal or dire tigers.

This ability gives him a +4 racial bonus on checks made to influence the attitude of such creatures.

It also allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend", "foe", "flee", and "attack".

Damage Reduction (Ex): At 2nd level, the weretiger gains damage reduction 5/silver.

At 3rd level, a natural lycanthrope gains damage reduction 10/silver.

An afflicted lycanthrope's damage reduction does not improve beyond 5/silver.

Curse of Lycanthropy (Su): At 3rd level, a natural weretiger can infect other creatures with lycanthropy.

Any humanoid or giant hit by the bite attack of a weretiger in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Afflicted lycanthropes do not transmit lycanthropy.

Table SP-13: The Weretiger Template Class

Level	CR	Special
1st	+1	Wis +2, natural armor +2, alternate form (tiger), low-light vision, shapechanger subtype, weretiger feat (Alertness)
2nd	+1	Alternate form (hybrid), tiger empathy, damage reduction 5/silver, weretiger feats (Improved Natural Attack [bite], Improved Natural Attack [claw])
3rd	+2	Curse of lycanthropy, damage reduction 10/silver

TIGER ANIMAL CLASS FEATURES

All of the following are class features of the tiger class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

These changes are cumulative.

Natural Armor Improvements: At 1st level, the character's natural armor bonus increases by +2.

A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability. Thus, a human's natural armor bonus would increase to +2 at 1st level.

These changes are cumulative.

Tiger Abilities (Ex): Upon taking a level in the tiger animal class, the character gains the animal's Hit Dice (in all forms), base attack bonus (in all forms), base saving throw bonuses (in all forms), ability score modifiers (in hybrid and animal forms), skill points (in all forms), and natural armor bonus (in hybrid and animal forms), as well as the special abilities indicated on Table SP-14.

When the weretiger is in tiger form, his speed changes to 40 feet.

In all forms, he gains a +4 racial bonus on Balance, Hide, and Move Silently checks.

When in tiger form and in areas of tall grass or heavy undergrowth, his Hide bonus improves to +8.

Class skills for the tiger racial Hit Dice are Balance, Control Shape, Hide, Listen, Move Silently, Spot, and Swim.

Bite: The tiger animal class gives the weretiger a bite attack in his animal and hybrid forms.

The bite is a natural weapon that deals 1d6 points of damage.

When he attains 2nd level in the weretiger template class and gains the Improved Natural Attack (bite) feat, his base bite damage improves to 1d8.

Scent (Ex): As a 1st-level tiger, a weretiger in any form gains the scent ability.

Claws: Upon reaching 3rd level in the tiger class, a weretiger gains two claw attacks in his animal and hybrid forms.

His claws are natural weapons, each dealing 1d4 points of damage.

When the weretiger attains 2nd level in the weretiger template class and gains the Improved Natural Attack (claw) feat, his base claw damage improves to 1d6.

Improved Grab (Ex): At 4th level in the tiger class, the weretiger gains the improved grab ability.

To use it, he must hit a creature at least one size category smaller than himself with a claw attack.

He can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If he wins the grapple check, he establishes a hold.

If he has the rake ability, he can make two rake attacks at the start of each round against a foe that he is grappling.

He can use this ability only on creatures at least one size category smaller than himself.

Large (Ex): When a weretiger reaches 4th level in the tiger class, his animal and hybrid forms become Large size.

In either of those forms, he takes a -1 penalty to AC and attack rolls because of his size, and his Space/Reach changes to 10 ft./5 ft.

His bite and claw damage each increase by one step (see *Monster Manual*, page 296).

His ability scores change as indicated on Table SP-14.

Pounce (Ex): If a weretiger who is 5th level or higher in the tiger class charges an opponent while in tiger form, he can make a full attack even though he has moved.

If he has the rake ability, he can include two rake attacks as part of his full attack.

Rake (Ex): At 6th level in the tiger class, the weretiger gains extra attacks with his rear claws in certain circumstances.

When he makes a pounce attack or starts a turn grappling with his claws while in animal form, he can make two additional claw attacks against the target for normal claw damage.

The weretiger cannot begin a grapple and rake in the same turn.

Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple.

Table SP-14: The Tiger (Lycanthrope) Class

Class Level	Hit Dice	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Skill Points	Special
1st	1d8	+0	+2	+2	+0	2 + Int mod.	Str +2, natural armor +2, tiger abilities, bite
2nd	2d8	+1	+3	+3	+0	2 + Int mod.	Str +2, Dex +2, scent
3rd	3d8	+2	+3	+3	+1	2 + Int mod.	Str +2, Con +2, natural armor +1, 2 claws
4th	4d8	+3	+4	+4	+1	2 + Int mod.	Str +2, Con +2, improved grab, Large
5th	5d8	+3	+4	+4	+1	2 + Int mod.	Str +2, Dex +2, natural armor +1, pounce
6th	6d8	+4	+5	+5	+2	2 + Int mod.	Str +2, Con +2, rake

WEREWOLF

Werewolves are cruel and evil creatures that enjoy killing for the sake of violence and prefer innocents as their targets.

Some werewolves enjoy inflicting lycanthropy on good folks by attacking them and stopping short of killing them. Others kill ruthlessly by night and often prey on family and friends.

Still others spread their infectious curse among like-minded creatures to create a pack of shapechanging allies. Because of these predilections, afflicted werewolves are fairly common.

A character who chooses to keep his lycanthropic curse can progress in the werewolf template class to gain werewolf abilities.

This template class can also be used by natural werewolves who wish to start play at lower levels and develop their powers, or for characters who somehow acquire this form of lycanthropy from another source.

This template class can be taken only by a lycanthrope who is aware of his condition, whether because he was born a werewolf or because he realizes that he is afflicted with lycanthropy.

Any ability noted as applying to all forms is available to the werewolf in his natural, hybrid, and animal forms, but not forms acquired via *polymorph* or other means.

Each lycanthrope template class has three levels, but only natural lycanthropes can take all the levels it offers.

An afflicted lycanthrope can take only 1st and 2nd levels in the class, since his level adjustment is +2 instead of +3.

Lycanthrope template classes also follow special rules relating to the benefits such characters acquire from their animal natures.

The template allows for a level adjustment of +3 (or +2 for afflicted lycanthropes), but that value does not include the Hit Dice from the lycanthrope's animal form.

So while a 1st-level human natural werewolf warrior (as presented in the *Monster Manual*) has a level adjustment of +3, his ECL is actually 6—1 from his warrior Hit Die, +3 from the template, +2 for his wolf Hit Dice.

Thus, in addition to the levels offered via the appropriate lycanthrope template class, each kind of lycanthrope also has a separate (optional) class progression for his animal abilities.

Essentially, a character progressing as a lycanthrope multiclasses into the template class and can also multiclass into the appropriate animal class if desired.

The animal class is entirely optional.

No would-be lycanthrope is required to take it, but doing so is an advantage, since a character without it is weaker than other lycanthropes of the same type.

Taking levels in the appropriate animal template class gives the character the animal's Hit Dice and hit points (in all forms), saving throw bonuses (in all forms), skill points (in all forms), racial skill bonuses (in all forms), conditional skill modifiers (in animal form), ability score modifiers (in hybrid or animal form), natural armor bonus, and special attacks (such as the wolf's trip).

Levels in the animal class may be taken at any point after the character takes one level in the lycanthrope template class.

He is also free to take levels in other classes between levels of the template class and the animal class, as desired.

The animal class, like the template class, does not count when determining whether a character takes an XP penalty for multiclassing.

An afflicted werewolf that is cured of lycanthropy (as described in the *Monster Manual* on page 178) immediately loses all werewolf template class levels and wolf class levels (if any).

These levels cannot be restored with *restoration* or similar magic; they are simply gone.

Most lycanthropes that do not wish to lose their lycanthropy in this way deliberately fail their saving throws against the spell in order to prevent this traumatic change. The werewolf template class can also be used for werewolf lords.

The only difference is that a werewolf lord must use Table SP-18 for advancement, while a normal werewolf uses Table SP-17.

WEREWOLF TEMPLATE CLASS FEATURES

All of the following are class features of the werewolf template class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

These changes are cumulative.

Natural Armor Improvements: At 1st level, the werewolf's natural armor bonus increases by +2.

A character who does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability.

Thus, a human's natural armor bonus would increase to +2 at 1st level.

These changes are cumulative.

The werewolf also gains additional natural armor increases in hybrid or animal form from the animal class.

Alternate Form (Su): At 1st level, the werewolf can take the form of a wolf, and he undergoes this change involuntarily on the nights of the full moon or in times of stress, as described in the *Monster Manual*.

Unless the werewolf is a natural lycanthrope, he does not automatically have control over this ability and must attempt a Control Shape check to intentionally change form or to resist an involuntary change.

For an afflicted lycanthrope, Control Shape is a class skill for all classes as well as racial Hit Dice, if any.

Natural lycanthropes have full control over when they change shape and do not need to take ranks in this skill. Changing form is a standard action that can be attempted once per round.

A werewolf character who is aware of his condition retains his identity and does not lose control of his actions when he changes.

Each time he involuntarily changes to his animal form, however, he must make a Will save (DC 15 + number of times he has been in animal form) or permanently assume the alignment of his lycanthrope kind (chaotic evil for werewolves) in all forms.

Any voluntary change to wolf or hybrid form immediately and permanently changes the character's alignment to chaotic evil.

Until the character has taken one or more levels in the optional wolf animal class (see Wolf Abilities, below), changing shape to wolf form does not give him the abilities of a wolf—he simply is able to take that creature's shape, as if he had a perfect disguise.

Since this ability is of limited use, most characters taking levels in the werewolf template class choose to take levels

of the wolf class as well in order to gain the full abilities of their animal forms.

At 3rd level, the werewolf can assume a hybrid form—a shape between his humanoid and his wolf forms.

As with the wolf form, this change is purely cosmetic unless the character has taken the wolf class to gain the appropriate abilities.

Low-Light Vision (Ex): A 1st-level werewolf gains low-light vision.

Shapechanger Subtype (Ex): At 1st level, the werewolf gains the shapechanger subtype.

Werewolf Bonus Feats: At 1st and 2nd level, the werewolf gains the feats indicated on Table SP-16 as bonus feats, assuming that he doesn't already have them.

If the werewolf doesn't meet the prerequisites (if any) for a bonus feat, he gains the feat but cannot use it until he does meet the prerequisites.

Wolf Empathy (Ex): Starting at 2nd level, a werewolf in any form can communicate and empathize with normal or dire wolves.

This ability gives him a +4 racial bonus on checks made to influence the attitude of such creatures.

It also allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend", "foe", "flee", and "attack".

Damage Reduction (Ex): At 2nd level, the werewolf gains damage reduction 5/silver.

At 3rd level, a natural lycanthrope gains damage reduction 10/silver.

An afflicted lycanthrope's damage reduction does not improve beyond 5/silver.

Curse of Lycanthropy (Su): At 3rd level, a natural werewolf can infect other creatures with lycanthropy.

Any humanoid or giant hit by the bite attack of a werewolf in animal or hybrid form must succeed on a DC 15

Fortitude save or contract lycanthropy.

Afflicted lycanthropes do not transmit lycanthropy.

Table SP-16: The Werewolf Template Class

Level	CR	Special
1st	+1	Wis +2, natural armor +2, alternate form (wolf), low-light vision, shapechanger subtype, werewolf feat (Track)
2nd	+1	Alternate form (hybrid), wolf empathy, damage reduction (5/silver), werewolf feats (Iron Will, Weapon Focus [bite])
3rd	+2	Curse of lycanthropy, damage reduction (10/silver)

WOLF ANIMAL CLASS FEATURES

All of the following are class features of the wolf class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

These changes are cumulative.

Natural Armor Improvements: At 1st level, the character's natural armor bonus increases by +2.

A character who does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability.

Thus, a human's natural armor bonus would increase to +2 at 1st level.

These changes are cumulative.

Wolf Abilities (Ex): Upon taking a level in the wolf animal class, the character gains the animal's Hit Dice (in all forms), base attack bonus (in all forms), base saving throw bonuses (in all forms), ability score modifiers (in hybrid and animal forms), skill points (in all forms), and natural armor bonus (in hybrid and animal forms), as well as the special abilities indicated on Table SP-17.

In wolf form, the werewolf's speed changes to 50 feet.

Class skills for the wolf racial Hit Dice are Control Shape, Hide, Listen, Move Silently, Spot, and Survival.

Bite: The wolf animal class gives the werewolf a bite attack in his animal and hybrid forms.

The bite is a natural weapon that deals 1d6 points of damage.

Scent (Ex): As a 2nd-level wolf, the character gains the scent ability in all forms.

Trip (Ex): A werewolf in hybrid or wolf form that hits with a bite attack can attempt to trip the opponent as a free

action without making a touch attack or provoking an attack of opportunity.

If the attempt fails, the opponent cannot react to trip the wolf.

Table SP-17: The Wolf (Lycanthrope) Class

Class Level	Hit Dice	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Skill Points	Special
1st	1d8	+0	+2	+2	+0	2 + Int mod.	Str +2, Con +2, natural armor +2, wolf abilities, bite
2nd	2d8	+1	+3	+3	+0	2 + Int mod.	Dex +4, Con +2, scent, trip

THE WEREWOLF LORD

A character can take levels in the dire wolf animal class only if he is a natural or afflicted werewolf lord.

Because of the size restrictions on lycanthropy, only Medium, Large, or Huge creatures can become werewolf lords.

DIRE WOLF ANIMAL CLASS FEATURES

All of the following are class features of the dire wolf class.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

These changes are cumulative.

Natural Armor Improvements: At 1st level, the character's natural armor bonus increases by +2.

A character who does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability. Thus, a human's natural armor bonus would increase to +2 at 1st level.

These changes are cumulative.

Wolf Abilities (Ex): Upon taking a level in the dire wolf animal class, the character gains the animal's Hit Dice (in all forms), base attack bonus (in all forms), base saving throw bonuses (in all forms), ability score modifiers (in hybrid and animal forms), skill points (in all forms), and natural armor bonus (in hybrid and animal forms), as well as the special abilities indicated on Table SP-18.

In dire wolf form, the werewolf's speed changes to 50 feet.

Class skills for the dire wolf racial Hit Dice are Control Shape, Hide, Listen, Move Silently, Spot, and Survival.

Bite: The wolf animal class gives the werewolf a bite attack in his animal and hybrid forms.

The bite is a natural weapon that deals 1d8 points of damage.

Scent (Ex): As a 2nd-level dire wolf, the character gains the scent ability in all forms.

Trip (Ex): A werewolf lord in hybrid or dire wolf form that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity.

If the attempt fails, the opponent cannot react to trip the werewolf lord.

Large (Ex): When the dire werewolf reaches 4th level in the animal class, his animal and hybrid forms become Large size.

In either of those forms, he takes a -1 penalty to AC and attack rolls for size, and his Space/Reach changes to 10 ft./5 ft.

His ability scores and natural armor bonus change as indicated on Table SP-18.

Dire Wolf Bonus Feats: At 1st and 2nd level, the werewolf lord gains the feats indicated on Table SP-18 as bonus feats, assuming that he doesn't already have them.

If the werewolf lord doesn't meet the prerequisites (if any) for a bonus feat, he gains the feat but cannot use it until he does meet the prerequisites.

Table SP-18: The Dire Wolf (Lycanthrope) Class

Class Level	Hit Dice	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Skill Points	Special
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1st	1d8	+0	+2	+2	+2	2 + Int mod.	Str +2, Con +2, natural armor +2, wolf abilities, bite
2nd	2d8	+1	+3	+3	+3	2 + Int mod.	Dex +4, Con +2, scent, trip
3rd	3d8	+2	+3	+3	+3	2 + Int mod.	Str +2, natural armor +1
4th	4d8	+3	+4	+4	+4	2 + Int mod.	Str +2, Large, dire wolf bonus feat (Run)
5th	5d8	+3	+4	+4	+4	2 + Int mod.	Str +4, dire wolf skills
6th	6d8	+4	+5	+5	+5	2 + Int mod.	Str +4, Con +2, dire wolf bonus feat (Alertness)